

# Resettlement

*An adventure in the M317 Cluster using Cluster 2d6 OGL rules*

## Background

After the Unification Wars of the M317 Cluster, many worlds were scarred and devastated by the battles that raged through every subsector. Sophonts everywhere survived with minimal help from the outside, and many worlds never recovered. Some populations entered into a slow terminal decline where a lack of genetic diversity severely restricts their ability to produce fertile offspring. 300 years after The Wars, these cultures are on the verge of disappearing.

The Cluster Confederation does not have an answer for this problem. In the default case, these worlds are ignored as irrelevant backwaters and left to fend for themselves. This requires no action, involves no thought, and most importantly costs no money. The downside is the culture dies slowly, forgotten by all but a few dusty researchers. With thousands of worlds to live on and many worlds not very crowded, these insignificant systems do not enter the consciousness of the wider galaxy.

When money is at stake, however, all bets are off. These low technology worlds cannot stand against a foe who doesn't know or care who they are. Pirates are notorious in their disregard for sophont dignity, but megacorps that span the Cluster aren't necessarily far behind. If a strong pocket empire dominates a frontier world with little to no technology, they can pretty much get away with whatever they want. A few thousand lives won't start an interstellar war even if a major empire notices.

During the Unification Wars, the center of the Cluster was hotly contested because of the higher density of systems found there. In (6,4) Rolful subsector, 3 alliances competed against one another, claiming and reclaiming systems between them. The Bisystem Federation made up of Rolful+Lenhie, the Twinworlds of Azerit and Eanslineth, and the Mantun Confederacy made up of Mantun and Trysil from the edge of (5,4) Seortfil subsector fought back and forth for decades. Temporary agreements would shift the balance from one to another, but the destroyed cities and burned out hulks of defeated warships grew exponentially. The systems between the three combatants became known as the Scarworlds, and all suffered greatly during the wars. It was, in fact, the success of the Wotethan Accords in reducing conflict in the Scarworlds which convinced many alliances that peaceful coexistence was possible.

Today, the effects of the wars on the Scarworlds is very apparent. Many of the worlds have much lower technology and populations than typical in the Cluster. Three captive governments still exist between Rolful and Trysil as a remnant of those great conflicts. Some worlds have been reduced to pre- space levels of technology, with very limited populations and often challenging conditions. Other systems even worse off have nobody living there to this very day. Terraforming and world building are very expensive, and while other places in the Cluster prosper the effects of the Unification Wars still linger on these ravaged worlds.

Celestial Resources is one of the largest mining megacorps in the Cluster, with activities scattered throughout known space. Lathan deVinter is a subsector vice president of Celestial resources who has called and asked you to come to his office. Before he will tell you anything, he wants you to sign a security release and promise to hold the rest of this discussion and any future operations in strict confidence. After everyone signs, he tells you a story.

Recently while cleaning out a Celestial Resources facility on a remote asteroid base on Azerit-g.67 they discovered a data crystal with some long-forgotten mineralogy reports from during the Unification Wars. Inside were surveys from Fogsil-f in the Rolful subsector which details a deposit of bastnasite, a relatively rare mineral used in several advanced electronic systems including meson devices. Fogsil-f is a low tech, vestigial planet that could not handle the advanced techniques needed

to mine the bastnasite. Their population numbers roughly 1200 human individuals, but the planetary capital and main village is just a few kilometers from the bastnasite deposit.

Fogsil is a very minor and insignificant system dominated by Azerit. Unfortunately Celestial Resources does not control the planet and Azerit is unwilling to simply write the population off as their Azerian ambassador, Goral Hardasser, would like to do. Azerit, however, does not have the technology to purify the bastnasite properly. A larger, more technologically advanced system will be needed to assist. Rolful is an advisory world of the M317 Cluster and the sixth largest economy in the Cluster. They have the resources and technology to mine the bastnasite, and both Azerit and Celestial Resources want to profit from the ore as well.

Celestial Resources directly controls the Awcangel system at (2,6) in the Rolful subsector. It is fairly similar to Fogsil in several ways and has a small population that currently has no significant role in Celestial's future plans. They are willing to move the Fogsilans to Awcangel and give them independence in exchange for owning the Fogsil system. Both the Fogsilans and Awcangelids need more genetic diversity to improve the health of their populations, so both would benefit there. Celestial, Rolful, and Azerit will all combine to resettle the 1200 sophonts and provide appropriate material help to establish a new home on Awcangel. They receive the bastnasite which the Fogsilans cannot use anyway. Everyone theoretically comes out ahead.

Azerit wants the bastnasite, but they need an agreement with Rolful to process it. Celestial Resources originally found the ore, and so far they are the only company that knows about it. There are other Megacorps that might be able to acquire the ore with more local resources than Celestial Resources, potentially using Trysil which also has the technology to process bastnasite. Azerit is giving Celestial Resources 6 months to present an acceptable plan to mine and process the bastnasite, a coup which will support the ruling party and earn them points with the Greens, an ethical development faction who are currently wavering in their support of the ruling coalition. If the ruling coalition loses, the next government may not care as much about what the Fogsilans want.

deVinter's job is to negotiate with Rolful's Technology and Resources Council located on Rolful-Ad in Haverton, an arcology of 200 million sophonts. He wants to hire you for a long term contract to make this deal happen. First, he wants you to provide a crew and security for their negotiating team while they make arrangements with Rolful. There are several other mining megacorps who would pay quite a bit of money for the data regarding Fogsil-f, so a low profile is definitely in order. Secondly, assuming a successful deal there, he would like you to make contact with the Fogsilans and get their agreement to relocate.

He has a 200 ton Calypso Class Exploration Frigate, the *Jacques*, which has just been refurbished. Salary offer is 2500 Cr/month per person, and 40,000 Cr for acquiring equipment and

#### Stakes for Resettlement

After 6 months, Azerit will need to show progress for obtaining the bastnasite. Should Celestial Resources not get results, the ruling coalition will lose the elections and their replacements will favor Hardasser's approach of overpowering the Fogsilans. Azerit military will move in with stunners to pacify, detain, and deport the Fogsilans. Most of the Fogsilans will be taken quickly, but the few that aren't will wage a guerrilla conflict that causes significant casualties and will become a scandal throughout the Cluster. Note that this is a seriously bad outcome and should haunt the characters via stories they hear wherever they go. Fogsilans are given a small island on Panoncrat-f that is cold, crowded, and barely habitable. They are put there and unhappy, but they are alive and mostly cut off from the outside planet by their own desire. If the players choose not to accept the job or can't make it on time, they should either watch or hear about the Failure at Fogsil.

supplies for the journey. If you can get the Fogsilans to agree to move within 6 months of an agreement with Rolful, you get a 25kCr bonus each. deVinter has a staff of 4 people who work with him: Chelsea Orgian, a very attractive human lawyer who organizes all of deVinter's meetings and connections, taking care of less important bureaucratic issues; Atherton Smikes, a human understudy who is being groomed by deVinter for future promotion and is in on all of the key meetings; Ozeriman Felane, an older reptilian and longtime Celestial Resources employee who is an expert on Rolful politics; and Gyorna, a Wotethid female who facilitates the rest of the group's activities. All 5 of them will be passengers heading to Rolful and each get their own stateroom, leaving 3 staterooms for your crew.

Azerit is willing to assign a military assault cruiser with low berths to move the planetary population in a single mission. It will be an expensive training deployment, but worth it overall, assuming Rolful will permit the expedition. Fogsil is 4 parsecs away from Awcangel. Awcangel is part of Rolful's pocket empire and wholly owned by Celestial Resources. They are willing to cede space to the Fogsilans for their inconvenience. They are also willing to pay for housing and essential businesses that will supplement what is currently on the planet. Awcangel is somewhat lower tech than Fogsil, but agriculture and timber are Awcangel's largest exports so Fogsilans will feel pretty much at home.

## Jacques Crew

### Lathan deVinter

**Appearance:** A conservatively dressed human male in his late 40's or early 50's, his dark hair is graying around the edges but his body is well maintained and his intelligence is clear in his penetrating gaze. He has a selection of hand computers which he organizes effortlessly and can pull up the info he wants at a moment's notice.

**Portrayal:** Solid, quick and reliable, deVinter is a true executive and businessman. He expects his colleagues to work hard and do their jobs well, working towards their shared ultimate success with energy and intelligence. He expects loyalty and shows loyalty towards those working for him.

**Hook:** His goal is to get the Bastnasite deposit for Celestial Resources. He is willing to do what it takes to get that done, but he has every intention of fulfilling his commitments to Azerit, Rolful, Celestial Resources, his team, and anyone else he has to deal with. Integrity and success are what matter.

### Chelsea Orgian

**Appearance:** Chelsea is a smartly dressed, very attractive blonde female human lawyer who is Lathan deVinter's chief assistant. At 29 and working with a top executive, Chelsea plays hard and works hard. She is organized and knowledgeable but has a teasing sense of humor that Lathan really appreciates. While she is very business oriented when at work, she likes to sample the local night-life, particularly upscale music (not dance) clubs.

**Portrayal:** Mostly businesslike and organized, she makes occasional puns and plays on words that show she has a sense of humor. Once work is done, she likes to go out and see the universe but only upscale places. She rarely spends the night out, however, and is always ready for business as needed. Treats Atherton like a kid brother and tries to look after him in a distant way.

**Hook:** Chelsea likes her job and is good at it, but she wants more than just a career. She loves travel, and has friends in many places. She is sexually attracted to other women and firmly discourages male attention at work. She uses her position as deVinter's assistant to meet others and travel while earning a good salary.

## Atherton Smikes

**Appearance:** Young and somewhat nerdy, Atherton is fashionably dressed with hair that just won't stay ordered giving him a somewhat messy appearance. He is bright and decisive, and knows he's on the fast track with deVinter's guidance. He's realistic in that he knows he's not ready (yet), and respects competence where he finds it and relies on good advice. Rather insecure about women.

**Portrayal:** Young and somewhat eager to please, he gets advice from everyone he respects and is willing to make decisions, right or wrong. He teases Chelsea about going out again, but actually likes her and is comfortable with her. She knows her stuff, but is not a threat to his advancement and he knows she likes women so he can relax around her.

**Hook:** Very interested in meeting women, but really doesn't know how to go about it. He asks Chelsea regularly for advice on what clubs and such to go to, but doesn't like staying close to her because they share tastes in women. Female characters aboard ship may have trouble from him (not in an aggressive way, but more in a "Why won't you go out with me?" way).

## Ozeriman Felane

**Appearance:** A somewhat overweight lizardman, his snout is brown with age and his clothes are sharp but well out of fashion. He has a somewhat oversized hand computer and frequently refers to it when asked questions about Rolful and the business at hand. Somewhat standoffish and arrogant, he works hard but especially when the boss is watching.

**Portrayal:** Somewhat arrogant and dismissive to requests from anyone other than Lathan, he is knowledgeable but doesn't like to be bothered. He is trying hard to impress deVinter, and is jealous of Atherton's inside track to the boss. As deVinter does not take him on as a closer advisor, he becomes more aloof and disappears occasionally (when he's arranging to sell the bastnasite info and getting tainted atmosphere implants).

**Hook:** Ozeriman is getting older, and while he's been OK-successful he really wants to get one big accomplishment. At first he thinks deVinter is his best hope, but his boss' continued infatuation with 'Atherton' (in a snotty tone) poisons him so he is willing to sell Celestial Resources out. His plan is to leave for Mantun-d 4 parsecs away and in (5,3)Seortfil as soon as he can hide the payoff safely and get tainted atmosphere nasal implants.

## Gyorna

**Appearance:** Gyorna is a somewhat elderly Wotethid female who rushes around busily doing gofer tasks for Lathan, but the other members of the Celestial team as well. She is only 80cm tall and weighs 30kg but is still incredibly nimble, climbing easily on almost any structure and bouncing around. She generally appears harried and fidgets a lot, but takes long rests when her duties permit.

**Portrayal:** Den mother taking care of her charges. She's good at following orders, keeps track of her responsibilities carefully, but gets easily flustered when plans change or forced to make a decision.

**Hook:** Gyorna feels her age and is slowing down. She's intensely loyal to Lathan, but is looking forward to retiring to Eanslinth-f where her son and extended family run a garz riding stable near the equator.

## Approximate Order of Events

Players will be players, but in general they will need to take an approximate course of actions if they are going to finish the adventure in time. If they abandon the mission, Celestial resources will want their ship back, and the players will have a difficult time getting respectable work again.

Stage 1: Travel Azerit to Rolful (12-36 hrs in every port for refueling, minimum 3-4 jumps required)

Stage 2: Rolful Protection Detail (~3 weeks before an agreement is reached)  
Stage 3: Travel Rolful to Fogsil (same as stage 1)  
Stage 4: Fogsil Adventures  
Stage 5: Organizing Azerit  
Stage 6: Organizing Fogsil for Transport  
Stage 7: Travel Fogsil to Awcangel

## The Ship

You will be loaned the *Jacques*, a Calypso Class Evaluation Vessel. It is a 200 ton, minimally armed, general purpose exploration vessel that Celestial Resources is contributing to the resettlement efforts. It has just been overhauled and is in good operating condition but its locker is bare- there are NO supplies or equipment, tools, or spare parts aboard. The ship has full fuel skimming capability, a streamlined atmospheric shape for landing on planets, and modest cargo space for carrying supplies. Included is a ship's launch capable of reasonable thrust and modest crew/cargo capacity as well as an air raft which has decent speed in atmosphere and bare minimum orbital capability. The fast launch and air raft each have their own hangar on board.

You are permitted to transport cargo and passengers aboard the *Jacques* if you wish, but you are responsible for all costs and fees associated with purchased cargo. If anything illegal is transported, all money paid to any crew member will be confiscated and you will be prosecuted to the fullest extent of the law. Celestial Resources is VERY firm about this and openly imply that you will never be employed on this side of the Cluster again if you violate this rule. (Anyone with a felony conviction will be singled out and required to confirm they understand.) Turning in any criminals will be dealt with by the local authorities, and if Celestial resources hear anything about it, their general comment will be "Be more careful next time." If it happens frequently, they will become more insistent.

For planetary information on any world in the Rolful subsector, general information and stellar maps are available for immediate recall on the ship's computer. General trade codes and prices for all goods according to standard prices are open knowledge and easy to obtain. Characters who grew up on these worlds will know them well and likely have acquaintances there.

## GM Notes

The shortest journey to Awcangel from Fogsil requires refueling around Thoograb, a white dwarf star with no asteroids or planets. This is hardly desirable. A variety of routes could be taken to reach Awcangel from Fogsil using 3 Jump-2 jumps, the *Jacques'* maximum. Use the standard tables to determine broker skills and cargo according to the visited world. Note that passengers may be carried and illegal cargoes may be bought, but only at the risk of pissing off the owner of the vessel and a powerful megacorp if they should find out. What Celestial Resources doesn't know won't hurt them... Otherwise normal bulk cargo or speculative trading is available. Some systems do not have modern spaceports, but as long as a gas giant or water are available the *Jacques* can refine fuel (it just takes time). Note that several possible worlds are very high law levels and may have more restrictive import laws than other potential ports. While Celestial Resources may not consider import violations as breaking the law directly, they are unlikely to bail the characters out if they try to sell cargo illegally.

Depending upon the referee and players, characters may have grown up on one or more of the worlds being visited. Local characters should have knowledge of the area appropriate to their histories. ie. someone who hasn't been home for 10 years will have much knowledge, but significant parts will be out of date. Contacts, rivals, allies, and enemies will all be in play. These encounters should be customized by the referee to fit the character history and may be minor interruptions or a serious plot element. Note that enemies or rivals working for the main opposition groups (Aaergian Refining and Eggist/Devourist extremists) give the referee a way to create antagonism against the desired group.

## Negotiations on Rolful-Ad

All negotiations will be held in Haverton at the system offices of Rolful Resources Council, or RRC. It is a large bureaucracy that regulates mineral rights and technology transfer threats for one of the most powerful systems in the Cluster. They will meet 2-3 times per week depending upon progress and agreements to allow time for consideration, rechecking information, etc. Celestial Resources will have to approve any provisional agreement, but deVinter is cautiously optimistic that something will be arranged between Rolful, Azerit, and Celestial.

The republic governing Rolful is actually very easy going and like pretty much everything about resettling the population and assisting with the refining. As long as Celestial is paying, there is no real downside for them. The negotiations are basically all about what share Rolful will receive for their technical expertise. It will take 2-3 weeks for those negotiations to be finalized, and during this time the party will be mostly at loose ends. Ozeriman is regularly trying to contribute to the discussions and make a positive impression on the boss, but while he is included it is clear deVinter cares more about the opinions of Atherton and Chelsea. Gyorna's more of a trusted go-fer and den-mother rather than a direct participant in the negotiations. (Note that Fogsil, the planet that actually has the minerals, is not involved in these negotiations.)

### Rolful Names

#### Female Names

Spogmai Mughal  
Bakhtawara Fareedi  
Gabina Muhammadzai  
Gul Panrha Kharoti  
Zarghuna Gandapur  
Reshmina Tahirkheli  
Sparghai Wur  
Zaituna Shirani  
Sanga Mirza  
Hala Sanjrani

#### Male Names

Bahrawar Khara  
Sur Gul Baig  
Shino Dawar  
Paywastun Jhalawan  
Atsak Lak  
Gul Jhalawan  
Lawangin Bangial  
Malang Chutani  
Wakman Rajpar  
Alamzeb Lodhi

### Haverton Events

#### Computer Hacking

On the day of the first meeting of deVinter with Rolful's representatives, an outsider attempts to break into the *Jacques'* computer. If the party did nothing to boost digital security, they will try to access deVinter's professional files and set off his private security alarm. If the players took precautions, initial access was achieved but the extended protections tripped security alarms.

