

# Gaia World

Gaia World is a derelict cylindrical space station with a safari park containing 4 distinct biomes (2,4,6,8). The station rotates at about 3rpm around a central (static) axis (10), generating roughly 1g. Completely run by AI, which went rogue a long time ago, upon which it was abandoned by the station owners, shirking their responsibility. The life forms in the biomes have evolved further through fierce competition. Due to lack of visitors, the station AI and its robot drones have started 'recruiting' visitors from random passing ships. The AI will try to prevent the PCs from leaving at all cost.

Underlined = hidden, or to be discovered by the players.

## 01|Arrival & reception

The PC's awaken in a reception area (08), dressed in Gaia World themed jumpsuits. Soft music plays, glitched promo videos about the biomes. There is a 'station map' leaflet holder, but it is empty. A robot welcomes them, will not offer any useful advice about leaving the station. There is an airlock and docking port (A) to space, but no ship is docked. The PC's ship drifts far off in the distance, they must have been shuttled here. In the ceiling of the corridor (14) there is a secured airlock to 09 (B).

**02|Nordic biome** Forest of pine trees, whitewater river with waterfall to cross between exits. Contains cabin with supplies and a diary of previous forced visitor. A pack of wolves lives here. They are aggressive and intelligent, but can be tamed. There is also a malfunctioning lumberjack robot wielding 2 chainsaws, 50% chance it's active whenever the PC's enter the biome.

**03|Guest accommodation** Anonymous smallish hotel rooms with showers and bathrooms. Some contain the remains of previous forced visitors and their personal effects, one has a vac-suit. A number of rooms equal to the number of PC's is prepared with neatly folded towels and a welcome folder, including a map of the station. In a service corridor there is a secured airlock (B) to 09.

**04|Desert biome** Filled with sand, some desert vegetation. Broken down enclosed safari car at entrance. Artificial wind. Skeletons and mummified remains surround the lair of a giant scorpion. There is a puddle of stimulating liquid, which is actually pee from the sand worm that is sleeping under a worm-shaped dune. If the PC's linger, the worm will awaken and attack them.

**05|Restaurant and cafeteria** Some salvageable tinned food. Industrial kitchen, and large eating area. Walls adorned with biome-themed imagery, offer hints at what lurks there. Some survivor made a camp here

long ago, it contains a booklet with a pin code for the KNOB

**06|Sea biome** Filled with somewhat murky water (~8m deep). The water contains colorful fish and interesting coral. A sunken boat containing treasure lies at the bottom, but is hard to see. Entrance and exit are docks with small rowboats. A tentacled sea monster lurks, triggered by the sound of rowing. A small mossy island is actually a sleeping sea turtle.

## 07|Gift Shop & souvenirs

Friendly shop bot will help PC's with dated station info. Shop contains extensive information on all the biomes, the same map as in 02, and lots of trinkets. The bot is designed to notice shoplifting and will respond with lethal force.

**08|Jungle biome** Lush humid forest. Contains flesh-eating plants that can disguise themselves as whatever is friendly to the PC's (they read minds). Huge deadly mosquitoes, but also a cow-sized frog that eats them. A long-time surviving 'visitor' lives here in a hermit hut, is wary of contact.

**09|Inner void.** Unpressurized and vacuum. Illuminated by lights on the central axis. Maintenance bots scurry about, they try to get the PC's to leave the void. There is a secure airlock (C) to 10, that can only be hacked with a powerful computer or opened with serious hardware.

**10|Central core (static).** The core remains static as the station rotates around it. Contains escape pods, the mainframe core and fusion reactor powering the station. There is an airlock to 09.

**11|Shuttle track.** Automated shuttle carts ride around the station and connect all the facility sections. Corridor is dark, strange noises echo through it.

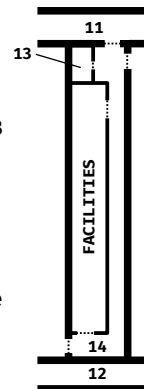
**12|Environmental control for the biomes.** Inaccessible, except through secured hatches intended for small maintenance bots. Allows for things like changing temp, raising/lowering sea level, light levels, etc.

Facility sections (1, 3, 5 and 7) have a similar layout (top down view):

**13|Technical room**, contains a KNOB and basic info about the biome on the other side of the wall.

**14|Corridor.** Connects the biomes and the facilities.

Largest enclosed area contains the actual facilities offered in this section.



## Random encounters

1. 1d6 escaped wolves from 02
2. the survivor from 08 scavenging supplies
3. 2 + 1d4 bots assigned with corralling the PC's to a 'fun' area (a biome or the shop)
4. a swarm of mosquitoes from 08
5. 1d4 security bots mistaking the PC's for malicious intruders
6. severely glitching admin bot
7. a crew of maintenance or inspection bots performing critical maintenance/inspection.
8. the robot mariachi band who insist on playing a song for the PC's. They are very hard to get rid of.

**The KNOB (Kinetic Normalization Override Bus)**  
In each technical room (13) there is a secured dial that can be turned from - 6 to +6. It is set to +3 when the PC's arrive. It has a keypad for entering a PIN, and a port which corresponds to a plug that maintenance and admin robots have. Either will unlock operation of the KNOB. The figures indicate the RPM of the station. 3RPM (- or +) will generate 1G. 0 means there will be no simulated gravity. Hacking or forcing the KNOB is nearly impossible, and might result in unexpected side-effects.

## Types of robots on Gaia World. Bots fear wolves

**Leisure** musicians, hosts. Their info is dated.  
**Inspector** small, spider-like, inspect the technical operation of the station.  
**Maintenance** powerful, nimble, multi-armed and loaded with technical knowledge. Dumb and focused.  
**Admin** avatars of the main AI. Powerful intelligence on their own. Friendly, but stern.  
**Security** similar to maintenance, but with weapons instead of tools.

## Possible shuttle Track incidents

1. Random stop, shuttle thinks it is at a station.
2. Shuttle derails due to dead visitor on track.
3. Accelerates to ludicrous speed, eventually crashing.
4. Nest of giant wasps blocks the tunnel.