

Cascadia Adventures 3

Fled

CASCADIA



TRAVELLER

Compatible Product

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

Cascadia Adventures 3 Fled

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About this book

This book is an adventure based in the alternate Traveller universe in which Gypsy Knights Games has been building. Specifically, the adventure takes place within the Cascadia subsector of the Clement sector.

To play this adventure, you will need to own the **Traveller Main Rulebook** (available from Mongoose Publishing) and **Subsector Sourcebook 1: Cascadia** (available from Gypsy Knights Games at Drive-Thru RPG or RPGNow). It is highly recommended that you have also read **The Hub Federation** (also available from Gypsy Knights Games). **The Hub Federation** contains information detailing the overall setting. Of course, you will also need the standard tabletop RPG equipment of dice, pencils and paper. Traveller uses two 6-sided dice and it is recommended that each player has their own pair.

The adventure is designed to be played with 2-9 players and 1 Referee. Nine pre-generated characters are provided with this adventure; however, other characters can be used. The pre-generated characters make up the crew of the *MV Dust Runner* and the pre-generated characters can also be used as NPCs if the Referee needs to fill the crew.

This adventure is designed to be part of a loosely connected series. Each of the adventures in this series begins in the Razz Casino located on the world of Chance. The characters, while engaged in interstellar commerce, also perform odd jobs for the owner of the casino, Carrie O'Malley. The adventures assume that the characters have known O'Malley for quite some time.

Referees wishing to use this adventure for characters in existing campaigns may wish to create a reason for their characters to be employed by the casino. While our set of pre-generated characters is tied to the casino by a personal friendship between Captain Zha and O'Malley, it could also be that other characters owe money to the casino and they

are paying a debt. It is also possible that O'Malley's personal assistant, Mr. Iskenderun, located the characters after observing them in the casino or another area on Chance.

If you have purchased **Cascadia Adventures 1: Save Our Ship** or **Cascadia Adventures 2: The Lost Girl**, you will note that some information such as the information on the Razz Casino, *MV Dust Runner*, and the pre-generated characters is repeated. This is both for convenience and for the sake of those who might not have purchased the other volumes.

About the Author

John Watts is the owner and president of Gypsy Knights Games, a third party, small press publisher creating supplements for the Traveller role-playing game. John is married to his wonderful wife, Wendy and lives with three cats, Ariel, Moneypenny, and Felix.

John has been the Referee of a continuing Traveller game since 1985 when he discovered the game. In February 2011, he founded Gypsy Knights Games. Since then, he has written several books in support of the company's alternate Traveller universe.

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Merchant Vessel Dust Runner

Overview

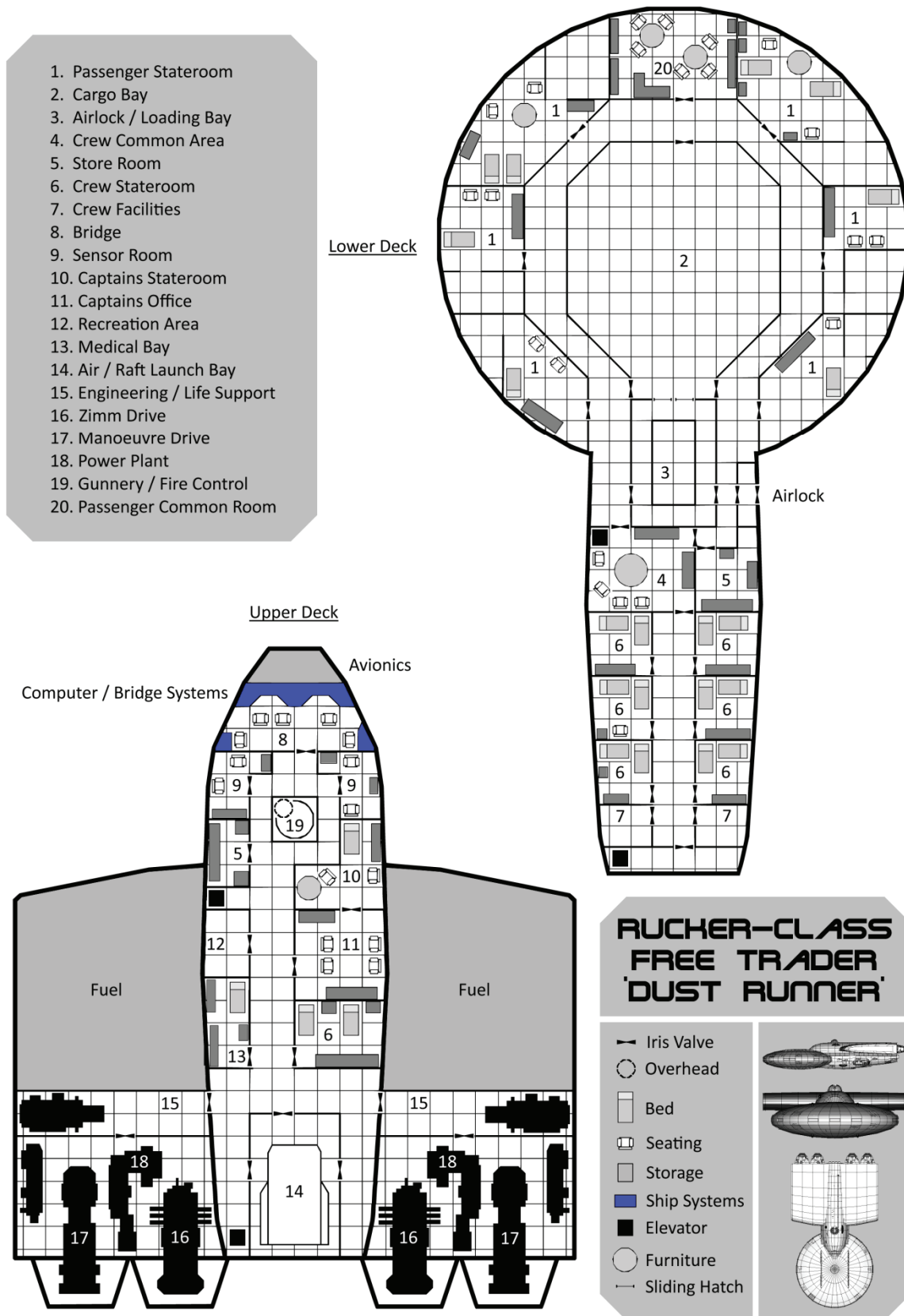
MV Dust Runner is a 200 ton merchant vessel. The ship was built in 2320 by Anderson and Felix in the Hub system. The ship is owned and operated by Captain Crawford Zha. The previous owner named the ship for the amount of ore she had carried from various asteroid mining facilities.

The ship is a *Rucker*-class merchant vessel, though most refer to the ship class as an “Odd Job”. The ship class earned this nickname from the wide variety of jobs the ship has performed. *Rucker*-class vessels are common sights throughout the Clement sector.

MV Dust Runner is registered with the government of Chance and thus avoids some of the taxes placed on ships registered elsewhere. The vessel is red with black accent stripes.



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Rucker-class Merchant Vessel "Dust Runner"

			Tons	Cost (Mcr)
Hull	300 tons	Hull 6		13.2
Armor	Streamlined	Structure 6		
	Crystaliron	4 Points	15	2.4
Zimm Drive C		2 parsec range	20	30
Maneuver Drive C		Thrust 2	5	12
Power Plant C			10	24
Bridge			20	150
Computer	Model 2	Rating 10		0.16
Electronics	Civilian Sensors	DM -2	1	0.05
Weapons	Hardpoint 1	Triple Turret (missile rack, beam laser, sandcaster)	1	3
	Hardpoint 2	Empty		
	Hardpoint 3	Empty		
Fuel	46 tons	1 2 parsec jump and 2 weeks of operation	46	
	2 tons refining equipment		2	.1
	Refueling scoops			1
Cargo	106 tons		106	
15 Staterooms		One converted to office	60	7.5
20 Low Berths			10	1
Extras	Ship's Locker			
	Air/Raft			0.275
Software	Maneuver/0			
	Intellect			1
	Zimm Control			0.2
	Evade/1			1
	Fire Control/1			2
	Library			
Maintenance Cost (Monthly)				2.08
Life Support Cost (Monthly)				0.04
Total Tonnage And Cost			296	251.005

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Pre-Generated Characters

Captain Crawford Zha

Age: 44 Male Homeworld: Kyiv (Cascadia 0503)

STR 7 (+0) DEX 8 (+0) END 7 (+0) INT 9 (+1) EDU 9 (+1) SOC 6 (+0)

Pilot-2, Astrogation-1, Broker-1, Carouse-1, Investigate-1, Jack Of All Trades-1, Mechanic-1, Persuade-1, Sensors-1, Vacc Suit-1, Zero-G-1, Computers-0, Engineer-0, Gun Combat (Slug)-0, Space Science (Planetology)-0, Trade-0

Cash on Hand: 4,000 Cr Pension: 12,000 Cr

Monthly Ship Payment: 166,000 Cr Current Debt: -30 MCr

Equipment: Commdot, Autopistol, Captain's Guild Membership

Ally – Carrie O'Malley (Owner of The Razz Casino)

Rival – Captain John "Jack" Johnson (Captain of the MV Torn Slip)

Contact – Larry Zyban (Roskilde Trade Kiosk Manager)

Contact – Captain Rose Foreman (Captain of the MV Buster Stubbs)

Captain Crawford Zha is 44 years old from Kyiv. He has worked for the past 24 years on independent merchant vessels operating in the Clement sector. Zha purchased *MV Dust Runner* from the Razz Casino. The previous owner had lost the vessel to The Razz due to outstanding gambling debts. Captain Zha took out a loan from Chance Bank and purchased the vessel.

Zha met the owner of the casino, Carrie O'Malley at the time of the purchase and has been close friends with her ever since. Some have speculated the relationship might be more than friendship, but neither Zha or O'Malley have ever publically said so.

The captain and crew of *MV Dust Runner* are approved by O'Malley to stay at a discounted rate at The Razz. Zha and his crew often perform services for the casino or O'Malley herself, though they are not employed by the casino.

Zha is sometimes gruff, but always practical. Many of the crew view Zha as a bit of a father figure. On most occasions, Zha is simply looking for a way to earn money to pay off the debt he has accumulated by purchasing the ship.

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Brent Ferreira

Age: 30 Male Homeworld: Cascadia (Cascadia 0705)

STR 7 (+0) DEX 7 (+0) END A (+1) INT 9 (+1) EDU 7 (+0) SOC 7 (+0)

Astrogation-1, Gun Combat (Slug)-1, Pilot (Starship)-1, Sensors-1, Stealth-1, Vacc Suit-1, Animals-0, Carouse-0, Computers-0

Cash on Hand: 110 Cr

Equipment: Commdot, Autopistol, Handheld Motion Sensor

Contact – Frank Calder (Roskilde System Control)

Contact – Zoe Herzog (Gagnon System Control)

Brent Ferreira is 30 years old from Cascadia. He spent four years in the Cascadia Colonization Authority. Most of his time in the CCA was spent as a bridge officer on board the survey ship CCAS *Meriwether Lewis*.

Following leaving the CCA, Ferreira signed on as the chief bridge officer of MV *Dust Runner*. He has been on board MV *Dust Runner* for the past eight years.

Ferreira is a consummate professional when on the bridge of the *Dust Runner*. However, when not working, he can often be somewhat immature. This can grate on the nerves of many of his crewmates.

Ferreira is obsessed with the newest forms of entertainment and is currently following the holovid *The Adventures of Superpirate* avidly.

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Brandon Howell

Age: 38 Male Homeworld: Catalunya (Cascadia 0202)

STR 7 (+0) DEX 6 (+0) END 6 (+0) INT 8 (+0) EDU 7 (+0) SOC 8 (+0)

Zero-G -2, Astrogation -1, Engineer (Zimm Drive)-1, Jack of All Trades-1, Mechanic-1, Pilot (Starship)-1, Vacc Suit-1, Animals-0, Carouse-0, Computers-0, Gun Combat (Slug)-0

Cash on Hand: 150 Cr

Equipment: Commdot, Autopistol

Rival – Captain Andrew Stance – MV Kiswalia

Contact – Pierre Cosimo – Owner of the Tree of Life Tavern (Roskilde Main Upport)

Contact – Megan Benedict – 1st Officer, MV Mad Dog Belle

Brandon Howell is 38 years old and is from Catalunya. Howell spent 12 years on *Olot*, a transport ship operated by the Catalunyan Navy. During that time, he became the 4th Officer of the ship.

In the Catalunyan Navy, 4th Officer generally means “You do the things no one else wants to do.” Therefore, Howell has learned to be able to do a little of everything on board a starship.

Howell has been with *MV Dust Runner* for eight years. He was hired on board just before Brent Ferreira. Howell still holds a bit of a grudge against Ferreira in that he feels Ferreira is younger and should not be an officer.

Howell keeps his hair long and often has an unkempt beard. He is sometimes profane and occasionally talks to himself. Howell holds on to grudges from slights and this can make him somewhat difficult with which to deal.

One of these grudges is held against Captain Andrew Stance of *MV Kiswalia*.

Howell and Stance served together on *Olot* and Howell believes that Stance must have cheated someone to get to a position where he can own a starship.

