

Galaxy Pirate Attack

A Sandcastle TRPG Scenario for 3 to 6 Level-1 Characters

“A thrilling adventure that delivers the appeal of real galaxy research.”

- Masayuki Tanaka Ph.D.

“Captain” of the GALAXY CRUISE Citizen Astronomy Project



National Astronomical Observatory of Japan

Galaxy Pirate Attack

Sandcastle TRPG adventure scenario for 3-6 Level-1 PCs

Galaxy Pirate Attack is an introductory adventure for the Sandcastle Table-talk Role Playing Game (TRPG). This scenario is intended to be run by a Game Master (GM) for a group of 3 to 6 players. It is designed to take about 1 hour to play through this adventure, but individual game groups may take significantly more or less time.

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Citizen Astronomy Project GALAXY CRUISE

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Map created using RPG Map Editor 2 (DEEPNIGHT GAMES), AI generated art, and data from the HSC-SSP.
<https://deepnight.net/tools/rpg-map/>

The observational data for galaxies used in this scenario are included in the reference material. All of the data were taken by the ultra-wide-field-of-view prime-focus camera Hyper Suprime-Cam (HSC). The observational program was the HSC Subaru Strategic Program (SSP). All observational data should be cited as “Credit: ©HSC-SSP/NAOJ”.

The GM should read the Sandcastle Core Rules and Game Masters’ Manual (GMM), and have a basic understanding of the Sandcastle rules before running this adventure. It is recommended, but not mandatory, that players also read and understand the rules.

The GM should read the entire Galaxy Pirate Attack adventure scenario before running it for the players. The players **SHOULD NOT** read this scenario before playing the adventure because it contains information intended to be discovered through game play. Reading the scenario would spoil the surprise.

If the GM cannot read the entire adventure scenario before running it due to time constraints, it is possible to read the scenario while running it, staying a couple of pages ahead of the encounter he is currently running for the players.

TRPG scenarios contain two types of information. Most of the information is for the GM to help him adjudicate the game. Some of the information is for the GM to read or paraphrase to the players at the appropriate point in the adventure. This information for the players is referred to as “boxed text” due to the convention of enclosing it in a shaded box to offset it from the information for the GM.

Player Characters

Galaxy Pirate Attack is intended to be run for three to six level-1 characters. Determine the starting equipment for newly created level-1 characters using the rules given in section 8 of the character creation rules in the Core Rules. Characters who attained level-1 by completing a scenario (for example Bleakwood Tower released by NAOJ) as level-0 characters, start this adventure with the money and items they had at the end of the previous scenario, with the caveat that before this scenario begins, it is possible to use the money to purchase weapons, armor, or other new equipment.

Galaxy Pirate Attack is a simple introductory scenario, so the adventures’ guilds do not appear. If time is limited during character generation, it is acceptable to skip the step of choosing a guild.

Background

Launched in 2019, GALAXY CRUISE was a Citizen Astronomy project conducted by the National Astronomical Observatory of Japan. It used data collected by the world-class-ultra-wide field-of-view camera Hyper-Suprime Cam (HSC) mounted on the Subaru Telescope as part of a Subaru Strategic Plan (SSP). The project aimed to produce scientific results through the efforts of volunteers

known as “Citizen Astronomers” working together with researchers to investigate the mysteries of galaxies. Citizen Astronomers helped classify the shapes of galaxies, while touring the Universe imaged by the Subaru Telescope. The project continued for about 6 years, classifying over 50,000 galaxies. A scientific paper was also published based on the classification data from Citizen Astronomers. In December 2025, GALAXY CRUISE ended after completing classification for all of the target galaxies.

GALAXY CRUISE was not just galaxy classification work. To motivate the Citizen Astronomers, the work was gamified and given a backstory. The research metaphorically became a cruise ship sailing on the cosmic ocean; the research PI (principal investigator) Dr. Masayuki Tanaka became Captain Tanaka, the rest of the team were called the “bridge crew,” and the Citizen Astronomers became passengers riding on the cruise ship.

The overwhelming success of the gamified GALAXY CRUISE project was one of the reasons we then created the Sandcastle TRPG. But GALAXY CRUISE is not as freeform as a TRPG. The galaxy classification work is called a “voyage,” and the digital illustrations received in exchange for the labor are referred to as “souvenirs,” but Citizen Astronomers cannot be said to play the roles of cruise ship passengers.

