

21 Plots III

STORY
ADVENTURE



TRAVELLER

Compatible Product

Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing.

21 Plots III

A Sourcebook

From Gypsy Knights Games

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About this book

Using a familiar format for Traveller players, this book presents 21 possible plots for the Referee to use with a gaming group. These can be useful not only when planning a short diversion from the main campaign, but also on those occasions where the players go off the anticipated path.

Much as our previous books in the 21 Plots series have done, this book will concentrate on those groups who have a starship and are plying the stars as is most common for Traveller groups. This is the third in general plots series (the previous were **21 Plots** and **21 Plots Too**). We have an additional series of books with specifically themed plots as well, the first of which was **21 Plots: Planetside**. We hope you'll keep an eye out for those products as well as more books in each of those lines.

Each of these plots has six possible variations. A Referee can follow the advice of the text and roll 1d6 to determine the course of events or he/she can simply choose among the presented options. Either way, we hope that some of these plots can be revisited by the

Referee at different times with different outcomes.

Some of these plots, as presented, are intended to take place on worlds within the Clement Sector (which has been outlined in our four subsector sourcebooks (Cascadia, Franklin, Hub, and Sequoyah). Some of the plots will also make use of the history of the Clement Sector as provided in **The Hub Federation**. Of course, while we would love for you to look into those books as well, it is not a requirement. The Referee should feel free to modify the location as easily as he/she might modify other events within the plot.

Like all of our products, the main intention of this book is to provide an extra spark to the Referee's imagination. We hope to provide a quick boost to make things a little easier.

We at Gypsy Knights Games hope this product is used and reused by you many times and that it is an aide to you in coming Traveller campaigns.



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1. *Nine Feet of Water*

While at the Ararat (Hub 0608) downport, a woman named Dorte Deignan approaches the characters with a proposal. Deignan and her team have captured some local sea life and they wish to transport it from Ararat to Erlik (Hub 0509). Deignan and her team work for the zoo in the city of Khula which is preparing for an exhibit of animals of the Hub subsector.

However, to transport this marine life, Deignan insists that the characters will need to flood their cargo bay with 2.7 meters (9 feet) of local water. This, she says, is the perfect amount of water for her captured marine life. She will be adamant that it be 2.7 meters (and will insist that it cannot be more or less).

Deignan will offer 75,000 credits for this as well as the normal cost for passage of herself and three other members of her team.

Roll 1d6 and consult the chart.

1	All is as it seems. The marine life in question is a wide selection of different fish from the Ararat oceans. The Referee is encouraged to play the situation out with Deignan and her team constantly pestering them about the water level and fretting about the safety of the animals. In addition, the Referee can also impose some penalties on the pilot of the ship as the sloshing water in the cargo bay can create problems for the vessel's stability and weight.
2	As 1, except before the characters can leave the port, they and their vessel are surrounded by 4d6+3 members of Solar Purity. The protestors will demand that the ship release the native animals and return them to their proper habitat. Any character that is in the port will be harassed by the protestors. These members of Solar Purity will be loud and may disrupt the loading of the ship. They will not resort to violence.
3	As 2, except the members will be violent. They will accuse the characters of taking "the life of the sea to a slaughter" and imply the characters are removing the sea life to the Jangir Food Processing Corporation. They will hurl stones and carry makeshift clubs. While they can do little to no damage to the characters' ship, they will attempt to injure any character that is outside the ship.
4	All is as it seems. However, once the characters get underway, many of them begin to sense that something is not quite right. They get a sense of foreboding and several of the passengers and crew will begin experiencing hallucinations. Often these hallucinations will involve death by drowning. Psionic characters will be particularly affected. The psychic turmoil is coming from either the sea life or the water itself and cannot be stopped except by removing it from the ship.
5	As 1, except the other members of Deignan's team will not come along on the journey and there is not a wide variety of marine life just one large predator. It is a Razorshark (see page 4) and is very dangerous. During the course of the journey, the Razorshark begins to do damage to the interior of the cargo bay. Deignan and some crew members will have to try to sedate the Razorshark by entering the cargo bay.
6	As 5, except Deignan has misrepresented herself as a member of the Khula Zoo's exploration team. She is, in fact, a freelance hunter and expected to be able to sell the Razorshark to the Khula Zoo. However, they are uninterested. This leaves the characters to decide what to do with Deignan and the Razorshark.

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Razorshark

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Killer	Ocean Swimmer	22	10	24	1	10	0
Melee (Bite)-2, Melee (Cut)-2, Recon-1, Athletics-0, Survival -0							
Fin Blades (1d6), Bite (3d6), Number Encountered: 1							
Razorsharks are similar to Terran sharks. Their fins, however, are very sharp. The razorshark will attempt to make a pass at its prey by hitting it with its fins. Once blood is in the water, the razorshark will then home in on the blood and continue to attack the prey.							



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2. *He Still Owes Me Beer From Ten Years Ago*

One of the characters is approached by a man named Anoush Ornallas. The character is acquainted with Ornallas from one of his/her past careers or time at university. Ornallas is in trouble and needs the character's assistance. Though he has often proven unreliable and perhaps emotionally unstable, Ornallas has always been honest and often leads with his heart.

Over the years, Ornallas has stowed away enough money to now be living quite comfortably. Unfortunately, Ornallas has fallen in love with a woman, Sophie Romano, who is several years younger than him and, he now feels, only interested in him for this money. Ornallas would like the character and his/her crewmates to look into Romano's dealings and see if she's honest or not. Ornallas will pay the characters 10,000 credits to investigate Romano over six days.

Roll 1d6 and consult the chart.

1	Romano is, in fact, quite in love with Ornallas. So much so that she has left her previous lover, Ratan Jovanovich. Jovanovich is involved in the local criminal underground and is currently planning to murder both Romano and Ornallas. While the characters are following Romano, an attempt will be made to kill her by one of Jovanovich's thugs. If the characters can stop the attempt, two more attempts will be made. The second will be made by another minor thug and the final one will be performed by Jovanovich himself.
2	Romano is, in fact, quite in love with Ornallas. However, Ornallas has not been entirely honest with how he has obtained his newfound wealth. It would seem that Ornallas stole both Romano's heart and a large sum of money from Jovanovich. Jovanovich is seeking revenge and intends to take it on Romano and Ornallas by killing them. The characters must try to stop these plans and not become victims themselves.
3	As 2, except Ornallas' suspicions are correct: Romano is after his money. She is working with Jovanovich to steal back the money from Ornallas. She is slowly taking the money by draining Ornallas' account a few hundred credits at a time. The plan has been working for several weeks and it is almost complete. Romano will then attempt to kill Ornallas. Ornallas will not have the necessary funds to pay the characters without attempting to steal the money yet again.
4	Ornallas has not been honest with the characters. He acquired his money by stealing advanced weapons technology from Cutov Arms, a company based in the Hub subsector. Romano is a corporate agent seeking to uncover to whom Ornallas sold the technology. After she discovers this, she is to eliminate Ornallas.
5	As 4, except Romano is not working for Cutov Arms, she is working for the local government. The local government desires the weapons technology for themselves and they intend to discover to whom Ornallas sold the technology and then eliminate Ornallas.
6	Ornallas is lying. He has held a grudge against the character for several years and this is his revenge. Ornallas intends to murder Romano after the characters complete their investigation of her. Romano is truly in love with Ornallas and not involved with any schemes. Ornallas intends to follow the characters and record them following Romano and then present this evidence to law enforcement to frame the characters for Romano's murder.

