



“Big Boy” – A *Galaxy Prime* Campaign

Answering a distress call brings you to a ship that is being torn apart from the inside! Can you tame and transport this enormous (and illegal) creature before its transformations send it spiraling out of control again? Even so, the buyer is untrustworthy, the Kinet are tracking it down and, to top it all off, the beast needs to find a mate!

Setup

This is a short campaign outline in 6 parts. The party should have some experience under their belt and a ship of their own. The story involves a barquadontus, a large dinosaur-like creature from the Den-sar system. This barquadontus is a baby at the time of discovery and it has been captured illegally, taken from its native planet and its mother. It is being smuggled to a buyer in the Orgar system, within the Thasian Autocracy. During the trip, it is being administered an artificial growth hormone to accelerate its maturation process so that the buyer can receive a fully-developed barquadontus. Unfortunately, the drug is unstable and is being administered under less than ideal conditions by people who have only a general knowledge of xenoscience. This has caused the baby "barq" to have painful growth spurts, where it thrashes around and causes a great deal of damage to the ship and its crew. Needless to say, the owner of the transport is in desperate need of immediate help...

Part 1. Care & Feeding

The party will receive a distress call while they are travelling somewhere off the beaten path between Den-sar and Orgar. The signal originates from a Bulk Transport known as the Happy Halfin, owned by a Nomme smuggler named Russ. His crew includes a Vorhusk medic, an Exomech techie and a Norgh mercenary. The captain begs the party to assist him in sedating the baby barq in his cargo hold before it tears the ship apart. Currently, the barq is about the size of a hippo but it is a very dense creature and creates a massive impact when it runs into things.

Once the beast settles down, repairs must be effected upon the Halfin or its structural integrity will be compromised. While there is plenty of room for the barq, the ship's systems and hull have been damaged to where it may be wise to transfer the baby to another vessel. All of this must be done quickly and quietly, as possession of a protected species is a major legal infraction and the Thasian and Sulven governments are notorious for lacking empathy. The captain, grateful for the party's help, will also explain about the growth hormone and how it is supposed to cause the creature to grow to adulthood over the course of a week. He also offers to hand over his share (5,000 credits) of the selling price if they would help him to close the deal.

Assuming the party agrees, the next step will be to find enough food to last until they reach their rendezvous. Barqs eat a LOT of food, several tons in a day, which may also cause problems in the area of cargo space. Luckily, Grenyara is a nutrient-rich world, though fairly populated. Plenty of food (plants and muck scooped out of the swamps and marshes) could be gathered here as long as no one suspects that a barquadontus is involved.



Thus the party must balance food, timeliness, sedation, secrecy and cargo space before they meet their buyer at the end of the week...

Part 2. Buyer Beware

By the time they arrive at Orgar for their rendezvous with the buyer, the barq should be fully-grown, an adult of massive size. The hormone did its job...only too well. In addition to accelerated growth, a side effect of the drug seems to be that it imbues simple-minded creatures with sentience! The more caring members of the party will slowly start to realize this, first through empathic sensations and soon through

direct telepathy. Kinet will notice this almost immediately. The creature conveys, in its simple way, that it is always lonely, hungry and in pain. This may cause the party to have second thoughts on whether or not to sell the barq. The captain cant relent, though, at this point. He and his crew have invested and risked too much already. This may cause some argument between the two parties, though they will have little time to settle their differences as the buyer arrives.

The buyer is a Drakasian general, "Dasthek" who arrives in a heavy cruiser. If the party refuses to sell, the general will be furious and attempt to take the barq by force. If they agree to sell, Dasthek will try to alter the deal, cutting the sale price in half. Russ will refuse this offer, but finds that he cannot escape the system due to the cruisers tractor beams. Instead he will try to hide on the planet Orgar. The general and ten of his Drak soldiers will follow in a shuttlecraft.

Russ finds an abandoned Orgarean fort to hide him, his crew and his cargo. Dasthek will be tenacious and will lay siege to the place, wanting to get ahold of the barq at any cost. Native Orgareans may eventually show up during the fight to investigate, but their reaction to the situation will depend on how the party treats them. They may gain a new ally or a new enemy. If the party is able to defeat Dasthek they will likely be able to bargain for their escape, or sneak away in all the confusion. They may also have to wait for the Drakasians to give up and leave before they can be on their way...

Part 3. The Circus is in Town

With a large, adult barquadontus in their hold rapidly gaining intellect, the party must find something to do with him. Word spread on the black market will turn up one offer from BUPO's Circus which is currently performing in Free Space. Since this is not overly far, and law enforcement is much thinner in that sector, it sounds like a good bet. The offered price is only for 10,000 credits but assurances are given that the barq will be well-treated in his new home.