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Noah Santos

Age: 34 Male Homeworld: Marlowe (Cascadia 0708)

STR 8 (+0) DEX 8 (+0) END 8 (+0) INT 9 (+1) EDU A (+1) SOC 7 (+0)

Engineer (Zimm Drive)-2, Engineer (Maneuver Drive)-2, Leadership-1, Mechanic-1, Melee (Blade)-1, Navigation-1, Computer-0, Gun Combat (Slug)-0, Trader-0, Science (Astronomy)-0, Vacc Suit-0, Zero-G -0

Cash on Hand: 350 Cr

Equipment: Commdot, Toolkit (High Quality), Autopistol, Cutlass

Ally – Sunni Barnes – Chief of Security (Razz Casino, Chance)

Contact – Rene Janik – Staff Officer, Roskilde Navy (Roskilde Main Upport)

Contact – Ziggy Dean – Staff Officer, Gagnon Naval High Command (Gagnon)

Although now on an independent merchant vessel, Santos is still extremely proud of his service in the Marlowe System Navy. Santos spent 12 years as an engineering officer on board *MSNS Feisty Cat*, a system defense vessel.

Santos has been on board *MV Dust Runner* for four years as the first officer and chief engineer. He keeps his hair within military regulations and is always dressed sharply.

While his rank is no longer official, he continues to insist that people refer to him as “sublieutenant” rather than use his first name. This grates on some of the crew of *Dust Runner* and some use the rank sarcastically, but he remains proud of it.

He was awarded a cutlass as a symbol of rank in the Marlowe Navy. Rather than, as most do, leave it hanging in his quarters, Santos prefers to wear it at all times. Provided the local legal situation will allow him to wear the cutlass, Santos will do so.

Santos has been in a relationship with Sunni Barnes, the chief of security at The Razz Casino. The couple has been engaged

for a short time and while they plan on getting married, no firm date has been set.

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Ethan Mau

Age: 38 Male Homeworld: Joseon (Cascadia 0610)

STR A (+1) DEX A (+1) END 8 (+0) INT 7 (+0) EDU 7 (+0) SOC 6 (+0)

Carouse-2, Gun Combat (Slug)-1, Gun Combat (Laser)-1, Leadership-1, Melee (Unarmed)-1, Recon-1, Sensors-1, Stealth-1, Survival (High Pressure)-1, Tactics (Military)-1, Animals-0, Computers-0, Survival (Cold)-0, Vacc Suit-0

Cash on Hand: 30 Cr

Equipment: Commdot, Laser Rifle (TL11)

Rival – Mikhail Ambrose – Security Officer (Razz Casino, Chance)

Contact – Astrid Mabijs – Sergeant, Roskilde Security Forces, Roskilde Main Upport

Contact – Zane Herrera – Sergeant Major, Gagnon Security Force, City of Missoula (Gagnon)

Ethan is 38 years old and was born in the city of Sarim on Joseon. At the age of 17, Mau left Joseon and immigrated to Cascadia. There he started to attend college, but left after one semester and joined the Cascadia Army in a cavalry division.

Mau spent 20 years in the Cascadia Army. He joined the crew of *MV Dust Runner* two years ago. He is currently the ship's chief of security.

While in the Cascadian Army, Mau left his cultural bias against cold drinks behind him. Indeed, some would say, he became obsessed with them. Mau is a heavy drinker and this can cause him to become involved in some sticky situations. However, most of the time, Mau is still sober enough and resourceful enough to extricate himself from the situation.

Mau has developed a hero-sidekick relationship with the gunner, Riley Yee. She looks up to Mau and often defends Mau to the crew and Captain Zha.

Mau has been thrown out of The Razz Casino twice over the past two years for drunk and disorderly behavior. Captain Zha has had to smooth this over on both occasions with the ownership of the casino.

Mau has a strong dislike for one of The Razz security officers, Mikhail Ambrose. The men truly dislike one another and Mau often goes out of his way to anger Ambrose.

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Riley Yee

Age: 34 Female Homeworld: Monroe (Cascadia 0107)

STR 9 (+1) DEX B (+1) END 9 (+1) INT 7 (+0) EDU 7 (+0) SOC 5 (-1)

Gunner (Turret)-1, Gun Combat (Slug)-1, Streetwise-1, Survival (Cold)-1, Tactics (Naval)-1, Tactics (Military)-1, Animals-0, Computers-0, Trade-0, Vacc Suit-0

Cash on Hand: 300 Cr

Equipment: Commdot, Snub Pistol, Advanced Combat Rifle (TL10)

Armor: Subdermal (Chest; Rating(3))

Contact – Jerry Sten – Corporal, Roskilde Security Forces, Roskilde Main Upport

Contact – Jordan Lynch – Sergeant, Gagnon Security Forces, City of Missoula (Gagnon)

Riley Yee is 34 years old and was born in the city of Challenger-Vasquez on Monroe. At the age of 17, she joined the Monroe Armed Forces. Yee spent the next 16 years as a gunner on a troop transport.

Yee is designated Chief Gunnery Officer on *MV Dust Runner*. On most occasions, she serves as the second security officer with Ethan Mau overlooking the loading and unloading of cargo.

Yee has a large degree of hero worship for Mau. She is regarded by most as his sidekick. Though neither have romantic feelings for one another, many often assume the relationship is of that nature. This infuriates Yee.

Yee can be quite impulsive. This often leads her to get into trouble, thus causing one of the other crewmembers (often Mau if he is sober) to have to extricate her from the problem.

Yee is often rude and has few social graces. This often causes her to be awkward in social situations.

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Angelina "Caro" Carerra

Age: 34 Female Homeworld: Dimme (Cascadia 0805)

STR 6 (+0) DEX 7 (+0) END 7 (+0) INT 9 (+1) EDU B (+1) SOC 9 (+1)

Medic-2, Computers-1, Gun Combat (Slug)-1, Jack of All Trades-1, Life Sciences (Biology)-1, Social Science (Psychology)-1, Vacc Suit-1, Animals-0, Carouse-0, Engineer (Maneuver Drive)-0, Remote Operations-0

Cash on Hand: 750 Cr

Equipment: Commdot, TL11 Medkit, Autopistol

Rival – Walter Claire – Private Physician, Roskilde Main Upport

Contact - Nick Stiles – Medical Examiner, City of Jensen (Roskilde)

Contact – Virgil Beck – Doctor in Residence, Missoula General Hospital (Gagnon)

Angelina Carerra has been a doctor for 12 years. She was born on Dimme, but went to medical university on Roskilde. She has spent ten of her twelve years as a doctor on board independent merchant vessels as a ship's doctor. She has been on board *MV Dust Runner* for the past four years.

Carerra is highly educated and tends to use a vocabulary which reflects this. Sometimes, this causes some of the other crew members to regard her as a bit snobbish.

Carerra is dedicated to the safety of her patients. While most of the time, she treats simple cuts and bruises, she is also prepared to aid the crew out of any troubles which they have found themselves. Many times, this requires a hangover remedy for Mau or a bandage for Yee.

During her previous employment on board *MV Tranquil Sunshine*, she was required to be a third engineer. It was there that she learned basic operation of the ship's maneuver drive.

Carerra generally gets along well with most people. However, she and Dr. Walter Claire have hated each other since medical

school. Carerra will not discuss this with anyone, but the hatred stems from a time when Claire attempted to date her. Claire badgered her constantly and she detests him for it.

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Mitchell Lee

Age: 34 Male Homeworld: Talca (Cascadia 0709)

STR 7 (+0) DEX B (+1) END A (+1) INT 7 (+0) EDU 7 (+0) SOC 4 (-1)

Streetwise-2, Deception-1, Gambler-1, Gunner (Turret)-1, Gun Combat (Slug)-1, Melee (Short Blade)-1, Stealth-1, Animals-0, Computers-0, Remote Operations-0, Vacc Suit-0

Cash on Hand: 120 Cr

Equipment: Commdot, Body Pistol, Blade

Rival – Soichira Auer- Professional Gambler (Chance)

Contact – Grace Abbot – Petty Thief (Roskilde Main Upport)

Contact – Alyssa Wang – Restaurant Cook/Convicted Criminal (City of Missoula(Gagnon))

Mitchell Lee had a difficult childhood on Talca. He had to scrounge most of his life. As he grew older, he discovered he had a real knack for obtaining items which people needed. Usually, but not always, this involved circumventing existing law.

Through this sort of behavior, he gained the attention of Captain Zha. When Zha got his own ship, he then located Lee and put him to work as an acquisitions expert. If the ship or crew needs anything, Zha sends out Lee. Lee will locate whatever is needed one way or another.

Unfortunately, Lee also has a gambling addiction. This can be problematic for the crew as they often stay on Chance. Lee has attempted to stay away from gambling, but, of late, has had little success.

Lee also has a running feud with professional gambler Soichira Auer. Auer has accused Lee of cheating in the past and it has created bad blood between them. Auer even had him arrested by security at The Arch which has resulted in Lee not being able to return to that casino.

Lee is well-liked by the crew, but no one trusts him. Many of the crew feel as if Lee might steal from them at any time, even though Lee has not stolen from anyone on board *Dust Runner* since Zha hired him.

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Madison Acuna

Age: 30 Female Homeworld: Fairfax (Cascadia 0105)

STR 7 (+0) DEX 7 (+0) END 8 (+0) INT 7 (+0) EDU A (+1) SOC 7 (+0)

Art (Writing)-2, Comms-1, Deception-1, Gun Combat (Slug)-1, Investigate-1, Medic-1, Streetwise-1, Animals-0, Carouse-0

Cash on Hand: 1200 Cr

Equipment: Commdot, Press Credentials, Autopistol

Ally – Perry Thomas – Fairfax News Agency

Contact – Monica Akillia – Roskilde News

Contact – Horst Vondel – V&K Private Investigations (Jensen, Roskilde)

Contact – Susan Porter – Urban Crime Reporter, Gagnon Press (City of Missoula)

Madison Acuna is a 30 year old independent journalist. She was born and educated on Fairfax. Since she was 18, she has been traveling across the Clement sector and reporting on what she finds.

Madison has discovered that the best way to see the real Clement sector is to travel with independent trading vessels rather than on cruise ships or corporate vessels. She writes these stories and then, when she jumps into a new system, files the story with the local press.

Madison has taken the position of “permanent passenger” on *MV Dust Runner*. While she has no official shipboard duties, she often offers her assistance when there is something she can do.

Madison is always on the lookout for a new story. However, this can lead her to be somewhat too inquisitive and a bit pushy. Several of the crew regards her as “nosy”, but she is generally well-liked.

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If you intend to be a player in this adventure, you are advised to stop reading now. Reading further will reveal details of the adventure which will hinder your enjoyment of it.

The Plot

The overall plot of the adventure is that Milton “The Monk” Hawthorne, a security specialist at The Razz Casino, has stolen 50 megacredits from the casino and has fled the system. The owner of the casino, Carrie O’Malley, is sending out several teams of people to find Hawthorne. She has included the characters in these groups because they have performed well in her employ before (including the previous adventures **Cascadia Adventures 1: Save Our Ship** and **Cascadia Adventures 2: The Lost Girl**).

Hawthorne lived on several worlds before he came to Chance. O’Malley is sending teams to each of the worlds where Hawthorne once lived in hopes of finding him. She is sending the characters to Cascadia to look in on Hawthorne’s ex-wife, Miriam Blackledge.

The characters are being sent her because, as O’Malley will put it, “the characters have proven discreet and capable”. Blackledge has since remarried and her current husband is a Cascadian congressman, Clarence Blackledge, who is a moving force in Cascadian local politics.

While O’Malley does want the characters to be discreet while questioning the wife of a local politician on the most powerful world in the subsector, she will also make it clear that she wants Hawthorne dead. While she is willing to simply have the characters return Hawthorne to her so that she can do it herself, she is quite clear that she wants Hawthorne’s life to end.

The characters may be uncomfortable being sent out to be executioners or to be hunters sent out to capture someone they know will die. This may call into question several moral problems, but will also reinforce the fact that, while O’Malley may appear to be a businesswoman, she is still a member of a

ruthless crime family. If the characters do not go along with her plans, they may find themselves the target of a hit squad.

Assuming the characters do go ahead with searching out Hawthorne, they will go to Cascadia. There they will find that Miriam is still somewhat involved with Hawthorne. Unbeknownst to Miriam but largely because of her, Hawthorne has become part of a plot to assassinate Congressman Blackledge.

The characters will find themselves involved in not only trying to capture or kill Hawthorne, but also involved in the rough and tumble world of Cascadian politics. In the end, they will have to attempt to stop the assassination of Congressman Blackledge as well as capture or kill Milton Hawthorne.

The Razz Casino

Overview

MV Dust Runner has returned to Chance after a profitable cargo run to Slaren. While there, they were able to secure several cases of Slaren Select for the Razz Casino. Now they intend to stay for a week at The Razz casino and hotel for some much needed rest and relaxation.

The Razz is owned and managed by Carrie O'Malley, the daughter of Vincent O'Malley. Vincent O'Malley is the current chairman of Chance Holdings Limited (CHL), the company which governs the planet.

As stated in the character information, Captain Crawford Zha is a close friend of Carrie O'Malley. If you have chosen to use characters other than those pre-generated and you have not used our previous adventures, you may consider having a few short adventures where the crew gets to know O'Malley and The Razz. A less time consuming way to do this is for the Referee to have established that the captain/leader of the characters knows O'Malley in some way as a contact.

The Razz is dedicated to the idea of non-electronic styles of gambling. Unlike other casinos, there are no holographic cards, no robot dealers, no computerized gaming. There are no slot machines and robots are not allowed on the property.

All games in the casino are table games. Roulette, dice games such as craps, and card games such as blackjack. There are many variations of poker played here as well including razz, the namesake of the casino. Referees are encouraged to allow any interested characters to try their hand at one or more of the games.

The décor of The Razz is quiet and elegant featuring wood panels and painted walls rather than holoscreen walls. The wood panels are dark and were imported by the casino from many different worlds.

Carrie O'Malley

STR 5 DEX 6 END 7 INT 9 EDU 9 SOC 9
Age: 86 (35)

Skills: Admin-2, Broker-2, Gambler-2, Persuade-2, Steward-2, Advocate-1, Carouse-1, Deception-1, Computers-0, Streetwise-0, Vacc Suit-0

Carrie O'Malley was born shortly after her father and the other members of CHL founded the colony at Chance. As an only child, Carrie grew up with her father teaching her the family business. As Vincent O'Malley grew older, more of the day to day operations of The Razz fell to Carrie.