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3. Uncle John's Band

While on Harrison Upport (Sequoyah 0805), the characters encounter "Uncle" John Marigold, a traveling blues singer along with his group "The Traveling Alumni Band". "Uncle" John is quite obese (despite treatments which could fix this) and wears a tattered brown fedora. He seems quite depressed when the characters encounter him.

"Uncle" John will invite the characters to come down to the city of Bonny Oaks to hear his band play and enjoy some local cuisine. "Uncle" John says he will cover all of their expenses and add 7,000 credits if they will simply help him by keeping an eye on the crowd.

Roll 1d6 and consult the chart.

1	"Uncle" John and his band are escapees from Kingston (Hub 0106). They were able to defeat the implant placed in their minds by the Caxtonists long enough to escape. However, the call is still there for them to return to Kingston. This call affects John's moods and makes him very difficult to be around. John has a fear that the Caxtonists have infiltrated Harrison and he is correct. Following the concert, 2d6 Caxtonists will attempt to kidnap John and return him to Kingston. The kidnappers are carrying licensed snub pistols.
2	As 1, except "Uncle" John is, unwittingly, a Caxtonist suicide bomber. He is unaware of it, but the Caxtonists allowed him and the band to leave Kingston. He is not merely overweight but is carrying a bomb inside his belly. The High Judge of Harrison is a blues fan and will present at the concert. Halfway through the concert, a Caxtonist spy in the audience will set off the bombs killing him and the entire concert. It is up to the characters to uncover this plot and rescue "Uncle" John, the band, the audience and the High Judge.
3	"Uncle" John is still a dedicated Caxtonist. However, his wife was not. She escaped to Harrison with their children. "Uncle" John has left Kingston with the Caxtonists' blessing to retrieve his wife and children. He has lied to his wife and the characters by saying that he intends to reunite with them. John and the band will attempt to kidnap his wife and children and leave the system.
4	As 1, except that there is a major storm which hits during the concert. The torrential rain and wind gives a -2 penalty to all skill checks.
5	"Uncle" John is a smuggler as well as a performer. He will tell the characters the story from Option #1 but it is all a lie. During the concert, a compatriot will load up one of his cases with silver coins which have been stolen from a local bank. John is anticipating a competing smuggler to attempt to take the silver from him. The 2d6 attackers will be from the competition and will be armed with snub pistols.
6	As 5, except the attackers after the concert will be local law enforcement. They will attempt to take John into custody. John will claim he is being kidnapped by the Caxtonists and if the characters assist him they may find themselves in a lot of trouble.

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4. Retired From The Game

One of the forms of entertainment on Chance (Cascadia 0405) is the gladiatorial contests. While these combats are not to the death, they still involve the risk of serious injury. Two years ago, one of the most popular of the gladiators, Nikou Irahara, retired and returned to his home on Dimme (Cascadia 0605).

The owner of The Razz Casino, Carrie O'Malley, wants Irahara to make a comeback. She wants the characters to travel to Dimme and bring Irahara back to the arena. She will pay 7,000 credits for them to go and an additional 7,000 if the characters return with Irahara. She will authorize the characters to be able to offer Irahara 750,000 credits for his return performance. If he balks at this initial offer, the characters are authorized to bump it up to 1 megacredit.

Roll 1d6 and consult the chart.

1	Irahara is living on Dimme and enjoying his new life as an empad farmer outside the city of Carlisle. He has no interest in returning to the arena and will laugh off both offers of money. Irahara wants a return to the simple, though hard, life on Dimme. He will understand the characters' desire to get him to go back but will politely refuse. If the characters continue to press him, Irahara will become violent and attack the characters with both his own hands and farm implements.
2	As 1, except Irahara will say that the real reason he is on Dimme is to escape some angry mafia bosses. Irahara took money from the Santiago family (who own the Red Sun casino on Chance) to take an early fall. However, he did not fall early and instead won the bout. He is now in hiding on Dimme on this empad farm to avoid the Santiagos. He will be distressed that the characters have found him and for good reason. The characters are being followed by thugs hired by the Santiago family and they will attack both Irahara and the characters. There are 2d6+1 thugs.
3	As 2, except it was O'Malley who wants Irahara dead. O'Malley had confidence that Irahara would react violently to the characters' arrival and they would capably defend themselves. It would seem she was correct. As soon as the characters make Irahara an offer, he will alert the other farmers. Both Irahara and the other farmers will attack the characters. There are 2d6+2 farmers.
4	Irahara had no intention of retiring. He is simply on Dimme in an effort to get The Razz casino to offer him more money. He will hold out until the characters offer him the full 1 megacredit. He will accept this offer and then demand that the characters return him to Chance immediately. On the trip back, he will make demands of the characters for them to provide him with all manner of food and entertainment. If he does not get this, he will threaten to change his mind on his arrival at Chance. Referees are encouraged to come out with outlandish requests for Irahara to make.
5	Irahara wants desperately to return. However, his family and friends violently oppose this. The characters will have to convince an angry mob of locals (some of whom will become violent) to allow Irahara to go. The locals will chase down Irahara and the characters all the way to the port.
6	It would seem that Irahara had been taking intensive performance enhancers. Irahara was using everything from cyberware to medications. It was this and not injury which began to take a toll on his body. When the characters locate him, he is barely alive. Irahara will desire to go back but will require constant medical attention. A Medic (Difficult) roll should be once every six hours. One failure will raise the difficulty. 2 failures will mean his death.

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5. The Dragon Job

While stopped over at Vasynov, the characters are approached by Leontina Tanaka. Tanaka approaches the characters with a plan to smuggle out a large quantity of water dragon (a local fungus that grows on the banks of aquifers which is a powerful hallucinogen). The intent is to take it to Tal'Kalares and attempt to find a location in "The Bottoms" where it can be transplanted. Tanaka will give the characters a 30% cut of her take if they can transport the water dragon to Tal'Kalares and meet the buyer. Tanaka will not say how much money is being made on the deal, but she assures them it is substantial.

Tanaka is a tough bargainer. If pressed she will agree to cover some of the fuel costs, but she will not reveal the amount of the payment. She will reveal that the meet with the buyer is to take place in "The Bottoms", a jungle area of Tal'Kalares.

In addition, the characters will likely have to make some modifications to their ship. Water dragon must be kept in water and at temperatures of 19 - 24 C (66.2 – 75.2 F) at all times.

Roll 1d6 and consult the chart.

