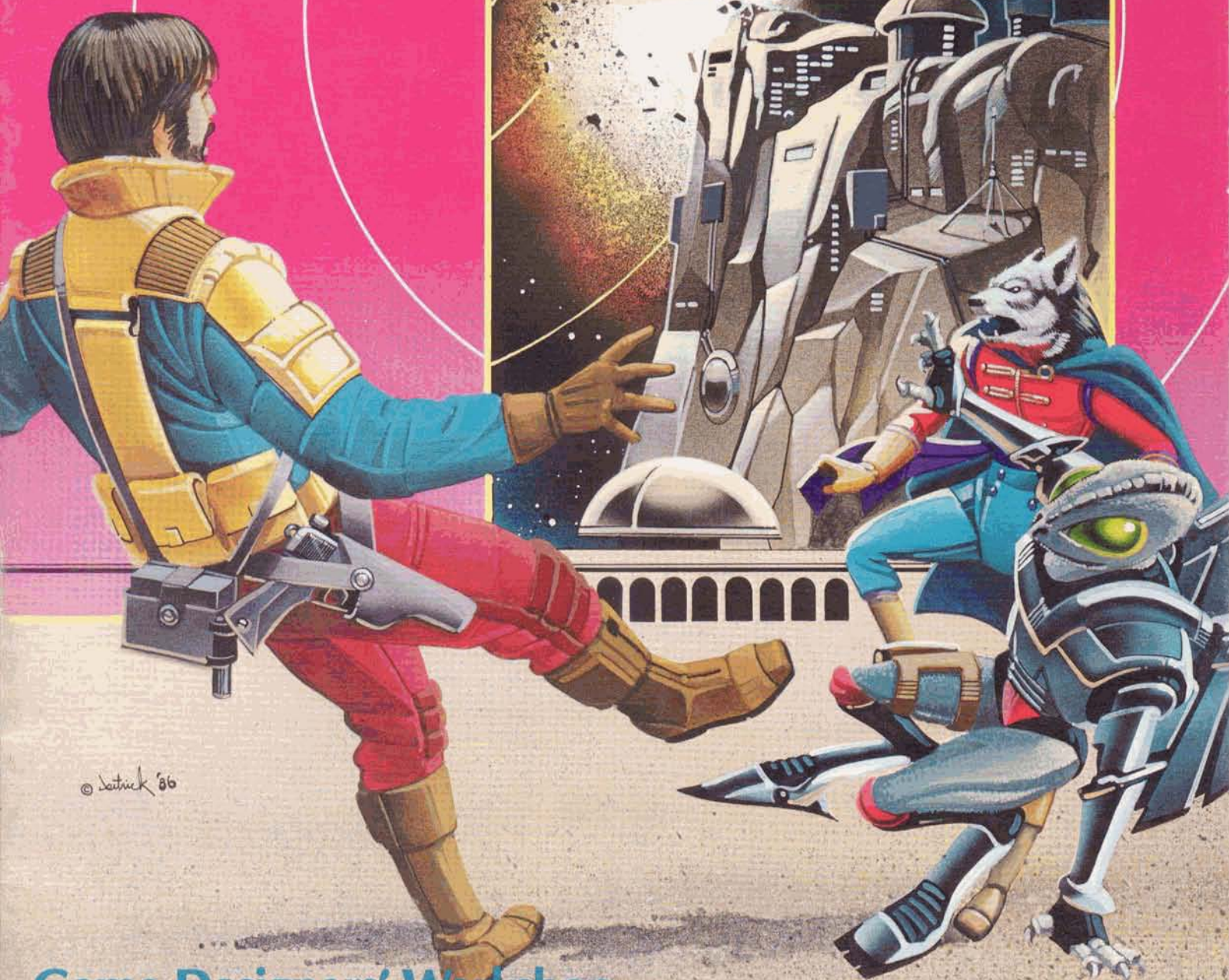


TRAVELLER[®]

262

Alien Realms

Eight Excursions Beyond Human Space



Game Designers' Workshop



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Alien Realms

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The Last Patrol Player's Section

The Last Patrol is a scenario designed for use by four to ten human player characters, all former members of the Imperial armed forces during the Fifth Frontier War.

THE AFTERMATH

The player characters made their way through the rubble back toward the base camp in the rear. A few Zho's were still unaccounted for, but overall the raid had been successful. Lysen would never be the same, however. The few cities that Lysen could boast had been, for the most part, levelled, first by the Zhodani, then by the Imperium, until the once peaceful landscape had been transformed into a uniform gray of bomb craters and laser burns from horizon to horizon.

Charlois was waiting for them, and he was smiling. Charlois never smiled unless it meant he could kill more Zhodani mind rippers, but this time it was different. The war was over, and a general armistice had been negotiated effective immediately. After years of slugging it out with the Zhodani on planet after planet just like this one, peace had returned to the Marches. Finally.

For those who could remember it, the ensuing celebration lasted for nearly a week. Orders were always slow in coming, and what better way to spend their time than to enjoy the hospitality of the locals. Liberators always seem to get the best of everything when the shooting finally stops.

But the orders did come. General transport off-planet would be arriving in another two weeks (peace had not sped up the administration, by any means). Until then, the unit had orders to sit tight and make certain that peace was maintained among the civilians until their government could resume control. Muster-out would take place at Jewell starport upon arrival.

Charlois, on the other hand, was looking out for himself. Through some local contacts he had managed to secure transport to Jewell and then home, which for him was a plantation estate on Emerald. He left command of the unit in the hands of his exec officer, and off he went.

Charlois had been in command for sometime now, ever since the reorganization a year before. He and the player characters had enjoyed a superior working relationship. But there was something more—they had developed a friendship which would outlast their rehearsed battle drill.

"Home at last," he said to the player characters, as he loaded his gear into his speeder. "It's been a long time." He gave his last minute instructions to the exec, and then returned to say good-bye to the player characters.

"Why don't you boys come out to my place when you get out. I might be able to find some work for you—for awhile, anyway. What do you say?"

The player characters had a difficult time deciding what to do with themselves after Charlois had gone. They knew that army pay probably wouldn't cover transport home in anything but low passage, which is fine if you don't mind showing up dead. Waiting for regular military transport could take weeks, if not months (many vessels had been lost in the fighting, many more were busy cleaning up remaining resistance). A bit of work might not be so bad with old Charlois on Emerald. Besides, what

else did they have to do. They accepted.

MUSTERING-OUT

Transport did finally arrive. The Zhodani left on the planet actually got to leave Lysen before the Imperium managed to withdraw their men. Oh well, nothing in this war had ever been fair.

The military establishment for the entire subsector was being routed through Jewel starport. The facilities were strained, to say the least. Plenty of security men were on hand, as looting had become a problem on several worlds in the theatre. Any looting would be dealt with severely, with heavy fines or prison terms.

Every marine and his brother was forced to file past three or four clerks dispatched from the rear to deal with the troop withdrawal. While waiting for their assigned date for muster-out, troops were being housed all over the starport, but mostly in old warehouse areas which came to be known as the Crate City. Everything from floating craps games to low level gang activity could be found in Crate City. Things were usually peaceful, but when things got out of hand security stepped in in force. The army might be slow, the player characters knew, but it could keep order when it had to.

Finally, after several weeks of sitting and doing nothing, they were officially civilians again. With cash in hand they were kicked out of the army, back into the real world. A trip to Emerald to visit Charlois seemed to them the best course of action.

At this point characters should purchase what equipment they desire, limited only by their mustering-out pay and Jewel's tech level of C.

ONE LOUSY PARSEC

Finding transport to Emerald was not easy. Emerald's chief exports were agricultural in nature, moved about by enormous grain ships of every shape and size. One ship fitted with refrigeration cargo capacity had just completed a turn for a meat packing consortium on Emerald, and was heading back for yet another. The captain was taking on passengers for the return trip, and soon filled up with soldiers willing to meet his price—Cr5000 per head, so to speak.

The accommodations were charming, to say the least—twenty men per bay, straw for the lucky few who got a bed at all, and soldiers would have to bring their own food. The rules were simple, to match—all weapons to be checked with the crew, no fighting, and all complaints would be ignored.

After an "uneventful" trip, the bay doors were opened, and the heroic veterans of the Fifth Frontier War were unceremoniously dumped off in a field next to a slaughter house outside of Emerald starport.

Getting Started: The player characters should be allowed to purchase whatever equipment they can afford with their mustering-out pay and Jewel's tech level of C. Remember, though, that anything other than personal gear, that is, things like vehicles and larger weapons, will be difficult to get offplanet.

The player characters are veterans of the Fifth Frontier War, and have never collectively or individually visited Emerald. They have very little idea what the planet holds in store for them. In fact, they know little more than the fact that Emerald is an agricultural world and the home of their old commanding officer Charlois.

At this point, the referee should take over the course of the adventure by referring to the Starport section in The Last Patrol.

Deep Metal Player's Section

Deep Metal is a scenario designed for use by four to ten Zhodani player characters. The exact organization of these characters is stated in Personnel, below.

THE DIPLOMATIC OPTION

"... iron and lanthanum output up 17% in the last chten, which speaks well of the potential of the deposits and the efficiency of the miners.

Imperial efforts to covertly influence the city council of Parthinia are most certainly underway, though their exact methods are unknown. Securing the trading rights for the Consulate is of paramount importance, and any offers made by the Imperium must be matched and surpassed, but must conform to the budgetary limitations described in the attached Zhodani Trade Council report.

As with all embassies outside the Consulate's security sphere, extreme caution is advised. Negotiations with unenlightened parties should be approached with the utmost care. Though this mission is considered vital to the betterment of the Consulate as a whole, under no circumstances are embassy personnel to allow themselves to be placed in jeopardy by the natives or other parties, and the suspected existence of said jeopardy is considered sufficient cause for the embassy to be recalled by its leader.

Details follow."

Fully six weeks out from the nearest Consulate controlled bases, an embassy far from home has little reason to remain calm. Alien ways and points of view are quite distressing to the average Zhodani, and though diplomatic personnel are trained to accept and deal with them, the thought of being surrounded by possibly deceptive foreigners tends to create an uneasiness which won't die easily.

Missions of this sort are not unusual on the many planets and states which dot the gap between the Consulate and Imperium. Iakr sector contains a plethora of small worlds, producing everything from machinery and electronics to exotic food and drinks. Current ZTC thinking on the matter emphasizes a domino theory, supposing that each world won over to the Zhodani point of view will influence the others to follow suit. However, the opposite is also true, and every world lost to the Imperium makes their job that much harder.

This particular embassy has been charged with securing stable trade agreements with the council of Parthinia. Parthinia is an oddity on the fringes—the very dense atmosphere limits human habitation to the high plateaus and mountaintops. The heavier gases form a cloud which hugs the surface of the world, which the natives can look down upon as a sort of cloud sea. Parthinia is basically a one city world, populated by all sorts of beings; Vilani, Vargr, Sword Worlder, and some others. Most are engaged in a successful deep-mining operation performed on the low surface of the planet, under the veil of the thick atmosphere. Their council has made it clear that they wish to deal with one power only for their iron and lanthanum, so they have called upon both the Imperium and the Consulate for negotiators.

Another feature of Parthinia is a human minor race located

on the vast plateau region of the planet — a people known as the Issugur. The Issugur are a very primitive, isolated race, numbering only in the hundreds of thousands, who have been prematurely contacted by the ignorant miners. The council stepped in to protect them from further contamination, and the plateau area has been declared off-limits to everyone, under penalty of the law. However, the council does occasionally send into the area covert observers to measure their progress and the effects of the limited contamination by the miners. All ships visiting the planet are restricted from making close fly-bys of the Issugur lands.

An Imperial negotiating team is expected to arrive on Parthinia a few days after the Zhodani make planet-fall, and then the bargaining will begin. Until then, the members of the Zhodani embassy have been encouraged by the council to make themselves at home, and enjoy the limited pleasures available in their starport city.

PLANETFALL

After several weeks in transit from the Consulate, the embassy will arrive at Parthinia city/starport, where they will be greeted by members of the pro-Zhodani faction of the city council. However, it is fairly obvious that this is going to be a competition between Zhodani and Imperial negotiators, and even pro-Imperial faction members are very courteous and helpful.

The Imperial negotiating team is not due to arrive for several days. In the meantime, the planetary council has arranged several tours of Parthinia's mining and shipping facilities for the entertainment and curiosity of the Zhodani.

PERSONNEL

The Zhodani embassy to Parthinia consists of approximately ten individuals. Four are diplomatic personnel, with three clerks and administrators for assistants. The remaining individuals form the security detachment. The players should create for themselves characters which constitute various portions of this organization, and fill the various positions. For instance, one character with the appropriate skills should be placed in charge of the embassy (the senior diplomat, as it were). Others might well be intendants on their first mission, or members or leaders of the security detachment.

Diplomats and their assistants should be generated as government personnel. Security people can be from the Navy, Guard, Army, or Prole professions. The referee should make sure that the diplomatic characters have at least some liaison skills among them.

The security men have combat armor and are armed with laser rifles. All personnel will have with them their personal belongings for the voyage, such as clothing, personal computers, holographic projectors and the like, but will have no other weapons or military equipment of any kind.

The orders for the embassy team is to negotiate for mineral rights and agreements with Parthinia. They are not to exceed MCr 30 annually, but splitting production with Imperial concerns will be tolerated if offered by the Parthinians.

When rolling up characters it will be necessary for several of the members to have psionic abilities, especially in the areas of telepathy and clairvoyance.

At this point the referee should take over the course of the adventure by referring to the City/Starport section of Deep Metal.

Prosperity for the Taking Player's Section

The scenario *Prosperity for the Taking* is designed for use by four to ten Vargr characters of various backgrounds. Down on their luck, this group of adventuring Vargr found the possibility of adventure and profit at Jesedipere Downport.

DOWNPORT ENCOUNTER

It had seemed like a good idea at the time, this bold venture as a one-ship corsair band on the fringe of the Extents. But the Gnaekaferr (translation: Raider's Prize) was now under-manned, the group had no established base of operations, and the powerful Kforuzeng band had a virtual monopoly over both sides of a corsair's stock in trade. Raiding and mercenary service alike seemed denied to a tiny, single-vessel group. It looked as if the group would soon be faced with a choice between running out of money or taking service with some other, better established group ... at a considerable loss of both their charisma and status.

But then, during a call at Jesedipere at the edge of the Aramis subsector, things changed. Jesedipere (Aramis 0601 C775300-7) lay within the Imperium, but had a large Vargr element in its population (mostly refugees from Kforuzeng depredations in the Extents), and a trading station at which a variety of Imperial mercantile concerns did business with Vargr trading groups. While searching for recruits and possible employment, a stroke of luck occurred. A patron sought them out ... a human patron offering Imperial credits in quantity for a vital mission which the group was ideally situated to perform.

His name was Lorn Denveldt, and, following some recent company reorganizations, he stood reasonably high in the hierarchy of the covert operations group of Tukera Lines, an Imperial megacorporation. This group, known as the Vemene, is responsible for all aspects of security, industrial espionage and counter-espionage, and similar functions.

Denveldt explained his problem. The Kforuzeng were the most powerful corsair group along the Imperial Vargr frontiers, with a reach that spanned several subsectors and greed to match. They were so powerful, in fact, that they were in the position of being able to extort protection money (in the form of tolls) from merchants travelling between the Imperial frontier and the large Thoengling Empire to coreward. Even Tukera Lines, a powerful megacorporation, had played this game for quite some time; in fact, previous Vemene administrators got around the problem of Kforuz extortion by hiring the corsairs as mercenaries to provide escort for Tukera's ships, an arrangement which had proven beneficial to all concerned.

Recently, there had been some changes; shakeups in the Tukera organization, and a splintering of Kforuz leadership following some setbacks in their schemes for gaining additional power. In the course of all of this, a band of disgruntled Kforuz corsairs grabbed a tempting prize in a lightning raid across the border—a 3000 ton freighter belonging to Tukera with a valuable cargo of sophisticated electronics parts and computer equipment on board.

Tukera wanted that freighter, the *Prosperity*, back. But, although the megacorporation had the power to launch an attack in force that would be fully capable of taking back the lost freighter, it was felt that it would be better to avoid this. The

loss of Kforuz goodwill would be a major and costly setback to the company; where this raid may have been just a random act of one splinter faction, a recovery operation could easily make for a dangerous turn of opinion on the part of other Kforuz leaders, already in turmoil from their recent problems.

Denveldt had an alternative solution—fighting fire with fire, as it were, by using Vargr corsairs to retrieve the freighter from the Kforuzeng. He asked the group to mount a raid on the Kforuz base at Llaekag, where the freighter is being repaired, making it look like an ordinary enough corsair operation unconnected with Tukera in anyway. But, if the ship was returned to Denveldt at Jesedipere, Denveldt would guarantee an immediate payment of Cr1,000,000—enough to outfit the group with whatever they need to make a corsair operation work. In addition, Denveldt had local ties, and could arrange to fill out crew and troop positions aboard the corsair with qualified Vargr personnel from among the refugees. Finally, he would pay an advance of Cr 50,000 from which additional supplies, salaries, and so forth could be covered.

Currently, the *Prosperity* is in orbit around Llaekag under repair. Damage was sustained by its jump drives during the takeover, and the Kforuz rebels barely managed to get one jump out of it. Reliable sources say that they are having great difficulties making the needed repairs. The *Prosperity* is an older ship, and the Vargr aren't used to dealing with such large drive systems. If they do manage to get the ship repaired, they will disappear into the Extents with her, far beyond the reach of Tukera.

Denveldt left with a final message. "An operative of mine will be contacting you in the morning—a Vargr by the name of Esway or Eswing—something like that. Anyway, he will be accompanying you to, uh, protect my investment, shall we say? How you approach the recovery of the ship will be up to you. Just make certain that you know what you're doing. The Kforuzeng don't take kindly to being ripped-off."

GNAEKAFERR

The Gnaekaferr is a standard Vargr Corsair, with a few modifications. The second turret was hit in a raid a few months ago, disabling it. The remaining lasers in it that could be salvaged plus one of the G Carriers were later sold to make up for some speculation losses. Otherwise the ship is more or less intact.

Characters should be Vargr generated as the players wish to fill the various crew positions on the Gnaekaferr. Any positions left unfilled must be hired on as NPCs, including any troopers that the group will require for their mission. Equipment purchases should be limited only by the player characters' mustering out cash and the advance made by Denveldt.

The referee should now take over the course of this adventure by referring to the Jesedipere Downport section of *Prosperity for the Taking*.

No Credit Check Player's Section

The scenario, No Credit Check, is designed for use by four to ten Vargr characters. The player characters are normal working Vargr, citizens of the Rukh Aegz in Gvurrdon sector.

BUSINESS AS USUAL

Agdurdug Operations Corporation out of Saell in Gvurrdon sector is typical of the smaller business environment commonly found in the Vargr Extents. Saell is currently the capital of the Rukh Aegz (Worlds of Leader Rukh). When taking over thirty years ago, Rukh nationalized many larger corporations in the area, banishing their former owners from the region. Only smaller companies like Agdurdug survived the purge, and continue to operate, regardless of what government is currently in favor.

Agdurdug specializes mainly in ring mining, but maintains a capable staff of surface minerologists as well. As a part of one such group, Kardon received his orders to accompany a team to a planet on the fringes of the Rukh Aegz—the planet Taknarkag. Its planetary government has contracted several studies from Agdurdug concerning the mineral potential of their world, for possible future exploitation. The mission would probably take on the order of six months to complete, including round trip travel.

Agdurdug isn't so large a company that it possesses many of its own ships. Most of those they do own are employed in the more profitable ring survey portion of the business, leaving little or nothing left for general transport. As a result, teams on this sort of mission are issued standard tickets on commercial transport for their work. Fortunately, the transportation budget is good, and none of the team will be forced to risk his or her life in the low berths. Middle passages for everyone!

Kardon drew lots with the rest of the team to see which of their odd number would have to share a stateroom with a stranger on the last leg of their trip. He lost (as usual, he thought), and expected to spend the next 170 hours with someone he didn't know and probably wouldn't like. A quick look at the ship's roster confirmed his worst fears—his roommate wasn't even a Vargr. Kardon questioned whether he could stand an entire week in the same room with a human.

But Kardon was pleasantly surprised. The man's name was Lindis Janovere. He spoke Gvegh, which helped immensely, and was actually rather pleasant company. Lindis was in business of some sort on their destination world of Taknarkag, and was just returning from a working/vacation at Saell. He befriended the entire Agdurdug team during the trip, taking part in card and computer games with them, swapping stories, and whiling away the hours as best they could.

By the time they made planetfall, Kardon and Lindis had become quite good friends. They parted on the promise that they would again get together before Kardon had to return to Saell.

The team checked into their accommodations, and began work on the very next day. The same day, an enormous explosion rocked the cliff/city of Taknarkag—an explosion that destroyed a great portion of the residential section. The team was further shocked by the evening news which informed them that the explosion centered on the residence of their friend Lindis Janovere, who was killed in the blast.

But none were quite as shocked as Kardon. For in addition to all of this, he found a package waiting for him at his hotel. The package contained five Zhodani credit plates and a brief message—"I'm sure they're on to me now. You're the only person I think I can trust. Get these to Aludur as fast as you can. Lindis." The reverse side of the note is a business card, from Techung Microchip company, 87B Gvengh 19856 Attugh, back on Saell. Other than that, there is not much to go on.

Players Note: For the purposes of the above explanation, we have taken the liberty of observing the situation through the eyes of the character Kardon. Players should understand that Kardon is a ghost personality, meant to represent any one of the player characters who will play out this adventure. However, the referee may wish to introduce Kardon as an NPC who is with the player characters, all of whom work for Agdurdug.

THE CHARACTERS

This adventure calls for approximately six Vargr player characters. They may be generated from any of the character types available. However, these Vargr are working-types—they do not have enormous amounts of weaponry skill or keen instincts for mysteries such as this one.

Equipment purchases should be severely limited. They should not be allowed to have weaponry at the start of the adventure. They will have to purchase such things within the context of the situation. Other gear will be limited to personal belongings—whatever one normally takes along on a long working trip.

WORK

The player characters are currently in the employ of Agdurdug of Saell, and are at this time under the supervision of the planetary government. However, this supervision is rather lax, and the player characters will have quite a bit of personal freedom to do what they will. In all truthfulness, the locals will have little or no idea of what kind of work they will be doing, and wouldn't be aware if that work was not being done.

However, if the player characters get into the habit of not showing up for work at all for days at a time, someone might get irritated. Normal work activities should take place everyday for approximately six hours. Otherwise, their time is their own.

At this time the referee should take over the course of the adventure, and should refer to the Cliff City section of No Credit Check.

First Son, Lost Son Player's Section

"... with tremendous skill and fortitude did he survive amid the climactic hardships of his new world. Yes, did he not merely survive but did his family flourish and multiply. Until one day when Aaikhaihkau did look across the plains and rivers and islands of most cherished Eauahkusoilr, he was satisfied, and he knew that naught but his kind did there dwell. And upon the rocky crags of the Khaifthal did his seven sons bestow upon him his rightfully earned title — Aaikhaihkauko, architect and father of his family, leader of his clan."

—excerpt from *Song of Aaikhaihkau*, written ca. 3450.

"The origins of this tale begin in the year 3609 (Aslan), on the garden world of Eauahkusoilr. Youthful Teal was first son in the Aaikhaihkau family, in line for control of the entire clan, which, at the time, held sway over vast areas of land, land unimagined by the great Aaikhaihkau two hundred years before. His tutoring and preparation for office consisted ..."

"By 3610 Teal had chosen his first wife—a female from the Aeli clan, which ruled over the planet Ra'ahktaisaaoeah to spinward. This female was the beautiful Easyeoftakoh—their wedding was a grand event which drew the attention of the entire sector, and caused ripples as far away as Kusyu itself. They lived together on Eauahkusoilr, as young Teal grew older and more familiar with the tasks which confronted him. His grooming was well under way as his family grew—the marriage produced three children, including one male, proudly named Eatliya by his noble father, after one of his great uncle's who died in the First Colonial War.

However, as years passed, Easyeoftakoh became the object of the passions of another male in Aaikhaihkau's court—Ahtuayo', one of Teal's minor cousins. The two began a secret love affair which lasted nearly a year, until they were betrayed by one of her attendants. Teal sent out the order that Ahtuayo' was to be arrested and brought to him at court, an order which was supported by his father.

Unfortunately for Teal, Ahtuayo' and Easyeoftakoh were prepared for this eventuality, and managed to slip through the fingers of Teal's troops in a small ship. They took with them young Eatliya, and the two female offspring. Learning of this, Teal went into a rage from which he did not soon recover. He got word that the wife that had betrayed him had sought the help of Aeliko, her first cousin, who still bore her a great love. Teal gathered a host and descended upon the Aeli clan at Ra'ahktaisaaoeah, starting a clan war which had no rules, and which lasted for nearly a decade.

During the conflict, Teal, who became Aaikhaihkauko, grew consumed with his personal revenge against those who had betrayed him. Ahtuayo' was killed in battle. Due to internal trouble in the Aeli clan, Easyeoftakoh was forced to disappear with her children, chased out by those who objected to fighting a war over a disgruntled female. The war eventually wound down, and both sides, completely exhausted, ceased hostilities. Nine years had passed, and thousands of lives had been lost.

Aaikhaihkauko managed to reorganize his clan, restoring in his subjects some confidence in their leader. By other marriages he had other sons, first among them being Ahtyohhye. When

Ahtyohhye came of age, he did not impress his father as being capable of effectively taking charge over the clan, or even the family. To his father he appeared much more interested in the pleasures and intrigues of the court than in the problems of government.

Aaikhaihkauko saw his only legal alternative to making Ahtyohhye the next clan leader was in locating his first son Eatliya, whom he lost while he was but a youth. He and his mother were lost somewhere among a dozen suns, hiding from their past. With some of his personal wealth and the few clues he had, Aaikhaihkau began his famous expedition to locate Eatliya, his so-called recovery gamble."

—excerpt from *Teal to Aaikhaihkau*, an essay by Hkualo, aid to Aaikhaihkauko, written shortly after his clan leader's death.

HAND PICKED

Aaikhaihkauko has hand picked a crew to use a single Ktiyhui class courier. The player characters should be generated for the operation of that type of craft, and should be highly trained and skilled Aslan males, probably no more than eight in number.

The Aslan player characters should be allowed to bring with them whatever equipment they think they will require. They will be provided with a ship, the Ktiyhui class courier, by the clan, and most other pertinent equipment will also be provided at no cost to themselves.

They are all members of the Aaikhaihkau clan.

Common Knowledge: Travel around the local planets is only now getting back to normal. The clan war has been over now for ten ftahea. Aaikhaihkau clan members are allowed to travel on Ra'ahktaisaaoeah, the Aeli home world, but are generally advised against doing so for safety reasons.

Aaikhaihkauko's Leads: The clan chief has only a handful of leads which might help out the recovery team. First, he knows that his wife was familiar with many of the members of the court of Aeli; some information might be gathered there. Second, Eatliya had a nanny by the name of Oiiyrleryhkuaw. If she is alive and can be located, she might know something of his son's whereabouts.

Aaikhaihkauko knows that Easyeoftakoh was forced to leave Ra'ahktaisaaoeah a few years into the war. She kept her destination a secret for fear of retribution from either side. Any of her relatives or those of her lover Ahtuayo' might be able to help out.

Aaikhaihkauko will also give a letter of introduction to the team, explaining his intentions and the purpose of this expedition. His motives are peaceful—he merely wants his son back to take his rightful place as the next Aaikhaihkauko.

The referee should now take over the course of this adventure by referring to the Court of Aeli section in First Son, Lost Son.

