

# TRAVELLER

CORE ADVENTURE 2  
LAST CALL AT ENERI'S CANTINA



SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

# TRAVELLER

## CORE ADVENTURE 2 LAST CALL AT ENERI'S CANTINA

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# INTRODUCTION

The starport bar is the go-to destination for Travellers seeking information, meeting employers, looking for a place to hang out while their starship is being serviced, or perhaps those who are simply hoping to find a good stiff drink. The starport bar is a place to make connections, find out what is going on in the local region, have conversations with residents and hear rumours, lies and tall tales.

Starport bars range in quality, appeal, location and utility. There are high-end bars that serve the nobility, megacorporate officers and other wealthy citizens; middling bars that serve a range of customers, mostly just average people having a night on the town; along with low-end dive bars with a clientele of losers, criminals and drunks. All can be found at the typical starport but few satisfy all the needs of a Traveller. For that, they must find a Travellers' bar.

Travellers' bars are places where interstellar society comes to meet and greet, find out what is happening in-system, the next star system over or further along the trade main. Travellers are a unique community unto themselves, living as they do 'among the stars'. As such, they tend to gravitate to bars that serve their unique needs and interests.

While regulars at another type of bar might frequent the place on a daily or weekly basis, the cast of characters at a Travellers' bar varies. Traders, adventurers, mercenaries, explorers and other Travellers journey from star-to-star, seeking the next profitable cargo, big score, dream ticket or mystery to solve. The patrons of a bona fide Travellers' bar are accustomed to seeing different faces, mingling with people from foreign star systems and a range of alien species. The transience of the clientele means that 'regulars' vary from week-to-week or month-to-month. Travellers' bars are places where starfarers can be among their own, people from far and wide, whose thirst for adventure has no limit.

Eneri's Cantina at Affinity Highport is just such a place. Affinity (Core sector 2121, B98A661-B) is on the Sylean Main, the most extensive jump-1 main in all of Core. Affinity is a desirable stopover for Travellers. Its high-quality starport handles a lot of traffic but there always seems to be at least one open docking bay for a ship. Affinity's low Law Level and lack of local government have made the world into a place where

goods, employment opportunities and information flow freely. Unfortunately, political and economic forces are conspiring to change that, which does not bode well for the future of Eneri's Cantina.

To properly run *Last Call at Eneri's Cantina*, Referees should establish the importance of the bar to the Travellers beforehand, as described in the Prologue on page 8; run a few of the patron encounters before moving on to Chapter 1. As the Travellers pass through Affinity, they get to know the cast of characters at the bar. They make friends with Zashe, the proprietor who seems to know who the deal makers are, where the next big score might be had and where to lay low if the Travellers have just gotten into a scrape. The drinks are always good at Eneri's – Zashe does not skimp on the alcohol – and her cosy little bar should begin to feel like a home away from home after repeated visits. Once Eneri's Cantina becomes a valuable and enjoyable stop for the Travellers, begin the adventure in earnest. When the Travellers find out that their favourite watering hole is in danger of being shut down, they might be more motivated to do what they can to save it.

The plight of Eneri's becomes a microcosm for larger events happening in the region. By standing up for the bar, the Travellers end up fighting to validate their own place in the interstellar community. There are political forces at work that do not value the contributions of the Traveller community and would rather see them replaced by something that can be controlled and to have dissenting voices silenced. Saving the bar becomes a metaphor for saving the role of the Traveller in interstellar society.

## OVERVIEW

*Last Call at Eneri's Cantina* is unusual in that it includes a more demanding prologue than most adventures. Several patron encounters are provided to help familiarise the Travellers with Affinity and its role on the Sylean Main. These encounters lead to adventures that might require one or more gaming sessions. The intention is to give the Travellers the sense that Affinity – and more specifically, Eneri's Cantina – is a useful hub for information, employment and profits to be made. Eneri's becomes a 'home base' of sorts, a place they can return to again-and-

again, meeting new patrons, making new contacts and finding new opportunities for adventure each time that they come back.

In the process, the Travellers come to know Zasje Pamzirma, the proprietor of Eleri's Cantina. Late one evening, as the bar is about to close, Zasje asks to meet with them. Her adoptive son, Calago, has gone missing on Affinity and she asks the Travellers to find him. When they find him, he is in a spot of trouble. He has been roughed up by a group of criminals who are just about to finish him off. The Travellers must find a way to save Calago and then return to Eleri's.

