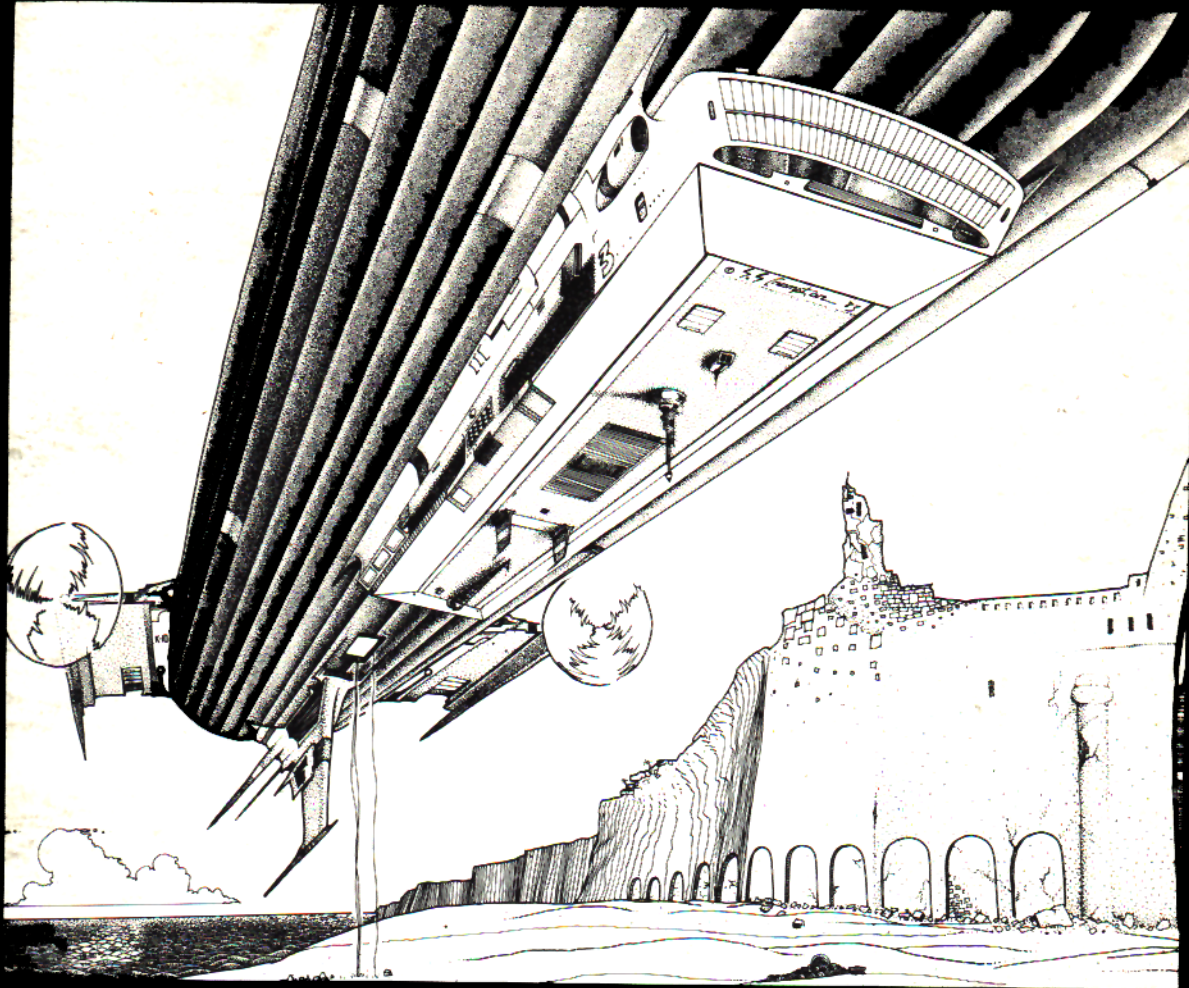


SPACE OPERA™
**OPERATION
PEREGRINE**

The Quanchiovt Conspiracy



**ASSIGNMENT: BREAK A
CRIMINAL SYNDICATE**

Stefan Jones



OPERATION PEREGRINE

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I. INTRODUCTION

The Quanchiovt Conspiracy is an adventure for use with the **SPACE OPERA** rules system. It includes a original octant of space where the adventure is set, but is designed to be added to any existing campaign. The adventure is intended for use by detective or agent characters, and concerns the solving of the kidnapping of the Connisieur of the Horkalie Church, the breaking of a drug ring, and the tracking down of the sinister Overbluff of Quanchiovt.

The Quanchiovt Conspiracy is not a complete game, and requires the **SPACE OPERA** rules. The supplement **GROUND AND AIR EQUIPMENT** is recommended, but not mandatory for play.

This adventure is designed to be played in any existing campaign; the octant (one eighth of a sector) that the majority of the adventure is set in is an associate member of the campaign's major StarNation, be it the Federation or some other body. The PCs, members of a law enforcement or intelligence agency, are assigned to solve a crime in this out-of-the-way area of space under special orders. The exact location of the octant is up to the Game Master, and further adventures may be run there after this important case is solved.

NPCs are given in this format:

NAME/TYPE: (mass)kg, Carrying Capacity)kg, Damage Capacity, Stamina, Shock CR, HTH, —Skills—
—Skills—

Armament & Equipment

The SM may wish to alter the skill levels of the NPCs to reflect the relative skill level of the PCs.

In the course of the adventure, additional encounters and situations should be included. GM created encounters and NPCs should keep with the flavor of the adventure and the environment. Cultural information is included to help the GM in this task. The GM should also be prepared to do a little inventing as the adventure unfolds; not every contingency and reaction to the players exploits could be given for every NPC or group. If such a situation crops up, the GM should role-play the NPC(s) involved to determine their reaction. Having a player whose character is deceased play these roles is especially effective, though the GM must be sure that the actions of these NPC-players is not biased to or prejudiced against the PCs group! If the GM wants to go through the trouble, a 'double blind' adventure could be run, with one group of players running the investigators, and another playing the parts of the Overbluff Zoarim Furinyot Dubgie and his minions. Needless to say, this adventure covers a large area of space and will take several sessions to complete; rushing a conclusion will hurt the texture of the adventure.

Depending upon which organization the PCs come from, the GM may have to make a few unusual changes in the PCs normal course of duty. If the PC group is mostly BRINT characters, they will merely receive a new assignment. BOSS or IPA characters will be put on special duty, on loan to the Ezrak Empire, a tiny confederation with client-state status. It is even possible for private-eye characters to run in this adventure, in which case the Federation (or whatever) is paying them under-the-table to do an assignment that they don't wish to be connected to in case of failure.

II. GM INFORMATION

Any player reading beyond the end of this sentence has just lost his or her chance to play the adventure.

The criminal act which the PCs are assigned to solve is the kidnapping of the Chief Connisieur of the Horkalie Cooking Cult, a strange religion that is widespread in human space. A force of mercenaries, dressed in black with covered faces, raided the Horkalie Temple on the Terran-human colony world Chin-Smith. Only two badly-injured prisoners were taken, and they were rescued by an unknown party as they were being taken by ambulance to Chin-Smith City. The only clues: a tiny piece of jewelry and a vial of blood, both as yet undiscovered in the wrecked ambulance.

The perpetrator of this dastardly crime is the Overbluff Zoarim Furinyot Dubgie, a VIP on the Bevayin homeworld Quanchiovt, mercenary chieftain, drug smuggler and all-around villain. Ovbl. Dubgie has hidden the Connisieur in his retreat in the Harbislo system, on a world as yet undiscovered by the Federation or its client state, the Ezrak Empire. The PCs job: find out who the black-draped mercenaries are; discover

who hired them; and find the location of the Connisieur so he can be brought home. If the PCs can bust the Ovbl.'s drug ring and other unsavory activities, so much the better. The GM should carefully read the descriptions of the Gatatruit worlds, the NPCs, and the details of the Ovbl. Dubgies demenses and other locations of interest.

BEGINNING THE ADVENTURE

The adventure begins with the PCs hasty voyage to the Gatatruit octant and Chin-Smith: depending on how far from the normal campaign area the GM sets the quadrant, this voyage could be routine or filled with peril. The PCs will be provided with a specially modified Zephyr class merchant ship (see the plans for modifications). The agency also provided an astronaut and two technicians to crew the ship; one of the PCs will have to act as co-pilot. Lastly, a rather neurotic engineering scientist has been assigned to the ship to tend the secret weapons on board. He does not want to be aboard, and will make several half-hearted attempts to escape during R&R leaves. . . though he will always return after a few hours of wandering around the port-of-call.

Lieutenant Ruchk (a)

85 kg, 50 kg Carrying Cap., Damage 30, Stamina 70 Shock CR 12, HTH factor 25, Adv. EVA 8, All pilot skills/10 (FTL Pilot/7) Astrogration 6, Various other astronaut skills /4—/7. Needler/7, Brawling/5. Carries a needler, wears ss-vs/5.

Tech/2 Lashinman (t)

77 kg., 40 kg Carrying Cap., Damage 28, Stamina 60 Shock CR 11, HTH factor 20, various computer and electronic tech skills /4—/6; Star-drive and power tech skills/2—/4; other starship-related tech skills/5. Streetwise /5, Monofilament blade/6, Laser Weapons/5. Carries a monofilament blade, Laser Pistol, wears ss-vs/5.

Eng. Officer Brandt

85 kg, 50 kg Carrying Cap., Damage 30, Stamina 70 Shock CR 12, HTH factor 23, Various scientific skills /4—/8, Engineering Science Skills /6—/8, Starship Weapon and Drive Tech Skills /8. Orbital and Interplanetary Pilot 3, Needler Weapons/5, Brawling/3.

Tech/1 Gusing (t)

70 kg, 30 kg Carrying Capacity, Damage 24, Stamina 45 Shock CR 9, HTH factor 19, Stardrive, power and Mech-tech skills /5—/7, Other tech skills /3—/5. Brawling 2, firearms (pistols) /4. Gusing carries a tech 7 pistol, and uses a ss-vs/5.

The secret weapons on board ship is a captured hi-tech weapon from a alien StarShip caught raiding commerce in the Outworlds sector. The device fires a beam of unknown quality which supresses or damps out the energy of the target, causing a paralysis or stasis effect. Treat the weapon as a NovaGun 50* turret, but keep damage caused to targets separate from that of normal NovaFire. At the end of each turn, divide the amount of Paralysis-gun damage to the current strength of the targets' battlescreens; the ratio resulting is the chance that the target will become paralyzed. Penetration results in automatic paralysis. Paralysis lasts for 1d6 turns x one for each 10% of the screen that was damaged due to P-gun fire. (i.e. a ship with 2500 screen damage points takes 300 points of P-gun fire. There is a 300/2500 = 12% chance that the screens will collapse and the ship will be paralyzed. The paralysis will last 1d6 x 1.2 turns). Paralysis has the effect of dropping the target vessel out of TISA drive, and immobilizing the crew and all instrumentality aboard; normally, suddenly dropping out of TISA space causes extreme damage due to resistance of space to the vessel as it splashes down out of it's phased-out condition, but the paralysis field freezes all objects in place. Once the paralysis has worn off, the ship may return to normal operation, however there is a 10% chance that 1d6 x 10% of the fuel units on board will be rendered useless.

Before leaving on their journey, the PCs will be allowed to buy a cargo for the vessel at the agency's expense. This will allow the PCs to appear to be legitimate traders, and to earn money for expenses; it would be difficult for the agency to be continually forwarding money to the PCs across hundreds of light years!

The PCs will be given navigation tapes and records for the trip to the Gatatruit Octant, with orders to report to the Chin-Smith City Customs Office, and there to seek a Mr. Krummosh. Care is to be taken to preserve the PCs cover as merchants.

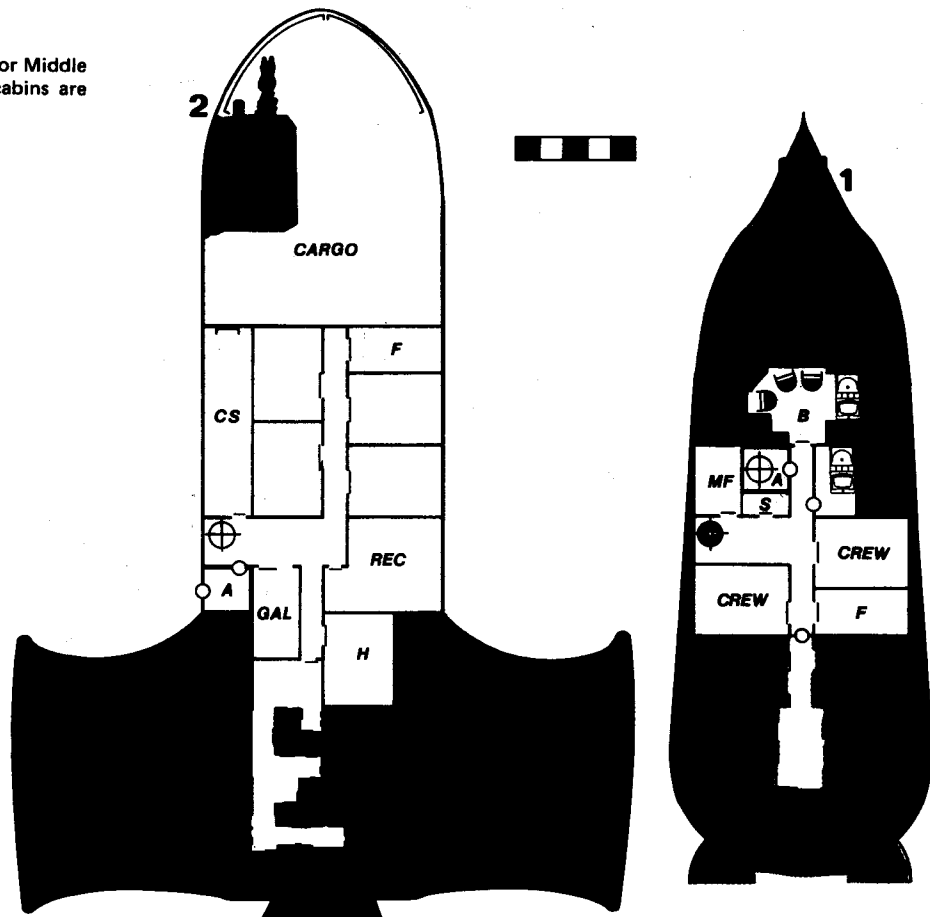
PEREGRINE

The Zephyr Class is typical of small merchantmen of Tech/9. It is usable for cargo and passenger duties, though the small size prohibits taking on High Passage clients. Zephyr Class ships are workhorses and are commonly found in StarPorts of all sizes since they do not require large docking facilities and can land on planetary surfaces.

Specification	Mass	Volume (m ²)	Deck Area	Comments
Hull	300t	900	450	2 decks
Controls	10t	30	15	Computer Mk. V
Crew Quarters	10t	30	15	6: 2 Astro; 2 Tech; 2 Pursers
Powerplant	10t	30	15	Fusion reactor; 2.5 fuel units/20 days
TISA Drive	56t	168	84	200 LS max.; Acc. = +20 LS
FTL Warp Drive	25t	75	37.5	25 LY max.; Cruise = 19 LY
Fuel Capacity	5t	15	7.5	500 fuel units; 2.5 units/100 LY
Middle Passage	20t	60	30	4 passengers
Low Passage	20t	60	30	8 passengers
ColdSleep	10t	30	15	8 cryogenic berths
Sick Bay	5t	15	7.5	1 patient; dispensary
Recreational	6t	18	9	12 passengers awake
Cargo Hold	71t	213	106.5	Would be cargo manifest
Damage Capacity				SSC/250 = 300 Damage Points
BattleScreens	18t	54	27	+9; 275 Screen Damage Points
Armor				+3/+12 screened
Main Battery	12t	36	18	1 x 2 NovaGun N*50 +1 x 1 PAR*50
StarTorpedoes	12t	36	18	1 x 6 StarTorp ST*157
EW/ECM				Factor = 9
Sensors				3000 LS Range
Communications				SpaceCraft Com SSC/4 = 10,000 LS Range
Atmospheric Streamlining				12,000 kmh
Total Cost = MCR 65.05. Standard discount is available on this model and brings the cost down to MCR 58.5.				

COMMENTS

On deck 2 the port cabins are for Middle Passage, while the starboard cabins are for Low Passage.



BUILDER

GANT

III. THE GATATRUIT OCTANT

A map of the octant is included in this booklet. Below is a listing of the systems with major settlements or installations.

Name	Coordinates	Major World(s)	Spectral Class	Notes
Kantoneet	DD1/+13	Kandistoindi	G4	AC, Jeltan
Voondis	DD1/-35	GemBok	K2/M4	SC, Terran
Siandok	BB2/-3	Onokrok	K3	HW, Jeltan
Sarimbim	CC2/+15	Follan/Syol	A9/G4	SC/MB, Jeltan
TGS 103-04	CC2/+89	Gutrals World	F8	CB, Terran
Ranthut	BB2/-59	Burinkinparth	G2	HW, Croitar
TGS 118-01	AA1/+43	Cyclot	Black Hole	CB, Ezrak
TGS 111-08	BB2/+15	Gruztom	G0	HW, Hoddon
TGS 111-02	BB3/-78	Garkakeen	F9	HW, Gilas
Reezaki	BB3/+27	Skundaisdias	G8	AC, Jeltan
TGS 111-04	AA3/+0	Lizorms' Pits	M1	MB, Terran
TGS 111-03	BB3/+58	Chin-Smith/Jake	F2	SC/MB, Terran
TGS 103-05	DD3/-69	Kestizassle	G1	SC, Bevayin
TGS 103-06	BB4/-38	Gratskiffert	G5	HW, Korrrr
TGS 111-05	BB4/-3	Furious	G2	AC, Gilas(?)
TGS 111-06	BB4/+51	Sassistras	F2	**Green Star System**
Parvornt	DD4/-74	Varminoog	G3	HW, Szagayin
TGS 111-01	DD4/+29	Deezlesarfin	G4	PC, Ezrak
Erundibeew	CC4/+12	Quanchiovt	K8	HW, Bevayin
TGS 103-07	CC5/-1	Bondavreent	G4	

Notes Key

CB: Scientific Base, with 10-1000 people and a small spaceport or field.

SC: Small colony. Established, but small due to conditions or age.

PC: Pioneer colony. Newly settled, with few facilities. 1-100 million people.

AC: Associate colony. Population over 100 million. Well developed and long settled.

HW: Home world.

Green Star System: Occupied by alien forces; do not approach or attempt communication. Occupied since 390 I.E., present status of Jeltan colony unknown.

Jeltan: Jeltan humanoids, native to Onokrok and rulers of the Ezrak Empire.

Ezrak: Colony or base settled by joint effort of Ezrak subjects.

Croitar: Humanoid race.

Hoddon: Intelligent plant species.

Gilas: Terran name for saurian species.

Terran: settled or manned by Terran humans.

Bevayin: Humanoid species native to Quanchiovt.

Korrrr: Canine species native to Gratskiffert. Hostile.

Szagayin: Pithicine species, native to Varminoog.

COMMERCIAL TRAFFIC LINES

There are three major commercial lines in the octant: Quanchiovt Star-masters Perquisite Lines, The Ezrak Imperial Fleet, and the Terran-owned Gatatruit Conveyors, Inc. The free traders of the octant often cooperate to time their flights in order to create a unofficial fourth commercial fleet, but such flights are not on a set schedule, and the spacecraft are not of consistently high quality.

Quanchiovt Perquisite Lines

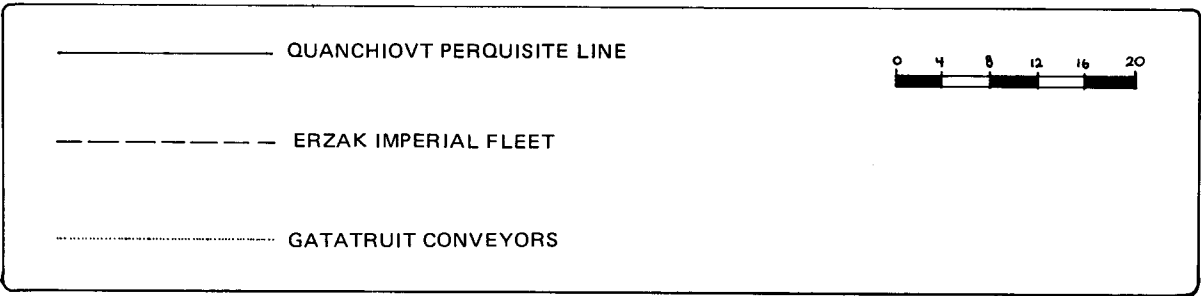
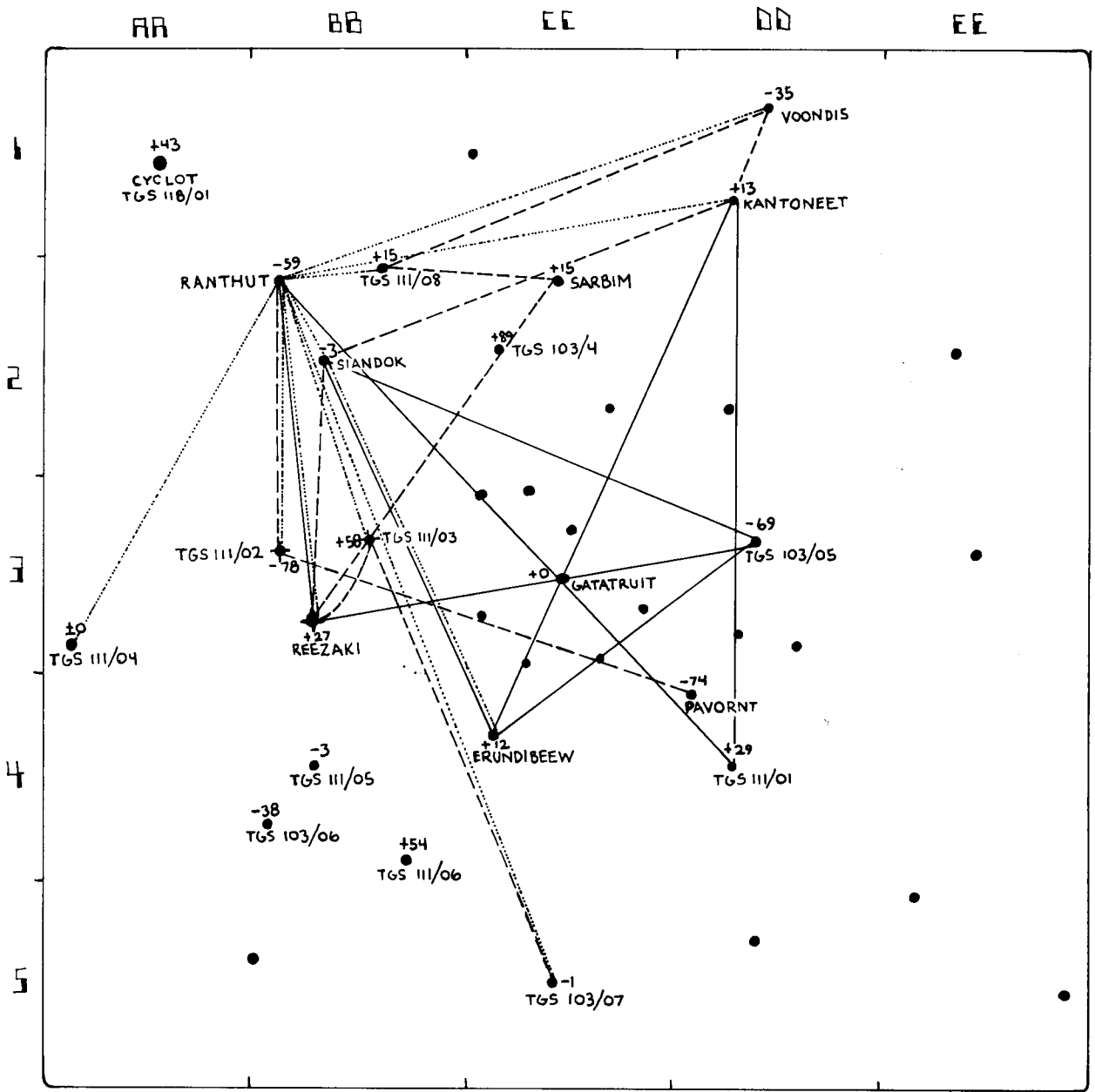
This line is almost solely used by the Bevayin peoples, though the accommodations offered to aliens are above average. Most of the fleet consists of rather clunky bulkers with huge dormitory-like holds where the Bevayin lower-castes are kept during the journey. The few luxury accommodations on board are reserved for high-caste types and non-Bevayin who choose the line.

StarConnection	Distance	High	Low	Cargo
Kestizassle-Quanchiovt:	87 LY	25,000	6600	3480
Quanchiovt-Onokrok:	43 LY	12,000	3500	1720
Onokrok-Kestizassle:	80 LY	25,000	6500	3200
Kestizassle-Skundaisdias:	105 LY	26,500	7950	4200
Skundaisdias-Burinkinparth:	92 LY	23,250	6975	3680
Burinkinparth-Deezlesarfin:	119 LY	30,000	9000	4760
Deezlesarfin-Kandistoindi:	57 LY	14,500	4350	2280
Kandistoindi-Quanchiovt:	56 LY	14,250	4275	2240

Ezrak Imperial Fleet

This is a commercial line which supports trade to the smaller colonies as well as providing service to the larger Jeltan colonies. The service and accommodations are of fair to good quality, and prices are fair, but the Jeltan have the odd habit of taking side trips and excursions, resulting in late arrival times and missed connections. Efforts on the part of terran and Federation commerce officials have convinced the Ezrak Line to be lenient with people who demand refunds or extensions of tickets due to this quirk.

StarConnection	Distance	High	Middle	Low	Coldsleep	Cargo
Onokrok-Kandistoindi:	46 LY	11,750	5875	2937.5	2350	1840
Kandistoindi-GemBok:	49 LY	12,500	6250	3125	2500	1960
GemBok-Gruztom:	65 LY	16,500	8250	4125	3300	2600
Gruztom-Follan:	17 LY	4500	2250	1125	850	680
Follan-Skundaisdias:	43 LY	11,000	5500	2750	2150	1720
Skundaisdias-Chin-Smith:	32 LY	8250	4125	2062.50	1600	1280
Chin-Smith-Bondavreent:	75 LY	19,000	9500	4750	3750	3000
Skundaisdias-Onokrok:	37 LY	9500	4750	2375	1850	1480
Onokrok-Burinkinparth:	29 LY	7500	3750	1875	1450	1160
Burinkinparth-Garkakeen:	30 LY	7750	3875	1937.50	1500	1200
Garkakeen-Varminoog:	42 LY	10,750	5375	2687.50	2100	1680



Gatatrut Conveyors

This line, run by humans and based on Burinkinparth, is set up along unusual lines. Each month, a ship leaves from the worlds noted below and heads for Burinkinparth. There, the ships wait for each others monthly ship to arrive from the serviced worlds. When all ships are in, passengers board and the ships depart. In effect, the line runs a high-speed round trip line between each world and Burinkinparth and times the flights so the waiting time between connections is minimal. The Croitar are all to glad to host travellers during their stay between flights.

