

WATER LANDING



A Scenario for the Cast Away RPG by Grahame Turner

Your starship is crashing.

It's crashing into an uncharted ocean planet on the edge of known space.

It's OK. This does happen from time to time.

As long as you and some of your crew get to the Lifeboats in time, you should be able to eject and crash land somewhere relatively safely.

From there, you should be able to scrounge up enough local resources to survive at least until rescue can come.

You should be fine, as long as the Skip Drive Core doesn't breach, local wildlife isn't too hostile, and you find sources of food and water...

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Water Landing is an independent production by Grahame Turner and is not affiliated with the Afterthought Committee or Peach Garden Games.

This work is based on the Carta system (found at <https://peachgardengames.itch.io/carta-srd>), from Cat McDonald and Peach Garden Games, and licensed for use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).

What is This?

This is a Carta-powered scenario for the Cast Away RPG. To play, you need the Cast Away rules, as some of those rules may not be fully explained in this supplement. This is designed for play with 1 to 4 players. A Navigator is optional, but having someone who has read both books before play is probably helpful.

This game is designed to simulate sci-fi survival on an uncharted planet that is mostly covered in water. It takes inspiration from the Subnautica series, No Man's Sky, Oxygen Not Included, and there's a little of Delve and Umbra mixed in there.

What Should I Be Concerned About?

NOTE: This section details security and safety tools.

This game may contain themes of survival, animal attacks, being stranded in open water, sci-fi creatures, and other themes that could realistically make some players uncomfortable. Before play, decide on any topics (for example, eye-related injuries or descriptions of bloody injuries) that you wish to put a red light, a green light, or a yellow light on.

- ◆ RED LIGHT: I do not want this in the game.
- ◆ YELLOW LIGHT: I do not want this described, but it can happen "off-camera".
- ◆ GREEN LIGHT: I hope this happens during the game.

Play with an open table policy (people may leave and return as they need to), and an X card (index card or piece of paper with the letter X on it). If people are uncomfortable with something happening in the game, they can get up and leave or tap the X card to request a pause or a change of narrative.

You may use other security-related tools if your group is more comfortable with them.

What Do I Need to Survive?

- ◆ This book
- ◆ The Cast Away RPG
- ◆ Paper and pencil
- ◆ Hobby dice
- ◆ A deck of cards, with Jokers
- ◆ Tokens for each player, the Base, and the Lifeboat.
- ◆ Traitor tokens (something easy to pick up, easy to conceal, one per player).



Crash Landing

1. Take the Jokers out of the deck, and separate remaining cards into 2 piles. Deal all the cards numbered 1 (Ace) - 6 into one pile, and all of the remaining cards into the other pile.
2. Deal 5 cards off the top of each pile, and set them aside. Shuffle the 5 cards from the low pile into the high deck, and vice-versa. Shuffle 1 joker into each. You should now have two decks.
 - The Shallows Deck: the 1 - 6 cards, plus 5 high cards, and a joker.
 - The Deep Deck: the 7 through King cards, plus five low cards and a joker.
3. Deal the Deep Deck into a 4 by 6 card grid. Deal any remaining cards into the middle of the grid. Leave a space in the center, between the middle two rows, for one more stack of cards (to be revealed later).
4. Deal the Shallows Deck on top of the grid. Deal any remaining cards into the middle of the grid.
5. Decide as a group on one feature all of the creatures on this planet have. Use the Nature Aspect table, or invent your own.
6. Decide as a group where your Lifeboat crash lands. Place your Lifeboat token between some cards in the grid.
7. Create your characters per the directions in the Cast Away RPG, if you have not already done so.
8. Unless your group has explicitly ruled out the Traitors rule prior to gameplay, place the Traitor tokens in a pile in the middle of the table, somewhere everyone can reach them without making too much noise. Instruct all players to close their eyes, hum, and count to 15 seconds.

During this time, Traitors in the group open their eyes and take a Traitor token in secret. It is OK if the Traitors know that there are others. But, everyone else should not know who they are. For more information on this, see the Optional Rule for Traitors.

Optional Rule: Traitors

When creating a character, you are prompted to have Secrets. They are optional, but can add some dimension to your character. Create these secrets in private, and do not share them with the group. Some possible secrets include:

1. You facilitated the sabotage of the ship, causing it to crash land.
2. You took this job under false pretenses, and are not qualified for the work you were doing.
3. You are a corporate spy, trying to learn proprietary secrets about the Skip Drive and the ship to sell to a competitor.
4. You are on the lam, an escaped criminal wanted for murder. This planet seems as good a place as any to lie low.
5. The planet you come from believes you are a hero, that you will solve a crisis they face.
6. For reasons of your own, you are the actual Captain of the ship, posing as a crewmate.

If your Secret is related to the sabotage of the ship, take a Traitor token when prompted during set-up. Keep this token in a pocket or somewhere else that no one else can see it.

Welcome To The Blue Hole

Your Lifeboat is a survival pod equipped with minimal facilities for turning local resources into food, water, and equipment needed to prolong your life until rescue can arrive. The Lifeboat is equipped with basic wetsuits and scuba equipment for each member of the crew, as well as comms devices to allow you to remain in contact across distances.