Interdiction Zone Player's Section

Interdiction Zone is a scenario designed for use by four to ten Aslan player characters. They will be mostly males, though a few females will be useful for various portions of the mission.

A MISSION FOR THE CLAN

The Hweaolriya clan has extensive holdings, both within the Kyaeakha subsector and beyond. Though not a member of "the 29", the clan is powerful and widespread. Within the Kyaeakha subsector, the clan owns outright the worlds of Ftaikhao and Ktiyrhahiy, has lands on the worlds of Syeaa'isiy, Huuira'alr, and Waeorsya, and has ties with a number of other clans and worlds. (The Tralyeaeawi clan on Kahkeheas is related by marriage and allied, while the rich world Htealyahwa is controlled by the Ftauhakit clan in fief to the Hweaolriya.) Outside the subsector, the clan has many additional worlds and lands, including the island chain of Tahakehafi on Kusyu itself.

The Hweaolriya's major rival is a clan of similar spread and power, the Aeahekihiykhiiy. These rivals actually own only a single world in the subsector, bleak Hakekhea. However, the clan has extensive lands on most of the balkanized worlds of the region, and control the interdicted world of Kualakhtae. This world, a lush, rich agricultural world inhabited by a non-Aslan race, is the foundation of the Aeahekihiykhiiy fortunes in the subsector.

For the last several years, intermittent warfare between the two clans has been common. As is customary, the war has been very strictly regulated, but the terms of the conflict allow for serious fighting. Neither side has really gained the upper hand in any of these clashes.

Right now, the war has been temporarily halted. The Hweaolriya, however, plan to renew the conflict in the near future, hoping to win clearcut exploitation rights to certain valuable mineral deposits recently discovered in the Hakekhea system by Hweaolriya wanderers. To do this, the leadership of the clan has decided to mount a simultaneous threat to the far more valuable property of Kualakhtaea, hoping that, when the conflict is finally settled, the Aeahekihiykhiiy will give concessions elsewhere to protect their monopoly on this world.

The adventurers have been selected to begin this process. They are all members of the clan; in addition, they have been hired (the males with promises of land, the females for money—Cr 25,000 apiece) by the trading company Hkahehakai Khalatawiya, a company owned and operated by females of the Hweaolriya clan. This company has the chief interest in seeing the mineral claims won, and would also benefit if, somehow, trade with Kualakhtaea should be opened up.

The mission of the group thus assembled is to penetrate the interdiction of Kualakhtaea and establish relations with some selected group of natives. It is an extremely dangerous (though not strictly suicidal—some precautions have been taken) mission, one which will bring honor and glory to the participants and power and prestige to the clan.

OOPS

Initial approach to any planet is simple. Detection of any ship at more than a few light minutes is nearly impossible, so jump-

ing in attracts no attention. However, sometimes things don't go so well on covert deep penetration missions, as the approach to Kualakhtaea demonstrated.

Reports that there were no Aeahekihiykhiiy clan ships in system were a bit of an underestimate. In fact, there were three vessels, all armed to the teeth and ready for trouble. Caught by surprise, the Hweaolriya clan crew maneuvered as best they could away from the enemy's vectors, and managed to avoid all but one missile—a direct hit to the engineering section, knocking out the jump drive capacity. With ship's power systems failing and in the face of overwhelming odds, the commanding officer ordered the ship toward the planet, where they might be able to make an emergency landing. If they stayed in space, they would certainly die.

In the time remaining, the ship took two more laser hits, depressurizing the main bridge and crew compartments. The pilot, his face and palms matted with sweat inside his suit, carefully guided the ship softly into the atmosphere. Computer control assist gone, one wrong move could destroy the vessel. As they came down, the thickening atmosphere grabbed at those portions of the ship left unstreamlined by battle damage, tossing it into spin after spin, the pilot barely managing to regain control each time. Finally bringing the speed of the ship down, he managed to slow to sufficient speed before impact with the surface, a hard landing which left behind a wrecked ship, a bruised crew, and three Aeahekihiykhiiy ships confident they had made their kill.

Two things will be obvious to the survivors. First, the ship cannot be repaired. The damage from the landing and from the preceding battle left it a piece of junk. Second, they can expect little or no help from their own clan members. This mission would have taken months if not years to complete in the first place, so they will not be missed for sometime. Rescue is unlikely. They will have to make the best lives for themselves here on Kualakhtaea, provided they can survive at all.

It is quite possible that the team will wish to simply carry on with their mission. Getting themselves offplanet could be secondary—getting to know and influencing the natives will become paramount.

The referee should now take over the course of this adventure by referring to the Crash Site section of Interdiction Zone.

Ahriy Uprising Player's Section

This scenario is designed for a group of one to six Aslan characters. They should be generated as loners or outcasts.

LONE MONITORING STATION

Aerewawure fidgetted endlessly while watching the final news transmissions from distant Hahorehyi. He leaned himself back in his chair to better see out the viewport. He could pick Hahorehyi out most times from the background of stars nearer the sun, but for some reason it now eluded him. "No matter", he thought.

His ahriy had gambled and lost, he realized. Uakysehako still held the reins of power over the clan, though in unsteady hands to be sure. Attempting to usurp power from the rightful clan leader is a dangerous business, especially when Si was on the prowl. Si, the ruthless head of the clan's police, was the real power to be feared in the clan. He crushed all opposition to his control over the clan, and was so far victorious on every occasion. Aerewawure clicked off the view screen.

His ahriy. "That's a laugh", he thought to himself, as his grin bared his sharp yellow teeth and he let escape a barely audible growl. Aerewawure knew he had never fit in. He knew it, his family knew it, his women knew it—the entire ahriy must have cheered the day he left. He wasn't important to the ahriy. It was only important that he left.

A quick check of the scanning computer reported nothing unusual around Aikoho, Hahorehyi's distant gas giant sister. Data gathering from an artificial vantage point seemed like work he could handle, work where he wouldn't be bothered or bother anyone else. Existence within the clan had nearly killed him once. Was boredom and solitude better than facing those who had never understood him? He thought it over. Yes, it was better.

Unfortunately, the thwarted attempt to gain power over the clan by his own ahriy branded him a criminal as well. As an outcast he realized that probably no one would bother him. Probably. If they did come to arrest him, however, he would no doubt be exiled with the rest of the ahriy. Where he would see his family again. That thought turned his stomach. "Oh why did I have to be different", he cried inside his head—a question with which he often tormented himself.

It occurred to Aerewawure in a half conscious state, as he grieved for his troubled existence and ran through various other thoughts simultaneously. The attempt to seize power was stopped almost before it began, back on Hahorehyi. The focus of their attempted coup lie on a moon around Aikoho—around the very ball of gas just outside his view screen!

Rustling through the news tapes, Aerewawure frantically searched for the day's news. Finding it, he hurriedly popped it in and listened.

"It has been confirmed that the outlaws' final goal was the Foundation Beacon, recently uncovered on Aikoho 3. As a display of defiance to the Uakysehako, the relic was to be taken out of the system. The public outcry would have created considerable embarrassment for Uakysehako, not to mention the police charged with keeping this most recent archeological find safe from thieves."

Aerewawure's mind raced with excitement. If he could steal

the Foundation Beacon, he could return it to his ahriy and redeem himself. Could this finally be the opportunity to realize his lifelong dream? Danger notwithstanding, it was a chance he would have to take.

After all, he thought—monitoring this stupid gas giant was getting rather old, anyway.

Note: The character of Aerewawure is presented only to facilitate the introduction to Ahriy Uprising. His character can be considered to have the same point of view as one or more of the player characters. In the adventure, he can be ignored, taken on as a player character, or perhaps be run as a non-player character, as the referee desires.

A QUESTION OF REDEMPTION

The player characters in Ahriy Uprising should be Aslan generated as outcasts or wanderers. Such Aslan rarely gather into groups, but occasionally congregate for certain occupations. It should be considered that all the player characters have been employees of the same corporation, monitoring the gas giant Aikoho from a small satellite station.

In order to redeem themselves to the clan, outcast Aslan will attempt nearly anything. The chances of success on this particular mission are slim, but within the range of acceptable risk to outcast Aslan males.

The referee should now take over the course of the scenario by referring to the Aikoho-3 section of Ahriy Uprising.

The Casteless Player's Section

The scenario presented in The Casteless is designed for use by four to ten Droyne characters. These should be generated as Warriors, Technicians, Leaders, or Sports.

IF AT FIRST YOU DON'T SUCCEED

Craydeejoyd was leader-of-leaders. At the time that it stepped down from the leadership of its oytrip, as the Fifth Frontier War was just starting, Craydeejoyd had just begun its investigation. Though its loyalty to its oytrip was strong, its loyalty to its race drove it to leave the oytrip, to seek answers to the questions it had found.

Craydeejoyd's research pointed to the unthinkable. It had become obsessed with the knowledge that there were Droyne societies out in the universe that had lost the mainstream of culture, and existed as mere shadows of true Droyne. A specific example had presented itself—a particular village of chirpers on Vanejen did not conform to the lifestyle of its neighbors. Evidence points to only one thing—these are actually Droyne who have lost their way, probably a lost colony sent out during the not-so-distant past, when the memory of the Ancients was much clearer in the thoughts of all sophont beings. Unlike normal chirpers, these retained their civilization after the great war of the Ancients, and sent their ships out into the stars. Such a ship must have become stranded on Vanejen, and the descendents of its crew have regressed into the primitive chirper-like community Craydeejoyd's research has uncovered.

Seeking the aid of its associates, Craydeejoyd wished to mount an expedition to probe this village, to unlock its secrets, and possibly bring it back into the Droyne fold. But Craydeejoyd's oytrip would not hear of such nonsense. They turned it down, asking it to be content with the life within the dreskay.

TRY, TRY AGAIN

But Craydeejoyd did not accept this—it could not. It stole its oytrip's courier starship and set out on a quest to aid its people. Since then, it has been recruiting other Droyne to aid in this noble cause.

At the time Craydeejoyd caught up to the player characters, it had assembled most of its team. However, it still required a group to assume the security for the mission. Craydeejoyd was well aware that there might be trouble on such a mission. Droyne that were ready for action, like the player characters, were rare. Could they help? Craydeejoyd appealed to their senses of duty, duty to the entire Droyne race.

Vanejen boasts no starport to speak of. The technology of the native humans is pitifully low, so there was no one from whom to get permission to land. The location of the chirper village in question was easy to find, and Craydeejoyd, with the player characters on board, landed its courier in the wilderness of Vanejen, on the land of the human Margrave family.

GETTING STARTED

The Droyne player characters are charged with the security of an expedition to a human-controlled world, Vanejen. They should be allowed to purchase whatever equipment they wish before the adventure begins. They should be restricted to a tech

level of 12. It is suspected there could be trouble with the human rulers of the planet, or possibly with other native animals. The player characters should keep this in mind when purchasing equipment.

The landing site is only one kilometer from the chirper village in question. Since the player characters are expected to secure the area, they must first decide how to split their forces between the two locations, and how to deploy them.

Other Droyne in the expedition will be of backgrounds which will render them unsuited for combat. They are generally technicians and students, unable to use most forms of weaponry. Therefore, they cannot be called upon to aid the player characters in their defense against possible attacks. The player characters should keep this in mind, counting only their own numbers as combat capable. If there are too few player characters in this scenario, the referee might be persuaded to introduce several non-player character Droyne Warriors or Sports prior to play.

The referee should now take over the course of this scenario by referring to The Casteless.

The Last Patrol Referee's Section

OVERVIEW

The adventure presented in *The Last Patrol* centers mainly around various encounters which will be made by the player characters as they travel around the Outback of Emerald. The map provided shows the Zhodani and Chukniang positions as they exist at the start of the scenario. How the various parties involved will move in the Outback and how they will react to encounters made there, is described in the appropriate sections below.

There are several pulls which might draw the player characters into the Outback. They could be seeking the fate of their friend Charlois, they could be searching for a rumored ancient site on the planet, or they might be seeking the wealth of the diamond mines which are many days journey through the wilderness. Any one or more of these will serve to embroil the player characters in the action.

It is possible that the Zhodani might encounter the Chukniang, without the player characters being directly involved. The referee will have to determine the results of such an event.

THE STARPORT

Emerald/Jewel (0206 B766555-B) is an agricultural colony world in the Spinward Marches. The planet has been recently reclaimed after the Fifth Frontier War, after having been the site of almost continuous low-level conflict between Zhodani occupation forces and local rebel leaders for over a year. Peace has returned, but the effects of the war have been very far-reaching.

The people of Emerald are, for the most part, third to fifth generation colonists, just beginning to make a fair living off the land they have cleared for farming or raising groats. Those not directly involved in agriculture are employed at the starport facility or in various transport capacities. Beyond the major settlements of Emerald lie a great amount of unclaimed land known as the Outback, open for colonization when practical. A particularly radical movement has begun among some of the settlers of the Outback known as the Chukniang, who are adverse to having any new settlements begun on what they consider their territory. These strange nomadic renegades are lead by the very charismatic Tsun-Sunni, famous for being ruthlessly efficient, though of a barbarous nature.

Rumor: There is trouble on the Charlois plantation. Apparently something has happened to the Colonel.

Rumor: An ancient site exists on the planet, known as the Temple of Rhamm. Its location is currently unknown, but some have claimed to have run across it in the Outback, though when they return it can never be found.

Rumor: There is a diamond mining operation starting up on the far side of the Outback. Though the trip would be dangerous, it is said that the owners are looking for a few hard working individuals to become partners in their operation. They've brought back over a ton of diamonds already!

THE FARM

Charlois' farm is located on the edge of the Outback country, about an hour away from the starport by air/raft. It occupies some 2000 acres of grasslands, where the Charlois family has been raising groats for export for several generations. The main estate is a comfortable looking 20 room mansion with attached garages, servant's quarters, and solar power station.

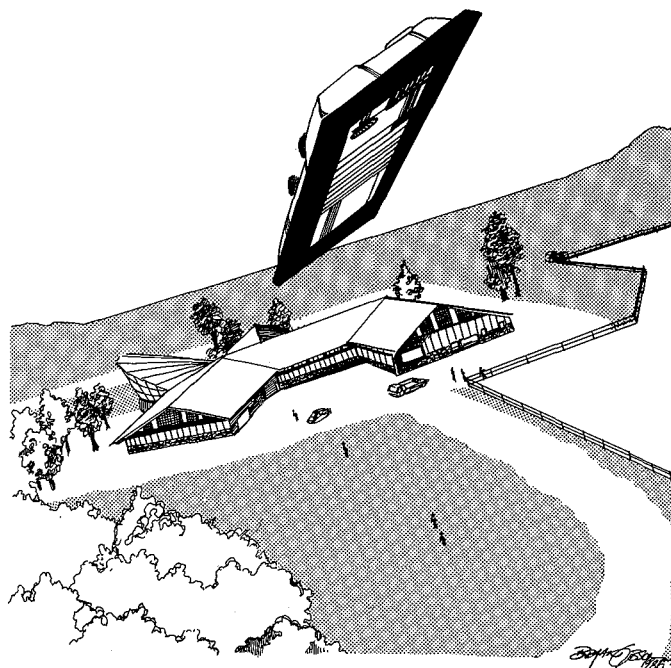
However, all is not peaceful at the Charlois plantation. Sharik Charlois, daughter of the Colonel, will welcome the adventurers when they arrive and immediately relate her tale.

It seems that Colonel Charlois and a couple of his farm-hands took an air/raft into the Outback country three days ago, looking over likely areas where they could easily expand the groat operation. Such trips had been fairly frequent since the war had ended, as Charlois had great hopes for increasing his herd. However, this last trip has ended in disaster. Charlois himself radioed back with the final message "flashes from the woods ... like the ambush on Lysen ... wish the platoon could help us out now ..." The message ended abruptly.

Everyone at the plantation agrees that Charlois has probably fallen victim to the Chukniang, and that Tsun-Sunni is probably holding him hostage right now. She points out that there hasn't been any trouble with the Chukniang in years, and that it seems strange to her that they would start trouble now. In the past, though, they were never known to kill their hostages, but to occasionally turn them loose or ransom them back to their families.

As a fringe benefit from the war, the satellite net for Emerald has been destroyed and not yet replaced. With it, the government could easily pinpoint the location of the air/raft. As it is, however, the only hope is to send an expedition into the Outback to learn the truth. If Colonel Charlois is still alive, someone needs to find and help him. Sharik will beseech the characters to come to her aid. She can provide some supplies and another air/raft for the search.

Since the Colonel's last transmission mentioned woods, Sharik and the remaining farm-hands have determined that he

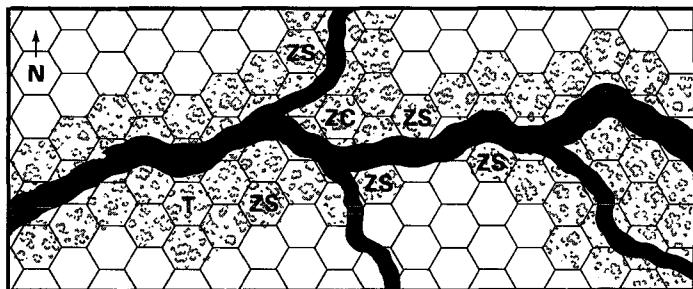
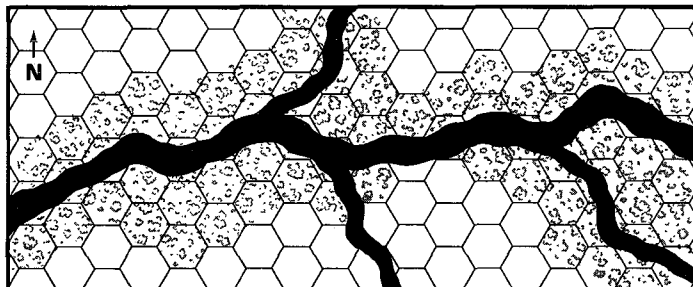


probably went down near the Juntu River Valley. A map can be provided. Knowledge on the whereabouts of the Chukniang are unknown, but it is generally accepted that they would not attack a well-armed party such as the player characters.

(See also Sharik Charlois.)

THE OUTBACK

The map provided is of the Juntu River Valley, where Charlois most probably went down. It is also the location of the Zhodani encampment and the so-called Temple of Rhamm. The farm is located about one hour by air/raft off of the west edge of the map, the starport and the main settlements on Emerald lie another hour beyond that. The diamond mines lie another three hours beyond the east edge of the map. Any trip across the Outback will certainly cross over the area depicted.



The Outback is a vast area of wilderness characterized by huge river systems and wide plains. It is for the most part covered by rolling grasslands, though the river valleys are usually covered with thick forests right to the banks. Enormous trees line the river, and an extensive ecology exists in the various strata above the forest floor.

Specific locations are given as follows.

Map Locations:

The Zhodani Camp (ZC): The Zhodani commandos have their main encampment along the Juntu River. It contains their headquarters, for what it's worth, a makeshift workshop where they are trying to adapt recovered air/raft lift modules to their broken grav belts, and a hospital where several of their men are still recovering from run-ins with Imperial forces during the war and the Chukniang in recent weeks.

Zhodani Sentries (ZS): These are the five sentry locations (see The Zhodani).

The Temple (T): This is the location of the Darrian outpost (see The Temple).

Moving in the Outback: The hexes on the map represent about 15 minutes of flying time for an air/raft or grav belt. People on foot can traverse one hex in approximately one or two days, and cannot cross the rivers unless aided by boats. Travel for the player characters and the Zhodani will be simultaneous, which will become pertinent if the Zhodani are in pursuit of the expedition.

Searching in the Outback: In order to search a grassland hex,

the player characters do not have to leave the comparative safety of their air/raft. Such a search from the air takes 30 minutes in addition to the time required to enter the hex.

Woods hexes will have to be searched on foot. With the help of the air/raft (for transport between clearings and general coordination of efforts), a single woods hex can be searched in three days. River hexes need not be searched.

Once searched, the referee should reveal any items of interest in that hex, as described above. Otherwise he should simply state that there was nothing of interest.

THE CRASH SITE

The air/raft has been heavily damaged and is resting on its side in a small clearing. All three men, including Charlois, are dead near the crash site. At least for now there is no sign of those who brought the air/raft down.

There are several things about the crash site that may be noticed by the player characters. First, characters rolling intelligence or less will notice that the air/raft was damaged by laser fire. Characteristic laser burns cover the air/raft and the bodies of the victims. The characters may recall from their knowledge of the Chukniang (through conversations with the locals or with Sharik Charlois, for example), that Chukniang generally do not use such advanced weaponry, thinking it is far too technological for the rugged life of the Outback. It is unlikely, therefore, that Chukniang had any part in this ambush.

Second, on a throw of intelligence or less (DM – mechanical or electronics skill), an investigating character will notice that parts of the air/raft have been removed—not blown off, but removed by hand—specifically those grav modules which were not damaged in the crash.

Finally, should the adventurers wish to search the area around the crash site, one character, on a throw of 8 – (DMs for recon skill and terms in service) might notice the clincher. Twenty yards or so from the crash site, off in the trees, is a raised mound of dirt, concealed with leaves and twigs. On top of the mound are two Zhodani Wound Badges—this is the grave of a Zhodani soldier who died in the ambush. If the player characters are gruesome enough to wish to exhume the body, they might (throw of education or less) be able to determine that he belonged to a commando unit, but little else will be evident.

Referee's Note: If any of the player characters have the insight to search for particular items mentioned above, random chance need not be consulted.

THE TEMPLE

Set deep in the wilderness among the tall trees is a group of very exotic looking buildings which have gained a reputation of being some sort of temple. In actuality, these are simply the remains of a Darrian research facility which have never been correctly identified as such. The rumors that these buildings form a temple or some sort of Ancient site are the products of those few lost colonists who have stumbled upon them, and are completely without merit.

The Chukniang have, however, been using several of the buildings as a reference and gathering point. From here they used to organize raids against nearby plantations and kept an eye on activities near the main settlement.

If the player characters stumble upon this site, they may find it deserted, or might walk into an ambush by the Chukniang, when they will meet Tsun-Sunni himself. The situation is entirely up to the referee.

THE MINES

On the far side of the main continent from the starport and settlements of Emerald is a small and stagnant mining operation. Basically run by one man, Jerod McPhinnis, it is little more than a group of uncivilized scum hoping to strike the motherlode. McPhinnis has supplied most of the antiquated equipment from his own personal money, and is more than a little disgruntled that he has found next to nothing of value (rumors to the contrary are undoubtedly false, as will become painfully apparent when the player characters arrive at this dilapidated operation).

McPhinnis is in occasional contact with Tsun-Sunni and his marauders. The miners buy most of their supplies from the Chukniang. If the player characters stop by here, Tsun-Sunni will hear about it. This might prove useful if the adventurers ever meet him ("Ah, I'd heard you were on Emerald, Major Dumfries!").

The poorer miners might try to steal what they can from the player characters, but otherwise the visit to the mining camp will do nothing to gain them adventure or money. McPhinnis is absolutely not looking for new miners, and the likelihood of striking anything in his mines is almost zero.

THE ZHODANI

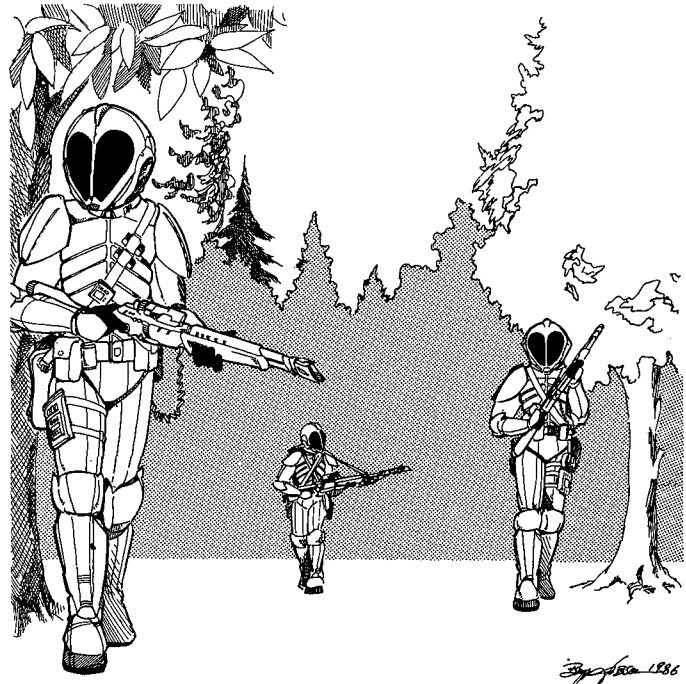
A unit of Zhodani commandos is still active in the Outback of Emerald. It is they who ambushed Charlois' air/raft and who have been in several skirmishes with the Chukniang in the last few weeks.

Zhodani commando forces were considered by some experts to be the most dangerous troops facing the Imperium in the Fifth Frontier War. Even though commando forces made up only about 2% of the combat troops in the Zhodani army in the Spinward Marches, those commandos caused disruption and morale deterioration far out of proportion to their actual numbers.

A standard detachment consists of four groups of 11 soldiers each, plus a commander and vice commander. All are nobles and intendants with psionic powers (many hold "warrant" rank as commissioned specialists—soldiers outside the chain of command but equivalent to officers in status). Most are trained in teleportation; four officers are clairvoyant/telepaths, who can locate a target area, place it in the minds of the teleports, and so enable the group to conduct raids even where they are not personally familiar with the objective. Such raids can be devastatingly effective, and caused Imperial ground forces great difficulty during the war.

The unit in this adventure was a Consular Guard squadron being employed in a reconnaissance role behind Imperial lines. Unfortunately for them, the squadron blundered into an ambush while travelling by vehicle through a supposedly secure area. In the fighting, both their commo gear and three of their clairvoyant/telepath group directors were lost; the fourth died of his wounds a short time thereafter. Several of the teleport specialists were also killed and wounded, and the group, now cut off from headquarters, was isolated. They went to ground for several weeks in the Outback, and have been working their way downriver through unfamiliar country towards the settled regions ever since, still unaware that the war is over.

At present, the survivors number 26 out of the original 46; the senior officers of the unit are dead; the surviving officer in charge is a young lieutenant with little experience in the field prior to this action. The lieutenant is unsure of himself, and extremely nervous. Most of the group has minimal training in telepathy, being primarily high-level teleport specialists. They



are equipped with grav belts (but several of the unit are on foot, their belts failed or damaged), laser rifles, and Guards Model Zhodani combat armor. They are hoping to adapt the grav modules retrieved from Charlois' air/raft to repair some of their malfunctioning grav belts. At present, only 15 grav belts are in perfect working order.

It is possible that Zhodani communications might be intercepted by the player characters. If they are making a conscious effort to search for such radio traffic, they will certainly notice some activity. This activity might be noticed without an active attempt to discover it on a roll of 9+. Though these messages will be in code, all the player characters will be familiar with at least the nature of the code and, therefore, that it is Zhodani in origin.

Having a lack of clairvoyants in his unit, the lieutenant has decided to entrench until he receives future orders or locates some means of acquiring transport offplanet. In order to secure his perimeter, all troops have visited each of the five sentry positions marked on the map, in order to familiarize themselves with these particular locations. The entire unit can teleport between these points and the base camp at will, but have to travel by foot or grav belt to any other locations. Effectively, using their psionic teleportation abilities, the entire complement of Zhodani troops can be in any one of these sentry locations or the base camp at will.

The sentry positions are generally manned by but a single Zhodani soldier. However, he is at the center of a network of unmanned listening devices scattered throughout his hex. These are generally gathered up before moving on, but could be abandoned if the Zhodani are in great haste. Without these devices, it would be virtually impossible for a single Zhodani to detect anything out of the ordinary in an entire hex.