StarConnection	Distance	High	Middle	Low	Coldsleep	Cargo
Onokrok:	29 LY	7500	3750	1875	1450	1160
Gruztom:	75 LY	18,750	9375	4687.50	3750	3000
Garkakeen:	33 LY	8500	4250	2132.50	1650	1320
Skundaidsdias:	99 LY	25,000	12,500	6250	4950	3960
Quanchiovt:	87 LY	22,000	11,000	5500	4350	3480
Kandistoindi:	84 LY	21,250	10,625	5312.50	4200	3360
Chin-Smith:	107 LY	27,000	13,500	6750	5350	4280
Bondavreent:	93 LY	23,500	11,750	5875	4650	3720
Lizorms' Pits:	72 LY	18,250	9125	4562.5	3600	2880

HISTORICAL OUTLINE

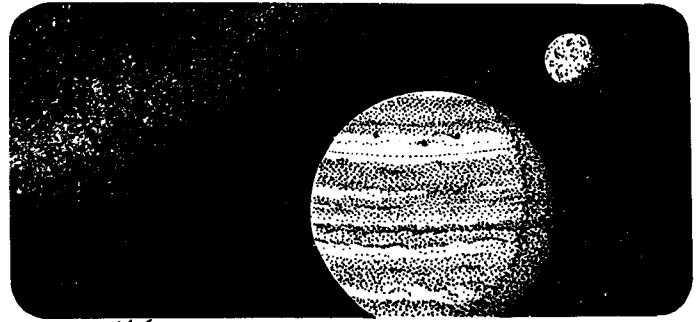
The first race to achieve space flight in the Gatatrut Octant is believed to have been the Gilas, as evidenced by their ancient colony on Furious. Since then, however, the Gilas have fallen on hard times and no longer possess flight technology. The first species to make the leap to the stars in the present era is the Jeltan humanoids of Onokrok, whose first colony, Kandistoindi, was settled in -706 I.E. Wars and a conservative culture have hampered the Jeltan's spread into neighboring areas of space, though the Jeltan have made considerable progress in converting the other races nearby to the Jeltan mode of thought and culture.

Terran humans first showed up in the octant in 230 I.E., when the TGS 103 series of survey vessels began exploring the area. At this time, the Croitar humanoids and the Jirpoy colonists of Kandistoindi were at war, making contact with the locals a risky business. A later survey mission found the Jeltan of Onokrok firmly in control of the octant and more than willing to start relations with other empires. The Federation (or other core civilization) offered them client status in return for technological aid and trade routes into the Federation provinces, and the Octant is now a distant but dependable outpost of the Federation. The Jeltan Ezrak Empire provides for administration and military matters in the Octant, as well as furthering the spread of Jeltan culture. The majority of the species in the volume are content, or at least quiet in their discontent, with the Ezrak control of the octant. The only openly hostile race is the Korrr of Gratskiffert, a lupine species with very advanced technology but lacking the drive to explore space.



IV. THE WORLDS OF THE GATATRUT OCTANT

There are over 35,000 stars in the tightly-packed Gatatrut Octant, with a similarly large number of planets. The number of habitable worlds in the volume is anomalously large also, apparently due to a mass-terraforming program by a ForeRunner race extant approximately -478,000 I.E. Ruins of this and several other cultures are common on many of the worlds in the octant, and dangerous levels of radioactivity prevent present colonization of many otherwise suitable planets. The worlds which are inhabited, by native races or by colonists, are detailed below. Please note that many worlds may have been missed by survey missions, particularly those circling suns not normally equipped with planets or stable ecospheres. The ancient terraforming project undoubtedly made use of potentially promising planets even around these suns.



BONDAVREENT (TGS 103-7-II)

CC5-1 Gatatrut Octant

Stellar Primary	G4 main sequence dwarf-star
FTL Conversion	
Distance	10,000 LS
Planets in System	8
Planet Type	Type I Terran-normal; two moons
Orbital Radius	407 LS (.814 A.U.)
Length of Year	.734 Terran years
Length of Day	28 hours, 7 minutes
Planetary Diameter	11,000 km
Surface Gravity	1.1g (very dense)
Temperature Range	-10°C to +30°C
Atmosphere Type	Terran, 870 mm, O ₂ partial pressure 157mm. Planet was terraformed and climate tailored to retain built-in moderate weather patterns.
Hydrosphere Type	67% = five island-continents, with seas placed to maintain adequate rainfall and humidity.
Nationality	Federation member, UFP colony
Sentient Race	Terran human colonists
Population	340,000
Tech Level	Tech/8
StarPort Rating	UFP StarPort B Class 3
Social Organization	Open
Societal Strength	7
Xeno Acceptance	04%
Government Type	Republic
Government Support	79% (Vote = 71%)
Government Loyalty	83% (Revolt = 03%)
Repression Index	08%
Bureaucracy Level	Moderate
Corruption Level	8%
Economic Rating	Average Agricultural
Gross Productivity	MCR 1,360
Per Capita Income	CR 4000
Tax%/Levy	30% = 408 Mcr
Military Spending	25% = Mcr 102
Major Exports	-
Major Imports	Machine Tools, Factory equipment, Mechanical and Computer parts.
Trade Restrictions	None
Trade Acceptance	60%

Bondavreent was found by the first survey vessel from Earth that scanned this volume. A preliminary survey of the world revealed that the planet was terraformed, then subsequently suffered a disastrous increase in radioactivity, probably due to the use of a weapon similar to the Omega missile. RAD/1-2 conditions still exist in many places, and the ecosphere is only now recovering from the disaster. Despite the mess, the planet has attracted colonists and the UFP is sponsoring a clean-up program to bring the world to full productivity. The colonists are also the first official Terran colonists in the octant, and see themselves as pioneers of civilization as well as a new world, and are hence rather snooty about the native species of the volume and their troubles.

BURINKINPARTH (Ranthur III)

BB2-59 Gatatruit Octant	
Stellar Primary	G2 Main sequence dwarf star
FTL conversion distance	10,000 LS
Planets in system	9
Planet Type	Type 1 Terran arid; one moon
Orbital Radius	498 LS
Length of Year	.992 Terran years
Length of Day	14 hours, 8 minutes
Planetary Diameter	18,600 km
Surface Gravity	1.4g (dense)
Temperature Range	-40°C to +70°C
Atmosphere Type	Terran, 920mm, O ₂ partial pressure 175mm. Weather patterns are slow to form and disperse; planetary rotation creates violent storms.
Hydrosphere Type	74% = two large continents, three sub-continents and several large sunken mountain chains. Good precipitation patterns.
Nationality	UFP associate state; Ezrak empire full member.
Sentient Race	Croitar humanoids
Population	670,000,000
Tech Level	Tech/8
StarPort Rating	Ezrak StarPort BB class 2
Social Organization	Converting, Communist to Open
Societal Strength	4
Xeno Acceptance	18%
Government Type	Ezrak-controlled Interim Republic
Government Support	68% (Vote = 76%)
Government Loyalty	81% (Revolt = 07%)
Repression Index	03%
Bureaucracy Level	High, complex, but improving
Corruption Level	11%
Law Level	16
Economic Rating	Poor Industrial
Gross Productivity	MCR 26,800,000
Per Capita Income	CR 4000
Tax%/Levy	25%/6,700,000
Military Spending	10% = 670,000
Major Exports	Machine Tools, Polytextiles, Vehicles.
Major Imports	Factory equipment, Foodstuffs, Luxury Goods, Cybernetic parts.
Trade Restrictions	Military equipment prohibited.
Trade Acceptance	80%

Burinkinparth is the homeworld of the Croitar species, a heavy-grav humanoid race. They are of average human height, but heavily muscled and have an unusual skeletal system and very tough chrome-yellow skin. The Croitar were never very numerous, and the population level of their world has remained steady for several centuries. When they started to explore space, and came into contact with the Jeltan of Onokrok, a massive societal and philosophical revolution shook the homeworld. A communistic, egalitarian society and government formed (or, more properly, was formed) espousing violent expansion and conquest. A long series of wars followed between the Croitar and the Jeltan colony of Kandistoindi, a world which the Croitar saw as a prime target for expansion. After five distinct wars started by both sides on various excuses, the Ezrak empire was formed and formerly neutral Onokrok sent its fleet to bombard Burinkinparth. The Empire has since taken over the government and is converting it into a model republic, with some understandable grumblings from the war-weary populace.

A communist underground movement exists, but its only attraction to the populace is its anti-Ezrak policy; no one really wants the oppressive old regime to return. The underground traffics in gun running and drug dealing for monetary gain, though you won't get them to admit it!

Off worlders on Burinkinparth occasionally meet citizens disenchanted with the current offworlder-controlled government and the slow pace of reconstruction, who blame aliens for their troubles. Outright violence is very rare, but a cold shoulder approach combined with the native-manned bureaucracy may make getting business done almost impossible if offworlders have enemies in high places.

SM information: Burinkinparth underground agents are in cahoots with high-level Quanchiovt caste members, including the sinister Ovbl.Dubgie who figures in this adventure. Delving into the drug smuggling rings of this world will uncover this connection, assuming that the PCs have learned the alias Dubgie uses in his underworld dealings, 'Gurrinkay Wrorble'. Wrorble has a headquarters in the main city of Burinkinparth, with a Import/Export agency front.

CHIN-SMITH (TGS 111-03-VI)

BB3+58 Gatatruit Octant	
Stellar Primary	F2 Main sequence dwarf star
FTL Conversion Distance	10,000 LS
Planets in System	7
Planet Type	Type 4 Terran, outer ecosphere
Orbital Radius	720 LS (1.44 A.U.)
Length of Year	1.728 Terran years
Length of Day	38 hours, 12 minutes
Planetary Diameter	19,000 km
Surface Gravity	1.20g (moderate)
Temperature Range	-75°C to 35°C
Atmosphere Type	Terran, 720 mm, partial O ₂ pressure 180mm, relatively calm weather in Equatorial zone.
Hydrosphere Type	58%, large equatorial continent with three small sub-continents in south hemisphere. Large ice-caps on both poles, southern land areas.
Nationality	Independent terran-settled colony, with UFP client status.
Sentient Race	Terran humans
Population	27,000,000
Tech Level	Tech/9
StarPort Rating	Independent, corporation StarPort Type B, class 1. UFP military post Type D (tech/10) class 3.
Social Organization	Open
Societal Strength	8
Xeno Acceptance	10%
Government Type	Feudal
Government Support	77% (Vote = 80%)
Government Loyalty	89% (Revolt = 05%)
Repression Index	9%
Bureaucracy Level	Low, efficient
Corruption Level	09% officials, 23% the Help
Law Level	14
Economic Rating	Average Industrial
Gross Productivity	MCR 243,000
Per Capita Income	CR 9000 (special case)
Tax%/Levy	40%/97,200
Military Spending	15%/14,550
Major Exports	Electronic, Computer and Cybernetic Parts, Furs (-3 DM for sale).
Major Imports	Luxury Goods, Wines/Liquors, Industrial metals and chemicals, radioactives.
Trade Acceptance	70%

Chin-Smith was discovered in 267 I.E., by the Terran Galactic Survey 111. Because of its isolated position far from the body of the Federation, few people wanted to settle there. However, a wealthy group of investors saw a opportunity for riches on TGS 111-03-VI, and claimed the world for their own. They sold large tracts of land to interested people, along with political positions and transit arrangements. Small landowners found themselves with little political power, but forced the aristocrats to give them some petition and veto rights after a small but effective uprising. Since then, the political system has become somewhat feudal in appearance, with the hereditary politicos giving services and jobs in exchange for the loyalty of the well-paid help. Each class has a good measure of contempt for the other, but contact is minimized and the government sees that the status quo does not swing too much in either direction.

Chin-Smith has become the most effective force in setting up a unified economic system in the Gatatruit Octant; the enterprising Terrans of this world have gotten their hands into businesses all over the volume, giving Chin-Smith power out of proportion to its small size.

Off-worlders on Chin Smith are treated in a business like fashion, looked at by the Aristocrats as crude beings filled with wanderlust and by the Help as unfortunates who have to come to the world they run for hand-outs. Many exclusive societies and organizations are based here to take advantage of the excellent security provided by the government to keep undesirables out.

SM information: The cult of Horkalie is one of the exclusive organizations mentioned above. More details on this unusual group and their restaurant-citadel are presented in the adventure portion of this book-let.

DEEZLESARFIN (TGS 111-01-V)

DD4+29 Gatatruit Octant

Stellar Primary	G ₄ Main sequence dwarf star
FTL Conversion	
Distance	10,000
Planets in System	24
Planet Type	Terran Steppe, Type 1
Orbital Radius	490 LS (.98 A.U.)
Length of Year	.97 Terran years
Length of Day	19 hours, 47 minutes
Planetary Diameter	9600 km
Surface Gravity	.9g (very dense)
Temperature Range	-20°C to +40°C
Atmosphere Type	Thin, Terran, 480mm, partial O ₂ pressure 96mm. Very stormy in middle latitudes, low humidity.
Hydrosphere Type	48%, in two very large land masses. Several very salty inland seas, rapidly drying.
Nationality	Ezrak empire cooperative colony, UFP affiliate.
Sentient Races	Jeltan humanoids, Croitar humanoids, Bevayin humanoids, Szagayin pithecines with a small minority of Terran humans.
Population	2,100,000
Tech Level	Tech/7
StarPort Rating	Ezrak StarPort type D, class 3
Social Organization	Open/Corporate influence
Societal Strength	4
Xeno Acceptance	02%
Government Type	Colonial Corporation
Government Support	45% (Vote = 60%)
Government Loyalty	67% (Revolt = 12%)
Repression Index	30%
Bureaucracy Level	Slow, inefficient
Corruption Level	14%
Law Level	18
Economic Rating	Poor Agricultural, advancing
Gross Productivity	MCR 3675
Per Capita Income	CR 1750
Tax%/Levy	20%/735 Mcr
Military Spending	MCR 73.5
Major Exports	Foodstuffs, radioactives, precious metals.
Major Imports	Factory parts, Mechanical parts, Vehicles, Electronic parts.
Trade Restrictions	10% tariff on luxury goods, Wines/liquors. Weapons trade prohibited.
Trade Acceptance	30%

Deezlesarfin was found by a Terran survey vessel in 390 I.E. As a gesture of friendship to the Ezrak empire, the Federation invited the Star-Nation to use the world as the site of the first Imperial Colony. The Jeltan promptly began shipping ill-equipped settlers from the various homeworlds to this pristine planet. The other species in the area were glad to have stake in the colony, as it gave them a place to dump undesirables and actually get a return on their effort. Among the colonists were the Martong of Jirpoy, who managed to start one of the infamous Croitar-Jirpoy wars due to universal disgust over their bizarre religious practices. The new colony became a melting pot of many cultures; unfortunately, the resulting stew is not very pleasant. The Jeltan-run corporation which is handling the development of the colony prior to its becoming a republic is only moderately inefficient, and has not (as yet) caused the settlers to revolt in disgust.

When an enterprising merchant can find a buyer for his goods, and the red tape untangled, Deezlesarfin can be a profitable place. The under-world element is quite strong here, and drug trafficking is a major industry. Visitors are warned to be careful when touring the cities of the colony, as the inhabitants are violently envious of offworlders and will often make attempts to possess their belonging in an effort to catch a taste of life outside their cozy surroundings.

SM information: The Overbluff Dubgie has yet to infiltrate the under-world of Deezlesarfin. Time spent investigating here will be wasted as no clues to the Connisieur's location are available. The atmosphere of this world is similar to that of penal colonies and mining camps of lore and movie.

FOLLAN (Sarmbim B-1)

CC2+15 Gatatruit Octant

Stellar Primary	G ₄ (Ag Sarmbim A)
FTL Conversion	
Distance	18,000 LS
Planets in System	Sarmbim B = 2, Sarmbim A = 3
Planet Type	Type 1 Terran Desert World
Orbital Radius	510 LS (.96 A.U.)
Length of Year	1.05 Terran years
Length of Day	15 hours, 21 minutes
Planetary Diameter	12,000 km
Surface Gravity	.92g (dense)
Temperature Range	-90°C to +40°C
Atmosphere Type	Terran, 580 mm, partial Oxygen pressure 87 mm. Large dust storms with high-intensity winds common. Very low humidity, small ice caps.
Hydrosphere Type	8% coverage, not including 12% ice cap/glacial coverage. Water is concentrated in southern polar region.
Nationality	Jeltan Colony, Ezrak empire and UFP affiliation.
Sentient Race	Jeltan Humanoids
Population	56,000,000
Tech Level	Tech/6
StarPort Rating	Ezrak StarPort C (Tech/8)
Social Organization	Open
Societal Strength	6
Xeno Acceptance	03%
Government Type	Confederacy
Government Support	34% (Vote = 70%)
Government Loyalty	58% (Revolt = 3%)
Repression Index	8%
Bureaucracy Level	Minimal
Corruption Level	2-8%
Law Level	9-12
Economic Rating	Poor Agricultural
Gross Productivity	MCR 84,000
Per Capita Income	CR 1500
Tax%/Levy	25%/21,000 MCR
Military Spending	5%/1050 MCR
Major Exports	Foodstuffs, Luxury Goods, Precious Metals and radioactives.
Trade Restrictions	-
Trade Acceptance	30%

Follan was discovered in -607 I.E. by a lost merchant craft on its way to Kandistoindi. The Jeltan, at this time, were in a decadent, passive phase of civilization and follow-up expeditions did not follow for over two and a half centuries. The first colony landed in -375 I.E., and the colony has grown little since.

Apparently Follan was the subject of a blundered terraforming attempt. While the atmosphere is very pure and there is a virtual absence of hostile wildlife, a great deal of the planet's water is tied up in ice caps and a peculiarly durable form of desert seaweed. This organism releases spores which gobble up water vapor and dew, growing quickly into new plants. The result is very little rainfall and free water. The plant can be killed and the water extracted, but unless tanked immediately, the resulting moisture will be quickly devoured. The colonists have countered by breeding forms of these organisms (called Sponge Weed) that are edible and nutritious. Most of the tiny population spends its time farming these plants and packaging them for export.

Due to the sparse living conditions, only a small population can be supported by Follan's ecosystem. The population lives in small domed settlements (so open water can be used in one's home) scattered far and wide over the surface of the planet. Most contact between villages is by radio and wandering traders, and central government is small and does little but maintain a SADAR network and a small patrol force. Ground defenses are left to the individual towns and settlers.

Follan colonial culture is very colorful, perhaps in an attempt to offset the otherwise dreary landscape and quality of life. Ballads about life in the cold deserts and the pesky job of gathering Sponge Weed are popular throughout the Octant. Sponge Weed of some species is a popular delicacy, and the Church of Horkalie maintains a school/temple at the single StarPort, Tyolsh.

SM information: Sponge Weeds are also used to make certain potent and highly illegal drugs. Tunbliddy, a settlement in the southern hemisphere produces a snorting powder of the same name that is currently in vogue on many worlds, and the Overbluff Dubgie has a hand in the settlements' operation.

FURIOUS (TGS 111-05-I)

BB4/+51	
Stellar Primary	G2 dwarf star, Main sequence.
FTL Conversion	
Distance	10,000 LS
Planets in System	7
Planet Type	Type 7 Inner ecosphere jungle world.
Orbital Radius	473 LS (.93 A.U.)
Length of Year	.925 Terran years
Length of Day	45 hours, 54 minutes
Planetary Diameter	21,000 km
Surface Gravity	1.57g (dense)
Temperature Range	-30°C to 89°C
Atmosphere Type	Terran, Dense, 1400mm, O ₂ partial pressure 224mm. Use of CO ₂ and Nitrogen Detox drugs and precautions highly recommended. Extremely high humidity and nightly temperature drop results in torrential rainfall at night.
Hydrosphere Type	62%, including modest ice caps. Six large continents with little land more than 1000 meters above sea level.
Nationality	Ancient colony(?) of Gilas species, Ezrak Empire and UFP member.
Sentient Race	Hotworld saurian species, Gilas.
Population	Approximately 5,000,000,000
Tech Level	Tech/3 to Tech/5
StarPort Rating	Ezrak/UFP StarPort C
Social Organization	Variable, Open in contacted areas.
Societal Strength	4 in contacted areas.
Xeno Acceptance	16%, much higher in backwoods areas.
Government Type	Multi-government, Oligarchy in most contacted areas.
Government Support	23% (Vote = 57%)
Government Loyalty	48% (Revolt = 10%)
Repression Index	18%
Bureaucracy Level	Expediently low
Corruption Level	10% to 20%
Law Level	3-6 in contacted areas.
Economic Rating	Primitive Agricultural, Rich.
Gross Productivity	Est. Planetwide: 11,250,000 MCR, Contacted Areas: 3,750,000 MCR
Per Capita Income	CR 11250
Tax%/Levy	20%/750,000 MCR
Military Spending	10%/75,000 MCR
Major Exports	Foodstuffs, Precious Metals, Textiles, Luxury Goods.
Major Imports	Tech Level/5-6 weapons, Factory equipment, Aircraft, Vehicles.
Trade Restrictions	Trade with non-contacted areas forbidden by Ezrak Empire.
Trade Acceptance	80%

Furious was discovered in 389 I.E. by a Terran survey vessel. The Ezrak empire immediately stepped in to begin contact operations. After several spectacular failures in which landing parties were swallowed up into the jungle never to be seen again, the Jeltan found a large kingdom with which to establish communications and diplomacy. Careful manipulation resulted in an empire on planet that was willing to cooperate with the Offworlders, and the slow process of planetary unification was started. When the UFP took the Ezrak under its wing, the process was slowed somewhat to conform, at least on the surface, with the UFP policy on primitive planets.

Furious is a potential gold mine of a planet; the surface area is over twice that of Earth, and more of it is productive in proportion to Earth's arable area. The only drawbacks are the climatic and other planetary conditions; the average temperature is 90°F, and the gravity and high atmospheric pressure make existence for humans on planet miserable: The native race, called the Gilas for unknown reasons (a terrestrial lizard by this name exists, but it is a desert animal), are quite comfortable here. They are a tough and wild saurian species, with a flamboyant culture and dynamic life style. The huge task of cataloging all of the cultural and tribal types is far from over, as only about 20% of the large population is known to pay allegiance to the Soofiar holdings, the Ezrak puppet (almost) state. Soofiar is using economic and

military force to extend its range over the planet, a useful and incidentally profitable task. Internal stability of this regime is rather unsteady due to rapid growth, though the offworlder advisors have attempted to calm things down by making taxes lower and speeding up shipment of high tech goods to newly conquered/claimed territories.

A SADAR network and several patrol corvettes of the Ezrak Navy now patrol the TGS 111-05 system to prevent smuggling and other unauthorized activities on this promising new planet.

SM information: Pirates and drug smugglers have established covert bases on planet. The rich ecosystem of Furious produces many interesting drugs, such as Coal and Hoosh. The Overbluff Dubgie maintains a base in the southern hemisphere, and uses a clever system of high altitude balloons and primitive rockets to launch loads of contraband into orbit where it is picked up by one of his merchant sloops.

GARKAKEEN (TGS-02-II)

BB3-78	
Stellar Primary	Fg Main sequence dwarf star.
FTL Conversion	
Distance	10,000 LS
Planets in System	4
Planet Type	Type One, Terran Jungle Planet; three moons
Orbital Radius	503 LS (1.006 A.U.)
Length of Year	1.009 Terran years
Length of Day	31 hours, 38 minutes
Planetary Diameter	10,407 km
Surface Gravity	1.03g (Very Dense)
Temperature Range	-40°C to +65°C
Atmosphere Type	Terran, dense, 1570mm, Partial O ₂ pressure 392mm. Precautions for CO ₂ toxicity recommended.
Hydrosphere Type	86% = three small continents, some large island chains. Large mats of algae/kelp in polar regions
Nationality	Homeworld of Gilas, saurian species. Preliminary contact procedures under way.
Sentient Race	Gilas, hot world saurian species.
Population	3,200,000,000
Tech Level	Tech/4, with anomalies
StarPort Rating	None
Social Organization	Aristocratic
Societal Strength	9
Xeno Acceptance	30%
Government Type	Oligarchy of Dotrolk
Government Support	59% (Vote = 80%)
Government Loyalty	90% (Revolt = 01%)
Repression Index	15%
Bureaucracy Level	Moderate
Corruption Level	05%
Law Level	15-17
Economic Rating	Average Agricultural
Gross Productivity	MCR 3,200,000
Per Capita Income	CR 1,000
Tax%/Levy	40%/1,280,000
Military Spending	20%/MCR 256,000
Major Exports	-
Major Imports	-
Trade Restrictions	No outsiders, please
Trade Acceptance	0%

Garkakeen was discovered in 387 I.E. by a Terran survey vessel. It detected what were apparently radio impulses, but upon investigation found only a Tech/4 civilization of extremely hostile saurian natives. Further investigation using remote probes uncovered the fact that a civilization of at least Tech/7 existed here. Ruins of cities were detected, as was a very unusual artifact; a computer of immense size composed of organic, molecular-level circuits floating in an ocean. The world was quarantined after two hopeful merchant ships were blasted out of the sky by laser batteries hidden under the ocean. A safe way of exploring the planet and studying its culture was found after the world Furious was found to have a species almost identical to those of Garkakeen (it is now theorized that Furious was settled in prehistoric times by the Gilas of Garkakeen). These folk were trained as anthropologists and sent out among their cousins. They learned that the computer, which calls itself Dotrolk, is one of the few remaining artifacts that the Gilas use, and it rules over them like a tyrant. Despite the low technology, the Gilas of this world are kept healthy by the secretions of Dotrolk's biochemical factory; one of these secretions is a powerful Anti-gathic drug. The computer controls some ancient defense installations

hidden on the ocean bottoms and under the crust of Garkakeen's moons, and uses them to protect the 'chosen people of Dotroik from the demons from beyond'. The teams are still there, and have stirred up small rebellions in isolated areas, in protest of Dotroik's harsh regime.

A squadron of corvettes in a distant orbit patrol to keep intruders off of Garkakeens' surface. Only tiny, specially designed launches have survived to land on the world, and trying to run the barrier is suicidal.

GEMBOK (Voondis A-II)

DD1-35	
Stellar Primary	K ₂ MS dwarf, with M ₄ dwarf companion.
FTL Conversion	
Distance	12,000 LS
Planets in System	3 around K ₂ , one orbiting M ₄
Planet Type	Type One, terraformed Steppe world
Orbital Radius	260 LS (.52 A.U.)
Length of Year	.374 Terran years
Length of Day	37 hours, 32 minutes
Planetary Diameter	16,000
Surface Gravity	1.6g
Temperature Range	-30°C to +40°C
Atmosphere Type	Terran, thin. 347mm, Partial O ₂ pressure 69mm. Low humidity.
Hydrosphere Type	48%, in three large ring-shaped seas circling planet. Belenri, the major equatorial sea, is covered with plastic film.
Nationality	Independant Terran-human colony, with UFP affiliation.
Sentient Race	Terran Humans
Population	45,000,000 Human colonists, several semi-intelligent Created species.
Tech Level	Tech/7 Genetic Engineering emphasis.
StarPort Rating	Corporate-run Type C port.
Social Organization	Open
Societal Strength	7
Xeno Acceptance	12%
Government Type	Corporate
Government Support	41% (Vote = 68%)
Government Loyalty	76% (Revolt = 01%)
Repression Index	13%
Bureaucracy Level	Moderate, efficient
Corruption Level	8%
Law Level	12-14
Economic Rating	Average Agricultural
Gross Productivity	MCR 157,500
Per Capita Income	CR 3500
Tax%/Levy	30%/MCR 47,250
Military Spending	7%/MCR 3307.5
Major Exports	Foodstuffs, Textiles, Polytextiles (-2 buy/sell DM), Industrial Chemicals (-3 buy/sell DM), Industrial and precious metals.
Major Imports	Factory equipment, Electronic and cybernetic parts.
Trade Restrictions	-
Trade Acceptance	40%

Gembok was discovered about -230 I.E. by Jeltan explorers. While a moderately attractive world, it was contaminated by dangerous microorganisms, and one of the oceans was covered by a thin tough polymer film. Analysis proved that this oddity was due to a clever little bug which digested organic material and released the plastic, which congealed on the surface. Scientists theorize that the species was evolved to protect bodies of water from evaporation during the early stages of terraforming, and that somehow the 'bugs' got loose and are now merely a nuisance.