If asked, initially the barq will agree, as a carrier vessel is much larger than the current transport. Once with the other creatures of the circus, however, the barq will decide that he would like to see them freed from their cages. Now



having the brains and the bulk to accomplish this, it only takes minutes for him to release the hordes of xenomorphs from their enclosures. Luckily, most of the circus animals are tame and not overly dangerous but they will run amok throughout the ship, wreaking havoc and trampling anyone who gets in their way. The circus does not have much in the way of weaponry, so they will need assistance in recapturing the beasts. The reward for this will be 1,000 credits apiece but, in the end, the barq refuses to stay with the circus and so that money will have to be refunded. If the party refuses to give it back, they will be reported to the Sector Marshals...



Part 4. More Power

By this time, the barq should be out of food again. Swadigh is the nearest lush world with available nutrients but is often frequented by pirates. While the party is exploring and collecting food (and likely fighting off a few pirate patrols), the barq will begin to develop psychic powers at an alarming rate. These will be nearly identical to the powers used by the Kinet. Indeed, merely a day or two after this revelation, Kineticists will arrive saying that the barq needs to be trained and guided. This all seems well and good, but before any type of transfer can occur, the Neuroths appear and begin a battle with the Kineticists.

The party and the barq are caught in the middle of this mystical feud and can try to take sides or attempt yet another escape. However, shortly thereafter, the ruckus will attract the notice of Malboreans who will enter the fray and may even attack the party directly. The barq will try to protect the party and itself as well as possible but it has no knowledge of how to properly use its powers, so their effects will have a tendency to go wild, perhaps doing more harm than good. At some point in all the chaos, the barq will somehow inexplicably disappear...

Part 5. Check Mate

It is assumed that the barq will have wandered off into the swamp somewhere but no trace can be found, either via tracks or use of a Uniscan. Russ and his crew refuse to let it go, however. They want their money back for this venture, if only to repair the damage done to their ship and equipment. Breaking even is better than nothing! Scouring the planet by ship, while drawing the attention of pirates, will also locate the barq, nestled away in a valley on the other side of the world! While he will no longer allow himself to be sold as a commodity, he will agree to help the party assault a major pirate base he has discovered...in exchange for a mate. This way he will get what he wants and the party can recoup their losses by plundering the pirates' ill-gotten goods. If they play their cards right, they may even be able to get a reward and recognition for turning in the pirates to law enforcement agencies!

To find and secure a mate, the party will have to enlist the help of the Guardians of Natural Order. They will have the scientific knowledge necessary to locate, identify and capture a female barquadontus. Plus, under the banner of a scientific mission for the GNO, the party will not be subject to arrest for transporting an illegal creature. The party will then have to travel to Den-sar with a ship of sufficient size for an adult barquadontus and several weeks worth of food. As the barqs are generally slow and unintelligent beasts, finding and capturing one with the help of the GNO should take no time at all.



Part 6. Loot, Plunder, Pillage

Once the barqs are introduced to each other, the male will keep his promise and help to take down the pirate base. If the party is reluctant, he will even agree to do most of the work himself, as long as he can count on their support. The female will stay behind, safe in the valley.

The pirate base is set in a rocky box canyon, one of the few dry spots on Swadigh. There are multiple levels and caves in the natural formation, lots of places to hide and mount weapons. There will be about 30-40 pirates at the

base at any given time. They have access to just about any weapon and even some cybergear. Their races vary but many are Kunlaati. They also have 3 fighters, 2 heavy fighters, 2 shuttles and a fast transport, all in decent working order. Several rickety bots and a variety of xenomorph guards also fill out their ranks. Some may have mutations but no Kinet are present. The rocky cliffs offer many places for ambush and cover. The barq will have difficulty ascending these levels, and so will stick to trampling and what few Kinet powers he can manifest. Being pirates, they are not terribly organized but are not stupid either. Depending on their WILLFORCE rolls, they will likely surrender if half or more of their number are taken out of the fight.

Once the pirates have been subdued, their money can be counted, which comes to about 50,000 in hard currency. Their weapons, equipment and bots will also be worth about 50,000 credits if and when they can be sold. Their ships will fetch base amounts, however only 3 of the pirates are worth any real bounty money, about 5,000 credits apiece.

The barq will thank the party for bringing its mate but wishes to have no further contact with them. He and his mate will live happily ever after...