Carrie's attention to detail, design, and even security is legendary. It is this dedication that is often credited for the success of The Razz and its place as the most popular casino on Chance. She can often be seen on the casino floor, accompanied by her bodyguards and Robert Iskenderun, her personal assistant, checking the games, entertainment and food personally.

Carrie is tall and strikingly attractive. She keeps shoulder-length blonde hair and flashing blue eyes. Though Carrie is in her 80s, continued anti-aging treatments have kept her youthful appearance.

While the décor and the gaming tables are non-electronic, one should never assume the same of security. The Razz is filled with state of the art sensors to monitor guests and players at almost all times. In addition, while the people seen on the floor of the casino are often unarmed, there are highly trained and heavily armed combat personnel at the ready to solve any problems on the casino floor.

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The Meeting (Essential Scene)

After a few days in the casino, the characters will notice a sudden increase of security. While there has always been security on the casino floor, in the restaurants, on the entertainment floor, and in the hotel, it has always been subtle. Within an hour, security has been doubled and some of this security is openly armed.

Both the characters and the other patrons should take note of this. Even some of the longtime regulars of the casino will seem quite worried while others seem to take it in stride. Contacts among the casino patrons and any NPC which the characters have befriended can be used to convey this sense of sudden worry.

Shortly thereafter, Carrie O'Malley's personal assistant, Robert Iskenderun will locate Captain Zha. Iskenderun will request that Zha and the other characters meet with O'Malley in her office as soon as possible.

With The Razz being located underground, the penthouse is on the bottom floor rather than the top. O'Malley's office can only be accessed by a special code for a secure express elevator. Iskenderun will give the character the code for today.

When the characters arrive at the bottom of the elevator, they are allowed into a foyer with six armed guards. This is double the amount of usual security. O'Malley's office is at the end of a long hallway. The hallway is loaded with security including laser weapons hidden behind panels in the wall. There are armed guards outside the door to O'Malley's office as well.

As the characters walk down the hallway, a brawny man dressed in a tuxedo with a broadsword sheathed on his hip approaches them. Characters that pass a Streetwise (INT, Difficult) skill check will recognize him as Sean "Shade" Marlette, a man known for his ability to hunt down those who wish to stay hidden. Marlette will brush by them with a tip of his head to anyone who seems to recognize him.

Once allowed inside, the characters will discover that the ban on holographic walls

The Format

Within this adventure, you will find different types of scenes which can be used to advance the story. The **Essential Scene** is a scene which is required to move the story forward. These are moments which are essential to the overall plot.

Optional Scenes are moments which can be used at the discretion of the Referee. These are scenes which can add flavor to the story, give character building moments or to provide a "red herring".

Contact Scenes are moments which the characters can "unlock" by visiting or contacting a contact, rival, or ally. These are excellent times for role-playing as the Referee can embody the contact and deal with the character.

does not extend to O'Malley's office. Her walls are covered in panels which give the illusion that the office is on top of a large building rather than the bottom. The holopanel depicts a fictional cityscape which changes as time passes.

The office is furnished with a grand wooden desk made of wood imported from Cascadia. Facing the desk are several plush chairs as well as two couches near the holopanel walls. O'Malley will be standing near her desk when the characters go inside. There are two armed guards standing in opposite corners of the room.

O'Malley is visibly angry. Her face is flushed and her hands are clenched. She will, accompanied by choice expletives, explain that a member of the casino's security team, Milton Hawthorne, has stolen 50 million credits from the casino. If asked how this happened, she will rage against the characters shouting that "maybe they too would like to rip her off".

As her mood finally begins to cool slightly, she will tell the characters that she is dispatching teams of her best people to locate Hawthorne. Because the characters

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have shown discretion and talent in past endeavors, she would like them to travel to Cascadia to look for Hawthorne there.

O'Malley will explain that Hawthorne's ex-wife, Miriam Blackledge, lives in the city of Columbia on Cascadia and that, perhaps, he has gone to ground there. She will explain further that Miriam has married a powerful local politician, Congressman Clarence Blackledge. Sending someone to question the wife of an influential politician on the most powerful world in the subsector is not something O'Malley feels can be trusted to just anyone. She believes the characters can discretely find out what she knows, if anything, and perhaps locate Hawthorne. O'Malley has Blackledge's address on file and a holo with Hawthorne's image.

As O'Malley's countenance grows darker again, she makes it clear to the characters that she has little interest in Hawthorne returning to Chance alive. If any of the characters balk at this, O'Malley will remind them of the relationship they've had in the past and how well she has paid them. If they continue to protest at all, she will remind them that she can just easily take one of the other teams and pursue them after she exacts revenge on Hawthorne.

She will offer the characters 15,000 credits for the trip, no matter what they are able to locate. If they can find out information concerning Hawthorne's whereabouts on another world, she will add an additional 5000 credits. She will be willing to have these figures negotiated up to 25,000 and 7000 respectively. In addition, she will provide vouchers for two refuelings at Dimme which should cover any fuel cost.

If the characters return with Hawthorne, dead or alive, she will pay them 45,000 credits. She can be negotiated up to 50,000 credits on this.

If the characters can return to Chance with both Hawthorne and the money, O'Malley will pay off the debt they owe on *MV Dust Runner*. The ship will, at last, belong solely to them.

If the characters refuse the job completely, she will have her guards (both the guards inside the room and those

Milton "The Monk" Hawthorne

STR 7 DEX A END 9 INT A EDU A SOC 7
Age: 44 (35)

Skills: Computers-2, Deception-2, Gun Combat (Slug Rifle)-2, Melee (Unarmed Combat)-2, Streetwise-2, Athletics (Coordination)-1, Explosives-1, Persuade-1, Recon -1, Remote Ops-1, Sensors-1, Admin-0, Stealth-0, Tactics-0

Milton "The Monk" Hawthorne was, until he stole from the casino, The Razz' third ranked security officer. He was well-liked but was often aloof with many of his co-workers. He lived in an apartment in the worker's quarters of the casino where he spent much of his time (and how he got the nickname "The Monk"). He is known to eat when he is nervous.

However, Hawthorne was not simply a quiet person. He was often hidden away in his room, plotting ways to exact revenge on those who had "done him wrong". None of his co-workers knew this side of Hawthorne but ever so often the seething rage could be seen.

One person who Hawthorne always spoke of in the best of terms was his ex-wife Miriam. Hawthorne seemed to always have moments he remembered or stories he shared about their time together. He was known to smile broadly when talking about her, something which was rare on other occasions.

outside) attempt to take the characters by force. She will keep them locked away in a small room until they agree to her terms. If it comes to this, take all numbers listed above and divide them in half. In addition, she will no longer be willing to pay off the characters' ship. This should be a brutal reminder that, while O'Malley has been an honest and forthright employer, she is still a very dangerous and powerful person.

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If the characters do take the job, she will insist they leave for Cascadia immediately.

Table Games (Optional Scene)

The Razz offers several table games for the entertainment of guests. Characters may wish to try their hand at one of these games. The following is a short explanation of the most common games in the Razz Casino and how the Referee can quickly resolve it for the players.

These are bare bones explanations and Referees are encouraged to read more about the intricacies of these games if they expect that their players may wish to embark on a side trip of gambling during the adventure.

Referees are encouraged to engage in this scene before “The Meeting”. If O’Malley or any of her senior staff (like Iskenderun or Barnes) see the characters gambling after “The Meeting”, they will insist that the characters get going to Cascadia. Characters continuing to gamble after this warning will find O’Malley quite angry with them and they may likely find themselves the target of a hit squad.

Blackjack

The goal of blackjack is to have cards which equal 21. Players do not play against one another, but rather against the dealer. The dealer deals out one card face down and one card face up. More cards can be requested, known as a “hit”. The winner is the person who gets closest to 21 without going over.

Numbered cards hold the value of the number on the face of the card. Jacks, Queens, and Kings have a value of 10. Aces have a value of either 1 or 11.

Referees may choose to have the player roll for each individual hand, a certain time increment, or the full time played. In playtesting, we found that simulating about five hands in one die roll is best.

Playing 5 Hands of Blackjack: Gambler, INT, 4-6 minutes, Difficult (-2)

Baccarat

All of the casinos on Chance have open table games of a variant of baccarat called “The Chance Variant” or, derisively, as “Punto Chance”. It is a variation of the form of baccarat known as punto banco in which a casino dealer acts as the banker and deals to a player from a shoe. The shoe always contains 5 decks of cards.

In this variant, players are playing against the dealer (or “bank”) and are dealt two cards. An additional card may be taken by the player if they so desire. The object is to have cards with a value of 9 or as close to 9 as one can get. Cards numbered 2-9 count as their numerical value, Aces have a value of 1, and 10s, Jacks, Queens, and Kings have a value of 0.

The value of cards added together is always the number in the ones place. So if one has a 2 and 5, one has a total of 7. If one has a 6 and 7 (6+7=13), one has a total of 3 (not 13).

This variant is often derided by high rollers and other wealthy and experienced gamblers as being “watered down”. More traditional forms of baccarat (of the traditional punto banco form and the chemin de fer form) can be arranged for “whales” and other high rollers in private rooms.

Characters wishing to engage in a few short term hands should stick to playing the Chance variant. A game of Baccarat (punto banco or chemin de fer) can become a tense and delicate dance between wealthy players. Referees are warned that an involved game of baccarat may take more time than they are willing to spend on an optional scene.

Playing 5 Hands of Baccarat (Chance variant): Gambler, INT, 4-6 minutes, Difficult (-2)

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Playing 1 Hand of Punto Banco or Chemin de Fer: Gambler, INT, 2-8 minutes, Very Difficult (-4), Opposed.

Poker

Poker is a game of skill where individuals wager on the strength of the value of a hand of cards. Some or all of the cards may be hidden from other players. Certain combinations of cards are ranked as to which combination, when compared to the combination held by other players, determine the winner. Usually this is a combination of 5 cards.

The wide variations of the game of poker are beyond the scope of this document. The most common found on Chance are stud, draw, and hold 'em. Each of these types has a number of variants as well such as Omaha and Razz.

The variations known as Razz and Omaha are the namesakes of casinos on Chance. Both casinos highlight their namesake variants within their casinos.

Razz is a variant of stud poker in which the object is to get the lowest ranked hand possible rather than the highest. In Razz, the best hand one may achieve is called "a wheel" (an Ace-5 straight).

Players are dealt 7 cards they may use to build this 5 card hand. There is a round of betting followed by an opportunity for the player to discard and redraw a certain number of cards. In The Razz Casino, players are allowed to discard up to all 7 cards if they wish.

There is a second round of betting and then the cards are revealed. The player with the lowest hand wins the pot.

Playing 1 Hand of Razz: Gambling, INT, 2-5 minutes, Difficult (-2), Opposed

Playing an entire game of Razz: Gambling, INT, 3-10 hours, Difficult (-2), Opposed

Playing a friendly game of Razz: Gambling, INT, 1-6 hours, Average (+0), Opposed.

Drinking (Optional Scene)

There are several bars located within the casino and plenty of opportunities for characters to take a few drinks. For some (like the pre-generated character Ethan Mau), it may be the first thing they do when they arrive on Chance.

While it is possible that some characters may enjoy one or two drinks and some socializing, some will seek to drink much more than that. In that case, skill checks can be made to find out the exact effects.

Drinking three alcoholic drinks: Carouse, END, 1-2 minutes, Average (+0)

For every second drink after the third, increase the difficulty by one level. Failure indicates impairment has begun.

Impairment increases the difficulty by one level of any skill attempted over the next 30 minutes. Continued failure of the drinking task increases the difficulty and the time period of impairment.

Gladiatorial Games, Comedy Shows, And Musical Acts (Optional Scene)

The Razz Casino offers many other forms of entertainment. Characters may seek to attend one of the many shows. Ticket prices for all the events are between 100-1000 credits, depending on how far back from the stage one is seated. There are two shows each night 7pm and 9pm.

The current act on the Comedy Stage is Janos Lahiri. Lahiri is a former member of the Annie Feingold show. Lahiri gained great popularity in Feingold's Travel Show with his observations about the pain of life. Often Lahiri uses self-deprecating humor concerning his own bouts with depression and loss.

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The current act on the Music Stage is Orange Rocket. Orange Rocket uses a blend of traditional instruments and modern electronic devices to produce an orchestral sound.

The four members of the group are sometimes not even on stage themselves, but rather allow for fictional holographic characters to take the stage for them. These characters can change at the whim of the band members and many fans attempt to guess (or, on Chance, bet) as to which characters will show up on stage.

These holographic characters will often perform stunts such as flying across the theater and appearing randomly among the crowd.

The most popular of the theater shows is gladiatorial combat. These shows take place in a theater made by design and holography to be an ancient Roman coliseum.

Gladiators fight one-on-one battles against one another using a variety of melee weapons. On rare occasions, the Razz will stage battles between teams of gladiators.

However, these battles are not to the death. An experienced combat medic is employed as a referee in the matches. When the referee determines that a combatant is too injured to carry on at “peak performance”, the match is ended. This determination is entirely up to the referee who uses his/her experience both with combat injury and the players themselves as a guide.

Bets are made concerning the outcome, the time of first blood drawn, and even such events as the first dropped weapon or the first damaged helmet. Characters wishing to make bets on the event should use the following skill check:

Betting On A Gladiatorial Match: Gambling, INT, 3 minutes, Difficult (-2)

Bets can be made in increments of 10 credits. The majority of persons betting on the vent tend to bet 100 credits, though some bet as little as 10 or as much as 1 megacredit.