Finally, in 378 I.E., an enterprising genetic engineering firm leased the planet for five hundred years. Payment would be a cleaned-up planet with developed resources and a small population of human caretakers. The Jeltan agreed, as long term projects appeal to their slow and steady philosophy.

Gembok Inc. now runs the government and industry of the planet, supported by a generally supportive populace. The farming business is not under extensive controls, allowing some free enterprise to exist, and a 'happy employee is a good citizen' policy keeps the corporate controllers from getting too uppity.

One of the more interesting features of GemBok agriculture and industry is the growing use of genetically-modified animals to help stretch the labor force. Most of these beasties are placid, dumb herbivores with just enough brains to understand commands, use their hands, and keep clean and be polite to their masters. Stringent laws prevent misuse of these species (called The Createds, or just Crates), but some underground organizations use them for nefarious and nasty purposes. To prevent stealing and breeding of Createds by offworlders, the GemBok make most of them neuter, breeding new ones in the bowels of the factory vaults.

SM information: One of the nefarious purposes the createds are used for is running small, clandestine drug factories. The Ovbl. Dubgie is trying to muscle in on this business. The drugs Spyce and Philatric are made here.

GRATSKIFFERT (TGS 103-06-III)

BB4-38 Gatatruit Octant	
Stellar Primary	G ₅ Main sequence dwarf star.
FTL Conversion	
Distance	10,000 LS
Planets in System	8
Planet Type	Type 4, Outer ecosphere; rubble belt
Orbital Distance	523 LS (1.046 A.U.)
Length of Year	1.07 Terran years
Length of Day	22 hours, 46 minutes
Planetary Diameter	24,000 km
Surface Gravity	1.47g (moderate)
Temperature Range	-100°C to +30°C
Atmosphere Type	Terran, 589mm. Partial O ₂ Pressure 143mm. Sulfur compounds .12%
Hydrosphere Type	59%, including extensive polar caps. Four continents, several sub-continents and island chains. Vulcanism active.
Nationality	Korrrr Homeworld, no extraplanetary allegiances.
Sentient Race	Coldworld Canines, reports of slave races.
Population	10,000,000,000 (Estimated)
Tech Level	Est. Tech/9
StarPort Rating	Several sighted, unknown size
Social Organization	Unknown
Societal Strength	Unknown
Xeno Acceptance	Apparently 100%
Government Type	Unknown
Government Support	Unknown
Government Loyalty	Unknown
Repression Index	Unknown; slave races reported
Bureaucracy Level	Unknown
Corruption Level	Unknown
Law Level	Unknown
Economic Rating	Extensive industrialization, Est. rich industrial.
Gross Productivity	MCR 1,500,000,000 (Estimated)
Per Capita Income	CR 15,000 (Est.)
Tax%/Levy	30%/MCR 450,000,000 (Est.)
Military Spending	Unknown, but defenses are incredibly extensive. Rough Est. 100,000,000 MCR.
Major Exports	(Reports of Extensive IntraSystem trade).
Major Imports	(Reports of Extensive IntraSystem trade).
Trade Restrictions	All merchant craft making contact attempts destroyed or captured; trade prohibited.

Gratskiffert was found in 245 I.E. by a Terran survey vessel. As it approached the system from the safe FTL conversion sphere, it spotted several vessels of unknown origin and attempted to make contact. The ships responded with mathematical symbols and video pictures of a gas giant planet in the system; they apparently were trying to make contact but didn't understand the communication systems of the Terran vessel. Thinking it had contacted a race that lived on gas giant worlds, the survey ship (The TGS 103 Singularity Daredevil) proceeded to the gas giant: where it was attacked and destroyed by fire from one of the giant planet's moons. Two FTL scouts managed to escape and made their way to Onokrok, where they joined the UFP contact team starting relations with the Jeltan and their empire. The Jeltan had never heard of or contacted the civilization in the TGS 103-06 system, but it quickly sent a armored, well-instrumented cruiser to the system to find out what was going on. It found the home world of the hostile race-a chilly Terran planet-and spotted massive fleets of warcraft patrolling the entire system. When the Ezrak ship was spotted, it quickly ran, but not

before suffering major damage and capturing a small vessel. The ship, a 500 ton patrol Boat, contained a crew of wiry, fiercely visaged Caninoids who killed several people before being pacified. The name of their species, the Korrrr, and of their planet, and a rough idea of their motives was all that was gleaned from the captives and their vessels computer. The Korrrr were a xenophobic and isolationistic people, who would fight for ages to keep their home system free from outsiders. They apparently do not have any outside ambitions, and knew little of the Octant. The prisoners were put back in their patrol boat and shipped to their home system in a carrier, after being given assurances that they were welcome out whenever they wished.

There have been a few more incidents of contact with the Korrrr since that first incident, all involving over-eager merchants or unofficial contact teams barreling into the system, to escape with heavy damage and little information. The one really revealing encounter came in 405 I.E., when a mercenary vessel zoomed all the way to Gratskiffert orbit and back, capturing a freighter at the same time (it shot first). The crew of the daring vessel reported orbital and ground fortresses of very large size and number, as well as a belt of orbiting rubble which prevented them from getting closer than .35 LS to the planet. The captured freighter contained iron ore, a few Korrrr, and two previously unknown species of sentient being who were being used as laborers and servants. Study of tools and computer data seemed to indicate that these and other species were the major work force on Gratskiffert.

All comers are warned not to approach the TGS 103-06 system, even for deep-space repairs. The UFP and the Ezrak empire will not be responsible for what happens.

SM information: The Korrrr have a peaceful and pleasant society, but to maintain it they use the forced labor of six distinct species (two humanoid, one amphibian, two feline and one saurian species). The Korrrr have been at the game of civilization for several millenia, and will soon have to expand to maintain their standard of living, and to give one or more of their slave species full-citizen status . . . something they meant to do long ago, and soon will be able to be given increased resources and other, out-of-system slave species. Surprisingly, several merchants from other worlds have made contact with the Korrrr, and have been given (read: assigned and/or forced upon by conditioning and huge bribes) espionage assignments to probe the outside and select likely targets for their fleet, which is slowly being given FTL capacity. Among their schemes is the distribution of drugs (long used to keep the servant races orderly) and piracy. If the PCs meet up with Korrrr, they **might** be released, but only after years of imprisonment, conditioning, and training in espionage. Pity to the PC who tries to make trouble or reveals he/she is a spy!

GRUZTOM (TGS 111-08-I)

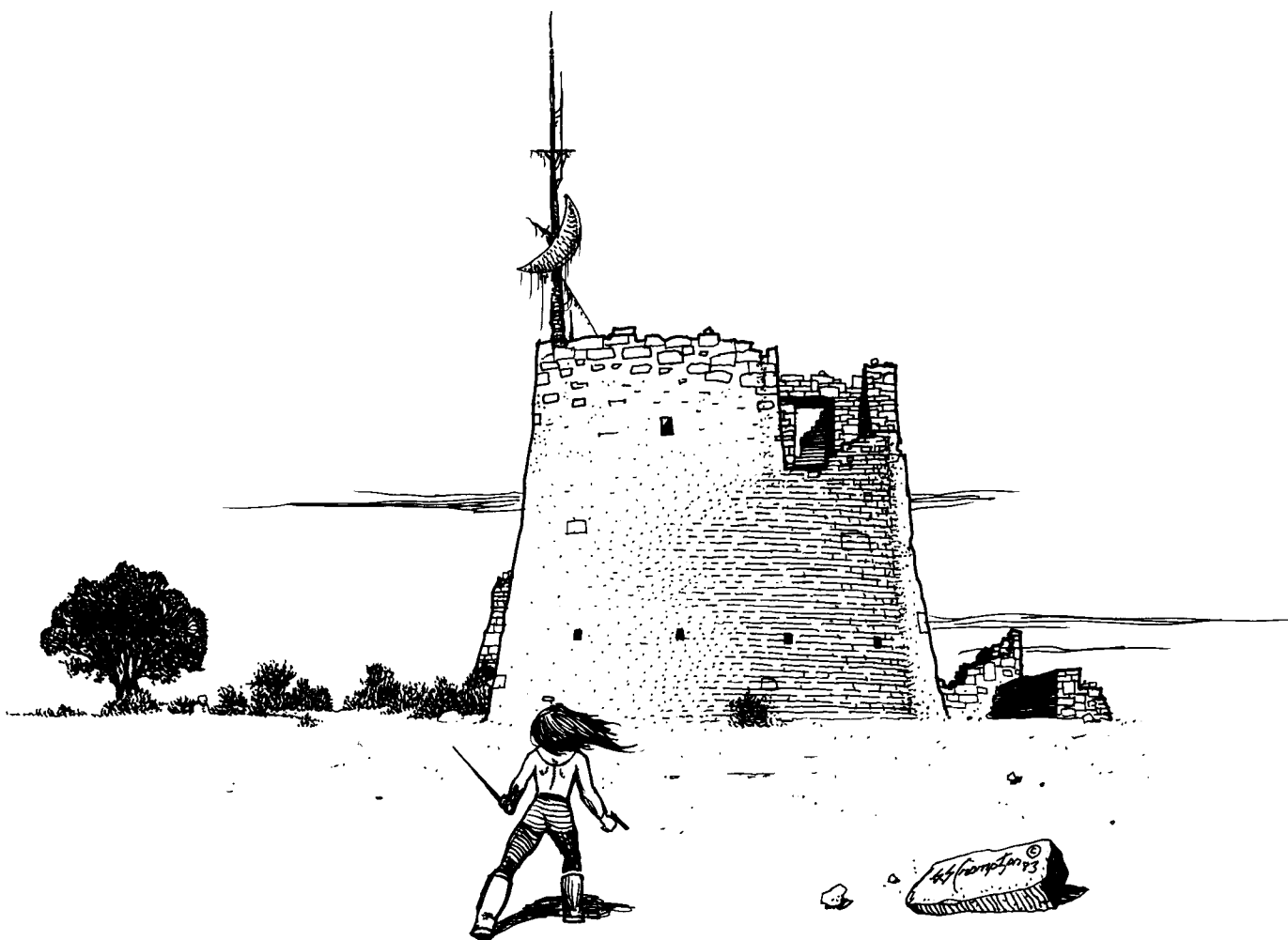
BB2+15	
Stellar Primary	G ₀ Main sequence
FTL Conversion	
Distance	10,000 LS
Planets in System	5
Planet Type	Type 1, Terran standard, with high pressure atmosphere.
Orbital Radius	518 LS (1.036 A.U.)
Length of Year	1.11 Terran years
Length of Day	17 hours, 8 minutes
Planetary Diameter	12,500 km
Surface Gravity	.79g (moderate density)
Temperature Range	-65°C to +68°C
Atmosphere Type	Terran, High density. 3116 mm, O ₂ partial pressure 560mm. Precautions vs. CO ₂ , and Nitrogen Toxicity mandatory for visitors. Slow and placid weather patterns, moderate humidity.
Hydrosphere Type	53% water cover, with small ice caps. Two large continents, with adequate precipitation.
Nationality	Ezrak empire and UFP member, Ezrak colony and homeworld of Hoddon.
Sentient Race	Hoddon plant-sapience, pseudo hivemind.
Population	230,000 Hoddon, 4,500,000 Jeltan and Szagayin colonists.
Tech Level	Hoddon Tech/? , Colonists Tech/7
StarPort Rating	Ezrak StarPort Type C
Social Strength	10 Hoddon, 7 Colonists

Social Organization	Hoddon: Special/Colonists: Open
Xeno Acceptance	0% Hoddon, 09% Colonists
Government Type	Hoddon: Hivemind/democracy Colonists: Republic
Government Support	Hoddon 100% Colonists 40%
Government Loyalty	Hoddon 100% Colonists 78%
Repression Index	Hoddon ? Colonists 06%
Bureaucracy Level	Hoddon: non-existent Colony: low, efficient
Corruption Level	Hoddon 15% Colony 08%
Law Level	15
Economic Rating	Very Rich Agricultural
Gross Productivity	Hoddon: NA Colony: 31,500 MCR
Per Capita Income	CR 7000
Tax%/Levy	MCR 9450
Military Spending	MCR 4500
Major Exports	Foodstuffs, Luxury Goods
Major Imports	—
Trade Restrictions	—
Trade Acceptance	20%

Gruztom was first discovered in -578 I.E. (Approximate) by dissidents from Kandistoindi. These poorly equipped beings left their home planet and were never heard from again until a Terran survey cruiser found their ship, marooned in orbit about a previously unexplored planet. On the surface of the world were a few artifacts indicating that the crew and passengers started a colony, which failed for inexplicable reasons within a season. Tests and further exploration failed to find any of the colonists decendants, or any reason why the settlement failed. The Terrans approved the world for development, and a group of Ezrak empire citizens moved to the world to start a new life. It was two years and many bizarre incidents later before the settlers realized that the planet already had inhabitants; a species of highly intelligent plant that communicated psionically with each other, and were trying to do the same with the colonists. Psionic specialists from the Ezrak capitol Onokrok were quickly transported to Gruztom to investigate. They found that the Hoddon were an ancient species, few in number but able to link their minds together to form a communal intelligence that enhanced, rather than overpowered their individuality. The investigators also found that the Gruztom were mentally far superior to humans, each being the vegetable equivalent of a Telurgic/Force adept. The first colony had to be wiped out when they found out about the Hoddon and were about to use their ships weaponry to destroy the species; something the Hoddon were not proud of, but not sorry about. The Jeltan Psis worked out an accord with the Hoddon, receiving land rights in return for scientific information and permission to use the colonists as tools occasionally. The colonists agreed (or were made to agree) and the plants helped the colony prosper. Over the two centuries since its founding, Gruztom colony is a classy, well developed planet. The population is kept low and spread out, so the Hoddon in other parts of the planet can get in on the action. Many resorts have opened up on planet, to take advantage of the worlds magnificent scenery. One of the more popular attractions are the Sky Cruisers, huge airships that roam over the giant forests and mountain ranges. The Hoddon maintain several schools of philosophy, but their teachings are so esoteric and highly advanced that few can appreciate them.

SM information: Several of the resorts are owned by the Overbluff Dubgie and his minions. Part of the following adventure takes place in one of these, the infamous Cobra Cabana. A Sky Cruiser also figures into the plot.

The Hoddon might aid the PCs, providing that: a) they can find one of them. With less than half a million scattered all over the planet, and no need for physical contact with humans they do business with, it will take some politicking to get an appointment. b) they give a good reason for expecting help. The Hoddon are so powerful that a human asking for aid is roughly like ants asking humans to help them get rid of pesky enemy nest. If nested in the proper framework of philosophy, a Hoddon might see how changing events in the favor of the PCs could change the universe in the proper way (i.e. The human helps the ant destroy an enemy nest, because the enemy nest happens to be invading his house). Trying to harm a Hoddon is suicidal; they'd know what you're doing a mile away and stop you before you took another step!



GUTRAL'S WORLD (TGS 103-04-IV)

CC2+15	
Stellar Primary	Fg Main sequence dwarf
FTL Conversion	
Distance	10,000 LS
Planets in System	6
Planet Type	13, airless world
Orbital Distance	506 LS (1.006 A.U.)
Length of Year	1.021 Terran years
Length of Day	47 hours, 3 minutes
Planetary Diameter	14,300 km
Surface Gravity	1.08g (Dense)
Temperature Range	-150°C to 450°C
Atmosphere Type	None
Hydrosphere Type	None
Nationality	UFP research station, Archeology and Galactic History department.
Sentient Race	Ruins of ForeRunner culture; variety of species types detected. Planet lost civilization, population and atmosphere approximately -123,700 I.E.
Population	Research station: 452 in domes and sub-surface bases.
Tech Level	Tech/10 research facilities only
StarPort Rating	UFP type E, with landing field and extremely minor repair capability.
All other information	Unknown.
Regulations	Visitors are allowed to the base for emergency reasons only, or by appointment to resupply base/transfer personnel. Planetary surface open.

Gutral's World was discovered for the first time in the modern era by a Terran survey ship in 239 I.E. What was thought to be a fairly ordinary, airless planet turned out to be something quite different; almost 30% of the surface was covered with incredibly extensive city scape, and chem-

ical analysis showed that the world once had an extensive atmosphere and hydrosphere! Exploration of the ruins, which were rather well preserved due to the effects of vacuum, turned evidence that this was a Forerunner culture, the Weerym. Several species were identified as living on the world; the estimated former population is in the vicinity of 110 billion. How such a tremendous mass of living beings were supported, not to mention why, is a major goal of the exploration effort on this planet.

Several interesting artifacts were discovered in the labyrinthine caves of steel (and plastic) that cover much of the world's former land area. One seems to be a gate into hyperspace, kept operational by some sort of standing wave effect. The 'Poklacave Hyperdoor' has been used to send sub-space radio equipped probes to elsewhere. Of all the attempts, only one seemed to work; one of the probes appeared in the Homestem of the Kewuss race, Thivay. The device was twisted in its voyage (which took about 3.6 seconds, FTL speed 5000+) and came out of hyperspace inside-out. Scientists are still trying to determine the aiming system of the gate.

SM information: Should the PCs decide to come here, they may run into trouble with the UFP personnel; a company of navy security troops have been assigned here to protect the ruins against pilferage by pirates. Some recent digs have turned up weaponry of advanced design, including a advanced energy disruptor that can bypass screens. Ships approaching will be warned off if they don't have a legitimate reason for being on-planet; vessels landing will be investigated by a launch full of security troopers.

Truly useful artifacts will be rare, and take much effort to identify, let alone find. Imagine searching a city block full of skyscrapers for two rifles and a handful of equipment, with no lighting or life support! If a search does turn up something useful, invent something on the spot; weapons will be twice as energy efficient, and have penetration numbers 1-3 pts. lower than current equivalents. Equipment will be twice as effective (i.e. double range of communicator, duration of power cell,

etc.), but always keep in mind the problems of adapting found equipment to current-day power cells and species of users. A Eternal space suit recycling system will do little good if it supplies methane and nitrogen as a breathing mix! None of these artifacts will be analyzable without tremendous amounts of time, money and skilled personnel.

KANDISTOINDI (Kantoneet II)

DD1+1 ³	
Stellar Primary	G ₄ Main sequence dwarf.
FTL Conversion	
Distance	10,000 LS
Planets in System	8
Planet Type	Type 2, Terran, No Seasons; one moon
Orbital Radius	487 LS (.96 A.U.)
Length of Year	.94 Terran years
Length of Day	26 hours, 19 minutes
Planetary Diameter	9,890 km
Surface Gravity	.77g (dense)
Temperature Range	-95°C to +63°C
Atmosphere Type	Terran; 656mm, partial O ₂ pressure 105mm. Atmosphere apparently of artificial origin; climatic patterns unusually stable.
Hydrosphere Type	78% = four small continents in northern temperate zone, large archipelagos in equatorial regions.
Nationality	Ezrak Empire member, UFP affiliate.
Sentient Race	Humanoid race, related to Jeltan of Onokrok.
Population	2,500,000,000
Tech Level	Tech/8
StarPort Rating	Ezrak StarPort type B, Military port type C.
Social Organization	Open
Societal Strength	5
Xeno Acceptance	13%
Government Type	Subjugated, phasing into republic
Government Support	15% (Vote = 45%)
Government Loyalty	45%
Repression Index	18%
Bureaucracy Level	High, but efficient
Corruption Level	11%
Law Level	16-17
Economic Rating	Moderate Industrial
Gross Productivity	MCR 10,000,000
Per Capita Income	CR 4000
Tax%/Levy	40%/MCR 4,000,000
Military Spending	13%/MCR 520,000
Major Exports	-
Major Imports	Foodstuffs, Vehicles
Trade Restrictions	Military hardware is currently a controlled commodity.
Trade Acceptance	70%

Kandistoindi was discovered around -700 I.E. (about 1400 A.D.) by a Jeltan sublight probe searching for habitable worlds. The automated probe reported the presence of a promising colony site, and the Jeltan immediately sent a slow boat full of sleeping colonists to the world. The colony ship arrived in -560 I.E., and the eager settlers began setting up shop. Attempts to communicate with their homeworld, Onokrok, met with failure. The Jirpoy, as the colonists called themselves, spent the next six centuries on the rocky road of building a viable agricultural and industrial base. Over this time, their culture changed also, so when FTL drive-equipped ships from Onokrok appeared in orbit and proclaimed Kandistoindi a subject world of the Jeltan league, the Jirpoy were anything but grateful. After a minor skirmish, the Jeltan of Onokrok gave up on converting their cousins and went home. The Jirpoy quickly developed FTL drive and began looking for worlds of their own to settle. Unfortunately, their ventures only resulted in territorial disputes and a series of long wars with the Croitar of Burinkinparth. This conflict, and the schism between the Jirpoy and the Jeltan (Who had just formed the Ezrak Empire) was ended by the Imperial Fleet of Onokrok, which bombarded the Croitar homeworld and threatened Kandistoindi with an immense (seemingly of 2,500,000 tons displacement) battle starship (The Bejutile was actually a 100,000 ton vessel equipped with an inflatable outer hull; this deep, dark secret information has remained just that. The ship is kept in interstellar space for safe keeping in case of future need).

The Jirpoy currently live under foreign rule, but the Ezrak commissars are slowly turning over control to the people (the right people) and restoring full rights after 200-odd years of control. The Jirpoy maintain

a rebellious tradition, but conditions are fast improving and there is little left to fight about.

Nearly a millenium of civilized habitation has made Kandistoindi into a very comfortable place, with dangerous wildlife contained in preserves. The cities are well-planned and pleasing to the eye (of a Jirpoy or Jeltan, at least), and the climate is pleasant and good for agriculture. There is strong evidence that Kandistoindi was terraformed in a distant past epoch.

KESTIZASSLE (TGS 103-05-V)

DD3-69	
Stellar Primary	G ₁ Main sequence dwarf star
FTL Conversion	
Distance	10,000 LS
Planets in System	7
Planet Type	Type 3, Terran Ocean planet, Extreme
Orbital Radius	500 LS (1 A.U.)
Length of Year	1.00 Terran Years
Length of Day	14 hours, 54 minutes
Planetary Diameter	17,650 km
Surface Gravity	1.78g (very dense)
Temperature Range	-85°C to +55°C
Atmosphere Type	Terran, 820mm. Partial O ₂ pressure 159mm. Extremely turbulent due to seasonal temperature differential and open surface of ocean.
Hydrosphere Type	84%, One small continent, several extensive island chains. Small percentage of salts in water, due to seasonal melting of ice caps.
Nationality	Colony of Quanchiovt, Ezrak Empire and UFP affiliation.
Sentient Race	Bevayin humanoids
Population	79,000,000
Tech Level	Tech/6
StarPort Rating	Quanchiovt Corporate StarPort type C.
Social Organization	Caste System
Societal Strength	4
Xeno Acceptance	25%
Government Type	Oligarchy
Government Support	32% (Vote = 87%)
Government Loyalty	89%
Repression Index	70%
Bureaucracy Level	Frightfully Complex
Corruption Level	18%
Law Level	18 for lower Castes, 10 for others.
Economic Rating	Poor Agricultural
Gross Productivity	MCR 59,250
Per Capita Income	CR 750
Tax%/Levy	MCR 23,700
Military Spending	15%/MCR 3555
Major Exports	Foodstuffs, Radioactives, Industrial chemicals.
Major Imports	Workers from Quanchiovt, Factory equipment, mechanical parts.
Trade Restrictions	-
Trade Acceptance	30%

Kestizassle was Discovered in 240 I.E. by a Terran survey ship. The world was unappealing due to its high gravity and lousy weather patterns, but in 395 I.E. the Bevayin of Quanchiovt decided to give the place a try. Millions of 'volunteers' were shipped by Quanchiovt merchant and military craft, to be dumped on planet and made into farmers, construction workers and fishermen. The upper-caste Bevayin kept close tabs on their peons, and within a decade a agricultural base was established and a StarPort city built. An estimated 30% of the colonists died due to overwork and/or starvation in these first years; most new settlers still die within ten years of arrival.

The settlers now work in mines, ocean farming areas, and the few arable sites of land supplying raw materials for Quanchiovt. The Caste system has been strengthened by the harsh conditions on Kestizassle, and life under the rule of the Bluffs and Overbluffs is extremely unpleasant. The slight social mobility enjoyed by even the lowest drudge caste on Quanchiovt has been all but eliminated. Many conservative Bevayin have taken up residence here where the good old days of rightful rulership of the weak still thrives.

Merchants with a need for profit can get it here if they aren't picky about what they carry. Lower Caste types from Quanchiovt are highly appreciated, and any mining firm on Kestizassle will pay 1d4.1000 plus

3000 CR for each able bodied worker delivered, payment in radioactives or heavy metals at ½ base prices. Getting the workers to leave Quanchiovt is left to the merchants imagination, as stories of the rough and deadly life on Kestizassle have found their way home.

LIZORM'S PITS (TGS 111-04-I)

AA3+0	
Stellar Primary	M ₁ Main sequence Subdwarf
FTL Conversion	
Distance	8,000
Planets in System	3
Planet Type	11
Orbital Radius	290 LS (.58 A.U.) Average
Length of Year	.44 Terran years
Length of Day	15 hours, 17 minutes
Planetary Diameter	11,970 km
Surface Gravity	1.21g (very Dense)
Temperature Range	-10°C to +75°C
Atmosphere Type	Terran, 580mm with partial O ₂ pressure 197mm. Unusual weather patterns due to uneven heating of hemispheres.
Hydrosphere Type	68% = six continents, with several large Island-arcs. 34% of the land is in the 'temperaté southern hemisphere. Massive evaporation of water in northern hemisphere during summer causes torrential rainfalls, high humidity.
Nationality	Corporate ownership, UFP affiliation.
Sentient Race	Terran humans, with sizable numbers of species native to the octant.
Population	136,700
Tech Level	Tech/8
StarPort Rating	Corporate StarPort type D (Tech/8)
Social Organization	Corporate outpost administration
Societal Strength	NA
Xeno Acceptance	03%
Government Type	Corporate Administration
Government Support	NA
Government Loyalty	NA
Repression Index	NA
Bureaucracy Level	Moderate
Corruption Level	8%
Law Level	17
Economic Rating	Rich Mining/Refining
Gross Productivity	1640 MCR
Per Capita Income	CR 12,000
Tax%/Levy	20%/328 MCR
Military Spending	10% Gross/164 MCR
Major Exports	Precious Metals, Radioactives, Industrial Metals. (-3 DM to buy)
Major Imports	Foodstuffs, Wines/Liquors, Luxury Items, Mechanical, Electronic and Computer parts. (+5 DM for each)
Trade Restrictions	NO items except those listed under Major Exports are available for sale. 10% import tax on items other than those on Major Imports list.
Trade Acceptance	60%

Lizorm's Pits was discovered in 386 I.E. by a Terran survey vessel. The survey crew found a planet full of tough life forms, plagued by wierd weather. It wasn't until 407 I.E. that the SkyMetal Corporation decided to start exploiting the planet. This Terran corporation set up mining facilities and began hiring workers from the worlds of the Octant. While conditions are far from ideal, the world has proven an excellent investment and many lodes and rich veins have been found. There are not nearly enough people on planet to warrant calling the mining base a nation and the SkyMetal Corp., a government, and labor/management relations have remained cordial. Miners generally sign on for two-year contracts, with 70% of their pay being deposited in an off-world bank (run by SkyMetal).