There is also a deck of cards on board, which your crew has decided to use to help you map the surrounding area. You are using the following system to describe what's nearby:

FAUNA - SPADES

- ◆ When you encounter a new type of fish, describe the Aspect common to all native life, two Aspects it has that are similar to Earth's marine life, and one Aspect that is different. Then, name the creature to the best of your ability.

FLORA - CLUBS

- ◆ When you encounter a new type of plant, describe something it smells like, something it looks like, and something that's strange about it. Then, name the plant to the best of your ability.

RESOURCES - DIAMONDS

- ◆ When you find Raw Resources, describe how they appear in the local ecosystem, and what role--if any--they play with nearby marine life.

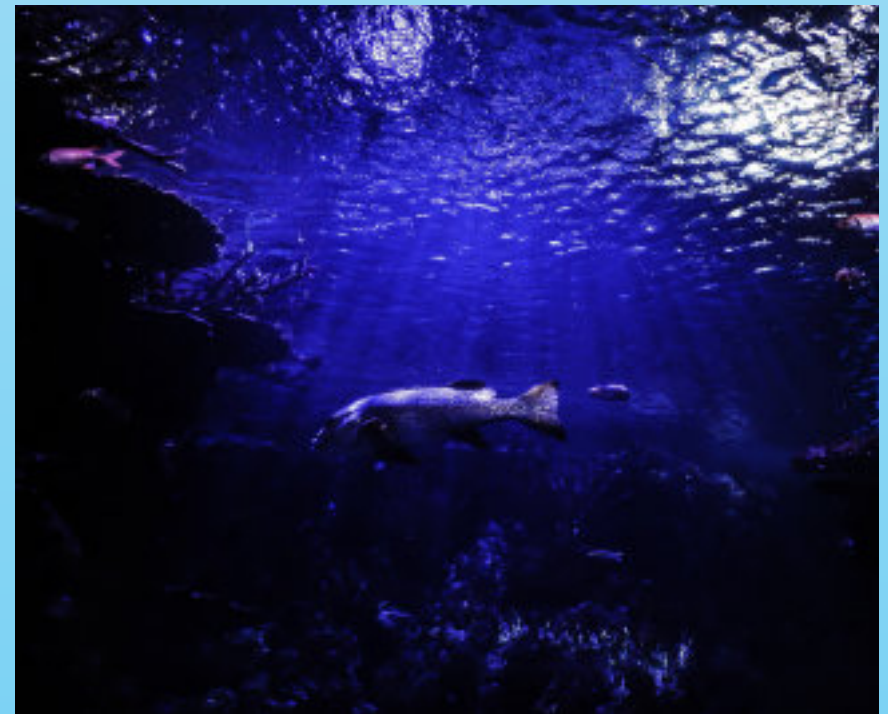
WRECKAGE - HEARTS

- ◆ When you discover parts of your old ship, describe the function of the room that you found, and any broken equipment, parts, or plans stored inside.

JOKERS - YOUR OLD SHIP

- ◆ When the First Joker is revealed, rearrange the Grid so that the Joker can be face-up on the table inside the grid. You may now explore the Ship for resources, but take the condition Irradiated when you do so, unless you have a Lead-lined or Pressure Suit.
- ◆ When the Second Joker is revealed, stack it on top of the Ship. The Skip Drive Core experiences a Containment Breach, leaking intense radiation into the surrounding area. You now need a Pressure Suit to salvage the wreck.

Each day it is uncovered, you take the Condition Irradiated when swimming, unless you have a Lead-lined or Pressure Suit. Fish or food grown in the local ecosystem also inflicts the Irradiated condition.



Managing Time

Your crew is using a 24-hour clock. As you begin exploration, discuss whether this lines up with the planet's rotation, or whether it has a different Day-Night cycle than you do. If so, designate a player to track that.

As your crew takes actions, each one will take a certain number of hours to complete. If the action is not dictated, decide as a group how much time it will take.

Resolve actions based on who is the earliest in the day. For example, someone exploring the card nearest the Lifeboat, should resolve their actions before someone traveling for an hour then exploring. If you are unsure or players are tied, you can perform a Hiking contest (with no conditions to the loser).



Sleeping

A Lifeboat is designed to carry as many people as possible to the surface of a nearby planet in safety. It is not designed as a long-term shelter. Which means that there isn't much room for people to sleep. A human can go 11 nights without sleep, although after 3 or 4 days, you can start to hallucinate. If your crew does not have somewhere to sleep after 3-4 days, everyone takes a Condition (Each player can choose, Exhausted or Hallucinating, or create their own).

A Base Camp can be constructed from materials found in and around your crash site, and has enough room for everyone to sleep comfortably. Building one quickly is highly recommended by survival experts.

Travel and Exploration

When you leave your Base Camp or Lifeboat, move your token 1 card per hour of travel. It takes about 1 hour to cross a Card, and about 2 hours to fully explore it. It also takes you 1 hour to swim down from the Shallows to the Depths, and 1 hour from the Depths to the Extreme Depths. Your oxygen tank provides enough air for a maximum of 4 hours before you must resurface.

When you explore a card, flip it over and place it where it was in the stack. For example, if you are exploring the Shallows, the card should be on top; if the card was in the Depths, it will be the second card down.

You may travel in pairs or groups.