After this event, deVinter emphasizes that someone is clearly very aware something is going on and everyone (crew, negotiating team, repair techs, unexpected packages, etc) should be on their guard. He takes his personal computer off grid and only goes out to socialize with the Rolful/Azerit negotiating teams. He makes a stick-in-the-mud look exciting during his downtime.

#### Watchers

The *Jacques* is under observation 31/8 (hey, different calendar) by a series of people (see below) and rotate members frequently. They're not really spies, however, and eventually several individuals will be noticed by players. The watchers are unarmed and will not call attention to themselves in the starport, and once identified they will not be used again as a watcher. They could be

used as bait outside the starport or as thugs to confront the players. They are relatively easy to trace to Shorty's gang, the Raptors. Not big or powerful on a larger scale, they run the local small time crime scene in one part of Haverton next to the main spaceport.

### **The Approach**

As soon as any character(s) leave the immediate vicinity of the downport, they will be followed by Joseph, an agent for Aaergian Refining, although he will not easily reveal the affiliation. Joseph, will make initial contact with the player(s) in a very non-threatening way, and will not be seen directly associating with anyone else (although there are always at least 2 gang members around). He's willing to pay 50,000 Cr for information as to what deVinter is doing here on Rolful. Actual documentation of what they found and their official plans/contracts can bring another 200,000 Cr to anyone willing to pass the information on.

### **'Joseph' aka William Spalding**

**Appearance:** A somewhat portly gentleman, Joseph has thinning brown hair and an obvious cybernetic eye that glows red in the pupil and an external focusing mechanism (with video recording). His ears look normal, but are also cybernetically enhanced. He is generally unarmed, although he typically has 2-7 thugs nearby when making a contact. He is dressed in business casual, and someone who would not attract attention (aside from his visible chrome that in many areas would be normal).

**Portrayal:** Somewhat slimy, Joseph is an information broker with deep pockets. He routinely picks up the check, isn't afraid of spending money, and does his best to keep his hands clean. Any threats Joseph makes will be indirect, and while he would kill to achieve his goals, he deals in information and dead men tell no tales.

**Hook:** Joseph is an information broker. He is working for Aergian Refining and, if the party manages to elude him, he will respect that. It's just business. Besides, he may need a starship crew someday. He often tries to eavesdrop on conversations using his cybernetically enhanced hearing or listening bugs. While not exactly above board, he is not vindictive or vicious. Just determined.

If they agree and are discovered, deVinter will be furious and likely cut them off immediately. If the players grovel and try to keep the job, see Ozeriman below as to how that will affect negotiations on Fogsil-f. Otherwise the Referee will have to start a new adventure on Rolful with deVinter as a new enemy and Celestial Resources as a rival. Joseph may have work for them. Having at least 1 contact on Rolful among the players may be helpful for giving them information, sightseeing, shopping, or anything else the referee would like to convey unofficially.

Joseph is definitely interested in keeping things non-violent for this initial interaction. Any signs of interest will bring promises of future contacts and he passes on a high end com device for you to contact him (actual com information is encrypted with a hardened cypher DM-2 to decrypt and has a GPS locator broadcaster along with an always active mic). The signal leads to a private burner comm that requires very good contacts to trace to William Spalding below. If a definitive 'NO', he'll leave, but he suggests that you may want to watch your backs as deVinter's not really known for protecting his friends from 'accidents'. The GPS and mic broadcasts may both be detected if the ship's sensors or other radio monitors are used.

If denied, he will not bug the players directly but will use his retained gang members to try and plant one or more bugs on them. The gangbangers are usually somewhat subtle, but they are in many places including watching the Jacques and usually work in pairs. If one pair is identified, they are pulled, but there are several dozen overall.

Joseph and his second (who is a backup and someone the players should never meet unless things go very badly for Joseph) are the only 2 people who work for Aaergian Refining directly. The

remaining thugs are part of a local gang that provides muscle for hire. Many have records with the local police and know nothing other than they are supposed to find out why deVinter's on Rolful and/or to carry out whatever their current job is. Joseph provides the thugs stunsticks; the thugs usually use automatic pistols, short swords, or submachine guns for major assaults. Each have comms with connections to other gang members, as well as 10-60 Cr for spending money. The local gang has over 40 members, but other 'clubs' can provide virtually unlimited manpower. The gangsters are definitely an 'eye-for-an-eye' type of group, and as long as nobody dies they won't escalate either. Pain and arrests are reasonable and par for the course. The gang has 3 doses of combat drug they keep for emergencies, and might be bought off with more to sell out Aanz Sslithi below.

Joseph might be captured by the players. His real identity is William Spalding, a private broker working for Aaergian Refining that has a clean rap sheet with the Rolful authorities. He's been on Rolful for 8 months and the company backs him. He will lawyer up as necessary to protect himself, and he will keep the gang members at arms length as much as possible. If linked to the gangs, he will claim he needed protection from the players and a 'colleague' recommended these people. If caught, Joseph stops being involved in the information gathering and the thugs alone contact the players. At this point, violence to get the information is the only remaining option. Joseph will go to prison before betraying Aanz or Aaergian Refining, and his lawyers will make sure any trial is months or years away.

Only the gang's leader, Shorty, knows Joseph works for Aaergian Refining and is connected to Aanz Sissith. The gangbangers are more familiar with his second is Aanz Sissith, a reptilian bureaucrat who has worked for Aaergian Refining for the last 8 years. He has a couple of low level drug arrests for Ecstasy, but nothing major. He knows and is known by Shorty because of his drug use and has used the gang before for muscle. Aanz knows he's exposed, and has a pretty good escape route planned if he thinks he's in danger. Aaergian Refining will deny any knowledge of his whereabouts or his activities and will cooperate fully in investigating him while finding nothing to hurt the company.

### Aanz Sissith

**Appearance:** A short but powerfully build lizardman, he is a hands-on manager at a chemical plant with dungarees to wear over his business clothes. He works with drivers, repairmen, and other technical folk to keep the plant running and will constantly be interrupted by people and his bleeping comm dot.

**Portrayal:** Very busy and distractable, he yells to people a lot and doesn't mind yelling into his comm dot and hanging up in anger. He pretends to be just a manager, and will act mostly clueless if confronted. He'll admit to knowing lots of little irregularities, but nothing major and downplays all.

**Hook:** Known as 'Snake' to the gangbangers, Aanz buys some drugs from them and hires them for odd jobs. He is ready to run, and is ready to cut ties to Rolful as needed. He's been trying to get Aaergian Refining to transfer him, but so far he's done too good a job locally even if he is feeling the heat.

### 'Shorty'

**Appearance:** Shorty dresses in teenage grunge, even if he's in his late 20's, and generally has a 'girl' hanging on or near him. He's missing the ends of 2 fingers on his left hand from a botched robbery. Wears a ballistic armor jacket and always has a few hundred credits on him.

**Portrayal:** Confident and cocky, he demands respect and fights for his crew. He has no problem fighting for himself, but usually has plenty of friends around. He's a middleman for Ecstasy, Jain, and other 'harmless' drugs, but avoids the hardest stuff. He's more afraid of his dealers and some of the nastier criminals than the police, Joseph, and the characters combined and won't betray them. Ever.

**Hook:** Shorty wants respect and money for him and his crew, the Raptors. He likes his women easy and stupid, and doesn't listen to them. Shorty controls the local drug scene and hires out thugs for selected clientele, and would love a chance to expand his turf.



## Local Help

Not all of the people on Rolful are afraid of gang members. As with most places, the police are very interested in their activities and are happy to interfere in illegal actions. The local gang task force commander is Lucerne Blanchette. Given evidence, she is very happy to arrest and investigate gang activity. She's not creative, but she can provide the players with official sanction and more firepower if necessary. Ozeriman knows her fairly well and will be happy to provide a connection.

Lucerne Blanchette

**Appearance:** very formal law enforcement uniform, well tailored and constantly looking around. Black hair pulled back into a braid. She is a lieutenant in Haverton's local police, and is well informed regarding the local criminals.

**Portrayal:** interested in finding lawbreakers, is willing to cooperate for usable evidence. She trusts Ozeriman, and they have worked together in the past. She demands proof before she's willing to act.

**Hook:** a career enforcement officer, Lucerne is reasonably ambitious and wants to deal with the gang troubles in Haverton.

## Raptors assault

Assuming the players don't provide the information, one or more of the players are challenged by a selection of thugs. The goal won't be to kill the players; the assault will be more of a physical beating with or without stunsticks as necessary. They will try to isolate one or two characters, knock them out, then rough them up some before drugging them and dumping them outside a sleazy bar near the spaceport. Whether or not the characters win, they'll survive and get the message: you'd do much better providing us with information than backing deVinter.

They give the characters 48 hours to provide the information demanded, and if they didn't take the communicator earlier, it's left with them when they come to. A second subdermal transponder is also injected that will 1) occasionally broadcast the victim's location, and 2) broadcast conversations with the victim nearby. Note this broadcast can be monitored as well, but the communicator will be found on a gangbanger even if the characters win. Information obtained here will be used to lead Aaergian Refining's plans on Fogsil-f as described under Ozeriman below. Note that the Referee should not try to direct the character's conversations, but should note what is said when the injected bug or encrypted communicator is active. The amount of information will affect if/when/how Aaergian Refining will try to interfere on Fogsil-f.

**Raptor Names-** add descriptors when used to keep them straight. All have the same motivation: money and goodies for the gang, with laws being something others worry about. Common weapons are blades, pistols, stunsticks, and few submachine guns. Armor includes cloth, flack jackets, mesh, and only a couple with ballistic armor. Heavy armor and submachine guns are only used in serious assaults or at their hangout. A few have descriptions from playtesting, but feel free to change/add names or equipment as needed.

Skip- caught trying to break into the ship

Vanilla- dyed white haired skinny female with a blade - caught trying to break into the ship

Mugsy- caught trying to break into the ship (found by computer search via previous arrest)

Snake Eyes- lizardman with dead eyes who likes hurting people

Dog

Braveheart- wild mohawk, first into a fight, uses a blade and submachine gun, wears flak jacket armor

Nano

Zero

Dealer- knows his drugs

Boot- followed Lathan from mining offices

Scoop- followed Lathan from mining offices

Mouse

Fury- reptilian found following players

Big Dog- reptilian found following players

Rattler- huge lizardman with several facial scars. Good at interrogate/intimidate tactics.

Sandman

Pathfinder- looks normal, wears a headset and tells others what's going on. Personal coward.

Slide

Liquid

E-vel – hacker of the group. Wanna-be who is more bravado than strength. Runs rather than fights, but fights if cornered.

## Bettina Thiens

**Appearance:** reasonably attractive, early 30's with curly black hair, about 1.6m tall. Works as a junior producer for Criopoetics as a holoivid supervisor.

**Portrayal:** a bit insecure, she enjoys music and dancing and is looking for a new boyfriend.

**Hook:** an extra person found by a character during a night out with Chelsea. She can be used as a tool for applying leverage to a character. Has local connections mostly in advertising but knows people who know people... local source for contacts players don't have

## Chelsea's Girlfriend

While the party is off somewhere public, they happen to see Chelsea being somewhat secretive across the street. She goes off into a nice cafe where she's chatting with an unknown woman. They seem very fond of each other and go off together after lunch back to her place. Her friend is Sonya Creafor, a mechanical engineer for Cyberdine, a Cluster leader in cybernetics. She used to work on Azerit where Chelsea first met her, and they've had an on again, off again relationship depending upon where they live. They have done nothing wrong, and deVinter, Atherton, and Gyorna all know her orientation and their relationship but don't care.

## Atherton

Atherton is a young, inexperienced but very bright upper class boy who is fated to do great things in his life. He genuinely likes and wants to please de Vinter not just because he's his boss but because deVinter is the kind of honest businessman Atherton wants to become. He's a very hard worker, but after a few days aboard ship doing nothing but work he goes out for an evening (players may or may not go along with him, but Chelsea certainly will). While at a nice club (he ONLY considers nice, overpriced clubs with live music- he'll ditch anyone who demands to go elsewhere), he gets to know a pretty young woman. At the very least they exchange contact information; if he's alone at the club he'll spend the night with her and come in very early the next day when he's spotted by a player.

Anyone who talks to him about her will find that Amanda Zessner is a 28 year old woman working at Interworld Agency where she meets everyone while fulfilling their desires. Atherton is smitten with her, and is happy to introduce her around. Amanda talks a lot about the upper class social scene on Rolful-d, but if Interworld Agency is interrogated they have never heard of her. She is actually a high end girl hired by Joseph to try and charm/seduce Atherton into giving her the documents or at least getting the basic information out of him. If she can get access to the ship she will

drug Atherton and try to steal the data from deVinter's stateroom. He will be crushed by her betrayal, and will sadly admit his boyish stupidity to deVinter. She is patient, and will pursue Atherton persistently, spending money as necessary to build up her story persona. If she can obtain the documents aboard ship (Atherton will not willingly betray deVinter even for Amanda), she will pass them along to Joseph and it will be as if Ozeriman gives them the documents (see below).

### Amanda Zessner

**Appearance:** Petit blonde with blue eyes and a killer figure, Amanda has a fashionable, somewhat revealing wardrobe and uses a bit too much makeup. Not trashy, but not professional either. She chats up everyone, especially men, and talks about local celebrities she's met.

**Portrayal:** Amanda is a classy prostitute, but missing that last bit of polish she'd need for the really high end jobs. She chats easily with anyone, and listens quietly if possible but can keep 2 sides of a conversation going by herself if needed. Once she's found her mark, she'll be social with others but latched on Atherton. She is out for her own ends, and will happily sell out Joseph (or the characters) if it seems in her best interests. Once she's discovered, she'd rather squeal and run instead of fight.

**Hook:** A high end call girl and spy for Joseph. She likes the thrill of stealing, but is not brave. She has a body pistol for emergencies, but is for sure not going to die for the cause. She will sell out Joseph or the characters equally, and believes everyone is out for themselves.

### Ozeriman

At some point, either a player or video surveillance aboard ship catches Ozeriman coming out of deVinter's supposedly locked stateroom (he never leaves it unlocked). He is sneaking out and may be clutching some papers but it isn't clear. If confronted he'll make up a story about being asked to check up on the Rolf factory usage of bastnasite quantity and purity. (deVinter doesn't remember asking about it, but that has been important in the negotiations recently.) If searched, Ozeriman has an encrypted comm device (from 'Joseph' above) and it is sending out the signal and audio (if anyone is talking nearby). Note that if people talk about the device anywhere near the device, Joseph's going to know that the players and likely deVinter are going to be alerted.

Ozeriman hasn't told Joseph anything yet. He's negotiated for 400,000 Cr and passage on a luxury liner to Lipisteb, a neighboring pocket empire that is very different from Rolf. For the money, he must have the full plans and bastnasite deposit information so that Aaergian Refining can make their own push for the deposit. He will give the material to Joseph within 31 hours of entering deVinter's room and be on his way off planet the same day. A day after Ozeriman steals the data, he will be spotted leaving the ship/spaceport by someone. Ozeriman is not a good spy, and he is trying to get away as quickly as possible.

If confronted, Ozeriman will try to 1) pass off leaving as no big thing, just a quick errand; 2) if that fails, he'll get offended and basically become aggressive toward the player trying to bully his way out; and 3) desperate he'll use a concealed stunstick on the player and try to make his escape. He will demand the player call deVinter, will follow them to the comm unit, and try to stun them with a surprise attack. Once he's left the ship, he'll let the thugs know that someone might be coming after him. The thugs will then try to delay or incapacitate anyone leaving the ship. How effective the pursuit (if any) is, and whether or not they catch up with Ozeriman before he gives Joseph the information is up to the referee.

While the immediate impact of the leak is minimal, if Aaergian Refining knows about the bastnasite on Fogsil, they will make a play for it. They will send their own team to negotiate there, and they will use any dirty tricks they can think of to get the Fogsilans on their side. Several options on Fogsil-f can ONLY take place if Aaergian Refining is actively after the bastnasite. If Joseph doesn't get either Ozeriman, Amanda Zessner or the players to give him the information, Aaergian Refining

will have to get the information out of a Rolful official and that will take time (how much time depends on whether the referee wants to create more problems with the negotiations on Fogsil-f). The latest they should show up is when the first load of Fogsilans is boarding to go to Awcangel.

### **Shopping**

Rolful is one of the most powerful and advanced societies in the M317 Cluster. If players wish to purchase advanced technology, this is the place. It'll be expensive (high tech always is), but if the referee is willing to let them buy something, it'll be available here. About the only things not available given their low law level (1) are high end military weapons (although if approached properly deVinter might help with that) and psionic equipment/drugs. They are strongly anti-psionic and while they may not have LAWS against being psionic, they are not welcoming and will strongly encourage psionics to avoid using their powers and leave ASAP.