This scenario, Galaxy Pirate Attack, is a collaboration between GALAXY CRUISE and Sandcastle. In this short scenario, the Player Characters (PCs) can fully play the roles of passengers onboard the GALAXY CRUISE cruise ship, in a free-form TRPG. It is set inside the cruise ship returning to port after a long enjoyable voyage. Without warning, the Galaxy Pirates board the cruise ship and attack the passengers. The PCs must defeat the pirates, including their captain, then choose which galaxies to pilot the ship through on its way back to port to prevent the already damaged ship from breaking down entirely.

1) Introduction

Read or paraphrase the following to the players.

You are all passengers onboard GALAXY CRUISE. It has been a fun voyage. You have seen various types of galaxies while sailing the cosmic ocean on this cruise ship:

- Active young spiral galaxies;
- Quiet old elliptical galaxies;
- Violently colliding galaxies;
- Peaceful solitary galaxies;
- Galaxies where a collision formed a giant ring;
- Galaxies where a collision just warped the galaxy a little.

Looking at all of these galaxies makes you wonder what occurred in our own galaxy before the Earth was formed, over the 10 billion year history of the Milky Way.

Now the cruise is nearing its end. You are relaxing in the cruise ship lounge with other passengers, enjoying beautiful images of galaxies.

Pause here and ask the players to introduce and describe their characters. All of the characters have been travelling on the same cruise vessel, so assume that the characters recognize each other and know each other’s names.

After the players have finished introducing their characters, read or paraphrase the following to the players.

Suddenly the entire lounge shakes violently.

A familiar voice comes over the ship’s speakers, “Attention all passengers onboard GALAXY CRUISE, this is your captain, Tanaka speaking. The Galaxy Pirates have appeared and are attacking the cruise ship. The ship has sustained damage but we are now initiating evasive ... Whoa! What was that noise?!”

There is a loud, dull “clang” from the wall of the lounge.

The announcement continues over the speaker, “This is Captain Tanaka. Pirate boarding pods have been confirmed attached to the hull of the ship. We need to ask all passengers to prepare to defend themselves.”

True to the Captain’s words, a glowing red-hot circle the size of a dwarf appears on the wall of the lounge. A burnt smell emanates from the wall. The pirates seem to be cutting through the wall of the lounge with extreme heat. In just a little while, they will be able to storm the ship. If you do not ready your weapons quickly, it will be too late.

2) Boarding Action

When conducting a boarding action, the Galaxy Pirates worry about losing their own ship to a counterattack. So they use small specialized ships to send boarding parties. A boarding pod is about the size of an escape pod. The boarding pods have only limited ability to maneuver on their own, so after the boarding party has climbed in, the boarding pod is fired at the target vessel from a large-bore cannon. When the boarding pod approaches the target, it uses powerful electromagnets to attach itself to the outer hull of the vessel. It then melts a hole in the hull with high temperature. The melted metal from the hull welds the boarding pod to the target vessel, so it is impossible to retreat. The molten metal also generally fills in any

gaps between the boarding pod and the hull of the target, sealing out the vacuum of space, so there is no need to worry about the air inside the spaceship leaking out.

The pirates know that the boarding pod they arrived in cannot be reused, so there can be no retreat. The boarding party will fight to the end, even if they seem to be losing.

While the boarding party is fighting inside the GALAXY CRUISE cruise ship, the pirate mother ship will observe from a safe distance. If the boarding party sends a “Mission Accomplished” message, the mother ship will approach to help take control of the hijacked ship. But most likely the PCs will defeat the boarding party, in which case the pirate mother ship will flee before the GALAXY CRUISE vessel can make chase.

On the combat map, each square represents 2 m by 2 m. The lounge where the first combat occurs is located towards the aft. The furnishings consist of a bar and an octagonal table, both approximately 1 meter tall, and affixed to the floor. At the GM’s discretion, there could also be assorted chairs in the lounge. Chairs can be moved, so they are not depicted on the map. Climbing over a piece of furniture as part of a move action requires a successful TN 12 dexterity-based athletics check. Failing this check means that the character’s movement ends adjacent to the piece

of furniture the character was attempting to move over. It is also possible to stop and stand (sit) on top of a piece of furniture.