Going Deeper

Without a Submersible or Pressure Suit, you should not go below the Shallows (the top layer of cards). If you reveal a lower card, intentionally or by accident, take the condition The Bends. When you build a Submersible, you can go into the Depths, but you cannot go into Extreme Depths (three cards deep) without a Pressure Suit. If you reveal an Extreme Depth card, intentionally or by accident, inflict a Hull Damage condition on your Submersible.

Gathering Resources

Unless otherwise indicated in the Shallows, Depths, or Ship table, assume it will take 2 hours to extract a Resource from the card. If the prompt includes a challenge, you must beat that challenge to extract the resource.

If the prompt says "Gain", then you just get it, no extraction required.

Each person can carry up to 4 Units of a resource, unless they also have a pack. Any resources not carried back to base disappear by the next time you explore the area.

If an area describes something you can do on the "First visit only", this means you must resolve it when you reveal the card. Otherwise, you forfeit the resources.

In Case of Emergency

Because of the way the Crater is generated procedurally, it is possible that you will find yourself with too many of one resource, and none of the one component that you need to complete a project. If this happens, decide as a group what Challenges make the most sense to track down and acquire that missing resource.

For example: You cannot build a Power Source. You have copper, but not acid. As a group, you decide that, perhaps there is a way to concentrate acids from a fish you have discovered to use in a battery. You need to hunt (Hunt Challenge 8) for four of those fish. After that, it will take you about 2 hours, and a Crafting Challenge 10, to successfully make the acid.

It's difficult, but because one of you has the Hunting skill, and another has the Crafting skill, and you are both using a CD of 10, you decide to try.

Radiation

Your Skip Drive is radioactive. Now that you've crashed, it's also unstable. You are likely to need to worry about radiation at some point.

When handling radioactive materials of any kind, unless you are wearing lead-lined protections, you will take the Irradiated condition. This condition can stack.

You can only treat the Irradiated Condition with Potassium Iodide or other relevant medical supplies.

Building Resources

Assume it takes 2 hours of build time to create a resource, provided you have the required components. If what you are building takes other resources as a component, you must build them first.

For larger structures, like the base and submersible, roll a Crafting challenge. Whatever result is the number of hours you need to complete that structure.

Getting Rescued

Your Lifeboat and Base are equipped with Radios, which can pick up incoming messages sent from passing ships. At the beginning of every day, have a Crewmate make a Radio Check. On a 1, you receive a message from the Radio table.

Roll d66 on the Radio Table. After reading the message aloud, cross out (or cover) that Message Table (If you read from Table 1, cover all six entries in Table 1). If you roll that table again, choose the nearest table or roll again.

The 7th message is always the 24-hour Rescue Message. You have 1 day to get all willing survivors to the pickup point.

- ◆ When you first land, you roll a d100. (Treat a result of 0 and 1 as a 1).
- ◆ After you find a rescue beacon, roll d20.
- ◆ If you expand the beacon or find a second one, roll a d10.
- ◆ If you find both beacons AND create a Range Expander, roll a d6.

Optional Rule: Base Attack

Each time you make your daily Radio Roll, record the result (when you are rolling a D100, take the lower D10 value, or the ones place), and add that to your total Base Attack Count.

When the Base Attack Count reaches 30, your base is attacked by a creature. Describe it as with other creatures.

It has a D12, and conditions equal to the number of players plus 1d4. If left alone, it makes two attacks against the base, inflicting two conditions. If attacked, it will attack the last player who hit it. It attempts to flee before it can die. If killed, extract food equal to the conditions it had--unless you can come up with a biological justification it would have a raw resource on it, in which case, you may trade 4 units of food to say you gained that resource instead.

Exploration Tables

Use these tables to determine what you find as you explore the Blue Hole that you have crash landed in.

- ◆ Use the Animal Aspects table to optionally help you answer questions about what sea life on this planet looks like.
- ◆ The Shallows and Depths Tables dictate what you find under each card.
- ◆ You can only access the Ship Table after finding the First Joker. It remains open to you even after the second Joker.

Animal Aspects Table

When you encounter a new type of fish, describe the Aspect common to all native life, two Aspects it has that are similar to Earth's marine life, and one Aspect that is different. Then, name the creature to the best of your ability.

Choose or roll a d20 on this table to pick aspects that are like or unlike a creature on Earth.



Roll	Aspect	Suggested Die
1	Number of heads	d4
2	Number of limbs	d8
3	Number of eyes	d12
4	Number of sexes	d6
5	Furry pelt	-
6	Scales	-
7	Dorsal spikes	-
8	Prehensile tentacles	-
9	Uses discarded shells as protection	-
10	Grows corals and barnacles on its back	-
11	Amphibious	-
12	Builds nests inside corals or anemones	-
13	Compound Eyes	-
14	Capable of gliding short distances in air	-
15	Gelatinous body	-
16	Echolocates	-
17	Creates electric shocks	-
18	Size of mouth (in inches or centimeters)	2d20
19	Longest limb (in inches or centimeters)	d100 (d10x10 + d10)
20	Length (in feet or meters)	d20

Shallows Table

Use this table to resolve what's on cards numbered 1 through 6.