Shopping should be aided by advanced tech, particularly holograms, robots, cybernetics, anything the referee can make up in a high tech bazaar. They are enthusiastic bargainers, and all manner of gee-whiz gizmos will be available at high prices. Every megacorp has outlets and branches here, and even though Rolful-Ae is the political capital, there are many many people and much energy in this system. It gets exhausting. But for any technological gadget, toy or whatnot, Rolful has it.

### **Republic of Gamers**

In person games in their arenas are big time events on Rolful. With hologram projectors, grav belts, and realistic laser based weapons, their real-time combat simulators (and lack of real damage) make any normal game seem substandard. They will happily sell games for any tech level computer for personal or shipboard use, and while they do cost they are not exorbitant. Rigging out the *Jacques* with a full hologram installation, however, won't be cheap and will take time. deVinter will not approve of the technicians or the refit even if the characters are willing to pay. The ship IS borrowed, after all.

### **Music Clubs**

Chelsea really likes her music clubs, so high end clubs are a must. Atherton will go with her (anytime none of the players will or when the referee wants him to pick up Amanda) and Rolful has plenty of options. Haverton has over 200 million inhabitants so there is no shortage in the variety or size of clubs to chose from. Neither Atherton nor Chelsea will go to seedy or lower end clubs. Suggested names might be: The Quiet Side, Jazz East, Club Viola, Blowin' in the Reeds, or Quartets. Bigger or smaller, Chelsea focuses on the music while Atherton wants to pick up women.

### **Viviation Entertainment**

This company is known for their realistic and immersive experiences. Rolful is one of the most technologically advanced worlds and they have the absolutely most impressive events anyone has ever seen. Let the players decide what they would like to experience, but make certain that the players really viscerally feel the intensity of the show.

### **Eggist-Devourist Riot**

Early in the negotiations (before any data is taken), Ozeriman invites anyone interested to go to an Eggist religious festival called Nesting. Eggists believe that life originated with the First Egg, and that everyone has the moral obligation to enhance the potential life of all other beings. Only by supporting other lives can one reach the pinnacle of moral transcendency. Ozeriman isn't a fanatic, but he does think the idea of protecting and supporting lives makes a lot of sense. (No, he's not amused by

the which came first, the chicken or the egg joke.) Nesting is all about making people feel safer, and helping others build a safe environment for themselves and their offspring.

Devourists are basically the exact opposite of Eggists. They believe that, like Entropy, the world is running down and everything, from the stars to individual lives, ends. Sacrifice of anything, whether it be various pleasures, goods, or even lives is their primary form of devotion, and the more significant the sacrifice the better it is. Devourists and Eggists have argued and fought for 100's of years around the Cluster, and they really don't like one another.

This year during Nesting, the Devourists are holding a counter demonstration very near where the Nesting ceremony takes place. While law enforcement is present, they don't realize that some more extreme Devourists are planning to throw fertile chicken eggs at the Eggists. Note that the eggs have embryos in them, which will crack open when they hit, meaning people will be covered not only in sticky egg yolks and whites but also young embryos with external blood vessels. Very messy.

Needless to say the Eggists are not amused, and pushing becomes punching becomes a mid-grade riot between Eggists and Devourists. The enforcers are badly outnumbered and it becomes a series of hand to hand battles. Players must choose what they wish to do in response and the degree of force they wish to employ. More enforcers are on the way, but it will take time to get there and people are getting hurt. Treat all opponents as having no bonuses or penalties with a melee-0. All weapons will start with fists, but if players escalate to blades or other weapons, some opponents will follow suit. These better armed opponents all have melee-1 in their weapon type of choice and +1 Str modifier. The referee can decide what weapons they use.

The enforcers arrive to break up the riot within 30 minutes. They have ballistic armor and stunstaffs, along with stun gas grenades and tear gas to break up fighting areas. Anyone carrying a weapon at the riot who is caught by the enforcers will be disarmed and taken to lockup. Resistance brings more enforcers and heavy use of stunstaffs. Killing an enforcer is a bad idea and that character will be removed from the game. Protect enforcers, and they will pull strings to let non-killer friends go.

If Ozeriman goes alone, he comes back with a number of cuts and bruises, full of anger toward the Devourists and upset because Nesting is such a positive holiday. He will hold it against others if they go out with Chelsea or Atherton and didn't come with him.

### **Giant Crystal Adventure (cool suits required)**

Near the equator of Rolful-d, temperatures average in the mid 50's celsius, well above where humans can survive. In these conditions, giant gypsum crystals wider than humans are tall can form from mineral rich waters. A grav shuttle will take anyone interested into one of these amazing caves and will provide an air-conditioned suit to keep you cool and comfortable during your 5 hr adventure. (The battery packs last 6 hours, so there is a built-in safety



margin). Cost for transport and cool suit rental is Cr150 and the entire trip takes 12 hours or so. The area is not very heavily visited due to the extreme heat (only reptilians and a few aliens can survive here without protection). You are allowed to pick up any crystals you would like as long as no tools are used and nothing is taken from the 2 hour Discovery Cave tour. The high temperature crystals form only rarely, and if sold out-system to collectors on almost any world they can bring a fairly good price. Crystal hunters may be either cautious or adventurous. If adventurous, they gain a +2 DM on finding nice stones, but a mishap occurs on a natural 4 or lower. Crystal searching roll is Recon+INT, while the character's DEX modifier is applied to the mishap roll.

A catastrophic roll means the character's suit has broken down and they are heating up rapidly. Quick action is required, but they are unable to escape by themselves. They will suffer 2d6 damage. A torn suit means that the character must receive assistance and head back to the shuttle immediately and will suffer 1d6 wounds. A broken leg or twisted ankle will take time to heal and make returning to the shuttle difficult and slow. The referee should decide when the mishap took place using 1d6 to determine within 1/2 hour after the discovery tour ended when the event occurred.

<u>Crystal Searching 2d6</u>		<u>Mishaps 1d6</u>	
<5	nothing valuable	0 or less	catastrophic
5-7	10-60 Cr	1-2	broken leg
8-9	20-120 Cr	3-4	torn suit
10	30-180 Cr	5-6	twisted ankle
11	40-240 Cr	6+	close call
12+	60-360 Cr		

### **Tropical Beaches**

Rolf-Bd is a hot world. It has no ice caps, and the equatorial regions of the planet are too hot for unprotected human habitation. It does, however, make for wonderful tropical beaches. Naturally the beaches are quite built-up and commercialized, along with substantial crowds of people. Beach umbrellas are rentable for 25 Cr and guarantees you a spot of your own. Reptilians make up about 50% of the beachgoers, with about 40% humans and 10% Wotethids. Wotethid teens like to wrestle in the water, and even though they are small humans and reptilians have a very difficult time dislodging them. Nobody is too rough, however, and most of the people are just there having a good time.

Unless precautions are taken, gangsters know that party members are taking a holiday at the beach. Note that armor and weapons cannot be worn easily, although they may be carried in bags. Naturally a fight with weapons will bring law enforcers on the double and scare everyone nearby. Fistfights will bring locals and enforcers out to break it up and separate combatants.

The same number of gang members will show up as there are people with the players. The most talkative of the gang members is Olisha, a reptilian who likes admiring her long slender lines. She is there as a reminder that cooperation is much better than conflict, and people can get hurt when they stand in their way. She and her friends won't initiate combat, and they will leave after about 15 minutes of trying to get the information for Joe, but it should serve as a reminder that this isn't a vacation.

### **Grav Racing**

Fliers who are interested can pit their skill against others in a 3D grav race using grav cycles. Hardware is identical and equally maintained, where skill is the only thing separating the winner from the losers. Catastrophic failures mean collisions and hefty medical bills. Top racers are idols of the youth on Rolf, and even lower end champs can earn thousands of credits for consecutive wins. It costs 500 Cr per level to enter. Roll is made on Grav flying +Dex modifier, with a -1 DM per

additional race due to the increased competition. Medical waivers are required and the responsibility of the pilot, although damage to grav cycles will not be charged. Crash damage ignores armor. Wins are 1000 Cr per level, and a grav reputation can be used as a bonus to gain info/ positive response from those otherwise disinclined to help. Reputations of 5 or better gain 1 groupie per point over 3 who will be a contact for something useful on planet.

<b>modified roll</b>	<b>effect</b>
<4	crash does 2d6+3 damage and drops reputation to 0- it is ugly
5-6	crash does 1d6+1 damage and -1 reputation
7	middle of the pack, but you get through no reputation change
8-9	close, but not enough to win +1 reputation
10-11	a close victory, but you are invited to move up a level +2 reputation
12+	impressive victory- gain 3 reputation and an expectation to move up a level

=====

### Fogsil-f

There is a moderate amount of debris in orbit around the planet, a leftover of the wars and pirate attacks over the years. An average sensor check roll or remote operations roll if using probes will find a rather damaged cutter in orbit. It is fully depressurized due to a basketball sized hole in the hull, but if it had fuel in its tanks it could land on the planet or perform orbital maneuvers. In the cargo hold are 4 dtons of basic electronics parts that can be moved through space (requiring zero-G checks and space transport to acquire them) or are easy to transfer on the surface. Landing the cutter is more of a challenge, however, as the hole makes atmospheric piloting checks difficult. Crashing the shuttle ruins the electronics parts and can easily injure or kill anyone on board. The cutter may be made airtight in space and then only requires a normal piloting roll to land safely. The modular general purpose cutter is old but still functional and may be repaired minimally for 2500 credits worth of parts (1/4 ton) or fully repaired for 1 ton of spare parts. If the party can rescue it and get it to a spacefaring planet, it is quite valuable. Unfortunately the cargo hold of the *Jacques* is too small...

Fogsil-f has basic radio communications, although only Hardasser's aide every really monitors the orbital channel. There is no 'spaceport' per se, but there is a concrete pad next to the ocean about 3 km from Ayecro, their largest village of 800 humans. There are 2 biplanes that share the field and are parked under an aluminum shelter at one end. About 1/3 of humans on Fogsil-f have only 3 fingers and a thumb on each hand due to a common genetic mutation, a consequence of their limited contacts with other planets. No refined fuel, no repairs, modern tools, etc. are available. They can rent a hose that can fit most ships (with a lot of swearing and an average engineering/mechanic check) for refueling if the ship can refine fuel. Food is available, but export products are rather restricted. There are 5 tons of animal products and 2 tons of unrefined ore ready to be loaded. Their negotiator is Ella Lutchkey, and she has Barter 1. They trade with an Azerit free trader that brings products (usually requested in advance) in exchange for ore and animal products about once every 2 months or so.

### Goral Hardasser

**Appearance:** Dressed in Azerit space fatigues, his brown hair is cropped short in a military cut and his muscles are still defined despite leaving the service 10 years ago. He is dour and usually annoyed about something, typically the Fogsilans.

**Protrayal:** A by-the-book guy, Hardasser doesn't like or respect the Fogsilans. He organizes trade with Fogsil and enforces deals, but has way too much time on his hands to fume. He and Oleg

regularly butt heads when Hardasser tries to expand their trade potentials, while Ella tries to keep the peace. He is annoyed to be there, and can't wait to leave.

**Hook:** Retiring from the service was a mistake, but a Major can sometimes catch a break. He jumped at a 'special' opportunity to enter the diplomatic corps, and has regretted it ever since. Only his stubbornness keeps him on the planet, and as soon as he gets the Fogsilans to agree with what is obviously best for them he'll leave their hellhole and retire on Azerit for real.

Ella Lutchkey

**Appearance:** Ella has a scar down one side of her face and body, a momento of her early years working in the mines near Pilgar that left her with a significant limp. She dresses reasonably well when set for negotiating, but is usually found at her small inn Seaside near the harbor taking care of customers and visitors.

**Portrayal:** Ella does her best to get a good price for essentials that Fogsil can't produce, but she knows they are never going to get rich. She feels a lot of sympathy with the miners and farmers, but can't work the mines any more herself. She has plenty of time between negotiations and taking care of her few offworld visitors and infrequent village visitors to make somewhat famous quilts.

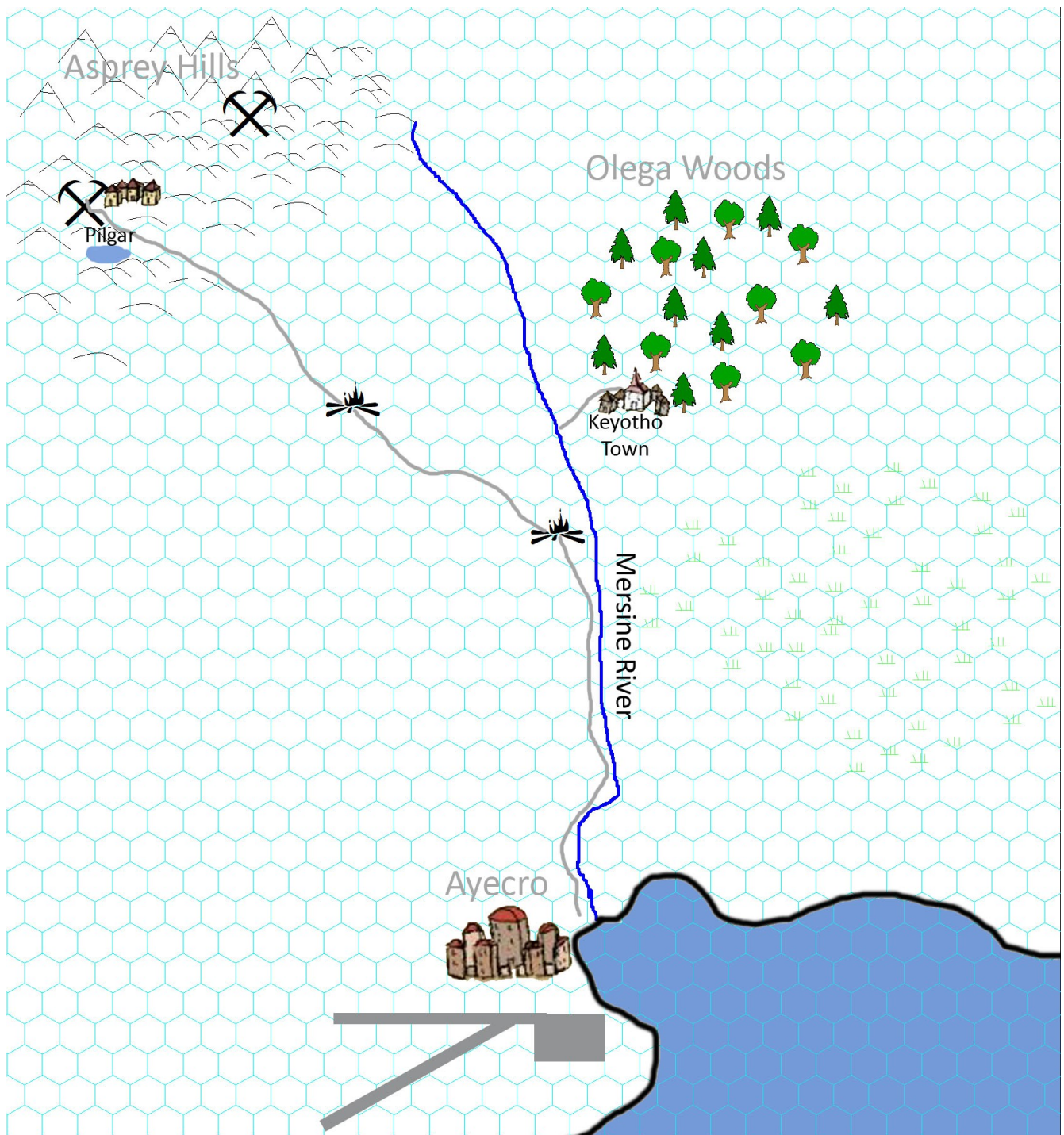
**Hook:** Ella needs a way to support herself and her 2 kids (Justine and Herman) after their father was killed in the collapse which injured her. She's smart enough to get by, but negotiations can be very tedious for her.

Fogsilans live in only 3 locations: Ayecro village is in a picturesque spot where the Mersine river flows into the sea, Pilgar, a hamlet next to Pilgar Lake about 200 km up the river at the foot of the Asprey Hills, and Keyotho Town, a small hamlet 50 km away along the Mersine that harvests wood and animal products and floats it downstream. They live about 30 degrees south of the equator and avoid the worst of the hurricanes that sometimes travel up from the mid latitudes during the summer. Tech level is 1990's, with machinery common but not always working well. There really isn't enough business to keep things going. (Think communist Cuba, where machinery is maintained because if it breaks it may not be fixed.) They have 2 biplanes which take off and land from the same concrete pad starships can land on. Well tended fields line the river, and there is a granary with paddle wheel in the river for grinding grain. Fishing boats with sails are still common, although many have diesel engines for emergencies. The largest is 62 foot boat is a twin screw diesel catamaran. Diesel fuel is mostly biodiesel produced from plant and animal oils as well as ethanol distilled from fermented grain.

Entering atmosphere near the settlement to land at the 'spaceport' will create an atmospheric effect, although it is easy to enter atmosphere somewhere else around the planet and fly the ship, launch, or air raft closer to the town. Landing anywhere else, however, will massively annoy Sir Goral Hardasser, the appointed Ambassador for Azerit (and don't you forget it!). He is arrogant, doesn't like the locals, and can't understand why these people are so obstinate. The locals simply don't know what's good for them. He has his wife (a quiet nonentity who will smile, chat, and disappear), and an aide Jerry who keeps the records and organizes the few items Fogsil produces for export. Along with Ella Lutchkey, this is the entire trade administration of Fogsil. Hardasser doesn't like the natives, doesn't like the planet, and gets no cooperation from anyone. Jerry and Ella work around him as much as possible.