The Zhodani are the cream of their military establishment. The sentry locations are very well concealed, and cannot be detected from the air or by anything but careful examination on foot. With the various sensory apparatus built into their suits, a sentry can detect and at least partially identify any movement in the hex he occupies on the map. He will immediately report back to the base camp, where the lieutenant will prepare an ambush. This

will probably consist of a dozen troops armed as described above, who will attempt to maneuver ahead of the expedition and catch them in a woods hex, if possible. Exact movements of the Zhodani are up to the referee.

(See also Lieutenant Oprefiat.)

THE CHUKNIANG

Chukniang is a word of Solomani origin meaning "wanderers" or "raiders". Originally marauders and bandits exclusively, the members of the Chukniang have more recently been settling down into small agricultural communities across the Outback. Their motives are basically peaceful toward their fellow Emeralders, but they have recently mobilized a fighting force under the leadership of Tsun-Sunni to deal with the Zhodani menace they have found among them.

One rallying point for the Chukniang is what has become known as the Temple. In actuality just a group of very ancient buildings built by Darrians long ago (making this a valuable archaeological find), the Chukniang have played up its importance by spreading rumors about Ancient sites and mystical powers. The buildings are not now occupied (the Chukniang recognize their historical significance, and do not wish to damage them), but are sometimes used as a halfway point between their lands and the starport area.

When the Zhodani stumbled through portions of the Outback as part of their operations during the Fifth Frontier War, they awakened what had been the sleeping fighting spirit of these nomads. Though the Chukniang generally reject the use of highly advanced materials (they seldom go beyond tech 6 or 7, and then only with such things as they can produce themselves), they felt that they had to defend themselves against the Zhodani. The Chukniang share the distrust of Zhodani common among all Imperials.

Tsun-Sunni has organized a band of approximately fifty men, armed with rifles and riding groats or horses. They have a few operational ground vehicles, which they use for scouting purposes. The band has been slowly moving down the Juntu in pursuit of the Zhodani. In actuality, the Zhodani have very little to fear from the Chukniang, and are simply looking for a better position to defend themselves. If the Chukniang find the Zhodani encampment and successfully engage the Zhodani, there will probably be no decisive result. Not wishing to fight such great numbers, the Zhodani will either grav-lift or teleport out of the situation. (The Zhodani are not aware that Tsun-Sunni only has a few of his warriors with him—most of his fighting capacity is deeper in the Outback and won't be encountered in the context of this scenario.)

(See also Tsun-Sunni.)

SHARIK CHARLOIS

The new head of the Charlois estate isn't exactly new to its operations. Sharik has been working side by side with her father since she was old enough. Indeed, when Colonel Charlois was away single handedly holding off the Zhodani mind-rippers (as he would have put it), Sharik ran the entire plantation, from hiring new hands to selling the livestock to ordering supplies. Even under the brief Zhodani governorship, Sharik managed to keep things running fairly smoothly. She has a very good head for the business, and will undoubtedly become very important in the ranching industry on Emerald, given time.

Since the disappearance of her father, Sharik has been under a considerable strain. Her devotion to him is great, and she will

do nearly anything to determine his fate. However, despite her emotional trauma, Sharik has kept her wits about her. For example, she did not abandon the groats in the fields and take all of her field hands into the Outback to find him. The plantation must keep running smoothly. That is why she is seeking the aid of the player characters instead.

Sharik will insist on coming with the expedition into the Outback. "If I'm supplying some of the equipment, I want to make sure it's treated well!" will be her lame excuse. It would take some heavy persuasion to keep her from coming along.

Sharik may also relate to one of the player characters that she met Tsun-Sunni once a few years ago, before the war. He and some of his men had met with her father and some other ranchers to try to come to some agreements about who controlled what on the fringes of the Outback. The meeting itself was a failure, and her impression of Tsun-Sunni himself was one of utter distrust and dislike—the man is an unprincipled, dirty barbarian.

LIEUTENANT OPREFIAT

Coming from noble birth in Eiaplial sector, young Lieutenant Oprefiat is a long way from home. His promotion to duty in this commando unit, he even admits to himself, was more politically motivated than earned. However, he is now in complete command, and he is doubting his capability.

Secrets are hard to keep in a unit of Zhodani. In fact, there are no secrets when all of the appropriate attached psionic police personnel are in place. Duty is still duty to the Zhodani infantryman, but knowing your commanding officer is less than up to par makes that duty just that much harder to perform.

Oprefiat's main motivation in this scenario is the survival of his men. The entire unit is well aware that the fighting has not been going well for their side, and that the lying Imperials were probably going to win the war eventually. Oprefiat simply has to keep the unit together and alive until that eventuality, and hope that the Imperium doesn't really cut the brains out of Zhodani prisoners.

TSUN-SUNNI

Self-made warrior king of the Chuknaing nomads, Tsun-Sunni, is a large, dirty, gruff fellow, who enjoys nothing more than being in charge of any and all situations. With his men, who have unlimited personal loyalty to him, he has had nothing but victories against his enemies, be they the plantation owners encroaching on their land, or the Zhodani commandos, who could be violating his mind at this very moment (disgusting!). Taking his enemies by surprise is his specialty, and he will probably encounter the player characters in just such a fashion.

One other motivation for Tsun-Sunni is a vision of loveliness he discovered among the civilized people several years ago—none other than Sharik Charlois. Given half a chance, he would seize the opportunity to capture her for himself. Though motivated by peace, Tsun-Sunni has never heard of chivalry or manners, and his barbarian past tells him that the way to a woman's heart is to drag her by the hair behind a wild groat.

If he finds Sharik with the player characters, he will seize her and keep her captive with him until she is rescued. She certainly wants nothing to do with him, and her mind will not be changed when he stops feeding her. If she is not with the player characters at the time they encounter Tsun-Sunni, however, he will not attempt to locate her within the context of this adventure.

Deep Metal Referee's Section

OVERVIEW

The conflict of interest around which the scenario Deep Metal revolves is an illegal (from a Parthnian standpoint) deal between the head of mining operations, Hiroshi Annanti, and Tukera lines. Annanti is selling Tukera metal, against the wishes of his government in exchange for massive kickbacks.

The Zhodani characters will be presented with various clues that something unusual is going on, hopefully spurring them into an investigation. Tukera wishes to see the Imperial delegation win the negotiations, so that they might be able to carry metal from Parthnia legally in the future.

Two things might be the undoing of Annanti and his operation. First, a local native race, the Issugur, has recently been the object of recent illegal contact by Tukera ship crews. Many Issugur are wearing Tukera trinkets, trinkets they couldn't possibly get legally. Second, it is possible to find Tukera ships at the deep launch facility of the mining operation. However, a close inspection of these will be necessary, and Annanti's security troops will be unlikely to grant such an inspection.

Mind reading will prove very important. The referee should be certain that at least one of the Zhodani delegation is a telepath. Most Parthnians will not be wearing psionic shield helmets, but some will (as described below).

THE CITY/STARPORT

The population of Parthnia city/starport (C694655-C) is about 50,000, nearly all of whom are engaged in mining or work at the starport. Ships calling these days are mostly local freighters, hauling away what they can and leaving what they have. The council is interested in a much more stable and reliable arrangement, and one which will be able to handle the expected increase in productivity over the next few years.

The city itself is built in several levels around the rocky peaks of a couple of mountains. At that altitude the atmosphere is merely dense, and most of the taint is left below it. Several areas have been set aside as parks and nature habitats, filled with enclosed forests and wildlife. Shopping areas are easily accessible by slide-walks and other public transportation. With a tech level of 12, Parthnia is not at all uncomfortable for the Zhodani personnel. They will be housed in a very nice hotel on the starport grounds, fed very well, and escorted through the shopping and mining establishments by Parthnian protocol officials.

Rumor: It is suspected that someone is illegally contacting the Issugur for personal gain. Agents in the area sent by the government have returned with evidence suggesting someone is trading trinkets to them for their wares, which are apparently being taken off-planet for resale elsewhere.

Events: It is four days until the Vilani arrive, during which time several things may happen to the Zhodani.

1. *The Encounter.* After a day of visiting mining facilities and state of the art loading and transferring equipment, the Consulate embassy returns to their hotel for a night of relaxation. On their arrival, they will receive a message on their computer terminal which states "My name is Jason Vistani. I would like to meet with any in your organization on a matter of reasonable

importance. Please return message to 24467BB at your earliest convenience." The number is another terminal, which can be checked out as belonging to another room in the same hotel. If the player characters wish to send a message back, see Jason Vistani, below.

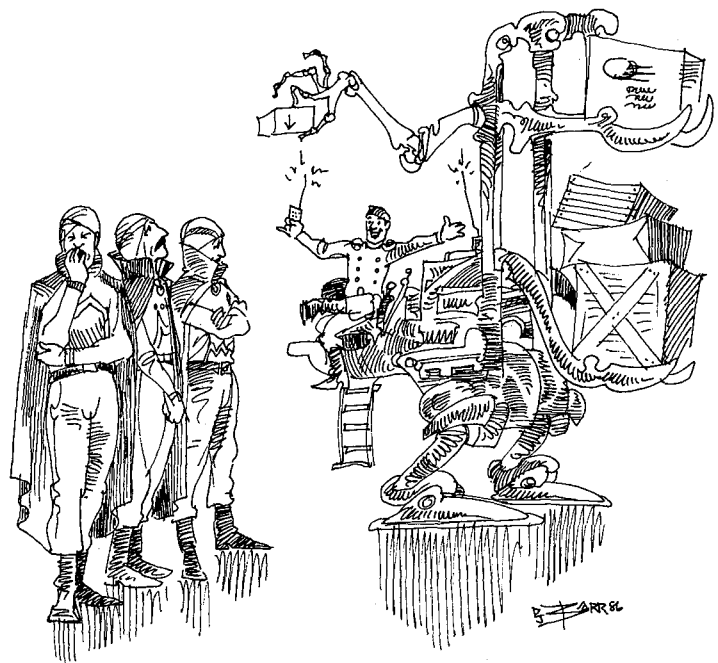
2. *The Deep Mines.* During a trip to the deep mining operation, in the protective hull of an enclosed grav vehicle, several areas where the protocol officer on board wished to take the embassy have been declared off-limits to any visitation at this time. The order was given directly by the head of mining operations, one Hiroshi Annanti, without specific reasons or any apology for the inconvenience. The protocol officer was visibly upset, and was thinking to himself how unusual this was and that he should probably make a protest to his superiors. For whatever reason, he thought to himself, someone did not want the Zhodani to see portions of the mining operation. (This information is only available if the Zhodani player characters bother to read his mind.)

Information concerning the layout of the city/starport and other facilities, or general information about Parthnia and its people can be readily had from the locals at the starport. The Zhodani will be treated with respect and courtesy by most everyone they meet, and will have no trouble with starport personnel concerning the use of their psionics. Apparently the anti-psionic trait is not engrained into the psyches of the Parthnians.

THE DEEP MINES

There are several tunnel and strip mines on the deep surface in the vicinity of Parthnia city/starport. Visibility on the deep surface is effectively zero, and all movement is regulated by various navigation devices, either in vehicles or vacc suits. Pressure is a problem, but normal vacc suits can stand up to the strain.

The business and loading operation is under the direct supervision of Hiroshi Annanti, recently appointed by the council after the retirement of his predecessor. Spacecraft must descend through the atmosphere to the landing pads on the deep surface, where they are loaded and consigned. Crews are generally taken by air/raft up to city/starport, where they can relax and



take on personal supplies

Temporary housing for miners is located on the site, but most miners have their homes and families in the city/starport. Though most remain in the deep mines for terms of a week or two without a rest, many more work a five day week and spend the rest of their time in the much more comfortable surroundings above in the company of their loved ones.

More permanent facilities are available for management personnel, however, who sometimes live out years on the deep surface between ventures to the city/starport. Annanti has such a home/office complex near the mining operation with a personal landing pad and a few air/rafts. Administration is conducted in several surrounding buildings, and access to these is restricted to official personnel, which is enforced by mining security troops.

No Zhodani will be allowed to go to the pads for a personal inspection. Various excuses will be made (off-limits to everyone, dangerous spill has taken place, etc.), but careful examination will show that other persons, official and otherwise, are granted immediate access to the loading facility.

None of the starport personnel actually know what is going on. They do not wear psionic shield helmets, and will know only that they have specific orders to keep the Zhodani away from the loading pads. Only Annanti and his closest operatives know about the Tukera ships which regularly call here for consignments into the Imperium, and they are never without their shield helmets.

If the player characters can manage to get past security and reach the pads, they will have a very difficult time determining what is wrong. All ships on the pads seem to be in good working order. Determining who owns which ship will be difficult, as those records are not available to civilians and the atmosphere will render anything but the closest inspection worthless. However, there are two Tukera ships now on the pads.

THE COUNCIL

The council controls most business activities on Parthinia. They are in charge of keeping the mines working, finding markets for their goods, and keeping the city and its people supplied with everything they need. In addition, they have taken on the responsibility of protecting the Issugur from anyone who might wish to exploit them.

Over the past few years, the output of the mining operation has picked up enormously. Local buyers had been able to keep the mines in business thus far, but production is beginning to outpace local demand. The council decided that it needed a market for its minerals in either the Imperium or the Consulate. By announcing that only one of the two would get the contracts, they hope to create competition between those giant rivals to obtain the best deal they can.

There is a split among the council members about who to deal with, either the Zhodani or the Vilani. However, this is a minor gap, and the reasoning behind the split is not over ideological differences, but concerns instead over which will offer the better deal. All council members will be interested in what the embassy has to say, and most have only the better interest of their planet in mind.

The council is unaware of Annanti's deal with Tukera Lines. Their efforts are sincere, and any attempt to read their minds will confirm this. There are few among the council who would be unwilling to undergo psionic examination if necessary, but Zhodani are not in the general practice of asking permission for

such things.

The council begins the scenario undecided about who to award the contracts to. If they catch the Zhodani attempting to make unauthorized contact with the Issugur, the player characters will probably be awarded to the Imperium. If the Annanti/Tukera connection can be brought to the attention of the Zhodani, they will probably be awarded to the Consulate. If neither is accomplished, the choice will be made at random.

THE ISSUGUR

The Issugur have developed an agricultural community which is only now beginning to use available surface metals. Their crops are limited by the acidic content of the local rains, but hardy native plants do survive quite nicely, though many are not terribly nutritious. This has limited the overall population to a few hundred thousand.

Culturally, the Issugur are unremarkable. The planet simply does not lend itself well to primitive human habitation, even on the high plateau which the Issugur call their home. They have adapted methods of surviving in their harsh environment, showing survivability akin to that shown by Terran eskimos of the frigid north. Obviously things have changed on Parthinia for the worse since the Ancients deposited the Issugur 300,000 years ago.

Groups of Issugur rarely number over a few hundred, led by a single chieftain. Finding such a group will be a simple task once in the plateau region. Issugur are very suspicious of outsiders, and will most probably flee if approached. It will probably become necessary for the Zhodani to isolate one member of the Issugur community and examine him psionically to gain information about his people.

Religion for the Issugur centers around sun worship and a reverence for the cloud seas. There is no sign of psionic talent, and any indications of the former are completely unfounded.

Observers will also notice that the village leaders are all now wearing jackets which are definitely not of local origin. Markings on the jackets are certainly Anglic, and further investigation (with the help of a Library computer program, for instance) will reveal that these are flight jackets from Tukera Lines. Originally traded to the natives by Tukera men for whatever they could get, they have become quite popular among the ruling Issugur. Tukera has set the current fashion trend of the Issugur nobility.

Getting to the Issugur: Any air/raft will be able to make the journey from Parthinia city/starport to the Issugur plateau. The council will not consider allowing the Zhodani to travel along with a research mission with such short notice. Perhaps in the future, they will say, after more preparations have been made.

Slipping away one or two members to undertake such a journey might be accomplished, perhaps using a ruse such as saying that one member of the embassy has taken ill and cannot accompany the rest on the official tours for a couple of days. Any trip will take one day in each direction, but it will take very little time for the Zhodani to determine almost everything about the Issugur.

Patrols around the plateau areas are maintained by the council. However, they are not very effective. Only on a roll of 11 + will they encounter a patrol ship, and then at sufficient distance so that they will almost certainly be able to make their escape (roll 4 + , DM + air/raft skill). If they are caught, the Zhodani involved will be dismissed from the embassy, and the contracts will go to the Imperium. Keep in mind, though, that the patrols

have not kept out the Tukera lines men, nor will they probably keep out the Zhodani.

TUKERA LINES

Tukera Lines is an Imperial megacorporation which deals mainly in shipping. The Zhodani are not likely to know much about the corporation itself, or even that it exists at all. A library computer will give them very basic information on their ownership and sphere of operation, but particulars this far removed from the Imperium are difficult to come by.

Tukera has struck a deal with the head of the mining operations on Parthinia for great quantities of their metal in exchange for massive kick-backs. As part of the deal they have to land their ships with crews at the deep landing facility, and cannot allow their crews to venture into the city/starport. The deal has been going on for some time, with Annanti doctoring the books to make the council believe that most of the metal is still being sold to local markets, and not the Imperium.

Unfortunately, bored space crews made up of unscrupulous, lying Vilani have a tendency to do stupid things. And this adventure is no exception. Tukera crews, ordered to be confined to their ships during visits to Parthinia, have been venturing forth aboard ship's vehicles to trade their trinkets to the Issugur for whatever they can get. The spoils they take with them back to their stops in the Imperium, where they are bartered for as much as they can get out of them. Some have gone as far as to trade the clothes right off their backs, which will most likely be the undoing of the Annanti/Tukera operation. This is a recent development, and the government research groups have not been back in the area since Tukera infiltration has taken place. The Zhodani will be the first to discover the flight jackets.

JASON VISTANI

Jason Vistani is in the employ of Annanti, the mining operation chief. His job is to embarrass the Zhodani in some way to sway the council's position. If they can get the council to side

with the Imperium, Tukera officials in the Marches can secure the actual duty for Tukera lines, and they can begin hauling Parthinia's metal legitimately.

Vistani knows that he is in the employ of Annanti and that he is to embarrass the Zhodani. A mind reading will not reveal the purpose of his mission, because he simply does not know it.

In order to accomplish his mission, Vistani hopes to appeal to the Zhodani's senses of patriotism by planting the following rumor on them. If they get caught trying to contact the Issugur illegally, they will certainly get into hot water with the council.

In order to avoid the possible telepathy of the Zhodani, Vistani will use the visiphone to make contact with them. He claims that he is in the public relations office of a local insurance firm, and he can produce phony identification and paraphernalia to back that up. His hobby, however, centers on primitive peoples. He has been reading up on the Issugur lately, and has discovered something that might be of interest to the Zhodani.

The Issugur, it is said, are mostly unified behind one belief in an internal spirit which is prevalent in some more than others. The "priests" are chosen by their ability to use this inner spirit to affect their surroundings, especially in the area of self-healing.

Most citizens agree that this religion has something to do with a latent psionic power among the natives. However, where the general population accepts this passively, to a Zhodani, this is a find of some significance. The discovery of new races which use that most precious talent is a very great achievement, often leading to promotions in social rank and political circles, as well as nominations for induction into the Legion of Merit.

If the player characters wish to pursue this angle, they will have to somehow get to the Issugur community, and then simply do some mind searching among the native priests. Getting there will be the problem, as permission will be hard to get and their movements are closely guarded for the most part. Friends in the council might direct the Zhodani to the Minister for Native Affairs, Dr. Janice Mudd.

HIROSHI ANNANTI

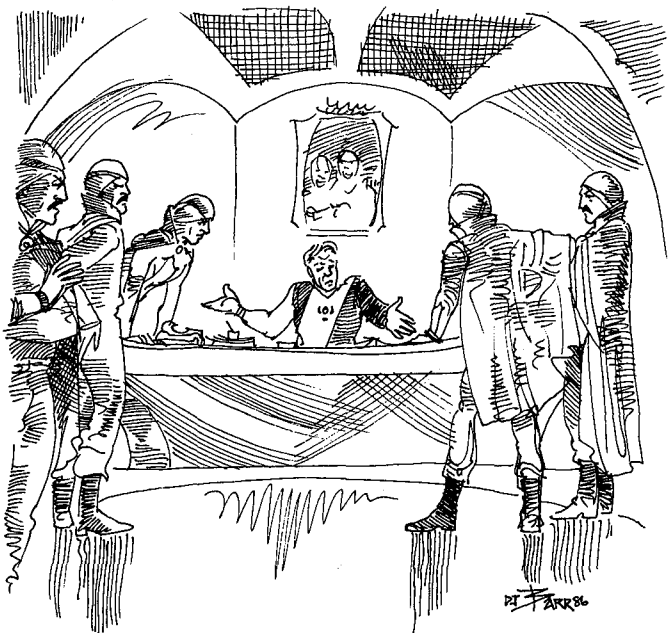
Annanti is the head of mining operations on Parthinia, hired on by the council after his predecessor retired. Before this job, he was in charge of a similar operation in the Spinward Marches of the Imperium, and his resume speaks highly of his previous record.

Of large stature and rugged build, Annanti enjoys the personal loyalty of the entire security establishment at the mines. With their help he plans to keep the Zhodani away from the launch pads and in the dark about his deal with Tukera lines. He generally runs his operations from his home which is built on the low surface near the mines. Annanti will probably grant a meeting with the Zhodani if asked, but will provide little information and will always wear his psionic shield helmet.

However, Hiroshi is into some very shady dealings with Tukera lines of the Imperium. Through some contacts he had through his previous position, Annanti has agreed to falsify records on his shipments in exchange for kick-backs from Tukera lines.

The council of Parthinia city/starport believes that local markets are still able to keep up with the production of their mines. In actuality, this is no longer the case, and while the local worlds are still getting what they need, the surplus is being shipped on Tukera ships into the Imperium. As this undermines the plan of the council, Annanti is in great violation of their wishes, and, if found out, would be immediately dismissed.

In order to throw the Zhodani off his trail, Annanti has hired



a local low-life, Jason Vistani, to get them into some sort of political problems. Unfortunately, Vistani's plan to get the Zhodani to visit the Issugur will probably backfire when they discover Issugur chieftains wearing Tukera flight jackets.

If Annanti remains successful, he plans to keep working this job for about another year, at which time he will take his amassed fortune and disappear into the core of the Imperium, to fade into obscurity on a comfortable estate bought with Tukera's money. What he is doing is not actually hurting anyone (sort of a victimless crime, really), but is of dubious morality.

If found out, Annanti will make a break for it. If in position to do so, he will attempt to make it to one of the two Tukera ships on the low surface. If he makes it, he will order it to make orbit immediately, and Tukera will escort him back to the Imperium. Otherwise, he will be taken before the council, found guilty of various administrative crimes, and be placed in prison.

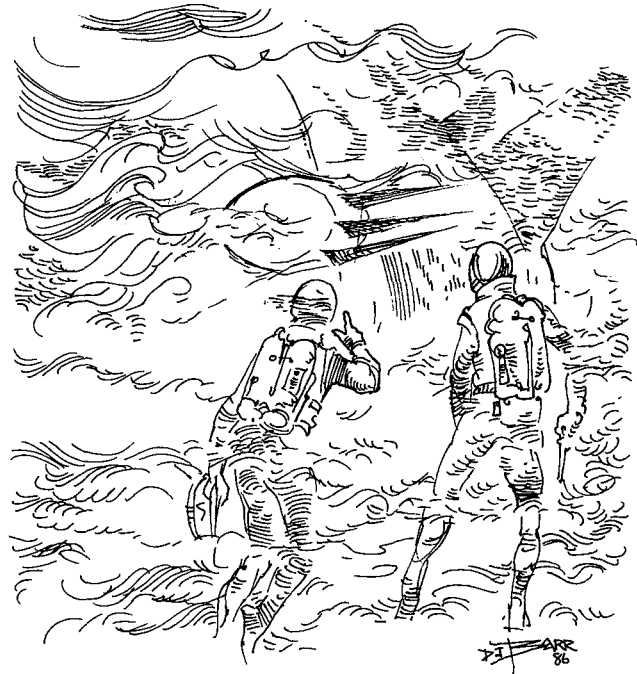
DOCTOR MUDD

Dr. Janice Mudd is the Minister for Native Affairs in the Parthinian council. She is the administrative head of the department which is charged with the protection of and study of the Issugur. However, she is in an administrative position only, and knows very little about the Issugur or the particulars of such operations.

Dr. Mudd budgets expeditions into the plateau area. She will be sympathetic to the Zhodani, but will not be able to do much to help them out. She has never personally heard of any psionic talents among the Issugur, but will explain that it is not out of

the question, and will then go on to complain about her salary or the fact that you just can't get a decent wine on this wretched planet.

There is another expedition budgeted to go into the Issugur area in a few months. Dr. Mudd will consider placing appropriately trained Zhodani personnel with it, but will not allow embassy personnel to tag along. Protests will be futile.



Prosperity for the Taking Referee's Section

OVERVIEW

This adventure revolves around the ship *Prosperity* and the various groups interested in owning it. How each group will go about taking the ship is explained in each appropriate section below.

The groups and individuals involved in this scenario are, by the very nature of Vargr, subject to change at anytime. More charismatic leaders will come along and begin changing the loyalties of those around them. Every Vargr is subject to this, and the referee must be very careful to check each case as it presents itself.

For example, one possible course for this adventure could introduce the player-characters to the Atueguers at Llaekag. Aekhuth could very easily sway some of the player-characters into his camp with his charisma. And, of course, the reverse could also be true if one of the player-characters has an especially high charisma. In addition, the entire situation might change when Gzongzuers arrives on the scene.

There are basically three groups of Vargr involved—the player-characters, Aekhuth and the Atueguers, and Gzongzuers and his Gvurknuesurr. The actions of Ethueng and Willisanni will depend on the situation presented around them, as outlined in their separate sections.

Regardless of who ends up with *Prosperity*, they will certainly have their hands full. Both Veneme and the Kforuzeng will be looking for the ship, and both have very long arms. This scenario might easily become the starting point for a series of encounters with these two organizations, as the *Prosperity* and its current owners flee further and further into the Extents, beyond the grasp of her previous owners.

The Traveller Adventure: Several of the events and personalities in this adventure are also found in the *Traveller Adventure*. If both these adventures are being used as part of a continuing campaign, care should be taken that events in each do not become confused.

JESEDIPIERE DOWNPORT

Jesedipere Downport has earned the reputation of being a haven for debauchery and the underworld. Shady deals abound among the sleazy hotels and dank taverns from one end of town to the other. Though certainly not a good spot for a family vacation, Downport is ideal recruiting grounds for mercenary Vargr looking for a chance to strike back at the Kforuzeng.

The refugee community has been growing by leaps and bounds over the past couple of years, and the problems are becoming insurmountable. Many are fleeing further into the Imperium, where they can possibly escape the Kforuz and the tent cities of Jesedipere. Still others are attempting to return to the Extents, hoping to live out their lives, if not with their own families, at least with fellow Vargr. But new Vargr arrive almost daily, fleeing the tyranny of the Kforuz pirates.

Recruiting should prove to be very easy. The player characters should be able to hire on as many Vargr as they have money. Supplies will be available, but anything beyond tech level 10 or so will cost extra, as it is in demand.

Before they get very far in accumulating men and supplies, the group will be encountered by Denveldt's agent (see Ethueng).

Rumors:

Old Engineer: Only one man is still around who could possibly repair the drives on *Prosperity*—Henri Willisanni. Willisanni worked at the Rhylanor shipyards when the *Prosperity* and her sister ships were being laid down. As chief engineer, he knows more than any other being about the construction of those drives—what makes *Prosperity* tick. Right now he is living on Junidy, retired and living with his family.

Atueguers: The Atueguers are the Kforuz rebels who took the *Prosperity*. They are sitting on it on Llaekag, expecting the Kforuz to attack at anytime. Any attack made on them with just one corsair would be futile. However, they might accept assistance from anyone who would help them against the Kforuz.