Card	Hearts (Wreckage)	Diamonds (Resources)
A (1)	An easy-to-carry piece of hull metal. Gain 1d4 Hull Scraps.	Loose pieces of naturally occurring metal suitable for use in a hull. Gain 1 Hull Metal.
2	A chunk of the ship's electronics, still powered. Extracting will cause one condition, Electrocuted, but you can get 1d4 Copper or a Power Source.	A rocky outcrop composed of lead. Extract 1d6 Lead.
3	A lost PDA, containing documents and photographs of a dead crew member. Describe them. Will you return this to their family, if you make it home? This does not take up space in your inventory.	A large crystal that could be used for glass or other purposes. Extract 1d6 Crystal
4	A buried piece of your ship's hull. Extract 1d4 Hull Scraps. Crafting challenge 8, extract 1d4 Copper, Lead, or Pressurized Metal.	A small copper vein. Crafting challenge 8, extract 2d6 Copper.
5	A crashed Lifeboat. There are no survivors. Discuss what happened to them. First visit only, choose 1: Pack, Laser Cutter, Computer Chip. Extract 1 Hull Metal.	A salt deposit, easily picked up off the sea bed. Can be used to cure rations, which stretches 2 units of Food into 3. Eating Cured Food without also drinking a unit of water inflicts the condition Dehydrated.
6	A cargo container full of sealed containers of food and water. First visit only, you can Extract as many units as you can carry of water or food.	An outcropping of Radioactive material. Extract 1d4, take the condition Irradiated.

When you discover the first Joker, move the stack it was in to the center of the arrangement. Place the Joker face up where it was. You may now access the Ship Table for exploration.

Card	Clubs (Corals & Flora)	Spades (Creatures)
A (1)	Seaweed that can be eaten or turned into rubber. Gain 1d8 Seaweed.	A slow-moving fish at the bottom of the food chain. Gain 1d6 Food.
2	A plant with medicinal properties. Extract 1d4 leaves that can be used to treat bleeding, poison.	A creature that naturally excretes copper - D6. Conditions 1. 1d4 Food OR Foraging challenge 6 Extract 1 Copper.
3	A coral structure that is rich in Silicon. You can cut part of it down to extract 1d4 Silicon.	Fish eggs. Describe the eggs, and the type of fish they belong to (it can be one you have encountered before, or a new one). Extract 1d6 Food.
4	An acidic plant or coral, from which you can extract an acid that works well for batteries. Extract 1d4 Acid.	Defensive fish that attacks if provoked - D6. Conditions: 1 Bite: inflict Poison. Extract 1d4 food or Acid.
5	A carnivorous underwater plant. Swimming challenge 6 to avoid getting caught. D6, Conditions 2. Bite: Inflict Poison. Extract d6 seaweed (food) on defeat.	A medium-sized creature that absorbs and filters out nutrients and salt from water. Can be cooked to create potable water. Extract 1d4 "filtering" fish. Cooking challenge 6 to make 1 unit of water per fish.
6	An edible, spongy plant with sharp spines. Foraging Challenge 8. Extract 1d4 Food.	A medium-sized Hostile Creature - D10 Conditions: 2 Bite: Inflict Bleeding. Extract 2d4 Food or 1d4 Acid on defeat.

Depths Table

Use this table to resolve what's on cards between 7 and King.

Card	Hearts (Wreckage)	Diamonds (Resources)
7	A chunk of the ship's hull that survived sinking to the depths. Extract 1d4 Pressurized Metal.	Loose pieces of Lead and Copper fallen from higher up in the ocean. Gain 1d4 pieces of either Lead or Copper.
8	Assorted detritus from the ship. Extract 1d4 Hull or Pressurized Metals. On your first visit, describe a trinket or decorative item you find among the pieces.	Metals suitable for construction and naturally occurring Carbon Fiber Tubes. Find 1d4 Hull Metals, and 1d4 Carbon Fiber Tubes.
9	A sunken Lifeboat. No signs of survivors, or other usable materials. Extract 1d4 Hull Metals.	An underwater structure that appears to be made of glass. On further inspection, it is quartz that has naturally processed into glass. Extract 1d4 Quartz Glass.
10	The wreck of an alien spacecraft, which has been degrading slowly here. On the first visit, take 1d4 Pressurized Metals or Quartz Glass. Describe what happened to the ship and its crew.	Naturally occurring silicon and lead deposits. Find 1d4 Silicon here. Extract 1d4 Lead.
Jack	A part of the ship containing a PDA with evidence identifying a Saboteur. A traitor must return their Traitor Token. If there are multiple traitors, Everyone closes their eyes. After 3 seconds, all traitors can Rock - Paper - Scissors (or another silent method) for who has to reveal themselves. If you are a traitor, and are alone, you don't have to reveal yourself. You can also extract 1d4 Quartz Glass from this wreckage.	Naturally occurring radioactive rocks, which are not hard to break off from the main structure. Describe the structure, then extract 1d4 radioactive rocks.

When you discover the second Joker, the Skip Drive Containment aboard your ship becomes breached, leaking radiation into the surrounding water. Anyone who does not have a lead-lined suit gains the condition Irradiated when they swim. Any food made from the local ecosystem at this point also inflicts the condition Irradiated.