The somewhat autocratic actual leader of Fogsil is Olaf Penmutin, a heavily bearded (pretty much every male has a beard) and shrewd older man (67 years old). He is intelligent and mechanically inclined, having built his large catamaran *Penelope* as well as maintaining it. He knows the settlement is in trouble, as do most of the people living there. Fewer and fewer children are being born, and they know enough about genetics to realize they need an infusion of new blood.





Olaf and the townspeople in general do not trust Hardasser; he is a fool and pretty much everyone ignores him. Other planets... sure, they trade with Azerit for machinery and entertainment, but trade is a pretty small part of their economy. Hardasser keeps trying to foist expensive luxury items or high tech goods on them, but the locals pretty much aren't willing to pay to change their lives. If the party is friendly, the Fogsilans will reciprocate, but somewhat cautiously. The townspeople will dither and discuss everything, but when Olaf talks everyone listens carefully. He is clearly in charge and if there is any hope of the natives cooperating it will take convincing Olaf.

## Olaf Penmutin

**Appearance:** Grayed, grizzled, and somewhat wild looking, Olaf can be found working or fishing aboard his 62 ft catamaran *Penelope* when not running the town meetings. Short and swarthy, his best days are behind him and he walks with a pronounced limp.

**Portrayal:** Intelligent but cautious, he wants to believe the players but his instincts tell him it's a lie. He knows the Fogsilans have problems and can even explain them at length, but Hardasser has prejudiced him against all offworlders. Knows the local seas and dangers intimately and will share his experience happily.

**Hook:** Quietly desperate for something to help the Fogsilans. This might be their one chance to escape their demographic trap, but he doesn't trust Azerit and doesn't know Celestial Resources. His wife died a few years ago and he's been losing hope ever since.

(Insert Ayecro map here)

## Various Events on Fogsil-f

Fogsil-f is essentially one small town with only 1200 people on the planet. There are no strangers other than those who come from space. The same people and their relatives will be found everywhere. If the players start a fight or take up with someone, the whole town will know about it within a few days. There are few secrets. While Keyotho Town and Pilgar hamlet are separated physically, they share the same gossip and news will spread even there with the next boat. As strangers, the players will be subject to a lot of scrutiny and gossip. All actions, good or bad, will influence the attitude of everyone they encounter and the first impressions they create will stay with them. Actions have consequences, and no place exemplifies this more than a small town.

## Sexual Adventures

There are several young people of both sexes who are interested in anyone new. They know enough about genetics to know that the best way to have kids is to have sex with someone they are not related to. Those are in very short supply on Fogsil.

## Evening Stories

Homes are lit using electric lighting powered by biodiesel generators. Any and all players interested in telling stories to people will have a rapt audience who love hearing new tales. They have modest technology including radios and videotapes, but the entertainment selection is pretty dismal. People are intrigued by strangers to the village since they get so few of them, and it is easy to get invited home for dinner with people of all ages. Loith eggs are a common seasonal delicacy. Loith are 300lb amphibians which live in the oceans but lay eggs on the beaches in hardened mounds. Cracking the mounds open without breaking the eggs is a skill, and several teens offer to show you how to gather them.

## Rescuing Camilla

One day a teen, Rudy Lutchkey, age 15, comes running into the village with large bleeding scratches on his face and shirt in tatters. Party members are the first people he sees. He was out hunting Loith eggs with Heath Vanagar (age 17) and Camilla Penmutin (Olaf's niece), age 18. They were attacked by a flock of Grelins, oily flying predators with sharp claws and heavy beaks. Heath and Camilla are hiding in a sort-of cave on the beach about 1 km away, but they don't have much shelter. Rudy is on his way back to the village and urges the party to go help them quickly.

(Grelins 1 kg flier 13.5 m/sec, armor 1 (total), 1d6 damage, natural weapons 1, recon 1, Str 5, Dex 6, End 6 ~12 hit points) Party gets cut up some and either drives the Grelins away themselves or villagers come to drive the rest of the Grelins away if the players are having trouble. Olaf will be leading the villagers armed with scythes and revolvers plus heavy leather jerkins (Mesh armor).

Heath is cut up much like Rudy is/was, but Camilla is in worse shape. He was defending them by swinging a heavy branch, and several Grelins lie around their shelter bent and unmoving (beyond what the characters can account for). She took several belly wounds, and is 4 months pregnant. The villagers think the wounds are likely fatal. Anyone with medic skill knows they're bad, particularly for the fetus, but the autodoc aboard ship in the *Jacques'* sickbay should have no trouble. Olaf will be happy for Camilla to be healed, but would be incredibly grateful for the baby to be saved. There are only few children around, and every one is precious in the village. Camilla refuses to be separated from Heath, who is willing to go with her anywhere.

### Rudy Lutchkey

**Appearance:** Short curly hair, with boyish freckles and a body that looks a bit stretched from a recent growth spurt. He has cuts on his face and arms from the grelins, and out of breath from running.

**Portrayal:** Friendly but frantic, he's worried about his friends whom he left to get help.

**Hook:** An adventurous lad, he's out to explore and figure out his place in the world.

### Heath Vanagar

**Appearance:** Blond, shoulder length curly hair, with an oval face and blue eyes, he wears a light leather jacket and always carries a pocketknife with him.

**Portrayal:** Mature for his 17 years, Heath is committed to Camilla and plans to marry her as soon as their child is born. He spends a lot of time with Rudy and is often dragged off by him for adventures, such as their search for Loith eggs.

**Hook:** Heath is excited to start a family but still goes about with his childhood friends. He is basically having his last days of freedom before adulthood overtakes him.

### Camilla Penmutin

**Appearance:** Pretty with long straight light brown hair, Camilla likes floral dresses and cooking. Is physically quite fit, and often goes out collecting wild foods to supplement the agriculture.

**Portrayal:** She's very happy as an expectant mother, a rarity on Fogsil-f. She truly loves Heath, and is very protective of her unborn child. Loves to cook, which is why she's out looking for Loith eggs.

**Hook:** Camilla is excited to have her first child, and hopes that she and Heath can have a large family. She doesn't accept the restrictions pregnancy places upon her, though, and refuses to stop her gathering.

### Water Activities

3 kinds are available. Net fishing is basically hard grunt work and takes a long day setting and pulling nets. Uses Strength and Animals skill. Line fishing is less regularly successful, but Zoza, when they are caught, are definitely worth it. They are delicious 1 meter long fish that are relatively hard to bring onboard (make a Dexterity + Animals check). Sailing is a Vehicle(Boat/Ship)+ Dexterity skill to actually manipulate the sails properly, while Navigation + Int checks can be used to determine where the vessel goes.

### Water Rescue

A major storm is coming up from the sea, and one of the smaller fishing craft is caught on some rocks. Two young men with little experience are in danger of being swamped. Can the party help? If

not, the largest steam boat goes out to get them. (It saves the people, but the boat is wrecked.) The air raft or shuttle (if they are nearby) can tow the boat and crew out safely using piloting and Dexterity.

### Vaz Kolstad

**Appearance:** 29 year old Viking, with a powerful build and full beard/mustache. Wears worn waterproof clothes and wishes there was more adventure than just fishing.

**Portrayal:** Somewhat shaken by his adventure on the rocks, he will be looking for help fixing the boat or finding another way back to the sea.

**Hook:** Vaz wants to stay on the ocean by any means possible.

### Berg Flaa

**Appearance:** 32 years old, thin and scraggly, but strong from hauling nets. He was never fond of the ocean, and his near escape panics him and keeps him edgy. Prefers loose fitting denim when not in waterproof clothes for boating.

**Portrayal:** Edgy with quick movements, Berg wants a change. He will be excited about the opportunities of a new world and is already convinced moving is a good idea.

**Hook:** He went to sea to please his father and carry on the family tradition, but never really liked it and now really wants to find something different.

### Dancing

Not too long after the party arrives, the village hold a dance. Arts skill will be highly regarded here, either dancing, singing, or instruments. Entertainment is more personal here, although new movies would also be incredibly appreciated. Old, young, and in between, all join in for the dancing. Elders prefer the slower dances and retire early while the younger members stay later and dance more as the music speeds up.

### Hilda Ottum

**Appearance:** 16 years old with a round face, pale, clear skin, and very young looking. She is wearing a skirt 2 inches shorter than anyone else with a short T-shirt that shows off a tight abdomen.

**Portrayal:** Loves to dance suggestively, and prefers to hang around the players. Loves stories about other worlds and luxurious living.

**Hook:** Bored with her fellow Fogsilans, Hilda is adventurous and innocent. She is excited by the strange new people, and is convinced they will take her away to an exotic life filled with wealth and recreation all the time.

### Fogsil-f from Space

The villagers know the party are strangers, but space travel is simply not real to them. Stories or not, space is just that, and not something that is traveled through. Taking several people into space will convince them- weightlessness is something like floating without water- but seeing the planet and experiencing travel will convince them the party is telling the truth. After the first group goes up, they will have at least a few others wanting to experience space travel.

### Miscellaneous Fogsilan names (generated from fantasynamengenerators.com)

Norwegian names are common here- 20 male and 20 female names. For additional names, use the same surnames as the population is very limited. Note distinguishing characteristics for each and where they are found ie. sailing, fishing, dancing, etc. In a small town the same people keep showing up. Using the same people and surnames several times reinforces the close relationships and personal impact the players are having.

### Male Names

Børre Alme  
Cato Sorensen  
Geir Lieberg  
Patrick Aase  
Bård Horn  
Pål Eike  
Erik Kolstad  
Christian Borresen  
Ole Smestad  
Roger Stangeland  
Christopher Skyberg  
Joakim Granum  
Per Haga  
Halvard Mele  
Joachim Davidsen  
Cato Ottum  
Joachim Lonning  
Christopher Brekke  
Jacob Rasmussen  
Stig Boberg

### Female Names

Gunnhild Sween  
Judith Aasen  
Eli Urdahl  
Oddbjørg Madsen  
Jane Lykken  
Sigrun Sagen  
Rebekka Hemmingsen  
Hege Flaa  
Nelly Hetland  
Eldbjørg Brunsvold  
Johanne Muri  
Tiril Skar  
Linnea Femrite  
Lillian Solem  
Oddbjørg Hassel  
Elisabeth Lutsi  
Hannah Lied  
Ingvild Breland  
Kristin Markussen  
Aina Lauritzen

### **Fogsil-g**

With it's tainted atmosphere and cold weather, Fogsil-g is not the nicest planet to visit. There are very extensive polar icecaps and only 1 main continent in the equatorial regions. The main continent is mostly covered in lava flows which destroyed most of the older habitations. There are many small to medium sized islands in the shallow seas and smaller ruins are present there. Filter masks are required, and those who try breathing unfiltered air will start wheezing within 5 minutes and take a few hours to recover. Longer periods of time may cause permanent lung and trachea damage requiring organ transplantation or tissue regeneration. Note: most air bottles are a standard 6 hours.

Fogsil-g used to have a very breathable atmosphere, but catastrophic damage during The Wars caused induced volcanic eruptions and sulfuric contamination of the atmosphere. The volcanoes are mostly quiet now, but the once lethal sulfur contamination is still not breathable and there hasn't been enough interest in Fogsil-g for it to be recolonized. The easily accessible ruins have been picked over by scavengers and pirates, but hidden caches of older technology can still be found in more isolated or protected areas.

### **Pilgar Hamlet**

Pilgar only has about 200 humans living there. They are all very closely related to one another (pretty much everyone has the 3 finger mutation) and their marginal iron mine is giving out, with only traces of copper and gold left. They have a heavy duty truck running on biodiesel that transports the iron from the mine to Ayecro. It takes several day's travel over a poor road (think rarely used fire road) and there isn't a heck of a lot of other traffic between them. Pilgar and Ayecro exchange young people to keep some genetic diversity, but Pilgar is pretty isolated. They are actually more willing than Ayecro to move to Awcangel, although they too will be absolutely and utterly against cold sleep.

Sexual adventures and a dance will be available here as well as in Ayecro. They would be happy to show you the mines, which use locally produced black powder to fragment the ore bearing

rocks. On the way home the group will be confronted by 3 wolf-like Hygars, predators known to the Fogsilans. (Hygars 25kg carnivore killer move 10.5 m/s armor 3, damage 2d6, Str 14, End 13, Dex 9, nat weapons (bite) 1, recon 1, survival 2) Either someone in the party or one of the locals may be pretty badly injured, and the locals will be excited and very interested in modern medicine.

### **Keyotho Town**

A small fishing/agricultural village of 150 people, they travel between Ayecro and Keyotho by boat. It takes approximately 2 days powerboating upstream (using biodiesel) or 1 day under power (or a week by barge) downstream with the current. The river is easily navigable by anyone with boating skill. Several small boats as well as 1 main tugboat are in town, but only the tugboat is diesel powered. There are some large herbivores known as Voigauts that are about twice the size of a hippopotamus but with a nicer disposition. Their flesh isn't very tasty, so the Fogsilans basically ignore them for the most part, except when they have calves with them. Then it's best to stay at least 100 meters away so they don't become alarmed.

While the town is rather primitive, people seem well fed and generally happy with their lot. They are not really interested in moving as they see no advantage to them on a new planet. They are not self sufficient, however, and depend heavily upon Ayecro and Pilgar, trading agricultural produce and biodiesel for their other needs. They will only agree to leave Fogsil after the other 2 groups agree and will only do so reluctantly because they have no other choice. They will want to hear it directly from representatives of Pilgar and Ayecro, and will try to change their compatriot's minds before reluctantly agreeing to leave.

As the characters are getting ready to leave after their first or second visit, a 5 year old kid on an offroad bike pedals up and tells everyone about a farm accident. His mother got sprayed in the face with fertilizer and needs help fast. While the village will be grateful for any medical assistance, it will not convince them to leave for Awcangel- only direct communication from people they know in Pilgar and Ayecro will do so.

### **The Snag**

At some point, people will get around to discussing the mechanics of moving people off Fogsil. As soon as cold sleep capsules are mentioned (in any way), either shocked anger or squeals or loud silence (perhaps all of them). To Fogsilans, cold sleep is death. The cold means death. Oicha, the God of Death, has a freezing touch that ends lives. Ain't no way, no how, no possible choice in the matter- the Fogsilans are (eventually) willing to move and they know the village is dying, but better to die violently fighting than to die a cold, sleeping death. Low births are simply not an option. If the party doesn't mention it or there hasn't been anyone going into space, the Fogsilans will ask how the party travels. Why can't they just travel in staterooms too? If they have to move and if moving will mean space travel, they are only willing to do it while fully awake and never in cold sleep.

### **The Azerit Elections**

6 months after deVinter's employment offer, Azerit is holding their quinquennial elections for their parliament. Basic outcome- if the characters get their bonus, the Progressives win the election and the Fogsilans can be moved safely to Awcangel. If the characters fail, the Nationalists win the election and what the Fogsilans want no longer matters. Azerit moves in troops and forcibly deports the Fogsilans to Xengonvis-Cf2 (a cold, low tech, low grav world that is only barely habitable), hunting them down over weeks while mining equipment is brought in. Hardasser is in civilian in nominal charge of the deportations (due to his military history), and a battalion of troops goes in. Pilgar miners bomb higher tech equipment, various sabotage etc, but fighting winds down after 2 months as all of the Fogsilans except for a few isolated hermits (ie. Japanese soldiers on isolated islands after

World War 2) are dead or deported. (details are left up to the referee, but even if players leave the area word of the deportations and violence spread around the local subsectors. Even the Pansophantic Council holds hearings, but no action is taken. Everyone involved gets very bad publicity and it occupies newsfeeds for months. Players can make a name for themselves if they want, but Nationalists will try to rough them up for defending the primitive natives and Progressives will blame the players for not doing more to help the Fogsilans. If they help Hardasser 'subdue those damned stubborn fools', the party will earn a bad reputation among Progressives but the more exploitative patrons will be coming with job offers. The characters get to enjoy their success or failure and can move on.) The players are expected to succeed in time, so those events are described further.

## Azerit Names

### Female Names

Shelomi Raber  
Martha Rupp  
Micah Kinisger  
Maresha Keim  
Bethesda Beiler  
Orpah Glick  
Eve Strubhar  
Bealiah Rediger  
Sheba Imhoff  
Elia Knepp

### Male Names

Jeremiah Gunden  
Gilboa Jantzi  
Janoah Schlappach  
Kedar Bachman  
Elkanah Noffsinger  
Baruch Sweitzer  
Barnabas Springer  
Jethro King  
Joash Fahrney  
Naaman Beller

## Arranging Transport

Azerit wants to move the Fogsilans, but they simply don't own any military vessels with that many staterooms. The military isn't really displeased- the mission doesn't do much for them but they follow orders. If ordered to capture the Fogsilans and forcibly sedate them, that they can handle. Celestial Industries is a mining concern- they have lots of transports and exploratory vessels but aren't passenger specialists. The players are going to have to find another company.

Ballyfun Cruises, a brand of the Poliva Line megacorp, has jump capable liners with hundreds of staterooms available. de Vinter can provide an introduction to an upper level Poliva Line businessman, Madnignole.