1	The plan goes smoothly. However, Vasynov and Tal'Kalares are both difficult places for smugglers. Both worlds inspect merchant vessels vigorously. The characters will have to come up with creative ways to move the Water Dragon through security. The payment to Tanaka is 100,000 credits (giving the characters 30 thousand).
2	As 1, except Tanaka has no intention of paying the characters. The electronic transfer of funds is faked. Unless one of the characters examines the transfer carefully (<i>Computer, 5 minutes, Difficult (-2)</i>), the characters may not notice until they attempt to use the money. If the characters discover it on the spot, she will feign ignorance and blame the buyer. Tanaka will attempt to get back to The Cliffs and escape with the money as soon as she can.
3	As 2, except the buyer has no intention of paying anyone. The money transfer from the buyer to Tanaka is fake. The buyer intends to kill Tanaka and the characters. The buyer has a number of bodyguards equal to the number of characters (plus Tanaka) plus three. Each bodyguards is armed with a slug pistol.
4	As 3, except the buyer has no bodyguards. Instead, he has an animal control device he has located (possibly of alien origin) which he is using to control a pseudorex. The animal will stay hidden in the jungle and attack the characters and Tanaka after the money is transferred.
5	As 1, except the payment is an alien artifact located in the jungles of Tal'Kalares. The artifact is a cylindrical object 22 cm (9 inches) long with a diameter of 5 cm (2 inches). Tanaka believes it to be a weapon of great power. It is up to the Referee if it is or not. We suggest that it isn't and that it was made to be a scanning device (slightly better than local TL), a light source, or even just a piece of tubing from a crashed starship (possibly not even alien in origin).
6	As 4 and 5, except the entire operation is an elaborate ruse by the Tal'Kalares government to get the artifact seller to come out into the open. The Water Dragon is fake and Tanaka is a member of the ADF. ADF agents will come out of the jungle to arrest the buyer and the buyer will unleash the pseudorex. Chaos will ensue and the characters may see this as a time to exit. This can lead to a hunt through the wild jungles of the planet. However, if the characters aid Tanaka and the ADF, they will be released with only a warning to not attempt to smuggle to Tal'Kalares again.

6. Are You Ready For Some Football?

The characters have been approached by Rosa Maria Robinson, a representative of the Cascadia Football League. A group of Cascadian Football fans in the Hub subsector have requested a holorecording of two games which will be played on Chance later today. Game 1 is between the Cascadia Marshalls and the Fairfax Skeletons. Game 2 is between the Gutierrez Sharks and Campbell Lions. Both games are being played at the same time in the two stadiums on Chance.

The games will be recorded and then sent to the group of wealthy fans on Hub (Hub 0405). Only one official recording is made as recording devices are scanned and jammed within the arenas. Copies will be sent to official ships which will then carry the games to certain locations. The games must be uploaded into the characters' ship the moment the game has ended. The characters must get to Hub as fast as possible to avoid word of the result of the game getting to Hub before the recordings do.

The CFL will pay the characters 65,000 credits when they return and cover their fuel costs with a fuel voucher. The characters must not, under any circumstance, reveal the results of the game to anyone.

Roll 1d6 and consult the chart.

1	The characters must have the games uploaded to their ship and be ready to leave. The Referee should keep the tension high as the characters must now move faster than news agencies and other groups seeking to spread the news. The characters will need to keep the ship in good running order and follow the quickest route from Chance to Hub.
2	As 1, except word has gotten out that the character's ship is one of the ships carrying the official recording to Hub. A group of pirates will follow the characters to their next destination (Slaren or Roskilde). They will be operating an armed version of the characters' ship and will attempt to board and steal the recordings.
3	As 2, except there will be two of these ships.
4	As 1. When the characters arrive at their next destination, they are met not by pirates but fans in another merchant vessel. The ship has a crew of ten and these fans will offer 500 credits each to see the games before anyone else. It is up to the characters if they wish to do this, but if the CFL ever discovers this the characters will not be paid.
5	When the characters arrive at Hub, they will be accosted by 2d6 men. These men will demand to know the results of the games and to see the holorecordings. These men have been hired by one of the wealthy fans who wishes to see the results and then wager with his friends.
6	As 5, except the wealthy men's retainers will not attack until after an offer of 20,000 credits is made to see the results. If the characters refuse, then the men will attack them. Local law enforcement will be slow to help because the wealthy man in question is the head of security for the ports. If the characters accept, they will gain the Head of Port Security on Hub as a contact.

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7. Cream Filled Pastries

The characters are approached by a man named Titus Zacek. Zacek wishes to hire the characters to transport a cargo container of cream filled pastries from Cascadia (Cascadia 0705) to Antryl (Cascadia 0704). The pastries are to be picked up by a man named Vugar Casper, who will meet the characters at the Pivrus Downport. Zacek will pay the going rate for shipping. When the characters deliver the pastries, Casper will pay them an additional 10,000 credits.

Foods such as cream filled pastries are illegal on Antryl. The characters will have to devise a way to get past cargo inspections insystem and, if they choose to go there, the highport.

Roll 1d6 and consult the chart.

1	Vugar Casper is actually an alias of Dr. Miles de Campos. De Campos is one of The Specialists, a group of scientists who rule Antryl. This is a clear case of “do as we say but not as we do”. It is unwise of De Campos to meet the ship, but his security detail is in on the deception. Provided the characters do not point out his hypocrisy, they may gain De Campos as a contact for future dealings on the planet.
2	As 1, except that De Campos has no intention of paying the characters. He and his security detail will open fire on the characters in the landing bay and attempt to steal the pastries. He has an equal number of security personnel as there are characters in the game. De Campos' security is armed with snub pistols and has a skill of 2.
3	As 2, except De Campos has no intention of starting a firefight. De Campos will simply have his security detail arrest the characters and “confiscate” the pastries.
4	Vugar Casper is a simple pastry dealer who has seen a need and is filling it. Casper will show up with four associates to obtain the pastries and pay the 10k credits. However, unknown to Casper, two of his associates are undercover police officers. The undercover officers will attempt to arrest Casper and the characters. This will start a firefight between Casper and his loyal associates and the two enforcement officers. It will be up to the characters as to whether or not they want to get involved or try to escape.
5	Vugar Casper is one of two leading food smugglers on Antryl. Casper will arrive with 2d6+1 associates to obtain the pastries from the characters. Before Casper can pay the characters, his chief rival Westin “Snappy” Sugita will arrive with 3d6+1 armed associates and attempt to take the pastries.
6	As 5, except there is more going on here. While pastries being smuggled into Antryl would be illegal enough, there is more to it than that. The “cream” inside the pastries is actually laced with sternlight, a powerful hallucinogenic drug. While pastries are illegal enough on Antryl, the penalty for smuggling sternlight onto Antryl is even higher.

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8. *Private Dancer*

While in a dance club, one member of the party is asked to join a man/woman (according to interest) in a back corner of the club. The character is asked to come alone and the implication is made that the situation is intended to be intimate. Assuming the character goes along, the real reason for the request is made apparent.

Roll 1d6 and consult the chart.