Card	Clubs (Corals & Flora)	Spades (Creatures)
7	A coral that produces carbon fibers as part of its structure. Crafting Challenge 10. Extract 1d4 Carbon Fibers.	A deep-sea fish that seems to be suitable for eating. Hunting Challenge 8. Extract 1d8 Food.
8	A deep-sea seaweed that can be turned into a source of protein, which uses naturally occurring acid as a defense mechanism. Gain 1d4 Seaweed and 1d4 acid.	A bony fish-like creature that is playful, but can hurt you. Composure Challenge 6, you can ride it to the nearest unrevealed card.
9	A plant with natural filtering tubers that contain fresh water. Foraging Challenge 6. Extract 1d4 Water.	A plant with natural filtering tubers that contain fresh water. Foraging Challenge 6. Extract 1d4 Water.
10	Plants that produce Potassium Iodide. Foraging challenge 7. Gain 1d4 KI Leaves (used to treat Irradiated).	A hostile alien, humanoid sized. Possibly sentient, but impossible to tell when it's attacking you - d14. Conditions 4. Attack: Inflict bleeding, hull damage.
Jack	A desolate part of the ocean where no plant life grows, no creatures swim here. There is nothing.	What first appears to be a very small creature is actually part of a hunting tactic for a larger creature. How does it hunt, and how can you escape? Hunting Challenge 10, or take a Condition. Decide as a group on the most appropriate skill to flee.

Card	Hearts (Wreckage)	Diamonds (Resources)
Queen	The Distress Beacon. Crafting Challenge 10. Extract 1 Distress Beacon from the ship. Distress Beacon can be mounted on a powered base.	A cache of assorted materials that seem to have been deposited by an animal of some kind. What kind of animal deposited them here? On your first visit, choose 4 of any resource. After that, find 1d4 Hull Metals or 1d4 Quartz
King	A sealed room that blew off of the ship. Requires a Laser Cutter to get inside. Choose any resource on the first visit. Afterwards, extract 1d4 Pressurized Metal.	A Geothermal vent. You may build a Geothermal Reactor here. Take the condition Scalded the first time and each time you visit this location.

Card	Clubs (Corals & Flora)	Spades (Creatures)
Queen	A deep-sea plant with naturally occurring rubber-like substance. Also home to a small variety of fish. Extract 1d4 rubber and 1d4 food.	A leviathan-sized peaceful creature. Too large to attack. Foraging challenge 4, extract Fertilizer (Increases Hydroponic Planter output to 2d4).
King	A large carnivorous plant. Composure challenge 8 to not get caught. Otherwise, take the Condition Poisoned. You can extract 1d4 units of Poison each time you pass the Composure challenge.	A Leviathan-sized hostile creature - d16. Conditions 5. Attack: Inflict bleeding, hull damage.



Ship Table



When salvaging the ship, roll a D4 and your Current Dice.

Locate the Result on this table and follow the prompt.



1

(Or Odds)

You can extract metals from this room without affecting structural integrity.

1d4 Hull Metals.

Part of the Skip Drive containment. Extract 4 units of Lead.

Composure Challenge 8, or take the Irradiated condition.

Cargo container with the components for a Base Camp, Hydroponic Bed, Sub-Dock or Reactor. Choose one component from any of those build lists.

You get too close to the Skip Drive breach. If you don't have a Lead-Lined suit, take the Irradiated condition.

A cargo container with a cache of seeds you can grow in a Hydroponics bed.

A room containing live wires, with salvageable computer components. Crafting challenge 8, obtain a Power Source OR computer Chip.

A complete Lead-lined suit. Takes up 1 unit of space in a pack.

A still working replicator. You can use it to extract 1 unit of either Rubber, Power Source, Computer Chip.

A room with Communications equipment. You manage to send an emergency pulse. Automatically roll a 1 on the next Radio check.

Storage for metals gathered while your ship was in flight. Take 1 each unit of metals:

Pressurized Metals, Hull Metals, Lead, Copper.

The medical facility, some antibiotics and other first aid supplies. Extract 1d4 supplies that can be used to treat various Conditions.

A bay Submersibles and Pressure Suits, most of them badly damaged. Extract 1 component Required list for either Submersible or Pressure Suit.

(Or Evens)

You can extract glass from this room without affecting structural integrity.

1d4 Quartz Glass.

The ship's Mess Hall.

Contains unopened Ration Packets. You can grab all the Food that you can carry.

A first aid station with a kit containing some Potassium Iodide tablets. First Aid Challenge 6, extract 1d4 tablets.

While squeezing through some damaged doorways, you cut open your suit. Take Bleeding. If it's a Lead-lined suit, you can now take the Condition Irradiated. Crafting Challenge 4 to repair.

A cargo container with damaged Laser Cutters inside. Crafting Challenge 8, gain a Laser Cutter.

This section of the ship is damaged beyond recognition. Take all the Hull Scraps you can carry.

You can extract metals from this room without affecting structural integrity. Extract 1d4 Hull Metals.

You can extract metals from this room without affecting structural integrity. Extract 1d4 Hull Metals.

A piece of still-burning wreckage falls on you while moving through one of the rooms. Take the condition Burned.

This room is empty and contains nothing useful.

This section of the hull is exposed, and you can extract 1d4 pieces of the Pressurized Metals.

This section of the ship is damaged beyond recognition. Take all the Hull Scraps you can carry.

2

(Requires Laser Cutter)

This section of the ship is damaged beyond recognition. Take all the Hull Scraps you can carry.

A still working replicator. You can use it to extract 1 unit of either Rubber, Power Source, Computer Chip.

A room full of industrial cleaners and solvents. Find 1d4 Acid here.

This section of the ship is damaged beyond recognition. There are no useful supplies here.