The red liquid on the port side is molten metal from the ship’s hull. It is extremely hot, so that a character who enters a square with red liquid takes 1 hp of primary damage (red energy) and 1 hp of automatic damage (red energy). A successful TN 11 BR reaction is needed to avoid the primary damage. This damage is applied only once per turn, even if a character moves through two or more squares occupied by the molten metal. A character who attempts to jump over a square with red liquid as part of a move action needs to succeed on a TN 13 strength-based athletics check. Success indicates that the character has successfully jumped over the square. Failure indicates that the character has fallen in the molten metal and takes damage. If the character still has hp remaining after taking the damage, he can continue his motion.

The pirates act first when combat begins. The dwarf pirate (McGillen) and homunculus (Glitch) will both jump out of the boarding pod and will successfully leap over the squares of red liquid. The dwarf jumps down on the fore side and the homunculus jumps down on the aft side between the pool of red liquid and the wall. Both can attack on their first turn.

The dwarf will attempt to move to melee range with the nearest PC as soon as possible and attack with his dagger. The homunculus will attack the PCs from a distance using his energy spark action.

After the fight is over, continue to the next section.



McGillen

McGillen, Dwarf Harrier

Level 1
defense: 14
hp: 7
pp: 2
Move: 10 m
Attributes: S -2; D +3; E +1; A -1; W +1; P -2
Resistances: RB +4; GY +2; OP +2; HR +2

Traits

Skills: Engineering, Stealth +1

Attack Actions

Dagger [Major or Interrupt] -1 melee 1 hp (normal damage)

Special Actions

2 interrupt actions per turn

Cut and Run [Interrupt]: When an opponent in melee combat with you takes damage from any source, you may use an interrupt action to move up to your full movement value. If the opponent, or anyone else within melee range of you, has an interrupt action remaining, he can use it in response to your movement.

Dogged Pursuit [Interrupt]: When an opponent moves out of melee range with you, you can forgo using an interrupt action to make a parting shot melee attack against the opponent and instead use an interrupt action to move up to your full movement value to follow the opponent.

Energy Shunt [Reaction, cost 1 pp]: When you successfully use a reaction to avoid the primary damage of an energy attack, you can expend 1 pp to negate the automatic damage from the attack as well.

Fleet Footed [Interrupt]: When you use a minor action to move your full movement value, you can use an interrupt action (on yourself) to move up to your full movement value again.

Follow-up Strike [Interrupt]: When an opponent in melee combat with you takes damage from another source not related to you (such as an attack by one of your allies), you may use an interrupt action to make a melee attack against that opponent.

Glitch, Electric Homunculus

Level 0
defense: 13
hp: 3
pp: 3
Move: 8 m
Attributes: S -3; D +2; E -2; A +1; W +0; P +0
Resistances: RB +1; GY +1; OP +1; HR -1

Traits

Hardened Yellow
Vulnerable Green

Attack Actions

Hook [Major or Interrupt] -1 melee 1 hp (normal damage)

Special Actions

Energy Spark [Major] (att= +1; cost 1 pp; yellow energy): A homunculus can shoot a spark of energy up to 8 m. A



Glitch

target struck by this spark takes 1d2 hp of yellow energy damage.

Energy Surge [Major] (cost 1 pp; yellow energy): All creatures within melee range of the homunculus must make a TN 11 GY reaction or take 1 hp of primary damage (yellow energy). There are 0 hp of automatic damage.

Energy Armor (cost 1 pp; yellow energy): This ability functions the same way as the energy shield enger special action but doesn't require a mote and only provides 2 points of protection. This energy armor lasts for 10 minutes or until the homunculus is reduced to 0 hp. The homunculus can choose to lower the shield earlier. The shield is hardened against yellow energy and vulnerable to green energy.

Glitch is a homunculus created through heretical magic and science fiction technology. Glitch is a failed specimen, incapable of living on his own. Cybernetic components were implanted in his body in order to sustain his life. Glitch carries a generator on his back to power his cybernetic life support. When he uses his energy surge attack, electricity bursts out from the generator.

3) Puzzle Lock

Read or paraphrase the following to the players.

You have defeated all the pirates you can see, and as you are just starting to look around and take stock of the situation, the floor suddenly starts to tilt, threatening to throw you off balance. You realize the tilt means that the cruise ship has changed its heading. Pirates must have taken control of the helm!




You rush to the bridge, but the bridge door is held shut by an electronic lock. A monitor besides the door displays a message explaining how to open the door.