Prices for imports other than those listed above are determined by using the Rich Agricultural price DMs. Buying ore in quantity nets the purchaser a 10% discount for each power of 10 tons bought (100 -999 tones 10% discount, 1000 -9999 tons 20%, etc. up to 50%).

SM information: The miners have been making themselves a little cash on the side by harvesting some of the interesting plant products from the turbulent northern hemisphere. Some species produce powerful poisons and/or narcotic secretions, which offworlders buy for nefarious purposes. This is a strictly grow-it-yourself business, with no controlling organization behind it.

ONOKROK (Siandok I)

BB-2-3 Gatatruit Octant	
Stellar Primary	K ₃ Main sequence dwarf star
FTL Conversion	
Distance	10,000 LS
Planets in System	11
Orbital Radius	344 LS (.83 A.U.)
Length of Year	1.2 Terran years
Length of Day	46 hours, 8 minutes
Planetary Diameter	14,600 km
Surface Gravity	1.13g (dense)
Temperature Range	-68°C to +55°C
Planetary Type	Type 1 Terran Steppe planet; 2 moons
Atmosphere Type	Terran, 840 mm, O ₂ partial pressure 207mm. Relatively stable weather and climatic patterns.
Hydrosphere Type	39%, in two oceans and many small seas. Fairly heavy precipitation due to artificial measures and weather control.
Nationality	Ezrak Empire capitol planet, UFP affiliate.
Sentient Race	Jeltan humanoids; homeworld.
Population	2,600,000,000
Tech Level	Tech/9
StarPort Rating	Ezrak StarPort A; Military StarPort type B
Social Organization	Open
Societal Strength	8
Xeno Acceptance	07%
Government Type	Republic, with Oligarchy in position of power behind scenes.
Government Support	87% (Vote = 81%)
Government Loyalty	91%
Repression Index	24%
Bureaucracy Level	Moderate, but slow to function
Corruption Level	03%
Law Level	15
Economic Rating	Very Rich Industrial
Gross Productivity	MCR 46,800,000
Per Capita Income	CR 18000
Tax%/Levy	30%/MCR 14,040,000
Military Spending	12%/MCR 1,684,800
Major Exports	-
Major Imports	Luxury Goods
Trade Restrictions	Weaponry of tech level higher than Tech/5 prohibited except for sale to government; Items of Tech/9 or higher also controlled.
Trade Acceptance	70%

Onokrok is the homeworld of the Jeltan species, a race of humanoids. There is overwhelming evidence indicating that the world was once a stronghold of Forerunner empires, and was the target of many fearsome battles. Artifacts from the Gyken-JAT, Ni'er Queyon, Suolinfern, Trenquialk-Axchiorm, \$ylowan Swarm, and The Saggitarian 'Coolers' Cyborg-Swarm empires have all been found on the planet. The Jeltan are definitely native though, and were not created or transplanted by one of the many alien visitors. Written Jeltan history goes back about 35,000 Terran years, but technological and social progress since then has been so slow that only in the last millenium have the Jeltan achieved space flight. The major cause of this retarded pace is the mysterious Council of Ibentek, a secret society which regulates the doings of society through means subtle and violent. Technological advances are suppressed and carefully studied before being released to the public; and the effects of one advance must be fully realized and pondered on before another is let out. Though progress has thus been exceedingly slow, this practice has the beneficial side effect of creating a very stable culture: the Jeltan have developed a culture that looks on materialism as lots of fun, but not really too important. They are also very confident and conceited about their system of doing things, and it is whispered that the council has long-range plans drawn up to expand their influence to include the entire galactic arm . . . the time line of these plans is about 13,500 years long though, and the UFP is not to be worried about having to defend itself.

Onokrok is a pleasantly appointed world, with weather control and much wilderness/park land. Visitors are welcome, but Terrans may find the amusements of the Jeltan to be a bit dull and overly ritualized-the wild exuberance of StarPort bars, team sports, games of physical skill and dancing is looked on as demeaning and not conducive to the methodical life style favored by the Jeltan. Tourists of a more scholarly bent will enjoy themselves though: the extensive, indestructible ruins of the races which once ruled the planet are open to visitors and are quite a sight.

The Ezrak empire was recently formed by the Jeltan of Onokrok to police the Gatatruit Octant and further the power of the Council. There is an elected Emperor who holds much of the power, but is answerable to the Council of Ibentek. The Imperial fleets are large and well kept, and the Imperial personnel crafty and dedicated. The member planets are given much consideration and are not subject to overly harsh measures of control.

SM information: Being the most effective force for controlling illegal activity and interplanetary war in the Octant, the Empire is the target of many schemes and illicit plotting, including one by Overbluff Zoarim Furinyot Dubgie.

QUANCHIOVT (Erundibeew III)

CC4+12 Gatatruit Octant

Stellar Primary	Kg Main sequence dwarf star
FLT Conversion	
Distance	10,000 LS
Planets in System	4
Planet Type	Type 1, Terran Steppe
Orbital Radius	317 LS (.632 A.U.)
Length of Year	.713 Terran years
Length of Day	9 hours, 4 minutes
Planetary Diameter	15,200 km
Surface Gravity	1.17g (dense)
Temperature Range	-79°C to +55°C
Atmosphere Type	Terran, moderately dense, 1030mm. Partial O ₂ pressure 216mm. Very severe weather due to rapid rotation of planet.
Hydrosphere Type	27%, in one large ocean and two seas. Northern hemisphere is largely desert.
Nationality	Ezrak Empire member, UFP associate status pending.
Sentient Race	Bevayin humanoids, homeworld
Population	1,700,000,000
Tech Level	Tech/8
StarPort Rating	StarPort type B; Ezrak Empire military port type C.
Social Organization	Caste society
Societal Strength	3
Xeno Acceptance	21%
Government Type	Aristocratic Oligarchy/Caste Bureaucracy
Government Support	26% (Vote = 61%)
Government Loyalty	67%
Repression Index	60%
Bureaucracy Level	Ghastly; Balky and inefficient
Corruption Level	17%
Law Level	16 for lower castes, 10 for others.
Economic Rating	Average Industrial
Gross Productivity	MCR 6,800,000
Per Capita Income	CR 4000
Tax%/Levy	40%/2,720,000
Military Spending	14%/380,000 MCR
Major Exports	Factory equipment, Machine Tools, Computer, electric and mechanical parts.
Major Imports	Luxury Goods, Petrochemicals, Industrial metals, Collapsium.
Trade Restrictions	—
Trade Acceptance	60%

The Bevayin, a native species of humanoids, achieved space flight about 189 I.E. Except for mining expeditions, and a few raids on uncivilized worlds such as Varminoog and Furious, little contact was made with other systems. The Bevayin were forced out of their shell in 318 I.E. by the Ezrak Empire, and grudgingly joined the empire. While maintaining a cordial front to the other worlds of the Octant, the Bevayin do little to help the empire, and continue to maintain a rather unpleasant social system at home and on their colonies. Bevayin agents and firms are often found to be behind the occasional assassination or act of terrorism that disrupt Ezrak Imperial projects, but the Quanchiovt government has always denied complicity with these acts. There are rumors that the world plans to break from the Empire and the UFP.

The Bevayin live under a rigid caste system that has been passed down through the ages from the time when the upper-caste were the masters of wandering bands of slaves who gathered food. Agriculture got a late start on Quanchiovt, but this did not stop progress and allowed the Caste system to prevail. Today, Quanchiovt is a fairly prosperous world, but there is a definite concentration of wealth in the upper castes, while the lower castes folk remain impoverished and/or politically oppressed.

There are three basic Castes: The Low, The Strong, and The Untouchables, in ascending order. The Low are farmers, manual laborers, semi-skilled factory workers, etc. People in this caste can rise in status within the class through merit, or if someone in a higher caste gives them a recommendation. Very few of the low ever get out of the Caste. The Strong are Foremen, skilled craftsmen, minor bureaucrats, technicians and most soldiers. The Strong are called that because they must be mentally and physically tough to maintain/rise in rank within the caste: an elaborate system of rules and conventions regulate the (usually) bloodless battles of nerve needed to grab a niche in the complex bureaucracy of Quanchiovt. Subdivisions of the Strong are Armbreaker, Scourge, Brandwielder and 'Kiiager', a term referring to one who ruins an opponent through guile and intrigue. A Strong can often rise to Untouchable Caste status, but not for long. The Untouchables are called that because they are virtually impossible to win a challenge against. Positions in this caste are virtually hereditary, but occasionally a young Untouchable is deposed and a former Strong takes the station. Untouchables are virtually above the law, but generally keep a check on their ambitions. Untouchables are given many honorary titles which grade their performance within the caste: some of these titles are Tyrant, Bluff, and Overbluff. Bluffing is a highly respected art among the Bevayin, and those who can threaten well are given high honors-just in case.

Quanchiovt is an excellent trading stop: the workhouse and mills turn out cheap consumer goods that sell well to indiscriminating primitives and hard-up colonists. Miscellaneous Tools and Equipment bought on Quanchiovt have a -4 to-buy price DM, but may have small defects or increased breakdown factors.

SM information: The Quanchiovt are indeed planning to secede from the empire and the UFP, but the Bureaucracy and ministers are not in on the plot. A few very powerful Untouchables and their minions are behind the plotting. The Overbluff Dubgie is one of these and is first in line for the Prime Ministership. Quanchiovt is a sparse planet for wilderness adventure, but the cities are teeming places chock full of high intrigue and competition between corporations, feuding families, and individuals out to advance themselves.

SASSISTRAS (TGS 111-06)

Approximately BB4+51

NOTE: Sassistras formerly supported a colony of Jeltans from Kandistoindi. The system was invaded by a large alien force in 390 I.E. Though a large fleet was dispatched to assist the badly outnumbered PDF force, the system fell and a force-field of unknown properties has been set up about the entire system, out to 300,000 LS. The alien force has since been identified as the R'Viss, AKA the Green Star Demons, which formerly kept to raiding territory in the volume of Deneb and the gulf between the Orion and Sagittarius arms. No contact has been established with the system or the GSD, and all ships approaching or entering the Force Field have disappeared or been destroyed. Scientists on Onokrok and Gutral's world have found evidence that the R'viss were employed by the 'Sylowan Swarm', a nomadic multi-species culture which devastated this region circa -247,000 I.E.

SM information: This system is here to provide some flavor and as a possible future location for a planned adventure. The R'viss/Green Star Demons were introduced in **The Outworlds Star Sector Atlas**.

SKUNDAISDIAS (Reezaki I)

BB3+27 Gatatruit Octant

Stellar Primary	Gg Main sequence dwarf star
FTL Conversion	
Distance	10,000 LS
Planets in System	14
Planet Type	Type 1 Terran Tundra Planet
Orbital Radius	503 LS (1 A.U.)
Length of Year	1.03 Terran years
Length of Day	52 hours, 57 minutes
Planetary Diameter	21,000 km
Surface Gravity	1.37g (moderately dense)
Temperature Range	-95°C to +45°C
Atmosphere Type	Terran, 659mm, partial O ₂ pressure 132mm. Stable Weather patterns with little violent weather.
Hydrosphere Type	59%, One very large continent with many island chains. Very large ice caps included where over water.

Nationality	Colony of Onokrok; Ezrak Empire and UFP member.	VARMINOOG (Pavornt IV)	DD4+29 Gatatruit Octant
Sentient Race	Jeltan Humanoids, with sizable minorities of Szagayin Pithicines, Terran-humans.	Stellar Primary	G ₃ Main sequence dwarf star
Population	78,000,000 Jeltan, 15,000,000 Pithicines, 8,000,000 Terran humans.	FTL Conversion	
Tech Level	Tech/8	Distance	10,000 LS
StarPort Rating	StarPort type AA, Military Port A.	Planets in System	8
Social Organization	Open	Planet Type	Type 1, Terran Standard; 4 moons
Societal Strength	6	Orbital Radius	498 LS (1 A.U.)
Xeno Acceptance	01%	Length of Year	.99 Terran years
Government Type	Republic, Ezrak Empire influence	Length of Day	31 hours, 35 minutes
Government Support	46% (Vote = 81%)	Planetary Diameter	10,700 km
Government Loyalty	67%	Surface Gravity	1.12g (very dense)
Repression Index	5%	Temperature Range	-85°C to +60°C
Bureaucracy Level	Moderate, efficient	Atmosphere Type	Terran, 950mm, Partial O ₂ pressure 160mm.
Corruption Level	7%	Hydrosphere Type	73%, six large continents, six sub-continents.
Law Level	7	Nationality	UFP member, Ezrak Empire member.
Economic Rating	Rich Mining/Refining	Sentient Race	Szagayin Pithicines
Gross Productivity	MCR 1,212,000	Population	270,000,000
Per Capita Income	CR 12,000	Tech Level	Tech/4, with several cities Tech/5-6
Tax%/Levy	20%/MCR 242,400	StarPort Rating	StarPort type C
Military Spending	10%/24,200 MCR	Social Organization	Open
Major Exports	Collapsium (-2 DM to buy), Iridium (-3 DM to buy), Other radioactives (-4 DM to buy), Furs (-1 DM to buy), Petrochemicals (-2 DM to buy). No other items for sale in bulk!	Societal Strength	6
Major Imports	Foodstuffs, Wines/Liquors, Mechanical parts.	Xeno Acceptance	11%
Trade Restrictions	Use rich industrial DMs for resale DM of other goods.	Government Type	Republic, organized on old tribal lines. Much Imperial assistance.
Trade Acceptance	50%	Government Support	43% (Vote = 75%)
		Government Loyalty	57%
		Repression Index	8%
		Bureaucracy Level	Low, very efficient
		Corruption Level	9%
		Law Level	15
		Economic Rating	Poor Agricultural
		Gross Productivity	MCR 675,000
		Per Capita Income	CR 2500
		Tax%/Levy	30%/202,500
		Military Spending	15%/30,375
		Major Exports	Luxury Goods, Industrial Metals, Gold, Silver, Gemstones.
		Major Imports	Polytextiles, General Tools, Mechanical equipment.
		Trade Restrictions	5% tax on goods sold goes to development fund for planet.
		Trade Acceptance	30%

Skundaisdias was discovered in 217 I.E. by a merchant vessel from Onokrok. The Planet was one of those terraformed by a Forerunner species in prehistory, but was still in fairly poor shape for colonization. RAD/1 conditions prevail in many regions, and the overly chilly climate made the prospect of colonization unpleasant. A later expedition found something the first missed: extensive deposits of radioactives and heavy metals, apparently put there by meteor bombardment and/or by a malfunctioning matter transmutation device (several badly preserved ruins have been found on planet, but research has yet to turn up anything definite). The Jeltan soon began a massive colonization effort, and invited Szagayin pithicines and Terran humans to join. A largely self-sufficient base colony was established and it has been growing every since. Herding of native animals and fishing are becoming major industries, but not enough food is produced locally to begin shipping it off-planet. The miners are an independent lot, traveling about in power sleds of goodies buried under the permafrost and mud. While the planet is largely self-ruled, the Ezrak Empire maintains some control and has a military base and navy yard on-planet.

Varminoog was found in 367 I.E. by a merchant craft from Chin-Smith. A thriving civilization was busily growing on one of the continents, and the Ezrak Empire contact team was called in to establish relations with the natives. The Szagayin were surprisingly friendly to the visitors from the stars, and trade agreements were soon established. The UFP sent it's own contact and development specialists in 398 I.E., and were given an even more enthusiastic reception; the Pithicines did not approve of some of the Ezrak/Jeltan customs and government and were glad to see other systems existed. Over the next five decades the entire planet has been modernized to Tech/4, with some regions as high as Tech/6.

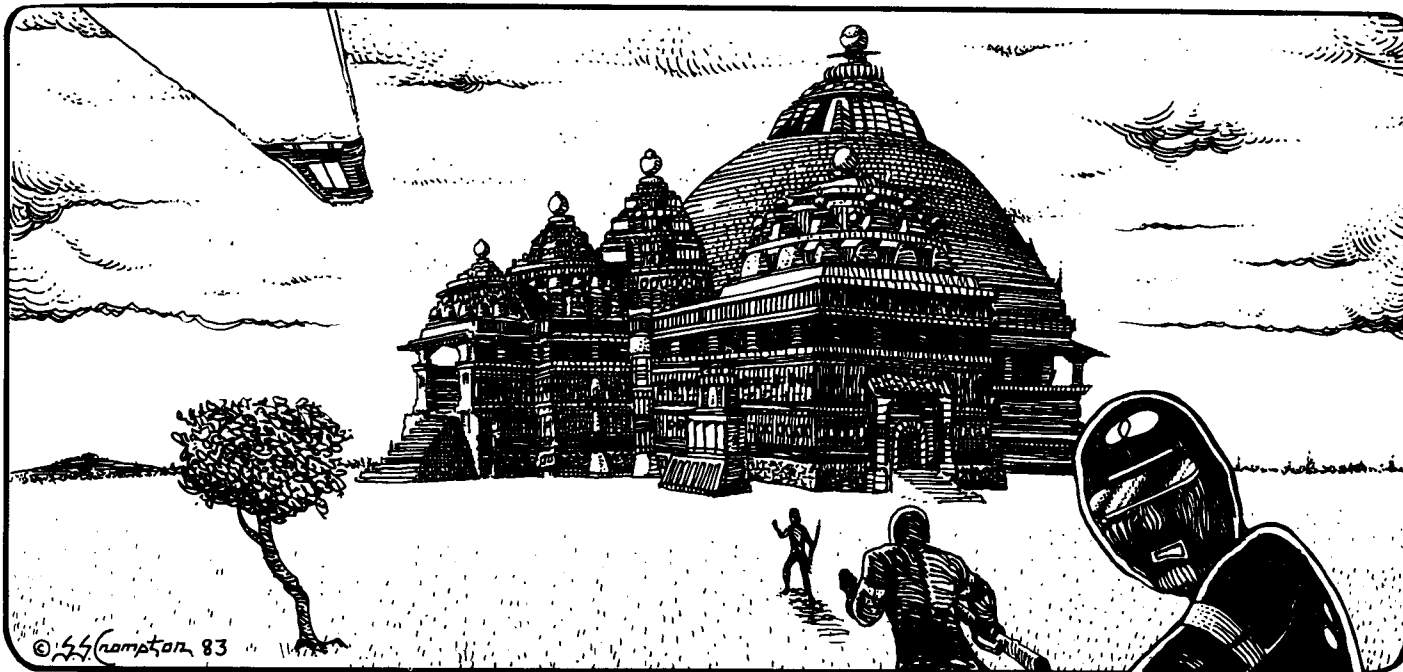
The Szagayin are typical Pithicines, with the odd feature of being able to withstand cold and arctic environments quite well; a benefit of a recent ice age. They have a relatively open culture, with definite traces of tribalism apparent; the current government (which was established before contact) is organized on tribal lines, but this relationship is becoming more and more formalized as the planet modernizes.

V. THE ADVENTURE BEGINS

The adventure begins once the PCs reach the customs office in Chin-Smith City, a bustling little town adjacent to the StarPort landing fields and facilities. If the PCs haven't found or reported to the offices within two days of landing, they will receive a message from a Mr. Krummosh asking them to report to his office on an important matter concerning their cargo. A codeword indicating that they should hurry is included in the message.

The customs office is also the local branch secret HQ of the agency employing the PCs. Mr. Krummosh's job with customs is a cover for his real position as the director of the post, and has been given the task of informing the PCs of their mission. Krummosh, a Chin-Smith minor aristocrat, will bring the PCs down into the basement headquarters area and show them tapes, photos and audio recordings of the scene of the crime: the Horkalie temple of Chin-Smith. Slightly over a month ago, a

cutter swooped down from orbit and hovered over the Temple compound, dumping soporific gas-generating canisters and covering the area with heavy stunner fire. Men in black overalls, armed with stunners and laser weapons, jumped out of the invading vessel and began securing the temple and compound. Eyewitnesses estimated that at least fifty men were in on the attack. After a mere fifteen minutes, the virtually defenseless compound was under the control of the black-draped armymen. The few security men were killed when they resisted capture; the invaders had as yet suffered no casualties. The troopers searched the temple building with ruthless efficiency, taking precious artwork and gorging themselves on rare foodstuffs from the sacred altar to Baport (the deity of the Horkalie cult, whose stomach contains the universe). It took a full hour for the PDF forces from nearby Poshborough to investigate the reports of an attack on the cult temple; by the time they reached the site, the black cutter was taking off, trailed by men with CG belts covering the retreat. The PDF troopers managed to pick off



two of the black armsmen, before the remaining enemy armsmen slipped into the accelerating cutter, which sped into orbit before local ground-based defenses could react. The mysterious boat rendezvous with a merchant ship in orbit; the latter took the cutter on-board and broke orbit, heading for the outer solar system at 240 LS. No action was taken in time to stop the ship before it made a hyper jump to an unknown location.

The two enemy casualties, hit by blaster fire, were quickly packed aboard a PDF service ambulance which headed for Chin-Smith City at full speed. It never got there; radio messages from the ambulance reported that the prisoners were in stable condition and unconscious. . . then the messages broke off. When investigators reached the scene, the ambulance was totaled (the fans were shot out by laser fire, and clogged with a gritbomb) and the crew executed. The prisoners were missing, along with obvious artifacts and the taped records from the biocomputers on board the ambulance. No footprints were found leading away from the scene.

That is all the PCs will have to go on. Searching the ambulance will turn up two more clues:

- 1) A button, or piece of jewelry, attached to a scrap of black armor fabric. This is a secret caste sign belonging to a Bevayin; it indicates that the holder is a rightful holder of a particular caste/rank. This button is a Armbreakers caste symbol.
- 2) A blood sample, taken from one of the victims and placed in a sample cooler that is still working. Analyzing the sample is a two science, difficulty 2 problem. The blood is definitely from a Bevayin.

Interviewing the still shaken acolytes and cult members at the temple may be useful, if the PCs go to the right people, and ask the right questions. The first thing that will happen as the PCs leave their vehicle is that they will be confronted by a nervous, guilty-looking cult official (the Major Savory) who will admit that the cult has held back the extent of the crime: the cult leader, Chief Connoisseur Roampchim Onzman is missing! Without the spiritual guidance of the Connoisseur, not to mention his expertise at the culinary arts, the cult, and therefore the universe, will fall on bad times (the Church of Horkalie believes that the universe is the three-dimensional surface of the ocean of digestive fluids inside the stomach of the great deity Baport. By eating well, Baport's stomach is calmed and the universe experiences good times. The church offers meals of excellently cooked food to Baport by dumping it into hyper-space. They also run a school for chefs that has branches on many worlds). The Savory offers all the help she can to help in the investigation. The following facts are of importance to this adventure, if the PCs ask something not on the list, make it up. Reasonable questions to obtain information not on the list below should be answered by the SM as best he/she can. Be sure to role play the cult members; they are all devastated by the loss of their leader, and will act defensively if the

precepts of the faith are attacked. The PCs can also count on getting at least one exquisite meal during their stay; food literally fit for gods! The SM should come up with suitably intriguing dishes, some quite bizarre.

Item: The Connoisseur often hires himself out to rich people or organizations; on these occasions, he cooks meals for the hiring party, then gives them spiritual guidance and proselytizes for the cult. In the last year, the Connoisseur was hired five times. The first assignment found him cooking for a local politician/aristocrat on Chin-Smith. Mr. Comp-troller of the County Landfall was a typical employer, using the Connoisseurs talents to liven up a banquet. The second assignment was on Onokrok, at the dedication ceremonies of a monument celebrating the fourth centennial of an obscure historical event. The third employer was a Mr. Gurrinkay Wrorble, who hired the Connoisseur to cook at a banquet for his friends. The event was held on Burinkinparth, in a seedy part of the StarPort city. An aide who accompanied the Connoisseur on this trip can supply additional information: he feels that the host and his guests were not exactly honest businessmen, and that the honorable Mr. Wrorble was not a native. The fourth job the Connoisseur took was another local job, providing food for a convention of restaurant owners. The fifth assignment was on Gruztom, working aboard a Sky Cruiser; if asked if anything unusual happened, the aid will admit that the host, a Mr. Kasrinknin, kept the Connoisseur a week after his scheduled departure. Kasrinknin paid for the lost time, but the Connoisseur was still indignant. Some of his close aides recall that he became angry whenever the subject of Mr. Kasrinknin was broached, and acted withdrawn for some weeks after.

Item: Over the last year, several shady characters have been trying to get the cult to buy the drug, Philatric. This substance enhances the sensitivity of the tongue, and is used to improve the flavor of foods by unscrupulous cooks. These attempts have stopped since the kidnapping.

Item: An acolyte searching the quarters of the Connoisseur have found a handgun, registered in the official's name, under his mattress. The acolytes believe that their chief was expecting an attempt on his life, and took measures to protect himself.

How the PCs proceed will depend on many factors. If they begin searching deep space for a ship full of black-clad armsmen, they will be in for quite a wait. There is no real best course of action either, so the rest of the adventure will consist of separate Clue Locations, detailed settings where the PCs can pick up clues and begin to track down the culprit and victim.

VI. THE MERCENARIES

Once the PCs have found the racial background of the raiders, it behooves them to begin researching the Bevayin species, culture and homeworld. They will, if they request it, receive the information given

in the Racial Profiles section and in the World description of Quanchiov. Further information that applies can be found on Quanchiov, and to a lesser degree on the Bevayin colonies.

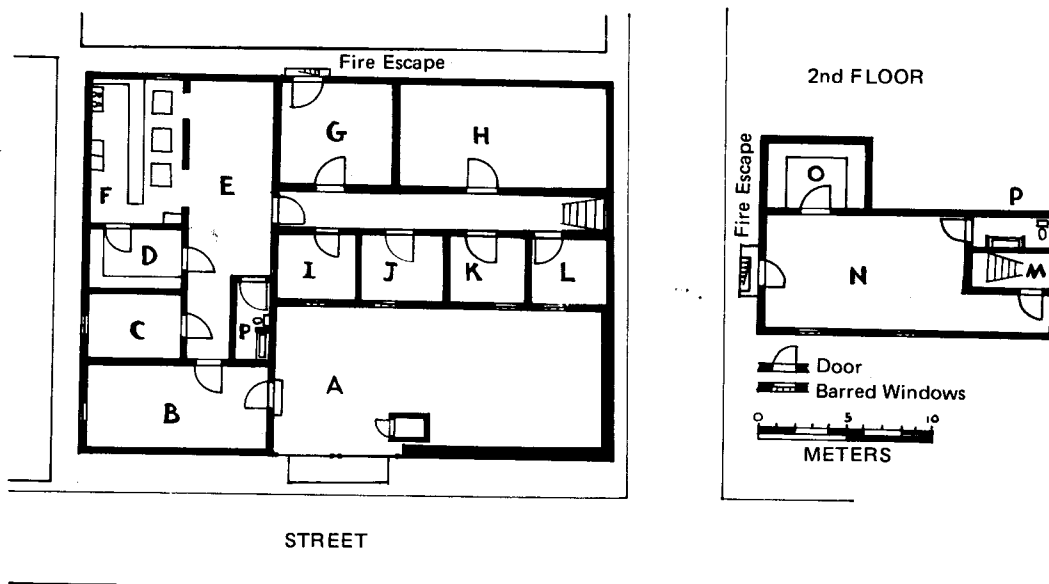
The Button:

The caste symbol is a highly personal and precious item. Without it, one's status will be challenged constantly by people one doesn't know personally. Advancement in rank in Bevayin culture requires the hopeful petitioner to have a duel of nerve with a higher-caste person. Using threats, blackmail and audacious bluffs and counterbluffs, the two combatants try to outdo each other. When one person concedes, the other wins and keeps/attains a new rank. The caste button proves this, and acts as a visual symbol of status. Each button is registered and numbered with the records kept at authorized dealers of the buttons. If the PCs obtain these records, they can find out the owner of the button. The jewelers who deal in the devices will attempt to get the button from the PCs so 'We can return it to the proper owner' . . . partially to protect the Armbreaker who owns it from being bugged by offworlders, partially because they can use it to blackmail the owner and possibly

get his position. If the PCs are forceful, they can keep the button; if they're really clever they'll find out the owner by stealing/borrowing the books of record; this will prevent the sneaky jewelers from reporting the PCs to the owner of the caste button. Play the Jewelers as sneaky, with a facade of obsequious helpfulness.