1	All is as it seems. The person who has invited the character to the back corner will dance with the character. After a quick dance, the person will leave the club. The character will not be able to find them, however, this person will now be stalking the character. The person will state their undying love for the character as well as a desire to spend the rest of their lives together. Although this person is clearly unbalanced, they are mostly harmless. However, the Referee should not make it clear to the character that this person is harmless and the Referee should take every opportunity to unnerve the character for as long as the characters' ship is in port.
2	As 1, except the inviting person is not harmless at all. He/she is quite mentally unbalanced and will go to great lengths (including possibly harming themselves and others) to get the attention of the character.
3	All is not what it seems. When the character arrives in the back corner, there are three toughs there to rob the character of his/her belongings. Attempting to complain to the club owner will do no good, as he is in on the scam.
4	The person who invited the character back is looking for passage off the planet and in a hurry. He/she is being mistreated by her lover, the club owner. He/she is willing to work onboard ship, though he/she only has basic skills as a steward.
5	The person requests that the character give them money immediately. It would seem he/she is in dire straits with a local crime boss and is in desperate need to pay off a loan that he/she took out to pay for a grav vehicle. If the character does agree to help the person, he/she will suddenly disappear after he/she gets the money or pays off the debt. Later, if the character ever returns to this planet, they will discover a package left for them at the trade kiosk which contains not only the money and a thank you but also 25 gold coins from 22 nd century Earth which are worth far more than the money paid. If the character does not agree to pay, the situation will become as option 3.
6	The person who asked for the private dance is actually a secret agent. He/she is using the character as cover from the 1d6+3 local government agents who just came into the club. The local government agents will open fire on the secret agent/dancer and unfortunately the character will be in the way. It is up to the character involved and the other characters in the club to determine how next to proceed.

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9. *Like A Blue Whale*

A group of uplifted dolphins called The Ki-iki have faced racial discrimination everywhere they have attempted to settle since they arrived in the Clement Sector in 2330. Unable to return to Earth due to the Conduit Collapse, they have moved from place to place in an attempt to find a home. Now they have moved to Sigyn (Franklin 0408).

While the characters are on Sigyn Orbital, they are approached by a group of young dolphins who wish to be taken to Hottinger (Hub 0401). They are willing to pay the standard rate of passage +10% for the journey.

Roll 1d6 and consult the chart.

1	Currently, the dolphins are well-liked on Sigyn and this seems to be an excellent location for their new home. The local Sigians have been welcoming and all seems well. However, the young dolphins are a scout party to see if Hottinger is a suitable extension of the colony. Unfortunately, it does not seem to be and these young Ki-iki will face discrimination here as well. It will not be violent, but a group will accost them in the starport as soon as they and the characters arrive in the port.
2	As 1, except it will be violent. The group will start as 1d6 loud persons but will grow by 1d6 people every 10 minutes until the Ki-iki and the characters return to their ship and leave. The protesters will carry stunners or blades.
3	The Ki-iki have actually been to Hottinger before but were forced to leave. These young Ki-iki have decided to return to Hottinger to lead a protest against the current rulers and people. The protest will be non-violent and involve blocking walkways in Hottinger Highport. The reaction will be non-violent as well, but will involve law enforcement forcing them out of the walkways. The Ki-iki will be deported from Hottinger and will likely need transport back to Sigyn.
4	As 3, except the reaction to the protest will be violent. Local Hottingites will react badly to the Ki-iki not out of racial hatred but out of the idea that the Ki-iki are attempting to take over the planet. Locals will attack as in Option 2, however, they will soon be joined by law enforcement who will aid the locals. The Ki-iki will be forced to retreat to the characters' ship.
5	As 3, except the young Ki-iki have not come back to protest but to exact revenge. They will tell the characters they intend to protest peacefully, but this is untrue. Each Ki-iki wears a suit to be able to live in a non-sea environment. These Ki-iki have placed explosives in their suits and will choose prime locations in Hottinger Highport to become suicide bombers. Law enforcement will attempt to arrest the characters for importing terrorists into the system.
6	As 5, except the young Ki-iki have brought a large case with them. Inside the case is a nuclear weapon which they intend to explode on Hottinger Highport in revenge for the Ki-iki being expelled from the planet. The characters must attempt to stop the Ki-iki from exploding the bomb and killing millions.

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10. *Random Target*

The characters have been asked to take a shipment of medical supplies and food from Wellington (Hub 0406) to Sophronius (Hub 0408). The supplies are going to the city of New Chicago and are to be taken to the downport there. Unfortunately, as the characters are unloading the supplies, an attack takes place on the city. A randomly launched mortar shell makes a direct hit on the characters' ship, causing enough damage to keep it from taking off.

Since the characters are stuck on the planet for a few days, their patron, Dakota Severson asks them to aid in delivering the supplies. If the characters agree to help, Dakota says that he will cover the repair bill for the characters' ship.

The characters will be required to fly in a convoy of grav vehicles from New Chicago to a base on the other side of Africa Bay. The base, which is being run by The Big Stick Brigade, is located on the edge of The Great New Forest. They are currently working not only against the government but also against Sic Semper Tyrannis (SST). Severson will tell the characters that he believes SST is the party responsible for the random attack on New Chicago.

Roll 1d6 and consult the chart.

1	All is as it seems. Unfortunately, a minor hurricane has entered Africa Bay and the characters are on a race against time. If the characters become caught in the hurricane, they will take a -4 to all tasks they attempt in the wind. Referees should decide how intense they wish to make the storm, as the flying debris, storm surge and high winds could potentially kill the characters.
2	As 1, except there is no hurricane. The characters are attacked halfway across the bay by four armed grav vehicles belonging to SST. The characters must defend themselves and the supplies.
3	As 2, except the attack on the convoy comes from government controlled forces who will have backup forces of three more grav vehicles which will reinforce the four attackers if they begin to lose to the characters.
4	The characters really have it tough. They will have to face both the government forces as described in option 3 followed by the hurricane mentioned in option 1.
5	Severson has lied to the characters. He is a government agent and is using the characters and the supplies as a method to get the Big Stick Brigade to reveal their position. As soon as Severson and the characters land, he will attempt to hide or flee the area as government troops on grav vehicles arrive to attack the base. If caught, the characters will be arrested for smuggling and, if they have resisted and are arrested, will have terrorism charges added as well.
6	Severson has lied to the characters. They are really assisting SST. The medical supplies actually contain chemical weapons which SST intends to use on the city of Vornas to force Swanson to surrender the government to them.

11. No Qualms

The characters have been approached by a woman named Cinita Callejo who says that she is the personal assistant to Dr. Ivo Mirmalek. Mirmalek is the founder of Doctors Across The Stars, a charity organization which provides medical assistance to people in need.

It would seem that one of their doctors, Nishi Khadem, has been kidnapped by one of the rebel groups on Sophronius (Hub 0408). Callejo informs the characters that the rebel group Sic Semper Tyrannis has kidnapped Khadem and is holding him for ransom to fund their cause. The characters are being asked to take the money to Sophronius and recover Khadem. The characters will be given an access code which will transfer funds from a local bank to the SST when Khadem is recovered.

Callejo is authorized to offer the characters 25,000 credits for this service. The characters can possibly negotiate this up to 35,000 credits. Callejo will inform the characters that her employer has “no qualms against killing” the SST agents if the characters desire to do so. In fact, Mirmalek will add an additional 10,000 credits if the characters kill the SST representatives.

Roll 1d6 and consult the chart.