“Choose the closest approximate age for the Milky Way Galaxy, the Universe, and the Earth from the following options:
4.5 billion years
10.0 billion years
13.8 billion years”

After reading the above boxed text, provide the players with Player Handout 1.

The answer to this riddle is as follows:
Milky Way Galaxy 10.0 billion years
Universe: 13.8 billion years
Earth: 4.5 billion years

The players can use Player Handout 1 like a touch panel. If the players choose to role play pushing the buttons, the correct buttons are indicated by circles in the diagram below.

Select the closest age for the Milky Way Galaxy, the Universe, and the Earth out of the following choices.			
	Milky Way	Universe	Earth
4.5 billion years			
10.0 billion years			
13.8 billion years			

After the players press 3 buttons, the computer will check to see if their selections are correct. If all 3 buttons are correct, the lock will unlock and the door will open. If

even 1 button is wrong, the monitor will flash the message “ERROR”. After the error message, the touch panel will reset and the players (and their characters) are free to try again as many times as it takes to solve the riddle.

Once the proper buttons have been pushed, the scenario plot can continue.

After the door opens, the PCs can enter the bridge; proceed to the next section.

4) Fight for the Bridge

The next combat takes place on the ship’s bridge, the room to the fore side of the ship map. When the PCs enter the bridge, read or paraphrase the following to the players.

You enter the bridge of the GALAXY CRUISE cruise ship, and the mingling scents of blood and burnt metal assault your nose. The captain and the rest of the bridge crew lie on the floor. All of them are badly injured and unconscious, but do not appear to be in any immediate danger of bleeding out.

A pool of molten metal lies next to the port-side wall. Above it yawns a circular hole, and through the hole you can see a boarding pod similar to the one that carried the pirates you fought in the lounge.

On the opposite side of the control panel stands an unfamiliar woman. From her outlandish clothes and the two parrots circling over her head, you can instantly recognize her as a pirate.

“This ship has long toured many galaxies on its ocean voyage. It is about time for a new Captain. I, Galaxea, Pirate Queen of the Cosmic Ocean, hereby claim this ship. [laugh] Too bad for you, I will crush anything that gets in my way!”

Galaxea makes a sign with her hand and her two parrots fly to attack you. Then she spins the controls of the helm wildly, causing the ship to lurch.

When the cruise ship lurches, all of the PCs need to succeed on an unskilled TN 12 dexterity-based reaction or fall prone. Characters who fail the reaction fall to the floor, but are unhurt. A prone character needs to spend a minor action to stand up before taking any other actions. A character who succeeds on the reaction manages to maintain his balance and can take actions as normal.

After the reaction, but before any characters who failed the check have a chance to stand up, determine whether the

PCs or the pirates will be able to act first. Roll a single die for each side, and the side with the higher result acts first. In the case of a tie, the player characters act first.

The red liquid on the port side is molten metal from the ship's hull. It is extremely hot, so that a character who enters a square with red liquid takes 1 hp of primary damage (red energy) and 1 hp of automatic damage (red energy). A successful TN 11 BR reaction is needed to avoid the primary damage. This damage is applied only once per turn, even if a character moves through two or more squares occupied by the molten metal. A character who attempts to jump over a square with red liquid as part of a move action needs to succeed on a TN 13 strength-based athletics check. Success indicates that the character has successfully jumped over the square. Failure indicates that the character has fallen in the molten metal and takes damage. If the character still has hp remaining after taking the damage, he can continue his motion.

Climbing over the helm (control panel) as part of a move action requires a successful TN 12 dexterity-based athletics check. Failing this check means that the character's movement ends adjacent to the helm. Standing on top of the helm is not advisable due to the sensitive nature of the controls. If a character does decide to stand on the controls, the ship lurches again, see the rules given above, but this time Galaxea must also make a dexterity reaction or fall prone.