## Madnignole

**Appearance:** Wotethid male, with distinct bluing of the hairs around his face indicating advancing age. He is still sharp mentally, but lacks the grace of Wotethids younger than he.

**Portrayal:** A congenial but shrewd negotiator, he works to make others feel he gets their plight. He and Lathan go back a ways, and while they enjoy a good relationship, business is business, after all.

**Hook:** wants Ballyfun cruises to make money while earning points with the current government.

They are willing to put a large ship of 450 staterooms at the government's disposal on a 3 month contract... for a price. The price is not cheap, as high passages are their bread and butter and 1200 people over 7 parsecs, plus empty travel to Fogsil... they want to help out, but they are a business, not a charity. Ballyfun wants to make money on the trip. Azerit, Roleful and Celestial are unwilling to pay what Ballyfun wants.

So they are willing to do a slightly different deal. They will commit one of their largest cruise liners (the *Treasure Princess*) to the job, one that has enough capacity to move everyone in 2 trips or 1

trip if they crowd and install additional life support units. They're even willing to do it at middle passage costs, one way; IF, that is, they can use the rest of the ship and the return trip to Azerit to carry passengers on an adventure of a lifetime, traveling off the beaten paths to less explored worlds. Fogsilf may be on the map, but nobody goes there. Awcangel is the same. The ship can stay several days to refuel and engage in some harmless adventure recreation planet-side. A historical journey through the Scarworlds, visiting ruined cities, discussion groups about the effects of the pre-Unification wars, etc all provide a unique opportunity to see the cost of disunity. A one-time opportunity to explore the planets of the Scarworlds- they think they can sell that. Naturally the party has to come along as troubleshooters- they are, after all, experienced travelers and are aware of planetary dangers. If the players bargain hard, Ballyfun is even willing to let them berth their cutter rescued from Fogsil in the ship's hangar- if they are willing to use it for moving refugees and their supplies.

A ship of this size, advertising the trip, making arrangements to travel to Fogsil- these things take time. Celestial is willing to pay and has cargo ships to take supplies to Awcangel so the players don't have to worry about that end. It will take at least a month before Ballyfun can have a Carnival Liner arranged on the first journey. (Note that as long as the first load of Fogsilans have agreed to move to Awcangel within the 6 month window, Celestial will pay the characters' bonuses.)

### **The Bomb**

While the *Treasure Princess* is getting ready for her journey, an extremist Azerit faction called Maximanus has demonstrated against the journey, calling for a forcible relocation of the ignorant Fogsilans instead of all this pussy-footing around. The players will have guard duty at one of the cargo airlocks aboard the ship, and their only company during the lonely watch is a robotic janitor who cleans up the area once a night. After 2 uneventful nights, in the middle of the 3<sup>rd</sup> night 3 saboteurs attempt to enter. They are armed with autopistols or carbines (to match the players) and wear the same armor as the players. All 3 have slug pistol or rifle-1, recon-1, athletics-0 melee-0 and a UCP of 777777. Partial cover from the airlock door and various cargo crates is available for saboteurs as well as defenders.

The saboteurs retreat (as many of them who can) after 1) reinforcements arrive at the airlock; 2) all 3 have entered wounded conditions, 3) 1 attacker is killed, or 4) 2 attackers are seriously wounded. During the cleanup, the janitor robot clicks and beeps at them angrily them for bleeding on the deck (think R2D2 noises). While cleaning the airlocks, it recovers a package from behind a crate that is clearly a bomb for the players to defuse or deal with. The janitor robot is not equipped to deal with a bomb, and wants to hand it off to anyone as soon as possible. While the *Treasure Princess* uses robots, Azerit itself is rather anti-robotic and there are angry demonstrations about risking lives because of dangerously out of control robots taking jobs away from hard working people.

### **Journalist Blues**

If the characters succeed in arranging things in time, the current ruling coalition on Azerit will win the election, claiming that development is not incompatible with indigenous sophont rights- all it takes is thinking outside standard development models and giving the locals what is most important to them. If both sides feel that they gain something in the exchange, worlds can be developed in a sustainable fashion while still making a reasonable profit. A journalist and videographer from Cluster Today, one of the largest news megacorps in the Cluster, who are station on Azerit will come to Fogsil after the relocation has been approved and before it actually takes place. They'll interview Hardasser, the players, as well as local Fogsilans.

Stephanie Hargel



**Appearance:** Azerit- chic, she is dressed in current Azerit style which is way out of place on Fogsil. Shoulder length blonde hair with blue eyes, she's 32 years old and reasonably pretty. Constantly worried about looking good on camera.

**Portrayal:** She appears worldly and respectful, but doesn't understand the dangers on a non-technological world. She keeps her head in a crisis, even when the crisis is her own ignorance. She's in a quiet relationship with Billy Booth, but considers it a casual romance and often takes advantage of him.

**Hook:** She's on Fogsil for the story. She's ambitious, and wants to show how the Fogsilans live compared to Azerit. If the party approves, she'll accompany them to Awcangel to document the adjustment to the new planet and do a travelogue piece for the scarworlds along the way.

## Billy Booth

**Appearance:** Short black hair and casual, if neat clothes, he always carries his video camera with him.

**Portrayal:** Quiet and unassuming, he follows Stephanie around and lets her make the decisions. He's romantically fascinated by her, and would like to have their relationship more permanent.

**Hook:** He's Stephanie's man, pure and simple. Not interested in others and wants to impress her with his devotion.

## Treasure Princess at Fogsil-f

### Jet Skiing

While getting ready to return to the ship and take some more Fogsilans to the liner, the players get a priority aid call. A group of jet skiers playing games on the Mersine river between Keyotho Town and Ayecro about 20 km upstream from Ayecro. A couple boats decided to start racing towards some giant cow like creatures for kicks, but rather than running the water-cow like things turned on the jet skis. Four of the jet skis were overturned- those things move fast when they want to! Two boaters were rescued by the other boats, but 3 people are stuck in a tree ashore near where they overturned. 5 of the creatures are pacing underneath, bugling and occasionally butting the tree, apparently trying to knock it over. The boats can't get close to them without drawing unwanted attention.

All of the Fogsilans know about the Voigauts- big hulking vegetarians that are pretty docile, unless you get near the newborns. Then they turn aggressive protecting their young. Voigaut adults (9) 400kg amphibian herbivore/grazer move 9 m/s 3d6+2 damage per butt/trample attack, armor 6, Str 21 End 17, Dex 6, hp 38. Voigaut calfs- 1/4 size, 1/2 damage and characteristics. "What kind of bloody idiot gets off trying to scare calfs and their moms?" one Fogsilan asks. Apparently tourists from the *Princess*...

### Hiking

A group of hikers being escorted by a couple of Fogsilans are attacked by Grelins. The party is either on the hike or nearby. (Grelins 1 kg flier 13.5 m/sec, armor 1 (total), 1d6 damage, natural weapons 1, recon 1, Str 5, Dex 6, End 6 ~12 hit points). Hiking can be through the woods near Keyotho Town, the Asprey Mountains near Pilgar Hamlet, or on the beaches/hills near Ayecro. Additional crew will come after a while to get the people to safety.

## Travel To/From Fogsil

The shortest distance for the *Jacques* between Fogsil and Awcangel is 2 jumps, with the only available stop being Thoograb, a white dwarf star system. This is problematic because white dwarfs have very little to recommend them. White dwarfs do have a planetary nebula surrounding them,

however, and this may be used to collect unpurified fuel. They are treated as ice giant planets and are less efficient fueling locations than gas giants, so only 1/2 as much fuel is collected over a given time. They are also more dangerous, because to collect the full amount of fuel a ship must pass reasonably close to the white dwarf which is subject to irregular but periodic explosions. These can affect spaceships and, if the jump drive is damaged, trap a vessel far away from any inhabited world.

There are 2 possible ways to get to Awcangel from Fogsil using 3 jumps. The Fogsil-Kitfor-(Nipgal or Nehepspe)-Awcangel route goes through 1 low law, low tech system with minimal facilities and potentially 1 high tech, very high law level system with good facilities but a captive government and a very restrictive rules. Nehepspe does not have any gas giants, however, so that cost effective method of refueling is not available in that system. deVinter is happy paying for refined fuel for the *Jacques*, so this should not end up being a major concern. The alternate route, Fogsil-Nilradnal-(Nehepspe or Choamhel)-Awcangel, also takes 3 jumps with the Choamhel option using more fuel. These worlds all have adequate repair facilities and spaceflight technology, but lack the high tech options available on Nipgal. All of these options are also relatively high law systems but are not restricted the way Nipgal is.

From Either Nehepspe or Choamhel, Rolful is 2 further jumps away. Players may pass through Gesgongap or Fullibcro to reach Rolful, and both are mid tech, class C spaceports. Fullibcro has a higher law level, more people, and a gas giant available, whereas Gesgongap is low law, fewer people, and no gas giants. deVinter has no particular preferences about what route players take, but he does care about results. Player options that delay the mission or damage the *Jacques* will be frowned upon, and reckless behavior with the borrowed ship will not be tolerated. Players that have altercations in port facilities may find themselves banned, particularly in higher law ports, or have the bureaucracy increased on all future visits. There are also obviously longer routes possible around any obstructed routes, and refueling at a gas giant away from the inhabited regions of a system is also possible. There should be consequences for players at any starport where they cause trouble or break the law, but that should not prevent them from reaching any of the key worlds in the campaign.

The *Treasure Princess* is more interested in visiting low population/low tech planets where refined fuel is readily available. While they have shuttles to do wilderness refueling in an emergency, skimming is a last resort. Besides, there isn't much to see or do in space hanging above a gas giant. The Fogsil-Kitfor-Nehepspe-Awcangel route is a given for them.

## **TL: 11 Treasure Princess Liner**

Using a 4000 ton Standard hull (hull 80, structure 80), the Treasure Princess Liner designed by fra3nk3@gmail.com is intended to transport many people in luxury accommodations. The ship has a type Y jump engine, a type Y gravitic maneuver drive and type Y fusion powerplant giving a jump range of 2, an acceleration of 2g and a power level of 2. The hull has no additional armor. Fuel tankage of 870,000 tons supports the powerplant for 3 weeks and 1 jump-2. The ship is equipped with fuel scoops and 44 tons of fuel processors. Adjacent to the standard bridge are advanced sensors and a computer Model 2 with Library:0, Maneuver:0, Security:0, computer intellect, Autopilot:1, Jump:2, Fire Control:2. The ship has 600 staterooms, 10 low berths for a maximum of 1200 long duration occupants with 10 low passengers. The ship has 40 hardpoint(s) and 5 tons of fire control. Installed on the hardpoints are 2 triple beam laser turret, 3 triple sandcaster turret. Ammunition stores are 90 sandcaster barrels. There are 0 screen(s). There are 65 tons of hangar capacity to service 50 tons of ships and 100 tons of docking bays. Cargo capacity is 100 tons. Crew features include 65 escape pods, 30 tons of luxury fittings, 6 detention cells, 4 sickbays and 2 libraries. Other equipment includes 5 airlocks. The ship requires a minimum standard crew of 57: 4 officer, 7 pilot, 1 navigator, 12 engineer, 1 sensor/comms, 4 medic, 6 flight crew, 5 turret gunner, 13 general crew, 4 service crew. The ship costs

1288.410 MCr (not including discounts, ammo, customization or small craft) and takes 185 weeks to build.

## Aboard the Liner

### Captain Janice Nelson

**Appearance:** An uplifted ape, Jane has long hairy arms, a somewhat graying pug face, and wears captains bars on her spotless uniform.

**Portrayal:** Sociable but firm, Captain Nelson tends to keep busy with her crew and do only the most necessary interactions with the passengers. She is a perfectionist, and many of her crew resent her for expecting too much from them.

**Hook:** Succeeding by hard work and dedication, Captain Nelson has achieved her topmost goal despite social stigma and is determined to keep her command and record spotless.

### Security Chief Robert Blake

**Appearance:** Nearly 1.8m tall and heavily built, he wears a security uniform as if it were part of him. Black hair, dark brown skin, and brown eyes look as if they're evaluating your potential threat level.

**Portrayal:** Robert Blake likes order, and wants everybody on board with his idea of order. He works hard but listens when others have good ideas. He's no nonsense and demands practical solutions. He knows there is a small but real drug smuggling ring aboard the *Treasure Princess* but doesn't know who.

**Hook:** Ex military, he expects others to get along and is willing to fight people who don't. Tourists (passengers) are mostly decent folk, but some of them don't have the sense God gave a doorknob.

### Chief Purser Samantha Yellis

**Appearance:** Long, straight black hair in a pony tail, with an oval face and very expressive eyes and eternally perky attitude.

**Portrayal:** Samantha's job is to keep all of the passengers happy and excited aboard the *Treasure Princess*. She will generally take a passenger's side in any disagreement and is happy to correct the attitude of crew members who don't make paying passengers their #1 priority.

**Hook:** Whenever there is a problem with a passenger, Samantha comes running and does her best to solve it. Players are likely to be part of the problem.

### Monster Encounter (trip from Fogsil, preferably near the middle of the journey)

The players are called to the briefing room attached to the Fogsilan section of the ship. 2 young lizardling girls (age 14 and 12) are hugging each other and crying, watched over protectively by Security Chief Robert Blake. They have some loose scales with some ichor bleeding and are apparently shaken but not badly hurt. 3 Fogsilan teens (Rudy Luchkev and Heath Vanagar from 'Rescuing Camilla' and Jayson Vanagar, 9) are sitting sullenly at the table, glaring at the lizardlings and being watched by 2 security guards. As soon as the players enter, everyone starts yelling at them.

Say the girls: Slaina Yeth (14) and S'sith Angul (12) are the two lizardling teens from wealthy families going on a summer holiday to the Scarworlds (parents are on the way). Fogsil and (the last visited planet) were 'OK', but they never got to actually meet any real primitives (boys get ticked off at that characterization and start arguing loudly, shouted down and restrained by security). So they decided to sneak into the Fogsilan section to see what they were like. They were just peeking around the corner at the boys, giggling quietly to themselves, when out of nowhere the three teens came

around the corner yelling and punching and kicking at them! The girls didn't do anything to them at all!

Say the boys: the three boys start talking at once, but eventually Heath shushes the others. The 3 boys were walking in the corridor, wanting to get some exercise after being cooped up in their closets for the last 10 days. They caught a glimpse of something in the hallways and heard some hissing ("That was giggling!" hiss the outraged girls). The next time they caught a glimpse of these giant lizards peeking around the corner and after a quick discussion decided self defense and trying to scare the monsters away was the best idea.

Once the players deal with the primary antagonists, the 4 parents show up. 3 of the Lizardfolk are outraged- why are these hooligans allowed to run free? how dare the ship allow such behavior? They demand the boys be punished. They're going to sue the ship! (lots more yelling, confusion, talking past each other) The last dad kind of sighs (which scares the boys as it comes out in a low hiss) and shake his head sadly. He was worried about this kind of problem from the beginning, but thought it would more likely take place on one of the planets.

As soon as the lizardfolk are nearly pacified, Olaf and Vanessa Vanegar show up to start the show again. (Note- make sure the characters attempt to get control of the situation, otherwise make lots of noisy conversation with bits and pieces of phrases in different voices so that they have no idea what's going on other than some kind of conflict.)

### **Talking to a Machine?!?** (early in trip from Fogsil)

Olaf comes to you with a problem. "There's someone in my room spying on me. The sneaky bastard asks me questions every bloody time I say anything, then he's gone! I started talking to myself and he answers as soon as I finish." He's not all that thrilled with a 'computer-thing' listening to him all the time. What if he's saying something private?

### **The Hidden Facilities** (early in trip from Fogsil)

Alicia Flaa, age 48 female, has a, um, discreet problem. There doesn't seem to be any place to, ah, perform bodily functions or to bathe. Could you please give her directions where to go?

### **Having a Baby** (any time between Fogsil and Awcangel)

Camilla Penmutin is ready to have her baby. The ship's Intellect program calls in a medical emergency (emergency programming overrides normal conversation/response silencing) and the medic on duty wants to take her to sickbay. Olaf's sister (Camilla's mother) Anastasia (39) is horrified. She's a big strong girl and she and Vannie (Vanessa Vanegar, Heath's mother, age 42) can handle things easy.

The medic is rather beset and a bit afraid after Olaf threatened to shove his bloody instruments up his own arse if he didn't let the women tend to their business. Olaf (and Heath, although Heath is more quiet) is outraged because 1) that the medic thinks them incompetent at delivering a baby, and 2) because he's a male and midwifery is one of those female moments where men (any men) have no place.

### **Where Food Comes From**

While the food is nutritious and good enough that even the Fossilans can't complain, they are used to cooking for themselves. Anastasia and Vannie in particular want to see how the food is prepared. While the many appliances used to cook and prepare the food are impressive, they aren't pleased seeing the industrial packaged ingredients made by Edible Organics and Gourmet Delight just don't seem natural to them even though the results are rather good. The Thyller Stockyards pens of goyands for reptilians aboard are definitely enough to ruin their appetites.

During the tour, somebody drops a cage of 6 goyands and a wild chase ensues. (Goyand: 15kg herbivores, Dex 12, Str 6, End 8, Athletics-1, melee-1, survival-2, they are slippery and flexible, able to slip through modest cracks and hard to catch. While they can bite for 1d6, their first instinct is to dodge and avoid 'predators'. A couple of reptilians are actually really pleased with the disturbance and come away with bloody smiles. Anastasia and Vannie are definitely ready to return to their quarters. It's not the preparation of meat that's the problem they explain- it's the eating the meat live that pushes them over the edge.