LLAEKAG

Located right along the Imperial frontier, Llaekag (Firgr 0610 X520100-4) is a poor, non-industrial world which has never been extensively exploited. At one time the world was staked out by then Aegzaeng, a corsair band which, like the Kforuzeng, operated along the frontier; recently, the Kforuzeng absorbed the band and its holdings. The Aegzaeng had been in the process of building a base on the world, though they were delayed by financial problems and never finished the work. The Kforuzeng have completed the job; Llaekag now serves as a useful jumping-off point for raids into the Imperium, the Commonality, and the Knaekhukheargh Hegemony alike. Facilities on the world approximate those of a D class starport at present, but only for Kforuzeng ships or prizes. Only about 90 individuals are employed at the base at any given time, though this number is frequently augmented by the presence of ship crews who may be in port.

Currently, there are three ships in system—an Atueguers controlled scout ship on the surface, and an Atueguers controlled corsair in orbit watching over the *Prosperity*, still under repairs. Exact details on the situation aboard the *Prosperity* are given in that section.

Any intrusion into the system without a very good excuse will be dealt with in force. The Atueguers are expecting a Kforuz strike against them at anytime, and will be very much on the ball when trouble starts. If attacked, they will certainly fight back, and have a good chance of driving the player-characters off.

However, if they are approached as possible allies, they might be willing to make a deal. Their leader, Aekhuth, is running scared, and would do nearly anything to get the *Prosperity* moving again. His engineers are unable to repair the drives. Assistance would be welcomed, but he would prefer to remain in charge of the situation to maintain his status (see Aekhuth).

JUNIDY

With 28 billion inhabitants, Junidy (Aramis 0802 B434ABD-9) is by far the most populous world in the Aramis subsector. The human population coexists with a nearly equal number of the world's native inhabitants, a sophont race known as the Lllelwyly (commonly referred to as Dandelions by the humans, due to their resemblance to huge flowers). Both races have equal representation in the local government, and great steps have been taken to make the world equally livable for both

ances. All public facilities, for instance, must have the capacity to be used by both races.

The enormous human population clusters into large cities (Dandelions tend to prefer the rural lifestyle, though they frequently travel to the cities to conduct business). Public information is available through computer terminals throughout the starport facility, and it will be fairly easy to locate and communicate with Henri Willisanni via computer/visual tie-in.

Travel to Willisanni's home city, Grentell, will require nearly a full day by common transportation on Junidy, the monorail trains. Tickets will be Cr100 per person for a round trip journey.

Rumor: Something big is going on among the Kforuzeng. Though details are not available, it seems that they are sending one of their most capable Vargr, Gzongzuers, to personally handle the problem!

PROSPERITY

Freighter (type AT): Using a 3000-ton hull, the Tukera freighter is a main-route cargo vessel employed in freight transport activities throughout the Imperium. It mounts jump drive Z, power plant Z, and maneuver drive Q, giving performance of jump-4 and 1G acceleration. Fuel tankage for 1240 tons supports the power plant and one jump-4. Adjacent to the bridge is a model/4 computer. There are 25 staterooms and 5 emergency low berths. The ship has 10 hardpoints and 10 tons allocated to fire control. Only two triple turrets are generally installed; each carries a heterogeneous mix of one beam laser, one missile rack, and one sandcaster. There is one ship's vehicle: a 95-ton shuttle. Cargo capacity for the freighter is 1259 tons; the shuttle can be carried with its 70 ton cargo bay filled as well. The hull is not streamlined.

The Tukera freighter requires a crew of 15: captain/pilot, navigator, 7 engineers, medic, steward, shuttle pilot, and 2 gunners. It can carry up to eight high passengers and two middle passengers. The ship costs MCr 809.01 (including 10% discount for quantity production, and 1% architect's fee) and takes 34 months to build.

Prosperity is in fairly good condition, except for the damage it sustained in the takeover. The jump drives are in desperate need of repair, and the Atueguers have been unsuccessful.

The deck plans provided show the main areas of the *Prosperity*. Off the pages are the engineering section, fuel tankage, and the main cargo bays, which are unimportant in the course of this adventure. Atueguers personnel are on board making repairs. There are three engineers and fifteen security men, who will man gunnery positions, if necessary. If boarded, the referee should position these Vargr around the ship in order to play out the scenario.

The cargo hold still contains 1000 tons of electronic parts. Before settling her into orbit, Aekhuth had the ship refuelled for an emergency, if necessary.

The Transponder: *Prosperity's* transponder has been turned off. If Gnaekaferr uses the device provided by Denveldt to attempt to reactivate it, the transponder will come back on and reveal the exact location of the ship. Remember that the Gnaekaferr must be within 10,000,000 kilometers for this to work.

The Anti-Hijack System: The anti-hijack system has not yet been activated. However, Tukera apparently changed the access codes during the life of the ship, and Willisanni's information is no longer valid. The codes can be checked using Gnaekaferr's computer by someone with computer-2 or better.

Breaking the new code is not impossible, but will take time. Using the information from Willisanni's files gives the basic parameters for the codes, which makes cracking it at least possible. For every hour spent working on the problem using Gnaekaferr's computer, throw 11+ to break the code (DM +1 per level of computer expertise applied to the problem).

The system, if successfully activated, will flood all sections but the bridge with gas which will knock out everyone for six hours. The referee might want to throw in a ringer, such as having a couple of unexpected individuals in vacc suits working elsewhere in the ship at the time the system is set off, just to surprise the player-characters.

Repairing Prosperity: The Atueguers engineers are faced with the double jeopardy of damaged drives which are very worn out to begin with. They have not been able to come up with a solution, and *Prosperity* remains without its legs.

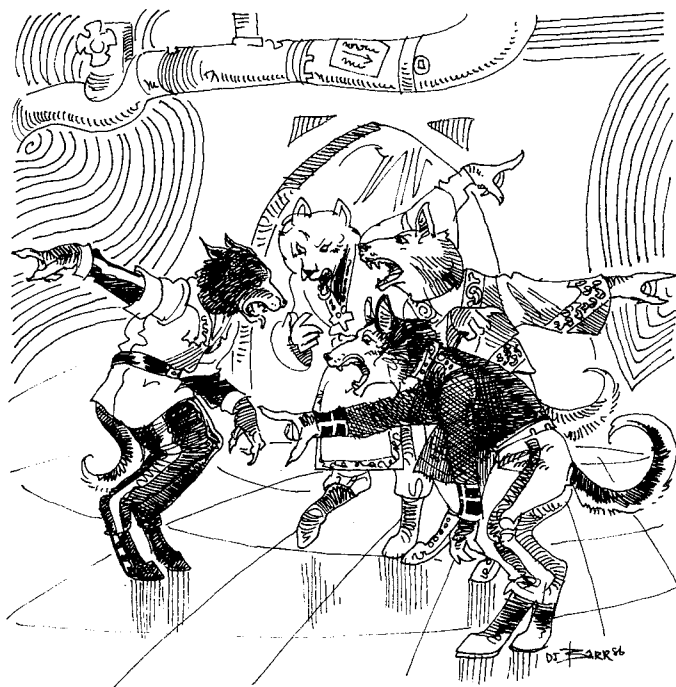
Repairing the drives will take some time. Only characters with engineering-5 or better will have any chance of repairing them. Roll 9+ once per full day of work on the drives, DM +1 for each level of engineering skill beyond 5. Characters with less than engineering-5 will simply be wasting their time.

If Henri Willisanni is on the scene trying to fix the drives, he can have them completely repaired in two days. No throws will be necessary.

KFORUZENG

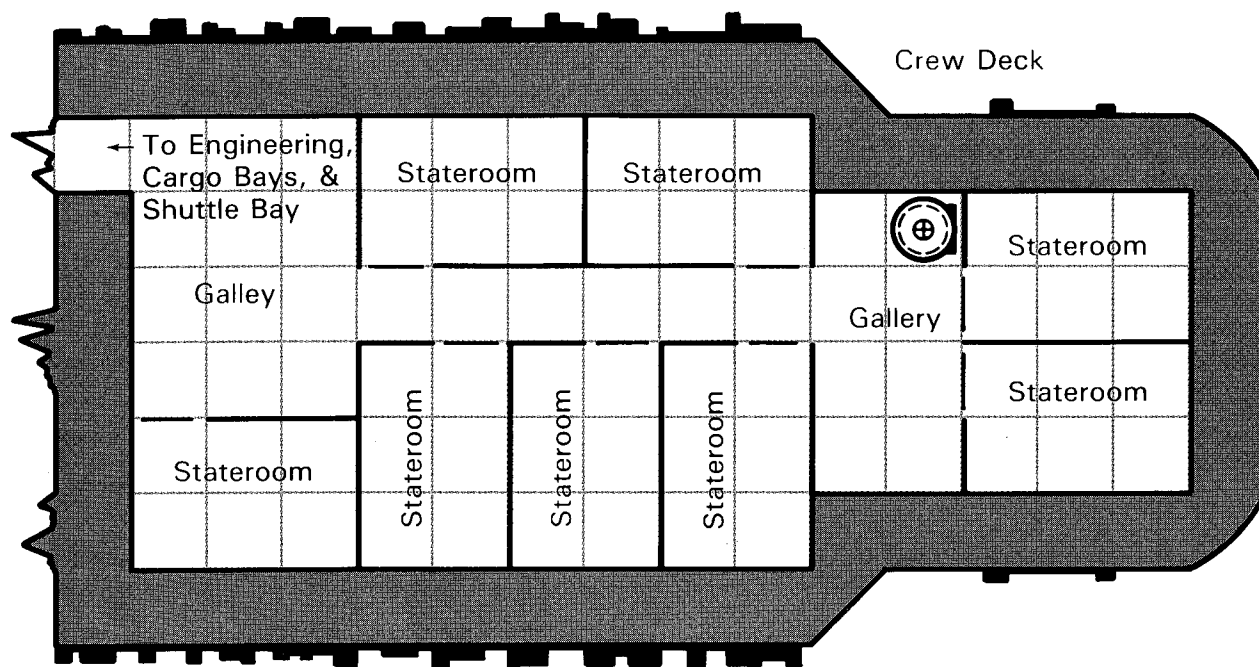
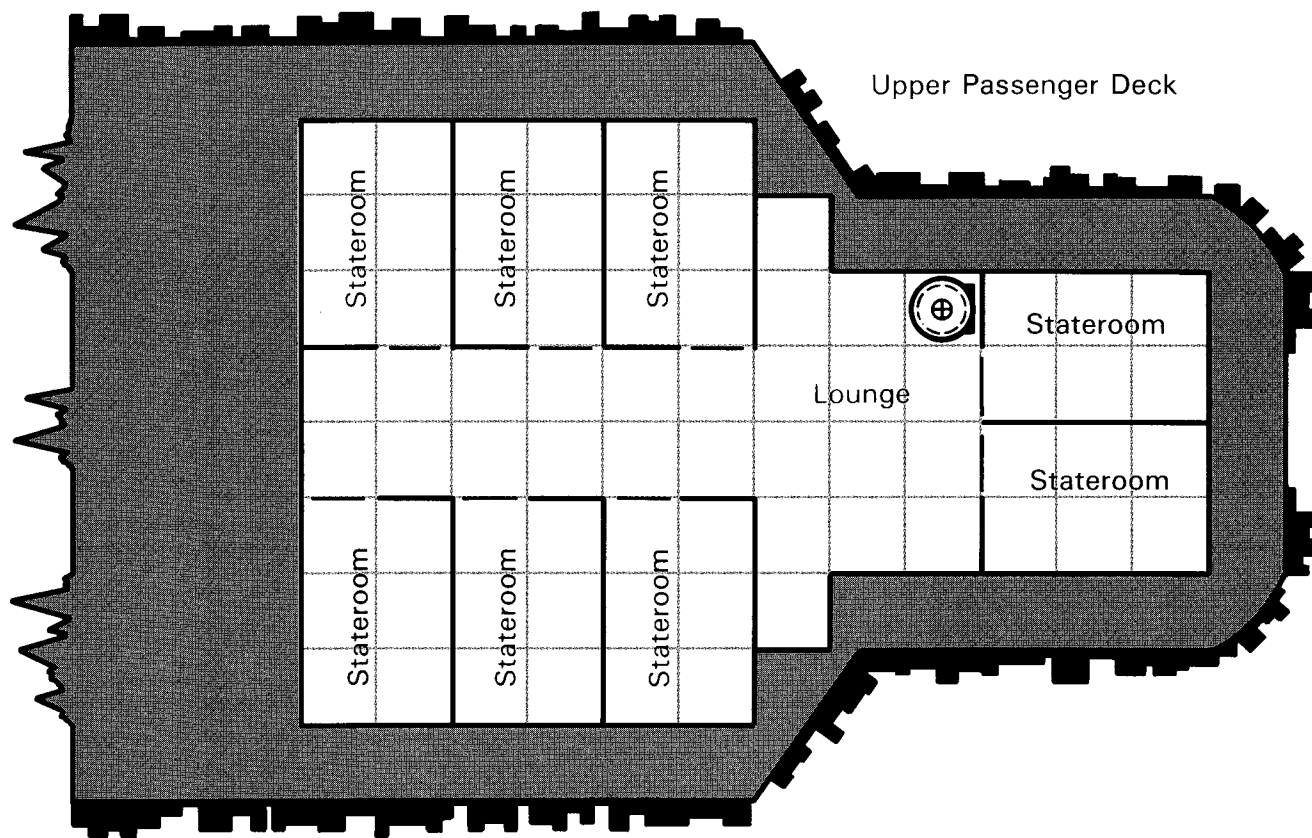
The Kforuzeng are the most powerful corsair band along the Imperial frontier in the Spinward Marches. When times are good, they offer their services to local planetary governments as mercenaries. However, when they can't find such work, they prey on shipping and helpless planets, and live off the loot taken from perhaps dozens of ships and worlds.

Internal difficulties within the Kforuzeng have led to several breakups. One splinter group is the Atueguers under the leadership of Aekhuth. The Kforuzeng leadership has gotten wind of their great prize, the *Prosperity*, and want to have it for themselves. Toward that end, they have sent an attack force of two corsairs and two scouts under the leadership of one of



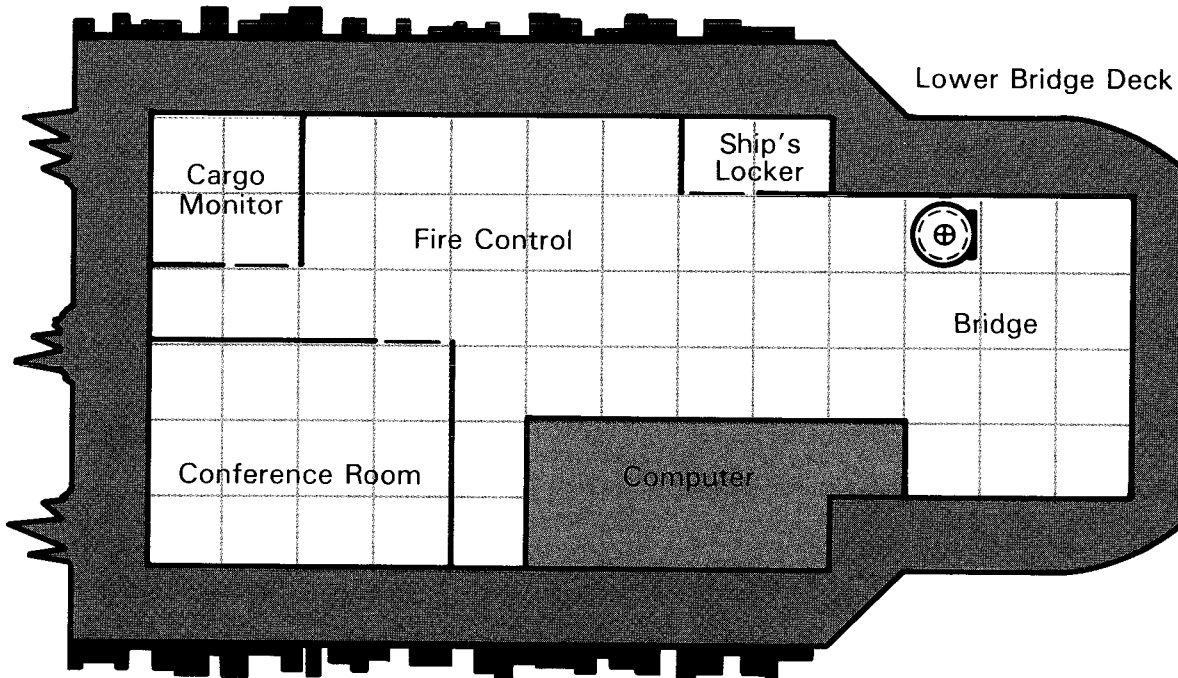
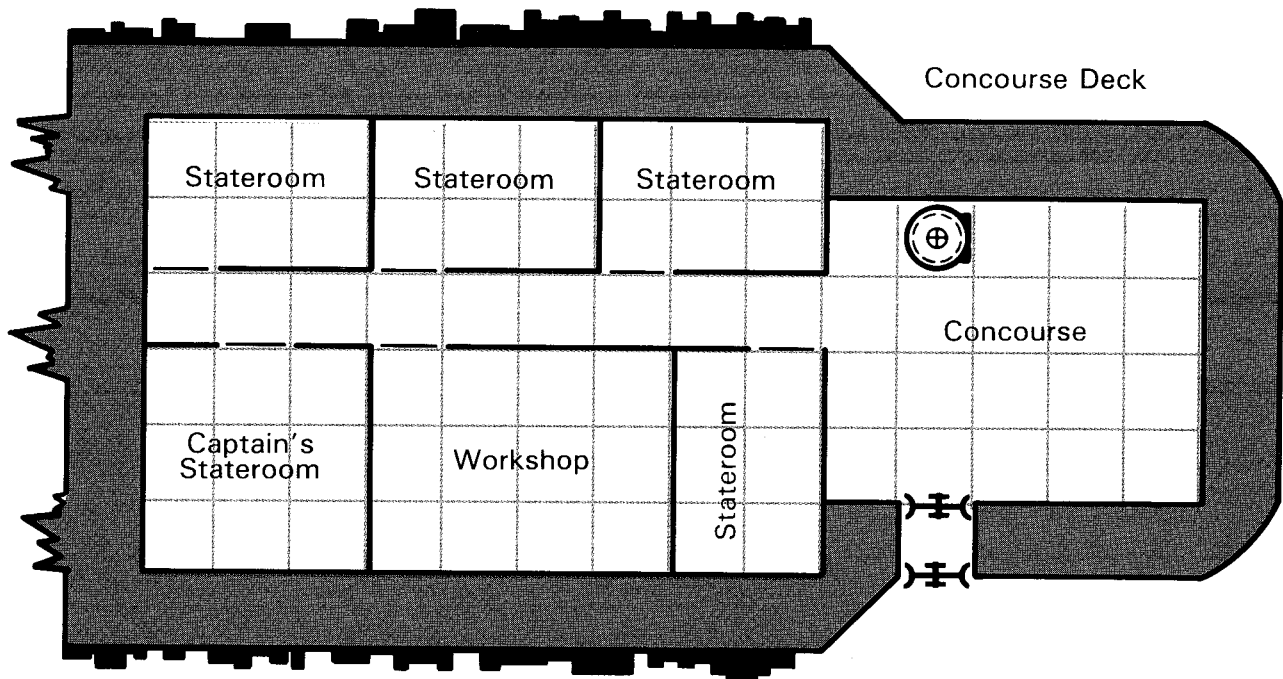
PROSPERITY

Freighter (Type AT)



PROSPERITY

Freighter (Type AT)



their own, Gzongzuers, to capture *Prosperity* for themselves.

ATUEGUERS

Atueguers is the name of a Kforuz splinter group headed by Aekhuth. Aekhuth took a couple of ships and fifty or so followers with him when he broke away from the mainstream of Kforuz leadership, approximately a year ago.

Since then, the group has been shrouded in obscurity. With only a few ships they have barely managed to eke out a living on the Imperial fringe from piracy and raiding. Their first large exploit has been the capture of the *Prosperity*, and if they can manage to hold onto that prize they will certainly have an edge over other small corsair bands in the area.

There are only forty followers left in the Atueguers organization, all of whom are in their two remaining vessels and the *Prosperity*. Their current loyalty is to Aekhuth, but might be swayed, especially if Aekhuth loses prestige in the course of the adventure.

GVURKNUESURRG

The Gvurknuesurr is the name of a secret organization within the Kforuzeng headed by Gzongzuers. Members are all personally loyal to Gzongzuers, and will do his bidding. Their training is widely varied, but concentrates more on personal combat skills than on technical or shipboard occupations (see Gzongzuers).

The two corsairs and two scouts commanded by Gzongzuers are all manned by Gvurknuesurr Vargr. There are also fifty Gvurknuesurr marines on board. The entire strike force is loyal to him, and will arrive in the Llaekag system three days after the player-characters arrive.

GZONGZUERS

Gzongzuers is a captain in the Kforuzeng organization. He has been entrusted by the Kforuz leadership with the task of retrieving the *Prosperity* from the Atueguers group at Llaekag.

In his career with the Kforuzeng, Gzongzuers has performed quite admirably. However, for all the good he has done the organization, he has caused quite a bit of damage to the area, and his own personal charisma makes his name one which is hated almost universally by those who have come face to face with the Kforuzeng. His enemies are everywhere outside the organization.

Secretly, Gzongzuers has gathered around himself a group of personal followers known as the Gvurknuesurr. He has managed to place his men on the ships he is commanding. He also has ambitions of breaking away from the Kforuzeng himself. The opportunity to take a ship like *Prosperity* convinced him to advance his timetable a bit and break away now. His men are with him, and he has four ships already.

His plan is to make a deal with Aekhuth, and attempt to make both of their forces into one. Aekhuth hasn't the charisma that Gzongzuers does, and they both know it. He will offer Aekhuth a seat in command equal to his own. Gzongzuers hopes that he will not have to fight to gain control of the *Prosperity*, but will if he has to. He will propose a meeting in neutral space, one scout, containing himself, meeting one scout with Aekhuth and his companions.

ETHUENG

While still at Jesedipere Downport, the group will be met by Ethueng, a Vargr agent in the employ of Veneme. He will explain that his orders are to accompany the group on the entire

mission, making certain that the interests of Veneme are being looked after at all times. By his sheer physical size and stature, he commands the respect of those around him, and it looks as though he knows how to use the various weapons he carries very effectively.

Ethueng will initially suggest that the party seek out the aid of some capable engineers before making the jump to Llaekag. However, he will not force the issue, and will remain content to be an observer and let the player-characters handle the details.

Ethueng also has with him a device given to him by Denveldt. Every Tukera ship has a transponder that broadcasts its identification in all directions. Such things are necessary in systems with heavy traffic and strict regulations regarding space travel. The maser activated device given to Ethueng can be hooked into the transponder of the Gnaekaferr. When functioning, if the *Prosperity* is in range of the Gnaekaferr's transponder, it will activate its own, which will pinpoint its location. The device will function at a range of up to 10,000,000 kilometers. The device is operated by aiming at a particular planetary body within range—the beam spreads out over the great distance to affect a ship regardless of its orbit (several attempts must be made per planetary body, in case the ship is on the far side when the device is used).

If the player characters manage to get on board *Prosperity*, Ethueng will try to get to the engineering section on his own, where he will attempt to install an explosive device in the fuel intake compressors. A remote control detonator is built into his collar. If things start to go bad, he has orders to blow the ship up before it gets completely out of the reach of Tukera and its agents. However, Ethueng will not destroy himself with the ship.

Ethueng's personal loyalty is subject to change in this adventure. If the player characters offer to include him in an effort to take *Prosperity* for themselves, he might very well be interested. If, however, it looks as though neither the player-characters nor Tukera will end up with it, he will attempt to destroy it. Ethueng might also be swayed by the charisma of Aekhuth or Gzongzuers. Destroying the vessel is Tukera's ace in the hole, and is a secret held from the player characters.

HENRI WILLISANNI

Until three years ago, Henri Willisanni was the head engineer at the starport shipyards of Rhylanor. In his thirty years there he became one of the best design engineers in the sector, if not in the entire Imperium. He now lives comfortably in retirement with his family on Junidy.

If approached, Henri will at first be unwilling to go along. In the company of his daughter and her family he will flatly refuse to go on such a dangerous, foolhardy mission. However, in reality, he is only saying these things for the benefit of his daughter. Before they have left Junidy, Henri will contact the party in secret and agree to go along. "If the truth be known," he'll say, "I'm bored to death around here!"

After pulling the records he has on *Prosperity* from his personal files, Henri will have a complete knowledge of the workings of the ship. The records will also indicate that Tukera was very security conscious when they built the ship, and installed a very effective anti-hijack system, designed to gas all decks with the exception of the bridge area, incapacitating all who are not in vacc suits for several hours. According to the reports of the takeover, the raiders were on the ship too quick for the captain to activate the system. If it is still in place, it might be possible to activate it using Gnaekaferr's computer, since Henri has

all of the access codes in his files.

Henri has a special grudge, however. Three years ago, in a raid across the border, a Kforuz raiding party captured a cruise starship in the area of Junidy with his daughter on board. She was held prisoner and ransomed back to her family after a very long, drawn out emotional ordeal. The leader of that raiding party was Gzongzuers, and Willisanni has never forgotten this terrible incident in his life. His reaction to Gzongzuers will be one of immediate hatred. He will refuse to fix the drives on *Prosperity* if the ship will end up under the command of his old Vargr enemy (or he might sabotage the ship if that situation arises).

Keep in mind that Henri is a man in his late seventies, and has no combat skills whatsoever.

AEKHUTH

As a leader of what has become an only marginally successful Vargr corsair band, Aekhuth is in terrible danger of losing his charisma, and the status of the groups leader. Though the Atueguers are behind him for the moment, he needs to bring about some sort of great victory or be in great danger of losing command. He had hoped that capturing the *Prosperity* would do this for him, but the looming prospect of a Kforuz attack and losing his prize would probably be the final straw, spelling his downfall.

Accepting the help of the player-characters will appear to him to be to his advantage. He realizes that his own engineers won't be able to get the ship moving, and that the Kforuz will certainly find him eventually. However, he will insist on remaining in command of the situation, and if any of the player-characters attempt to contest his control, he will have to force a direct conflict to save his prestige with his men.

Aekhuth will most likely agree to meet with Gzonguvers in neutral space to possibly negotiate a merger of their two forces. Secretly, he envisions the possibility of advancing his own charisma and eventually taking over the entire group, but for now he is willing to talk. If Aekhuth has had a favorable reaction to the player characters, he might ask that several of them accompany him to the bargaining table.



No Credit Check Referee's Section

OVERVIEW

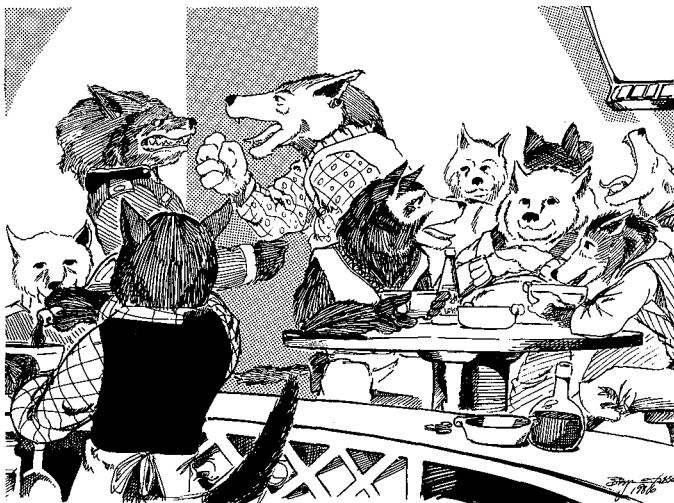
After reading the player's information section, the players will have to begin their search for Aludur, using whatever information they have. The Techung Microchip business card might well lead them on a journey right back to Saell, though a trip to the starport on Taknarkag might very well convince them to stay and search there. No matter which they choose, all options are fleshed out below. Travel between these two worlds can take place as normal, provided the player characters have sufficient money to book passage.