Contact Scenes

Several of the pre-generated characters have contacts in The Razz and on Chance. If you are using characters of your own creation, you may wish to extend this courtesy to your players as well.

Sunni Barnes (Ally of Noah Santos) –

Sunni is the Chief of Security of The Razz Casino. Sunni is also the love interest of Noah Santos, one of the pre-generated characters. If you choose to not use the pre-generated characters, the Referee can choose to make Sunni an existing love interest or a potential love interest of another character.

Sunni worked with Hawthorne for the past four years. He kept to himself most of the time (hence his nickname “The Monk”) but he seemed friendly. He would often speak of his ex-wife in glowing terms. Sunni will describe Hawthorne as “worshipful” of his ex-wife in “a way that seems cute when you first hear it but after a while begins to seem creepy”.

If engaged in conversation long enough, Sunni will tell the characters that Hawthorne had seemed very depressed a few months before this. In fact, she had been a bit worried about him, but while Hawthorne was serving as part of a security detail for a Cascadian official he seemed to perk up a bit. In fact, she will remember, he seems to have been more focused after that. If pressed, she can locate the name of the official: Martin St. John. Checking into St. John with casino records will show that he is a high ranking member of the Social Democrat Party of Cascadia.

Sunni will not divulge how Hawthorne stole the money. If asked, she will only convey her anger over the fact that “Hawthorne beat her” and that increasing security now is “like closing the gate after the horse escaped”. She will become quite angry and will likely leave the conversation if pressed.

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STR 9 DEX 9 END 9 INT 8 EDU 7 SOC 6

Skills: Admin-2, Gun Combat (Slug)-2, Investigate-2, Melee (Unarmed Combat)-2, Persuade-2, Recon-2, Comms-1, Computers-1, Diplomat-1, Leadership-1, Sensors-1, Streetwise-1, Carouse-0, Medic-0, Steward-0

Mikhail Ambrose (Rival of Ethan Mau) -

Mikhail is security officer at The Razz. Mikhail lives near the casino in a local apartment complex with his wife and daughter.

Mikhail is 32 years old. His family moved to Chance from Fairfax when he was young. He tends to be quiet and take on a silent but tough image on the casino floor. He has a tight military style haircut and ice blue eyes. When he isn't intimidating patrons of the casino who get out of line, he is exercising and lifting weights.

Attempting to speak with Mikhail about the situation will be fruitless. Mikhail is being kept quite busy by the increase in security. If the character can persuade him, he will say that Hawthorne was "an odd fellow" and that "he wouldn't shut up about his ex-wife". Mikhail will be willing to say little more.

However, Mikhail does remember that Hawthorne occasionally mentioned a friend named Jacob Smalley. Smalley was someone Hawthorne from Hawthorne's childhood and he seemed to be involved in Cascadian politics. Mikhail can only remember that Smalley and Hawthorne were friends and that Smalley lives in the same city as Hawthorne's ex-wife.

As usual, Mikhail will show up from time to time to intimidate Ethan Mau or any other character who chooses to drink a bit too much.

STR B DEX 8 END A INT 6 EDU 5 SOC 5

Skills: Athletics (Strength)-2, Persuade-2, Recon-1, Streetwise-1, Carouse-0, Gun Combat (Slug)-0

Soichiro Auer (Rival of Mitchell Lee) -

Soichiro is a professional gambler who lives on Chance. He frequents The Razz and The Omaha. Soichiro is a rival gambler of Mitchell Lee and, even though he tries not to make gambling personal, he enjoys defeating Lee at every opportunity.

Soichiro is 42 years old and is from Talca. He is loud, boisterous, and constantly wearing sunglasses. He will taunt other players during games in order to intimidate them and has a habit of calling everyone "baby".

Soichiro barely knew Hawthorne. He can say that he met him when a fight broke out between some gamblers at a high stakes poker table. One of the gamblers was "all cybered out, baby" and overturned the table violently when he lost. Soichiro was injured during this outburst and as the other security personnel removed the cyber-augmented sore-loser from the casino, Hawthorne stayed behind to help Soichiro.

Soichiro will say that he seemed like a nice fellow and that he transported Soichiro to the local hospital himself. Soichiro will say that Hawthorne talked about little except his ex-wife and just how wonderful she was.

When Soichiro asked why they were divorced if she was so wonderful, Hawthorne went very dark and gloomy. Soichiro will say that he apologized to Hawthorne, but after the apology, Hawthorne seemed to change in personality. He suddenly seemed angry and heartbroken at the same time.

STR 5 DEX 8 END 8 INT 9 EDU 7 SOC 6

Skills: Gambler-3, Carouse-2, Deception-2, Persuade-2, Streetwise-1, Broker-0, Gun Combat (Slug)-0, Melee (Unarmed Combat)-0

Hawthorne's Apartment (Optional Scene)

The characters may wish to examine Hawthorne's apartment in the casino. It should be stressed that the security teams have already torn through the small living space and found nothing of value. However, the characters may wish to see for themselves.

Hawthorne's apartment is located in the worker's section of the casino one floor above O'Malley's office. Several workers live in this area and the size of their apartment is proportional to their position at the casino.

Hawthorne's apartment is small, about 3 meters (10 feet) by 3 meters (10 feet). There is a bed against one wall and a small plastisteel desk against the other wall. Other than several discarded food containers on one side of the desk, there is little here to suggest a person once lived here.

The security person who lets them in can say that he kept his hand computer with him at all times, but other than that he never knew him to have many personal possessions. He used to keep a holostatue of his ex-wife on his desk, but it is now gone. The location of the round base is now visible in the dust on the desk.

Chance Downport (Essential Scene)

The Chance Downport is located to the northeast of the city about 200 kilometers (124 miles) away. The downport is connected to the city by a maglev train which runs underground from City Station to Port Station. There are no stops between the stations.

The downport is located underground. A massive shaft has been sunk into the planet. Ships descend into this shaft slowly and are then grabbed by a gigantic claw. This claw then places the ship into one of several parking areas or as the locals call

Setting Notes

When we first wrote **Subsector Sourcebook 1: Cascadia**, we intended it to fit a more traditional Traveller setting. However, we also wanted to people to be able to use the subsector for other types of settings as well. Indeed, one of those settings was our own setting which we outline in **The Hub Federation**.

In doing this, we changed the UWPs to better match the setting. While you don't have to do this, we recommend making sure the UWPs match your setting. The tech levels of the worlds in Cascadia are a bit high to fit into our setting, but in a more traditional Traveller setting would fit well.

In order to match the GKG Clement Sector setting, simply change the UWPs for these worlds to this:

Chance	A200612-B
Dimme	C786842-A
Cascadia	A688846-C

them "racks". Some have described the wall of the shaft as "a starship shelving unit".

A docking corridor extends from the interior of the parking area to the ship which allows for passengers and crew to enter and exit the vessel without needing a vacc suit. Only vessels of 600 tons displacement or less are allowed to land at the downport. All other vessels must dock to the highport.

Cargo is loaded and unloaded from the ships by enclosed gravlifts. The operators dart these small craft in and out of the shaft to the racks. There the gravlift drivers can load the cargo containers while the ship sits in the rack.

If the characters use the fuel voucher Carrie O'Malley provided for them, they will have to wait for a short time as the ship is refueled. When the voucher is used, they will either interact with a port worker through a commlink or in person.

Dimme

Overview

The characters are only making a fuel stop at Dimme. Using the Zimm Drive, it will take 7 days to arrive at Dimme from Chance. This will have used all of their fuel and they must refuel here.

Carrie O'Malley has provided the characters with a fuel voucher which will cover the cost of the fuel. It is assumed that they will use the voucher as opposed to paying for it themselves or attempting to perform frontier refueling in one of the system's gas giants.

The characters will have to land *Dust Runner* at the Carlisle Downport. Dimme has no orbital port. The port is rated C-class.

Assuming that the characters are in a rush to get to Cascadia, they will have little time to do much more than refuel and get back to their journey. If the characters have opted to carry cargo or passengers, this could take slightly longer.

If you would like more information than what is presented here about Dimme, you can find a more detailed treatment in **Subsector Sourcebook 1: Cascadia**.

Dimme Insystem (Essential/Optional Scene)

When the characters arrive at the Zimm Point, they will be contacted by Dimme system control. System control will direct the characters to hold and wait for an available berth at the downport. This wait will be approximately two hours.

Despite its location on the main trade route to Cascadia, Dimme has only one small downport. This can often cause delays as vessels wait for an available berth. Ships of over 1200 tons displacement often have to wait even longer as fuel must be shipped from the planet below to the orbiting vessel.

For this reason, those capable of doing so will refuel by frontier refueling methods in the local gas giant. While this does represent a loss of revenue for Dimme, the locals have not seen a need to build a larger port or system navy capable of demanding payment for the usage of the gas giant.

If the characters wish to refuel in the atmosphere of the gas giant, they may do so. The characters will likely have the required maneuver drive fuel to make it to the gas giant. However, it should be stressed that to travel from the Zimm Point to the nearest gas giant, Nammu, will take approximately three standard days. It is assumed that most characters will go ahead and wait the two hours.

However, if the characters wish to do this, they will need to perform the following tasks:

Piloting into a gas giant's atmosphere to obtain fuel: Pilot, Difficult (-2), 1-6 hours

No matter which choice the characters make, they will have to refine the unrefined fuel available at either the port or Nammu.

Refining unrefined fuel: Engineer, Average (+0), 24 hours.

Carlisle Downport (Optional Scene)

If the characters opt to use the provided fuel voucher provided by O'Malley, they will need to land at the Carlisle Downport. As stated above, this is the only port available to the general public in the system.

The port is located on an open plain to the southeast of the city. Each landing berth is a hexagonal bowl with earthen berms 27

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meters (88.6 feet) high. Ships land in the center of the bay. The bays are spacious and can accommodate vessels of up to 1200 tons. The plain is honeycombed with these hexagonal berths.

Crews can either climb the stairs to walk the tops of the berms a considerable distance to the terminal or they can ride on one of the many grav vehicles which fly along the parking area. A local transport company operates these grav vehicles, each piloted by a somewhat friendly robot. A ride from any landing bay to the main terminal is a flat rate of 20 credits per person. Some landing bays are only a few meters from the terminal while others are up to 19 kilometers (11.8 miles) away.

When the characters arrive at Carlisle, it is late summer and mid-day. The temperature is 44 C (111.2 F). There are very few clouds in the sky, but there is a hot and dry wind blowing from the east. Characters can make out the line of mountains to the south on the horizon.

The characters can choose to go to the downport terminal if they wish, but it is not required. There are robots and automated kiosks spread across the landing areas. The only humans the characters are likely to see in this area are other ships' crews. There are very few humans working at the downport.

The terminal is a large rectangular building of four floors. The ground floor is dedicated to cargo storage, handling, sale and resale. Characters will see robot driven grav lifts flitting about the area.

The second floor contains two small restaurants. The largest of these is Aleppo. Here the signature dish is *kebab karaz*, a dish of meatballs with cherries, nuts, and pomegranate molasses. All of these ingredients are imported from Cascadia. Aleppo is the most popular place for travellers to stop and eat, so the characters may have to wait. Aleppo is open 22 hours a day.

The second of these is Meze. Here, they serve an array of small dishes. Among these small dishes are *kibbeh* (an oblong wheat shell filled with spiced lamb or fish), *swar es-set* (a round pastry in an orange sauce covered with pistachios), and

manakish (a flat bread covered in cheese and meat). As at Aleppo, most of the ingredients are imported from Cascadia except the fish which are local.

At both restaurants, humans are seen doing all of the cooking by hand. Robots will take food orders and deliver the food to the customers.

Between the two enclosed restaurants is an open area with many tables and chairs. Travellers may take their food from the restaurant to this location, but they must pay first. Those who are not eating may also be seated here. Robots move back and forth between the tables and will play music for the patrons or take drink orders.

Humans on Dimme tend to wear a lot of cosmetics. Often this means they have used colored creams on all exposed parts of their bodies (usually face, arms and hands). The most popular color is a golden brown. Some, particularly the young, will go for brighter colors including light blue and light green.

Cascadia

Overview

Once the characters arrive on Cascadia, they will need to begin their search for Hawthorne. While they are here, they should learn the following:

- 1> Hawthorne has come to Cascadia. He has visited his ex-wife at her home.
- 2> Miriam has rebuffed any advances he made toward her.
- 3> Hawthorne has since contacted Martin St. John of the Social Democrat Party of Cascadia.
- 4> St. John and other rogue elements of his party have decided to assassinate Clarence Blackledge.
- 5> St. John and these rogue elements have decided to employ Hawthorne as their assassin.
- 6> St. John intends to have Hawthorne assassinate Blackledge at Lancaster Memorial Auditorium in Baker.

Arrival (Essential Scene)

When the characters arrive at the Zimm point in the Cascadia system, they will find the system laden with traffic. Cascadia is the most powerful of the worlds in this subsector and there are constantly ships moving about insystem near the world.

Cascadia system control will hail the characters almost immediately and assign the *Dust Runner* a course to Cascadia Upport. This course states that the characters will be forced to stop and be boarded by the Cascadia System Defense Force. This is not an uncommon occurrence as the CSDF is able to insure that visitors to the system are not carrying contraband previous to their arrival in port.

When the *Dust Runner* arrives at the

Torus

If you as a Referee are unfamiliar with the concept of a torus shaped starport, the best way to imagine it is to picture a doughnut. The outer layer of the doughnut is the location of the starship docking areas. In these areas, the gravity plates are facing away from the doughnut hole, so that the “ceiling” is the outer layer of the doughnut.

Where this can become confusing is that on the interior of the torus, the gravity plates are facing the opposite direction. So that up is toward the “doughnut hole” and “down” is the direction toward the doughnut’s outer layer.