### **Aren't There Trees?**

Fogsilans are used to a much more natural environment. There are hundreds of feet of steel/padded corridors with fancy doors but nothing alive. Aren't there any plants aboard?

The ship's crew will allow small supervised groups of people into their life support systems where used air is bubbled through a gooey liquid that extracts CO2 and replaces it with oxygen. The crew is happy to explain that ships don't need plants to keep a well balanced atmosphere. The Fogsilans are not impressed.

### **Where are the Books?**

Several Fogsilans are bored aboard ship and don't like the environment. There aren't even any books around. What's there to do aboard ship anyway? One can only watch so many videos.

### **Bombing Conspiracy**

- 1) Players find a Wotethid family being shoved around by several humans (identifiable from video evidence) tempers flared during enhanced security screening due to the bomb at the dock
- 2) At dinner the evening before the body is found, Azeritan Kedar Bachman gets into a fistfight with a Reptilian man (Clevix Hiddos) over what Clevix described as a nothing event. Kedar is angry, sullen, and not repentant.
- 3) discovery of a stabbed female human passenger (Maresha Keim) aboard ship in cargo area late at night- evidence for a physical fight beforehand with scarred knuckles and bruised face. Chemical scans will find traces of radioactive thorium on her body, and biological analysis will find she was killed between 2-4pm (ie. afternoon) that day
- 4) searching the cargo hold will find thorium residue on pants, shirt, + gloves in a trunk belonging to Enelan and Ganael, a middle aged Wotethid couple- (only problem is that the contaminated clothes are for humans, not Wotethids-- these are the only human clothes in the trunk) Both have extremely solid alibis for that morning, afternoon, and through dinner. During the search drugs being sold by an engineer and two helpers (Jain and Extacy) are found in engineer's trunk and they admit to regularly blanking the video cameras, but they know nothing about a nuke.
- 5) crew find a radiation spike in a gym locker, but are knocked unconscious before they can report it. Video cameras show multiple people including Kedar leaving the area just after the incident.
- 6) players must stop Kedar from delivering the bomb
- 7) bomb intended to kill Febwopbians on Nehepspe (filthy egg-layers!)

### **Kedar Bachman**

**Appearance:** Mid 20's with short brown hair and scraggly facial hair and somewhat rumpled shirt and pants, he scowls a lot and has a very short temper, particularly with non-humans.

**Portrayal:** Kedar has a chip on his shoulder and feels persecuted. He is very short and aggressive toward anyone, particularly non-humans, who start hassling him. Quite sullen, he is very angry at finding Maresha killed and blames 'those damned Woths' (despite the fact that he's the killer)

He has had some explosives training but is very good with computers. He paid off a tech to sabotage the video camera in the cargo hold and will rig a frag grenade to blow if his door is forced. He is hacked into the *Treasure Princess* computer system and will be aware of any general alerts for him.

**Hook:** Kedar is a Devourist extremist, and is planning on bombing Nehepspe to kill as many Febwopbians as he can. Maresha agreed with his principles, but wasn't aware that they were smuggling a nuclear bomb aboard and got cold feet.

## Potential Worlds and Systems

There are only certain planets easily visited in this region of the subsector. Other worlds away from this corridor could easily be visited (the *Jacques* is not being directly monitored in any way and has a full astronomical reference library available), but it will add time to all journeys and time is a limiting factor in the initial stages of the campaign. The *Treasure Princess* will not be interested in going to any of the main worlds- their purpose, after all, is getting off the beaten track. They will begin on Azerit and end at Rolful for picking up their passengers.

Each world is being given a set of names and a general feeling that attempts to make the world distinct. None of the intermediate planets are necessarily intended for an extended adventure, but players being who they are, some unexpected events are likely to occur. Each world should have its own personality based on who they are and their place in the Cluster. These descriptions are brief as none should be major factors overall, but the idea of entering a new system with its own personality and rules should be foremost in the players' minds.

If the party takes a strange turn and goes off on a tangent (maybe an interest in Ansla), pick a theme and go with it. Wotethid live there, so use Wotethid names, but otherwise try to make the world distinct. Since only Wotethids live there, everything may be sized toward Wotethid standards, for example. Buildings may all have uncomfortably short ceilings, vehicles are very crowded, etc. Each world of the M317 Cluster includes a rough sketch measure of 15 personality traits that give an impression of the dominant culture. Add details as appropriate. A system that rejects cybernetics may discriminate against anyone with cybermods, for example. A system with low honesty may have more scammers and few penalties for deception, etc.

## Panoncrat

With only 360,000 inhabitants, humans share the planet with Wotethids in about a 2:1 ratio. Racism isn't a problem, and the 2 habitable worlds are very habitable although near the extremes of comfortable gravity for humans. There is an inner gas giant and an outer ice giant for free fuel, and both habitable worlds can provide refined fuel for a price. The only class C starport is on Panoncrat-a3 can perform basic maintenance, but are not able to perform major system replacements. They are relatively easygoing about customs, and law level 2 allows for easy import and export of common goods. Five asteroid belts provide much in the way of raw materials, and tech level A gives them a reasonably stellar outlook and economy. Visitors to the system, however, have a choice to make in that Panoncrat-d has 0.45g while Panongrat-f has 1.3g. These gravities are very different, and nobody, including locals, can feel at home in both of them. Spacers split the difference at 0.9g, making them equally uncomfortable on either habitable world.

Panoncrat-d has long 33 hour days and short seasons of just over 22 standard days. The low gravity favors tall, sweeping structures with balconies and swirling architecture. Trees and plants grow tall, and most villages have large parks at their center. Native life is evenly spread between air, water and land.

Panoncrat-f also has 33 hour days but seasons are about twice as long. Buildings are shorter, with few structures rising more than 3 stories. They also have parks at the center of every town or village, but vegetation is primarily bushes and grasses. Native life is heavy built and there are few

flying creatures. All settlements are concentrated near the equator because polar areas are simply too cold for humans or Wotethids.

Settlements tend toward the smaller side, and are widely spaced on both planets. There are 3 major towns on each inhabited planet as well as the main interstellar transit station on Panoncrat-a3 and a mining/refining center on Panoncrat-b.7 Each planetary town serves as a transport hub to surrounding villages and hamlets. Grav buses travel between each town and village at least once a day, and most local transports are small electric vehicles. Grav trucks move cargo irregularly, and try to time trips so that there is cargo for both legs of the journey. With small populations, there are few roads outside of the towns and villages so grav transport is preferred. Only the towns are used to outsiders- strangers in villages are typically noted, but that's only because they're new, not unwelcome. In system freighters travel to/from the class C starport on Panoncrat-a3 to any of the other towns on any planet, but transport directly between the inhabited worlds is less regular although easily accomplished by even small spacecraft.

Panoncrat-a3 with its gas giant and starport is the most common destination for transiting ships. Local towns on either habitable world aren't really set up for tourists, however, so all entertainment would be rather tame and limited.

common human names on Panoncrat

Male Names

Sebastian Ciobanu  
Simion Pogonat  
Horatiu Apostol  
Gabi Stanescu  
Serghei Moscovici  
Valerian Kogalniceanu  
Ferka Nechita  
Traian Florea  
Raul Raducioiu  
Ivan Simeonescu

Female Names

Gina Văduva  
Aurica Popescu  
Sorinna Muresan  
Virginia Enescu  
Rahela Sollomovici  
Flavia Funar  
Stefana Marinescu  
Maria Varias  
Stefania Puiu  
Sofia Celibidache

## Kitfor

Kitfor is a distant binary star system with 3 habitable worlds, but only one of them actually has sophonts on it. Kitfor-Ac1 and Ac2 are moons of the same gas giant, but each get very hot very regularly. While native life is adapted to the high temperatures and significant seasonal swings found on these moons, most sophonts find the conditions somewhat challenging for long term habitation.

Kitfor-Bb is the most habitable planet in the system and is populated entirely by Wotethids. The starport is class D, meaning basic supplies and normally unrefined fuel only. Only the starport is built for average sized creatures- all other structures on the planet are built for small inhabitants. Humans find the size distinctly uncomfortable and the alien architecture jarring. The low tech system does have a number of ruins on it, several of which are sized for larger beings than the current occupants. Kitfor has never been a critical system, though, and all sites are relatively low tech and agriculturally oriented. Seasons are 70 days long, and even the polar areas are quite fertile in the winters for fast growing crops.

Kitfor-Bb is a water world, with groups of islands scattered around the planet. The largest archipelago has the only city and starport, such as it is. Most transport is by boat, with sails being common (and free), while bio-diesel powers larger craft and provides smaller vessels with backup propulsion. Algae is the most common crop used to make bio-diesel, and even modest islands have their own refineries. Aquatic animals and fowl are the primary meats, as there are few land herbivores

found on the islands. There are several dangerous amphibians, however, which migrate between the poles to feed during the warmer months.

Kitfor-Bb has very little attraction as a stop for fuel or sightseeing given its predominant Wotethid population. The gas giant Kitfor-Ac, however, provides a fuel source for ships passing through as well as 2 habitable moons unspoiled by sophonts. The more extreme temperatures would require inclement weather gear (either cold-suits or heavy coats). It is also one of the very few options for a refueling stop for a Jump-2 ship that avoids stopping at Thoograb, a white dwarf system with really nothing to recommend it. Better have fuel refining capability (or a tanker waiting).

## *Treasure Princess* events on Kitfor-Bb

### **Wild Camping**

A dozen of the tourists would like to go on an overnight camping trip down on the planet, and Blake would like you to take charge of it. (None of the Fogsilans are interested- they have enough culture shock as it is.) A shuttle will take you down to a moderately large, uninhabited island in the Northern hemisphere away from the main population centers. Bubble shelters (2 people each), a good radio, food, potable water, and camping gear will be provided.

events:

- 1) a couple of the teenagers go outside in the middle of the night to scare another bubble while they're asleep.
- 2) an oddly beautiful but very eerie (sounds almost like whalesong) sound starts just around 2 am, waking anyone who was asleep. It's the mating call of Qualitzas, a large, harmless aquatic herbivore served regularly for dinner on Kitfor-Bb.
- 3) Small insects come out a dusk. These like the taste of human sweat, but it is the bats that dive down and eat the insects which cause more fear and irritation.
- 4) Morning rain hits just around dawn, turning the sandy clay into a sticky mess just in time for the shuttle to pick everyone up.

### **Wotethid hospitality**

Wotethids are willing to put people up for an evening of cultural exploration. They are not very familiar with the outside Cluster, as only those close to the spaceport see aliens on a regular basis. Their young are tiny and curious, but normal behaviors they are accustomed to are not necessarily shared among outsiders. They are shocked and appalled if people eat in public, for example. Food is prepared in a common small kitchen area, but people serve themselves and retire to private cubicle for dining. Food won't be offered as they have no place for large people to eat.

### **Fueling issue for *Treasure Princess***

A fuel shuttle acquiring water to make hydrogen fuel for the ship is being attacked by aggressive large aligator like lizards. The ship is fine, but their hose is out and 2 techs are trapped in a storage locker with no way in or out other than the door.

### **Kitfor history and ruins- Scarworld Saga**

Across the bay from the current starport (sailing cruises leave starport every 30 minutes) is the ruins of Kitfor Prime, a class B starport that was destroyed before the Unification Wars. As allies of the Twinworlds Azerit and Eanslineth, Kitfor was on the front lines between the Twinworlds and the Mantun Confederacy. Next year will be the quatercentennial of the destruction of the starport which nearly brought down the Twinworld alliance. Wooden walkways wind between destroyed buildings made of crystaliron walls (currently beyond Kitfor's technology) and destroyed hulks of ancient starships. The museum was started only a century ago after the radiation levels had dropped sufficiently



after several thunderballs were breached in a meson attack on the military storage site. They did not explode (that would not have left anything intact), but tritiated water used in the warheads contaminated much of the area. Kitfor Prime was the last spacefaring culture associated with the planet until construction of the current class D port 80 years ago in an effort to begin rebuilding interstellar ties.

## Vispli

A system with little to recommend it, nobody lives here and there are no habitable planets. There are 2 gas giants available for refueling, but this binary star system is pretty much empty. Unless looking for pirates, most ships will only be coming for fuel and will be keeping their distance.

## Nilradnal

Nilradnal is a cold binary system with a white dwarf and a red dwarf star. All of the planets are outside of the habitable zone, however, and the primary habitats are entirely space based. There are outposts around all 4 worlds, but Nilradnal-ABb2 is the largest and has the most facilities. Food is grown hydroponically using fusion power, and it is available commercially for 50% more than typically found. Low power weapons are permissible, but any weapon capable of doing more than 3d of damage are barred as habitat shells are vulnerable to depressurization.

This system has a small mining operation around Nilradnal-ABc, but most of the Wotethids are involved in trade in one form or another. It is a significant refueling stop for traders, and most traders either purchase their fuel or skim from the ice giant Nilradnal-ABb. The gas giant Nilradnal-ABa would be a more efficient location for skimming, but the white dwarf Nilradnal-A is somewhat unstable due to extracting gasses from its smaller red dwarf companion. These cause irregular but highly dangerous radiative eruptions from the white dwarf surface which have been known to damage ships exiting Nilradnal-ABa's atmosphere after skimming. Electrical interference prevents the ships from receiving flare warnings in the atmosphere, and ships damaged by flares often have trouble escaping the gas giant's gravity well. While less efficient, Nilradnal-ABb is further away from the stars which gives more warning time to skimming ships.

## Thoograb

An unpopulated white dwarf system, the planetary nebula might be pretty from a distance but is a relatively poor fuel source. There are no planetary or entertainment options, and even the nebula isn't attractive when flying through it. Most ships try to avoid this system, but it can be used as a fueling station.

## Nipgal

Nipgal is a highly regulated agricultural world whose captive government is controlled by Trysil in Seortfil(6,3). The starport has excellent facilities, able to fix most equipment as a Type B, tech level C port, but they have a lot of paperwork for what they offer. The system and port are both heavily patrolled and it is not uncommon to be interrogated by more than one ship before docking at the highport. There are 2 planets, a garden world Nipgal-b with the system's class B starport, and Nipgal-c which is home to Nipgal-c2.

Nipgal-b has a very efficient computerized market and allows specific journeys to the surface to pick up cargos. All trade negotiations, however, are carried out on the station and unscheduled visits to the planet are not permitted. System defense boats constructed in system make sure the rules are obeyed. The station itself is somewhat quiet, and entertainment is low key compared to other starports. Regulations are extensive, particularly on the planet, and genetic or cybernetic modifications are

common. Crops on Nipgal-b are weighted towards the genetically modified variety, with the most efficient crops being the most common.

Nipgal-c is open for business, but there is only 1 town on the planet and, like its cousins on Nipgal-b, are relatively quiet. Security officers on both worlds are common, and typically armed with stun batons. Firearms and energy weapons are prohibited, with substantial fines for anyone carrying such weapons off-ship. The Trysil base on Nipgal-c2 does not allow ships to approach and will emphatically warn off persistent ships.

#### Female Names

Zarita Varayeva  
Medni Tashayeva  
Raisa Bazhaeva  
Cheqag Dimayeva  
Asyat Taymaskhanova  
Kesirat Dzhabrailova  
Yakhiyta Kulayeva  
Zalpa Alixadijiyeva  
Marjam Maskhadan  
Luiza Alikhadzhiyeva

#### Male Names

Olkhazar Gatayev  
Khazarbek Yandarbiev  
Alik Alimsultanov  
Dzhokhar Dudiyn  
Achamaz Akhtakhanov  
Daud Musaeu  
Leça Tsarnayev  
Bibolat Magomedov  
Solta Masxadov  
Zubaira Vedzizhev

### Nehepspe

Nehepspe-b is the only inhabited planet, and as it is a desert world fuel is not readily available here. There is a fueling station above Nehepspe-c for ships passing through and there are a few ice asteroids in the 2 asteroid belts in system, but both refined and unrefined purchased fuel is twice as expensive here as typical in the Cluster. Prospecting for ice is doable, but failure will be very costly indeed. There are no gas giants for skimming, and stealing water on Nehepspe-b is a grave, and sometimes deadly, offense. Nehepspe-c is tightly monitored by Nehem Mining which runs the system, and ships entering the atmosphere will be inspected when leaving and charged for all refined fuel present on board ship.

There are 8 towns on Nehepspe-b, each centered around a large oasis. Humans congregate around towns and villages due to the availability of water, while Febwopbians live more on the outskirts and have a near monopoly on transport between towns and villages. They are experts at desert survival, but even they limit travel in the equatorial regions which are bone dry and too hot for humans to easily survive.

Visitors to Nehepspe are constantly reminded to conserve water, and water usage by foreigners is particularly watched. Wasting water is a serious crime, and kilocredit fines for blatantly abusing a limited natural resource are not uncommon. Life in the towns are similar to Arab villages in towns across around North Africa, although tribes are Febwopbians instead of Bedouins.

Laws are pretty extensive and ban energy weapons and firearms. The only weapon sophonts are encouraged to use is the Fayuga, an extendable spear that can be as short as a dagger and as long as 2 meters. Every Febwopbian has a Fayuga on their belt, and most human residents carry one as well. While not currently in vogue, Fayuga duels used to be common occurrences for finding a mate, and some more remote areas still follow this practice.