The counterfeiting ring centers around the pro-Gnoerrgh movement, and is designed to cause problems for the Rukh on Saell. The Rukh's agents will be very interested in eliminating the plot against them. Also, the Zhodani will not wish such forged charge plates to be distributed, as they could cause major problems within their own state, a state which relies much more heavily on the honesty of the citizenry, and therefore has less means to protect against such crimes.

The Other Considerations section describes how the police on Taknarkag and the Zhodani will react to the situation as it unfolds. Remember that Aludur is in hiding from everyone, and will be very suspicious of anyone seeking him at this time. The Zhodani will not wish to expose their covert operations headquarters on Taknarkag, but will take what action they can to bring the counterfeiting problem to an end.

CLIFF CITY

Taknarkag (Gvurrdon 0630 B370467-A) is a single city planet of some repute among the worlds of the Rukh Aegz. The entire population resides in a city built only over the last hundred years using the design of a famous Vargr architect, Voronol, and his



patron, Prince Kokgan. Kokgan is a first cousin to the great Rukh on Saell, and commands enormous personal wealth. When Voronol approached him with the plans for this unusual city, Kokgan saw it as a means to expand his reputation among the people. Though not in a direct line for the seat of government, Kokgan recognizes the power of the mob, and intends to use that to his advantage in the future.

Voronol's concept of the cliff city is indeed unique. Using the sheer rock face of a cliff on Taknarkag, he has created a three dimensional city built to the peak of efficiency through prior planning. Residential areas have been built around shopping and recreational facilities, including the many green-parks specially maintained on the surface levels. Transportation from these areas into the business and industrial districts is accomplished using high-speed public transportation, mainly in the form of turbo-trains and grav-lifts. The porous nature of the cliff face provides a sturdy base construction material, but can be easily tunnelled out to make new sections for the city.

Industrial attraction is only in the preliminary stages. Kokgan and his city planners hope to attract nearly a million inhabitants in the next decade or so.

For purposes of this scenario, transportation from one part of town to another is always available. Activity in the cliff city goes on round the clock. Access to computer library information is generally available from terminals at all locations.

Rumor: The explosion was set off by Gnoerrgh agents wishing to disrupt the city. Such terrorist activity is not unheard of, and they will probably strike again soon.

STARPORT

The starport facility is located on the surface portion of the cliff city, though it extends deep into the interior for various administrative offices. Shuttle service is available to orbit-restricted vessels, and flights are generally available both to the interior and into the Zhodani Consulate.

Due to political tensions, security is rather tight at the starport. All weapons must be appropriately authorized and citizenship papers maintained at all times. The player characters will have all of these things in order before leaving on their work mission from Saell.

The starport is also the location of the less reputable establishments on the planet. Gin joints, casinos and bawdyhouses attract the clientele of ship's crews and other ruffians which pass through the starport. It is also an obvious starting point for any search for Aludur or the true identity of the late Lindis Janovere.

Kornak Lounge: Attempting to locate a Vargr by the name of Aludur in the Kornak Lounge will gain the player characters nothing but cold stares and shoulders. However, a barmaid working there will take them aside and tell her tale. Aludur used to be a regular customer, until things started heating up for him. He has disappeared, lost himself, so to speak. His exact whereabouts are unknown, but she will try to get word to him that he is being sought by the group.

On the way out, the barmaid will mention that the player characters are not the only ones looking for Aludur—a group of Zhodani were in just the other day looking for him as well.

The Trading Post: This is a bar and nightclub especially designed for the human workers on the planet. The owner, John Zestonair, is very familiar with the entire clientele of his place, and is very familiar with Lindis Janovere. Lindis, he can tell the player characters, was a private investigator working on

Taknarkag for the past five years or so. His partner was a Vargr by the name of Kozoran. The two of them operated out of a small office in the third business district. Apparently the partnership broke up when Lindis took some job off planet. Zestonair will say that Lindis might have made some enemies in his line of work, but he can't believe that one of them blew him up like that.

SAELL

The player characters are all natives or at least currently residents on Saell, the capital of the Rukh Aegz (Gvurdon 1027 A357AAC-F). They know their way around their particular portions of the planet quite well, and will therefore be acquainted with most of the customs and mechanics of the entire planet.

However, Saell is a high population world. There are nearly 12 billion people packed in the system, approximately 7 billion of which reside on the tiny planet itself. Overcrowding is a terrible problem for Saell, and the Rukh has made it her personal responsibility to put a cap on population growth.

The entire planetary body is covered in a layer of urban development. In many places entire square kilometers are completely covered over, leaving no portion of the soil exposed to the soft light of their distant sun. Agricultural products are, of course, the chief import for the planet, as they could not possibly hope to feed that many people with the available resources.

Industrialization is extremely high. The asteroid belt mining communities, plus all of the other off-planet holdings in the system make Saell nearly self-sufficient for heavy industrial activity. The starport is very busy, handling literally hundreds of ships a day at the hub of both commerce and government in the Rukh Aegz.

The player characters will most likely revisit Saell for the sole purpose of following the lead they have gotten from the envelope received from Lindis before his death. The address on it, 87B Gvengh 19856 Attugh, is easily located, but is in an unfamiliar portion of the urban sprawl. Travel to that location from the starport will take approximately eight hours by hover-rail, and will cost Cr150 per person round trip.

On a planet with such an enormous population, regional variations are likely to be extreme. On Saell, though, the official language is Gvegh, many areas have unique languages and cultures. Though officially under the rule of the Rukh, little changes on a planetary scale when governments change.

This problem will manifest itself when the player characters reach their destination. They will quickly find that no one speaks Gvegh, and therefore no one can tell them why the Techung Microchip company is out of business. The doors are barred, the windows sealed, and most evidence that there was ever once a business there has been removed. The Techung sign, however, remains in place.

About the only option at this point is to examine the public records on the business in order to locate someone affiliated with it. Public information will be readily available through computer access terminals, which, fortunately, will understand the Gvegh questions being put to it.

The records show that the business is under the ownership of one person, a Vargr by the name of Ronak, whose listed address is not far away.

PRO-GNOERRGH

When the great leader Rukh seized power over the worlds of the Aegz, he enjoyed nearly total support of the worlds near



Saell, his chosen capital. His charisma forced billions to flock to his cause, and he secured a local power base of enormous scope with which to hold onto what he had gained.

However, many worlds to rimward of Saell, which had formerly secured economic ties with the worlds around Saell, did not wish to follow in their footsteps and also rally behind the Rukh. These worlds formed the Gnoerrgh Rukh Lloell (the Anti-Rukh coalition), bent on the erosion of the Rukh's power base and the eventual collapse of his regime. As yet they have been unsuccessful (the original Rukh has since died, and his successors are now in charge), but the Gnoerrgh have managed to cause quite a bit of disruption in the Rukh Aegz, disruption which has more than once brought the wrath of the Rukh down upon them.

The local support for the Gnoerrgh in the Aegz is limited. Prison terms and large fines are the rule for those caught in a conspiracy against the regime, enforced by the iron hand of the Rukh's secret police, the Uku.

Those pro-Gnoerrgh who do live on Taknarkag owe their loyalty directly to Aludur. They number only around a dozen or so, and many work in the warehousing areas of the starport. If the player characters begin poking around the starport looking for pro-Gnoerrgh Vargr, they are likely to get themselves into an ambush. While the pro-Gnoerrgh won't kill them, they will do their best to convince them to go away and not come back.

If they are persistent, however, the player characters might get themselves captured by the pro-Gnoerrgh and taken to Aludur for a meeting. They might also convince the warehouse workers involved that they are not Uku agents and have some information vital to Aludur. Exact details are up to the referee.

ZHODANI EMBASSY

Through their search for information about Lindis Janovere and the elusive Aludur, the player characters may find that there are some Zhodani interested in the same topics. The only concentration of Zhodani on Taknarkag is at the Zhodani Embassy.

The embassy itself is actually only a way station for dignitaries travelling from the Zhodani sector capital at Izivr to meet with the Rukh at Saell. The staff is made up of low-level clerical at-

tendants and a very few nobles—just enough to maintain the Zhodani presence on the planet.

Less commonly known is that the embassy on Taknarkag is also a base of operations for many Zhodani or Zhodani paid agents working in the Rukh Aegz. Since the embassy does very little actual negotiating with local officials, it can maintain a low profile, allowing agents to come and go pretty much as they please without notice.

The Zhodani have caught on to Aludur's counterfeiting plot. The actions they will take against the player characters or against other groups in this scenario depend upon many variables. The possibilities are covered in the section titled Zhodani, which immediately follows the referee's section of the scenario (see Other Considerations).

ANGELICA

Lindis Janovere had very few acquaintances on Taknarkag besides his former partner Kozoran. However, he did have a girlfriend, a human girl by the name of Angelica.

Angelica is an exotic dancer who works in the starport lounge scene. Her modest apartment is in one of the residential areas, where she lives with her aged father and her daughter.

If asked, Angelica will tell what she knows about Lindis. She is very upset by his recent murder, though she says they had not seen each other in several months. The last time they met was just before he was to go off-planet to make a "big score" of some kind. Before that he had been mixed up in quite a bit of local trouble—some political activities she thinks.

After his murder she was questioned by the police, and she told them pretty much the same story. Also, a week or so before that, several Zhodani came around looking for Lindis. They came and went without saying much, leaving before she could even tell them where he was.

ALUDUR

Aludur is the head of the pro-Gnoerrgh movement on Taknarkag. His politics have gotten him into some local trouble, however, and have forced him into hiding. The player characters will have no chance of locating Aludur—he will find them.

The Gnoerrgh movement has run into the problem of being much too small to affect the Rukh in any substantial way. Aludur is the mastermind of a plan to disrupt the local economy and relations with the Zhodani Consulate using counterfeit Zhodani charge plates. These plates, used commonly throughout the Consulate and just outside it, are the mainstay of Zhodani commerce. Counterfeit plates have never been a problem in the Consulate itself, due to the harmony of thought enjoyed by the general population. Therefore, the Zhodani have no real safeguards against such activity. Aludur hopes to use his counterfeit plates to cause a ruckus between the Rukh and the Zhodani, possibly swinging Zhodani sympathy towards the Gnoerrgh cause.

Unfortunately, Aludur did not have the skill to counterfeit the plates on his own. He located an "artist" on Saell, a Vargr by the name of Ronak. Aludur provided the initial investment of money, Ronak provided the talent and created six plates. Apparently, Ronak has kept one for himself in lieu of the agreed upon payment, and has himself disappeared. The remaining five, however, were picked up by Lindis Janovere and transported back to Taknarkag.

Somehow, Aludur has discovered, the Zhodani have caught

onto his plan. They do not take kindly to such activity, and have attempted to put a stop to his plan before it begins. They originally hoped to intercept the cards when they eliminated Janovere. Aludur hopes they are satisfied for the time being that the cards, too, were destroyed in the blast, and they have not caught on to the existence of the player characters.

If brought together by other members of the Taknarkag pro-Gnoerrgh movement, Aludur will be most suspicious of the motives of the player characters. He will insist that the player characters come up with some sort of proof that they are who they claim to be, and not Uku agents out to assassinate him. Producing the charge plates and the message from Lindis would probably do the trick.

Otherwise, once Aludur discovers that the player characters are looking for him, he will contact them. He will most likely arrange a meeting late at night in one of the green-parks on the surface level. He knows he is being targeted by the Zhodani, so he will be extremely cautious when dealing with anyone he doesn't know personally.

Aludur is interested in obtaining the Zhodani charge plates. Lindis was supposed to deliver them to him on his return, but the Zhodani killed him before they could make contact. Aludur is prepared to pay Cr100,000 as a reward for the plates, provided the player characters forget about the entire incident, finish their work, and return to anonymity back on Saell.

Referee's Note: This meeting will be monitored by the Zhodani. Their reactions to what might happen there are explained under the section Other Considerations.

KOZORAN

Kozoran will be fairly easy to locate. He can be found in his office in the third business district most hours of the evening, and can take a message from his computer if he is called while away. The name of Janovere, the player characters will notice, has been unceremoniously scraped off of the door to the office.

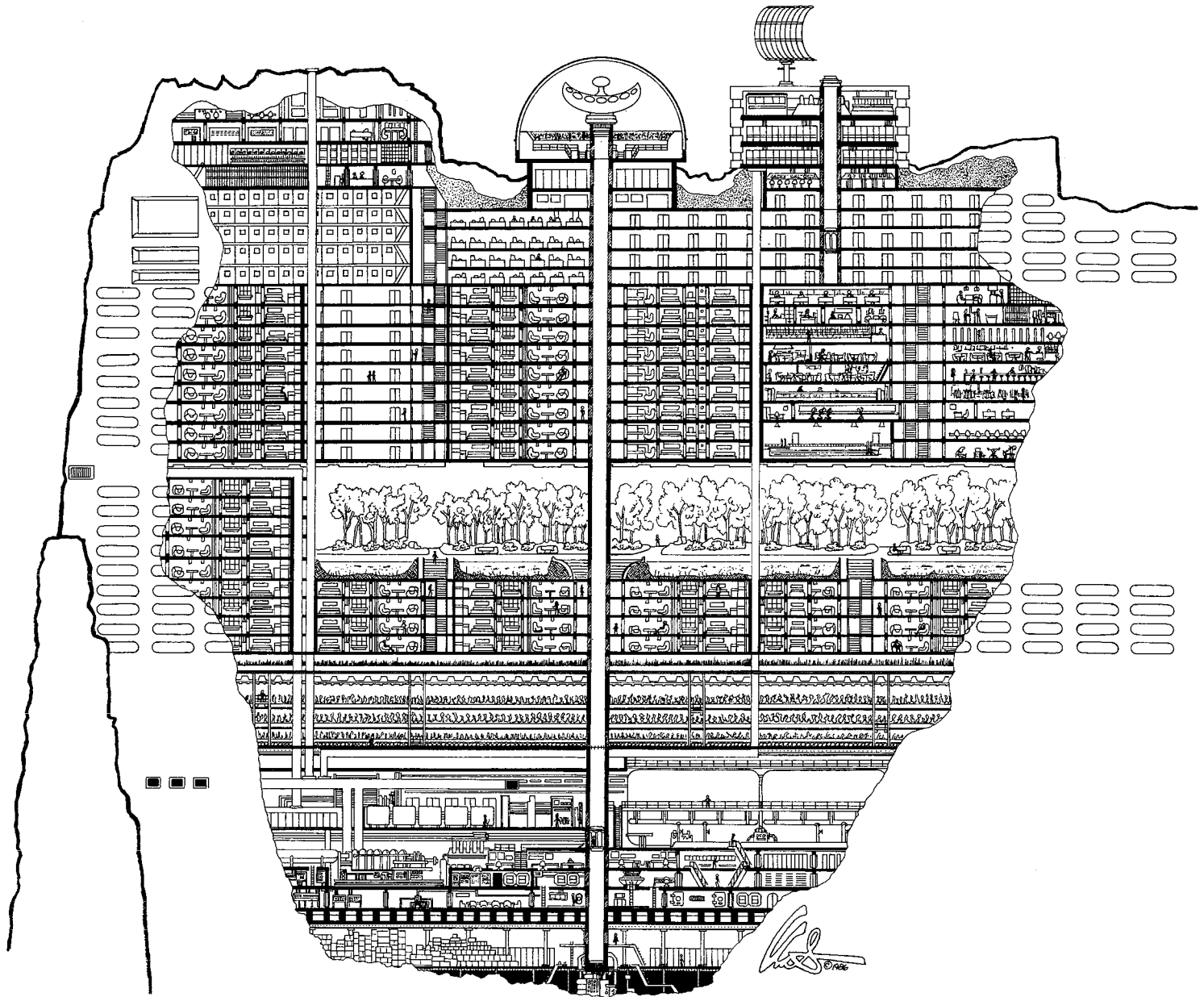
Kozoran can and will point out that he and Lindis had been partners for the past three years. However, it is fairly obvious that there is no love lost between them. His side of the story is that Lindis was getting involved in some politics of his own, some very dangerous politics. A group of men and Vargr were organizing resistance to the Rukh in favor of the Gnoerrgh. Lindis knew some of the members casually, but was becoming more and more consumed with the idea of becoming actively involved himself. As any self-respecting Vargr would, Kozoran dissolved the partnership on the spot, and literally threw Lindis into the street. The two haven't met since that time.

He knows that, for a time, Lindis moved in with his girlfriend, a human woman by the name of Angelica. He knows little about her, but does have the address and computer terminal number, if the player characters are interested.

Kozoran says he isn't at all surprised that Lindis was killed, considering the radical position he was taking with his fanatical friends. He points out that the police have also been very interested in his former partner since his death, and that further pursuit of this matter by the player characters will only cause them a great deal of trouble.

Kozoran can point out that the organized resistance to the Rukh on Taknarkag revolved around a Vargr named Aludur, and that they sometimes met in the warehouse district of the starport for their private affairs.

Kozoran knows nothing about the counterfeiting ring or the Zhodani connection with this matter. He will probably suggest



that running down the lead on Saell would be a good idea at this point.

RONAK

Ronak's residence will be deserted when the player characters arrive. The apartment is but one among many in a large block like most of the others in this region. No one answers the door alarm, and, of course, none of the natives speak Gvegh to pass on any information they might have.

While at the building, however, the player characters will be approached by local constabulary and motioned to enter their grav car immediately. They will use force, if necessary.

At the police station, they will be placed in a holding cell. After ten minutes, however, they will be greeted, in Gvegh, by Inspector Gonser. He apologizes for the inconvenience. His men obviously mistook the player characters for off-worlder trouble-makers. No charges are being brought against them—Gonser simply wants to question them.

Gonser will ask the player characters what they were doing at the home of Ronak. He has had the building under surveillance for several days now, hoping to nail Ronak if he returns. It would appear that Ronak has recently disappeared, after charging nearly a hundred thousand credits worth of merchandise with a counterfeit Zhodani charge plate. Gonser has no leads on his whereabouts, and simply wants to find out what he can from the player characters.

If the player characters confess that they know practically nothing about the man, and that they were only looking for him through a mutual acquaintance, Gonser will accept that and thank them for their time. If they spill the beans about the other charge plates to the inspector, he will confiscate the plates. Gonser will then ask the player characters not to immediately return to Taknarkag, and he will take the matter up with the Rukh authorities operating there. At this point, the scenario will be over for the player characters. Possible retribution might be sought out by angry Gnoerrgh agents, but that is up to the referee.

OTHER CONSIDERATIONS

There are several groups interested in both the counterfeiting plot and the player characters which will become integral parts of this scenario. What actions the members of those groups will take depends on the actions of the players, and upon the situation as it unfolds. In order to aid the referee, the following synopsis has been developed. The groups which the referee will have to most concern himself with are the local police, the Uku, and the Zhodani.

The Police: On Taknarkag, the local authorities will be on the scene and a part of the situation from the onset. The explosion in one of their residential districts will lure them into the scenario, and they are not likely to leave it until the case is solved, or the scenario is resolved with them still in the dark.

Police officials will have interviewed most of the individuals involved with Lindis Janovere (Angelica, Kozoran, etc.). They do not originally know of the existence of the player characters, at least not in so far as they are connected with the plot. They will only become interested in the player characters as those characters begin to explore Lindis' past and search for Aludur.

The referee should begin keeping track of how much time the player characters spend searching for clues to Janovere and Aludur. Every time they ask around at a bar or in a particular section of the cliff city or starport, the referee can assume they

took one or two hours of their free time to do it. This time should be accumulated, and will determine just when the police catch wind of their existence. (The referee should be careful not to reveal this process to the players, and should also not stick to this rule if he deems that the scenario might be better run otherwise.)

Once the total number of hours extends above 2, roll 2D once per day. A throw of less than the number of hours spent means that the police are now aware of some connection between Lindis and the player characters. DMs should be applied if the players have any amount of streetwise skill. The exact nature of the information given to the police is up to the referee, but will probably be the result of an informant who witnessed the player characters in their search.

The police will immediately haul the player characters in for questioning. They will be interested in whatever connection they have with the late Lindis Janovere, and what the player characters know about his death. The player characters will be released after questioning with the warning that they will be watched for a while—"Try to make the rest of your visit to Taknarkag nice and peaceful!"

Possible police interference throughout the scenario will be up to the referee. They could follow the player characters to a meeting with Aludur, in which case they will all be placed under arrest. They might also arrive just in time to foil an assassination attempt on the player characters by the Zhodani. Whatever the result, the police will be very important in the outcome of the plot.

Uku: The Rukh's secret police operates under the name Uku. They have operatives on all Rukh Aegz planets, and beyond, looking out for the Rukh's enemies and possible infiltrators. Uku has a reputation for ruthlessness.

Uku is already on the trail of Aludur. They haven't a concrete case against him yet, and are waiting for the right time to pull him in. Their agent working on this case, a Vargr named Gtuengh, hopes to ensnare several of Aludur's associates when he makes his move.

However, Gtuengh will become very reluctant to move against Aludur if he suspects there are Zhodani involved. No matter what their motives, the Zhodani are something to be avoided by the Uku. Their directives clearly state that Zhodani are to be above most aspects of the law, and should not be placed in any unnecessary political embarrassments—period. The Rukh and his followers are very reluctant to anger the Zhodani, and they are quite paranoid about a possible takeover, military or otherwise, by their psionically inclined neighbors.

At any rate, Gtuengh will recognize that the player characters are not the main focus of the counterfeiting plot, nor are they actively involved with the pro-Gnoerrgh movement on this planet (he can easily check up on the player characters, and find that they have been, up to now, law abiding citizens of Saell). Gtuengh is after the top dog, not the members of the pack, and will probably not cause much trouble for the player characters.

The Zhodani: Zhodani agents on Taknarkag have uncovered the counterfeiting plot by the pro-Gnoerrgh. It is they who killed Janovere in his home, and they will continue to search for the Zhodani charge plates and anyone connected with them.

The Zhodani, like the local police, do not originally know of the connection between the player characters and the counterfeiters. Indeed, they will believe that the charge plates were destroyed with Janovere and that their mission is accomplished. However, once the player characters, who are pro-

bably not particularly adept at undercover work, begin poking around the starport looking for clues, they will undoubtedly alert the Zhodani to their existence.

The Zhodani should be administered in the same manner that the local police are handled by the referee. However, the Zhodani should throw only one die for less than the number of hours in order to make the connection and enter the scenario. Their agents and operatives permeate the starport area of Taknarkag, so much so that they have better informants than the local police.

Once involved, the Zhodani will attempt to follow the player characters until they lead them to Aludur. A Zhodani agent will be following the party until this time. Player characters with recon skill might be able to spot the tail on a roll of 10 + , DM + recon skill. The referee should also take into account how cautious the group is being, and whether or not they actually attempt to locate a possible tail. It is possible that the Zhodani might maneuver themselves into close enough proximity to the player characters to perform telepathy on them, which would give the Zhodani quite an advantage in being able to track them and anticipate their future movements.

If the Zhodani are on the scene when the player characters meet Aludur, they will attempt to kill everyone involved. The Zhodani will have six individuals (Vargr, humans, and Zhodani), armed with various weapons to do the job. Unlike Gtuengh in Uku, the Zhodani are not concerned with anyone's motives or politics. They will attempt to eliminate this problem completely, regardless of the number of potentially innocent individuals, like the player characters, might be on the scene.

First Son, Lost Son Referee's Section

OVERVIEW

The main portion of this scenario consists of tracking down clues in order to locate the clan leader's first son, Eatliya. Beginning on the world Ra'akhtaisaaoeah, at the court of Aeli. Here they will begin to accumulate clues which will eventually lead them to the correct planets.

However, this seemingly simple task has a twist of which the player characters will not originally be aware. Easyeoftakoh, the mother, has decided to attempt a switch. With the help of lau'a', a friend on Hlaiheih, she hopes to place her son by her lover, Ahtuayo', on the throne instead. Eatliya, unaware of his birthright, is kept in hiding on Hlaiheih.

There are clues which scratch the surface of this plot—for instance, the fact that Easyeoftakoh was at one point pregnant and that the nanny and a boy are recorded as having gone to Hlaiheih. The nanny, now living on Hlaiheih, might also uncover this plot. However, if they do not catch on, and deliver the wrong boy to Aaikhaihkauko, it might never be discovered, and Easyeoftakoh's scheme will have worked.

COURT OF AELI

The planet Ra'akhtaisaaoeah is the seat of government for the Aeli clan. It was also the scene of most of the heavy fighting during the recent clan war between the Aeli and the Aaikhaihkau clan. Thousands of casualties were suffered here, and anti-Aaikhaihkau sentiment runs deep among the populace. Technically, the war is over, and all is again peaceful. However, in reality, there remains an anger toward former enemies which could potentially manifest itself in many ways for Aaikhaihkau.

When Aaikhaihkau do arrive in system, they are carefully observed by the local authorities. Their identification papers are checked thoroughly upon disembarkation, and the usual amount of random questioning done by customs agents is increased tenfold. However, everything will be in order, and the player characters will be allowed to go about their business.

Getting to meet with people involved in the court activities of the Aeli will be comparatively easy, as soon as they begin showing around their letter of introduction from Aaikhaihkauko. If the truth be known, there are fewer hard feelings between the upper classes of the opposing clans than there is among the masses.

The entire incident with Easyeoftakoh and Ahtuayo' became quite the scandal just after the war. The topic sold quite a few newspapers, or so they say. Actual facts distributed by the press are of questionable repute, and most anyone involved with the reality of the situation, such as the members of the court, will be quick to point this out.

Two reports, however, that have more than the usual portion of fact to back them up, appeared soon after Easyeoftakoh's disappearance. The first came from the nearby planet of Aihuarouea, where there is considerable influence exercised by the Aeli clan. Photographs taken by routine security cameras at the starport appear to show Easyeoftakoh and all three of the children departing from a shuttle just after she escaped from Ra'akhtaisaaoeah. The photo is blurred from distance and

overexposure, but the resemblance combined with the coincidental timing of the shot make it a picture worth noting.

Second, there was another sighting made at approximately the same time at the starport on Ewew, a planet in the opposite direction. This sighting coincides exactly with the time of the Aihuarouea picture, making the two mutually exclusive events. This sighting was by a group of people making holiday in the mountain villages of Ewew who report to have met a young female and her three children laying low in one of the local resort cabins. They report the young female to be friendly enough, though she kept to herself, and within a couple of weeks both she and her children were suddenly gone without a trace. Further investigation allegedly resulted in a positive identification of Easyeoftakoh from holographic images of her during her wedding to Teal.

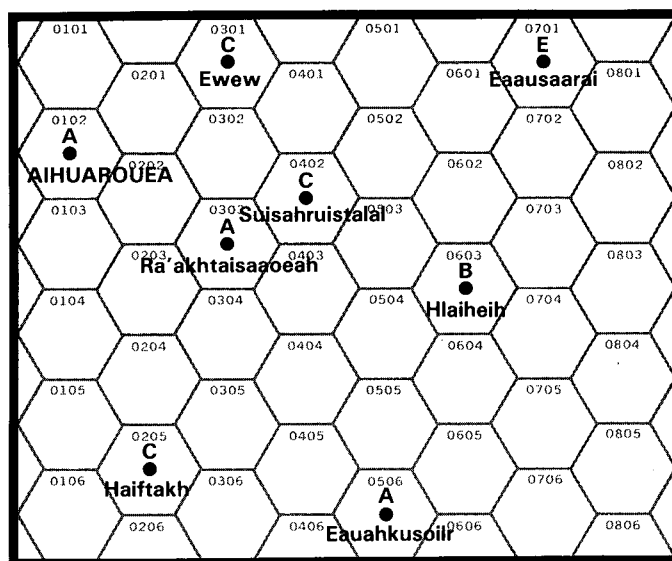
One Aslan who will prove to be particularly helpful is an attendant by the name of Raiyuala. He is a personal friend of the late Ahtuayo', and could possibly help determine the whereabouts of Easyeoftakoh and her children.