The caste button belongs to one Armbreaker 1st class Ryloro Voramdible, a Sergeant in the Nattichippin Mercenary company. The Company headquarters is located in a tough part of the capital city of Quanchiov, Furingort. The main entrance is guarded by laser-armed mercs, and there is no shortage of armed men inside. Boldly going up to the entrance, demanding entrance, and shouting 'ARMBREAKER RYLORO VORAMDIBBLE!' while waving the caste button about will result in the PCs being tossed out following a preemptory 'Thanks' and a lot of mean looks. It will also result in the assignment of two assassins to track down and kill the PC(s) who pulled such a stunt. Other, more effective approaches include posing as clients and asking about the company's service record; doing the same and getting the name of the owner for consultation on a unusual assignment; and breaking in to steal records/interrogate mercs. A floorplan is provided for such actions.

Mercenary HQ and Barracks



Nattichippin Mercenary Company Headquarters

The headquarters building is a two-story structure of reinforced concrete. The windows are small (2x3 feet) and are set near the ceiling (three meters off the ground on the outside). There are three doors: the front entrance off the parking lot, a back door opening into the northern alley, and a door on the second story leading out to the roof and a fire escape. The roof is used as a drilling ground, and is surrounded by a 3 meter high, link fence covered by opaque sheet-plastic to block the view from the street. Several hardpoints have been set up on the roof where a heavy weapon could be mounted.

A. The gate: This is a 4 meter high reinforced link-fence material. The parking lot is open to the sky, but is surrounded by a 4 meter high wall of cement block. A small guards shelter is set by the gate and is occupied day and night by an armed mercenary. Only company vehicles are allowed inside; visitors must come in on foot.

B. The front office: Two guards are stationed by the door during the day, one at night. This room is the main office, and contains the desks and files of several secretaries and company officials. Only routine administrative work is done here.

C. This is the company commander's office: He and an aide will be here most of the day. A safe containing confidential materials is also kept here. There is a 30% chance that a payroll of 4.d10 thousand credits will be in the safe.

D. A pantry/store room: Janitorial equipment, tools and other house-keeping gadgets are kept here.

E. A lounge: For the mercenaries, with bookshelves, TV tanks and a computer terminal. The back door is kept locked at night.

F. Kitchen and mess area.

G, H, N: Barracks rooms for the troops: At any given time 1d6+1.10% of the 200 men in the company will be off on an assignment, and 1d6.10% of the remaining troops will be off duty/on leave. These quarters are sparse, and contain little of value other than the mercs foot-lockers: each locker may (20%) contain incriminating evidence linking the company with the raid on Chin-Smith.

I. An Armory: The window to this room is barred and locked, and the inside door is reinforced. The Laser rifles and stunners and armor of off-duty mercs are stored here. In addition, heavy weapons such as laser and stunner cannon are kept here.

J, K, L: Officers quarters: These well furnished rooms house one or two officers. The rooms will always be in use, with a 10% chance of occupancy during the day, 80% chance at night.

M. Stairs.

P. Showers and Lavatories: The first-floor lav also has a partitioned-off dispensary area.

Mercenary NPCs: as is the fate of bit characters throughout history, the mercs will all be treated as having the following stats:

MERCENARIES

Wt.77 kg, Carrying Cap.40kg, Damage Cap.30, Stamina 60 Shock CR 11, HTH 33, Combat training 6, Street Combat, Laser 6, Stunner/other weapon 4, jump belt, CG belt, HTH combat 6, First Aid, Alien Environments, Space ship orientation, zero-gee combat. The mercenaries generally carry a laser rifle and/or a stunner carbine. If on security duty the latter will be used; in combat the former. The laser rifles have attachments for using a grenade launcher (treated as a 'H' size grenade pistol). All mercs wear LBA/5 with CBA/3c helmets. Med kits and monofilament knives are issued for combat duty.

Officers will have above average physical characteristics (ordinary mercs are average), plus higher skill levels and tactical training. The entire organization is experienced and very tough: if the PCs get them angry or try to inconvenience the mercs they're asking for trouble. If the situation warrants, hired killers may be called in:

ASSASSINS

Wt.85 kg, Carrying Cap.50kg, Damage Cap.32, Stamina 70 Shock CR 13, HTH factor 35. Combat training 3, Street combat, Unarmed combat 8, Needler 10, Special Weapons 7, Monofilament Blades 8, skills in poisons/drugs, streetwise 8, Assassins come with a variety of nasty weapons and equipment. Given sufficient time (and if the PCs know someone's after them) they will trap the PCs hotel rooms and may even arrange for an ambush at their SpaceCraft.

The Natichippin are indeed the culprits of the raid on the temple. The records in the office don't give details, but a list of equipment purchases and the maintenance records of the company SpaceCraft are available. Cross-checking will find the identity of the craft, and a little snooping at the starport will prove that it is the same merchant vessel that enabled the raiders to escape the scene of the crime. (For completists: the ship is a modified Corsair class privateersman, with a fake unstreamlined inflatable outer hull, and equipment to change the ship's appearance to radar and sensor probes. Trophies of the raid hang in the ship's rec and cutter bay. The ship will be guarded by 1d6+2 mercs at any given time). The owner of the company can be found by asking, or by examining the records: The Overbluff Zoarim Furinyot Dubgie. Anyone reading a newspaper or account of current politics on Quanchiovt will recognize the name; Dubgie is the most powerful non-politician on the planet, and one of the richest and most feared men in the Octant. He lives on Quanchiovt most of the time, in a villa on an island in the southern ocean.

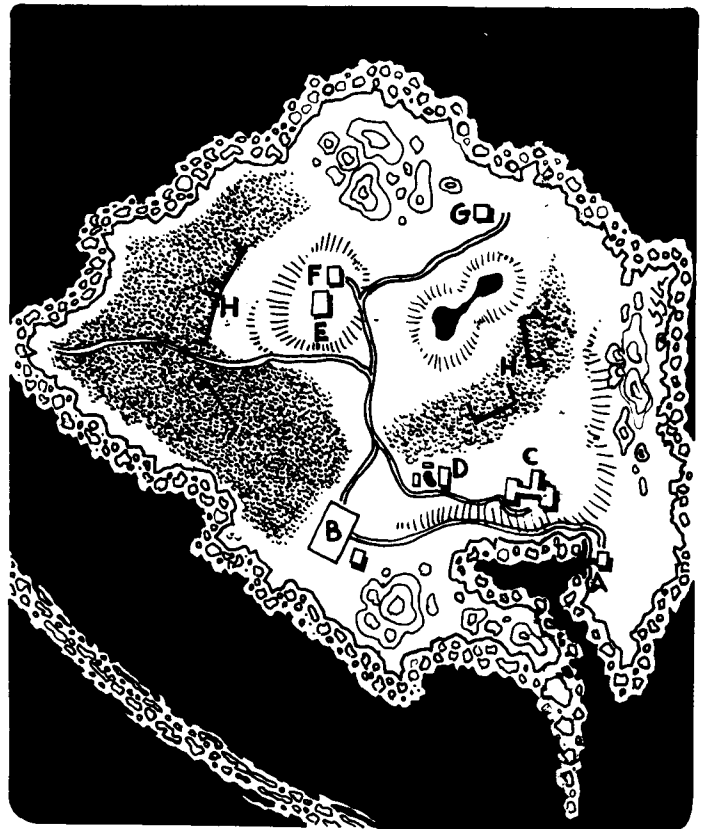
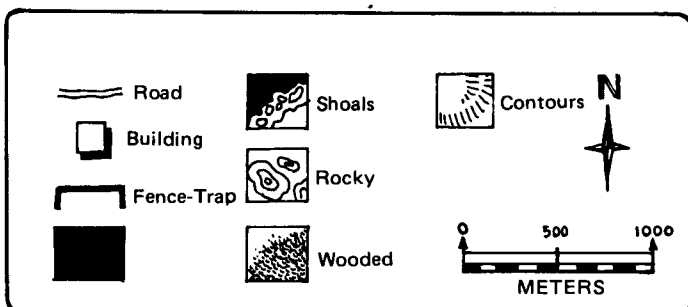
VII. THE OVERBLUFF'S VILLA

The dwelling of the Overbluff is located some 7,000 km. from the Star-Port; the last 500km. or so of this distance is over the rough seas of the southern ocean. Numerous cities line the coast, so transportation as far as the ocean is no problem; getting to the island proper is another matter. If the PCs have made a good show of being interested clients, they may have transportation provided for them by the Overbluff's staff. Private boats are available, but if the PCs have been asking too many questions they may be followed, and their arrival on the island will be anything but secret.

A map of the island has been provided for use in secret landings/sneaking about. The island defense post has a radar set, which will detect invading vessels 40% of the time, aircraft 90% of the time; visual patrols have a 50% chance of spotting boats, 70% chance of spotting aircraft, percentage chances quartered at night. Ten heavily armed guards are assigned to the island-use the merc NPC stats, but ignore armor and heavy weapon equipment. These guards will attempt to draw invaders into one of their fenced-in areas, then demand surrender.

Island Map Key

The Overbluffs home island is a hilly, wooded little spot of land. One large hill is visible above the tree-tops: a latticework tower is visible here. Other features are noted on the map and explained below:



A. Boats belonging to the Overbluff and his guests are docked here. The Overbluff's vessels include a luxurious 25 ton hydrofoil (with passenger space sacrificed for pleasant quarters and facilities), and two-2 ton jet boats. These are used for patrol duty and guiding visitors boats through the reef off shore. Each craft has a Light slugthrower machine gun on board. The boats are run by the guards; the larger boat by three permanent employees.

The boathouse contains a workshop, a storage room, and sparse living quarters for the three boat crewmen.

B. This blacktopped area is a landing field for aircraft. A pre-fab, wall-less hanger is located nearby to shelter the Overbluff's aircraft: a light plane (six ton jet model), and a tech 7 Lt. Helicopter.

C. The Villa: see map and key below. The villa is surrounded by gardens, terraces, and patio areas.

D. Outdoor recreation facilities: A pool, garden-pond, and a court for playing outdoor games.

E. The island's radar/radio tower: a small shack located nearby contains equipment for the radar and quarters for the comm-tech and three of the guards assigned to outside duty.

F, G. These are two story buildings, housing guards, gardeners, and other outdoor help. There is little of value here. An intercom system allows contact with the villa. Area G also contains a small mess hall and lounge for the help.

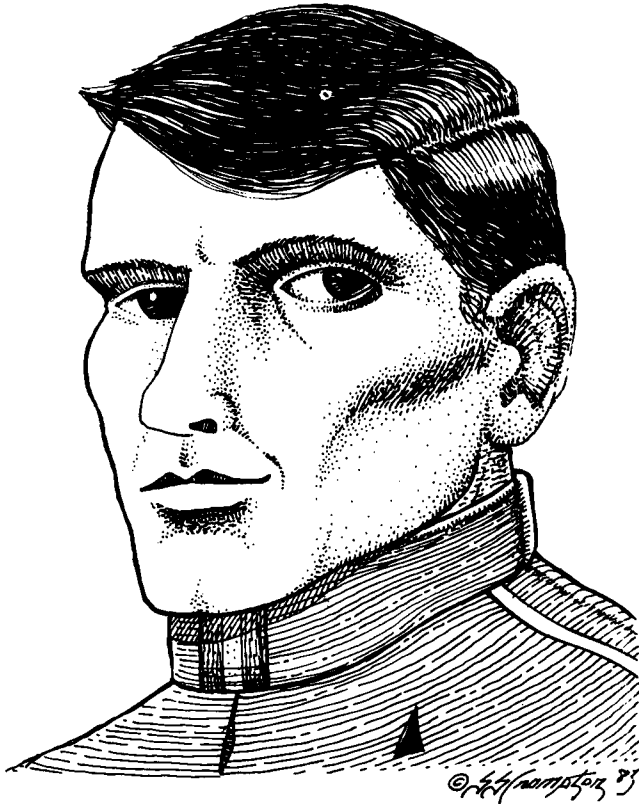
H. These are pens of a light fencing material, open on one end. If someone is loose on the island, the guards will try to herd the intruder into one of these pens. The barriers are 4 meters high, and are composed of plastic netting - hard to cut through, harder to climb.

The Villa's location is indicated on the map, and a partial interior floor-plan is included. Most of the entertaining is done in the east wing; PCs posing as possible clients will be treated to a nice time here. The servants' quarters and service areas contain no clues; the family wing of the house contains several:

a) The sitting room has a fantastic mural on one wall: the surface of Gruztom as seen from a Sky Cruiser. Other Sky Cruisers are visible in the distance; an impressive sight.

b) The basement contains a secret room where various types of organic drugs derived from plants are kept: an adjacent series of sealed, environment-controlled cubicles contain plants in their natural form.

c) There are several portraits of the Overbluff Dubgie. Careful inspection, and comparison to the man who greets the PCs and is introduced as the Overbluff. Intuition CRs will reveal this if the PCs don't ask directly. This is not really the Overbluff.



PCs who come as invited guests will be treated as VIPs, and will be treated to an excellent time. The Overbluff himself will speak with the PCs about the strengths and excellent record of the Natchippin Mercenary Company. The meals served will be excellent. . . and the PCs will notice that there is something familiar about some of the dishes. If pressed, the 'Overbluff' (who isn't) will tell a tall tale of how he got the recipe from the priest of a weird cult on Chin-Smith in exchange for several doses of the drug, Philatric, an obvious lie, the cult would not stand for such things! If the PCs seem the faults in the imposter's cover as he gets more and more burned. Eventually, a servant will pull the worthy Dubgie actor away, apologizing for his 'masters' indiscretion. The PCs will be sent home the next day, with a note from the Dubgie apologizing for his absence at breakfast, discussing plans for future business.

The Overbluff Dubgie uses a carefully trained and disguised aide to stand in for him when he is away from the villa, furthering his power. The stand-in takes full advantage of the position he poses in, but tends to overdo on the drugs and luxuries the villa offers. Only a few people in the household know of the imposter, so a kidnapping or assassination attempt will raise quite an alarm. The Connoisseur is not at the villa; he was here, and was forced to teach the local cooks some of his marvelous techniques and recipes. The clues noted above refer to: a) the connection that the Overbluff has with drug trafficking and: b) the fact that the Overbluff has some interest in Sky Cruisers.

If the PCs manage a clandestine entry, further clues may be found on the premises; see the floorplan key.

Villa Key

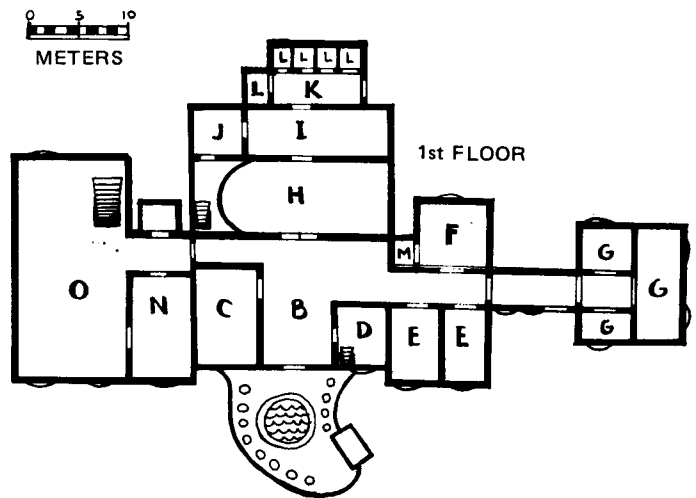
A. This is a pleasantly decorated entryway, with a pool/fountain. Several of the pillars contain cameras with IR vision. A costumed guard will be on duty here at all times.

B. This entry hall is equipped with sofas and a few bookshelves. Expected guests will be entertained here until the Overbluff's imposter is ready to act. PCs who appear to be aides and servants will be separated from the PCs with who Dubgie has business. If the PCs allow themselves to be separated, the underlying group will be brought to the kitchen/servants' mess and be given a meal, and from there go to the outside recreation areas.

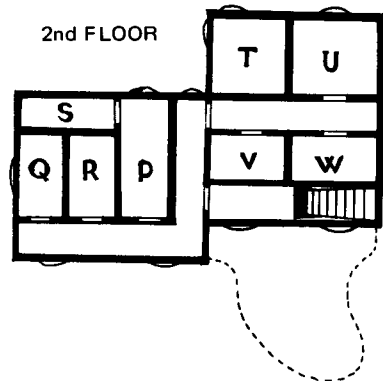
C. This is a communications room/computer center: a few technicians and a security guard will usually be on duty here. The communications set up includes a holographic meeting table, coding/decoding devices, and a powerful space-ground subspace radio. Several computer terminals allow access to the intimate files of the Overbluff. A character with Multicomp IV skill of 5 or greater will have a 10% chance per hour cumulative, of finding the location of the Connoisseur OR of finding the current locations and alias of the Overbluff Dubgie. Information on the drug smuggling ring is not available. Note that there is a entry lock on the computer; a CR roll for electronic aptitude is necessary, with a penalty of +4 to the die roll. DM for skill in Multicomp IV allowed. Failure will alert security personnel.

D. This is the security room. TV monitors allow surveillance of each of the guest rooms, as well as approaches to the house. The radar equipment scanning the sea and sky approaches to the island can be mon-

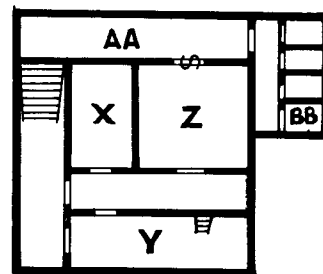
Villa Plans



2nd FLOOR



BASEMENT



itored from here. 1d4+3 men will be on duty here at any given time; the remaining security personnel will be out on patrol. A Communications/intercom switchboard is also located here for in-house and on-island communication.

E. Entertainment room, equipped with Holo-TV sets, games, etc.

F. A lounge/meeting room: PCs who have come to discuss business with the Dubgie will be met here by his agent/imposter. The room is decorated in astronomical style, and the east wall is a large holoscreen.

G. Guest rooms, equipped with automatic bars, small baths, and entertainment screens.

H. The main dining hall.

I. Kitchen/servants' mess.

J. Pantry: besides food, a good selection of wines and drugs are stored here in locked cabinets.

K. Servants' lounge: this is a sparsely equipped room for the use of the lower-caste household servants.

L. Sleeping cubicals: these are bare little cells where the servants sleep. There are ten household servants; they are meek, well trained people who have become totally apathetic and ambitionless because of Dubgie's powerful ego and oratory: the PCs will receive neither help nor hinderance from them.

M. Workshop: This room is furnished with woodworking and electronics tools. Though normally used to repair household items, it could be made into a source of armament if the PCs are in need of weaponry.

N. The Library: besides a large number of ordinary books, this room has a tape/disk library. Little information concerning the whereabouts of the Connoisseur can be obtained here, but information on the sector in general may be.

O. The family lounge: normally, the Dubgie's family alone is allowed here. If the PCs insist on seeing the Overbluff in a hurry, he may be met here. The room is comfortably furnished and decorated with hanging plants. The most striking feature is a holographic mural of a scene on an alien world (see description above).

P. A lounge area: equipped as a playroom for the younger members of the Overbluff's family. A guard is stationed here at night.

Q. The private bedroom of the Overbluff: The sumptuous decor hides a variety of hidden panels and compartments chock full of weapons, notebooks, texts on the erotic arts, and other items of decadent interest. The Overbluff, or his stand-in, sleeps here alone unless accompanied by a bedpartner. The door and walls are armor-reinforced, and a guard stands guard at night.

R, T, U, V, W: these are bedrooms of other members of the Dubgie family. Most of these rooms are unoccupied at the moment, as the Overbluff's wife and children are visiting Kestizassle.

S. The Overbluff's office: This room is equipped with a computer terminal, files, maps, and other materials appropriate to the running of a large business empire. No incriminating materials can be found here, but the computer terminal may be used as in room C.

X. This basement room is cluttered with old furniture, tools, and stores of food. The east wall is lined with racks of wine bottles.

Y. A utility room: boilers, water tanks, pumps, etc.

Z. This is a armory and guards' rec room/sleeping quarters. Several dozen laser rifles, stunners and grenade launchers are stored here in lockable cabinets. An intercom system provides communication with other vital rooms and buildings on the island. A secret door, located behind a swivable cabinet, provides access to room aa.

AA. This room is packed with large amounts of illegal and dangerous drugs. A small computer in the west end of the room contains records of the Overbluff Dubgie's drug smuggling and distribution ring.

BB. This room is partitioned into a viewing area and four small cham-

bers where drug-source plants are being grown under controlled conditions. Among the items growing: sponge weed from Follan, Coal herb from Furious, a kelp/jellyfish symbiote from Kestizassle and Diasy weed from Onokrok. See the Illegal Drug appendix for details.

Clues

As mentioned above, investigations at this location can turn up some clues. Some are obvious: the Sky Cruiser mural should lead the PCs to connect Dubgie with Mr. Kaskrinknin, one of the people who hired the Connoisseur in the last year. The drug paraphernalia and records may lead the PCs to suspect that Dubgie is connected to Gurrinkay Wrorble. In fact, he is both of these people. The more useful but vague clues:

If the PCs succeed in getting information on the Connoisseur from the computer, it will be in the form of accounting records, referring to 'The Chimp', a corruption of Connoisseur Roampchim's name. The accounting program refers to three items: buying tickets for the Chimp for a trip to Burinkinparth; buying a return trip ticket to Quanchiovt for the same; and a third ticket purchase to Gruztom. To preserve the element of uncertainty, give the PCs these clues embedded in a mass of irrelevant and possibly misleading data; for example 'send new cook to Furious operation'; 'Those Terrans on Gembok are connoisseurs of good dope; send them some more;' and so on.

The drug-smuggling ring records can also provide clues. A reference is made to the effect that 'perhaps the cult will buy likkinstuff now that their chiefs working on Baischormth'. Likkinstuff is the drug Philatric; Baischormth is the Sky Cruiser owned by Kaskrin knin/Dubgie. Other notes: 'See about new balloons for Furious'; 'Get Sponges for Terran shipment', 'Send Ulorys gang to GemBok for action on Spycy'. Again, much useless information must be waded through to get useful clues. If the PCs look for them, the records also include the locations and passwords/actions necessary to get into the headquarters of Dubgie's various operations throughout the Octant.

Other: some interesting information unrelated to searching for the Connoisseur or busting up drug rings is included in the various files. One message refers to preparations to steal 'Bizmolin', this is an artifact from the Ni'er Queyon empire (extant -150,000 I.E.) a huge stained 'glass' window of immense durability that forms the roof of the Council of Ibentek (the ruling body of Onokrok) meeting chambers. Bizmolin has stood up to fusion bomb blasts with only minor discoloration, giving it a usefulness far greater than any merely esthetic item. Besides the immense cost, no details of the operation are given. Convincing the Jeltan that the ancient object is in danger of being lifted will be a difficult task: Bizmolin is about 50 meters on a side and masses some 200 tons (The transparency consists of a layer of stelt-a superheavy metal crystal - of various colors sheathed in a dense monomolecular substance that seems to strengthen it's atomic bonds by absorbing hard radiation. The picture in the glass is a battle scene; a Boar-like bipedal creature in heavy armor fighting a wild beast).

Lastly, there is an item of considerable importance. If the PCs can use the information, they may be able to stop a crime of such magnitude that the kidnapping of The Connoisseur will seem trivial in comparison! The clues: 'As Wrorble, pick up Gutral shipment at Hermudaars. See about power source adapters and shielding installation.'; 'Bring cash x 10,000 to mollify inspectors on appearance of extra equipment on Baischormth.'; 'Cameras on deck and bridge for those picky dogs; do it in 3D so I can watch it at home. Bring the Chimp home for the victory dinner? Make sure about recipes, wolves only eat meat'. These memos refer to the conspiracy of the title; during a Sky Cruiser race on Guztom, the Overbluff Dubgie, disguised as Mr. Kaskrinknin, will use his airship Baischormth (armed with powerful weaponry from Gutral's World) to blast the entry from Onokrok out of the sky; And the Ezrak Emperor and most of his cabinet members will be on board the target vessel! Some of the above clues will find their way into the possession of the PCs even if they blow their mission to find out where the Connoisseur is . . . perhaps they will spot one of the Dubgie's aircraft at one of the coastal cities and find the memos in a glove compartment, or hear one of the Nattichippin mercenaries talking about their 'big assignment' next month on Gruztom to 'see the fireworks'.

Checking the newspapers/tapes from Gruztom will reveal that the big Sky Cruiser race is to take place in ten days; enough time to get there in the PCs vessel and have a few days to plan and operate!

VIII. THE QUANCHIOVT CONNECTION: DRUG RING INSTALLATIONS

The PCs could run into drug smuggling in a number of ways. If the PCs decide to investigate Mr. Gurrinkay Wrorble, one of the people who hired the Connoisseur for a special banquet, they may stumble onto the dealers' den on Burinkinparth. Using the records from the Overbluff's secret room, they could approach these places of dread in order to find more clues. If the PCs are stumbling about the Octant like headless chickens, the SM may have the adventurers run into a shady character who offers them some sort of nasty dope; this would lead to some clues if the PCs follow up. If the PCs find one of these centers, there is a small chance (5% per day) that the Overbluff himself will show up: Dubgie will be super-cautious around strangers, and if captured he has an excellent chance of escaping. The SM should play him as a PC in such cases, or get a player to do so; the Overbluff is so formidable a character that using him as a run-of-the mill villain NPC doesn't do him justice!

Onto the locations: each of the five locations below are part of the Overbluff's smuggling ring. They don't have neon signs over the door blinking 'DRUGS-DRUGS-DRUGS-GET 'EM HERE FOLKS-DRUGS'; from a factory or natural source, but the PCs are on their own from there. Chemistry and xenocology skills may be useful; i.e. a PC with a sample of Hroosh-which is derived from animal hair and claw material - might examine the subtle chemical differences in the microbes living in the Hroosh with samples from other worlds and determine that the incidental bacteria in the stuff, and hence the drug itself, are from Furious. Following the ships which distribute the drugs could also lead to a site.

Note that even if the Overbluff is killed/captured by the PCs during the action on Gruztom (see below) these sites will still be in operation, dispensing nasty chemicals to the Octant and beyond! Helping clear them out will improve the PCs position in the case that they blow their assignment of rescuing the Connoisseur.

FOLLAN

In the southern hemisphere of Follan lies the green waste, a cold desert region with only a few settlements. The sands are indeed green, due the presence of oxidized copper in the soil. In a bowl-like plains area surrounded by hills and mountains is the settlement of Tunbliddy. Scattered over a 10,000 square km area are twelve family outposts, each consisting of three to ten domes, each equipped with airlocks that sterilize the incoming air and the equipment of those entering to prevent the entrance of Sponge-Weed spores that would otherwise quickly suck up open water in the dome. Simple still-suits (water isn't actually rare, just hard to store) prevent spores from growing on the sweaty skin and exposed moist tissue of people traveling outside - not wearing one for more than a few hours may result in a mouthfull of growing spores and mushroom-like growths in the armpits. The entire area is thickly populated with Sponge Weed; these are spherical, spongy masses of pulp covered with tissue-like tendrils which whip about in the wind and collect water vapor. The Weeds has a waxy outer shell and a moist interior. Occasionally, a wild Weed will have a predator living in symbiosis with it; the animal lives in or under the weed, and receives water in exchange for protecting the plant and delivering fertilizer in the form of scraps of carrion which it itself doesn't eat. Sponge weeds range in size from grapes to five meters in diameter, with two meters diameter a good average. This makes walking on foot tedious, as the Weeds often cluster together, blocking progress between.