Nehepspe names take on an Arabic tang, although Febwopbian names are rather more alien sounding (see separate entry for Febwopian names).

#### Female Names

#### Male Names

Tareefa el-Molla  
Sireen al-Rahaim  
Ulyaa el-Jan  
Lubna al-Jafri  
Nooriyya al-Karim  
Turfa el-Syed  
Qisma el-Hussein  
Aasiya al-Beydoun  
Nusaiba al-Matin  
Jumaana el-Dajani

Shaahir al-Qasim  
Taajuddeen el-Islam  
Aaish al-Aly  
Salmaan el-Mannan  
Taariq al-Huda  
Naadir al-Kassem  
Fawzi al-Hosein  
Nawaar al-Kaleel  
Naazim al-Khatib  
Mujahid al-Wali

### **Bi-Annual Water Festival**

Once per year, Nehepspe celebrates the Water Festival, a 3 day holiday to remember the water used (day 1), to share today's water (day 2), and ask for water for future generations (day 3). Febwopbians take advantage of day 3 celebrations to ask for favor for their coming offspring and the water they will need to live. Families share the presence of their eggs that are quickening, and renew pledges of friendship and loyalty. Nehem Mining, the corporate developer of the system, also pledges their support for their future workers and routinely gives a 50 Cr bonus per egg (except in very bad fiscal years). The Treasure Princess is planning on being on Nehepspe for the festival, but visitors arriving at other times of the year will certainly hear about it- it is the major planetary festival and takes place every 120 standard days. They are close to their primary (29 million km, or ~0.2 AU) and have a relatively short 'year'.

This festival is Kedar Bachman's target for the nuclear device he is smuggling. It represents two of the people Kedar hates most: non-humans and Eggists. Febwopbians are mostly Eggists, but they are almost all of the 'Live and let live' variety and have very little direct religious strife with Devourists on Nehepspe. Nehem Mining frowns on all types of extremism as bad for business and limits all forms of protests which interfere with profits. (Nehepspe's high law level is why it is part of Trysil's pocket empire rather than Rolf's. If players comment on these limits to their hosts, the company representatives will talk about the recent Eggist-Devourist riot on Rolf, which the players may well have participated in, as to why unrestricted freedom of speech is bad.)

### **Choamhel**

Choamhel is a binary red dwarf star system with most people living around around the only habitable planet Choamhel-Ab. Nearly 10 million Wotethids live in this system, and only the starport in orbit around Choamhel-Aa and their primary trade city of Cwinnara on Choamhel-Ab set up for sophonts of all sizes. Most asteroid habitats for mining and smaller towns and villages are built solely for Wotethid comfort. It is not the foreigners are discouraged- Wotethids throughout the system are very happy and willing to talk to aliens. Construction costs are an issue, though, and only Wotethids are locals.

Wotethids here are generally happy, busy people and are noteworthy for the amount of obvious chrome they show, particularly low tech body mods that are obvious to any observer. They also use extensive hybrid crops obtained from Trysil that grow well in the high gravity, tainted atmosphere of Choamhel-Ab.

The Choamhel-B system has a few mining outposts in the asteroid belts and a main fueling station around Choamhel-Ba, but the inhabitants are alike in most ways. Inhabitants here are more perfunctory in their business dealings and not as friendly, but they're that way with everyone and become easily angered if confronted about it. If they liked people they'd live in the other system. If

crew want to go to the fueling station, it is very cramped and helmets are sold at 20 Cr each for average size sophonts. A liability waiver must be signed for those who lack head protection.

Technology is minimal jump drive and basic space travel, and while regulations are extensive they are reasonable if only somewhat intrusive. Energy weapons and firearms are prohibited, and trade in weapons is not allowed in system. Names follow typical Wotethid names listed elsewhere.

## Riprot

Riprot has a single yellow star and one habitable planet Riprot-d, a high gravity desert world with about 7,000 Febwopbians living there. There is a class C spaceport associated with the largest town, and they are a significant exporter of desert delicacies very popular on Trysil.

The inhabitants here are very strict, however, and while they are willing to be friendly up to a point, they expect their rules to be followed. The only weapon allowed is the Febwopbian honor weapon, the Fayuga, and all other weapons, even down to belt knives, are forbidden. Fighting is punishable by a month's labor in the desert, and while some housing can be arranged dehydration is a serious issue. Water is a scarce resource, and those wasting water will be fined for the first offense and forced to work on the crops for 2 weeks on a second offense. Offenders learn not to waste water very quickly.

Trade rules are even more strict, and those wishing to do business on-planet had better be willing to do quite a bit of paperwork. All trading is conducted at the spaceport, and the exchange of goods is monitored by a factor and costs 100 Cr for all ships not registered for trading with Riprot.

There is a fueling station available around Riprot-g for ships that are merely passing through the system. Services are minimal, but at least the bureaucracy is only about half as much as found on planet. Ships with only a 1g maneuver drive and essential repairs are in trouble, as leaving from a 1.5g gravity well is rather dangerous.

Riprot has 2 'graveyards' for ships: one is along the flight plan leading to the class C starport and the other is in orbit around the ice giant Riprot-f. Ships needing spares may salvage at either location for a fee and a Febwopian technician aboard to inspect and evaluate parts for salvage.

## Awcangel

Awcangel is a binary system with one yellow and one red star. There is one low tech vestigial planet with a single habitable planet, Awcangel-ABd and 8 giant planets owned entirely by Celestial Resources. Those living on the planet are not unhappy, but Celestial Resources has no use for the system. While there is unlimited fueling capacity from 8 different giant planets in the system, there are few other resources.

Awcangians are a proud people, but they have no support off planet and no way to improve their lot without assistance. Their fertility is very low due to inbreeding, and they have no way to attract enough settlers to correct their genetic imbalances. They tend toward black hair, and olive skin, with clean shaven men and thin, bony bodies. They are somewhat sickly as a people due to inbreeding, and have a -1 End modifier. This modifier is negated for offspring they have with humans from outside of Awcangel-d.

The Fogsilans are not their ideal choice for companions, but they are genetically distinct and should substantially reduce the amount of inbreeding in their population. The additional capital and resources Celestial is willing to put into the system should improve their chances of making the system fully self sufficient. There is plenty of room on the planet for expansion, and the technical advantages of the Fogsilans will help to improve the lot of everyone living on Awcangel.

Female Names  
Indah Melati Santoso

Male Names  
Hamdani Iman Tahyadi

Yulia Yuliana Budiono  
Gondo Shihong  
Suhuyanli Cuifen  
Bouchra Mainaky  
Ruth Maliam  
Susannah Harianja  
Candace Nababan  
Megawati  
Tuminindyah  
Lanny Bulan Irawan  
Iman Yenny Tedjo  
Leman Ah Cy  
Riady Mingyu  
Birgit Matrutty  
Orpah Limbong  
Angela Kasilan  
Sarah Sidahapintu  
Lestari  
Susanti

Agung Raharjo Hermawan  
Angkasa Jun  
Fania Fa  
Jasoor Pattinasarany  
Zebulun Kian  
Habakkuk Sitohang  
Othniel Pulungan  
Suripto  
Suharto  
Deddy Suparman Pranata  
Eko Hamdani Sutedja  
Tandiono Yaozu  
Limijanto Fang  
Theunis Silooy  
Esau Sinuhaji  
Jason Padang  
Adam Bukit  
Sudiroprojo  
Adi

### Andyanto Jinhai

**Appearance:** 41 years old with black hair and olive skin, he wears a fine suit and acts formally with all but his few friends.

**Portrayal:** Andyanto is the spokesman for the people of Awcangel and is slow to commit or befriend. He wants what's best for his people, and has worked well with Celestial Resources in the past.

**Hook:** Andyanto wants the resources that Fogsilans will bring. Their somewhat more advanced technology and the expanded gene pool give the current as well as the combined population better options than when separate.

The party comes to negotiate, but de Vintner has already arranged this half of the deal. Higher tech, a significant population bump with a genetically different segment of humanity, and increased business from Celestial? They have already drawn up half a dozen places for Fogsilan communities that are near currently existing populations. This is an event Awcangel really wants to have happen, and they intend to make the most of this opportunity. Add in shiploads of tourists to increase the credits available for future investment? Hey, the more the merrier!

### Being fished

Deeper waters of Awcangel are home to Buluviars, a large and aggressive fish-like organism which only lives in deep waters off the continental shelf. Tourists decided to go out to try and harpoon one of them. They did so, and the injured Buluviar smashed their ship before swimming off. Tourists are injured and in dire need of rescue.

### Missing riders

6 tourists and an Awcangel guide went off on a horseback ride. The guide's horse returned, alone, with serious cuts and scrapes along its body, and their locator beacon still attached to the guide's saddle. It's getting dark and searchers are needed. Basically the guide's horse spooked and threw the guide, giving him a concussion. The rest of the riders are rather stuck, as none are experienced with animals, although the tourist doctor takes care of the guide, he's in no shape to ride home.

## Gesgongap

Gesgongap has a unitary red dwarf star and a single habitable planet, Gesgongap-e, where the majority of the Wotethids and humans live. There are 4 asteroid belts that provide extensive raw materials, and only the outer double belt (Gesgongap-h and -i) have ice deposits available for fuel. There are no gas giants for fuel skimming, although both refined and unrefined hydrogen is for sale. The only class C spaceport is on Gesgongap-e where the majority of the trading takes place. They have only basic space services available at TL 9, but they are affordable and easygoing. There are a several fueling stations and basic resupply outposts in the double belt for belters, but other services are totally lacking.

The monarchy ruling Gesgongap is very tolerant and has few laws. They do, however, maintain a monopoly on interplanetary trade and extraplanetary resources. On planet, sophonts can do pretty much as they please as long as they don't harm their neighbors or interfere with others doing their own thing. The startown around the spaceport has everything available for a TL9 society (with a few extra high tech luxuries for those with high credit balances). Each city has a noble council composed of both humans and Wotethids, and there is no discrimination based on race.

About the only thing that limits the desirability of Gesgongap is the tainted atmosphere. Industrial pollutants from the Unification Wars contaminated the atmosphere and resulted in many native organisms being killed off. The planet suffered hugely, but was able to construct a new ecology which is able to maintain the planetary balance. Experts predict that the planet may naturally remove enough of the chemical taint to be easily breathable in roughly 1300 years. Until that time, however, most sophonts require filter masks or implanted cartridges to breathe the outside air. Small domes with airlocks and pressurized vehicles are very common, and there are some open aircars and ground vehicles regularly seen on planet.

Breathing the crud, as it is typically called, causes immediate coughing and difficulty breathing. It does 1 point of damage per minute, and it takes an additional 5 minutes per minute to recover from even a slight exposure to the crud. Most airlocks have emergency breathing masks and oxygen to treat accidental exposure, although using someone else's supplies without payment or replacement will not go over well. Stealing air is considered a threat to public order.

### Female Names

Jacquelle Haket  
Lucette Argent  
Fredesende Harcourt  
Elphège de Montfaut  
Élizabeth Burke  
Râché Vipond  
Bilelde Beaumont  
Nâonoun Olivier  
Janine Le Maistre  
Gisele de Moustiers

### Male Names

Rasiphe Lowell  
Garin Burke  
Franc Vincent  
Constant Chamborne  
Médée Boucher  
Fraunçouès Amond  
Jerome de La Porte  
Gérolde Martel  
Hébèrt Spencer  
Herculles de La Champagne

## Remmi

Remmi is a solitary orange type K star with 8 planets, none of them habitable. The 31,000 or so humans living here are primary involved in mineral extraction from the twin belts (Remmi-c and -d) plus the Trojan asteroids of Remmi-b. There are 6 towns (each with its own class C starport) in this system, spread out between the above locations and the ice giant Remmi-f which are all monitored and patrolled by Rolful. The system depends upon food imports from nearby worlds (particularly Lenhie

and Arcangel), although some Ag tunnels have been initiated to grow some local food. Food prices are 30% higher than typical in the Cluster.

In the past, Remmi and its very distributed spaceports served as a pirate haven for those preying on the more populated (and patrolled) worlds around them. Their system was traded back and forth on numerous occasions, and one day's murderous corsair was the next day's glorious privateer. There is still a fair amount of sympathy for pirates among locals, but the Confederation doesn't see it that way. Rolful has taken on the responsibility of monitoring and patrolling the system, and while they don't tolerate piracy they also don't want to break up what is in many ways a productive system.

While the beltlers who make up the majority of the system's population are willing to mostly live with Rolful's rules in public, that is mostly to avoid the wrath of the CNN which can be very violent. While they are overall a non-violent bunch of independents, Remmians have no desire to continue their governance by Rolful and do their best to hide even legal transactions from their notice. Rolful's ships and citizens are regularly discriminated against in small (and sometimes not so small) ways, and those speaking well of Rolful tend to end up in more barfights than usual. Of course if Trysil or Lenhie took over the rule making, it's quite likely that they would then receive the brunt of Remmian displeasure. Mostly it is the demands from outside that annoy those in the system as they have suffered historically for being caught between larger and more powerful empires.

Today, Remmians export raw materials to purchase higher tech industrial goods as well as food from systems around them. Each class C starport has basic fuel and repair services, with some competition between ports to provide lower prices. They have only basic space service, however, so high tech craft which suffer serious breakdowns or damage typically end up as floating junk due to the high cost of repair ships. This sometimes leads to very good bargains on used spacecraft parts; it also sometimes leads to equipment failure down the line. Buyer beware.

#### Female Names

Maud Maret  
Marie-José Gérin-Lajoie  
Marine Côté  
Marie-Louise Reverdin  
Nicole Malet  
Roberte Delacroix  
Léa Duverger  
Lorie Chagnon  
Jeanne Hennequin  
Marie-Laure Pasquier

#### Male Names

Louis Duclos  
Martin Geffroy  
Ladislav Laurent  
Max Choffard  
Axel Boffrand  
Thomas Dieulafoy  
Auguste Gauthier  
Émeric Clair  
Grégoire Besnard  
Sacha Périer

## Fullibcro

Fullibcro is a lowish tech industrial system that orbits a unitary red dwarf star. Unlike most of its peers, Fullibcro has no asteroid belts. Because of this, most individuals live near one of the 9 planets within the Fullibcro system, and the 5 gas giants moons are the preferred bases. There is one large class C spaceport found on Fullibcro-d1 which builds a wide variety of inexpensive but sturdy small craft and do a surprisingly large export business with Lenhie and Rolful for these vessels due to cost advantages. In return, Fullibcro imports much of its food and requires either or both of these worlds to provide the jump capable transports that enables their export based industrial economy. Every gas giant has facilities for both refined and unrefined fuel, with numerous fuel tankers to take hydrogen to the rockworlds where many of the heavier metals are mined.

Traders go to any and all of the Fullibcran planets depending upon their specific needs, although fuel is 10% more expensive on non-giant planets in the system due to transportation costs.

Unlike many systems, Fullibcro forbids skimming operations to all but licensed in-system operators as this is a major commodity with the system. Many natural materials are available in system, and the lower average salaries earned by the Rotentids gives them an economic advantage against similar materials supplied in Lenhie or Rolful.

Since there are no habitable planets in this system, only the main starport offers a variety of tourist/ relaxation venues commercial freighters often expect. While every city has several massive pools for enjoyment, species unable to operate freely in water are excluded from most of the local hotspots. While every port has at least minimal facilities, they are not up to the quality or variety found on Fullibcro-d1.

## Rotentid

The Rotentids of [Rotent-e](#) (UWP AA88930-A) are derived from omnivore-hunter stock.

Rotent is located in the [\[7,4\] Napdoo subsector](#) at location X-1 Y-7.

They breathe air or water and are average in size, standing 162+6d6 cm tall and weighing 102+6d6 kg. They are bilaterally symmetric, have 2 genders, and reproduce by bearing their young.

They have 4 limbs, 2 of which are arms and 2 of which are legs.

Using their limbs, they are able to move at 9 meters per second on land.

The race is at home in the water and able to swim at 18 m/sec.

The race matures at age 18, has 12 years in its prime, then begins aging with a -2 DM modifier.

Their primary characteristic scores are:

**Str: 2d6    Dex: 3d6-2    End: 2d6    Int: 2d6    Edu: 2d6    Soc: 2d6    Psi: 2d6**

In terms of senses, their vision is human norm, hearing is worse than human, and scent is human norm.

These sophonts have the following special traits:

- heavy gravity adaptation: automatically adapted to high gravity environments
- amphibious: lives part time in land and water
- natural swimmer: gives a +2 DM on all swimming related skill checks
- deep diver: allows air breathing sophont to dive as deep as 240m
- fast speed: species moves at a faster speed than humans (more than 8 m/sec)
- cold endurance: comfortable in the cold, receives -1d6 cold damage
- pleasant odor: gives +2 DM to detect by scent, make Int check or be unwilling to harm them
- overly aggressive: gives a +2 DM on initiative checks due to violent tendencies

Rotentids are large amphibians equally happy in water, air, or space, and are the primary occupants in many space stations. Their stations are very highly desired, as the normal smells of bodies and the various stinks of any long-inhabited dwelling are overwhelmed by the sweet smell of Rotentids. This is, however, a dangerous evolutionary trick as Rotentids are highly aggressive, often violent, and combined with a naturally high dexterity they will regularly gain the initiative. They are very fast swimmers and even in tainted water they can dive deep and swim well. Every cluster of Rotentids expects to have at least one fairly large, deep pool in which they and other aquatic races can relax, and this holds true even in space. They are happy in cold water, and can function in many oceans that are near freezing or somewhat below. Rotentids are relatively short lived and grow quickly, showing their age starting around 30 years. They have a mother and a father who share raising the young, giving birth to 3-5 pups at once. Rotentid parents may only ever have 2 cohorts of pups in their lives, whether male or female, making them particularly picky about the qualities they find in their mate. Most Rotentids have a second cohort with the same partner, but this is a social convention and not biologically enforced.