A med bay, containing supplies that can restore up to 1 condition. Gain 1d4 medical kits.

A medical bay, still functioning. You may restore 1 Condition.

A loose beam falls on your leg, trapping you. Take the Broken Leg condition. Composure challenge 6 to escape, or someone else can help you out.

A crate containing a working Scooter. Gain 1 Scooter.

A backup distress beacon. Takes 4 hours to Extract. Bring it back to the base to begin broadcasting distress signals. Requires a powered base.

A still functional reactor. Choose Biogas or Nuclear. Requires at least one other person to transport this back to a base.

A mining suite that contained valuable mineral deposits found on an asteroid. Gain 1 diamond.

A cache of useful parts, somehow undisturbed in the crash. Take 1 of any item you need.

3

(Requires Laser Cutter)

Fall through a hole, land in the Skip Drive reactor room. Take the Irradiated condition. Composure Challenge 6 to escape without taking Irradiated again.

You get cut while trying to pass through a gap in the hull. Take the condition Bleeding.

A cache of spare ship parts. Find 1d4 Hull Metals and a Computer Chip.

A box of Power Sources. Gain 1d4 Power Sources.

This section of the ship is damaged beyond recognition. Take all the Hull Scraps you can carry.

A console connected to one of the sensor arrays, still functioning. Reveal one unrevealed card. (If there are 'On first visit' instructions, those do not apply until someone goes there.)

A cache of spare ship hull parts. Find 1d4 Pressurized Metals and 1d4 Quartz Glass.

This room is empty and contains nothing useful.

A medkit containing burn cream, which you can use to treat the condition Burned on a First Aid challenge 4.

A functional Desalination Still in a cargo container. Takes up 4 spaces in a pack. Only available once. Afterward, extract 1d4 Lead or Rubber.

You find a corpse inside this room. They have a Lifeboat tag matching yours. It seems this saboteur didn't make it to the lifeboat.

Storage room with hard copies of Personnel files about the crew. Ask any crew member about their Secret. Or, extract 1 Power Source of Computer Chip.

Radio Table

Each day, roll on the following tables. The 7th message is always the 24-hour Rescue Message. You have 1 day to get all willing survivors to the pickup point.

- ◆ When you first land, you roll a d100. (Treat a result of 0 and 1 as a 1).
- ◆ After you find a rescue beacon, roll d20.
- ◆ If you expand the beacon or find a second one, roll a d10.
- ◆ If you find both beacons AND create a Range Expander, roll a d6.



TABLE 1: (When rescue arrives, travel to the specified location)

1. Survivors. We have a fix on your ship's location, and are en route. We will land on the Northernmost rim of the crater you have landed in.
2. If anyone is receiving this message, make your way to the South Rim of the Blue Hole area. We will meet you there.
3. Hello? I don't know if anyone is down there. We are going to try and aim for the Eastern edge of your area.
4. If you can hear us, our ship is equipped for oceanic landings. We will try to get to the center of your Landing Zone.
5. To any surviving crew of the crashed ship. This is your employer, we have a rescue mission in progress. Make your way to the Western edge of the crash site. Bring any valuable resources you can find, as this will help repay the damage to your ship.
6. Attention crew: If you can hear this, please put some sort of light source wherever you would like us to land. We can get close, but you're in a wide area.

TABLE 2:

1. Attention surviving crew: We have been redirected, but have passed your coordinates on to a new team. They will reach out when they are nearby.
2. Hey, so. Listen. We said we'd come rescue you, but we can't. Our ship's supplies are too low for us to take on additional crew. We're sending your distress call out to the nearest station.
3. Automated Message: The ship you are trying to reach has been destroyed. If you are receiving this message, do not send rescue, as there are no survivors.
4. Attention Employees: This is your employer speaking. We have hired a third-party rescue team. You can expect contact from them shortly. The cost of this rescue will be garnished from your wages.
5. If you can hear us, we're Coming.
6. ... They're where? No, listen. We can't go too close. You've heard the stories. It's not safe. Send this broadcast on to a different crew. One with a death wish. Good luck to 'em.

TABLE 3:

1. We are coming to perform a 24-hour survey of the planet. At that time, we will pick you up, but if there are valuable materials available, we will likely stay to pick some up.
2. Survivors, we are en route. But there is something you should know: We are picking you up on the way to our next destination, and we do not have enough fuel to drop you off anywhere else. We're heading to uncharted space to found a city.
3. If anyone can hear us, we are coordinating a reward with your local polity. However, if you have valuable materials to bring with you, we will accept those as payment for your passage.
4. <Static> Okay, we're not broadcasting. So anyway, I think we should see if these "Survivors" have anything of value. If not, space 'em.
5. Listen, folks, if you can hear us, full disclosure: we are on the run from the law. We are going to help and pick you up, but it's probably going to be a while before you're somewhere we can drop you off.
6. <Ping only. No message.>

TABLE 4:

1. Are there any survivors? We're picking up a message ping, but we're not seeing anything but debris down there. We're going to make another pass.
2. Hello? Anyone home? (I don't think anyone's there).
3. There are some unidentified structures, and some definitely human shipwrecks down there. Not seeing anything other than indigenous life on our scans.
4. If you are listening, we are actually in orbit, but we are being told that we don't have salvage rights on this planet by the nearest inhabited authority. So, we're working to sort this out. Hang tight. We'll keep you updated.
5. This is a distress message. If you can hear us, we need your help. Coordinates are attached, and our ship is stationary. Please send help.
6. <Alarms blaring in the background>. We're going down. Mayday, mayday!