The settlers are a friendly bunch, but less so than your typical Follaner. This is probably due to their big secret; they have discovered that one of the wild Sponge-Weeds native to their area can be rendered down into a waxy blob which has a paralyzing effect on human nervous systems. In this state it can be treated as a D2 drug - quite valuable in itself. When treated with simply chemicals - a detergent and weak acid - the waxy stuff becomes a powder which is weaker but even more prof-

itable. The stuff is prized as an anesthetic under the name 'Doozeall', but even for this purpose the source is unknown. As a snorting powder, the drug is called a cast number of names, but is called 'Tunbliddy' here for convenience sake - few actually use this name, and so far no one has connected the drug with Tunbliddy the town. About half of the farmers grow the stuff, delivering it to the smuggling post in exchange for cash and/or fancy off-world trade goods. All the people in the post are defensive about their find and will readily cooperate to keep visitors from leaving if they know too much.

The smuggling post is located in the house of one Kuyd Orukke, a recent immigrant from Quanchiovt and apparently a model citizen. He lets the community use his property as a drilling ground for militia practice, and has helped many a family clear spores out of their domes when a wall breaks. He is especially well liked for acting as agent for selling Sponge Weed extracts. A rough plan of his settlement is given below.

There are four domes in Orukke's settlement, one a warehouse that was erected by the Tunbliddy community to aid Orukke in handling their produce. The settlement is located near a spectacular spire-like outcropping of rock and is built in the shadow to reduce cooling problems in the summer and promote the formation of dew. Vehicles approaching on foot or jumping nap-of-earth have a 30% chance of being spotted by a harvester collecting Sponge Weed in the area. The personnel here have adopted a laid-back attitude when dealing with outsiders, but are quite suspicious in fact and won't stand for any funny business.

A. This is the base of the spire, a cliff some 30 meters high. This is high enough above the domes to render people here invisible to those in the settlement.

B. A concrete landing pad for the locals' helicopters and the occasional VTOL flitter. It is screened off from the rest of the settlement by walls of cultured Sponge Weed, and has lights for night-landings.

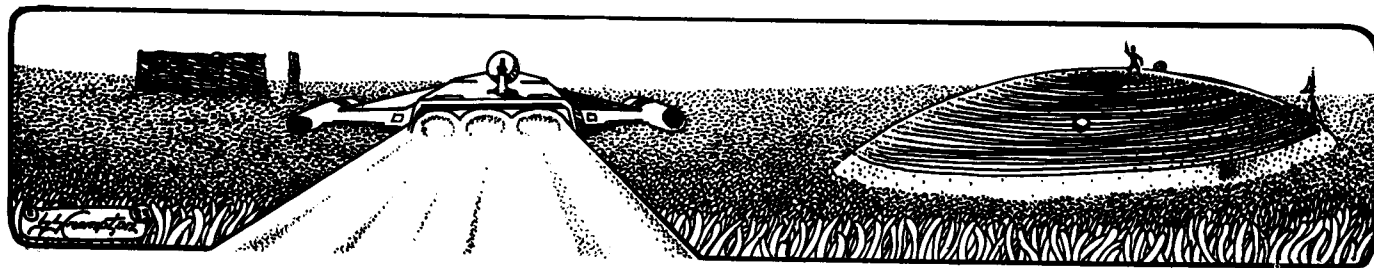
C. These are walls of specially bred Sponge Weed. The plants are in many sorts of colors, and are 3-4 meters in diameter. It is virtually impossible to squeeze through them, and only explosives will clear them away with any speed. They are also a great security measure: Orukke has tamed 20 desert predators and has set them up in these plants as watch dogs. They will obey Orukke, any of his men, and will ignore anyone with a special scent-tag (these are distributed to legitimate visitors to avoid embarrassment. People suspected of being spies won't receive tags and will be escorted by someone who does). The beasts are 25kg in mass, have 18 damage points, a stamina of 70, Shock CR of 9, HTH factor of 21, and a weapon type G, claws and a spiny back-ridge.

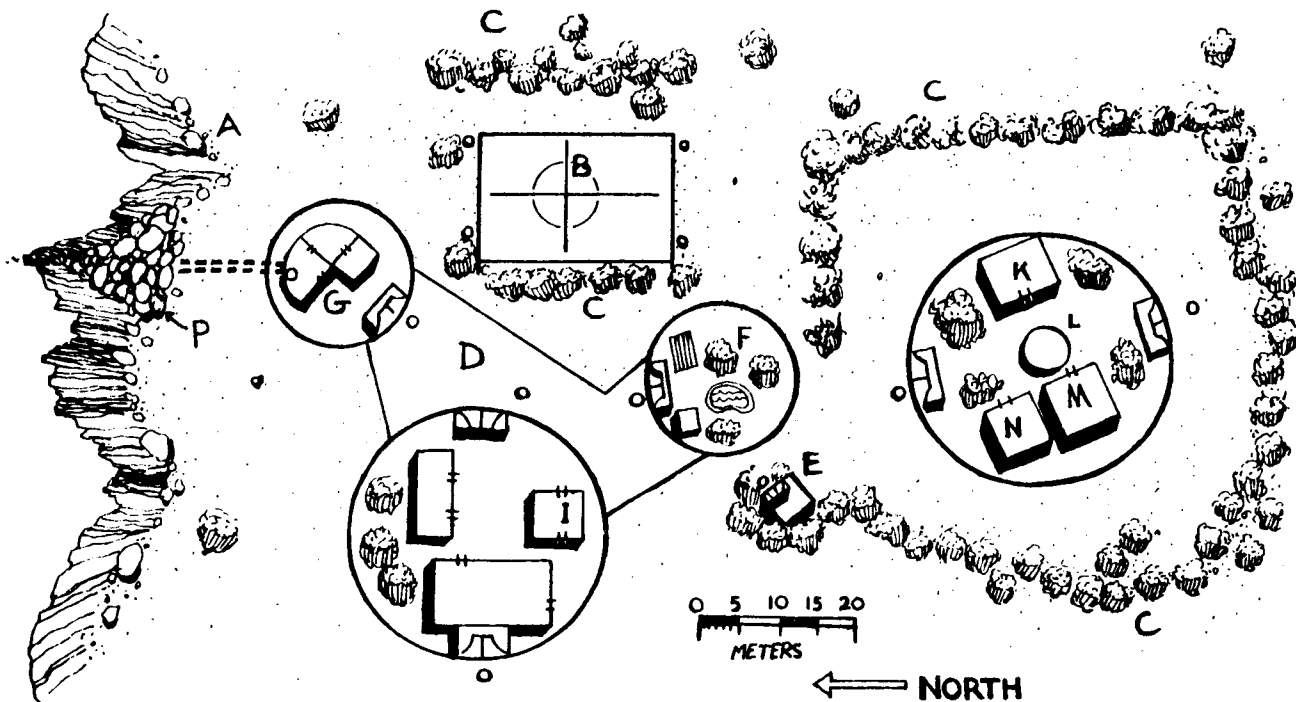
D. A concrete area, treated with chemicals to prevent Weed from growing.

E. This is a small inflatable shed which contains a water well and pump, a small alcohol-fuel generator, and other utility equipment.

F. This is a small dome, with one airlock, that houses a carefully tended garden of off-world trees and plants. Community meetings are held here weekly to discuss business and gossip. The small shed contains gardening tools and environmental controls.

G. This is Orukke's private home, a two-story wooden house. The drug mogul lives alone, but there are several guest rooms and good entertainment facilities. Orukke's room/office is on the second floor, and can be reached from the inside or via a door opening onto a balcony. Orukke has installed an escape tunnel under the house, running from a bathroom closet to a pile of talus (P). The entrance to this tunnel is well hidden, and a dart pistol set to autofire is concealed above the door where it will fire on intruders who open the door wrong. The darts are coated with drug D2.





H. Located in the large dome, this two-story building is a barracks/dormitory for Orukkle's men. It is sparsely furnished and is equipped with little but a small kitchen, bathrooms, and an intercom for communications with other buildings.

I. A radio shack, with a antenna sticking out through the top of the dome. This equipment is quite sophisticated, and includes a SSC/2 StarShip communicator and radar gear.

J. This is a one-story building containing rec rooms, a mess room and meeting rooms for the workers of the settlement. Equipment such as still suits, harvesting tools, and the scent-tags from (C) are stored in a room by the airlock.

K. This is a one story building cluttered with large vats and other equipment used to convert Sponge Weed into Tunbliddy in it's waxy state. A still for producing fuel alcohol and methane is also located here.

L. This is a tall, tower like structure in the center of the dome. It is labeled as being a communications building, but an armmen or armor-tech with heavy weapons experience will note that the heavy power lines and bracing mark the building as some sort of weaponry installation. Inside is a small ground-floor control room-with wire-control equipment disguised as a old-fashioned radio set. A mount of 4 Laser-Cannon *50 are installed in the top of the tower, outside of the dome.

M, N. These buildings contain packing equipment for boxing Sponge Weed. The boxes are made here, from treated Weed fibers, and are coated with a heavy layer of waterproofing wax inside and out - - and you can guess what kind of wax it is! Another machine, newly installed, is being used to put refined Tunbliddy-powder into plastic-foam 'peanuts', used to cushion shipments of delicate materials. These peanuts are shipped to Tylosh port where the Green Sands Packing Co., sees that the peanuts and the boxes are shipped to the right people Off-planet.

O. These are the airlocks into the domes. They take one minute - - ten melee turns - - to cycle, but can be overridden by pushing the right button.

P. Hidden under this Talus slope is another dome, stocked with food and full of weapons; in times of need, the workers of the settlement can equip themselves with laser rifles and small grenades (H size, hand thrown) and LBA/1 armor. There is enough equipment for 20 people. Orukkle also uses this room to store his records and conduct very-private business with people like the Overbluff.

NPCs: Besides Orukkle, there are 18 workers/soldiers who have left their home settlements to work here. Only three are trained armmen, though all have some skill with the laser rifle and the dart guns favored by the settlers.

Orukkle: Mass 85kg., 50 kg. Carrying Cap., Damage 30, Stamina 70, Shock CR 12, HTH factor 23, Streetfighting 4, Gambling 7, Streetwise/8, Administration/9, Helicopter Pilot, Groundcar driver, Alien Languages (Jeltan, Terran, Szagayin, Quanchiovt), Document Forging/8, Counterfeiting/7, Computer I-V/4, Civilian and Criminal programming/5, Desert Steppe, Marine Survival, Lasers/5, Whips & Other nasty weapons/4, Jump Belt, CG belt, Other criminal and personal-relations skills. Carries a Hold-Out Needle, Laser Pistol, Communicator.

Follan Armmen: Mass 77, 40 kg. Carrying Cap., Damage 30, Stamina 60, Shock CR 11, HTH factor 32, Streetfighting/5, Combat Training/4, Streetfighting, Jump Belt, First Aid, Desert and Steppe Survival, Scout/5, Laser Rifle/6, Dart Weapons/7, Dagger+Knife/4, Streetwise/3, Groundcar Driver & Helicopter Pilot. They carry Laser Pistols at all times, and have communicators. The three trained Armmen each have five of the workers as part of their 'squad'.

The untrained workers have the same physical stats as the Armmen, with these skills: Desert Survival, Scout/2, Dart Weapons/6, Armorer skill with Dart Weapons, Monofilament Knife/3 (used for harvesting Sponge Weed - the farmers have special sicel-shaped monofilament blades for this purpose), Groundcar Driver, Groundcar tech., Portable Power Systems, Other skills related to use or farming and desert travel equipment. They carry Dart Rifles with D2 drugs on them at all times when outside (all the natives do), as well as a Monofilament Knife/ implement.

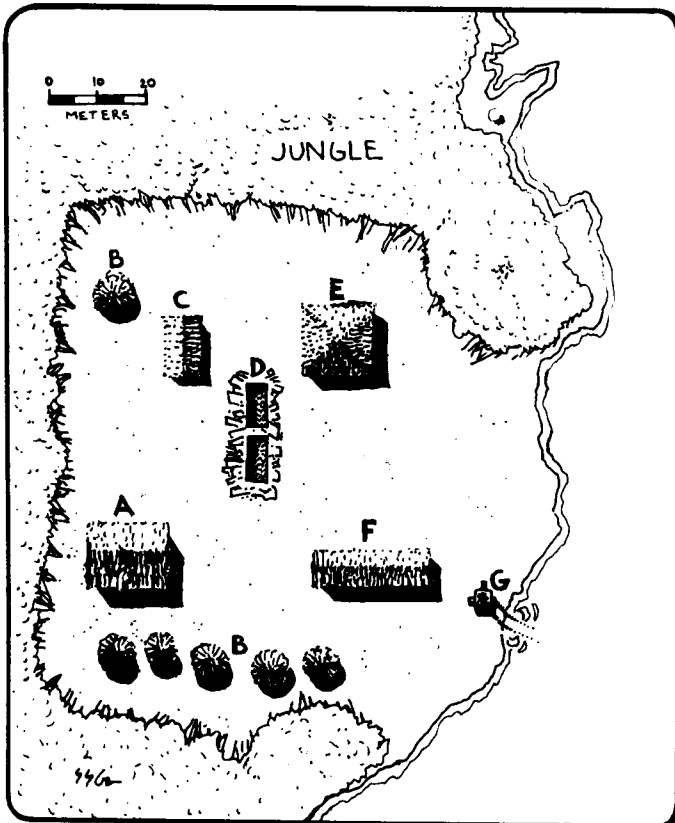
Should the PCs manage to question Orukkle or get to his records, they will find that the Tunbliddy is being shipped to Burinkinparth, to a Mr. Gurrinkay Wrorble, dealer in imported novelties. Orukkle, a direct relative of Overbluff Dubgie, is very loyal and will not reveal what he knows about the Connoisseur unless pressed: he believes that the Chef is being hidden on one of the outer planets of the Erundibeew system, in a sort of giant castle (he isn't. The Giant Castle is in the TGS-111-08 system). Orukkle met the Chef on Burinkinparth, when 'Gurrinkay Wrorble' held his banquet for his drug-dealing friends.

Furious

The cottage industry which produces Hroosh and Coal is located on the jungle planet Furious, deep in the uncivilized part of the vast surface. The nation of Riroo, a theocracy which believes the Ezrak and UFP invaders are demonic creatures, has cooperated with the Overbluff

Dubgie after he convinced them that he was in a heavenly camp opposed to the Ezrak -- which he is, in a sense. The smugglers base is in the southern hemisphere, on an island on an inland sea. The advancing front of The Soofiar civilization has extended a tendril to the far shore of this sea, but no one has yet discovered the base. The Riroo maintain a naval force of galley and sailing ships, and the island is protected by a force of 150 native soldiers.

The Base is neatly camouflaged; it looks exactly like a native village. Some of the buildings are pre-fab plastic structures, with shells of sloopy thatching over them; others are actual native buildings. The humans and other off-worlders working here keep to the shadows and have bolt-holes to escape to if need be.



A. Is a building of purely native construction. It contains salted meats, pottery jars of pickled foods, etc. These supplies are for the native garrison, and are guarded constantly.

B. These are dome-shaped huts where the native soldiers live. They are squalid, dirty places and hold little of value.

C. This is an air-conditioned building containing bunkbeds and other furniture suitable to its function: a dormitory for the humanoid off-worlders working here. A small kitchen with a pantry is also included. All the equipment is run via gas, to cut down on use of electricity.

D. These are two narrow pits set in a steel-lined concrete slab. A canopy of leaves and wood covers the pits. This structure is used in one stage of the refining of the plants which produce 'Coal' drug.

E. Another air conditioned building, this one a primitive but adequate laboratory for refining the drugs produced here, and mixing the chemicals for the rockets and making hydrogen for the balloons.

F. This air conditioned building is an office/storeroom, where the refined drugs are kept prior to lifting into orbit. The plastic cases used to make the rockets are also kept here.

G. A small electric power plant is located about 3km offshore. The lines from the plant surface here. Very little electricity is used on the base to avoid detection. The power plant is a fuel-cell system easily refueled on-planet.

The base delivers its contraband produce to orbiting merchant craft by attaching the load to a hydrogen balloon on which a small, chemically-fueled rocket is attached. The combination is virtually undetectable, and reaches an altitude of some 120km before peaking. A waiting merchant ship latches onto the rocket and pulls it onboard, via a tractor beam. The system is not 100% reliable, but the materials are cheap and the cargo does get delivered.

The records in building F can be used to plot times when the contraband is delivered to orbit, and mention which ship the cargo is going to. The only communicator on the base is a PCC/3, used to send dot-dash type codes to confirm deliveries and identity of the orbiting ships.

Burinkinparth

The major headquarters of the drug smuggling operation is located on Burinkinparth, in a seedy section of the StarPort town. The front for the place is Stellar Novelties and Import, JYVM., a fully operational import/export business that deals in fad items from other worlds. Besides the crates of Doo-Dads and fork-lifts, the warehouse contains an office, storefront and a repackaging room where the newly-arrived items are put in wrappings designed to appeal to the Croitar consumer. This room also is used for final preparation and packing of illegal drugs; Tunbliddy-wax is scraped from Sponge Weed boxes, Hroosh is pressed into cakes and remoistened, etc. All illegal activity is done at night, behind shuttered windows and with several guards standing by.

The president of Stellar Novelties is Gurrinkay Wrorble, AKA the Overbluff Dubgie. Wrorble is rarely in, as he is usually combing the space-lanes for nifty products to ship home So says his secretary! Agents giving the proper codewords will be accepted as legitimate dealers and will be dealt with by one of the other officials in the company. The drugs available are Hroosh, Tunbliddy, Coal, Philatric (made in the city by closet chemists), Spinkle (a product of Kestizassle), Spyce (another local product). Payments either way are in cash, and the official and his 'aide' will be armed. Posing as an agent from the Overbluff is risky: these people always have appointments and special passwords, as they can give the locals orders.

None of the workers in Stellar Novelties knows that the Overbluff and Gurrinkay Wrorble are the same person; they do know that Wrorble is not a Croitar despite Dubgie's skill at disguise, and highly respect both of their bosses. Questioning or stealing of records will reveal several clues: A large shipment arrived via a tramp freighter from Gutral's World several days ago, and is to be sent to Wrorble at an address on Gruztom, Hermudaars Warehouse and Shipping Co. The shipment is due to arrive in X days (if the PCs have already been to Gruztom and experienced the airship battle, this clue is useless: the package contained the weapons installed on the Baischormth. If the PCs have been to Quanchiovt and didn't learn about the clues indicating the plot at the air race, X will be enough days to get to Gruztom, plus two).; Some of the warehouse workers thought the device in the crate they repacked might have been a wierd weapon of some sort. Note that if the PCs follow the ship carrying the shipment, or manage to steal/modify the weapons inside before it leaves, the Overbluff may be in for a big surprise. A PC in a spacesuit could hide in the box, a armorer tech could rig the guns to explode, etc.

IX. GRUZTOM

As the PCs arrive on Gruztom, they will immediately notice the air of excitement and expectation. Ten giant airships, loaded down with the elite and society of many worlds, will race from Cizunotchee to the coast of Weerinoll. Among the participants: The Ezrak emperor Kyling Rouflan; Mr. Smith of the Chin-Smith Smiths; Mr. Kasrinknin of the Gruztom society league; and Roogi or Varminoog. All the participants aircraft have been landed for display and inspection by the public and the racing committee. Street parties and festivals have sprung up in towns all around the planet to celebrate the upcoming event.

The PCs, whether they've been to the Overbluff Dubgie's home planet or not, may be interested in inspecting the Sky Cruiser of Mr. Kasrinknin, one of the Connoisseurs former employers. The Baischormth is a sleek fancy airship, and Kasrinknin is well known for his parties on board. The public tour will leave alot to be desired; a mere trip around the outside, and a quick peek at the ultra-sumptuous decor inside. Mr. Kasrinknin will be unavailable for questioning or conversation, as he is preparing himself spiritually for the race (In a manner of speaking. The PCs will hear a person in the crowd mention that she saw Kasrinknin at the Cobra Cabana just last night). Attempts to get inside the ship without an invitation will be met with firm refusals, and two guards are posted at the mooring site at night. Plans for the airship are given below

in the unlikely case that a PC does sneak aboard. The weapons noted are not installed until one day before the race, but the control panels providing fire control are . . . an astronaut or armsmen trained in heavy weapons may be able to identify the controls' purpose.

Questioning of passersby and stories in the magazines and newspapers will suggest one possible way to meet Kasrinknin; go to the Cobra Cabana. This is a exclusive and expensive (Cr 10 for drinks, dinner served pending a determination of your credit rating, etc.) restaurant and club located in Cizunotchee, the StarPort town. Entry as guests requires proper clothing (1d6+2 x 100 credits if the PCs are still dressed in grey business suits) and the right 'look' - the PC must make at least two of four CR rolls; one each on Physique (looks), Empathy, Intelligence, and Intuition. A DM is allowed for Streetwise skill. Persons missing more than two rolls will be kicked out of the club's entry hall by two guards. Note that entry may also be obtained by sneaking in the back way, disguising oneself as a waiter, etc.

The Cobra Cabana, established by a Terran human with a sense of nostalgia and perverse humor, is packed to the rafters every night with VIPs, VFPs (very famous people), and pwtvtp (People who think they're VIP). Conversations run from business to politics to societal gossip, a confusing blend that may drive the PCs crazy. Roll percentile dice for each PC attending the club for each hour of attendance. If the roll is below the PCs intuition or intelligence score, a clue was picked up. Roll 1d10:

- 1-3: Mr. Kasrinknin party is being held in the basement. The password to get in is 'Quiche'.
- 4: The PC runs into someone with tickets for the party on board the Baischormth, during the race. The tickets are real, but the acquaintance can't make it and is willing to part with them; at 1000 CR a piece.
- 5-6: As in 4, but the tickets are faked and cost CR 100. If the PC buying them stays another hour, the scalper will be caught and his plot revealed.
- 7: 'Kasrinknin is a real shady character at heart, disappearing like he does during his pre-race party, but he **does** give such nice flights in his balloon'. (an overheard conversation).
- 8: A bouncer takes a dislike to the PC.
- 9: Someone sees Kasrinknin leaving. If the PCs follow him, they will witness him changing appearance via a disguise kit into one 'Gurinkay Wrorble', who will take a truck to Hermudaars Warehouse and Storage Co. Wrorble and an aide will load a large crate onto the truck and deliver it to the mooring site of the Baischormth. The Aide (a guard NPC) and Wrorble/Kasrinknin/Dubgie are both armed and will spot a PC trying to follow them on board the ship. After an hour on board, the two will leave and head back to the Cobra.
- 10: A rich man/woman invites the PC to come with him/her for the party aboard the Baischormth. The NPC has ulterior motives.

If the PCs have really rotten luck one night, they will be able to get in without passes the next. At least one NPC will be invited by a member of the opposite sex, and one will hear about Kasrinknin's basement party. A person going there will receive an invitation, and will have a chance of speaking with Kasrinknin; a 'intelligence CR roll is necessary for this to be successful. The playboy will, if properly approached, invite the PC up to the bridge. On the other hand, he may see the PC for who he/she is and invite him/her on board to have the pleasure of dumping the PC over the railing as a display of his contempt for the UFP and their meddling ways! PCs who conducted business with the Overbluff's agent/imposter may be recognized by Kasrinknin/Dubgie, as tapes are made of all important business meetings. . . the imposter can't be trusted to report every detail, especially if he overdid it with the various mind-bending goodies available at the villa. If the subject of the Connoisseur comes up, Kasrinknin will act surprised, though psionic powers and those with 'face reading' skill will notice that the fiend is covering up fear and anger. If pressed, Dubgie/Kasrinknin will have tails put on the PCs and have their rooms bugged.

Cizunotchee: The StarPort town on Gruztom is Cizunotchee. A map and general key of the town follows.

A. Offworlders Quarters: The offworlders who live and work on Gruztom generally live and play here. The Infamous Cobra Cabana is located on the north shore of the peninsula, and designated by the CC. Only

this section of town really has a Terran-style night-life, as the Jeltan who occupy the rest of the city prefer more subtle entertainment. Note that Croitar, Szagayin and Quanchiovt dives and hostels are located here in addition to terran-human facilities.

B. The Civic Centrolisuem: This is a large building containing government buildings in the basement, and a amphitheater up top. Trials, shows, public meetings and events are held here. For the race, large holoprojectors have been installed and the floor sculpted and colored as a map of the race-course.

C. Middle Class Housing: These are neighborhoods of well-kept houses and small apartment buildings. Strange Jeltan music and colorful architecture make the place an eerie site at night.

D. Villas: These are fancy mansions and cottages belonging to the wealthier natives. Mr. Kasrinknin owns the estate marked with a K. He will not be present, as he has been spending his nights and days preparing the Baischormth for flight. This neighborhood is heavily patrolled by police and possible private guards.

E. Tenements andhovels: These sections of town have ill-kept streets with narrow alleys, tumbledown buildings and sleazy establishments catering to many tastes and types of clientele.

F. Warehouses: Just what it says. The darkened building is Hermudaar's storage and shipping, where the guns for the Baischormth are being stored.

G. Lower Class Housing: Fairly decent neighborhoods, with hole-in-the-wall shops and bland, pre-fab buildings.

H. Mercantile Areas:

I. Hostels and Restaurants: These over-priced establishments cater to people stopping over from the starport.

J. Tchenda's Hanger and Repair center.

K. Borrcar & Samacks' transportation and vehicle rental. Groundcars, aircraft and boats are available, but prices are currently doubled in celebration of the Airship race.

L. Nova Sarkazima shipyards.

M. Starport grounds proper, with landing field, receptions building and maintenance building. The Emperor of the Ezrak Empire's personal vessel is present, as is a 5000 ton frigate full of armsmen - just in case. Ships of other lesser notables are also present, both at the StarPort and in the private fields.