EWEW

Ewew is a planet somewhat off the beaten track in this area of Waroatahe sector. The planet itself, like many in the area, has not been developed. Though hospitable to Aslan habitation, it has been passed by in favor of other, slightly better locations which were there for the taking when the Aslan first emerged into space.

What there is on Ewew is restricted to a small starport, a few settling Aslan ihatei, and a few tourist villages tucked away up in the mountains. Ewew boasts beautiful mountain ranges, seemingly purpose-built for all sorts of climbing, air sailing, and winter activities.

Looking into the reports of a sighting here will possibly yield a name in a resort registry which coincides with the time of Easyeoftakoh's disappearance. The name given on the registry is Styalei. An Aslan rolling education or less will recognize this as a name from a series of books from which Aaikhaihkau often quoted. There was little investigation made of this sighting, and



the local authorities, what there are of them, can be of effectively no help.

Attempting to check the starport records for further clues will lead the player characters to an elderly Aslan by the name of Ektois, who is the administrative head of the starport. His help might prove invaluable.

(See also Ektois.)

AIHUAROUUA

Aihuarouua starport is rather extensive, including facilities for the transport of a large tourist trade and enormous grain and mineral commerce. Since it was untouched by the clan war, there is no underlying hatred which might cause the player characters hardship during their stay here.

Newspaper and audio-visual accounts of the sighting of Easyeoftakoh a decade past can be found at local library facilities on the starport grounds. However, such an administrative task is probably beyond any of the males in the group, and the information will remain concealed until such time as they either hire a female with the appropriate skills or until one of the males in the group breaks down and uses some of the skills he would rather not use in front of his fellows.

Local clan investigations into the sighting were not terribly extensive. While they were of enormous interest to those on Ra'akhtaisaaoeah, most of the locals paid little attention. However, it will become clear after several hours of investigation that local news reports disproved the sighting only a couple of weeks after the event, as evidenced in a small audio-visual cassette excerpt.

"The reports that Aeli heiress Easyeoftakoh and her children were sighted are apparently completely false. After running this story last week, the actual subject of the photographs in question has come forward and identified herself." Details follow the report.

Apparently this portion of news never made it into the mainstream of coverage on either side during the war.

HLAIHEIH

Hlaiheih is a pleasant agricultural planet, characterized mainly by its southern continents covered with rolling prairie and grasslands. Vast herds of grazing animals blacken the countryside, while wealthy corporations export tons and tons of meat to the nearby market worlds. This business environment combined with the generally pleasant nature of the planet make Hlaiheih one of the more choice locations in the entire subsector.

The Aeli clan boasts considerable possessions on Hlaiheih. An entire branch of families exists almost exclusively on its surface, though they maintain a very close contact and clannish tie with their kin off planet. Their largest business on the planet is their clan owned agri-business, which nets millions of credits annually.

The nerve center of that business centers on the estate of lau'a', a wealthy landowner and head of his family within the clan. lau'a' is answerable only to Aeliko himself on Ra'akhtaisaaoeah. If anyone would know the whereabouts of Easyeoftakoh and Eatliya on Hlaiheih, it would be lau'a'.

SUISAHRUISTALAL

As a relatively small, non-industrial world, Suisahruistalal has very few attractions. The planet is dotted with small communities and cities, with most people making a living in small industry and herding.

If the player characters come here to search for Easyeoftakoh and Eatliya, they will have to begin by searching the records available for anyone named Styalei (from the clue they discovered back on Ewew). Since the player characters are Aslan males, they will either have to hire some female for this task or grudgingly admit that they have the skill themselves to perform such a search.

Records of a Styalei and her family do exist within the time frame of her last known whereabouts. However, a trip to that city will have to be undertaken to determine if she is the right person and if she is still there. This trip will have to be undertaken by air/raft, and will take several hours.

Once there, they can make local checks of the addresses in question, at which time they will determine that the Styalei they seek has since moved on. However, some of the locals will know that one of her daughters, by the name of Ftaoiw, settled in another part of the city with her husband. The girl's name happens to be the name of one of Teal's daughters, as well.

Directions to locate Ftaoiw are not a secret, and hence readily available.

EAAUSAARAI

Eaasaarai is a remote planet, and is basically not populated. However, the Aeli family maintains a vacation palace there, where family and clan members have been known to congregate in their off months.

The palace also maintains a landing pad, with no refuelling or repair facilities. The pad is generally not monitored, and ships can come and go seemingly unnoticed. The pad itself is a mere half mile or so from the palace grounds.

The palace is an immense structure, surrounded with gardens and grasslands. The servants live in separate quarters, and merely maintain the grounds and building when there are no important dignitaries on the premises. Their duties are light at the present time, as they merely have to take care of Easyeoftakoh and her son Hakhea. The player characters will not be granted admittance to the palace itself without the express permission of Easyeoftakoh.

A covert approach to meeting Easyeoftakoh might be undertaken, and would almost certainly meet with success. Such an approach might yield valuable information. For example, the player characters might stumble upon Easyeoftakoh speaking casually with her son Hakhea, giving her plan away without realizing it. The servants might also be convinced to divulge information, if the player characters know what to ask of them.

RAIYUALA

Raiyuala is a young aristocratic Aslan male in the court of Aeliko. His responsibilities mainly concentrate on civil well being among the population on Ra'akhtaisaaoeah, a job which occupies his days, but leaves his nights open to enjoy the lifestyle of a young unmarried Aslan male.

When he was much younger, Raiyuala was acquainted with Ahtuayo'. The two were introduced while Raiyuala was a brash young counsellor's assistant assigned duty within the Aaikhaikau sphere of influence. His mission was recalled at the outbreak of hostilities. The two then served together in the clan war on the same cruiser. Raiyuala managed to escape from the wreckage of the final missile which destroyed their ship and killed his comrade.

For a time, Raiyuala made it his personal responsibility to look after Easyeoftakoh and Eatliya. When public and court opinion



turned against her, it was he that suggested that she get out of the limelight, and begin a new life on some other planet. However, he did not think she had taken him seriously until he arrived at her apartment to find it deserted and a simple note saying goodbye.

Raiyuala has his suspicions about her possible location, but for personal reasons has never taken up the search. The holdings of Ahtuayo's family would be likely sites to begin again. There are three of them—a small country estate on Suisahruistalal, extensions of the family and their lands on Hlaiheih, and a mountain vacation palace on Eaasaarai. Any one of these might be a good place to start.

Raiyuala will be willing to help out the player characters as best he can. His bitterness about the war is beginning to fade, and he understands the urgency of having a competent clan leader for the Aaikhaihkau in the future. The thought of possibly locating Easyeoiftakoh, for whom he has a reserved affection, has also crossed his mind.

EKTOIS

On the out-of-the-way planet of Ewew, there is little need for an extensive computer system for keeping records, least of all records from ten years ago. Fortunately, there remains at the starport an elderly Aslan by the name of Ektois who is a stickler for keeping accurate records of everything, and never clears his memory banks.

Ektois is the head of administration at the starport. The only

other two people at the starport are a janitor and a mechanic. Ektois can look back through his records to see where ships were going on that particular day ten years ago, and just who signed aboard those ships.

Two ships left Ewew on the day in question. The one on which a Styalei and family boarded was bound for Suisahruistalal. The other ship, which took another woman and child off planet, was bound for Hlaiheih. If the player characters care to check, the other female's name is registered as Khatikhal, which is also an archaic word for personal servant (throw education or less on 1D).

Ektois will be more than glad to help out, but would appreciate a bit of brew for his trouble. Considering his assistance, this is a small price to pay.

IAU'A'

Iau'a' is the head of his family, which is a part of the Aeli clan. He is answerable only to Aeliko himself on Ra'akhtaisaaoeah. Iau'a's family runs the largest portion of the agri-business for the clan on Hlaiheih. He lives on his estate with his many wives and children. His wives do all of the administrating, leaving him to tend to his hunting and other hobbies.

Iau'a' will be willing to grant an audience to the player characters if approached. However, he will not be so polite as the player characters have been used to. Iau'a' is not so willing as others to accept former enemies as friends.

Iau'a' is in a conspiracy with Easyeoiftakoh to switch her son by Teal, Eatliya, with her son by Ahtuayo', Hakhea. Iau'a' is well aware that Eatliya is on Hlaiheih, but will tell the player characters that he is on Eaasaarai with his mother.

Eatliya is not aware of his true identity, believing that he is merely one of Iau'a's sons, so he will not be able to present himself as the rightful son of Aaikhaihkau. However, his former nanny, Oiiyrleriyhkuaw, is still alive on Hlaiheih, and might be willing to uncover this plot to the player characters (see Eatliya and Oiiyrleriyhkuaw).

FTAOIW

Ftaoiw is the daughter of Teal, without question. She was sworn to secrecy by her mother, but it is obvious from pictures and other evidence that she is the daughter of the present Aaikhaihkauko, and once confronted with this fact she will forego any pretense to the contrary.

Ftaoiw is now living with her family, the wife of a local landowner, and is most content with her position. She does not aspire to anything else, and will therefore be most willing to offer what information she has.

She knows that for a while after leaving Ra'akhtaisaaoeah, her mother lived with her and the other children at Ewew. However, they soon left for Suisahruistalal. However, Eatliya did not accompany them, and went off with his nanny to someplace else—she has not seen him since. The two daughters and she lived on Suisahruistalal until several years ago, when Ftaoiw got married and her mother moved to Eaasaarai.

One other point of interest—Easyeoiftakoh was pregnant when they left Ewew; pregnant with Ahtuayo's child. She bore a son, which she named Hakhea, and who left with her for Eausaarai two years ago.

OIIYRLERIYHKUAW

Many years ago, Oiiyrleriylkuaw was willing to take part in this betrayal, and took young Eatliya away from his mother to live a life of obscurity in the family of lau'a' on Hlaiheih. However, the years have passed, and she has seen Eatliya grow into a fine young man, one more than worthy of what is his by birthright.

Oiiyrleriylkuaw now exists as a tutor to all of lau'a's children, under the assumed name of Khatikhal. She might be present when the player characters meet with lau'a', or she might simply hear about the meeting after the fact. She will attempt to warn the player characters that there is a fraud afoot, by whatever means present themselves. She might be able to meet openly with them, or she might only be able to get them a brief note, suggesting that something is wrong. Exact details are up to the referee, but she should be allowed to get some word to the player characters before they leave for their next destination.

EASYEOIFTAKOH

Now living in secrecy in the vacation palace on Eausaarai, Easyeoiftakoh is now at the center of a plot to place her son Hakhea as Aaikhaihkauko in place of its rightful owner. She placed Eatliya with lau'a' in secrecy, and at such a young age that Eatliya does not even suspect his true birthright. In the meantime, she has taught her son by Ahtuayo', named Hakhea, to act as if he were Eatliya.

When she is approached by the player characters, she will fake an attempt to elude them and once again escape with her son into obscurity. However, she will allow herself to be caught, and will only give up her son Hakhea to the player characters on the guarantee that they not detain her. She will admit that it is her son's right to live out his destiny, but that her own existence has been wasted over a lost love.

EATLIYA

Eatliya is now both a prisoner of lau'a' and of his own ignorance of his heritage. He is living as a landless son of lau'a' on his estate on Hlaiheih. He has grown into a very fine young Aslan male, who is both strong and intelligent, and who is a natural leader. However, he is beginning to despair of ever having land of his own, and is considering seeking his fortune elsewhere in the galaxy.

If he is told of his birthright, he might not be easily convinced. However, overwhelming evidence presented by Aslan bearing a letter of introduction from the Aaikhaihkauko himself will probably bring him around. He will denounce his false father lau'a' as a lying old man and accompany his new found friends back to what will be, one day, his lands.

Eatliya might also be told of his heritage by Oiiyrleriylkuaw, in which case he might have to journey forth to intercept the deceitful Hakhea before he can unhatch his plot to steal his position of power. Such a confrontation would almost certainly be witnessed by the player characters, who will undoubtedly react based on the information that they have been able to uncover.

HAKHEA

The son of Easyeoiftakoh and Ahtuayo', Hakhea, is very much party to the plot dreamed up by his mother. He has grown into a large Aslan, though his mental faculties are not the equal of Eatliya. He would not make a great leader for the Aaikhaihkau clan, but might be the best option available to Aaikhaihkauko.

Hakhea has a personal grudge against Aaikhaihkauko. He hopes to convince him of his legitimacy, and then kill the clan leader to ascend to power. He blames Aaikhaihkauko for the death of his father, who he never met. Personal revenge will probably be Hakhea's undoing, but not before he has caused considerable damage to the power structure of the Aaikhaihkau.



Interdiction Zone Referee's Section

OVERVIEW

Interdiction Zone is a two part scenario—survival in the jungle and dealing with the native Mwawmbijebe.

During survival, the player characters will be moving about on the hex map. They have basically no idea where they are with respect to other terrain features or the natives, so, at first, their direction will be more or less chosen at random. As they move, they will stumble across various terrain features (the river, the mountains, etc.), or they will run into the Mwawmbijebe communities on this continent.

The three Mwawmbijebe communities are described in some detail below. Encounters with each are outlined, giving the referee some idea about handling the first encounters between Aslan and Mwawmbijebe. If the player characters are still attempting to stir up trouble for the Aeahekihiykhii clan on Kualakhtaea, they will have to gain the confidence of the native communities. It is possible that the player characters will gain positions of leadership among the Mwawmbijebe, in which case this will only be the beginning of a much larger adventure—an adventure in which the entire planet will be the Aslan's arena.

THE BASICS

The scenario presented in Interdiction Zone is, at least in its beginning stages, a matter of travel and survival for the player characters on an unknown world. Their skills may be quite varied, and they will need all the members of their party to escape this predicament alive.

Survival: It would not serve well to create extensive rules governing the ability of the player characters to survive in their new jungle environment. Instead, presented here are some simple guidelines that will help the referee keep track of things, and give the players a truer feel for their situation.

Food: Food will be a major concern. They will have food enough from the ship to last another week. Most of the food brought for the expedition was lost in the crash. This food will not spoil over that time. However, once it is gone, the Aslan will have to fend for themselves. Aslan are natural hunters (indeed, they will not eat the local plantlife due to their carnivorous heritage), so getting food from the lush jungle will be relatively easy. Hunting will take a few hours every day (meat will not keep well—it must be eaten when caught). The referee should impose no movement restrictions due to hunting on the movement of the characters (hunting time has been figured in). Instead, it is advised that each day's hunting be subjected to an additional roll for animal encounters.

Note that food will be plentiful only in the jungle. The wildlife in the mountainous, plains, and shattered hexes of the map is too sparse to support the group. If they venture into such territories without food supplies, they will realize this and be forced to turn back.

Equipment: Regardless of what the player characters brought with them on their journey, they should be limited to one personal weapon, plus the ammunition that would normally be carried with it, and their personal gear for this expedition. Additional, heavy equipment will be damaged in the emergency land-

ing and cannot be used. Of course, once their initial ammunition is exhausted, no more is available. Persons with the appropriate skills might be able to fabricate new equipment out of the native elements, which mainly consist of stone, native wood-fibre, and animal bones.

Travel: Movement through the jungle will be relatively difficult. Aslan are superior runners on the open plains of their native planet, but are no quicker than humans when moving through dense undergrowth. The hexes on the map are each ten kilometers across. The group can move through one full jungle hex per day of movement. They can move through four plains hexes, two shattered hexes, or one mountainous hex in the same period of time. Movement at night will prove dangerous (roll additional animal encounters), and will cause fatigue among the party members.

Within the areas settled by the three Mwawmbijebe communities, the jungle has been cut by many paths and primitive roads. These can be used by the player characters, allowing them to move through two such hexes of jungle per day, but the resident Mwawmbijebe are continuously using these trails as well, and an encounter with the natives will be inevitable. However, the player characters may move through these hexes at the normal rate of one hex per day, not using the available paths, and not attracting attention to themselves at the same time.

Each of the sections below should be consulted by the referee and presented to the players only when the player characters have moved into that particular area. Until they are in the vicinity of these various Mwawmbijebe communities and other items of interest, the players will have to restrict their activities to travel and survival.

KUALAKHTAEA

Kualakhtaea (X987673-1) is a very large planet. Its core is apparently made up of relatively light materials, since the surface gravity is not in any way restrictive to the Aslan characters. However, its enormous diameter gives it an incredible surface area, equal to two or three other normal planets combined. The horizon extends much further than normal (Kusyu, for example), though this will not become evident until the characters make it to the edge of the jungle or into the mountains.

The map provided shows the basic terrain features in the vicinity of the crash site. Most notable are jungle, mountainous, shattered, plains, and the river.

Jungle: The jungles on Kualakhtaea are thick and abundant with life. Native plants and animals of all sorts exist here, and the jungles are the congregations of life on the planet's surface. Most of the animals within are small, and make tasty meals for the Aslan and the native Mwawmbijebe.

Undergrowth and thick vines make travel very difficult. Movement of all types is restricted, and sudden action or violent activity will be seriously curtailed in the jungle. However, within the areas settled by the three Mwawmbijebe communities discussed (see below), the jungle is permeated with paths which make travel somewhat more easy. (See Travel, above.)

Mountainous: The mountains to the north are of a very young, rocky variety, which are quite difficult to traverse. Not even the hill Mwawmbijebe penetrate far into these mountains, preferring their jungle environment to that of rock and cliffs.

Animal life is almost non-existent in the mountains. The player characters will probably not have sufficient equipment or skills to move among them effectively, and should be told this by the



referee if they make the attempt.

Shattered: An unusual feature, the shattered terrain is unique to Kualakhtaea. The soil is gone, revealing a cracked crystal and shale surface, which from above resembles a shattered piece of black plastic. The entire area is recessed, as if the top soil were scraped off in the distant past. The drop from the jungle above to the shattered floor is approximately twenty meters.

There is, once again, no life on the shattered plain. Travel is relatively easy, but there is very little reason for the player characters to venture across it. However, it is a geological oddity which might attract their attention.

Plains: The plains of this portion of Kualakhtaea are somewhat dry and barren. The grasses and groundcover growing on them supports a variety of small animal life, but nothing which can be considered as nourishment. Small rodent like animals abound, but are difficult to catch and, individually, do not constitute much nourishment.

The River: The river, which is known as Tyssuon (life-giver) to the native Mawmbijebe, is the very heart of the local jungle. Originating in the mountains to the north, the river attracts all the run-off from the surrounding mountains and the jungle on its 200 kilometer journey to the sea. Along its course it is a wide, slow moving river, full of aquatic life and now surrounded with Mawmbijebe settlements.

Approximately halfway down its course, the Tyssuon plummets over a great falls, known as Quatluun. This is the center of the middle Mawmbijebe community, and creates a barrier which cannot be easily crossed by the local watercraft. The

lake at the bottom of the falls is quite still and calm—a lake which is the embodiment of the Reassuon (see below).

The delta of the river is a marshy, swampy locale, characterized by slow flowing streams and very little solid ground. The silt base is slowly becoming more firm in spots, which are being overgrown with new jungle life.

THE MWAWMBIJEBE

The natives of Kualakhtaea are the Mawmbijebe (the Aslan know them as Haoakhtesea—“Dwellers of the Damp Earth”). They are upright, bipedal, vaguely humanoid sophonts standing roughly 1.4 meters in height, massing an average of 60 kilograms, with broad features and short, flattish splayed digits originally adapted for support in the marshes and bogs in which they first evolved. They are now fairly advanced, having achieved mostly stone age and early metal age technology on their own.

The Mawmbijebe originally evolved on another continent. Their ancestors found the marshy mouth of the Tyssuon ideal for settlement, and began a community there approximately one thousand years ago. However, only the Gentaa community still maintains contact with Mawmbijebe communities elsewhere on the planet, through their limited sea trade.

The original colony on the continent expanded steadily until three distinct communities could be found along the Tyssuon River. Each of these has developed in distinct ways, and should be addressed separately.

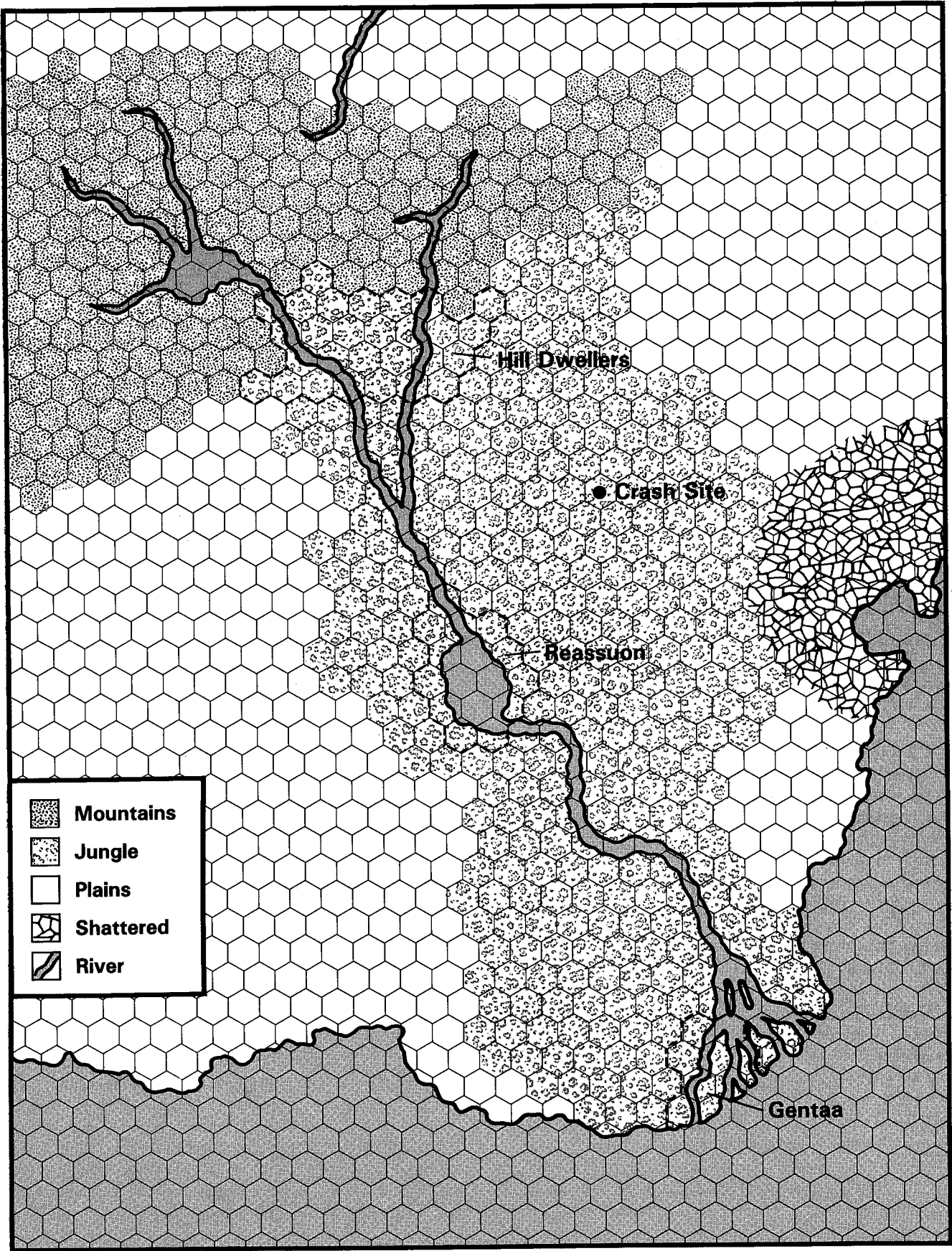
The southern most community, the original colony on this continent, still flourishes at the river's mouth. Known as the Gentaa, these Mawmbijebe are by far the most advanced and civilized of the natives likely to be encountered. Their settlement is made up of low-lying, broad based buildings and stilt-born houses, making the most of the softer ground of the delta. Their technology is rather advanced—they have large, ocean going vessels which trade with other Mawmbijebe across the waters, and their weapons are mostly metal tipped, owing to recent developments in metalworking. Further details on this community are given in the Gentaa section below.

Further up the river is the second Mawmbijebe community, known as the Reassuon. These Mawmbijebe generate their well-being from the lake at the bottom of the falls. Their technology is somewhat behind that of their Gentaa neighbors, and their government more primitive. The Reassuon are very fierce warriors, and respect strength above technology.

The most primitive of the Mawmbijebe are the hill dwellers to the north. At the base of the treacherous mountains they have managed to devolve from their former level. Their technology and even their language has devolved somewhat, until the hill dwellers are little more than savages compared to their southern neighbors. They have recently been sending raiders to the south to loot from the other Mawmbijebe on the continent, and have had considerable success.

Each of these communities is examined in somewhat more detail in their individual sections below.

KUALAKHTAEA



CRASH SITE

Very little is salvagable from the wreck. The player characters will have little equipment to see them through. However, there are some things that they will have. First, each will have his vacc suit, which is equipped with several features. Each has internal direction location, which will prevent the party from becoming lost. Also, each is equipped with a transmitter, good up to a distance of ten kilometers (one hex). Also, the rugged design of the suits will prevent most penetration, reducing the cuts and contusions which might otherwise develop from a journey through the jungle.

The referee should inform the player characters that they had very little time to determine their location on their emergency landing. It is impossible to say just where they are in relation to the edge of the jungle, the native communities, or anything else for that matter.

GENTAA

Clinging to their foreign ancestry, the Mwawmbijebe of Gentaa go out of their way to present a very cultured, sophisticated community. The citizenry are very proud of their villages, and exhibit this pride through superior craftsmanship in all forms of art and architecture.

The Gentaa maintain armed patrols (armed with metal tipped spears and some personal armor—treat as mesh or cloth) all along their perimeter with the jungle. Raiders from the hill dwellers to the north have reached this far south, but have always been repelled. The Gentaa have seen Aslan before, and therefore will not be intimidated or awed by the arrival of the player characters. However, the patrol which will certainly encounter them will be very receptive, and attempt to bring the Aslan directly to an audience with their king.

The Gentaa have a population of roughly seven thousand villagers, of which five hundred are professionally trained soldiers, well-armed and armored. Most other males are trained hunters who could prove to be effective in combat.

The king's court and palace are the central features of the Gentaa's largest village. The structure is a one and in some places two story building extending nearly half a mile along the longest dimension of its rectangular form. Palace guards are particularly well-armed with spears and heavier armor. The location of the palace is not far from the residence of the Aslan mission on the planet. The most important building in the village, the palace is highly decorated with bright paintings depicting the jungle environment and statues and carvings of the native animals. A magnificent structure, the palace is the apex of architectural endeavors in the Gentaa village.

The king, who does not appear to be a particularly strong or intelligent Mwambijebe in his own right, cannot directly communicate with the Aslan player characters. However, he will call his interpreter, who can translate into Aslan very easily, and will explain that he learned the language from the Aslan missionaries who have a branch in this very village. The king will extend his welcome, and will see to the every need of his Aslan guests. They will be provided with the best he has to offer—the best meat and drink, entertainment and accommodations—for as long as the player characters wish to stay.