Galaxea, Pirate Queen of the Cosmic Ocean

Human Striker

Level 1
defense: 10
hp: 8
pp: 2
Move: 10 m
Attributes: S +2; D -1; E +1; A -1; W +0; P -1
Resistances: RB +0; GY +2; OP +1; HR +1

Traits

Skills: Intimidation, Physical Sciences, Social Sciences +1

Attack Actions

Cutlass (short sword) [Major or Interrupt] +3 melee 1d6+2 hp (normal damage)

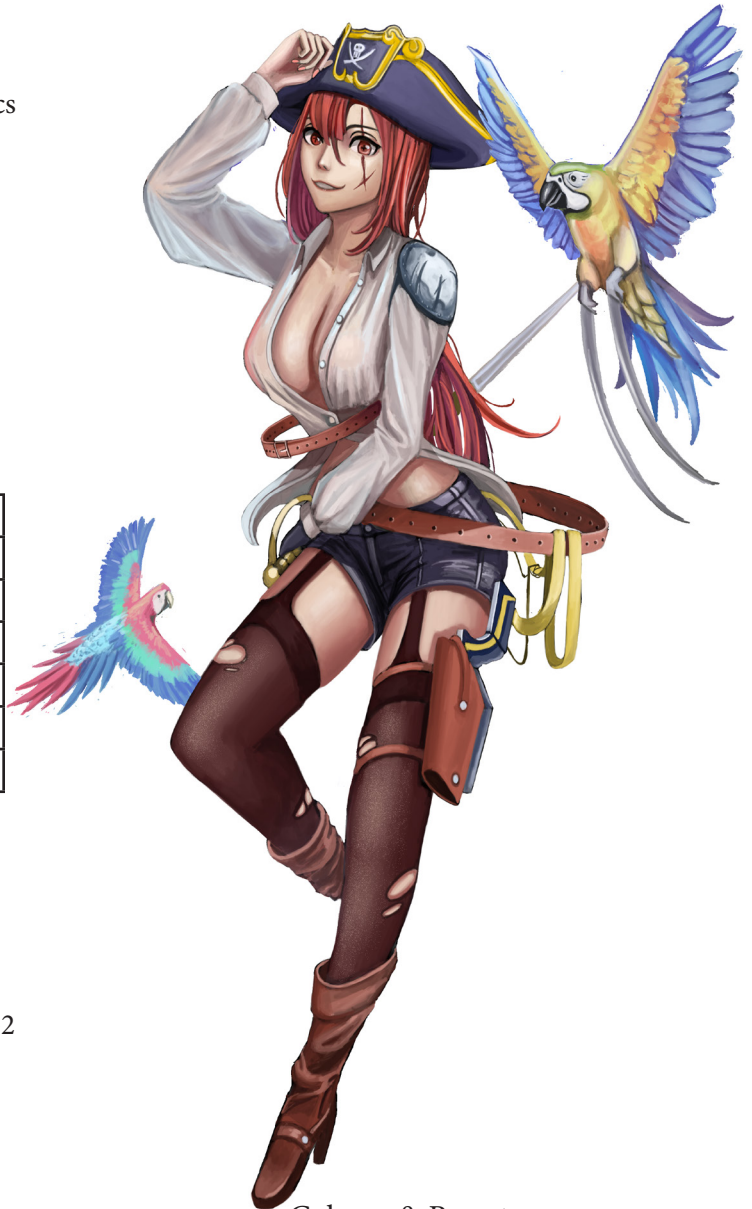
Chromatic Ray Gun (rank 1, orange) [Major] +1 (ranged 24 m) 1d3 hp (orange energy)

Special Actions

Backswing [Minor]: If you make a melee attack using a major action and miss, you can immediately use your minor action (if you haven't spent it already) to make a second melee attack against the same target.

Counter Strike [Interrupt]: When an opponent makes an unsuccessful melee attack against you, you can use an interrupt action to make a melee attack against that opponent.

Hit Hard [Major, cost 1 pp]: As part of using a major action to make a melee attack, you can choose to expend 1 pp to add double your level (instead of the normal level x 1 bonus) to that attack (att = +(lv x2) +S). If the attack hits successfully, you also add your level as a bonus to the resulting damage. This damage is the same type as the weapon you are using.



Galaxea & Parrots
(Note the cybernetic parrot claws)

Pin Down [Interrupt]: When you successfully use the parting shot interrupt action to attack a target which is moving out of melee range with you, you can choose to prevent the target's movement, forcing it to remain in melee combat with you, rather than doing damage with a parting shot attack.

Vengeance Strike [Interrupt, cost 1 pp]: After an opponent makes a successful melee attack against you, you can expend 1 pp and use an interrupt action to make a melee attack against that opponent. Even if the opponent's attack reduces you to 0 hp, you can still use vengeance strike before collapsing.