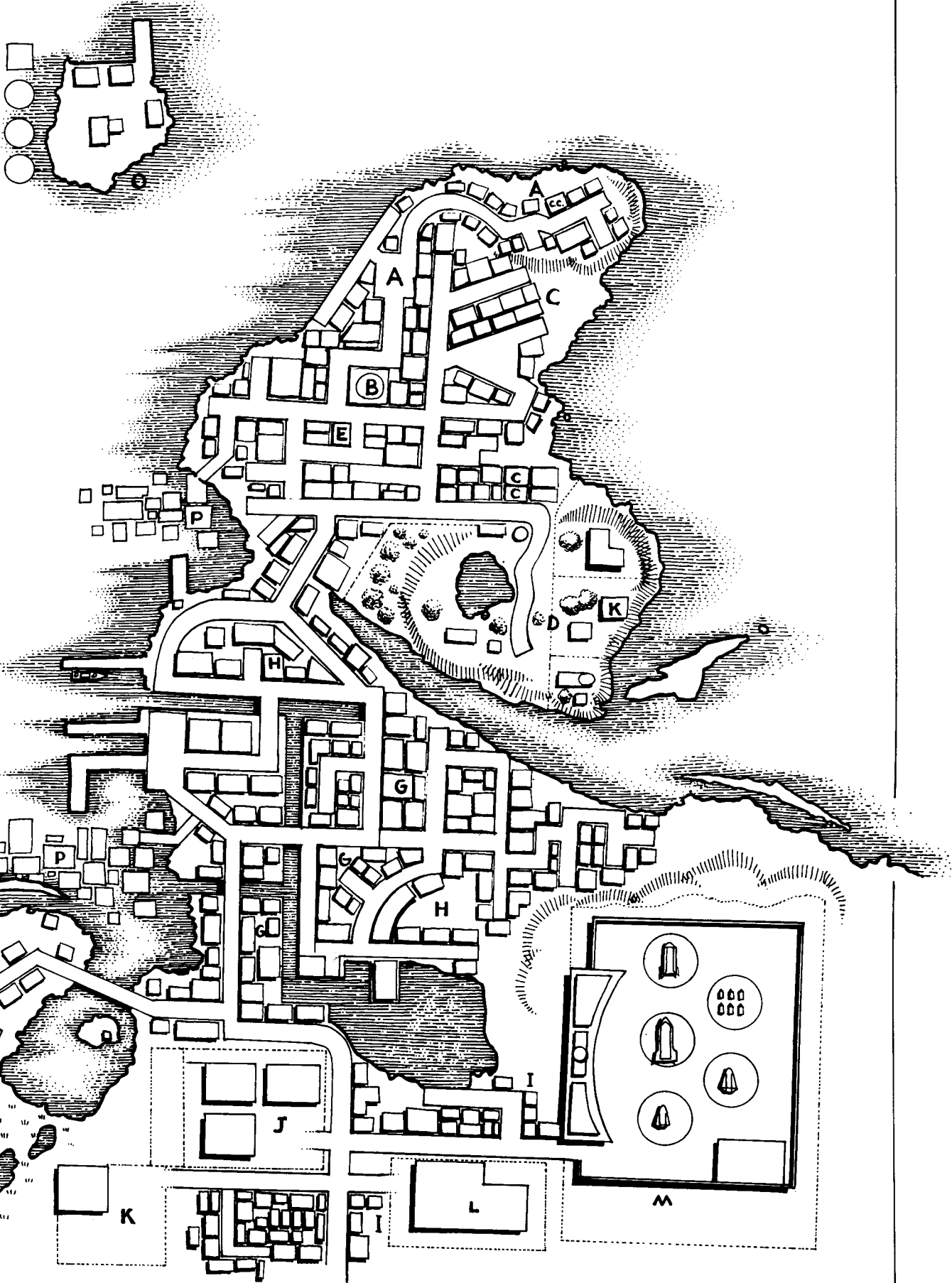
N. Holy Conccetratium and Comestibulary of Baport: The cult of Horkalie has established one of their hotel/restaurant franchises here. While the management is closely monitored to keep quality at maximum, this accomodation is not as well-run as most first class hotels. The food is exquisite, however, as a Savory-in-training is chief chef here. If the GM wishes, he or one of handful of other cult members may be able to help the PCs and will certainly pull strings for them if they reveal their mission.

O. Pundeak, Inc., and Fyt.: This off-shore island installation is a duterium and heavy-helium refinery. Vessels in need of fuel will find it here. The firm is also doing a booming business supplying helium for the airships involved in the upcoming race.

P. Raft Towns: These off-shore neighborhoods consist of floating platforms, houseboats, and small buildings on piles.

The Airship mooring grounds are located about one kilometer south of the area shown on the map, on a flat, grassy area. Small buildings and tents surround the site and a few small spacecraft are stationed there to loan their tractor beams and reactors to help the airships set up and inflate. While there are no regular patrols, several groundcars full of constables are on standby to prevent any nastiness or sabotage.

CIZUNOTCHEE



X. THE RACE

The Sky Cruiser race will start at one hour after dawn; guests and/or stowaways will have to be there at least an hour before hand, as the Baischormth will lift then to check out its systems. Guests will be brought to the lounge areas and be given a brunch and taught some of the cheer-songs. A large TV monitor will be erected to give an overall view of the race from the judges monitor platform.

The race will take approximately 35 hours. When the speedy Baischormth reaches the Thunderhead mountains (1d4+10 hours after the starting pistol sounds) the ship will stop, reportedly to fix a motor. What it's actually doing is waiting for the **Pride of the Ancients**, the Imperial Ezrak entry, to catch up. If the PCs have not done anything at this point, the **Baischormth** will open fire on the virtually defenseless **Pride!** For every ten minutes of battle, roll a d10:

- 1-2: The **Pride** manages to evade and takes no damage.
- 3-: The **Pride** takes a hit in the airbags; +1 future rolls.
- 4-5: A blast of fire kills 2d10 VIPs on the hapless airship.
- 6-7: The **Pride's** engines are taken out. Add +1 to further die rolls. If rolled already, 1d10 persons are killed.
- 8: Kasrinknin reveals himself as the Overbluff Zoarim Furinyot Dubgie, and begins raving for twenty minutes. The next two rolls are at -2.
- 9: The **Spirits** bridge is hit. 10% chance on each following turn that the Ezrak Emperor will die of injuries.
- 10: 3d10 people killed due to fire.
- 11: The Dubgie will choose this moment to throw several guests and/or traitorous underlings overboard. Ghu help the PCs on the bridge!
- 12: A massive explosion rocks the **Pride**; the power plant tumbles to the ground. The cabin splits open and hundreds of VIPs fall to their deaths. The airship begins settling toward the mountains below.

It is entirely up to the PCs to stop the Baischormths attacks. The following floorplan and key should be used to run the battle. If the Overbluff is seriously threatened, he will take to his Lt. plane and head for Cizunotchee. Captured PCs will be dumped over board.

THE BAISCHORMTH

This huge airship is a miracle of engineering. In addition to the large airbags, grav units of advanced design help to lift the cruisers weight. All of the furnishings are of light-weight plastic materials, but are beautifully decorated and styled. The hull is a single layer of strong plastic stretched over a rigid alloyed metal framework. By combining the lifting power of helium with grav technology and lift supplied by the wing-like shape of the airship, the Airship can reach speeds of 120 kph using grav-impellers.

The interior walls of the ship are rather flimsy; 5 vehicle-damage points from a weapon will breach a wall. Doors require 10 points to breach. All furnishings and structural materials are fire resistant, but will burn if a direct flame is applied.

Key to Floorplan:

- A. The Main Ballroom: this huge room can be decorated in a variety of styles by a device similar to the chameleon suit; the walls can change color and appearance with the twist of a dial. Tables and chairs are stored in the floor: they are of 'memory plastic' and can be raised and made rigid by controls in room E. The room seats about 50 people, with room left over for a band and a dance floor.
- B. The door to the boarding ramp, which is retracted during flight.
- C. Restrooms: only the fanciest suites have heads in them, to save weight.
- D. A 'pool', really no more than a wading area, as the water is a mere 35cm deep. For the race, the water has been drained to save weight.
- E. The control room for the ballroom; music and decor are controlled from here, as is the hologram projector which provides 'live' entertainment; another weight-saving measure.
- F. Viewing decks: the double lines indicate open view ports. In case of high winds or bad weather, plastic covers can be drawn across these ports. These areas are furnished with chairs and tables.

G. Communications room, with telephone and hologram service.

H. Pursers office.

I. Guest rooms, of various sizes. Some are multi-room suites, others are sparse tourist cabins.

J. Crew Quarters: these are single occupancy bunks, sparsely furnished. Some cabins are officers quarters and are more luxurious.

K. Helium storage: weight-nullified tanks of compressed helium.

L. Library/Game Room: a airy room equipped with tape and disk readers and video screens. One section is a miniature casino.

M. Crewmens mess/kitchen: Meals are shuttled to the Ballroom via a dumbwaiter.

N. Guests Cargo Storage.

O. Storage rooms.

P. Workshops/Repair facilities for light equipment and parts.

Q. Crew & Officers lounge areas.

R. Workroom: The plans and course of the ship are planned here: a room equipped with a computer terminal, wallscreen, and navigation equipment.

S. The Bridge: The walls of this room are lined with control panels and communications equipment. A raised platform in the center holds the captains chair and the helm. The entire bridge is roofed with a transparent dome, affording good visibility to the captain and helmsmen.

T. The Owners Suite, currently occupied by the Overbluff/Kasrinknin. This is a lavishly furnished room with a private bath and excellent facilities. A hidden panel in a desk holds the weapons controls.

U. The private viewing area: access to the deck two observation deck is provided by a staircase, though the door at either end of the stairs is securely locked. Favored guests of Kasrinknin will be invited up here.

V. Workshop and port airbag control room, with catwalks to wing.

W. Starboard airbag control room, with catwalks to wing.

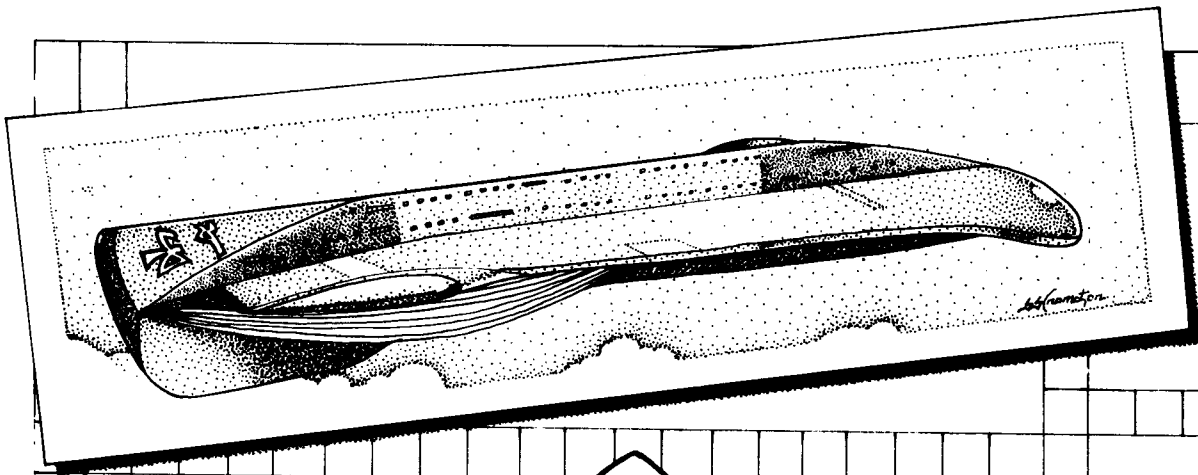
X. Reactor Room: a small but powerful fusion reactor that provides power for ship-board facilities. A large double door in the rear allows access to the reactor on the ground, and can be opened in flight to release the 'ships boats', two skycycles and a Lt. plane (jet).

Y. Grav Generator Room: Besides the generators, a newly installed turret up front contains the ships gun, a highly advanced Blast Cannon *75. Two more of these weapons are installed in steering-control pods on each 'wing'. Heavy power cables trail from each gun mount to the reactor room. Stats for the guns can be found in Ground and Air Equipment. Heavy Blasters may be used if this booklet is not available.

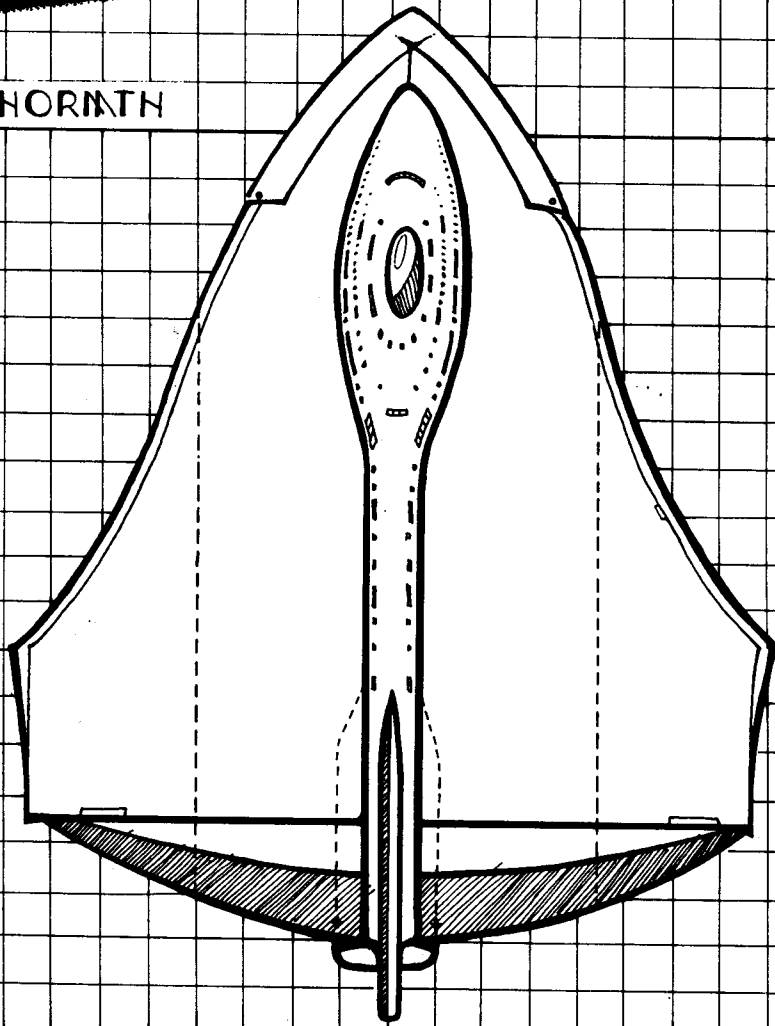
Z. Engine Room: Two large grav generators dominate this room.

Defenses: The Overbluff has taken fairly adequate measures to protect his ship. Twenty officers from the Nattichippin mercenary company are on board, lounging in the crew quarters and lounges until needed. In addition, three 'assassins' have been hidden among the passengers; they will act on the Overbluffs orders to eliminate trouble makers and keep people from panicking. When the battle starts, the mercenaries will begin patrolling the airship, as well as taking position at the stairways and outside the bridge, communications room, and engineering section.

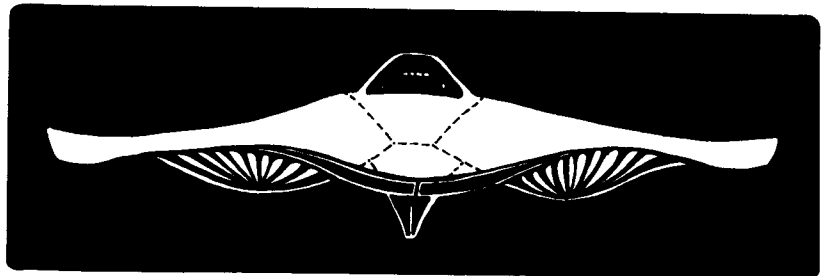
One thing the Overbluff did not, or will not, realize as a danger is an attack by a spacecraft or armed airoplane. The PDF forces of Gruztoom are almost solely ground based, as the Hoddon did not want the colonists using weapons they could not easily destroy. The Baischormth can be treated as having a damage factor of 1000, armor A, dogfight factor of -3. The Blast Cannon have a blind spot: they can't fire more than 45° above the plane of the wings, and the gun mounted in the Grav Generator room cannot fire above the plane of the wings at all. When



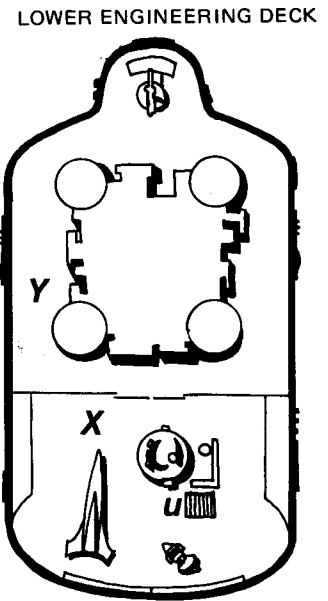
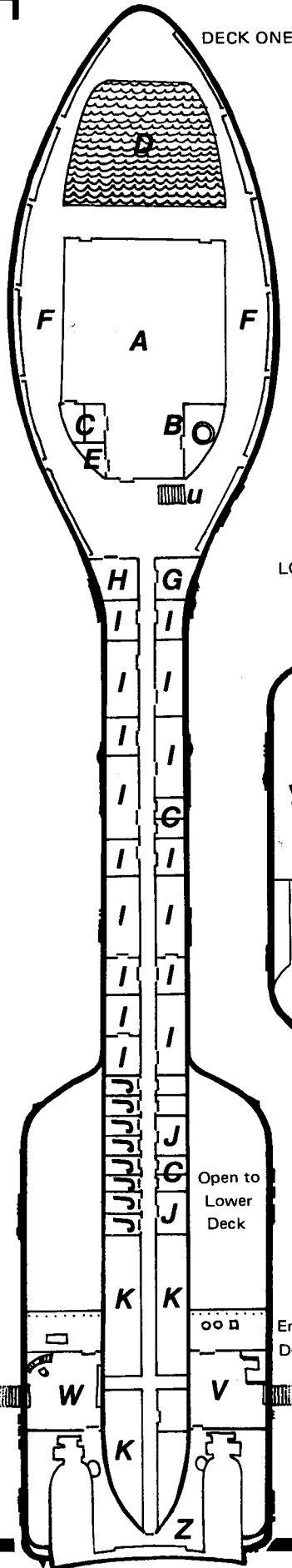
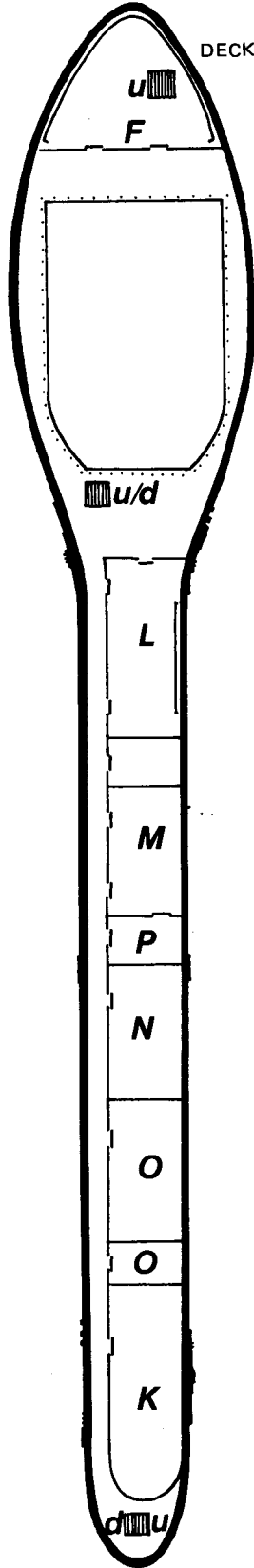
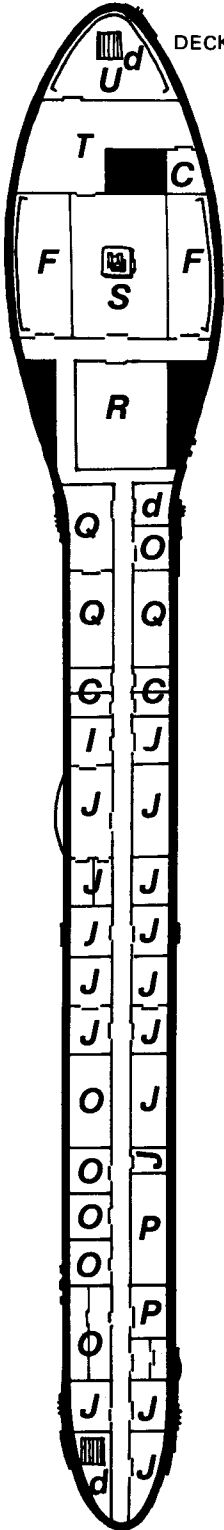
BAISCHORMTH



Note gas bags under wings in all views of airship.



BAISCHORMTH

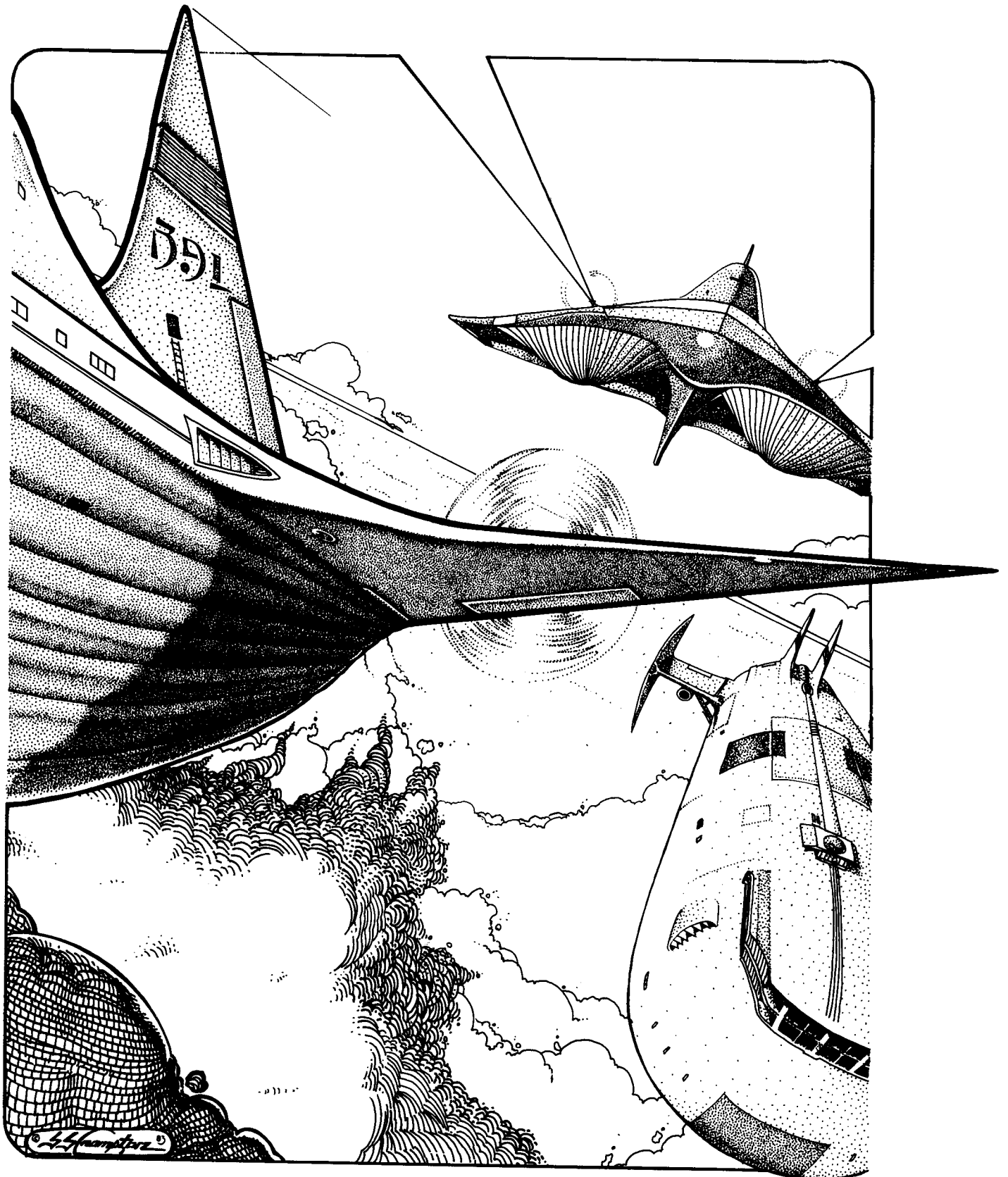


Catwalk

Open to Lower Deck

Engineering Deck

Catwalk



the airship has lost all of its damage points, it will begin to glide to the ground gracefully, as residual helium and the wings will provide lift after the Grav generator are destroyed or lose power.

Aftermath

Depending on who won the battle, and at what cost, the PCs could be heroes or dead. If the **Pride of the Ancients** is destroyed and the PCs could or would not do anything, they would be released after the **Baischormth** landed and the Overbluff and his mercenaries make their escape in the **Nattichippin corsair**. Shortly afterwards, the **Korrrr** will begin raiding commerce and preparing for an all-out war with the **Ezrak Empire**. If the PCs try to stop the Airship battle and fail, they will be killed by the mercs aboard ship as soon as they are caught. If **Dubgie** is killed after a successful attack on the **Spirit**, the Mercs and assassins will be even more vicious and may start mowing down the other guests in vengeance.

Defeating **Dubgie** will win the PCs instant fame, even if post-humously. Capturing him is obviously more tidy than killing him, but even if the villain escapes the authorities will be highly grateful. Note that cameras will have been running on the bridge at the time of the battle; a spectacular battle there will be recorded, ensuring the PCs fame and blowing their cover.

Among the belongings in the captains cabin (room T), is a color holo of an interesting scene: a baroque medieval-seeming fortress, on a plain of ice. The sky is black and covered with a rich starfield; a distant sun glimmers on a horizon. This is a picture of **Dubgies retreat**, located on **TGS 111-08-Vb**, a moon of a gas giant in the **Gruztom** system. Examination of records and files in the office will turn up two items of possible interest to the PCs: A hardcopy of a in-system radio message, received by a ship in orbit - the mercenary corsair - and delivered by one of the merc officers. The message seems to be an exotic recipe. The second item is a memo: 'The Chimp wishes ' release! May give it to him once I get back to Fivebee. Have Orikee get more recipes from him before then'. The **Connoisseur** is being held at **Dubgies retreat**, and may soon be executed!

If the PCs have a spaceship in the air within three hours of the **Dubgies** escape via his plane or the mercenary cutter, they will be able to track the merc corsair as it heads for the fifth planet. If none of the clues noted above help, the GM may have to provide additional help. If the PCs insist on inactivity, the local space patrol will follow the corsair, assault the 'castle', and very probably botch the operation. If the players take the bait, the next step in the adventure may be started; rescuing the **Connoisseur** from **Overbluff Dubgies** sinister clutches.

XI. THE RESCUE

TGS 111-08-Vb

BB2+15 Gatatruit Octant

Stellar Primary G0 Main sequence dwarf star.

FTL Conversion

Distance 10,000 LS

Planets in System 5

Planet Type 17, airless.

Planet Diameter 1350 km

Surface Gravity .17g

Orbital Radius 1.5 LS from primary

6500 LS (13 A.U.) from star

Length of Year 46 terran years.

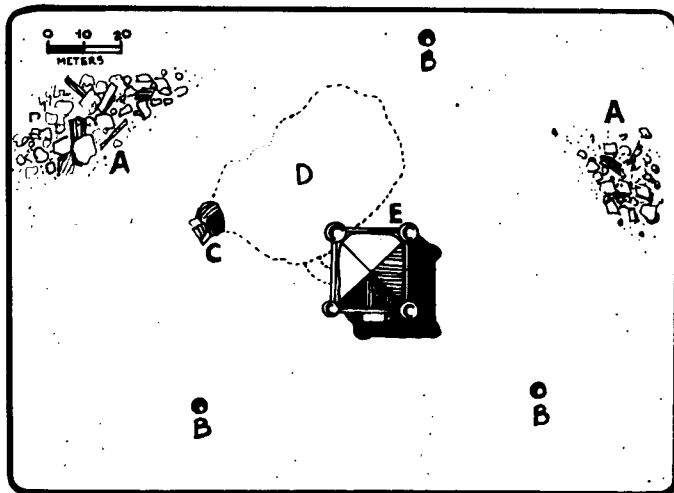
Length of Day 265 hours

No Atmosphere, Hydrosphere, or indigenous population. Surface is composed of water ice and frozen methane. Little useful resources.

So reads the library read-out on this tiny moon. The **Overbluff Zoarim Furinyot Dubgie** picked this spot as the location of his secret headquarters because of the proximity of the **TGS 11108** system to other important systems. The **Overbluff** planned to use the base as a outpost for **Korrrr** raiders and warships come the war that would wreck the **Ezrak** empire and put **Quanchiovt** in its rightful place as leader of the quadrant.