TABLE 6:

1. Attention: The world you landed on is uncharted and unexplored. You are going to be placed under quarantine upon our arrival.
2. Automated message from System Authorities: This message serves as notice that, upon your return to the nearest home system, you will be placed on trial to determine who is at fault for breaking Galactic Code 6234.41.523
3. Hello, crew. We recently discovered information that someone on your ship's crew manifest was a fugitive. Be advised, there is a chance that someone among your crew has a record of sabotage and murder.
4. <A transmission in a language no one in the group can understand.>
5. Hey, survivors. You're not going to believe this, but there are documentary crews waiting on our home world to interview you. There is talk of chat shows, perhaps even a book deal.
6. Pst. Survivors, this call is not being monitored and recorded. We are actually breaking a direct order by coming to help you. So, keep it quiet. If anyone asks, you're hired hands. It'll be a long journey, but you'll be safe.

TABLE 5:

1. Hello. Anyone there? We aren't getting any message from you, but you've got a bigger problem than that: Intense radiation signatures coming from what I assume is your downed ship. Attached are containment instructions.
2. Hey, our long-range scans are picking up a lot of radiation near your coordinates. I don't know what kinda planet you've landed on, but here's how to contain that.
3. Listen, your ship went critical. We need you to patch this up as soon as possible. This world could be uninhabitable in a few years if you don't.
4. Automated message from System Authorities: Attached are directions for how to seal your Skip Drive Core. Please do so as soon as possible, or we may have to arrest you.
5. Attention survivors: The resources on your planet will be no good to us if they are too irradiated to use. Please seal your Skip Drive Core. Instructions attached.
6. If you can hear me, you need to get your Skip Drive Core under control, or you are all going to fry. I am attaching instructions.

After receiving this message, you can attempt to patch the ship's Skip Drive core. This requires 10 Hull Metal, 10 Lead and 5 Pressurized Metal. This also takes a Crafting challenge of 10.

This can be done if you have already found both Jokers.

TABLE 7:

1. Message to any Survivors. If you have attempted to contact us, we have received no messages. We are en route, and will land for 24 hours
2. Is anyone down there? Helloooo? I don't think anyone's down there. Think we could scavenge for parts. Boss, 24 hours, that's all I need.
3. Your employer has authorized a 24-hour rescue window on this planet. When we land, you will have 24 hours to reach our beacon.
4. If you're reading us, I have some bad news for you. After landing, we can only stay for 24 hours before we need to depart.
5. Automated message: Conditions on your planet dictate that this rescue vessel can only effect a rescue for a 24-hour period. Message repeats.
6. Hi, we're in a rush. No time to explain. If you can hear us, we're on our way, but we have a max of 24 hours before we gotta get going.


All survivors can see the ship arriving. Roll 2d12 to determine how many hours before it lands.

Craftable Items



Power Source

- Requires: Copper, Acid
- Creates: 1 Unit of Resources
- Function: Component for Other Resources. Consumable, Rechargeable.



Rubber


- Requires: Seaweed
- Creates: 1 Unit of Resources
- Function: Component for Other Resources.



Seaweed Snack

- Requires: Seaweed x4
- Creates: 1 Unit of Food
- Function: Food.

Craftable Items




Quartz Glass

- Requires: Crystal
- Creates: 1 Unit of Resources
- Function: Component for Other Resources.



Air Filter

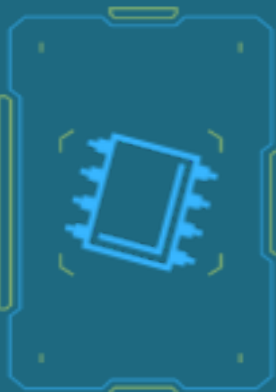
- Requires: Metal, Seaweed
- Creates: 1 Unit of Resources
- Function: Component for Other Resources.



Hull Metals

- Requires: 4 Hull Scraps
- Creates: 1 Unit of Resources
- Function: Component for Other Resources.

Craftable Items



Computer Chip

Requires: Silicon, Copper
Creates: 1 Unit of Resources
Function: Component for Other Resources.



Pressurized Metal

Requires: Hull Metals, Carbon Fibers
Creates: 1 Unit of Resources
Function: Component for Other Resources.



First Aid Kit

Requires: 2 Rubber, First Aid Challenge 8
Creates: 1 Container of First Aid supplies.
Function: Treats 1 condition with no First Aid check.

Craftable Items




Pack

Requires: 3 Rubber
Creates: 1 bag
Function: Increases Carry Capacity to 8. Each player can have 1 Pack only. Equipment.



Hand Scanner

Requires: Hull Metals, Quartz Glass, Power Source
Creates: 1 Hand scanner tool.
Function: View the adjacent rooms in the Ship, and enter one instead. Equipment.
Work Capacity: One use per charge.



Laser Cutter

Requires: Hull Metals, Crystal, Power Source
Creates: 1 Laser Cutter tool
Function: Cuts metal. Grants access to lower parts of the Ship. Equipment.
Work Capacity: 8 Hours.