The torus design for a starport is a real concept originated in 1975 at a NASA study at Stanford University (thus why it is often called a “Stanford Torus”). To understand a toroidal station, you can do no better than to view the art of Don Davis. Davis painted the pictures for this 1975 study. Though they are public domain and could have been added here, there are a bit too 1970s for this work. However, they are still an excellent resource. Interested parties can locate these works at <http://settlement.arc.nasa.gov/70sArt/art.html>

inspection point, the characters will be asked to stop the ship. The ship will be approached by *CSDFS William H. Callahan*, an 800-ton *Hamilton*-class cutter. The *Callahan* will pull alongside the *Dust Runner* and extend a docking walkway. This walkway will attach to the airlock on the lower deck of *Dust Runner*.

When the walkway has been pressurized, three inspection team members will cross from *Callahan* to *Dust Runner*. Two of the team members are dressed in cloth armor and are carrying advanced combat rifles. The third member of the team is carrying a hand computer and is dressed in a

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tan CSDF uniform. The unarmed man will introduce himself as Inspector Amos Lowrance and will ask to see the ship's log and manifest. After going over these, Lowrance will then ask to see the cargo hold and will request that Captain Zha follow him there. One of the armed men will also go with them. The second armed man will remain to secure the connecting walkway.

Lowrance will look over the cargo bay and will make small talk concerning the ship. If Lowrance notes any maintenance issues with the ship, he will inform the captain and ask that these be fixed soon as a safety precaution.

Once Lowrance arrives at the cargo bay, he will check to see if the ship's manifest matches what is in the cargo bay. If it does, Lowrance will issue a code to the captain of the ship and make his way back to the *Callahan*. This code, 946267-AH-645, will need to be given to system control which will then allow *Dust Runner* to continue to the port.

If the manifest and the cargo bay do not match, the captain will be informed that he can either allow Lowrance and his associates to confiscate the offending cargo pod, he can pay a fine of 1500 credits and have Lowrance register the cargo pod for him, or they can be given a flight course to refuel at the gas giant Langelly and asked to leave the system.

Assuming the characters have not chosen to take on contraband during the trip, this should be a formality which is completed within a few minutes. If the characters have decided to carry an illegal substance to Cascadia, this could present a problem. It is left to the judgment of the Referee as to how large a problem this should be, but it should be made clear the Cascadia is tough on smuggling and thorough on inspections.

If the characters should unwisely attempt to avoid the inspection altogether, it should be made clear that the *Callahan* is a well-armed ship that could easily overpower the *Dust Runner*. In addition, *Callahan* is being monitored by the rather large Cascadia System Defense Force and the overall Cascadian Navy of which the CSDF is a part.

It would be extremely unwise to attempt to avoid the inspection.

Cascadian law requires that all incoming vessels must first dock at Cascadia Upport. Following additional inspection and registration at the port, the characters can choose to take *Dust Runner* to a downport on the planet or ride a shuttle to the surface.

Cascadia Upport (Essential Scene)

Cascadia Upport is an orbital torus structure which is home to approximately 12 million people. This is one of many structures in orbit around Cascadia. Within sight of Cascadia Upport is the newly completed Maximilian Halsey Orbital Base, which is home to the Cascadian Navy as well as the Cascadia Colonization Authority.

The characters will be asked for the code given to them by the CSDF. If they give the correct code, they will be given instructions to land in one of the outer landing bays. These landing bays are located in the outer shell of the "doughnut" and are of varying sizes. The bays for ships the size of *MV Dust Runner* accommodate only one ship per bay. Still, it is a generous fit for the ship. The characters are cleared to land in bay 640, which opens for them as they approach.

Following the ship's landing and the closing of the doors, the bay is then pressurized and filled with breathable air. Starport dock workers will then hook up the ship to the umbilical and ask for the required 1100 credit dock fee.

When characters leave the docking bay, they will enter the inspection area. Here the crews of each starship are required to submit to a scan of their person. This scan will reveal if the person is carrying weapons, explosives, or other contraband. Bladed weapons are legal to be carried. Slug pistols are legal only if the character has a weapons permit on Cascadia, which none of the pre-generated characters possess. Rifles, energy weapons, and any kind of explosives are highly illegal and will result in confiscation

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as well as some direct questioning as to why the character would be carrying it. A more detailed list of contraband can be found in **Subsector Sourcebook 1: Cascadia** on page 137-138.

Provided the characters are not carrying contraband or illegal weapons, they will be allowed to enter the interior of the port. Cascadia Upport is a crowded place and is filled with a mix of people from several worlds. The characters will find a wide variety of restaurants, bars, nightclubs, and hotels ready to serve them.

This inspection will also allow the characters to be permitted to take their vessel to the surface of the planet. They are not required to do so, but if the characters desire to take *Dust Runner* to a downport they may now do so. However, a permit to take the vessel to the surface will cost an additional 1000 credits.

Shuttles are available to take passengers to the downports on the planet. Boarding a shuttle requires no further inspection and no visa, but it will cost 50 credits per person.

A visit to the trade kiosk will detail the many cargoes coming and going from Cascadia to the systems nearby. If the characters are bringing in cargo from another world, they will discover that Cascadia is now charging an 8% tariff on all imports and exports. This is noted as a “safety cost” and is being allocated to help pay for system defense.

The Captain's Guild (Optional Scene)

There is a Captain's Guildhouse on Cascadia Upport. The characters may be surprised to learn that, so far, the Captain's Guild has not filed a protest against the 8% tariff mentioned above. If the person on duty is asked about this, they will reply that it is “not currently in the interests of the guild to protest”. Chances are that any other captain within earshot will grumble or protest that it should be.

If the characters choose to stay and socialize, they will meet several other captains who frequent Cascadia. One of them, Mykene Dinitz of the *MV Pulcinella*, will tell the characters a bit about the local political situation and how it may affect not only Cascadia but also the surrounding systems as well. She is quite familiar with local politics and her brother is influential within the Jurgens Party. For more information concerning the political parties on Cascadia, see the section on page 30 of this book.

Mykene Dinitz – Mykene is 63 years old and appears to be 38 due to aging treatments. She is short (5'2" (1.6 meters)) which often leads people to underestimate her. She is thin with long black hair.

STR 5 DEX 7 END 7 INT 8 EDU 7 SOC 7

Skills: Pilot-2, Admin-1, Astrogation-1, Broker-1, Carouse-1, Streetwise-1, Trade-1, Vacc Suit-1, Advocate-0, Athletics-0, Diplomat-0, Sensors-0

If the characters ask about Clarence Blackledge specifically, Dinitz can give them some information about the congressman. Blackledge is a leading member of the Independence Party. He is among the two candidates from the major parties which are running for the position of Speaker of the Congress. Blackledge is well-known for his opposition to the expansion of Cascadian influence into the affairs of other system governments, which is advocated by the Social Democrats. Dinitz is not entirely enamored of some of his policies, but she agrees with his position against expansionism.

If asked about Martin St. John, Dinitz will also be familiar with him. St. John is a leading member of the Social Democrats. He is a former member of the Cascadia Colonization Authority and an outspoken advocate of Cascadian expansionism. She will indicate a dislike of St. John and his beliefs, specifically his support of expansionism and some of his negotiation

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methods. St. John once threatened her brother with violence when he refused to switch from the Jurgens Party to the Social Democrats. St. John represents a district within the city of Bonneville and serves on the Justice Committee and the Defense Committee.

If the characters make an impression upon Dinitz and the Referee so chooses, she can be made a contact which can be called upon later in this adventure or in future adventures. As the pre-generated characters have few contacts on Cascadia, it may help to add Dinitz.

Purvis Downport (Essential Scene)

Purvis Downport is a large B-class downport on the surface of Cascadia. It is the only downport on the continent of Lincoln and serves the five major cities located there. The characters may choose to take *MV Dust Runner* to the port or they can take a shuttle down from Cascadia Upport.

The port has a spacious terminal located in the center of the downport. The terminal itself is surrounded by several landing pads built for the many passenger and freight shuttles which travel to and from the major cities. Beyond this are the bermed hexagons of the landing bays. These bays will allow landing for vessels of up to 1200 tons displacement.

The berms have a height of 39.6 meters (130 feet) and are flattened along the top to allow for travel. Wheeled shuttles move along the bermtops with room for up to 12 persons for travel between berms. Grav shuttles also move back and forth between the berms and the central terminal. Stairs lead from the bottom of the landing berth to the top of the berm.

The characters will arrive near mid-day and the temperature is 31.5 C (88.7 F). The skies are cloudy, but no rain is expected today.

If the characters have chosen to land *MV Dust Runner* at the downport, they will be assigned to landing bay 401. 401 is located 2.2 kilometers (1.4 miles) from the central terminal. Workers will descend in a grav vehicle and hook the ship up to an umbilical to provide power to the ship. The characters will have to pay the landing fee of 650 credits. The workers will ask if the characters wish to have transport of they wish to walk to the terminal. If the characters want a ride, the workers will hail a transport which will cost an additional 25 credits per person.

If the characters have chosen to ride the shuttle down from Cascadia Upport, the shuttle will take them to one of the shuttle pads located near the main port. The characters will incur no further costs and will only have a few meters to walk to the terminal.

The terminal is a large rectangular structure eight stories tall with two towers on either end which are twenty-two stories tall. The terminal and the towers have an opaque blue glass-like appearance. The lower two floors and the towers are used by visitors to the port while the central four floors are used as offices. The top two floors of the terminal are used for cargo storage and gravlifts pass from the parked ships in the berths to open areas in the walls of these floors.

The passenger area of the terminal is filled with restaurants, bars, shops, and thousands of people. When the characters arrive, it is close to mid-day and the bars are nearly deserted and some are closed. The restaurants are filled with people.

From this point, the characters will need to begin their investigation into the whereabouts of Hawthorne. If the characters wish to travel to the cities, they will need to get a shuttle. Grav shuttles travel from the port to the cities every hour.

Characters attempting to check into whether or not Hawthorne has come through Purvis will find that such records are off-limits to the general public. To obtain this information the characters will be required to do some things which are illegal on Cascadia. The characters should be made aware of this

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fact, but if they wish to proceed anyway, here are two of the tasks they may wish to attempt:

Hacking into the starport passenger list: Computer, INT, 3-10 hours, Very Difficult (-4). The hacking task can be aided by intrusion programs such as those listed in the Main Traveller Rulebook on page 92.

Convincing the starport workers that you are Cascadian government officials who need to see the passenger list: Deception, INT, 1-6 minutes, Very Difficult (-4).

Any method devised by the players should carry a difficulty of at least Difficult (-2) if not higher. Any failure of one of these tasks should bring law enforcement into the picture. The Referee should decide as to how the characters can avoid being arrested. The Cascadian Marshalls are not known for their sense of humor and this could result in the characters being pursued by the Marshalls throughout the adventure.

If the characters do succeed at learning the information held in the passenger list of the port, they will discover that Hawthorne did come through Purvis. He took a shuttle from Purvis to Columbia Central Station, which is located near where the characters know his ex-wife currently lives.

In any case, the characters most likely will want to visit Columbia to either look into Hawthorne's ex-wife or his friend Jacob Smalley. The shuttle ride to Columbia from Purvis is 50 credits per person.

Cascadia Politics

As detailed in **Subsector Sourcebook 1: Cascadia**, Cascadia is ruled by the Cascadian Congress. This body consists of 531 directly-elected members representing districts across the planet. The Congress is divided among four political parties: The Social Democrats, The Jurgens Party, The Pentra Party, and Independence Party.

Currently, the Independence Party has a majority in the Congress with 220 members. The Social Democrats have 201 members. The Jurgens have 58 and the Pentra have 52.

Every ten years, the Congress holds an election to choose the Speaker of the The Congress. As the characters arrive on Cascadia, that election is fourteen days away. Currently, the Pentra Party and the Independence Party have joined forces and it appears that the Independence Party's candidate for the position, Clarence Blackledge will win the office.

Each Congressperson serves on a number of committees which oversee various aspects of governance of Cascadia. For instance, the management of the court system and law enforcement is overseen by the Justice Committee. The Defense Committee oversees the military in all matters from operations to procurement.

Each committee has 20 members of Congress who are appointed by the parties. Each party gets a number of seats in the committee according to the percentage of seats controlled in the overall Congress. For instance, the Independence Party currently holds 220 seats in the Congress. This gives the Independence Party 41.4% of the seats or 8 seats in each committee (rounding down). The Social Democrats control 37.9% of the overall seats and (rounding up) this gives them control of 8 seats in each committee. The Jurgens control 2 seats and the Pentra control 2 seats.

Committee chairpersons are chosen by a vote of the committee. In the event of a tie, the Speaker of the Congress breaks the tie.

One of the most important issues currently facing the Congress is that of expansionism. Many (particularly in the left-leaning Social Democrats and the right-leaning Pentra) believe that Cascadia has a duty to expand its influence to its neighboring systems. These parties cite increased piracy, protection of free trade, and poor living conditions on some worlds as proof that this influence is needed. Both of these parties support a strong military with the ability to

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project power into the surrounding systems. In addition, these parties support building up the Cascadia Colonization Authority and sending them into unsettled areas of the Winston subsector of Cascadia and the Dawn subsector of Tranquility Sector.

The right-leaning Independence Party and the left-leaning Pentra Party believe that Cascadia should keep its governance to its own system. However, the Independence Party supports the Cascadia Colonization Authority efforts in Tranquility Sector, but not those in Winston subsector. The Pentra party is against both influence in the affairs of existing governments as well as all colonization efforts.

One of the leading figures in the Independence Party is Clarence Blackledge. While Blackledge holds no committee chairpersonship, he is still powerful and influential. Blackledge is well-spoken and often makes fiery public addresses against the idea of interfering in the affairs of other existing governments. Blackledge is currently the odds-on favorite to be the next Speaker of the Congress and he is actively seeking the office. This charisma serves him well as a politician, but it has also earned him some powerful enemies.