The fortress/retreat is located in the southern hemisphere of **Vb**, on a large ice plain. A scanning system with 1000 LS range scans constantly, on the lookout for intruders. Ships staying at the facility are berthed in a system of artificial caverns cut into the ice. The station uses little energy in order to conceal its presence here on the edge of nowhere. So far, no one has found the base, mainly because no one was looking for it. A orbiting ship will find the base in 2d4 hours of scanning.

The base has a battery of four **ST*157** and a +8 battlescreen for defensive purposes. The mercenary corsair will not be risked unless things get sticky. If the PCs choose to land and assault the base on foot, they will find that they've been expected: the PCs will encounter 1d4 patrols of 3 mercs each (The troops will wear **SS-VS/1** while on the surface). The ice plain affords little covers, but shelters can be quickly dug using energy weapons. When and if the PCs reach the fort, consult the following plan and key.



A. These are piles of snow, ice and garbage: the trash heap and tailings from the excavation of the Ice caverns.

B. These are foxholes, cut into the ice by laser fire. A merc is stationed in each.

C. The entrance to the 'ice caverns'. Several Mercenaries will be stationed here. The slope down is quite severe, but steps have been cut into the ice along each wall.

D. The ice caverns themselves. At the moment, two cutters and the mercenary corsair are present. The crew of the corsair will be milling about in space suits, checking outside systems and patching up hull damage. ½ of the remaining mercs (twenty, minus casualties on **Gruztom** and on the surface) will be in the ship or in the caverns assisting the techs. A tunnel cut in the ice leads to the 'fortress'.

E. As the PCs approach the fortress, they will be relieved (hopefully) to see that the fortress is little more than a two-story shack, only some 16 meters to a side. The Fortress appearance comes from a facade that hides the scaffolding that supports the inflatable living quarters inside. One good blaster shot could open a hole in the walls (counts as A armor), and ship weaponry would certainly blow the dump away. If the PCs used their **Novaguns** or **StarTops** on the citadel, there'll be naught left but a bunch of wreckage sunken into by - now frozen ice. The **Paralysis** weapon would work splendidly, though. Entrance to the fort is via an airlock.

Fortress Plans

A. This is the airlock to the 'fortress'. If an alert is on, a guard will be posted. The mechanism controlling the lock is relatively foolproof and quite easy to use.

B. The main room of the fort, used as a rec room, meeting hall, and exercise gym. Tables, chairs and other furniture and equipment is folded into the walls when not in use. There is a 50% chance that 1d4 technicians will be lounging around here.

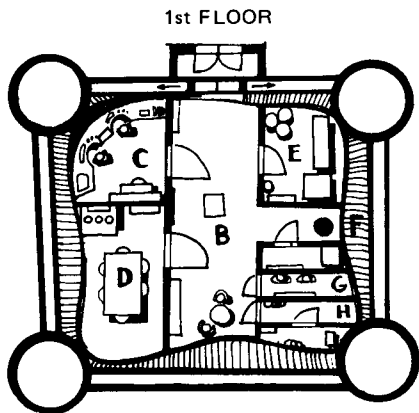
C. The radio room. A sub-space radio and a direct-link laser comm system can be controlled here. A technician and a merc-guard will be on duty here most of the time.

D. The kitchen/mess hall. A small but adequate cooking unit has been installed to keep the **Connoisseur** busy. There is a 70% chance he will be here, glumly whipping up culinary masterpieces for the indiscriminating mercenaries and technicians. 1d4 techs and off-duty guards will

also be here, glomming up chow and talking. If the PCs have gotten this far without raising an alarm, both the Connoisseur and his captors will be quite surprised to see them. The wondercook will use his kitchen knives in defense as soon as he realizes he is being rescued.

E. The life-support equipment/control room.

F, G, H. These are closets holding supplies, space suits, and armaments. One of the suits will fit the Connoisseur.



I. Office: at the moment, this room is being used by the Overbluff. A computer terminal located here may be used to obtain information on the Overbluffs plans to cooperate with the Korrrr. A Blast Pistol is hidden under the desk drawer.

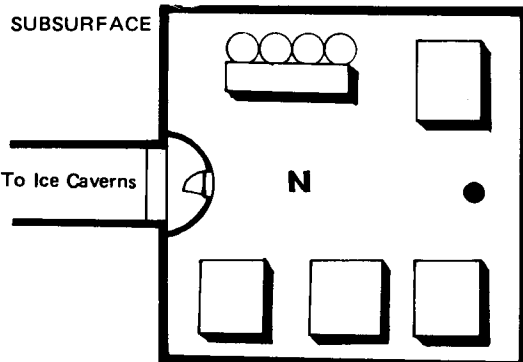
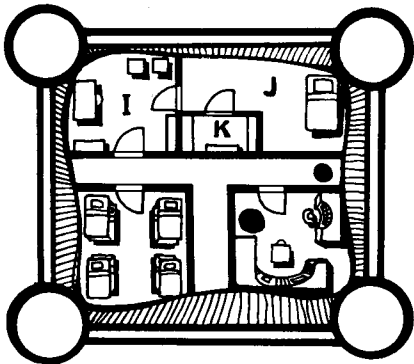
J. The master bedroom: Normally used by the base CO, this slightly-more luxurious than normal room has been taken over by the Overbluff.

K. Storeroom: Miscellaneous valuable items belonging to Dubgie are kept here; jewelry, containers of drugs, etc.

L. Bunkroom: There is sleeping room here for eight people. If the connoisseur is not in the kitchen, he will be found here, asleep.

M. Computer Room: A MultiComp I has been installed here to control the bases scanner and StarTrop launchers.

2nd FLOOR



Mercenaries not encountered outside will be available for combat in an alert. The mercenaries and Dubgie were not really prepared for an assault on the base, and may panic a bit when the PCs burst onto the scene and send in armsmen! If the Overbluff and the mercenaries had to beat a hasty retreat from Gruztom, they will be in a rather poor mood and may hold the Connoisseur as a hostage. If the PCs do manage to get away, the corsair will take chase and attempt to cripple and board the PCs ship. If the PCs call for help, or otherwise manage to get the authorities involved, the corsair will head for hyperspace. No sense getting caught!

If and when the PCs bring the Connoisseur back to Chin-Smith city, their mission will be completed. The following table gives 'victory point' value for the various tasks in the adventure.

Finding the Identity of the raiders: 10
 Identifying the Owner of the Raiders: 5
 For each drug producing center infiltrated/exposed: 40
 Preventing the destruction of the **Spirit of the Ancients**: 100
 For capturing the Overbluff Zoarim Furinyot Dubgie: 100
 For killing the same: 50
 Each mercenary killed/captured on board the **Baischormth**: 1/2
 For Identifying the location of the Connoisseur: 50
 For rescuing the Connoisseur: 50

Total Score:

0-50:	Poor performance
51-100:	Satisfactory
101-200:	Commendations
201-300:	Excellent
301+:	Superb

APPENDIX ONE ILLEGAL DRUGS

A wide variety of contraband narcotics have been traced to the Gata-truit Octant. Below are some of these, and their effects. In many cases, the origin is unknown to the authorities; the enterprising PC who discovers the source of a drug may be given a commendation. The effects and consequences of these deadly substances is given in case the PCs need to diagnose the cause of a NPCs stupor or odd behavior.

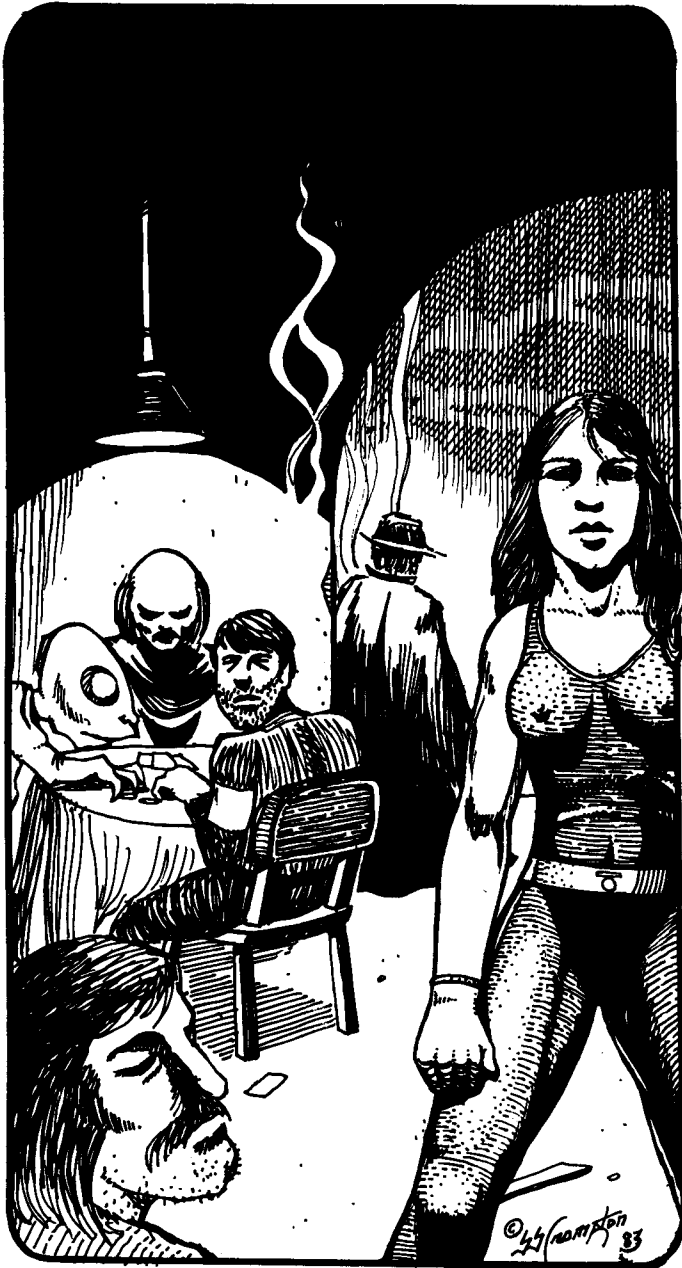
SPYCE (Synthetic, Croitar specialty). This bright purple powder is smoked or eaten. It causes all (tactile) sensory information to be extremely pleasurable. Victims often go on sprees of trying to touch and experience as many different kinds of textures and 'feels' as possible. This leads to dangerous situations, (i.e. A Spyce-junkie jumps through a glass window to check out the incredible sensation it gives, bites people, etc.). The drug is Physically addictive and causes psychological dependence.

HOOSH (Furious Animal Species, fur and claws). A grey, crumbly cake-like substance. It is taken by rubbing the stuff into the mucous membranes, producing a long euphoric trance. Users tend to develop a jaundiced look, and break out in black blotches; Hoosh junkies are called 'bananas'. Psychological dependency and physical deterioration (The skin becomes weak and connective tissues atrophy).

SPINKLE (Kestizassle, a species of jellyfish). This liquid is drunk or injected. It sends the user into an autistic trance for several days, during which vivid hallucinations are experienced. Causes Psychological dependency, physical neglect.

VROOMAL (Bowains World, synthetic). This drug is not from the Octant, but is passed through it on the way to the heart of civilization. The government on Bowains World use this little pill to induce euphoria and eliminate violent emotions. Few short term side effects, but the user tends to die early if used regularly -- it's a powerful carcinogenic! The forcibly addicted populations of Bowains World are too happy to really care, though.

TUNBLIDDY (Follan, Sponge Weed extract). The resourceful desert dwellers of southern Follan have found that a native species of plant makes a dandy snorting powder. It paralyzes the user for several hours, deadening all nerve centers. It induces extreme physical dependence, but is legal on some worlds as a anesthetic.



COAL (Furious, plant leaves). This liquid is injected, producing a dream-like state in which the subconscious of the user opens up. The resulting fantasy play between archetypal demons and heroes is fascinating and can lead to many insights about the workings of the mind, but it causes apathy and physical symptoms such as blindness, deafness, and extreme fatigue.

DAISY (Onokrok, herb). This eaten powder induces a state of extreme polly-anna-like behavior; a mental pair of rose-colored glasses. The users attention span is decreased dangerously and the 'All's well' feeling of universal niceness is not conducive to good performance in society. Psychological dependency results almost immediately.

PHILATRIC (Synthetic, Onokrok and others). This substance started out as a stamp-glue, but it was found that the lickies became addicted to the stuff. It makes the tongue extremely sensitive, and tastes became so pleasurable that addicts go around licking things. Besides the aesthetic problem, Philatric weakens the users immune system. Unscrupulous cooks put the stuff in their culinary works to increase the eaters enjoyment.

BONCHY (Synthetic, Gratskiffert). The mean and isolationistic canines of Gratskiffert give this stuff to a small group of smugglers who have the guts to deal with them. It is then sold to a soft-drink company on Bondavreent to increase sales: It makes users suggestive to psycholog-

ical cues and suggestions. So far no one has caught on, and the Korrrr are trying to have the stuff introduced on Chin-Smith. So far, no one even suspects what's going on!

Psychological dependency requires Bravery CR rolls, modified for length of addiction, to overcome. Counseling and psychological aid cause positive modifiers. Physical addiction requires bravery and Constitution CR rolls to break, with medical and psychological skill providing positive modifiers.

The gamemaster should try to make this angle of the adventure dramatic and difficult; finding out who is at the heart of the Furious Coal and Hoosh operation could help the PCs tremendously on their quest, as well as earning them extra brownie points and tremendous notoriety.

APPENDIX TWO THE OVERBLUFF ZOARIM FURINYOT DUBGIE

The Overbluff is a very formidable character. He was born into a Kiasser family on Quanchiovt some 70 years ago. True to his sub-caste rank name, Zoarim defeated his enemies through means sneaky and audacious. By the time he was 20, he had become a Untouchable and scared many in that august class by staying; most of those rising from the Strong caste were quickly replaced by another rising star.

Staying out of politics, young Zoarim concentrated on establishing a solid economic base to his holdings. He achieved Bluff status by threatening to kill an opponents family, and at this time received the beginnings of the drug business of the Octant. Before continuing his quest for power, Dubgie took a leave of absence from Quanchiovt and toured space. On one of these trips he ran into trouble: an accident paralyzed him for several years, and he spent this time studying many fields of knowledge. Distressed to hear that news of his condition had reached Quanchiovt, Zoarim took the drastic step of volunteering to submit to a radical new muscle and nerve-tissue regeneration treatment. The results were more than satisfactory: the treatment had given him extraordinary strength and muscular control. After spending a year settling matters back home, the Bluff spent nearly a decade learning the extent of his new powers and training himself to use them. With the help of surgery, drugs, cyborg-implants and schooling in various intelligence agencies, Dubgie became a master of disguise, a deadly assassin, a persuasive speaker and a superb athlete. His millions also gave him access to youth drugs, which he uses regularly.

After returning to Quanchiovt, Zoarim quickly rose to Overbluff status. He broadened his holdings, and became a public figure both on his home planet and on worlds throughout the Octant. Cultured and educated, the Overbluff found that he was highly respected and used this influence to improve Quanchiovt's position among the worlds of the Octant. It is amazing to note that, while he keeps both his public and shady sides carefully separate, both are run with admirable efficiency. The Overbluff's goal is to make Quanchiovt the power in the Octant, with himself enjoying the benefits of this as a power figure behind the scenes.

Besides those skills listed on the character sheet, Dubgie has several special abilities. He is an disguise and escape artist, and can slip out of most confinement by rolling an agility CR roll, modified by the type of confinement and tools on hand. Training as an assassin has given him special expertise in HTH combat: increase the wound factor of any hits he deals by one, and treat him as an armsmen for penetration type. Through purely physical and perceptive means, he can use the equivalent of a level 6 'stress' telekenetic power; this does not cost fatigue points but requires that the Overbluff make a intuition roll prior to use. The Overbluff also has a 'Sense Danger' skill, using intuition rather than PSI for range determination. The Overbluffs special training has given him these talents also: 'Painstop' (himself only), 'Paintouch' (must have grappled the victim first - this is a 'nerve pinch' not a psychic attack), and 'Suspension', which allows the Overbluff to go into a trance for up to 2.1d4 hours. This trance reduces oxygen consumption by 80%, and causes the body to cool down and appear virtually dead. Stamina points are recovered at twice normal rate while in this trance.

The Overbluff's favorite weapons are the neuronc whip and dagger/throwing knife. He carries the latter at all times, and the whip whenever he can get away with it. He often carries a needler pistol, and when not

proper to be seen armed a Hold-Out MiniNeedler. The Needles for these have been poisoned by a special process: he favors poison P9 as it is most effective against the humanoids that largely populate the Octant. Drug D2 may be used if required. If encountered in space, the Overbluff may wear powered armor, scout model. This is more to protect himself than to give him superior combat ability, but he won't hesitate to fight to protect himself or his holdings.

The Overbluff is an extremely egotistical person, but is smart enough not to let this show if necessary. If encountered in one of his alter-egos, he will remain 'in character' and not respond to insinuating questions or insults - though he will follow up on those who suspect him or get too smart for their own good. On the subject of Quanchiovt and the bevayin he is a chauvanist and a fanatic; Putting down either in his presence is a sure invitation to a slow death when circumstances permit. This hot-headedness is known to many in the upper crust of society in the Octant.

On the positive side, the Overbluff is a good, if demanding employer. Those who can stand his overpowering presence will find that he is an excellent person to be protected by. Good employees are well paid and do not stay in jails long due to underground connections. He is an excellent leader and crafty administrator, and his legitimate businesses are doing as well as his shady ones.

Zoarim Furinyot Dugbie

Race: Bevayin Sex: Male Height: 187 cm Weight: 87 kg.
 Damage Factor: 33 Shock Resistance CR: 14 Carry Cap.: 44
 Strength/18, Constitution/12, Agility/18, Dexterity/15, Intelligence/15
 Intuition/11, Leadership/19, Bravery/14, Empathy/8, Psionics/10
 GTA/11, MechA/9, ElecA/13

Skills:

General Physics/2, Mathematics/4, Chemistry/6, Astronomy/1, Gen. Biology/2, Biochemistry/2, General Social Science/5, Linguistics/3, History/5, Comparative Cultures/1, Psychology/2, Combat Training/2, Street Combat/1, Jump Belt/1, ContraGrav/1, Alien Environments/1, Desert Survival/1, Steppe Survival/1, First Aid/1, Mobile Infantry/1, Demolitions/1, Handguns/4, Sport Rifles/4, Military Small Arms/2, Lasers/7, Blasters/3, Needlers/10, Special Weapons/8, Daggers/8, Swords/3, Coagulator/7, Unarmed Combat/9, EVA/1, Gen. Mech. Equipment/2, Electrical Systems/2, Minicomputer/2, Computer I-III/1, Computer IV-V/1, Civ. Program/4, Military Program/2, Personal ID/3, Crime Analysis/2, Forged Documents/4, Groundcar/1, Helicopter/1, Single Jet/1, Sail/Motor Boat/1, Jetboat/Hydrofoil/1, Swimming/1, Streetwise/4, Alien Languages/6, Forgery/9, Counterfeit/4, Gambling/6 Merchant/10, Administration/7

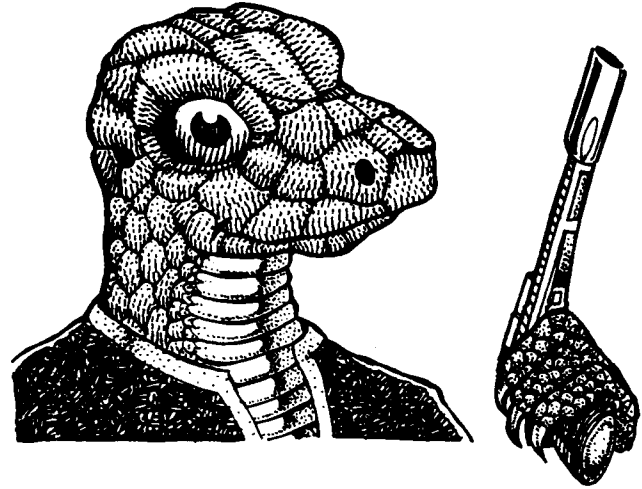
Languages Known:

Jeltan Standard, Croitar, Quanchiovt, Standard Terran, Szagayin, Gila Dialects, Jeltan Colonial Dialects.

APPENDIX THREE RACES OF THE OCTANT

JELTAN: The Jeltan are a species of humanoids native to Onokrok, a terran steppe world. They are lean, wiry people with a slightly lower height and weight than most humanoid races (-1 physique, with an additional -10% to mass. +1 to strength). Skin color tends to be a light orange, though some have deep brown-red skin and others almost white. They have high brows and slightly inset eyes and long, somewhat haughty faces. Body hair is slightly heavier than on humans, while the hair on the head is thin and usually very long.

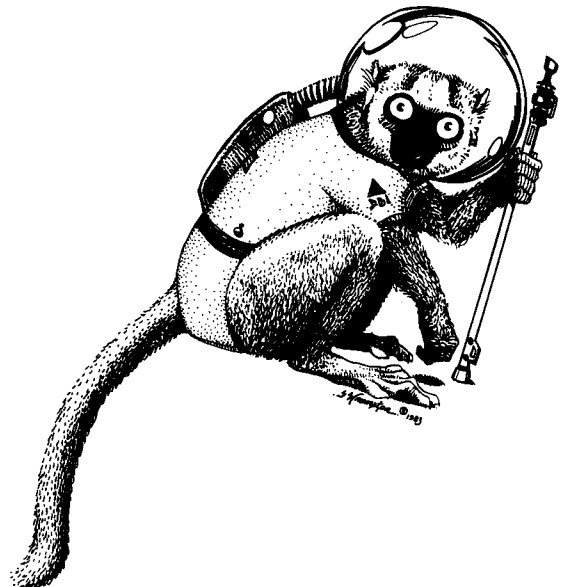
GILAS: These are a typical saurian species in most respects, though those found on Furious are exceptionally sturdy and have adapted well to the high gravity there. Skin color on both worlds they inhabit is a mottled pattern or black and one other color, usually brown or yellow.



CROITAR: These are humanoid species native to Burinkinparth. The Croitar are a squat, wide-bodied and very hirsute people, with muscles and physiques adapted to the high gravity. They have thick, yellow-colored skin that is very retentive of moisture, and coppery-red body and facial hair. Croitar are well adapted to living in dry conditions and need much less water than humans in hot conditions.

HODDON: The Hoddon are one of the few 'vegetable' intelligences known to mankind. They are not readily distinguishable from other planets on the surface, looking like a fleshy-leaved giant fern. The brain case is located about 50 cm below ground, and is surrounded by a fibrous shell. The Hoddon are immobile, have few physical senses, and are physically weak, but they more than make up for this with their mental powers. A typical Hoddon is a Telurgic adept of level equal to 2d6-2. intelligence is equal to 1d6+15, Stamina 2d10+60. Few people need to cr do see Hoddon, as they are rather paranoid about revealing themselves and fear that someone with resistance to psionics may get to them before they can use their powers for defense.

SZAGAYIN: These are a pithicine species native to Varminoog. They have much heavier coats of fur than other pithicines, which enables them to stand up to cold weather quite well. Fur and skin color tends to be grey or greyish-brown.



BEVAYIN: The Bevayin are a species of humanoids native to Quanchiovt. They are round-faced, with narrow, somewhat pointed ears. There is little body hair, while the head and neck are covered with a pelt of stiff, almost spine-like fur. Skin color is grey, and is textured somewhat like suede. Their eyes are large, almond shaped and are rimmed with black skin, giving the Bevayin a somewhat fearsome aspect.

KORRRR: These are a species of canines native to Gratskiffert. They are extremely skinny and strong, perhaps being closer to their lupine ancestors than are other canine species. They have fur ranging from grey to deep black, with facial fur shaped and colored to emphasize the ferocious and bestial nature of the face. Unless aroused, the Korrrr are actually a peaceful species, with a sophisticated philosophy and complex culture. Unfortunately, they are aroused by most anything unknown to them. The Korrrr have plans for expansion out of their homeworld in the near future, a bold step for so conservative a species. The Korrrr have several slave species, of unknown origin, on their homeworld and exploit them to maintain their culture and standard of living. Part of the reason the Korrrr wish to expand is to enable them to allow some of their slave species to join their elite culture; a noble motive if one ignores the fact that they'd have to use even more slaves to accomplish this.



of a unthinkable vast deity whose stomach contained the universe, called Baport by the cultists. Entranced by the cults precepts and their chain of culinary training institutes, Roampchim became a convert and spent a decade teaching in the cults terran temple. When offered a chance to bring the faith to the heathens of the Gatatruit Octant, he packed up his bags and moved to Chin-Smith, the regional temple, and quickly rode in rank to become the Connoisseur of the Octant. His skilled leadership has given the cult a new respectability and have filled the coffers with new wealth. A team of scientists under his authority have invented a new and more efficient method of popping the temples' offerings of food into hyperspace, and Roampchims' practice of hiring himself out to wealthy clients has earned the cult many rich friends.

The Connoisseur: 70kg, 30 kg Carrying Cap., Damage Cap. 30, Stamina 45, Shock CR 10, HTH factor 26. Alien Environments, Space Orientation, Admin/10, Merchant/5, Minicomp/1, Stunner/3, Brawling/3, Streetwise/3, Alien Lang/4, (Terran languages, Jeltan, GPR tongues, Croitar), Various Cooking skills/10, Various General Civilian skills/3.

The Connoisseur, while a friendly and easily approachable person, is no fool and a dangerous enemy. When his limits of tolerance have been reached he will plot and plan and take actions to resolve an annoying situation. Though no adventurer, he grew up in the school of hard knocks and knows quite a few tricks. It is a credit to the ingenuity of the Overbluff that his captive has not freed himself yet.

The Connoisseur's normal garb is a baggy green tunic and trousers, with religious medals and devices stuck on at random. Traditional cult headgear consists of a plastic cornucopia-shaped hat; the Connoisseur lost his but has made a substitute out of paper mache. It is no less silly-looking than the original, but conceals a garrote and finely honed knife.

APPENDIX FOUR THE CONNOISSEUR

The Connoisseur of the church of Horkalie started life as the son of two miners in a Galactic Peoples' Republic mining station. Life there was tough, with dangerous conditions, corrupt bureaucracy, harshly oppressive government and appalling food (Algae paste and cellulose fibers textured and flavored to look like food, but with a taste almost, but not quite totally identical to the filthy cardboard and sewage from which it ultimately derived). Roampchim Onzman, a dark-skinned fellow with long, whitish hair, managed to transcend his environment and soon managed to get a berth as a cook on a small GPR merchant craft. His extraordinary abilities to prepare food was developed here, but though his cooking was probably the best on any ship in the sector, it went unappreciated by all but the men he served with (or served, in this case). His big break came when the ship blew its hyperdrive and was forced to make repairs at a UFP colony. He defected on the spot, along with almost half of the merchant's crew.

After several years working in a greasy spoon, Roampchim was discovered and became head chef of a ritzy restaurant on terra itself. Here, he was contacted by the church of Horkalie, a bizzare cult dedicated to improving the quality of food in the universe, and to the worship

OPERATION PEREGRINE

A religious leader is kidnapped and the trail leads the adventurers through a variety of worlds on the track of a syndicate. Criminal masterminds running illegal drugs and operating production facilities on many worlds are involved. These types of people have money and a ruthless nature in covering up their activities.

The player characters will find that their foes will stop at nothing, even disrupting the annual Sky Cruiser Race on Grutzom. It all makes for an exciting, multi-part adventure of danger and intrigue.

Also included in OPERATION PEREGRINE is a complete quadrant of a star sector. Maps and commercial starship routes accompany the descriptions of the planets in this quadrant.

Note that OPERATION PEREGRINE is not a game, but an adventure for use with the SPACE OPERA game system. SPACE OPERA is required for proper use of this adventure pack.