1	All is as it seems. The meet will take place at the New Chicago downport which has been the target of recent attacks by SST. The Sophronian government has little to no control over what happens in New Chicago. Violence is rampant and law enforcement is non-existent. The SST will send 1d6+2 representatives to deliver Khadem and accept the money. The SST members will be armed with ACRs and wearing cloth armor. The deal will go smoothly provided that the characters do nothing to change the deal. If the characters do change the terms or attack the SST members, SST will attempt to kill Dr. Khadem and then the characters.
2	As 1, except a sniper will attempt to kill Dr. Khadem following the money exchange. If the characters have already secured Dr. Khadem, the sniper will attempt to kill one of the characters. The sniper is working with SST and the other SST members will then open fire on the characters.
3	As 2, except the sniper is a member of The Big Stick Brigade. The sniper will attempt to kill Dr. Khadem before the money transfer. If Dr. Khadem is secured, the sniper will attempt to kill the character and the SST member making the money transfer with the code. The Big Stick Brigade will then attack the landing bay with 2d6+3 members armed with ACRs and cloth armor. The SST will assist the characters and defend themselves.
4	As 3, except the sniper and the 2d6+3 attackers are working for the Sophronian government. They will have reinforcements of up to 3d6 more persons to aid them if it appears SST and the characters are prevailing.
5	Callejo has lied. Neither Callejo nor Dr. Khadem is working for Doctors Across The Stars. They are both members of the Hub Federation’s espionage unit. The code for the account will not work. When the transfer begins, two agents will open fire on the SST with intent to kill them. Callejo will join the agents and will pay them an additional 5000 credits if they are successful in recovering Khadem.
6	As 5, except that both Callejo and Khadem are working for Admiral Christine Manning. While Khadem was in the custody of the SST, he was able to plant a homing device which will now be used in an orbital strike against their base.

12. *He Called Me A Dog!*

While on Erlik (Hub 0509), the characters are enjoying a meal at a local establishment. A man, Radovan Riche, walks up to one of the male members of the party and slaps him across the face with a glove. "You, sir, have insulted this young woman by calling her a canine!" and he points across the room at an angry young woman, Eloisa Otryad, in her mid-20s. The characters have never seen either of these people in their lives. Protestations of innocence from the character will be met with derision and disbelief.

Two uniformed officers from local law enforcement will take both the character and Riche into custody. Local law demands that the two men face one another in a duel and law enforcement intends to ensure this happens. Both will sit in protective custody for eight hours and then be taken to the local duel site. The duel will be fought with rapiers (see the Traveller Main Rulebook, p.98) and is to be fought to the death. The character will be provided with a rapier if he does not already own one.

Roll 1d6 and consult the chart.

1	It is an honest case of mistaken identity. Otryad was positive the character was the person who insulted her in the starport concourse, but now she's not quite as sure. Though she can be convinced to change her story, the legal action is already under way. Riche will fight anyway, as he cannot admit he was wrong without damaging his honor. However, Riche will ask the duel director to make the rule "first blood from the torso" which is his option. Riche's stats are 868669 and a skill of 2 with the rapier. Riche will be impressed with the character's show of honor and the character can add Riche as a contact.
2	As 1, except Otryad will stick to her story no matter what the characters do. Therefore Riche will never be convinced that he or she was in error and Riche will fight to the death.
3	As 2, except that the duel is to be fought with antique flintlock pistols (see the Traveller Main Rulebook, p.99). Riche has a skill of 2 with the pistols.
4	Riche and Otryad know full well that the character is innocent. However, the couple enjoys doing this to unsuspecting offworlders. Riche will change the rules of the duel to be "first blood from the torso" and will be happy to show off his skill with the rapier. His stats are 8A8568 and a skill of 2 with the rapier.
5	As 4, except that Riche will not change the rules and the duel will be to the death. Riche will laugh like a maniac as the fight progresses, even if he is losing. The character, if he survives, will gain two members of local law enforcement as contacts due to the honor displayed.
6	Riche and Otryad are conspirators with a local group of thieves. They set up offworlders to engage in these duels and, while the character's crewmates are watching the duel, their compatriots set about robbing the characters' ship. If someone is left behind on the ship, they will face 2d6 thugs with 1 talented thief. If no one is left behind, the characters will return to find their security systems overridden and all valuables in their staterooms stolen.

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13. The Big Orange

The characters have been approached by Armand Debelle, a lesser member of the Debelle family. The Debelle family is a wealthy family who held control of the Viteges (Hub 0207) system from 2213 to 2333. Their personal flag consists of four fields, two of a light orange and two of a dark orange. In 2332, a popular revolution took over the world and in 2333, the self-styled royal family was banished.

In the nine years since, the Debelle family has moved to Wellington (Hub 0406) in the Hub Federation. They have noted the current political turmoil and believe the time may be right to attempt to retake power from the Council of Leaders. Their first move is to hire the characters to not only take an assessment of this opposition by spending a few days with them but also to deliver weapons to them. For this, the Debelle family will pay 30,000 credits. They will provide 15,000 up front and another 15 when the characters return.

The characters will have to devise a method to get the weapons past the customs inspectors at the Viteges downport. Debelle says the characters should land on the ice sheet to the north of the city and then use a ground vehicle to drive to the city. Their contact will be a man by the name of Kamura Thanarat.

Roll 1d6 and consult the chart.

1	All is at seems. The going is rough on the ice and driving skill checks should receive a -2. Thanarat is a dedicated believer in the Debelle cause. He will meet the characters a few kilometers north of the city and then lead them in to his home. Thanarat is the leader of a group of twenty fellow believers. However, there seem to be no more than twenty of them, so the chance of them leading a revolution among approximately 500 thousand people seems slim.
2	As 1, except the entire operation is hindered by high winds and blowing sand. This reduces visibility to a point where all tasks performed in this will take a -4 penalty.
3	As 2, except that one of the members of Thanarat's group is an agent of the Hub Federation. He will approach the characters whenever he can get a private moment with them. He will inform them that the Federation has no desire to allow the Debelle family to return to power even though they allowed them safe haven on Wellington. He advises the characters to leave quickly and not to attempt to return to Wellington for payment as they may be arrested.
4	As 3, except the Hub Federation agent will lead a group of other agents to kill Thanarat, his followers and the characters. There will be 2d6+1 agents and they will be armed with ACRs.
5	As 4, except the local government neither wants the Hub Federation or the Debelle family involved. A local government agent is also among Thanarat's group and he will inform the government of the meeting. The Hub Federation agents and the government agents will battle it out with one another as well as the characters and Thanarat's group.
6	Thanarat is actually a Caxtonist and is assisting Kingston in gaining a foothold on Viteges. He has deceived the Debelle family and is using their desires to return to power as a cover for his own operations. Thanarat is the head of a group of about 100 loyal Caxtonists and they will attempt to kill the characters and take the weapons. He intends to claim the local government killed the characters and will send word back to the Debelles in hopes of getting them or the Hub Federation to step up plans to undermine the current government. The Caxtonists intend to step into the void caused by such chaos.

21 Plots III

14. *No Good Deed Goes Unpunished*

While on Boone (Sequoyah 0305), word comes that a massive flash flood and landslide has done significant damage to the city of Echota on Gansagi (Sequoyah 0404). A group of relief workers led by Slaine Crawford has offered to hire several vessels including the one owned by the characters. The Crawford Foundation is headquartered on Boone and provides emergency assistance across the region. The Foundation is offering 10,000 credits to the characters if they will ferry a load of relief supplies to the city.