Notable Equipment

Chromatic ray gun (rank 1, orange, Sci-Fi)

Wild armor (pirate outfit, rank 1)

Parrot, Flier (x2)

Level 0
defense: 12
hp: 1
pp: 2
Move: 8 m walk, 20 m fly
Attributes: S -4; D +2; E -1; A +1; W -4; P +0
Resistances: RB +2; GY -1; OP -4; HR -4

Traits

Skills: Stealth +2

Flight: At the GM's discretion, the parrots can fly over obstacles on the ground.

Attack Actions

Claws [Major or Interrupt] +1 melee 1 hp (normal damage)

The parrots will split up to attack different PCs. They preferentially target PCs towards the fore of the ship. If a PC runs away, the parrot will not chase him, instead targeting a different PC.

On her first turn, Galaxea uses a minor action to draw her chromatic ray gun, followed by a major action to shoot at a PC towards the aft of the group. On her second turn, Galaxea will draw her sword, but she will not move closer to the PCs. Instead, she will remain between the control panel and fore wall. If no opponents are within melee range, she will continue using her chromatic ray gun to make ranged attacks. If an opponent closes to melee range, Galaxea will switch to making melee attacks with her sword. Also, if Galaxea is struck by a ranged attack, she will

leave the control panel and move to engage in melee combat. As long as Galaxea is at full hit points (8 hp), she will not use any special actions which require expending power points. She continues fighting until reduced to 0 hp. If Galaxea is reduced to 0 hp by a melee attack and has pp and an interrupt action remaining, she will use her vengeance strike special action.

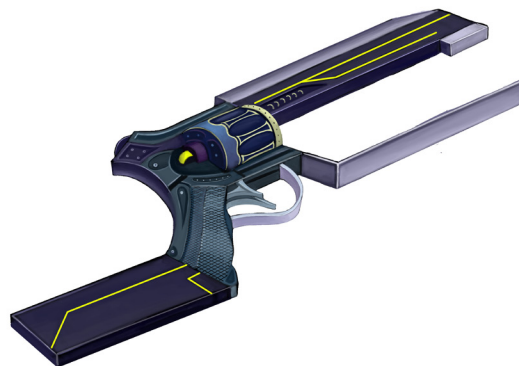
5) Piloting the Cruise Ship

After the party has defeated Galaxea and her parrots, read or paraphrase the following to the players.

After defeating the last of the pirates, you rush to check the control panel. As Captain Tanaka had said, the ship sustained damage in the first attack. The vessel needs to return to port in order to repair the hull damage. But in this damaged state, if the ship passes through an active galaxy, the hull might not hold together. You need to head for port, transiting the quietest galaxies possible. A choice of 2 galaxies appears on the control panel, but the human eye is the best tool for distinguishing between different kinds of galaxies.

From the 2 galaxies you need to choose the best one to safely return to port without getting caught up in waves or turbulence.

At this point, the players and their characters need to complete a 3 question quiz. The questions are provided in Player Handouts 2, 3, and 4. Each question presents the players with two pictures of galaxies to choose the less active galaxy. In the end, the group can only choose one answer, so if there is a difference of opinion between the players, they need to discuss the problem until they can agree on an answer. The GALAXY CRUISE cruise ship will pilot towards the chosen galaxy. If the players' selection is correct, the ship passes smoothly through the galaxy without any major problems. The first time the players incorrectly choose the more active galaxy, as the ship passes through the galaxy, it rocks violently and the smell of smoke fills the room, but the group can still continue on



Galaxea's Chromatic Ray Gun

to the next question. If the group succeed on at least two questions, continue to scene “6A) Ending 1.” If the group incorrectly answers two questions, choosing the more active galaxy, continue to scene “6B) Ending 2.”

If the group succeeds on the first two questions, they are guaranteed to succeed, but do not tell the players that. Try to build tension and proceed to the third question. On the other hand, if the group incorrectly answers both questions 1 and 2, proceed directly to “6B) Ending 2” without looking at the third question.

If the players are not confident in their ability to identify galaxies, they can read the “Galactic Activity and Appearance” reference at the end of this scenario before answering the question. Also, looking at the galaxy images and trying to determine the shapes is part of the fun of this quiz, but if there are players who cannot distinguish between galaxies by looking at them, you can read the following supplemental “Explanations” to the players.

Question 1 Photos (Player Handout 2)

Explanation: Elliptical Galaxy NGC 7458 vs Spiral Galaxy NGC 4123

Answer: Elliptical Galaxy NGC 7458 on the port side (The reasons are given in the second paragraph of the reference.)

