

The team is dispatched to Messana Bay, a tiny outpost situated on the eastern shore of the main continent of Vesta, not far north of the massive tectonic ridge known as the Fall. A brief, garbled call was received yesterday, then abruptly cut off. A supply skimmer overflowed the outpost and reported the place was in a shambles and there was no sign of life.

JumpCorp is concerned the small station, leased to Forsian Fishing Tours, has fallen prey to an attack by the Natural Order terrorist group.

MESSANA BAY

Upon arrival, the team can quickly confirm the outpost was apparently subject to a fairly violent attack. Doors and windows have been forced or broken open from the

outside, the portable docking facility is wrecked, and a small fishing trawler is sunk in the shallows. There is no sign of life—but also no sign of bodies.

There are only a couple permanent structures at Messana Bay. The largest is the central lodge, which is a combination bunkhouse, operations center, and kitchen. The other buildings are a small repair hut and an equipment shed. The interior of each has been torn apart, apparently either by a battle or haphazard search. A Notice roll spots several laser burns on the interior walls. If the team thinks to check for burns outside, they find none.

A Tracking roll outside finds several ruts in the sand above the high tide mark where more than one large, cylindrical object was dragged. The general shape could match that of small watercraft, such as those used in military raids.



CATCH OF THE DAY

A SAVAGE WORLDS ONE SHEET BY JOHN GOFF WITH ART BY LORENZ HIDEYOSHI RUWWE



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SUNKEN HORROR

The fishing boat has been broken nearly in half, perhaps by an explosion or running aground on the nearby rocks of the Fall. Most of the vessel is underwater, but the team can use a winch on the deck to haul a large drift net out of the hold. A Common Knowledge roll (-2) or Knowledge (Law) tells the heroes drift nets require a specific permit on Leviathan—one Forsian does not hold.

Trapped in the net is a veritable menagerie of Leviathan's marine species: fish analogues, a few smaller aquatic lacerauns, and a mass of pale white and pinkish creatures that look like a cross between a starfish and octopus. A Common Knowledge roll at -2 or an appropriate Knowledge (Science) roll identifies the odd animals as scyllas.

Scyllas have roughly spherical central bodies with a mass of tentacle-like limbs sprouting from one side. Like octopuses, they are primarily predatory. However, scyllas grow considerably larger, averaging several hundred pounds in weight and reaching up to 10' long from the tip of its tentacles to the top of its "head."

The number of tentacles possessed by one of these creatures varies according to the individual and ranges from as few as five to as many as ten. Seven is by far the most common amount, and accounts for the colemata's mythological name. They don't have teeth or a beak. They store their kills until the flesh decays enough so they can use their tentacles to tear bits off to eat.

Fortunately, these are much younger, measuring only a couple feet or so in total length. Like everything else in the cracked hold, they're also quite dead.

Also trapped in the net are several corpses—the former staff of Forsian. Waterlogged and mangled, the dead bodies cause a Fear check (Nausea) for any viewing them. A Healing or Knowledge (Medicine) roll tells the heroes they were likely killed by strangulation, drowning, or in some cases, crushing injuries. None died by blaster attacks. A raise on the roll determines they have been in the water for a little over 24 hours.

MAMA'S HOME!

Actually, Forsian was illegally drift-netting to gather trophy fish for future clients who couldn't bring one in on their own. They accidentally caught the clutch of a giant scylla that had been forced close to the surface by recent storms. The giant scylla followed the boat back to Messina Bay to recover its offspring. When it sensed they were dead, it turned its wrath on the fishermen.

It lurks nearby, still enraged. When the team hauls the net up, it moves into the shallows and attack!

This can be a very tough encounter, as only Heavy Weapons are likely to cause the creature lasting harm. The

team can thwart the creature by fleeing more than a hundred yards or so inland.

GIANT SCYLLA

This huge creature normally lives in the dark depths of the planet's deep-water oceans and is over 70' in length. Normally, it would seldom come near the surface, even far out in deep water.

It is a ravenous predator, and everything is potential prey. The giant scylla can drag itself onto land briefly in pursuit of prey.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+10, Vigor d10

Skills: Fighting d10, Notice d6, Stealth d6, Swimming d10

Pace: 2, **Parry:** 7, **Toughness:** 23 (6)

Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +6:** Tough, rubbery hide.
- **Chameleon:** A giant scylla motionless in an aquatic setting blends nearly perfectly with its background. It gains a +4 to Stealth rolls and ranged attacks against it suffer a -2 penalty.
- **Constrict:** If a giant scylla succeeds at a Fighting attack with a raise, it does not get bonus damage but wraps a tentacle around its victim. The attack works as a normal grapple except it deals normal damage tentacle damage that round and automatically each round thereafter.
- **Gargantuan:** Heavy Armor. Man-sized creatures receive a +4 bonus to attack rolls. A giant scylla can't bring its full weight to bear when making an attack and is incapable of making stomp attacks. Its other attacks are still considered Heavy Weapons.
- **Mass of Tentacles:** A giant scylla can attack a number of targets up to the amount of its tentacles in a single round at no penalty. However, it cannot make more than one attack a round against any creature smaller than Huge.
- **Size +10:** A giant scylla's central body is over 40' across and its tentacles reach up to 30' in length.
- **Tentacle:** Str+d6. Reach 5.
- **Weakness (Soft Underbelly):** The area beneath this giant Scylla was rubbed raw by the sand when it attacked the outpost earlier. It's much less protected now and attacks there bypass its Armor and its Heavy Armor ability. It takes a Called Shot at -6 to hit if attacking from the side of the creature, but only -2 if the attacker can somehow get beneath it.