As it happens, the characters will be the first to arrive with containers of fresh water, food, and medical supplies. When the characters' ship lands at the Echota downport, they will see widespread damage to the city and the port itself. They will be cleared to land at one of the few undamaged landing bays. As soon as the ship lands, they will find themselves surrounded by locals.

Roll 1d6 and consult the chart.

1	The locals surround the characters' ship and begin yelling. At first, it is cheers for the assisting group, but it soon becomes demands for food and water. If the characters open the cargo bay, they will be charged by a mass of humanity running at full speed into the open doors. Any character in the bay will find him/herself being pummeled from all sides as the crowd attempts to take the supplies. Eventually, local law enforcement will arrive and corral the people away from the ship.
2	As 1, except the local law enforcement will not arrive as they are busy dealing with looters in other parts of the city.
3	As 1, except several in the crowd are armed with snub pistols. They will begin shooting at other crowd members and then at any character who appears to be in charge or capable of providing food and water. When the shooting begins, many will disperse while others will begin shooting back. Some will claim that the characters shot first, regardless of whether or not they did. When law enforcement arrives, they will disperse the crowd and then arrest at least one of the characters for firing on the crowd (regardless of whether they fired or not).
4	As 1, except the crowd will simply cheer and then line up for the supplies. All will seem to go well until someone opens one of the food packages. The person will object to the quality of the food saying it is simply "the rejects of those elites on Boone". While some in the crowd will ignore this, many will begin echoing the person's sentiments. Food will then begin to be hurled at the characters and their ship. About a quarter of the crowd will attack the characters with food. After a few rounds, the crowd will begin hurling stones. Eventually law enforcement will arrive and corral the people away from the ship.
5	As 4, except several members of the angry crowd will be armed as in Option 3. As stated in Option 3, some of the crowd will attempt to defend the characters while others will either fire at the characters or simply use the chaos to attack and take more food and water.
6	As 4, except the cause for objection is that the food and water bears the symbol of the Boone government on it. This will cause the entire crowd, rather than just a portion of it, to object and begin attacking. Some will be armed and will react as Options 3 and 5.

15. *Don't Mess With The Duck*

The Ducks of Death, a popular band in the Clement Sector, is currently touring the Sequoyah Subsector. A group of five people, 3 men and 2 women, approach the characters and explain that they would like to hire their ship to “follow the Ducks”. They are self-described “duckies” and wish to attend four shows on four different planets. In addition, they will desire at least some of the crew join them at the concerts and “feel the factor” and “become one with the duck”.

The characters are currently on Harrison (Sequoyah 0805) and the band played there last night. The “duckies” wish to go to Fimbulvetr (Sequoyah 0606), Sequoyah (Sequoyah 0605), Boone (Sequoyah 0305) and Chriseda (Sequoyah 0204). They will pay 5000 credits for each stop for a total of 20,000 credits. They will expect to be brought back to Harrison.

Roll 1d6 and consult the chart.

1	Although generally well-behaved, the “duckies” are wild partiers. This can create some possible problems for the crew as the passenger area becomes a multi-day party with all of the wild craziness one might expect from a rock festival. Clean-up following each stop can become daunting for the characters.
2	As 1, except at the first stop on Fimbulvetr, they wish to pick up three more people. The leader of the “duckies” assures them that it will “be no problem” and the additional folks will make room wherever. The “duckies” will not wish to pay extra for this, but if pressed they will do so but they will regard the crewperson who pressured them as “a real downer”.
3	As 2, except during the trip to Sequoyah, the “duckies” will find out that one of their number is a “Tabhead” (meaning that he/she only joined the group with the release of their album “Tabacet Sea”. The rest of the group will reject this person and violence may ensue. The characters may be forced to break up the violence or even attempt to clean up after a murder.
4	As 2, except during one of the concerts (Referee’s choice, but Boone or Chriseda are recommended), there is a riot. It would seem that a group of “gatecrashers” (a term for newer, less seasoned “duckies”) began a fight with one another and it spilled into the rest of the crowd. The characters will have to try to stop the ‘duckies” from being injured and, of course, escape injury themselves.
5	As 4, except the riot gets even further out of hand. It would seem that The Ducks of Death have hired on security from a local mercenary company, The Hellhounds. The Hellhounds become extremely violent and attack the entire concert crowd to quell the riot. It is the choice of the Referee as to how violent and how armed The Hellhounds are.
6	Don't mess with the duck. As 5, except some of the both The Hellhounds and a great many of the “duckies” are armed. The concert turns into a firefight with the characters and their passengers being caught in the middle. The characters will stay safe, extricate their charges, and escape law enforcement who will come in to stop the riot.

16. The Broken Sword

In 2335, a Blue Star Line passenger liner, *SS Sylvania* collided with a large asteroid in Magnus' Belt, a planetoid belt in the Viteges (Hub 0207) system. The liner hit the 72 kilometer (44 miles) wide asteroid with such terrific force that most of the liner was pulverized. Why the liner hit the asteroid is still a mystery, but the disaster killed 2204 people. Many theories have arisen about the disaster and the story is popular as a holofilm and books throughout the sector.

One of the only identifiable items found was Captain Imogene Ennius' ceremonial sword. It was broken 16.5 centimeters (6.5 inches) above the hilt. The piece of this sword was returned by the salvage team to the owner of Blue Star Line, Blaise Sterk. Sterk wishes to display this sword in two locations along the original route of *SS Sylvania*. The characters are currently on Wellington (Hub 0406) and the locations for display are Viteges (Hub 207) and Sheba (Hub 0209).

Sterk wishes to hire the characters and their ship to transport the sword piece and two guards. He intends to send a replica of the sword piece to the same locations on board a Blue Star Line passenger vessel, *SS Persia*. While the replica will be on display on *SS Persia*, the real one will be safely on board the characters' ship. At the ports of call, the replica will be hidden away and the real piece will be displayed on the ship. When *Persia* is ready to depart, the sword piece will be returned to the characters' ship for safe-keeping.

Roll 1d6 and consult the chart.

1	All is as it seems. The characters will have to keep a distance from the <i>Persia</i> so as not to attract too much attention. Then when the ships are in port, at least two characters and the guards will have to carry the sword from their ship to <i>Persia</i> .
2	As 1, except during the ceremony on Viteges, the man who led the salvage team, Durum Bernadino will charge into the room. Bernadino will claim that the sword and all of the debris items should be returned to Magnus' Belt. He will say that the sword is part of a burial site and should not have been disturbed and blames Sterk and his mother (the former owner) for forcing him to do the recovery. Bernadino will claim the sword is cursed and will try to remove the sword forcibly.
3	As 2, except Bernadino will come with armed personnel associated with the growing rebellion on Viteges. The characters will have to defend themselves and protect the sword.
4	As 1, except at Sheba the characters' ship will be attacked by 2 armed <i>Rucker</i> -class vessels. Sheba's system security is almost non-existent so the characters will have to defend themselves. If the pirates can, they will attempt to board the characters' ship and steal the sword.
5	As 4, except the guards on board the ship are also in on the heist. They will try to sabotage any weapons the characters have on board as well as do damage to the engineering deck.
6	As 1, except the royal family of Sheba will attempt to keep the sword. They claim it is a symbol of power because it survived the crash. They will send 1d6+2 armed troops to take the sword from the characters as they transfer it from their ship to <i>Persia</i> .