The Gentaa have a great respect for Aslan. Impressed by their size and speed, most Mwawmbijebe feel honored to even be recognized by a visiting Aslan. However, their Gentaa hosts will not originally understand that the new Aslan on the scene are

on "opposing sides" in the clan war between the Hweaolriya and Aeahekihiykhyy. As a whole they will attempt to remain neutral in whatever struggle arises, not wishing to anger any of the Aslan involved.

Truthfully, there is very little to be offered in this peaceful community to keep an Aslan male contented for very long. The comfortable surroundings will keep them occupied for a time, but soon they will become restless. There is no opportunity to prove themselves here, nor is there any possibility of gaining control over any land (land in this delta community is at a premium as it is). Unless they were to attempt some sort of coup, male Aslan will simply become bored with the prospect of spending any length of time as guests of the Gentaa king.

Female Aslan, on the other hand, might well be contented here, using their skills and talents to actually help the natives, skills the males will not have or will not dare display. In fact, female Aslan tending to such activities might quickly become the focus of enormous amounts of attention by the local Mwawmbijebe. While the females of the Aeahekihiykhyy mission will draw the line at introducing most forms of new technology, lifesaving and administrative assistance will be more than welcome.

REASSUON

Many Reassoun Mwawmbijebe are hunters and trappers in the local jungle, bringing in a fair portion of the foodstuffs for their community. Such hunters will undoubtedly be the first to encounter the Aslan player characters who stumble into their realm. Never having been contacted by Aslan, these hunters might attempt to "bring one of them down", and will become very surprised to find that in addition to being huge, Aslan are intelligent.

Reassoun technology lags somewhat behind that of their southern neighbors, the Gentaa. There are no metal weapons, though their stone weapons are very well made. Reassoun Mwawmbijebe are not as attentive to artistic detail as the Gentaa, being a much poorer community, concerned more with everyday survival than aesthetic appeal. Nearly the entire population is occupied with the procurement and preparation of food.

The Reassoun chieftain and his personal bodyguard will investigate contact with the Aslan, granting them an audience if the Aslan can successfully communicate with the Mwawmbijebe. The reaction of the Reassoun to the Aslan will be pretty much up to the luck of the dice (roll on the Aslan Reaction Table for each Mwawmbijebe encountered, forcing the Aslan to react accordingly to discourteous and challenge results as normal). The Aslan will almost certainly not get through an encounter with the Reassoun without a fight. The Reassoun have a population of approximately five thousand, only one thousand of which are trained warriors with weaponry.

Due to their lifestyle, the Reassoun will not likely track the Aslan beyond the confines of their community. Distance from Quatlun Falls and Lake makes the Reassoun quite nervous, and they rarely venture far from them.

HILL DWELLERS

The hill dwellers are quite numerous compared to the Reassoun and Gentaa communities of Mwawmbijebe on this continent. However, they are fragmented into dozens of warrior tribes, each following a particularly powerful warrior chieftain. These tribes generally number between six hundred and thirty-



six hundred individuals, approximately one third of which are warriors.

Fighting between warrior tribes is almost continuous, using weapons of a very primitive nature (clubs and primitive stone-tipped spears). They also employ dart guns (accuracy as a snub pistol, doing 1D6-2 damage per hit). However, occasional tribes venture south for plunder from their brother Mwawmbijebe further down the Tyssuon.

Social structure within the tribe is very loose. There exists the warrior chieftain, who is replaced by whoever challenges and defeats him in mortal combat. All others are subordinate to the chieftain, and his authority is enforced by a personal group of warriors, generally consisting of his immediate male relatives. However, most chieftains will obey edicts handed down by Mwawm-khantii, who is some sort of hermit living in the mountains to the north.

Decisions beyond the capacity of the chieftain are brought before the Mwawm-khantii, considered to be wise as the gods themselves are wise. Deciding what to do with such strange beasts as the Aslan will certainly be a question for the Mwawm-khantii to settle.

Communication with the hill dwellers will be initially impossible. Unless the Aslan player characters have with them an interpreter, they will be unable to communicate with any of them other than the Mwawm-khantii. However, the simple nature of their existence, the continuous infighting and primitive social structure, should be evident to even those who do not have the benefit of subtitles.

If an Aslan becomes bold enough to present a challenge to a tribal chieftain, he will be allowed combat. The Aslan are a superior breed, it is true, but the chieftains are the greatest warriors of their kind. The strength of a hill dweller tribal chieftain should be rolled as 2D. Other Mwawmbijebe roll 1D + 2. If victorious, the cultural shock will be enough to send most of the tribe running for the hills, as it were. However, a particularly loyal lot will remain behind, and follow their new Aslan chieftain, approximately twenty to one hundred and twenty warriors (2D x 10).

Though purgatory to an Aslan female, life among the hill

dwellers might be just the calling for Aslan males stranded on the planet. Administration is at a very low level, while battles and raids will be almost continuous. This will appeal to an Aslan male, seeking something to do with himself in this new environment. A particularly successful Aslan could become a very important leader among the hill dwellers, and threaten to take over vast amounts of territory for himself.

MWAWM-KHANTII

A very elderly Mwawmbijebe, the Mwawm-khantii is the only source of knowledge among the hill dwellers. He was formerly a student among the Gentaa in the south, but found life there spiritually unrewarding. In his new capacity he hopes to ease the plight of the hill dwellers through the dissemination of his own brand of wisdom. The player characters will only encounter the Mwawm-khantii if brought before him by the chieftain of a hill dweller tribe.

While among the Gentaa, the Mwawm-khantii became acquainted with the Aslan of the Aeahekihiykhii mission, and learned their language. He understands much of Aslan culture and society, and can present himself as being very courteous and proper for his Aslan guests.

The Mwawm-khantii will tell the hill dwellers that the Aslan are a very proud and virtuous people, worthy of respect. After this they will be accepted as equals among the hill people, free to become warriors or leaders as they see fit.

AEAHEKIHIIYKHIY MISSION

The Aslan missions on the planet are mainly concentrated among the more civilized Mwawmbijebe communities elsewhere on the planet. Their only outpost within the context of this adventure is a single family living among the Gentaa. Note that these Aslan are of an opposing clan, and that the player characters should be naturally suspicious of them.

The missions on Kualakhtaea are operated by a single ahriy within the Aeahekihiykhii clan, the Khitaift ahriy. Most of the Khitaift males have been killed off in various clan wars, until the ahriy is mostly made up of females. Aeahekihiykhiiyo gave the ahriy the obligation of bringing the Mwawmbijebe to an acceptable condition, if that was at all possible.

The particular mission is run by a mother and her three daughter Aslan. The mother's name is Ftaikhai, and she concerns herself mainly with the study of the Gentaa and their society. Once this society is more fully understood, and the Aslan have been more accepted, she hopes to go about the task of converting them to the Aslan point of view. The elevation of the Mwawmbijebe to the point where they might become acceptable vassals will take generations, but the foundation work is being done now.

The female mission members and the female Aslan player characters are somewhat less likely to distrust each other. Most Aslan females view the clan conflicts headed by the males of their species as something simply beyond their control. Male Aslan player characters will tend to be very suspicious of Ftaikhai and her daughters. However, they will do nothing to endanger the player characters. Matters with the rest of the clan seem to them very distant in the backwaters of Kualakhtaea, and the mission's females will conduct themselves as if no clan war were going on at all.

FURTHER ADVENTURES

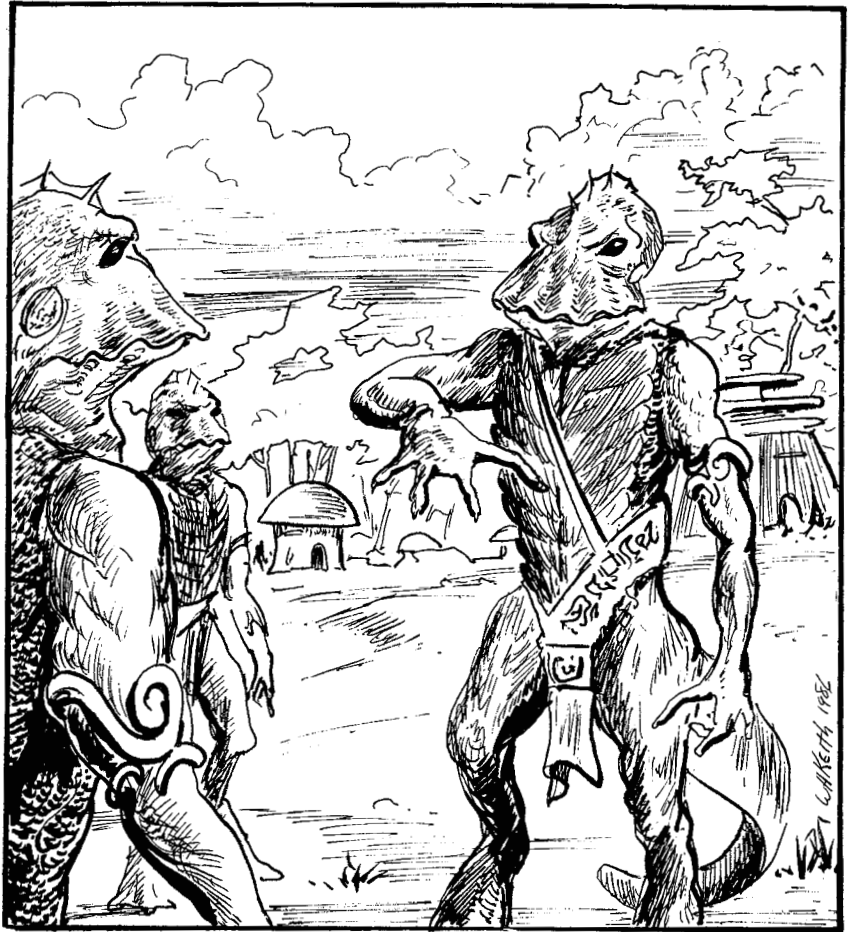
Interdiction Zone actually only begins what could very easily

become an entire campaign for Aslan player characters. There are basically two directions from which this campaign can be approached—expanding control over the Mwawmbijebe and confronting the Aeahekihiykhly clan members on the planet.

The Mwawmbijebe: The Mwawmbijebe encountered near the crash site are not necessarily typical of those found elsewhere on the planet. Other cultures on Kualakhtaea most closely resemble the culture of the Gentaa. Indeed, the Gentaa are an offshoot of another culture on Kualakhtaea. Encountering these Mwawmbijebe and gaining their assistance will be a worthwhile adventure in itself.

Attempting to take over selected Mwawmbijebe might also be considered. The hill dwellers are most pliable in this area, and the player characters could easily take control over selected portions of them. Waging a campaign against other communities might cause just the sort of trouble the player characters were sent to create.

The Aeahekihiykhly: The opposing clan which rules the planet Kualakhtaea have very few actual clan members on the planet. Various missions do exist, such as the one located in the Gentaa community, but these are rare. However, should they get word that there are Aslan of the Hweaolriya clan running around loose on their planet, the Aeahekihiykhly would certainly take an interest.



Ahriy Uprising Referee's Section

OVERVIEW

This scenario presents a desperate situation which will appeal to an outcast Aslan. Attempting to prove themselves worthy, these Aslan will take on any task, almost without regard to its dangers (Aslan males have trouble determining the level of danger involved with most things anyway).

The referee will be in charge of guiding the player characters through the starport facilities of Aikoho-3, as they learn more about both it and the dig site. The adventure itself begins when the player characters make their attempt at stealing the Foundation Beacon and getting it back to their ahriy.

Si and his police units will be guarding the Foundation Beacon and the dig. Travel through the tunnels will also prove quite difficult. The likelihood of success for the player characters is remote, but if they take their time and are slightly lucky, they might just pull it off.

AIKOH-3

Aikoho-3 is a distant moon to the Hahorehyi system's only gas giant. The moon itself is only 2000 kilometers in diameter, made up of mostly silicon and iron. Mining operations on the planet have been waved in favor of richer locations in the system (the belt and Hahorehyi's own moon, for example). The atmosphere is non-existent; complete vacuum exists on the surface. There is also no free-standing water on the surface. In fact there is almost no water whatsoever, in any form, on Aikoho-3.

The planet's history remains a mystery. The surface tells of large rivers and ocean beds, teeming with microscopic life, just a few tens or hundreds of thousands of ftahea ago. Mere traces of water remain on the surface, much to the confusion of local planetologists. It is in one of these ancient river beds that the Foundation Beacon was discovered (see The Foundation Beacon).

The surface structure of the planet is bizarre, as well. Many areas of the surface, usually in the vicinity of the ancient rivers and oceans, are formed of a very porous rock material. Water moving through it carved out thousands of smaller underground tunnels and rivers. Each ancient river bed is merely the surface element of an enormous array of interconnected underground streams and waterways, sometimes extending upwards of a mile beneath the surface and to either side. Now mysteriously dry, all of these tunnels and caverns remain. In point of fact, one theory on the disappearance of the local water is that it merely retreated further into the core of the planet.

There is no life at present on the surface of Aikoho-3. However, microorganisms are fossilized on the surface, in the river and ocean beds.

Original investigation of the planet began only one hundred ftahea ago. Though mineralogically poor, Aikoho-3 promised to be quite interesting from a planetology standpoint. Teams of investigators began mapping out the various oddities they discovered. The planetary composition and layout are unique, and warrant investigation ahead of the myriads of other lifeless planetoids within the Hierate.

One such team located the Foundation Beacon only one ftahea

ago.

Approaches to the planet have been, until recently, free from notice. However, since the investigation into the Foundation Beacon and other potential artifacts began, security has been tightened-up. Ships without specific purpose approaching the planetoid are often turned back for authorization.

When the player characters make their approach, there is a fair chance that they will be confronted by a security craft, a Hraye class ship with a police complement. (Throw 4+ for such an encounter.) If the player characters have not made some sort of precautionary plans for such an event, the security ship will simply escort them out and on a safe trajectory for Hahorehyi. If the player characters attempt to talk, lie, or fight their way out of the situation, which would be quite likely for Aslan males, the referee should play out the encounter with them.

Landings may be attempted anywhere on Aikoho-3, though most traffic moves through the clan starport. (See Startown.)

STARTOWN

The clan has established a very small frontier facility on Aikoho-3 for use in the planetary investigation. The facility qualifies as a class D starport, though it is not generally used for anything but official clan business. However, supply ships do come and go regularly, so a non-clan vessel will not attract too much attention.

The starport itself supplies only minor repair capacity. Fuel has to be skimmed from the nearby gas giant. All administrative functions are taken care of on the spot. None of the starport facilities are domed except for Startown.

Startown has become quite popular among ships' personnel. Consignments to Aikoho-3 are generally welcomed by ship's crews eager to take advantage of the gambling and drinking establishments there, renowned on every starship as being the most morally objectionable in near space. Debauchery is tolerated by the management, and clan security is always nearby in case things get out of hand.

Startown on Aikoho-3 has also gained a reputation for lawlessness. Many extra-legal activities are reputed to exist



there, though the player characters will have no direct confirmation of this to their recollection. However, it should occur to them that this might be the avenue to securing the Foundation Beacon for their purposes.

The clientele of Startown are all Aslan ship crews and the occasional wanderer. Females among the ship crews do not take advantage of the disreputable diversions available on Aikoho as their male compatriots might. They are generally more content to administer their ship's activities and post bail for those in their crew who will need it later.

Startown is divided into three basic sections—Administration, the Amber District, and Warehousing. As the player characters travel through these sections, they will become more familiar with them, meet various people, and come upon several rumors which might help them out. The referee should distribute this information as he sees fit, depending on what actions the player characters take and to what extent they are looking for information.

Administration: All of the official Uakyseha clan activities are handled through the administration section. Security headquarters is here, as is the coordinating starport unit for the excavations. Personnel here are almost exclusively clan-employed.

Civilians are allowed to move through the administration area, but are expected to have business within to do so. There is a chance that the player characters will be stopped and questioned by security personnel (throw 7+ to avoid), in which case they will be asked to leave. Bringing themselves to the attention of the local constabulary might not be advantageous at this point for the player characters. Repercussions might be in the offing.

Si: While moving through the administration facilities, the player characters will be the fortunate witnesses to a semi-secret event. Si, the head of the clan's police force, will be seen moving through the corridors with his staff. It is not widely known that he is on Aikoho-3 in the first place. This sighting will indicate that something very important is in the works. Si does not travel to the outer system for no reason whatsoever.

Amber District: The heart of Startown, Amber District, has given Aikoho-3 its well deserved reputation. Drinking establishments, gambling casinos and night clubs line the thoroughfares. So much activity is evident that it gives Amber District an almost carnival-like atmosphere (from a human point of view), all under the watchful eye of the great gas giant just beyond the dome.

However, Aslan revelry is somewhat more traditionally oriented, and individually more restrained than human equivalents. Many games of strength and speed are played out among the male patrons, pitting the will of one overbearing personality against the next. Dueling occasionally breaks out among the younger patrons, but this is discouraged by their older, more experienced fellows.

Rumor: The police have recently closed off the excavations from all civilian personnel. All transport to and from the digs is being undertaken by security personnel, and all communications with the excavation site are now strictly regulated. The general feeling is that some other find has been made, one of considerable importance.

Rumor: Though security around the dig has been tightened up considerably, it is still possible to get there. The player characters can learn this from an Aslan male who used to work at the digs, clearing away debris with an anti-grav shovel. He claims that the honeycomb nature of the surface around the river bed makes it almost impossible to keep anyone out. All of the

tunnels interconnect, and eventually one could travel underground from well outside the perimeter of the dig right into its heart.

Haikes: It is inevitable that the player characters will be contacted by Haikes as soon as they begin asking questions around the Amber District. The manner in which he will approach the player characters is described in the Haikes section, below.

THE CAVES

The thousands of caves and tunnels near the dig site are home to very little. There are no native life forms on Aikoho-3. Even in ancient times, when water still flowed across the surface, the only life was microscopic in nature, barely advanced enough to be considered life at all.

The remaining tunnels are barren. Their surfaces were worn smooth by the now absent water. By their very nature they are not easily navigated. Only through the use of directional locators and other higher tech devices will the player characters or the police be able to move through the tunnels. Without such devices, any expedition would become hopelessly lost in a maze of a million tunnels.

Moving through the tunnels will be slow, even with the proper equipment on hand. In order to keep moving in a particular direction, one must pick and choose between tunnels which might move in completely different directions only a few hundred meters further along. It is easier to travel along the course of the ancient river than to move perpendicular to it.

Accidents in the cave and tunnel system will be frequent, but non-fatal. Slipping on the smooth floors will create many mishaps, sliding characters down in directions they might not wish to go, but the lighter gravity of Aikoho-3 will keep them from being substantially injured.

Only the openings to the dig area itself are patrolled by the police. It will be very rare indeed that an encounter will be made anywhere else. However, the player characters might be pursued through the tunnels, after being spotted, for instance. Combat in the tunnels will be haphazard, at best. The twists and turns will rule out most types of long-range fire, and possible ambushes lie around every turn. It will be very easy to lose someone in the tunnels, but the party might be split up, only able to meet once they have returned to the surface.

THE DIG

Now heavily guarded, the dig site on Aikoho-3 has been until recently free from regulation. Indeed, soon after the discovery of the Foundation Beacon and other ancient artifacts, the area turned into quite a tourist attraction. Uakysehako relied heavily on the site for his own personal propaganda for a time, claiming some sort of divine right gained by proximity to such a find. However, the site is now closed to the public, and only selected personnel are allowed access.

The dig itself has been directed by personnel from various university/training academies on Hahorehyi. Their efforts are now controlled by Si and his police units. Police units patrol the surrounding caves and tunnels as best they can, but are limited by the enormous scope of their task. However, the police units are all heavily armed, and will be directed to bring anyone found before Si himself at his temporary headquarters at the dig site.

There are several buildings on the site, along with various digging equipment. Most of the equipment is actually designed for mining on airless worlds, and is being adapted by the archaeological expedition. Except for the Foundation Beacon itself,

no other discoveries have been made here, though a considerable area around that find has been excavated and carefully examined. To both Si and those involved in the investigation, the site is still a mystery, though it is expected to be of Ancient origins.

When on the dig site, roll 8+ for encounters. All encounters will be with one to six patrolling police, who will quickly be able to call on their fellows elsewhere on the grounds if there is trouble. However, it should be fairly easy to sneak onto the grounds through the tunnels, provided the characters do not make any serious blunders on their approach.

HAIKES

Haikes is an Aslan ahriy head, and is a member of the Ahil clan. His operations here on Aikoho-3 are purely for profit, and he has very little interest in the politics of the Uakyseha clan. Haikes' business entails the ownership of many of the establishments in Startown, or so he has convinced the local police. In actuality, Haikes is the center of a criminal organization which extends throughout the Uakyseha clan's holdings. Aikoho is merely a convenient location for a central position, far enough removed from his victims' homeworlds for rapid escape, if necessary.

As an Aslan male, Haikes generally sticks to thinking up new ideas and implementing small, undemanding bits of work. The administration of his organization is handled exclusively by his females, and they are constantly with him. In fact, most dealings with Haikes are, in fact, made through his female assistants, since Haikes himself has enormous difficulties dealing with such things as money and planning and such like.

Haikes has ears among all of the establishments of the Amber District. Once the player characters begin asking around for any information, Haikes will make contact. It is most likely that he will send around some of the males in his organization (a couple of big lads, as it were), and arrange a meeting. The cooperation of the player characters would be wise, but is not mandatory—Haikes will have a meeting with the player characters, on his turf, one way or another.



Note that territorial, clannish Aslan are very particular upon whose land they meet among themselves. A definite cultural bias exists which gives the Aslan on his own turf an immediate upper hand in conversation. Therefore, many Aslan will go to great lengths to arrange meetings or negotiations on their own territory. Clan rivalries often must be settled on the land controlled by the referee clan, as neither side will agree to meet on the other's worlds.

Haikes is very interested in keeping civil unrest alive among the Uakyseha. Police and troops assigned to deal with such unrest will not be on his tail, restraining his trade. Coming to the aid of the player characters, who are looking to rekindle the flames of unrest for their own ahriy, seems a logical step for Haikes.

Haikes will offer to aid the player characters in their quest to steal the Foundation Beacon. He will provide them with all the information they will need (such as the location of the dig, the security available, etc.), and will even come across with some equipment. He can provide the transportation necessary, and an easy way in and out of Startown exists near his office.

However, Haikes has a price. There are rumors that other finds have been made at the dig. Haikes will help the player characters get off the planet with the Foundation Beacon when they return to him with it. However, as payment, he will demand any other items of interest that they come across. He will refrain from sending any of his personnel along on the mission, but will make a careful check of the team when they return. Remember, Haikes is no fool. He pretty much runs the underworld activities in this system and beyond, and knows his business very well.

SI

Si is the head of the police force for the Uakyseha clan, and in actuality the political cornerstone of the clan. Most Aslan clans do not require an extensive enforcement arm, but the Uakyseha require one due to the corruption of the governing body and the unrest among the population. Evidence of this unrest can be seen in the attempted coup recently thwarted on Hahorehyi itself.

Si has an enormous corrupt following, concerned with countless shady deals and underhanded trickery within his clan. However, most of these are not pertinent to the course of this adventure. Only those items necessary to the course of this scenario are presented here. However, it should be known that his character is ruthless and cruel, owing to no one but himself. His followers surround him, and he enjoys absolute loyalty from his creatures.

When news came to the clan head that the Foundation Beacon had some unusual characteristics, Si convinced Uakysehako to place the matter in his hands. Si recognizes that this could be a find of some importance, or that this is simply the tip of a much larger archeological iceberg.

Si has recently taken leave of most of his regular operations on Hahorehyi and temporarily set up on Aikoho-3, to more closely keep tabs on the goings on there. This is quite unusual, and might attract some attention, so he is attempting to keep his move somewhat quiet. For the course of this scenario, Si is living and operating out of the administrative sections of Startown and his personal headquarters on the dig site. He has a personal speeder and driver to transport him between the two.

After learning of the strange characteristics of the Foundation Beacon, Si has become concerned that this is actually an Ancient site. Having limited knowledge of such things (the



Hierate is rather far removed from most Ancient finds—most are located around the Spinward Marches area of the Imperium, far to coreward), Si is not entirely certain what action to take. The potential power or danger from such a find worries him enormously, driving him to an almost frenzious state. He has ordered that the entire area around the original find be excavated to determine the extent of the find. Nothing has thus far been found, which seems to indicate that the only item left on Aikoho-3 is the Beacon itself.

If found snooping around the dig site, Si will not be kind to the player characters. They will be questioned, searched, and immediately ordered to be taken out and executed. They will be accompanied by approximately a dozen armed police personnel.

THE FOUNDATION BEACON

Actually, beacon is a misnomer. The object found on Aikoho-3 is merely a metallic, spherical object, approximately one meter in diameter, found buried in the dust by a routine survey team. The name Foundation Beacon is taken from a famous children's fable concerning the last of an alien race and his final attempt to signal any who might wander to his final resting place. In actuality, no one is sure what the object is, nor do they realize its true purpose.

All attempts to crack the sphere have failed. No means of examining the contents, from microwave penetration to x-ray have been able to unlock its secrets. There are apparently no moving parts and no access points on the surface.

Through experimentation it has been determined that the device does perform at least one specific task, though by what means is still uncertain. When immersed in water, the component elements of hydrogen and oxygen are separated, though at a seemingly slow rate. Why this function, and how it is accomplished are unknown.

This action explains the lack of water on the surface of Aikoho-3, where liquid water is certain to have existed in the past. However, new questions present themselves.

Since the Beacon is not at the lowest point on the planet, how did it manage to break down all of the water? Was it moved around?

Most of the hydrogen and all of the heavier oxygen should still remain in the atmosphere. Aikoho-3 has no atmosphere to speak of, and the massive amount of oxygen which should be there simply isn't. It might have been removed, but that would have been a strange undertaking indeed.

The Beacon cannot be harmed by any means yet discovered. It weighs approximately one hundred kilograms.

The Beacon is now kept in an adhoc laboratory on the dig grounds. The lab is airlock sealed against the vacuum atmosphere and is continuously guarded by at least three Aslan policemen. Attempting to take the Beacon from this lab will prove to be very difficult. There are always three guards around the building itself. A diversion of some sort might help, or perhaps the player characters can disguise themselves as university archeologists.

The Casteless Referee's Section

OVERVIEW

This adventure places the player characters in charge of security for a Droyne expedition. Initially, they will wish to come up with some sort of plan to protect the contact team and their spacecraft. Once they have done this, the referee can put the plot into motion.

First, there will be an attack on their spacecraft by members of the Margrave family. This attack must be handled by the referee, according to the outline below. Second, there will be a raid on the chirper village, and more information will come to light. Using clues from these two events and their library computer on their ship, the player characters will be able to learn much about their environment, specifically about the Margrave family, the Brotherhood, and, the planet Vanejen itself.

The player characters might be drawn into the intrigues of the Margrave family, which is under the guide of Lady Margaret Margrave. Another member of the family, Countess Tomutova, will approach the player characters with a plan to discredit Lady Margaret. The Countess has a plan to thwart an attack by Lady Margaret's forces against the Droyne and the chirper village, a plan in which the player characters will be instrumental.

VANEJEN

The adventure takes place on Vanejen (0709 C686854-5), a world in the Rhylanor subsector of the Spinward Marches. The planet is part of a backwater cluster of star systems, of little importance to anyone. For a short time, a naval base was present on the planet, but this has since been shut down. An Imperial Research Station is still present in the planet's southern island archipelago; Imperial Research Station Gamma is known to be conducting communications research, but no other information has been released.

Referee's Note: Vanejen is also the site of the adventure in *Research Station Gamma*. If that scenario has been played by these player characters, they might have some greater insight into the social workings and physical nature of the planet. The events in that adventure might also change certain standards which might alter the reality of this scenario. However, any contingency can be handled by the referee as he sees fit.