Craftable Items

Craftable Items



Harpoon Gun

Requires: 2 Hull Metal
Creates: 1 Harpoon gun
Function: Inflicts 1 additional Condition on attack.
Upkeep: 1 unit of Hull Metals to create a new Harpoon. Equipment.



Hydroponic Planter

Requires: 2 Hull Metals, Dirt (extracted from Clubs), Quartz Glass, Copper, Shelter Challenge 6
Creates: Food planter.
Function: Grows 1d4 Food per day when Base is powered. Base can support multiple.
Upkeep: Seeds.



Base Camp

Requires: 4 Hull Metals, Quartz Glass, Lead, Shelter Challenge 8
Creates: Base shelter.
Function: Protects crew and equipment from weather and wildlife. Structure.
Conditions: 11 before exploding.



Desalination Still

Requires: 2 Hull Metals, Rubber, Quartz Glass, Crafting Challenge 6
Creates: Functional still for desalinating oceanic water.
Function: Creates 1d4 units of Water when Base Camp is powered. Base can support multiple.



Sub-Dock

Requires: 6 Hull Metals, 2 Lead, Computer Chips, Shelter Challenge 8
Creates: Docking point.
Function: Allows creation of Submersible and Pressure Suits, when Base Camp is powered.
Conditions: Adds 2 Conditions to Base.



Creature Containment

Requires: 2 Hull Metals, Rubber, Quartz Glass, Creature eggs (extracted from 3 of Spades), Crafting Challenge 6
Creates: An artificial habitat for growing alien life-forms.
Function: Grows 1d4 units of food per day.

Craftable Items

Craftable Items



Nuclear Reactor

Requires: 2 Hull Metals, Copper, Computer Chips, Radioactive Rock, Shelter Challenge 8
Creates: 1 reactor for Base or Sub.
Function: Powers base or Sub.
Upkeep: 1 Radioactive rock, (Consumable). Recharges Power Sources.
Conditions: 2.



Lead-Lined Storage

Requires: Hull Metals, Lead
Creates: Storage for Radioactive Materials.
Function: Store Radioactive materials without taking the Irradiated condition.



Biogas Reactor

Requires: 2 Hull Metals, Copper, Computer Chips, Rubber, Shelter Challenge 8
Creates: 1 reactor for Base or Sub.
Function: Powers Base or Sub.
Upkeep is 3 Units of Food per Day.
Recharges Power Sources.
Conditions: 2.



Beacon Upgrade

Requires: Diamond, Rescue Beacon, Copper, Hull Metal.
Creates: 1 Expanded-range Rescue Beacon.
Function: Changes die used for daily Rescue Roll.



Geothermal Reactor

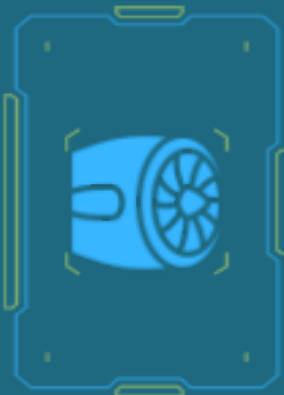
Requires: 2 Hull Metals, Copper, Computer Chips, Rubber, Geothermal Vent (K of Diamonds), Shelter Challenge 8
Creates: 1 reactor for Base.
Function: Powers Base. Needs Wiring. Structure
Conditions: 2.



Lead-Lined Suit

Requires: Lead, Rubber.
Creates: Suit for one person.
Function: Protects against the Irradiated condition. Equipment.

Craftable Items



Scooter

Requires: Hull Metals, Rubber, Power Source

Creates: 1 Scooter

Function: Increases swim speed to 2 cards per hour. Power Source is Consumable. Recharges overnight in Base with Reactor. Vehicle.



Submersible

Requires: 4 Pressurized Metals, 8 Hull Metals, 3 Quartz Glass, Reactor (Bio or Nuke), Air Filter, Rubber

Creates: Submarine vehicle that can carry the entire crew.

Function: Allows exploration of The Depths. Increases swim speed to 4 cards per hour.

Conditions: 5.



Pressure Suit

Requires: 3 Lead, 3 Pressurized Metals, Quartz Glass, Power Source, Rubber.

Creates: Suit for one person.

Function: Allows exploration at Extreme Depths. Power Source lasts 24 hours. Vehicle.

Conditions: 3.



Glossary



Consumable: Each time you use it, roll a D6. On a 5 or 6, expend the resource.

- If an item has a Work Capacity instead of the Consumable tag, you do not need to make this roll.

Rechargeable: When expended, can be recharged overnight in a powered Base or Submersible.

Wiring: To create wiring between a Geothermal Reactor and a Base, you need 1 Unit of Copper per card (vertically and horizontally) to connect the two.

Upkeep: Requires additional resources either daily or after each use.

Component: Can be used to craft other objects.

Structure: When built, place a token on the map to designate where in the Blue Hole this exists. Does not move.

Vehicle: When built, add a token to track where this is. This can move.

Equipment: Can be worn or carried by a Player.

Pressure Suits and Submersibles protect against the Irradiated condition.





Your Starship is Crashing.

It's OK. This happens from time to time.

Water Landing is a Carta-powered scenario for the Cast Away RPG designed for play with 1 to 4 players.

This game is designed to simulate sci-fi survival on an uncharted planet mostly covered in water. It takes inspiration from the Subnautica series, No Man's Sky, Oxygen Not Included, and Umbra.