The Plot

As charismatic as Blackledge is, Martin St. John is equally as ruthless and conniving. St. John is a member of the Social Democrats and while he also holds no chairpersonship, he controls several within his party and other parties by intimidation, bribes, and even blackmail. St. John is searching for a way to rid himself of Blackledge once and for all.

St. John's personal assistant, Jacob Smalley, has provided him with what he believes is the answer to his problems. During a goodwill trip to Chance, Smalley ran into a childhood friend, Milton Hawthorne.

Smalley realized during the trip that Hawthorne was unbalanced and easily manipulated. In addition, he held a great love

for his ex-wife who was now married to Blackledge. This love also drove a hatred of Blackledge which might be exploited and could make Hawthorne the perfect assassin.

Knowing that Blackledge was going to continue making public speeches and that St. John could find ways to control the security at such an event, Smalley planted the seeds of revenge in Hawthorne's heart. St. John and Smalley returned to Cascadia leaving Hawthorne to stew and plot revenge.

Smalley has gotten several technicians in his employ to rig up a sonic disrupter. This device is usually used in demolition work at construction sites. The device sends a concentrated beam of sound at a target breaking it into tiny pieces within seconds.

This disrupter has been disguised by the technicians to resemble a large holocamera such as one would expect to see at such a speech. Smalley intends to get Hawthorne to disguise himself with fake press credentials and have him fire the device at Blackledge from the press section of the Lancaster Memorial Auditorium in the city of Baker two days after the characters arrive on Cascadia. Smalley has a member of security waiting to kill Hawthorne as he leaves the auditorium, thus creating the lone assassin story needed for the plot to succeed.

Unfortunately for Smalley and St. John, Hawthorne has done something else. He has stolen the money from The Razz. It would seem that Hawthorne felt it was possible than Smalley and St. John would double-cross him. In his deluded mind, Hawthorne believes that he can kill Blackledge and then run away with Miriam to another system. He intends to use the money stolen from The Razz to fund this getaway.

Smalley and St. John are unaware of the theft from The Razz. They are continuing their plan and Smalley is scheduled to meet Hawthorne a few hours before the Blackledge speech with his equipment.

Columbia

Columbia is a grand city located on the foothills of the Grant Mountains. Sixteen million people live in the city which sprawls across these hills.

The shuttle from Purvis Downport will take the characters to Anderson Station, which is located in the city center. Anderson Station is the location of one of the original downports. The port is only used now for shuttle services and is prohibited for any other use. The station is a wide-open area paved with concrete and asphalt. It covers an area of approximately 380 hectares (950 acres).

The characters will find that the temperature here is much the same as it was when they left Purvis Downport a few hours before. Anderson Station is quite busy with shuttles going back and forth between Columbia and other cities as well as the downport.

The Blackledge Home (Optional Scene)

More than likely if your characters have come to Columbia, chances are that they will want to visit Miriam Blackledge. The Blackledge residence is located on the top floor of Spokane Tower, a large apartment building in the western portion of the city.

The western district, called Washington Heights, is home to the wealthy and powerful of Columbia. Washington Heights is filled with large scale residential building such as the Spokane Tower. In addition, several smaller buildings surrounding these residential towers contain upscale and trendy restaurants and clubs.

Blackledge's home takes up half of the 110th floor of the Spokane Tower. The other half is owned by holofilm director Richard Harbringer, creator of the

Superpirate holofilm franchise and other such escapist fare.

The upper ten floors of the Spokane Tower are off-limits to anyone who is not a resident. Those riding the gravlift without proper identification will only get to the 100th floor.

There are several ways to bypass this restriction if the characters wish to do so. Perhaps the easiest is to simply talk their way in to speak to Miriam Blackledge. If they are to place any form of communication to Miriam, they will likely speak only to her personal assistant, Sharon Fleming. Fleming can be difficult to get past, but if they succeed, they will be able to speak to Miriam directly.

Using a communications method to convince Sharon Fleming to allow the character to speak to Miriam Blackledge: Persuade, SOC, 1-3 minutes, Very Difficult (-4)

If the characters succeed at this task, they will soon be speaking to Miriam. If the characters attempt to discuss any topic of conversation other than that there is danger to her husband or something about Hawthorne, the characters will need to repeat the above task to remain connected to Miriam. If the characters say that either her husband or Hawthorne is in serious trouble, she will immediately agree to meet with them and give them the proper code to the gravlift.

Some characters may attempt to bypass the controls of the gravlift. This will require that the character complete the following task:

Overriding the controls of the gravlift: Computer, INT, 5-8 minutes, Difficult (-2)

Failure of this task will result in the gravlift locking down and going, without stops, to the bottom floor. There the alarms

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will have alerted members of the security staff, who will be waiting and armed to apprehend the characters onboard the lift.

If the characters succeed in defeating the lift security, they will be met at the door by Miriam's personal assistant. As with using a communications device, the characters will then have to complete the persuasion task listed above to get past Sharon.

If the characters simply attempt to push past Sharon to get to Miriam, one of the women will alert security that they are in danger. This will result in 3 more security personnel than there are player characters arriving within a few minutes. The security personnel will attempt to take the characters into custody.

One of our playtest groups simply chose to wait in the lobby of the Spokane Tower until Miriam left the building. The characters approached Miriam and informed her that there was trouble with Hawthorne. This is an effective tactic, but also cuts down on the time before the attempted attack on Congressman Blackledge.

In another playtest, one of the players suggested going to the 100th floor and then climbing the outside of the Spokane Tower to get to the 110th floor. This is not a recommended method, but if your players insist:

Climbing the outside of the Spokane Tower: Athletics (Co-ordination), DEX, 20-40 minutes, Very Difficult (-4)

Depending on how generous the Referee is, failing this should result in the character's death. If the Referee is engaging in a game with "action movie physics", perhaps the character could gain another hold. We leave this to the Referee to decide.

Using a gravbelt or some other device or vehicle to enter the building from the outside will result in security arriving to stop them from doing so. Local laws prevent vehicles (including grav enabled humans) from approaching the sides of buildings.

In any case, if the characters do speak with Miriam, they will find her willing to listen if they mention either Hawthorne or a

danger to her husband. She will readily reveal that she has recently been visited by Hawthorne and that he expressed his undying affection for her. She rebuffed his advances and had security remove Hawthorne from the building. She has not informed her husband of this visit, but she will inform the characters of her husband's upcoming speech at the Lancaster Memorial Auditorium in Baker.

If the characters have learned of the plot against her husband by this time and inform her of it, she will readily believe that Hawthorne is capable of the act. She will immediately communicate this threat to her husband and to her husband's security unit.

Miriam, if asked, will say that Hawthorne had told her that he wanted to leave Cascadia with her. Hawthorne wanted to take a ship into Tranquility Sector, find a newly settled world, and leave civilization behind. She dismissed Hawthorne and his ideas as lunacy.

If the characters wish to attempt to break into Blackledge's home when Miriam is not present, they will have to attempt to defeat security on the door. This is in addition to the skill checks required to get to the door.

Defeating the lock on the Blackledge residence door: Computer, INT, 5-8 minutes, Difficult (-2)

While the characters will find that the home is opulent, there is little to aid them in their investigation. If the characters have not discovered that Blackledge is going to make the speech in Baker, the Referee should allow them to find such information in the home.

Jacob Smalley's Home (Optional Scene)

If the characters have learned about Jacob Smalley by this point, they may want to

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travel to his home to investigate the situation. Discovering the location of Smalley's home is quite simple as he is listed in several directories and society pages. This will require a minimum of research that should require only a Simple (+6) skill check if the Referee requires a roll.

Smalley lives in an apartment in the Bowen Tower, located just a few kilometers west of Spokane Tower. Bowen Tower is a 94 story building with a concrete and plastisteel frame that arches away from a central column. Smalley lives in apartment 604 on the sixth floor. The apartment is small, but furnished with expensive furniture.

Security in Bowen Tower is minimal when compared to Spokane Tower. The main entrance has a doorman who will only ask who the characters wish to see. If the characters give a name which is on the resident list, then the doorman will let them pass. If they do not or cannot give a name, the doorman will ask them to leave. If they do not leave, he will place a call to law enforcement with an implanted headphone.

If anyone asks if Smalley is home, the doorman can call up to find out. However, when the doorman discovers that Smalley is not home, he will not allow the characters to leave the lobby. The doorman is easily bribed to allow them entry, provided the characters are willing to give him at least 100 credits for this service.

If anyone thinks to ask the doorman if they recognize the holo of Hawthorne, he will, in a flagrantly fake manner, say that his memory just isn't what it used to be. If the characters pass the doorman anything more than 25 credits, he will say that he has seen the man frequently and that he seems to be staying with Smalley.

At any rate, the doorman will inform the characters that Smalley has not been in his home for several days. However, Hawthorne has been there during this time period. Giving the doorman another 25 credits or so will "remind" the doorman that Hawthorne left just a few hours and seemed to be angry and in a hurry.

Going up to Smalley's apartment will require taking a gravlift to the sixth floor.

Once there, there will be no security other than the electronic lock on his door. If the characters choose to defeat the lock, they will need to pass the following skill check:

Defeating the lock on Smalley's door:
Computer, INT, 3-5 minutes, Difficult (-2)

The apartment consists of three rooms and a bathroom. The largest room is the living room which is the room entered when the characters open the door. It is 14 feet by 14 feet (4.3 meters X 4.3 meters) and has an expensive couch to the left side of the room. The center of the room has a state of the art holoprojector unit which anyone making an Easy Computer roll can tell you is very expensive.

The contents of the room seem to confirm the doorman's story that Hawthorne left quickly. The living room is strewn with containers from local restaurants and there are food stains on the expensive couch.

Further into the apartment is a dining area which features an antique table which appears to anyone making an Easy Art check to be from Earth. This, too, is stained with food and littered with containers. In addition, there is a hand computer covered by the discarded food containers which can be discovered through character initiative or by performing this skill check:

Searching the dining area: Investigate, INT, 5-30 minutes, Average (+0)

If the characters choose to look through the computer, they will find that it belongs to Hawthorne. Checking anything else on the computer will require this task check:

Checking Hawthorne's hand computer for clues: Computer, INT, 5-10 minutes, Average (+0)

A marginal success at this task will uncover that Hawthorne has made travel plans to be in the city of Baker at the same time as Blackledge's speech. An average success will uncover the above plus that Hawthorne has downloaded a copy of the

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plans of the Lancaster Memorial Auditorium into a data wafer. An exceptional success will find the above plus notes on where to meet Smalley to pick up his press credentials and his “holocamera”.

The other room is the bedroom. It is somewhat smaller than the living room (10 feet by 10 feet (3 meters by 3 meters)) and is dominated by the large bed. Another Easy Art check will tell a character that the bed is also quite expensive. It is unkempt and the bed sheets are stained with food stains. Nothing important to the investigation is here, but the bedside dresser has five very expensive watches from 20th century Earth. Each of these is worth at least 25,000 credits. They appear to have once been in protective cases, but they are now simply tossed into the drawer.

Thornton’s Antiques (Optional Scene)

Following a visit to Smalley’s apartment, the characters might wish to look into his purchase of so many antiques. Thornton’s Antiques is located near Bowen Tower. Asking the proprietor, Robert Thornton, about Smalley will yield some information.

Thornton will tell the characters that Smalley is a loyal customer. Thornton, if pressed, will tell the characters that Smalley is a very lucky man. It would seem that a friend of his, a man named Hawthorne, came in today and purchased several expensive watches from 20th Century Earth. In addition, the man bought an old handgun from 19th Century Earth and a dagger from the same time period. When Thornton asked Hawthorne what he intended to do with it all, he replied it was a gift for Smalley for “all of his recent help”.

Thornton was struck oddly by this because, while Smalley would be thrilled by the watches, he had never shown interest in ancient weaponry before. Thornton will

express his hope that Smalley will enjoy the gifts.

If asked for more detail, Thornton will be able to describe Hawthorne quite well. He will add that he paid for the weapons and the watches with one of several credsticks which he was carrying in a backpack.

Columbia News Sentinel (Optional Scene)

During out playtest sessions, the characters wished to visit the local news agency to find out information. If the character party includes the pre-generated journalist or another similar character, then the characters should have no trouble finding a local reporter who can help them.

The local political reporter is a woman named Anya Niven. Niven is 77 years old and through aging treatments appears 30. She has short brown hair and green eyes.

Niven can tell the characters much of the same information given in the Cascadia Politics section on pages 30-31. If the characters make use of this resource, Niven can be an excellent way to bring the characters up to speed on local politics.

Niven, if pressed, can also say that she will be present at the Blackledge speech. She will be in the third floor balcony with the rest of the press pool.

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Baker

Straddling beautiful Kent Bay, the city of Baker is home to just over 20 million people. The massive city, which started as a small colony near the bay, has now expanded to cover the entire semi-circular shore of Kent Bay.

Baker is the most populous of the cities on Cascadia. It is the capital city of the planet with the Congressional House, the famed meeting place of the Cascadia Congress, near the center of the city. One of the jewels of the city, Lancaster Memorial Auditorium, is located nearby on the northern shore of the bay.

The characters can arrive in Baker by shuttle either from Purvis Downport, Cascadia Upport, or Anderson Station in Columbia. Shuttles arrive from any of these locations will arrive at Peterson Station.

Peterson Station is a former downport which has been converted to a shuttle station. The station is approximately 380 hectares (950 acres) in area with a small terminal located near the center. The station is within sight of the Congressional House, Kent Bay, the Olsen Congressional Office Building, and Lancaster Memorial Auditorium.

Olsen Congressional Office Building (Optional Scene)

At some point, the characters may wish to visit Congressman Blackledge or Congressman St. John in their office. This can be a daunting task as the congressional office building has a very high level of security.