Rotentid Names



Morrissey	Brooke	Mira
Octopian	Caspian	Adreanna
Adrian	Marius	Sybil
Marsious	Pike	Leucothia
Lynn	Tamesis	Reka
Nereus	Leven	Eirene
Kailani	Zander	Lyn
Pike	Cyraeneus	Euadne
Clyde	Muiress	Adria
Rip	Leith	Edlyn

## Febwopbian

The Febwopbians of [Febwopbun-c](#) (UWP B780932-B) are derived from carnivore-chaser stock. Febwopbun is located in the [\[6,5\] Rostit subsector](#) at location X-1 Y-8.

They breathe air and are average in size, standing 170+6d6 cm tall and weighing 110+6d6 kg.

They are bilaterally symmetric, have 2 genders, and reproduce by laying eggs.

They have 6 limbs, 4 of which are arms and 2 of which are legs.

Using their limbs, they are able to move at 6 meters per second on land.

The race is also able to climb remarkably well, climbing at 6 m/sec.

The race matures at age 14, has 16 years in its prime, then begins aging with a +2 DM modifier.

Their primary characteristic scores are:

**Str: 2d6    Dex: 3d6-2    End: 2d6    Int: 2d6    Edu: 2d6-1    Soc: 2d6    Psi: 2d6**

In terms of senses, their vision is human norm, hearing is human norm, and scent is human norm.

These sophonts have the following special traits:

- desert adaptation: gives +2 DM for survival and navigation in desert environments
- multiple limbs: species gains one additional action with no penalty- racial multitasking
- improved grab: constrict: gives a +1 melee skill in grappling with 1d6 squeezing damage
- resistant to poisons: gives +2 DM on End checks against toxins and poisons
- racial weapon: gives a +1 attack bonus when using a single historically important weapon

Febwopbians are a relatively tribal people, organized around clans that govern most of their daily interactions. Clans are competitive with each other, but also cooperative and try to outdo one another to gain prestige on their planet. One of the main methods for increasing a clan's prestige is to win fayuga competitions. The fayuga is probably the most ubiquitous element of Febwopbian culture and is tied to any number of the critical events in their past. Today it is the preferred hand-to-hand weapon of their species, and has been adapted by a number of others due to its small size and general utility. (Treat as a spear or dagger for damage/fighting purposes depending upon whether it is extended or not.) They have developed several specialized combat techniques which combine the fayuga, their natural ability to grab enemies in combat using their 4 arms and their multitasking ability which make them masters of their honor combats. Aliens who involve themselves in honor combats are treated harshly, win or lose, and few ever attain enough skill with a fayuga to win against competent natives. As desert adapted people, Febwopbians value water and practice stringent water conservation even in environments where water is plentiful. They require relatively little water for themselves and rarely suffer from dehydration until most other sophonts are incapacitated.

Reproduction is considered a key interest of the clans, and the decision of who reproduces with whom are made at the inter- clan level. Having offspring with someone from one's own clan is equivalent to incest in most societies. Eggs generated from matings are shared between the two clans equally, with every member of the clan taking some responsibility for all offspring. During the 14 year

maturation process, both clans are mutually pledged to defend one another as if 'their eggs are one'. Clans can gain prestige by sharing eggs with more or wealthier clans, and violating egg-pact is a terrible crime. By sharing eggs with different clans whenever possible, Febwopbians diversify their gene pool and limit clan conflict to honor battles between individuals.

#### Febwopbian Names

Bylvurt	Fedwac	Slylme
Lunsbyg	Knokpe	Smillna
Gnimbyr	Snunbyn	Faallbar
Slukaic	Rolnem	Melwep
Dymmoc	Gaimbel	Thiglim
Mompiveg	Phieglani	Sningnanol
Tangnunieck	Hedlavyt	Phibblewiss
Donubkass	Iwiknart	Nedogba
Klahibbnaip	Flebillman	Flemudlan
Wihyrut	Sheefebbril	Gnumignu

#### Wotethid

The Wotethids of [Woteth-Bc](#) (UWP A852A57-F) are derived from scavenger-intimidator stock. Woteth is located in the [\[6,3\] Woteth subsector](#) at location X-5 Y-4.

They breathe air and are small in size, standing 65+4d6 cm tall and weighing 18+3d6 kg.

They are bilaterally symmetric, have 2 genders, and reproduce by bearing their young.

They have 4 limbs, 2 of which are arms and 2 of which are legs.

Using their limbs, they are able to move at 6 meters per second on land.

The race is also able to climb remarkably well, climbing at 9 m/sec.

The race matures at age 18, has 16 years in its prime, then begins aging with a 0 DM modifier.

Their primary characteristic scores are:

**Str: 2d6-1    Dex: 3d6-1    End: 2d6-2    Int: 2d6    Edu: 2d6+1    Soc: 2d6    Psi: 2d6**

In terms of senses, their vision is human norm, hearing is better than human, and scent is human norm.

These sophonts have the following special traits:

- improved grab: entangle: gives a +1 melee skill in grappling with continued holding
- closed book: gives a -2 DM when being read or sensed by others
- well traveled: gives a +2 DM on liason checks due to cultural familiarity

Wotethids are by far the most dispersed and most numerous of the minor races found in the M317 Cluster. Standing roughly 80 cm tall and averaging just under 30 kilograms, Wotethids climb extremely well and are hard to displace once they are attached. They are not known for any particular inclination for combat, but are outstanding negotiators because they intuitively understand alien motivations and are very difficult to read or manipulate themselves. They helped negotiate several of the key agreements which underlie the Pansophontic Confederation, and are widely recognized as the Grandfathers of the Confederation. They hear noises quite well (particularly in the ultrasonic range), and like to establish rules of behavior everyone understands. Wotethids excel at cooperative endeavors, and are found nearly everywhere. Unlike many species Wotethids prefer eating alone rather than in a group, possibly due to their need for slightly rancid foods as they cannot digest fresh foods very well.

#### Wotethid Names

Kolala	Ahel	Gwellilis
Tudard	Trifina	Hoelenie

Emevel  
Gwennole  
Illin  
Tinazig  
Galledig  
Guinevel  
Kaourermig  
Enalan

Madig  
Thurantael  
Aelula  
Ivéthe  
Adruin  
Kolina  
Aamor  
Nevegig

Velenora  
Briagenez  
Elaela  
Hoelaza  
Benniell  
Ganelle  
Aurantel  
Nevamma

### **Reptilian Names**

Soaporr Discuaja  
Kinojod Ronudon  
Stuboz Qodusqid  
Zadod Khibekkum  
Crozram Sadoth  
Jumad Qiga  
Rikiskun Qobaam  
Vakodug Suarnus  
Zotsamott Geri  
Kajavan Thorum

Crocea Pyradrom  
Clevix Hiddos  
Reajeh Vumrax  
Maegrol Tennes  
Eze Wurix  
Nusqu Baurith  
Shagizrix Anhya  
Gnigelmú Atarlun  
Seabeadean Lodengom  
Ruzlujon Irnokuan

### **Lenhie Names**

Lenhie is not directly in the typical travel line of travel between Azerit and Rolful, but they are located 2 parsecs from Awcangel and Rolful. They are one of the most powerful worlds in the area, and while they are not directly involved in these deals, they have agents which players are likely to meet.

#### **Female Names**

Camila Maroto  
Ines Laguna  
Sandra Mastache  
Ana Paula Rodríguez  
Covadonga Espina  
Priscila Alguacil  
Margarita Bienvenida  
Brisa Andrade  
Esperanza Nores  
Brenda Ordóñez

#### **Male Names**

Dante Montenegro  
Enrique Capmany  
Óliver Molina  
Elías Berganza  
Franco Leguizamo  
Thiago Sancho  
Saúl Gutiérrez  
Juan José Ocampo  
Juanita Cabal  
Alfredo Valerio

### **Planetary Distractions during the Voyages**

These planetary activities can be conducted in any order on any planet. Haverford events may also take place elsewhere if they were not used in Rolful. Note that most of the worlds have limited technology so some Haverford events will not be appropriate for some worlds. Similarly, the highest law worlds may take an extreme view of smuggling in which even everyday items might be considered contraband. The goal is to make every Scarworld somewhat unique and give the players the sense of actually traveling. Some events require passengers from the *Treasure Princess* and so may only occur on a trip to Awcangel.

### **Pickpockets**

Offworlders make great targets for petty theft. One or more characters in a crowded area can be targeted by 1 or more young sneaks. They will try to take anything valuable or accessible, but if players seem loaded down they will work on creating a distraction and try to steal some of the goods they are carrying. If they can manage to steal something required for the ship that is unique in the starport, so much the better. The pickpockets are not very skilled, but they are streetwise and know their turf.

### **House of Duzhu**

These gambling casinos can be found on any planet with a law level of 4 or less and a population of 5 or better. Smaller systems will have relatively meager offerings, while systems like Rolful will have multiple resorts on several planets. Gamblers should have easy access to these resorts, and if they win they can attract all kinds of attention, from invitations to higher stakes games to thieves interest in redistributing their wealth, to 'friends' looking to have a good time on their newly found fortunes.

### **Speeder Bike Mishap**

A dozen folks were racing speeder bikes around the edge of a forest well away from settlements. One biker went down over a cliff and started a partial landslide. The are calling for help, including a medic as Veje Liantan (age 24 female human) looks hurt and they can't get down to help her.

Veje's in pretty bad shape. Her leg is broken and pinned under the wrecked speeder bike. She broke her arm and a couple of ribs when she tumbled down the cliff, and is having a hard time breathing. The cliff is being partly supported by the wrecked speeder pinning her, and removing the bike carelessly will likely bring down a few tons of rocks.

### **Caving Collapse**

About 80 km southwest of xxx are the Kilns, a series of limestone cliffs pockmarked with caves made when the land was wetter. 3 dozen explorers entered the caverns, but one group of 4 climbers are trapped behind a cave in. All other climbers are accounted for.

### **Yeti Skiing**

(some cold or very cold, mostly unpopulated planet) The *Treasure Princess* carries skis and pressure masks and the ship went to collect hydrogen for jumping. Unfortunately for several skiers, the world has Yetis who eat warm blooded prey. Two skiers made it down bloodied but alive, while 4 others are cornered amongst some rocks by a pack of Yetis. (2d6 200kg omnivore hunters, Str 20, End 14, armor 3, 2d6+3 claws, melee 1, survival 1, athletics 1. Pack hunters of the ice and snow.) Daylight and the temperature are both dropping.

### **Scuba mishap**

Underwater adventures are available on several of the worlds, including Kitfor-Bb. Wotethids have scuba tanks (TL7, so similar to ours) and have several island dive sites with underwater caves and spectacular formations. Unfortunately, Wotethids are small creatures and there are some areas humans barely fit. A group of passengers have gotten stuck in a smaller chamber when they accidentally broke off a stalagmite and trapped half of their group on the wrong side. You need to figure out a way to get air to them and clear the passage.

**Stowaway** (any trip from anywhere with a reasonable 8+ tech level)

A late teen boy Gordy (677742, streetwise 1, melee 0, recon 0, computer 0, electronics 0) stows away aboard a cutter the players are using. They find him after docking aboard the *Treasure Princess*. The captain is known not to tolerate stowaways. Gordy doesn't want to go back planetside-- can the players keep him? He just wants to get off planet (he won't say that the authorities are after him for petty theft, but the info is not hard to find). He'll try to escape and hide anywhere aboard the liner if given half a chance. If they try to keep him, a day before the liner arrives at its next destination a series of petty thefts are discovered, with Gordy trying to get away with his loot down aboard a cutter.

### **Rebreather Roundup**

Tainted atmospheres are nothing to take lightly. A falling branch has broken the atmospheric sealing of their ground transport and they don't have enough filter masks on board for all the passengers. They are making good time back to town, but the nitrogenous oxides tainting the air are acting as bronchioconstrictors and now they have a medical emergency to deal with while trying to get the passengers back home. Half a dozen passengers are basically having a severe asthma attack and one human male (Rolf Jurgens, 35) is in particularly bad shape.

### **Hunting Trip(s)**

The players are security escorts for a group of hunters from the *Treasure Princess* on the planet. They are armed with mid-tech weapons (ACR, laser carbine, etc) but nothing explosive. There is a native guide, and most of the hunters are expensively dressed and not very used to the outdoors. The game is whatever is appropriate to the environment and is dangerous enough to kill one (or more) of the hunters. Possible suggestions are:

Great Cougar, carnivore chaser, # appearing: 1-3 800kg walker, Str 24, End 18, 3d6+3 bite, armor 5, recon 2, melee 1 Great Cougars hunt alone or in a small group. They are stealthy, and will try to sneak up on their prey before chasing down the weakest member for their food.

Sand Vasins, carnivore killer, 100kg walker, Str19, End 18, 2d6+4 claws, 1d6+4 poison bite (additional 1d6 damage per 2 rounds until a difficult endurance check (-2DM) is made) armor 6, recon 0, athletics 1, melee 1 These are pack hunters, and will work cooperatively to take out their prey.

Big Horn Galivants, 3200 kg herbivore grazer, # appearing: 4d6, Str29, End 19 3d6-1 horns, armor 3, recon 0 athletics 2, melee 1 These usually placid grazers are found on large rolling plains in herds of 4d6. When attacked, however, male galivants will charge and attempt to gore their attackers in an effort to protect the females and young.

### **Sand Flea Allergies**

Desert or beaches often have a lot of sand where small insects will often seek out larger animals for warmth and food. One of the passengers aboard the ship is bitten and having a severe allergic reaction. They need medical attention immediately, but are not near any transport and only have local radios for proximity communications. The party is the closest assistance.

### **The Gambling Den**

5 young male passengers have managed to create quite a problem for themselves at a gambling club, The Spinning Wheel. They started winning regularly, and the security officers started getting suspicious. One of the boys has a device using micro EMPs to override the machine electronics and fix the odds in their favor. 4 of them are under arrest, but Gordon Lightfinger (age 24 male) placed a call to the ship for help. He's hiding in a bathroom. The Spinning Wheel wants to press charges. Security

chief Blake wouldn't mind abandoning the 4 passengers, but Lightfinger's uncle is an ambassador and is too wealthy to annoy.

### **Scoring Jain**

Jain is a fad among many kids because it drives people into lust. They become more and more desperate for sex until they will literally pass out unless they have intercourse. Jain isn't addictive and not harmful (if you fulfill your lust), but it can be inconvenient. 2 passengers (Jox Coant and Felicia McDonald) coax 2 Fogsilans (Frieda and Helva Bergman, ages 27 and 22) to come with them to the Sensory Trip. Helva's the more cautious of the 2; she took a comm unit with her and is calling in something of a panic. They were kind of lured there falsely (they were told it was basically an amusement park for adults, not a complete lie) and both are scared and aren't sure what to do. They are being pressured to take Jain (it is illegal, but mostly tolerated- similar to marijuana in much of the US), but don't want to be forced into sex.

Oleg will be furious and will complain, but Jox and Felicia will be safe as they haven't broken any laws here and even Security Chief Blake won't have anything to charge them with. Jox and Felicia took Jain and only make it back to the ship the next morning.

### **Barfight with Mongoose**

Security Chief Blake wakes you up out of a sound sleep because he wants your help. 4 young men from the *Treasure Princess* are under arrest for fighting. They were at a bar, alcohol was drunk, they were rude to some mongooses, and a small bar fight occurred. It was only small because mongooses are small- the damage was quite extensive. The police are holding all of them in custody, but the ship has a schedule to keep and the captain won't wait. He wants you to make sure they get back to the ship before the ship jumps. A small, aggressive and annoying mongoose Captain Thatch is at the station making trouble for the young men and trying to irritate the players. Time for Advocate skill rolls! The police are ticked off and delay the proceedings, making paperwork until they think it's long enough that you can't make the ship's departure time. It's true, you can't. But fortunately your cutter is a lot faster than the *Princess*, at least if you push the engines. Hopefully the party paid to get the ship fully repaired, otherwise the maneuvering engines could be a problem!

### **Smuggling**

Moving contraband between systems can be a lucrative way to make lots of money quickly. A number of the possible systems have higher law levels (Riprot=8!, Nipgal=7, Nehepspe=6, Nilradnal=5), vs others with much lower law levels (Fogsil=0, Kitfor=1, Panoncrat=2, Awcangel=2). Illegal items on the high-law worlds can often be purchased cheaply and openly in many of the other systems. Sensies from (Panoncrat, Azerit, Rolful, Lenhie) are illegal on (Riprot, Nipgal, Nehepspe, Nilradnal), but can be sold for a lot of money.

A routine cargo inspection found sensies hidden in the galley and confiscated by the senior steward and given to security chief Blake. A day later his assistant was found stunned and the sensies stolen from his office. The ship is only days away from the high law port, and the senior steward wants those responsible apprehended before they can profit from their crime.