Upon their return, there have been some developments. The government of Ase, which administers Affinity, has begun to crack down on 'rogue elements' at the highport. The Travellers note the increased presence of Asei security forces. Tensions are running high. As events unfold, the Travellers are approached by a trio of competing factions, each of which offers them an opportunity to pick a side in the coming conflict. Shortly after, riots break out and the Asei security forces lock down the highport.

The events at Affinity Highport are being used to validate something called the Justice for All Initiative, which is being deliberated in the Imperial Moot on Capital. Should the motion pass, all subsidiary worlds

– those rated as 'captive governments' – along the Sylean Main would have their Law Levels raised to that of their host worlds. Some worlds readily accept the notion of a more codified and consistent legal structure, while others decry the loss of personal and political freedom.

Holed up at Eleri's while riots rage in the streets, Zasje introduces the Travellers to Seneschal Betro Uivi, a regular at the bar. The seneschal serves the Countess of Bendo, who just might be the key to the crisis. The countess currently holds the proxies to a number of votes in the Moot, which could be used to sway the election one way or the other. If the Travellers can convince her to act, she could turn the tide. After bringing the countess to Affinity to make their case, the Travellers go to Capital, where the vote is to be held. They find themselves in a position to affect events that might drastically alter the culture, commerce and politics of not just Affinity but the entire Sylean Main. At the eye of the storm is Eleri's Cantina.

## RECOMMENDED MATERIALS

In addition to the *Traveller Core Rulebook*, the Referee should have *The Third Imperium*, which provides details about the culture, history, politics and worlds of the Core.





# REFEREE'S INFORMATION

The information in the following sections is for the Referee, some of which might later be made available to the Travellers. Much of this data can be obtained from public information systems, a ship's Library software or by interacting with people at the starport bar or other public venues. Any information the Travellers discover could be out of date, biased or obscured by forces beyond their control. Partial information and misinformation are often stumbling blocks on the road to becoming fully informed. Keep in mind that the process of putting together the pieces of the puzzle can be an enjoyable and fulfilling experience in and of itself.

## THE SYLEAN MAIN

The Sylean Main is one of the most prestigious trade routes in all of the Imperium. While the people of the Solomani Rim and Ilelish might argue about which sector has the greatest main, the fact that the Sylean Main is located in the Core and includes Capital enhances its reputation considerably.

In addition to being the seat of empire, the Core leads the entire Imperium in exported goods. Its industrial worlds are among the most powerful in the empire. Perhaps the only thing that prevents the Core from dominating the Imperium in all economic categories is astrographic happenstance. Its industrial worlds are spread out, often separated by stellar gaps of two to four parsecs, with few actually located on the Sylean Main itself. As such, economic power is divided into clusters, each dominated by local governments and split among noble fiefdoms. These worlds share the bond of Imperial membership but in another sector – such as Deneb, known for its competing duchies – they might be reduced to infighting and fractiousness. In the Core, the influence of Capital draws them together and prevents greater economic dissolution from occurring. Being associated with Capital is not just a point of pride but also a financial boon. The 'Made in the Core' seal bestows considerable value upon goods that are manufactured in the sector.

In spite of the benefits, the state of economic unity in the Core is fragile. The sector's industrial worlds compete aggressively with one another. Each wants to be the dominant power and megacorporate leaders pull no punches when trying to outdo each other. Into

this fray enters the Ase system, the leading world of the Shaaaki Cluster and aspirant to economic and industrial greatness.

## THE SHAAAKI CLUSTER

The trailing Sylean Main has a long and complex history. At the advent of the Third Imperium, the dominant industrial power of the region was a world called Shaaak (pronounced 'sha-yawk'). Although only one parsec from Sylea (now Capital), Shaaak was never a member of the Sylean Federation, the predecessor of the Third Imperium. The Shaaaki are the product of a hybrid Vilani-Solomani culture that flourished during the Rule of Man and whose citizens saw themselves as a distinct ethnic group. Many of their descendants still do. The Shaaaki persevered through the Long Night, maintaining civilisation and retaining a semblance of their former industrial might; however, they were limited to just their own star system until being contacted by Sylean scouts. The acquisition of technology from the Syleans and access to their growing interstellar empire enabled Shaaak to revive its fortunes. If industrial might were the only factor needed to found an empire, Shaaak might have had a brighter future than Sylea itself. Alas, Shaaak's leaders did not have the vision of Cleon Zhunastu to create a new and mighty 'Grand Empire of the Stars'. Shaaak maintained its independence until joining the Third Imperium became inevitable, shortly after its establishment.