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17. Say It Three Times

A contact of one of the characters, Roald Repoulus, happens to run into one of the characters at the starport. Repoulus is not one of the characters' favorite people, but he has proven useful in times past. Repoulus is his usual self, unkempt and wearing clothes that look as if he slept in them. Those close to him will discover quickly that he does not seem to have bathed recently.

Repoulus informs the character that he has gotten wind of an easy job to make money. A wealthy socialite, Lena Radji, who doesn't trust robots, wants a few humans to watch over her home while she is away for three weeks. Repoulus says that the characters can come along and help out. The three week job pays 1000 credits each simply to live within a wealthy woman's home and insure nothing is stolen or destroyed.

Roll 1d6 and consult the chart.

1	All is as it seems. Repoulus was correct in that it is an easy job. The characters may find other things to do during the time period, but in the house there is little happening. However, those paying close attention will note that Repoulus appears to be stealing small items and selling them to a local fence.
2	As 1, except the characters and Repoulus are also required to take care of Radji's three pet cats: Papa, Baby Doll, and Ditzzy. The cats have no cyberware because Radji considers that to be a violation of their nature though the cats are to be left indoors at all times. Unfortunately, during one of Repoulus' visits to the fence, Baby Doll gets loose. The characters will have to search for the elusive cat throughout the local area. This can be used by the Referee for a series of humorous vignettes at the expense of the characters.
3	Repoulus has brought in the characters because he believes that the woman keeps gold coins brought from Earth in a hidden safe. He wants the characters to assist him in locating and breaking into the safe. If the characters wish to help Repoulus, it will require a Recon or Investigate, Formidable (-6) roll to locate the safe. Once located, the characters will then have to break into the safe using Computer (Very Difficult (-4)). If they succeed, there will be 100,000 credits in gold coins inside the safe. If the characters refuse to help Repoulus, he will get another group to help him. He will return with 1d6+2 local thugs and a semi-talented hacker to do the job. The thugs will want to "eliminate" the characters and when Repoulus objects, they will attack him and then the characters.
4	As 3, except Repoulus has discussed the gold coins with several people. As such, 2d6+3 local thugs attack the home three days into the stay. If the characters or Repoulus have gotten the coins from the safe, the thugs will attempt to take the coins from them. If they have not, they will simply attack the characters to keep them from interfering in their search for the safe.
5	As 4, except it will be two groups of criminals. Both with 1d6+3 members.
6	Over several days, the characters will be convinced that the house is haunted. Strange things are both seen and heard. These become creepier and more convincing as the Referee can now use several clichés (blood pouring from the walls, ghostly people moving through the house) upon the characters. In truth, this is an elaborate joke planned by Repoulus as revenge for a slight by the character that is his contact. He has planned the entire incident and has hired a crew of specialists to make the haunting seem quite real. Radji, who is assisting, and Repoulus will both find frightening the characters to be hilarious fun.

18. *Lonely At The Top*

After the characters arrive on Boone (Sequoyah 0305) to see a wealthy and eccentric business associate, Kamran Kasai, they are approached by a rather small but well-dressed man, Peter Sabra. Sabra is accompanied by two bodyguards.

Sabra smiles and tells the characters that he has been waiting on them. He explains that he is Kasai's personal assistant and they need to pack because their transport is leaving soon. When questioned, Sabra will explain that Kasai has gone missing while on a trip to climb Mount McKinney, the highest mountain on the planet. Sabra needs the group to go to the mountain, find Kasai and return him home.

Since Kasai is well-known on Boone, Sabra doesn't wish to alert the media. It is Sabra's opinion that a group of offworlders would be the ideal search party. In addition, because of the need for secrecy, the characters cannot use their ship and must climb the mountain on foot. The characters will be given packs with wilderness gear in them.

Roll 1d6 and consult the chart.

1	The characters spend several days on Mount McKinney fighting the elements. It will turn out the packs are not well-stocked for the characters' needs and the group have to improvise to survive the trip (unless they note this ahead of time). After about a week they will find Kasai's body. Kasai appears to have broken his leg, could not make the climb down and froze to death. The characters will have to bring the body back to Kasai's estate. The group will have opportunities to advance survival skills during the adventure; the estate will pay them 10,000 credits for their time.
2	As 1, except Kasai's estate will be very appreciative of their efforts in returning the body. The characters will get paid 50,000 credits for their trouble.
3	The group spends several days on the mountain looking for Kasai. Like in option 1, the packs will barely be enough for the trip and they will need to improvise. The characters will eventually be forced to return empty handed with no signs of their friend. The estate will pay the characters 10,000 credits for their time.
4	As 3, except when they return to the estate they will find Kasai waiting for them. He greets them with open arms and offers them food, drink, etc. Kasai will explain that he never went to the mountain, but had convinced his staff he was. In fact, he had gone to "an absolute insane party" on Chrieda (Sequoyah 0204). He will apologize to the group, as he had no intention of putting them in such a position and will offer them a nice vacation at his estate before conducting business with the group.
5	The group spends several days searching the mountain. Eventually, they reach the top of the mountain, only to find a hidden resort. When they enter the resort, they will locate Kasai sipping a martini. After explaining what they have done, he will simply ask "Why didn't you fly in like everyone else?" Kasai will explain that coming to this exclusive resort is his only method of escaping real life. He will ask the characters to stay on as guests in an effort to make it up to them.
6	After a week or so of climbing and nearly dying they will reach the top. There will be no sign of Kasai. When it appears all hope is lost, a shuttle will arrive containing Kasai and several associates (including Sabra). Kasai will begin throwing confetti and congratulating the group for passing "the test". On the trip, Kasai will explain that it was all a test to see if he could trust them or not. "Most people wouldn't be that dedicated" he says. He will express his gratitude to the group by giving them exclusive rights to move cargo for his company in this sector. He also may call on them from time to time for other jobs.

21 Plots III

19. Kill Them With Cuteness

On an orbital starport as the characters are exiting the landing bay into the main corridor, they are approached by a stray cat wearing no collar or nametag. The animal seems emaciated and seeks their attention. If the characters ignore the cat, they will find that the cat continues to stay near the entranceway to their ship. If the characters complain, they will be assured that starport maintenance would never allow an animal to simply run free and they will be happy to exterminate it for them. However, unless they allow the cat into their ship, any measure they take will result in the cat being right back where they saw it last time outside their ship. Only if they take the cat onto their ship will the cat not be seen again outside the entrance to their ship.

The last time the characters go to their ship, the cat will be nowhere to be seen. Once the characters leave port and get underway to the next system, the cat will turn up sitting in the passenger lounge or some other common area which is pressurized.

Roll 1d6 and consult the chart.