Question 2 Photos (Player Handout 3)

Explanation: Non-colliding Galaxy NGC 5211 vs Colliding Galaxy NGC 5331

Answer: Non-colliding Galaxy NGC 5211 on the port side (The reasons are given in the third paragraph of the reference.)

Question 3 Photos (Player Handout 4)

Explanation: A Nameless Galaxy with a Ring (located at SDSS J120143.82+001056.3) vs Distorted Galaxy NGC 6668

Answer: Distorted Galaxy NGC 6668 on the starboard side (The reasons are given in the final paragraph of the reference.)

6) Ending

Two endings are provided. Which one to use is determined by whether or not the party was able to successfully navigate the cruise ship through safe galaxies (see Encounter 5).

6A) Ending 1 (2 or more questions answered correctly)

If the party correctly answers two or more questions in the quiz, read or paraphrase the following to the players.

It was rough sailing, but you manage to get safely back to port. Here the cruise ship can be repaired and the GALAXY CRUISE bridge crew can receive medical attention. Full recovery is only a matter of time. As for you, you have already started to think about your next adventure.

6A) Ending 2 (2 questions answered incorrectly)

If the party incorrectly answers two questions during the galaxy quiz, read or paraphrase the following to the players.

The cruise ship shutters violently. Alarms blare so loud that it is hard to think. Flames lick out from the control panel and the screen goes black. If you had passed though just one active galaxy, it might have been alright, but two active galaxies was asking too much and wrecked the ship.

A radio voice crackles from the broken control panel. “GALAXY CRUISE, do you read us? This is a Galaxy Guard patrol. We are currently moving to rendezvous with you. Please hold your current position and wait for our arrival.”

It is a little embarrassing to be saved, but if you study up, the next adventure is sure to go better.

7) Wrapping up the Adventure

After finishing the Galaxy Pirate Attack scenario you can use the same characters to play in other scenarios. A series of scenarios about the same character(s) is referred to as a “campaign.” If you intend to continue the campaign, you need to give some thought to the characters’ actions after returning to port. For example, what will the player characters do with the Galaxy Pirates? If no one has strong opinions, it is simplest to assume that all of the pirates were killed during the fighting. If any of the player characters are averse to killing people, it is possible to bind the pirates’ wounds and save their lives. If any of the pirates are kept alive, the PCs can question the pirates about the pirate mother ship that fled during the battle. If the PCs turn the pirates over to the Galaxy Guard, then the pirates will be arrested, given a short trial as mere formality, and then hanged. Another possibility is, the pirates are loyal to no one but themselves and will gladly betray their comrades

and help the Galaxy Guard hunt down the pirate mother ship if it will save their own necks.

After the scenario is over, any wounded characters can receive medical treatment alongside the GALAXY CRUISE Captain and bridge crew. Even characters reduced to 0 hp are in no danger of dying and can make a full recovery. Characters start the next scenario with full hp and pp.

Finally, if you will continue using the same characters after finishing Galaxy Pirate Attack, make a note of the treasure received during this scenario.

Treasure

Dagger
Cutlass (short sword)
Chromatic ray gun (rank 1, orange)
Reward from the Galaxy Guard (10 c per character)
Souvenir pirate flags (1 per character)
Wild armor (pirate outfit, rank 1)

The Galaxy Guard pays each character a reward of 10 coins for defeating the pirates.

Galaxea's chromatic ray gun requires wireless power transfer (WPT) to function. Please refer to the optional sci-fi item rules in the GMM. Simply put, if the GM would like to continue conducting sci-fi adventures, the characters can use the ray gun, but if classical fantasy adventures are better, the ray gun becomes inoperable.

Searching inside the boarding pods will turn up Galaxy Pirate flags. The pirates intended to display these flags in celebration after seizing the GALAXY CRUISE cruise ship. Now, instead because the PCs won, the PCs can take the flags as trophies of their victory. Assume that there is one flag for each PC. There are Galaxy Pirate flag certificates in

Player Handout 5. If possible, it would be fun to print out PH5 before running the scenario and then cut apart the certificates so that you can distribute them to the players after the adventure.

Experience

Each PC receives 1 xp for surviving the Galaxy Pirate Attack scenario. If the party defeated the pirates and safely piloted the ship back to port by passing the quiz with two or more correct answers, each PC receives an additional 1 xp. All PCs receive the same amount of xp.