Security is tight in the office building and the characters should be made aware of this. Humans, robots, and scanners dedicated to keeping unwanted visitors out of the building are everywhere. Attempting a break-in or sneaking into the office building is

Disclaimer

The names of the political parties on Cascadia are not meant, in any way, to reflect on real world political party or organization. We at Gypsy Knights Games do not mean to cast aspersions at any political party nor do we wish to express our support.

something the Referee should highly discourage. However, if the characters wish to try this, any skill check involving an attempt to override, overcome, charm, or persuade security in the building should be given a difficulty of Formidable (-6). Those failing such an attempt should find themselves surrounded by security within a few moments.

Simply asking to see one of the congressmen will likely be futile. Both men have asked their assistants to turn away visitors.

Congressman Blackledge is concentrating on working on the speech he will give as well as research with several aids on an upcoming vote on farm subsidies.

Congressman St. John is out of his office for most of the time the characters will be on Cascadia. During those few moments when he will be in his office, he will be discussing travel plans to be in Coquihalla during Blackledge's speech. If the characters choose to attempt to contact St. John's office on the day of the speech, they will find that he has already left in a private shuttle for Coquihalla.

Any communication from the characters to the office assistants will be monitored. If the characters attempt to warn Congressman Blackledge concerning the assassination attempt, the assistants will be dubious. The congressman will not be warned.

Lancaster Memorial Auditorium

Lancaster Memorial Auditorium is located near the northern shore of Kent Bay. The four story tall theater has a wonderful view of the bay on one side and the Congressional House on the other. Standing outside the building, one can hear the waves of the bay lapping at the shoreline.

Lancaster Memorial Auditorium was built twenty years ago and has become the preeminent location for the arts on Cascadia. Designed by architect Dane Blackthorne and funded by Lancaster Shipping mogul James Lancaster, the building is built with brick and mortar as opposed to the standard plastisteel framework of modern construction.

Originally it was referred to as the Cascadia Hall for the Arts. Following Lancaster's death in 2330, the building was renamed Lancaster Memorial Auditorium. For those interested in reading more about Hawthorne, see **21 Organizations**.

It is assumed that the characters likely know about the plot against Congressman Blackledge's life. If they do not and they simply turn up here searching for Hawthorne due to a missed clue or a misunderstanding of a clue, have them see Hawthorne from afar. Seeing him move through the crowd and go toward the press pool in the upper balcony.

St. John's plan will be executed as follows:

- 1> Hawthorne will be outfitted as a Cascadia World News holocamera operator. Jacob Smalley and his team will have already placed the fake camera with the sonic disrupter in the balcony. One of Smalley's team will be guarding the "camera".
- 2> Hawthorne will operate the camera for the first five minutes of Blackledge's speech. At that point, he will fire the sonic disrupter which will kill Blackledge instantly.

Timing

With Congressman Blackledge's speech coming up in the evening of the second day of the character's arrival, they should have little time in which to move. The Referee should stress to the characters with each move that time is running out. The quest to save Blackledge and capture or kill Hawthorne should be made paramount in the players' minds.

Assuming the characters have come to Columbia first, by the time they arrive in Baker to get to the speech, the speech should be close to starting. If the players choose to have their characters investigate in Baker previous to coming to Columbia, then it becomes doubly important that the characters move quickly.

The pace used by the Referee in the adventure should be quick to ensure that the players feel the stress of the moment. Any number of action films and shows (from an episode of 24 to the classic Hitchcock film *The Man Who Knew Too Much*) can be consulted.

- 3> Hawthorne will then attempt to leave the press gallery, through the upper lobby and to the south stairs. As he reaches the south stairs, two security officers will arrest Hawthorne.
- 4> The officers are in the employ of Congressman St. John and Hawthorne believes they will help him escape. They will escort Hawthorne down the stairs. At the bottom of the stairs, Hawthorne will be pushed forward by the security men who will yell that he is escaping. They will then kill Hawthorne.

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Jacob Smalley will be present in auditorium to ensure St. John's plan goes off without a problem. Smalley has a team of four security guards to aid him in this. They will be the ones who have set-up and guarded the camera. They will also be the ones who kill Hawthorne to ensure his silence.

Smalley's Team

STR A DEX A END A INT 8 EDU 7 SOC 5

Skills: Gun Combat (Slug Pistol)-2, Melee (Unarmed Combat)-2, Recon-2, Athletics (Endurance)-1, Carouse-1, Deception-1, Stealth-1, Tactics (Military)-1, Comms-0, Computers-0

These four men will be inserted into the usual security team. The normal security team will consist of another ten similarly trained individuals who are not part of St. John's plot.

Before the speech, two of Smalley's men will be stationed outside the doors leading into the press gallery. The other two will be located at the bottom of the south stairs. Smalley himself will be seated in the third row of the general audience. Smalley will attempt to avoid confrontation at all costs and, as soon as the assassination takes place or is botched, will leave the building as soon as possible. If a crowd is moving toward an exit, Smalley will attempt to conceal himself within the crowd.

Hawthorne will arrive thirty minutes before the speech begins. He will be dressed in a three piece suit common to Cascadian men. He will be carrying a backpack which, thanks to Smalley's team, will not be searched. Within the pack is a change of clothes, a credstick containing the money he stole from The Razz, the holostatue of his ex-wife, and additional bullets for the antique pistol he purchased from Thornton Antiques. The pistol will be concealed in a holster worn under his suit jacket. The dagger he purchased will be concealed in a sheath he is wearing above his right ankle.

Jacob Smalley

STR 5 DEX 6 END 8 INT 7 EDU A SOC A
Age: 43

Skills: Admin-3, Carousing-2, Deception-2, Diplomat-2, Persuade-2, Advocate-1, Steward-1, Streetwise-1, Computers-0, Gambler-0, Gun Combat-0,

Jacob Smalley is Congressman Martin St. John's right-hand man. Smalley takes care of the details for his boss and St. John pays him handsomely to do so. This often means Smalley is left behind to handle the dirty work while St. John is able to maintain plausible deniability.

Smalley is approximately 5'8" (1.72 meters) tall with well-kept short blonde hair. He has a waferjack at the base of his skull and is almost constantly using his commdot to communicate with someone with whom he is negotiating, bribing, or simply setting up a meeting.

Hawthorne's plan, such as it is, is as follows:

- 1> Hawthorne intends to arrive and appear to go along with St. John's plan.
- 2> Hawthorne will fire the disguised sonic disrupter and kill Congressman Blackledge.
- 3> Hawthorne will then allow the faux security to lead him out of the building.
- 4> Once outside, he will attempt to use the credstick to bribe the security men.
- 5> He will then move as quickly as possible to Peterson Station, hire a shuttle to take him to Cascadia Uport.
- 6> From there, he will book passage out of Cascadia subsector to Dawn in the Dawn subsector.

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Unfortunately for Hawthorne, Smalley's team will likely remove him from the equation before he can get out of the building. His feigned trust in the ersatz security will then backfire as they double-cross him.

It is assumed that the characters intend to stop the assassination. However, if they choose not to stop it or fail to stop it, they can still insert themselves into the situation to recover the credsticks.

In both of our playtest sessions, the player playing Madison Acuna used her press credentials to get 2-3 characters into the press pool. This allowed the characters access to the press gallery on the third floor and the ability to stop the assassination. Other characters stayed in the lobby and in the audience to aid in stopping Hawthorne and Smalley from leaving the building.

If the pre-generated characters are not being used, the characters can use alternate methods to get into the press gallery. If the characters spoke with Anya Niven in Columbia, she can be convinced with an Average (+0) Persuade or Carouse roll depending on where the Referee choose for Anya to meet them.

In addition, if the characters met Mykene Dinitz at The Captain's Guild, her brother, Alex, an unelected official at the Jurgens Party, can pull a few strings for his sister. Alex can get them free seats to the speech on the second floor balcony. Alex cannot get them press passes.

Without press passes, it will be nearly impossible for the characters to get into the press gallery. The two security officers at the doors of the gallery are part of Smalley's team. They will not allow the characters to pass without the proper credentials. If they say anything about the plot to these security men, they will be instantly arrested. The fake security men will then call the real members of the security team to escort the characters out of the building.

If the characters attempt to warn security, it will be largely fruitless. Those security personnel under the control of Smalley will have the characters arrested as troublemakers as seen above. Other security

The Sonic Disrupter

The sonic disrupter is a piece of equipment used by construction crews on Cascadia. It is often used to break up rocks or for demolition purposes. The disrupter fires a concentrated beam of sound at the intended target which results in the target becoming pulverized.

The large scale disrupters have an impressive range allowing for the workers to stand well back from the target to avoid shrapnel.

As a weapon, the disrupter can be used in a tight beam to deliver a full 8d6 damage to the target. The disrupter will then require six minutes to recharge for another blast.

Ordinarily, a sonic disrupter would be able to adjust the beam and fire a lesser shot against a wider area. However, the camera disguise has made this impossible. This means Hawthorne will get only one shot at Blackledge and will then have to wait for six minutes before he can fire it again. By that time, Hawthorne should be well on his way out of the building.

will ignore the characters' pleas until it is too late.

If the characters are unable to contact any of these people or use press credentials to get into the auditorium, there are seats available for sale. These seats will be in the back of the first floor seating or in the back of the second floor seating. Seats on the first floor will cost 100 credits while seats on the second floor balcony will cost 75 credits.

The characters will likely be unable to get weapons into the auditorium. The security personnel will be vigilant against any average citizen with a weapon. The characters will be forced to go through security scans at any entrance they use, something Hawthorne was able to avoid thanks to Smalley's team. One of our playtest groups used their connection to Alex

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Dinitz to get their weapons into the building. Dinitz placed them as members of his security team once the characters convinced him that he too might be in danger. Other similar ideas may be concocted by the players. The Referee should assign a task difficulty of no less than Difficult (-2) to such acts.

The Lower Floor

The western portion of the lower floor is taken up by the auditorium stage (1). The stage floor is made with wood from trees harvested from several locations on Cascadia. The planks in the center of the stage were made of oak imported from Earth before the Conduit Collapse.

The stage is used for many different purposes. In many of those, the stage is kept clear as is shown in the diagram. For the speech, there will be a pair of holoprompters to the side for the congressman's use. Behind the stage will be several different holoimages which will be used to punctuate several passages within his speech.

The wings of the stage are hidden from the view of the audience by two thick red curtains. These can be extended to hide the entire stage if it needed. On the night of the speech, they will hang to the side as shown in the diagram.

There are 26 rows of 47 seats on the main floor (2). The two rows in the back have only 40 seats each to make room for stage control (3). The seats on the main floor are plush and comfortable. The seats are red with a black stripe across the back, symbolic of Lancaster's original shipping logo.

Stage control (3) is staffed by at least two people at all times during any performance and Blackledge's speech is no exception. Two of the three seats in stage control will be filled on the night of the speech. These two people will control the holoimages that will appear on the stage during the speech.

The lobby (4) has a marble floor with a red and black mosaic of the Lancaster

Shipping logo in the center. The stairs to the north and south (5) lead up to the balconies. There are also doors on the north and south sides of the main entrance. These doors open to the hallway (6) leading to the private boxes (7) along the sides of the auditorium.

The Second Floor

The second floor of the auditorium contains balcony seating. Stairs (3) on the north and south sides of the building lead to the carpeted second floor lobby (2). The doors on the west end of the lobby lead to the balcony (1) itself.

The balcony features the same plush red chairs with a black stripe as are on the lower floor of the auditorium. There are 7 rows of 60 seats in the seating area of the balcony.

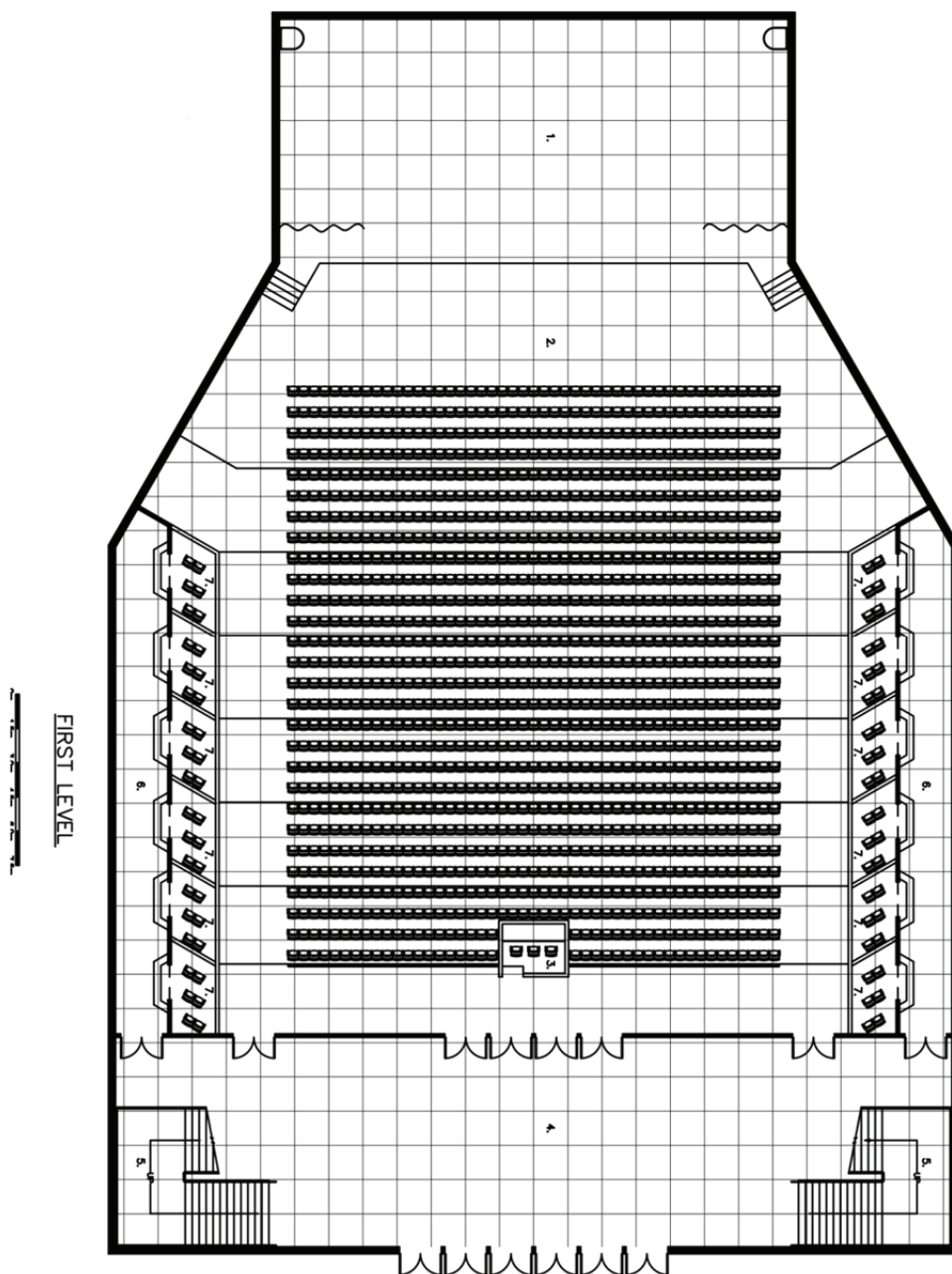
The Third Floor

The third floor of the auditorium is used for a variety of purposes. During many shows, VIPs will be placed here along with others in their retinue. For those times, large reclining chairs will be brought in for the VIP. However, during Blackledge's speech, the area will be down to its bare-bones. Only the red carpeting will remain to indicate the area's status as a VIP area.

