



Act II Scene 1

Passing Through

Author: Sean Gardiner



Planet Orrimer was once thriving with trade, nature, and civilisation. Today, it's a grim, desolate world worn to a barren wasteland by endless sandstorms, and almost devoid of life.

The Freighter lands at Outpost B, one of only two occupied settlements on the planet. (The other, unsurprisingly, is Outpost A.) You clamber out of the ship, flanked by Tif and Wentworth. A burly human man stands waiting. His stance suggests impatience.

“We don't get visitors much here.” The question is implicit. “And we're all armed to the teeth.” The threat, less so.

“We're looking for water,” you say. “Any to trade?”

He raises one eyebrow. “Of all the planets within a dozen light-years, you come to Orrimer looking for water?”

“A new microwave antenna would be great too,” Tif pipes up cheerfully. You shoot her a look.

The man scratches under the red bandana on his head. “Well, you two don't look that dangerous. The insect does, though.”

“He's more harmless than either of us, don't worry.” Now Wentworth shoots you a look.

“Well, as long as he isn't armed with anything else.” He beckons the three of you, and heads back toward the outpost across the hard clay. As you follow him, you pass an unusual set of tiles discarded on the ground...



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