Vanejen is home to two different sophont races—humans and chirpers. The human population stands at approximately 550 million, organized into a loose feudal technocracy. Their technology is still primitive, only reaching level 5. Law level varies from place to place, but averages at level 4.

The original human settlers were of mostly Vilani racial extraction. Plunged into barbarism during the Long Night, the populace has since then developed a strange culture based on feudal families charged with separate industrial or business functions. Different families are concerned with such things as banking and finance, for instance. Two very large families on Vanejen are the Margraves, who deal mainly in steel and construction, and the Flandrens, who are concerned with land transportation.

These families are sometimes linked by marriage, but this is rare. New blood is introduced mainly from outside the feudal

family structure, from families of less importance. However, a tendency toward isolation has introduced constricted lines of descent, many of the ruling members of these families are of poor health, both physically and mentally.

THE MARGRAVE FAMILY

Vanejen has been inhabited by humans for a long time, and the semi-intelligent chirpers have been forced out of all the best lands ever since humans first arrived. They are despised locally as stupid, thieving, useless creatures, and largely confined to reservations on the North Continent and in other areas of no use to the colonists.

The Margrave family has been mostly concerned with the heavy construction industry. At their tech level of 5, the Margraves have been in the midst of a great age of steel and massive construction. The cities of Vanejen are now becoming characterized by enormous buildings, skyscrapers and the like, many with the Margrave family crest emblazoned on the cornerstone.

As a family, the Margraves have been doing quite well for themselves. Through a recent successful marriage, they have become linked to the Grindgen family, who deal mainly in the excavation and mineral industries. This marriage is not only a marriage of two people, but a marriage of two strong and complimentary industries as well. The cooperation of the Margrave and Grindgen families will create quite a stir on Vanejen, as they will have a virtual monopoly on many aspects of every day business life.

There are those in the Margrave family who tire of the leadership of Lady Margaret. Chief among them is the Countess Tomutova and her followers (see below).

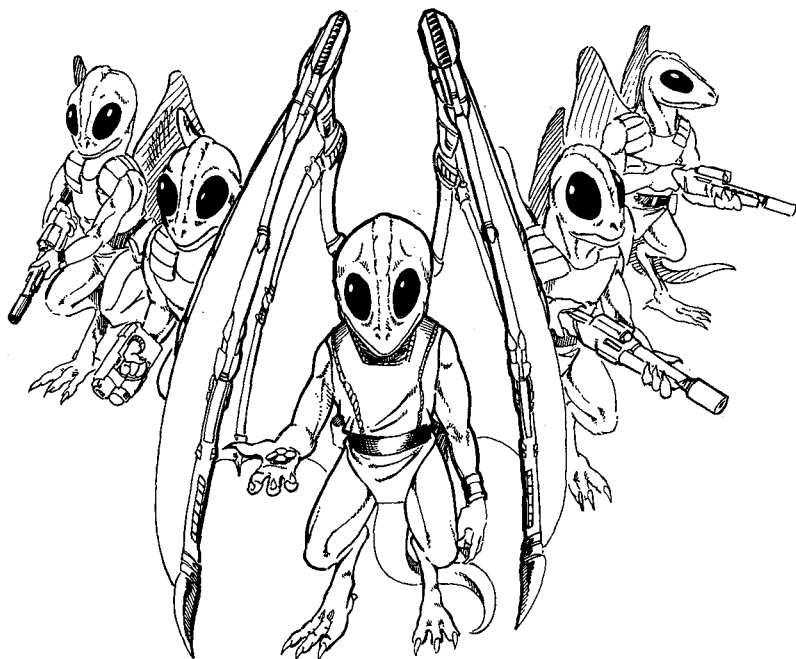
LADY MARGARET MARGRAVE

The head of the Margrave family, which is a powerful faction dominating Vanejen's construction and metalworking industries, is Lady Margaret Margrave. She was approached by Craydeejoyt for assistance (as were other local feudal lords). With the facts before her, the Margrave chief realizes that Vanejen's society could be turned upside down by the discovery that semi-intelligent chirpers were actually Droyne. Under Imperial laws, sentient non-human races would have an equal share in the planetary government and economy of mixed worlds. Up to this time, the chirpers have not been advanced or sophisticated enough to merit such equality. The Droyne would be.

Space is vast, and it is unlikely that Imperial authorities would ever realize the true nature of the chirpers ... unless the Droyne proves its belief and obtains the recognition of the Imperial authorities. Lady Margaret hopes to avoid this recognition, by whatever means become available. Unfortunately, the only plan she can think of is to wipe out the Droyne expedition, and perhaps the entire village as well.

Lady Margaret is also a member of the Brotherhood, whose doctrine she follows to the letter. In the course of this adventure this allegiance manifests itself in two ways. First, she shows a deep-seated hatred for true Droyne (Droyne as they exist today are merely a perversion of the Ancients and their culture, or so the Brotherhood teaches). Second, Lady Margaret is using the militant mentality of the Brotherhood in her dealings with the Droyne and chirpers.

Lady Margaret will organize an attack on the Droyne at some point. The exact timing and forces available to her are fully



described in Ambush, below. She will also organize the attack on the Droyne spaceship using some of her friends from the Brotherhood (see Demolition, below).

COUNTESS TOMUTOVA

The Countess Tomutova is a leading figure in the Margrave family. Her actual influence over business concerns is minimal, but she carries considerable weight when dealing with family matters. Currently, the Countess is distressed with the leadership of Lady Margaret, especially in her handling of matters over the Droyne and chirpers. This latest action has been the final straw.

However, tensions between the two have been running high for sometime. When it was learned that the Lady Margaret was involved in the Brotherhood, it was viewed as a scandal by many of the other families on Vanejen. Countess Tomutova did her best through the episode to fan those flames, hoping that the Brotherhood revelation alone might topple Lady Margaret from the family leadership.

Countess Tomutova has several members of the family behind her, and she intends to confront Lady Margaret at this time. She will personally visit the Droyne the day after the attack on their spacecraft. She will bring with her three of her bodyguards, members of a bodyguard that will be a crucial instrument in her bid to gain control of the Margrave family.

In her visit, Countess Tomutova will make an offer to the Droyne security section (the player characters). She knows that the Lady Margaret will be making an attack on the Droyne encampment in the next day or so. Details are sketchy, but she is convinced that the attack will be soon, and will be overwhelming. She proposes a plan.

It is in the better interest of both her movement within the Margrave family and the Droyne who are trying to investigate the chirper village that this attack fail. Toward that end,

Countess Tomutova wishes to foil the attempt. She can place many of her men in the ranks of the forces which will make the raid. The obvious route from the Margrave estates to the Droyne village will certainly be taken (to Lady Margaret, the Droyne will have no idea that an attack will be planned or attempted). If the Droyne were to set up an ambush for the Margrave attack force, and the Countess' men withdrew from that force and joined the Droyne, the attack would be thwarted before it began. The struggle within the Margrave family would have just begun, but for the Droyne, their troubles would be over.

The Countess explains that she has always been in favor of achieving better relations with the local chirpers, even though the chirpers might not be on the intellectual level of the human inhabitants of Vanejen. She will promise that if she can take control of the Margrave family, she will make certain that the chirpers are slowly brought into better contact with the humans, and that they will be allowed to pursue their own lives as they see fit. Recent exploitation of the chirpers would be stopped, and she would place the entire weight of the Margrave family behind that effort.

THE BROTHERHOOD

The Brotherhood is a human cult which believes that humaniti is destined to take the place once held by the Ancients in the universe, and was in fact selected by the Ancients for that very purpose. They believe in the theory that the Final War resulted from a mass suicide pact; those Droyne who survived were heretics and rebels who did not accept the "inevitability" of the passage of power from the Ancients to humaniti.

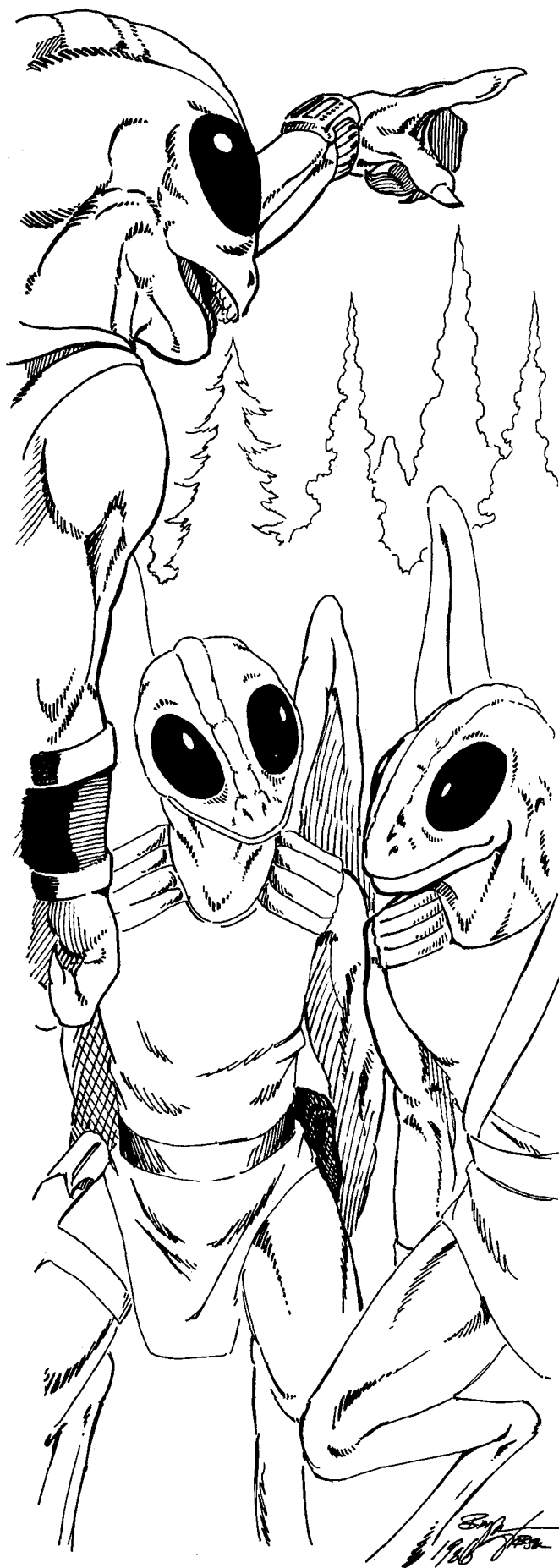
Ironically, the Brotherhood borrows many Droyne rituals and mystical ceremonies, erroneously believing that the coyns and all they are used for represent an Ancient custom transmitted to the present by the Droyne. The Brotherhood owns some genuine coyns, and many manufactured replicas, which are used in rituals approximating those used by the Droyne. (If the referee so desires, the Brotherhood may use the Ritual rules for obtaining morale, saving throw, and reaction—within the Brotherhood only—modifiers, but all modifiers obtained are halved.)

The Brotherhood is widespread in the Rhylanor subsector, and similar organizations exist in other areas. There are no particular officers, and organization is very loose. However, their numbers can be called upon over time, through personal contact mostly, for massed operations. There are currently no operations involving large numbers of the Brotherhood in the offing on Vanejen.

On Vanejen, many noble families are involved with the Brotherhood. Lady Margaret Margrave, for instance, is a follower of the Brotherhood. She organized the raid on the Droyne starship with a few of her acquaintances in the Brotherhood, and those members went along on the raid. Later, it was under her direction that Brotherhood representatives were sent to warn the Droyne not to stir up trouble on the planet (see Demolition, below).

DEMOLITION

Several days after the Droyne expedition arrives, there will be an attack made upon their spacecraft. This attack has been



organized by the Lady Margaret Margrave and her associates in the Brotherhood. Their aim is to frighten the Droyne away before they cause problems for the Margrave family.

It is feared by Lady Margaret that this expedition might elevate the chirpers on Vanejen to a status where they will have to be represented in planetary affairs. Since most of the chirpers live on lands controlled by the Margraves, Lady Margaret believes that her family might suffer mightily, destroying the power base she has been working to build for so long.

The attack itself will be made by ten humans, armed with rifles, shotguns, and jack armor. In this instance, the Droyne are the definite technological superiors. However, the humans will be making a surprise attack, and, armed with satchel charges, they will be attempting to damage the ship and make a show of force that the Droyne are intended to respect.

Each of the humans has a satchel charge. While it is not important in the context of this adventure to determine just what damage these will do, it is intended that the raiders get at least a couple of these to go off in the vicinity of the Droyne spacecraft.

The player characters are the Droyne in charge of security around the village and around the starship. Whatever measures they take will determine how successful the Margrave attack is. The referee should examine the following things.

First, how many Droyne are stationed around the ship, and how many of them will be able to protect it when the attack begins. The ship is landed in an overgrown area near the village, though far enough that no help will be able to arrive from the village before the raid is over.

Second, the referee should be certain that at least one of the attackers is killed. That one (or more, if the player characters are on the ball) will be wearing the colors of the Margrave family—this will be obvious to a native or is available on a library computer program.

Third, though there may be some damage to the spacecraft, it should not be such that it is impossible to repair. There are no facilities nearby to aid in such a repair operation. There is a starport on one of the central continents, but it does not have any repair facilities. Just apply a basic rule for this scenario—each satchel which explodes in proximity to the spacecraft will require one day of repairs to the exterior of the craft. The ship's engineer will be able to handle the repairs to exterior portions of the ship (sensors, supports, external weaponry and the like).

AMBUSH

The Margrave estates are approximately ten kilometers distance from the chirper village. The area is mostly overgrown, though there is a path running most of the distance between the two. This is the path that the Margrave force will be taking on the way to attack the Droyne. It will also be the scene of the ambush that the Droyne will be setting up for them.

The Countess Tomutova will be well aware of the route of the intended attack, and will be able to tell the Droyne. If the Droyne accept her plan for an ambush along the way, they will almost certainly wipe out the forces of Lady Margrave.

In order to administer this ambush, the referee must first be aware of the terrain. The wilderness around the chirper village and the Droyne starship is covered in light vegetation—trees stand between three and twenty meters in height. It is likely that the Droyne ambushers will wish to take advantage of these trees. However, there is plenty of cover for both sides, so casualties will probably not be high. A sketch map of the am-

bush site, with the path and most of the likely cover should be created by the referee. Range distances per the **Traveller** personal combat system should be noted on the map.

The Margrave force will originally consist of thirty heavily armed men. Each will have rifles and jack armor. However, ten of these men are actually in the employ of the Countess Tomutova, and they have special orders.

The following plan has been devised by Tomutova's bodyguard chief. If the player characters have an alternative, they can present it—if it is reasonable, it will probably be accepted.

The ten men loyal to Countess Tomutova will be marching at the rear of the column. When they hear shooting, they will disperse to the undergrowth to their right, and join in the ambush. The player characters will be instructed to fire only at the men in the front portions of the column until the battle is underway. Though the numbers will be roughly equal, Countess Tomutova expects an easy victory for two reasons—they will have the advantage of surprise, and the Droyne have superior weaponry to any that the local humans have.

Following the ambush, the scenario will be basically over for the Droyne. Their mission will have been accomplished. The Lady Margrave will no longer be threatening their position, and the contact team will be able to continue their efforts to learn about the chirper village.

THE CHIRPER VILLAGE

The mission of the entire expedition is to make contact with and learn about a particular chirper village on Vanejen. The village is very different from the other chirper groups on the planet, and it is suspected to be the descendents of a lost colony of Droyne, one placed on Vanejen not at the time of the great war of the Ancients, but sometime much later. A find of this type would be unique, proving that some Droyne had space flight capabilities at a time when it has been generally agreed that it was not the case.

The player characters are members of the security detachment of this expedition. They are charged with keeping the expedition and the village safe from outside aggression, should any develop.

Due to the troubled history of the chirpers on this planet, it is difficult to trace the past of just one village. The humans have been moving the chirpers off the better lands for years, forcing them further into the wilderness. The original site of any lost Droyne colony would be impossible to locate now. The only hope of proving these chirpers to have been descended from such a colony will lie with whatever artifacts they may have moved along with them.

The player characters who are assigned to patrol around the village will soon find that there is virtually nothing to protect it against. The chirpers rarely wage war among themselves, and the humans on the planet haven't taken any active measures against the chirpers in many years.

Once communications are established with the chirpers, which will take the contact team only one day, they will have some information which will be helpful to the security Droyne. They have had a rash of recent attacks on their village, raids which cause little damage, but which are aimed at taking and killing the young. There have been three such attacks in the last year. Witnesses tell of humans all dressed in black coming into the village at night, taking the young from their nurseries into the surrounding woods and killing them.

Protests to the local lord, the Margrave family, have resulted in mere lip service. The chirpers are unable to protect against such attacks too well themselves, having little or no technology and very few adult warriors.

These attacks are being made by members of the Brotherhood. It is their aim to wipe out as many of the chirpers as they can while they're young, reducing the population to manageable levels.

It is possible that another such attack will be made while the Droyne player characters are on patrol around the village. With their overwhelming technology over the humans, the Droyne will certainly be able to capture at least one of the attackers and make him talk.

The attacks are being made by members of the Brotherhood. It is their aim to wipe out as many of the chirpers as they can while they're young, keeping the population at a manageable level. It will also be revealed that Lady Margaret Margrave knows about these raids, and is going out of her way to see that nothing is done to stop them.

CONCLUSION

Success for the player characters is measured by their ability to protect the contact team. There are two attacks to be fought off—the attack on the ship first, and the attack on the village itself second. If both of these are successfully defended against, then the player characters have accomplished their mission within this scenario. Once this particular village is thoroughly investigated, Craydeejoyd will have its evidence that this is indeed an offshoot of a much more advanced Droyne culture, spawned much later than most chirpers some 300,000 years ago. They will now have to be represented in planetary affairs, which might just upset the balance the Margrave family has spent so much time creating.



Referee's Guide Using this Module

Alien Realms contains eight adventure scenarios for use with *Traveller*. Each of these scenarios is presented in two different sections of the module, one designed for use by the player characters, and one which is strictly for use by the referee.

PLAYER'S SECTION

The Player's Sections for each of the eight scenarios are presented on pages 2 through 9 of this booklet. The players should be allowed to read these sections prior to playing the scenarios.

The beginning of the player's section dictates the number and race of the player characters in that particular scenario. Other information pertaining to the exact nature of the player characters (what careers they should choose, etc.) is also presented at the beginning of the player's section.

The central theme of the adventure, and that information with which the players start their adventure are outlined in the player's section. This sets up the scenario, allowing the player characters to have a better feel for their position in the adventures to follow. The information about the scenario will also help get them started, directing them along one or more paths to accomplishing the mission as presented.

Finally, the player's section will tell the player characters what they should purchase and how they should otherwise prepare themselves for the upcoming scenario. Note that this is based on the information available to the players at the beginning of the adventure, so it might not cover every contingency which arises.

The referee may simply wish for the players to read through and understand the player's section prior to playing out the scenario. However, one other option is to present that section as a short adventure in itself. The player characters can then play out the opening scenes of their adventure, such as meeting important non-player characters, buying equipment, and learning of their situation, with the aid of the referee. Either method is acceptable, and the choice between them depends solely on the time available to the referee.

REFeree's SECTION

The Referee's Section contains the bulk of the adventuring material, and is for the referee's eyes only. The information is presented in distinct sections, each dealing with a separate person, group, place, or item. These items of information are referred to as nuggets.

Nuggets: Each nugget of information deals with one item of interest for the scenario. The information within can be explored by the player characters when they encounter the item in question, or as they learn about it through some other means. Quite often these nuggets will contain information which will lead the player characters to other nuggets, which in turn will direct them through the scenario, hopefully to the successful completion of the mission at hand.

Using this system, there are several paths the player characters might take toward their goal in each scenario. These scenarios are not linear—the referee does not choose the next step in the characters' lives by going directly to the next sec-

tion of the text. The players choose their directions, and the information they receive or problems they run into will determine where they go from there. The nuggets are not presented in any particular order, as they might be utilized at anytime during the play of the scenario.

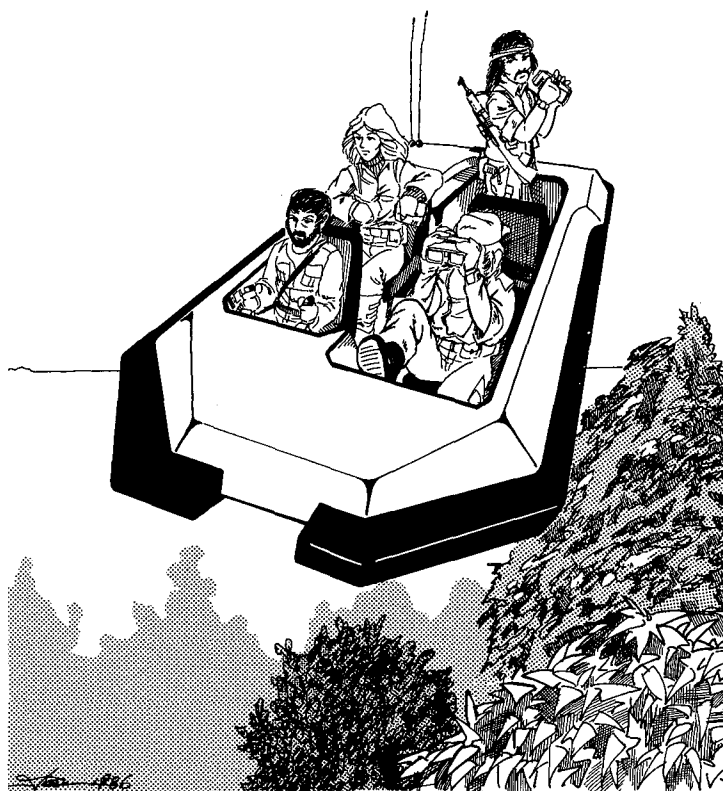
Before playing any of the scenarios, the referee should familiarize himself with all aspects of it (both Player's and Referee's Sections alike). The Overview at the beginning of each Referee's Section will give the ref a good idea of the general nature of the adventure, of the plots therein, and of how the various nuggets might interact.

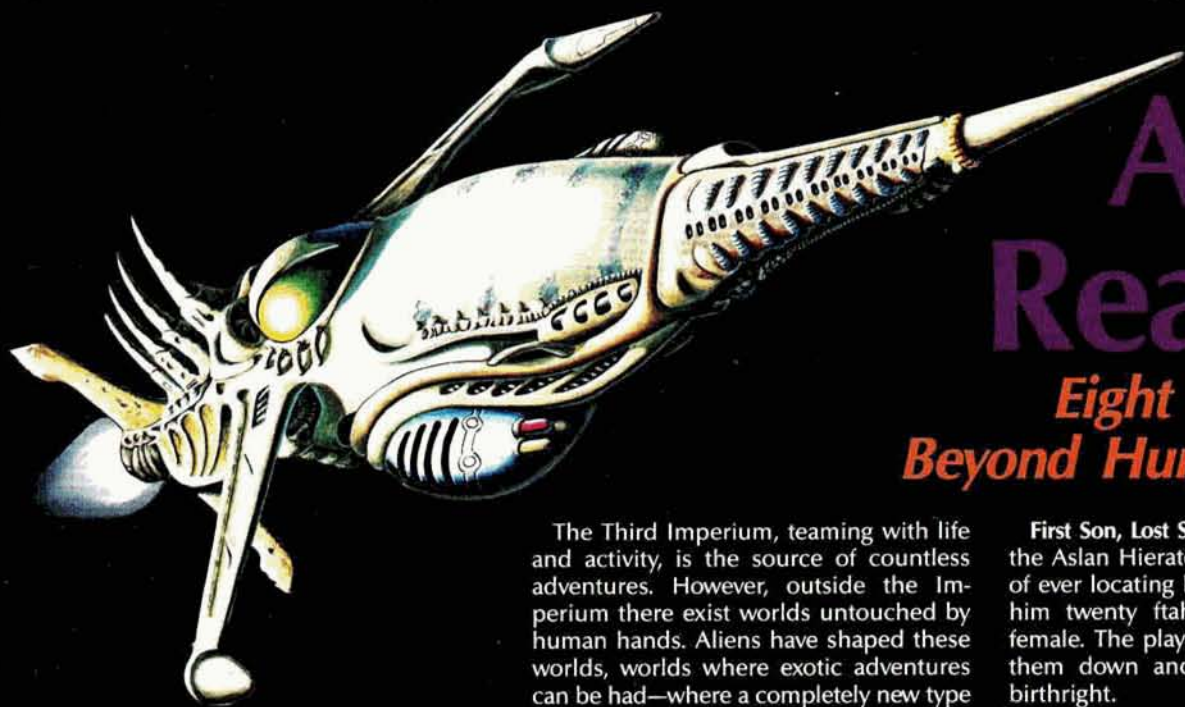
ALIENS

Remember that *Alien Realms* deals with aliens. Each scenario deals with one specific alien race (some with more than one), and the appropriate alien modules must be on hand prior to play. The referee must have a handle on how to run the various alien non-player characters. The player characters must know how to act within their alien culture and environment. Don't think human, think alien.

Playing as alien characters is likely to be the greatest challenge to *Traveller* players. Both the players and referee should be advised to keep alert for all situations which arise during play, situations which might be handled differently by aliens. Rethink all situations in alien terms, and be careful not to slip back into a human mind-set.

It is advised that both the players and the referee re-read the aliens modules prior to play in order to refresh their memories. Failure to act in an alien manner during these scenarios will render them less entertaining—humans might miss the point of it all.





Alien Realms

*Eight Excursions
Beyond Human Space*

This module is intended for use with **Traveller**. Each separate scenario deals with one particular alien race, and it is necessary that a copy of the appropriate aliens module be on hand prior to play.

The Third Imperium, teeming with life and activity, is the source of countless adventures. However, outside the Imperium there exist worlds untouched by human hands. Aliens have shaped these worlds, worlds where exotic adventures can be had—where a completely new type of science fiction adventure prevails.

Alien Realms is an adventure module created especially for the player who has enjoyed the **Traveller** Aliens Modules. Eight complete scenarios are presented, with exciting new adventuring material for Zhodani, Aslan, Vargr, and Droyne player characters.

This module includes:

Deep Metal: Far from their home, a diplomatic mission of Zhodani to the planet Parthinia is charged with securing mineral supplies for the Consulate. However, a local minor race, reputed to have psionic abilities helps uncover yet another deceitful Imperial plot.

Prosperity for the Taking: As Vargr player characters, a team must locate and recover a Tukera lines ship, stolen by Vargr corsairs who have broken away from the mighty Kforuzeng band. Only he who is charismatic enough and therefore powerful enough can come away with the prize—*Prosperity*.

First Son, Lost Son: In the backwaters of the Aslan Hierate, a clan leader despairs of ever locating his first son, stolen from him twenty ftahea ago by a deceitful female. The player characters must track them down and bring the son to his birthright.

Interdiction Zone: On a covert mission behind enemy lines, an Aslan team is forced down on a world with a primitive humanoid race. With rescue perhaps years in the future, they must carve their own niche in their new world.

And more: Four other scenarios are also included for other races—**The Last Patrol** for human characters, **No Credit Check** for Vargr, **Ahriy Uprising** for Aslan, and **The Casteless** for Droyne player-characters.

Alien Realms is also presented in a unique new format. Each of the above scenarios has both a player's section, packed with information for the players to view, and a referee's section, for his eyes only. Information in the referee's section is organized so that the players might take several different approaches to their final goal, without bogging the referee down in endless detail.

CREDITS

Design: Timothy B. Brown
and J. Andrew Keith
Art Director: Barbie Pratt
Cover Illustration: David Deitrick

TRAVELLER®

The Game of the Far Future

Game Designers' Workshop

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