

Treasure Planet: A System Agnostic Adventure Outline

The Planets

Montessor

The home planet of yet to be born Jim Hawkins. Montessor is a mining planet and supplies the inner galaxy with the bulk of their manufacturing ores. One of the main Royal Command bases are stationed here and serve as an area for diplomacy, though it is not the home planet of the Omni-dimensional Council(ODC). The head of the Royal Command base is Flynn Watts, brother to the head of the ODC. A man with a deceptively cool exterior, Watts is determined to wipe out all piracy in the Inner Galaxy and is not above getting his hands dirty to achieve that— as long as he doesn't get caught.

Crescentia

The satellite that orbits around Montessor, and the main port for the inner galaxy. This is a bustling port that imports and exports mass amounts of product but is heavily guarded by the Royal Navy and its spacers. It's a great place to gather information from all corners of the universe, hire new crew members, and organize meetings with citizens of multiple planets.

Janus

The largest planet in the Inner Galaxy and home to the Omni-dimensional Council (ODC). Janus is heavily populated and holds eight major cities on its planet: Jong Vale, Vidar, Balder, Astin, Brax, Aldone, and Derentia. The ODC is stationed in Balder, the location of the main port in and out of Janus. It is headed by Emelia Watts, a tough but fair woman who considers the balance of the inner galaxy her duty. Though all of Janus is heavily guarded, Balder is an impressively difficult city to enter, requiring permits, proof of travel, and heavy inspection. It is considerably easier to enter the planet by its secondary port in Vidar.

Lagoon Nebula

A cluster of planets with significantly differing climates. These planets are fairly uninhabited by the technology of Janus or Montessor, and many of the settlements are either bases established by criminal organizations or agrarian communities.

Attis

A thickly forested planet, and the smallest of the three. This planet is home to many criminal hideouts, but also to a nation of people called the Attins. The Attins are a people of tradition and have therefore eschewed the technological advancements of the rest of the galaxy, opting to let their own history dictate their technology. As a result, the Attins' colonies are wonders of architectural achievement in ways unlike the rest of the galaxy, using the nature of their jungles to create dizzying structures that rise into the sky and plunge deep underground. The planet itself is home to a vast network of tunnels and hollowed areas that house entire cities of Attins. They are suspicious by nature due to the criminal presence on their planet, but their removal from greater society gives them a unique perspective, and winning their trust can provide insight and technology not found on any other planet in the galaxy. They do have a representative at the ODC, Antagoras, who journeys for each meeting to Janus, as he is staunchly opposed to spending any more time there than necessary.

Asclepius

An arid desert with little to no inhabitants. This planet, though host to breathable air, is a harsh wasteland not built for humanoid life. There is some old architecture here— ancient structures built for some undetermined reason. These have been claimed by the other planets of the Lagoon Nebula as sacred, and any tampering or outright destruction will mean the wrath of the two other planets and possibly the ODC.

Aecholus

A planet covered almost entirely in water. Aecholus' people, the Aechans, are an aquatic people who breathe both air and water. Their cities reflect that: Floating settlements atop the water that delve underneath it and stretch all the way to the ocean floor. They are more open to visitors, but larger ships will have a difficult time porting anywhere on their planet safely— it's better to dock in Janus and take a smaller vessel.

Proteus I, II, III

The Proteus triad are a group of planets inhabited mainly by shapeshifters and changelings. The intelligence and base forms of these creatures vary, from humanoids who only shape shift into other humanoids to creatures who are completely amorphous and shape shift into common, everyday objects (mimic city if you want it!)

Crios

Perhaps the most effective way to describe Crios is an “old world planet”. Its beginnings have been lost to time, but it’s known throughout the galaxy as the oldest planet with recorded life. The residents of Crios are wealthy and extremely technologically advanced and consider themselves the elite of the galaxy. Tension between Crios and Janus is often high, as Crios believes it should be the head of interplanetary decisions, and their representatives at the ODC make that opinion clear at every opportunity.

Crios’ Belt

The ring of meteoric debris that is suspended around Crios is not barren of life. Many of the meteors are large enough for small colonies to settle in, and the main residents of Crios have used this to expel all their undesirables without completely ejecting them from the planet. These settlements are often ramshackle and overcrowded.

Treasure Planet

The planet where Flint hides his gold and treasure. Its existence is well hidden due to its proximity to Crios’ belt— the same size as one of the larger meteors, it reads on scanners as debris that was thrown out of the belt’s pull of gravity.