1	This is simply a very resourceful cat that snuck aboard without being seen, seeking food and the attention of humans. If fed and treated well, the cat can become a pet for the characters. If not treated well, the cat will simply find a way out of the ship at the next port.
2	As 1, except the cat is not simply a resourceful cat. The cat's name is Prrrau and he is a member of the Mrrrtau clan, a group of uplifted cats. He can speak using an implanted voice box, but prefers to do this only with humans he trusts. Prrrau was separated from his clan who were seeking to settle on Chriseda (Sequoyah 0204). He has simply been playing the "basic cat" to seek food and a ride.
3	As 2, except Prrrau was not simply separated from his clan but was banished from it. Most Mrrrtau continue to be hunters despite the uplift. Prrrau refused to do this and wished to embrace a non-violent lifestyle.
4	As 3, except Prrrau was not the only Mrrrtau member who left. Prrrau has snuck 2d6+2 members of his clan aboard as well. They will be well-behaved and promise that, if the characters will simply take them to a place where they can settle peacefully, they will ensure the characters are paid. When the characters arrive at the next port, Prrrau and the other Mrrrtau will give the characters a cache of gold coins that they have kept in a small pouch. The coins will be worth 22,000 credits.
5	As 3, except Prrrau is lying. He separated from his clan by choice and has been living a hard life as a stray cat on the port. However, he had been taken in by pirates who now use Prrrau as an "inside man". Prrrau will sabotage as many key systems as he can until his human compatriots arrive in an armed <i>Rucker</i> -class ship and attack. The pirates will seek to steal any cargo and valuables on the characters' ship.
6	The cat is not a cat at all. It is, in fact, a form of alien life which emits signals to the human brain which makes it see an animal which they are familiar with, most often a cat. If the characters begin discussing the cat among themselves, they may note that they are seeing a different cat. In any case, the cat will find its way on board the characters' ship. Once there, it will begin to reproduce itself asexually by division which will soon result in hundreds of these animals throughout the characters' ship. If the characters use filter masks or vacc suits, they will see the alien creature is a lizard-like creature. The creature is not dangerous and will not attack the characters. However, the creatures will attempt to eat all food on board the ship.

21 Plots III

20. *The Last Days of May*

While on Penn (Sequoyah 0801), the characters are approached by a man, Alfred May, who says that his two sons, Garrett and Ian, have become involved with a drug dealer named Anders "Rooster" Ronalund. May says his sons have run afoul of Ronalund and he wishes for them to leave the planet and settle on Galawdewos (Sequoyah 0603). May will offer the characters 150% of the going rate for passage from Penn to Galawdewos. If the characters press him, he will go as high as double.

Roll 1d6 and consult the chart.

1	Garrett and Ian are addicted to sternlight. Sternlight is a powerful hallucinogen which can cause the user to see intensely realistic visions. These visions often end with the user being able to see nothing but a white light at the end of the vision hence the name. What May has not told the characters is that his sons are currently going through a period of detox. At best, the young men will be erratic and jumpy. They will attempt to search the entire ship for sternlight and, assuming they do not find any, will then seek other ways to calm their cravings. This can include everything from an attempt to break into any liquor storage on the ship, using common items in an attempt to "get high", and even violence on crewmembers or other passengers. The Referee should make sure the characters have their hands full for the entire journey. The stopover at Kosi could also become a real problem.
2	As 1, except Garrett and Ian have stashed away some sternlight for the journey. They go through detox only as long as they are separated from a leather case which their father will insist goes into the cargo bay and not with the young men in their stateroom. Once they have taken the drug, they will become paranoid and attack anyone with whom they come in contact. They will claim the person is a "spider centaur", a bizarre vision which seems common among users of the drug.
3	As 1, except Garrett is the only one addicted to the drug. Ian is not a user but is Garrett's caregiver. Unfortunately, Ian is also convinced that his father is wrong about detox and moving away from Penn. Ian will insist the characters take him and his brother to Kingston (Hub 0106) in the belief that only the Caxtonites can help his brother. He will be insistent though he will not offer to pay more. If the characters refuse, he will attempt to hijack their vessel.
4	As 3, except Ian is not a caregiver. He is working with Ronalund as a sternlight dealer. He will not wish to go to Kingston, but he will attempt to get Garrett off the ship before the characters can leave Penn. He will do so again at Kosi. With the law level on Kosi, this could become a real problem for both the boys and the characters.
5	As 4, except Ian will work with Ronalund's men to let them know where the characters are going. When the characters arrive at Galawdewos, 2d6+2 men armed with snub pistols will attack them. Ian will assist them in "teaching the characters not to discount the Rooster".
6	As 5, except the attack will take place first on Penn and then again on Galawdewos. Ian will not actively assist Ronalund's men on Penn, but will do so on Galawdewos.

21 Plots III

21. The Mustang

A woman named Damia Szabo approaches the characters at Gjakova Station on Dukagjin (Sequoyah 0407). Szabo has a 20 ton cargo container she wishes to transport to Torarentsacorsus (Sequoyah 0509). If asked, she will tell the characters that the container holds a classic American sports car from the 1960s which she has purchased from a collector. She intends to take the vehicle to her new home on Torarentsacorsus.

However, she will not show the vehicle to the characters. Any attempt to scan the cargo container will show nothing. If asked, she will reply that the cargo container has special shielding to prevent damage to the vehicle.

Szabo offers to pay twice the normal shipping rate provided that the container arrives without problems or damage. She will pay half up front and half when the characters get her and the container to Torarentsacorsus. If the characters press her, she will go up to three times the normal shipping rate.

Roll 1d6 and consult the chart.

1	Everything is exactly as Szabo describes it. Perhaps more intriguing is why scans are not able to read what is inside the vehicle. She will not relent and tell the characters why their scans will not work, but during the week they will find that she is a former employee of Cutov Arms, a Sequoyah based weapons manufacturer.
2	As 1, except she has not been entirely honest with the characters. She is not really moving the vehicle for herself, but rather a highly placed executive within Cutov Arms named Tim Blake. Blake is a dealer in old vehicles and has asked Szabo to maintain silence about the vehicle. When the characters arrive on Torarentsacorsus, Blake will meet the ship and explain that he is pleased the characters have proven to be trustworthy with his cargo. He promises to give them other jobs in the future. The characters can add Blake as a contact.
3	As 2, except the truth is that Szabo did not purchase the car, she stole it. In fact, she stole it from Jacob Kolikov, the owner of Bridges Unlimited. She is changing ships at Dukagjin to throw her pursuers off the trail. The characters will find themselves now under pursuit as Szabo's gambit did not work. The pursuit will be an armed <i>Rucker</i> -class ship which will attempt to disable the characters' ship so it can be boarded. The characters will be forced to decide who to anger when Szabo tells the characters that she stole the car from Szabo to give to Blake.
4	Szabo is lying about the entire story. She is smuggling large quantities of sternlight and cocaine to Torarentsacorsus. Unfortunately, the Torarentsacorsan government suspects she is bringing in the drugs and will be on the lookout for her and are being extra careful about incoming cargo containers. They will not believe the characters when they say they had no knowledge of her actions.
5	As 4, except Szabo stole the drugs from vicious crime boss Peadar Alexo. Alexo will send an armed <i>Rucker</i> -class ship out with 2d6+3 thugs to attempt to kill Szabo and anyone who is aiding her. Alexo will hold a grudge against the characters until they find a way to pay him back or earn his forgiveness.
6	The entire thing is a lie. She is working for the Kingston (Hub 0106) government and is smuggling people from Tukaroi (Sequoyah 0207) to be turned into workers for the Caxtonist government. The cargo container will be rigged to explode if opened by someone without a Caxtonist implant.

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