8) Continuing the Campaign

After completing Galaxy Pirate Attack the player characters will be either level 1 or level 2, depending on whether or not they succeeded on the final quiz to pilot the ship. For level 1 characters, it could be fun to play one of the level 1 adventures available on the Sandcastle webpage. For example, "Starsmote Sandpit." For level 2 characters, "Robot Jungle Island Massacre" (in preparation as of the time of this writing, October 2025) would be more appropriate.

But a GM is free to create his own scenarios. If you would like to continue the Galaxy Pirate theme, the PCs could cooperate with the Galaxy Guard to go after the Galaxy Pirate mother ship which escaped. Or, there are no further plans to use the GALAXY CRUISE cruise ship, so the PCs could take the cruise ship and use it to explore the far reaches of space. Or the PCs could hoist the pirate flags they found, and become pirates themselves, preying on other spaceships. This is the unlimited freedom of a TRPG. Instead of simply receiving an assignment from the cruise ship captain, the PCs are free to make their own plans and chart their own destinies.



Interacting Galaxies NGC 5366 and PGC 49574

Reference Notes

Galactic Activity and Appearance

When we talk about the difference between an active galaxy and a quiescent (quiet) galaxy, what we are really talking about is the star formation rate. Simply put, the star formation rate is how abundantly new stars are being formed as compared to the overall mass of the galaxy. When the star formation rate is high, many new stars are forming vigorously. When there are many young stars, that will include many high mass stars. The full details are beyond the scope of this discussion, but the salient point is that high mass stars have short lifespans, while low mass stars have long lifespans. So unless star formation is actively continuing, the high mass stars will run the course of their lives and die, leaving only low mass stars. High mass stars emit more intense radiation than low mass stars; and when high mass stars die, they explode in supernovae. The waves from a supernovae explosion collide with the interstellar gas in the galaxy. The effects of the strong radiation and supernovae explosions spread throughout the entire galaxy, so galaxies where many large stars are being born and dying are violent. High mass stars are bluer and low mass stars are redder, so sometimes it is possible to distinguish between an active galaxy and a quiescent galaxy based on their colors alone.

Why galaxies become active or quiescent is a topic of study, but some of the factors are known. Because stars are created from interstellar gas, young spiral galaxies which still have large amounts of gas remaining also have many young blue stars. On the other hand, old elliptical galaxies, where the gas has been depleted and the star formation rate is effectively zero, have only old red stars remaining.

Also, when galaxies collide, the star formation rate goes up. The details are still not well understood, but it is thought that when galaxies collided, the gas from the two galaxies mixes together violently, and that this turbulence makes it easier for stars to form.

The violence of the interaction between galaxies is also a factor. If galaxies have only minor effects on each other, their shapes do not change very much, resulting in only minor deformation. Similarly, in a minor collision, there is

also little effect on the gas in the galaxies, so the star formation rate does not increase. On the other hand, some research indicates that when the interaction has a large effect on the shape of the galaxy, such that a distinctive ring or other features appear, the star formation rate also increases.

External Links

https://link.springer.com/content/pdf/10.1007/978-94-010-0393-3_32

Galaxy Nomenclature

Galaxy names that start with NGC use the number assigned to the galaxy in the New General Catalogue of Nebulae and Clusters of Stars published by John Dreyer in 1888.

<https://heasarc.gsfc.nasa.gov/W3Browse/all/ngc2000.html>

There are also other catalogs, such as the Principal Galaxies Catalogue:

<https://www.go-astronomy.com/pgc-galaxy-catalog.htm>

For faint, distant galaxies which do not have a catalog number such as NGC or PGC, it is possible to specify a galaxy by indicating its position; for example, by giving the right ascension and declination where the galaxy can be found in a wide-area survey observation such as the Sloan Digital Sky Survey.

<https://www.sdss.org/>

<https://skyserver.sdss.org/solarsystem/coordinates/radec.asp>

Galaxy Images

The observational data for galaxies used in this scenario are included in the reference material. All of the data were taken by the ultra-wide-field-of-view prime-focus camera Hyper Suprime-Cam (HSC). The observational program was the HSC Subaru Strategic Program (SSP). All observational data should be cited as “Credit: ©HSC-SSP/NAOJ”.

<https://subarutelescope.org/en/>

<https://subarutelescope.org/en/about/instrument/hsc/index.html>

<https://hsc.mtk.nao.ac.jp/ssp/>

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