The Ethereal Isles

An uncharted gathering of land masses that has yet to be understood by the galaxy. Its formation is unlike any planetary mass observed in the universe, and any attempts to approach and uncover its secrets have been met with disaster. None who have attempted the journey have survived. It serves as a deep point of contention at the ODC in terms of jurisdiction and ownership, and so no government sanctioned exploration has taken place in over two hundred years.

The Plot

The players are pirates, operating a ship in Nathaniel Flint's fleet. At this time, Nathaniel's power and influence has grown to the point that he has a fleet that travels across the galaxy, looting merchant ships before meeting him back at Treasure Planet to divvy up the gold and plunder. His fleet does this out of fear of what Flint would do to them if they were ever disloyal— hunt them down and destroy their ship and crew, as he has done before. Starting the campaign is a simple skirmish between a trade ship and our adventurers, just to give them an idea of the world.

But the player's fates could be on the verge of changing dramatically. They're surrounded by the ships of the Royal Navy one day, but not for combat: Their presence is requested by Flynn Watts, head of the Royal Command base on Montessor. The implication is explicit: Either meet with Flynn or get destroyed by the fleet surrounding them.

Flynn meets with the adventurers and offers an interesting bargain— total immunity and money to last them the rest of their natural lives, if they assist him in taking down Nathaniel Flint. If they accept, this triggers the next chain of events.

Flynn will send the adventurers on increasingly more difficult missions: First, it's taking down another, smaller ship that operates independent of Nathaniel's crew. They'll continue to take out more and more, visiting the other planets as they do so, until they reach Nathaniel's fleet, culminating in taking on Nathaniel himself. The challenge here is eliminating the ships without alerting other pirates that the adventurers have turned mutinous. If they fail at this, they will face the full wrath of Nathaniel's fleet. If they decide not to carry out the mission, the challenge will be hiding this fact from Flynn. If they fail at this, the Royal Navy will hunt them down specifically.

At one point, Flynn will give the adventurers the order to attack a residential ship transporting citizens from Crios to Janus. A dangerous pirate, Cromwell Fane, is also on the ship, and Flynn is more interested in getting rid of him than the lives of the rest of the people on the ship. The adventurers can either obey Flynn and destroy the ship, or engage in a stealth mission to take out Cromwell and him alone. Doing this will make Flynn angry for disobeying his orders, but he will begrudgingly commend them for doing a quieter job than he thought them capable of. Destroying the entire ship will bring the wrath of the ODC down on the players, as well as

Emelia, the head of the ODC. The players can attempt to use Flynn's influence to gain amnesty, but he will be more than willing to let them take the fall.

(If you'd like to introduce the government and mechanics of Emelia and the ODC before this event, you could work in a fetch quest on Janus where either Flynn or Flint want the adventurers to retrieve information from an ODC meeting. They'd get a chance to meet Emelia, do some fun stealth, and have a break from the combat heavy world pirate games often are. A fun side effect of this would be— if they could keep the fact that they're pirates from Emelia, they would gain an interesting ally who would have a far more even perspective than Flynn or Flint, since she is lawful good.)

As the adventurers continue, it will become subtly clear that Flynn's moral compass starts and ends with the eradication of pirates. Midway into hacking their way across the galaxy, Nathaniel WILL become aware of their plans and attack. Once they successfully defeat Nathaniel (who will retreat to treasure planet and die amongst his gold, where the movie places him), Flynn will invite them to a ceremony in their honor, where according to him, they will be decorated for their service to the Royal Navy.

This is secretly a plot to kill the party in Flynn's quest to eradicate all the pirates roaming the inner galaxy. The adventurers may put this together, but if they've become friends with Emelia, she'll uncover her brother's actions and, in disgust of the atrocities he's committed, warn the adventurers of his plan to kill them.

The part of Flynn's plan Emelia doesn't know: He plots to assassinate Emelia and frame it on the adventurers, therefore giving him just cause to attack them and space for him to become head of the ODC.

If the adventurers can stop the assassination and defeat Flynn, Emelia will exonerate them and offer them positions in the Royal Navy. She'll address the crowd and expose her brother's actions, before promising the dawn of a new, fairer government. If the adventurers accept her offer, they'll become members of the Royal Navy, and a new adventure begins.

The Politics

A quick note: This world is one ruled by politics and government, so keep in mind the way the players interact with each world they land on. Schmoozing with Crios may win them favors, but the inhabitants of Janus will think the players pretentious and may be less willing to trust them, etc. If they make a deal with the government of one planet, that deal may conflict with the interests of another. This will make landing on each planet a bit more interesting, as it's less "explore the new world" and more "explore how the people of this world feel about us." Hope you enjoy!