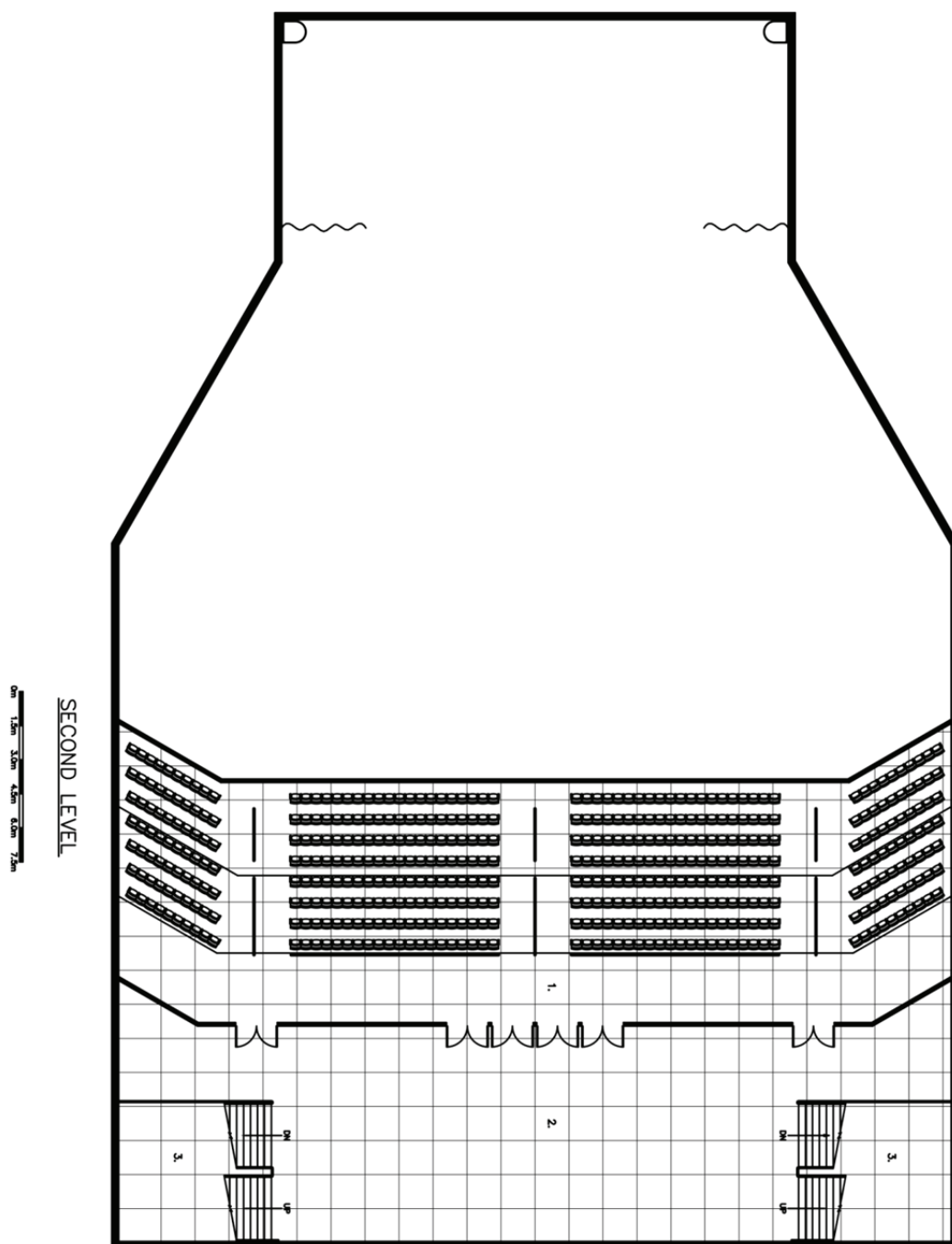
For the speech, the VIP area (2) will play host to journalists from across Cascadia and from other worlds. If the characters arrive early, it will be guarded at the door by two members of Smalley's team. The only contents at the point will be the sonic disrupter disguised to look like a large scale holorecorder.

If the characters arrive on time or late, they will find the same as above except that Hawthorne and Smalley's men will have been joined by the members of the press. Seven other large scale holorecorders will be present along with sixteen journalists among

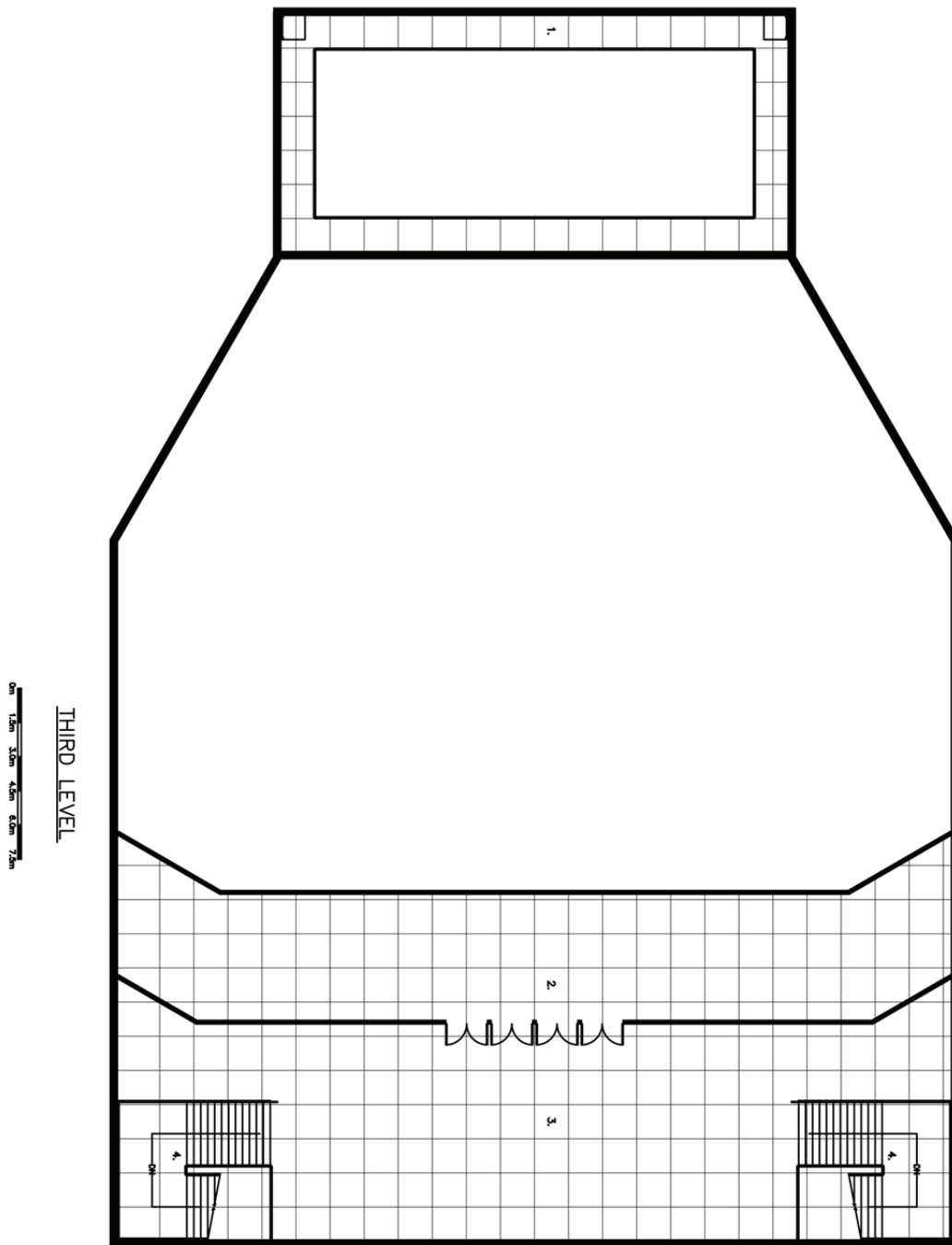
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them Anya Niven whom the characters may have met in Columbia.

The lobby (3) here is much the same as the second floor lobby. The stairs (4) to the north and south lead downward to the second floor lobby and ultimately the main lobby on the lower floor.

Across the auditorium to the west and above the stage is a catwalk (1). This area is used for maintenance and for those stage shows whose directors eschew holomaging or newer forms of lighting. For the speech, this area will be empty.

The End of the Scene

The characters will have many options as to how to stop the assassination. If the characters arrive early enough, they might be able to convince Hawthorne not to do it. This is the least exciting ending to the adventure but it is a possibility. However, it should be noted that Hawthorne is not entirely sane and it will be extremely difficult.

Trying to reason with Hawthorne: Persuade, INT, 3-5 minutes, Formidable (-6)

According to the Referee's wishes, it is possible that Hawthorne might turn the sonic disrupter on the characters if they fail to convince him. If he does so, this would result in the death of the character shot, but it would alert security that a plot was afoot. Security would likely descend on Hawthorne long before the six minute recharging time.

If the characters attempt to stop Hawthorne with force before the assassination attempt, Smalley's team will assist Hawthorne to ensure the assassination goes off as planned. If the characters are armed, this could result in a firefight. Such a firefight could result in casualties among the other journalists who may accidentally involve themselves in the situation.

If the assassination attempt succeeds or it becomes obvious that the attempt has failed, Smalley's men will concentrate on

killing Hawthorne. They will do this even to the extent of ignoring the characters and any attacks or interference they may provide. Smalley's team is so afraid of St. John, and by extension Smalley, that they will follow his orders and plans to the letter.

Other members of security who are not involved in the plot may attempt to help either the characters or Smalley's team. If it is obvious that the characters are the ones attempting to stop the assassination, the real security members will aid the characters. If it is not quite so obvious, it is likely the real security personnel will unwittingly assist the plotters.

If the characters attempt to detain Smalley, he will fight them only if he knows he has no other options. Most likely he will attempt to flee. If actual security teams have been made aware of his involvement in the plot, the teams will make the Cascadia Marshalls aware of this and they will capture him later.

If Hawthorne lives through this ordeal, he will reluctantly provide details of both his own plan and that of Congressman St. John. The Marshalls will arrive and have no choice but to detain Smalley (if he is still alive) and detain St. John in Coquihalla.

The End

If the characters have prevented the death of Congressman Blackledge, the congressman will wish to meet the characters. He will invite them to dinner at his home in the future. The characters can count Congressman Blackledge as an ally for any future endeavors on Cascadia.

If Congressman St. John or Jacob Smalley lives through the adventure, the characters may add both of these men as enemies. If the assassination plot was foiled and St. John is not implicated specifically (for instance, Smalley and Hawthorne are both killed), St. John will be planning his revenge.

If Hawthorne is dead, the characters will not be allowed to take Hawthorne's body back to Chance. The Cascadia Marshalls will not allow evidence in what is likely the most sensational trial in the world's history to be taken to another world to a known underworld figure.

If Hawthorne is alive and made the assassination attempt, a similar situation will exist. Hawthorne will be a prisoner of the Cascadia Marshalls and they will not relinquish him under any circumstances.

If the Marshalls are aware of the money theft, they will permit the characters to take the credsticks back to O'Malley. If the characters are able to get the credsticks from Hawthorne's bag before the Marshalls locate it, then there will be no problem taking the money back to Chance.

News can be brought to Chance from Cascadia concerning Hawthorne's actions or the characters can wait a day or two until news will arrive through other merchant vessels carrying news and mail along the trade route.

Even without Hawthorne's body, when the characters make it back to Chance, O'Malley will be as good as her word. Even though Hawthorne spent some of the money on the watches, the weapons, and an enormous amount of food and transportation, the majority of the funds are still there.

O'Malley will pay off the debt on *MV Dust Runner*.

O'Malley will add that she may still be interested in hiring the crew again in the future.....

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