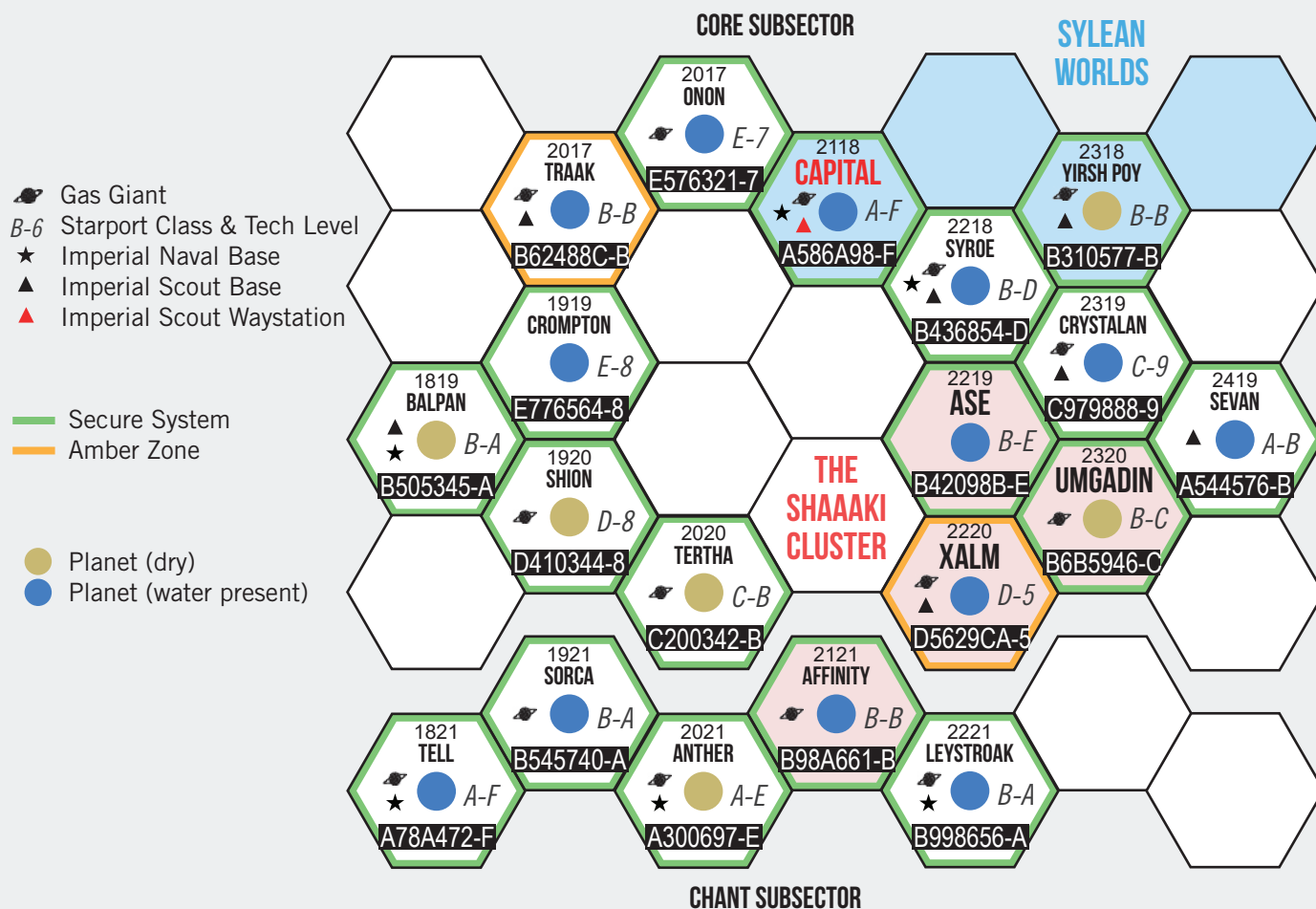
A mere two centuries into the Imperial era, Shaaak's environment had become severely degraded by unbridled industry, resulting in mass extinctions of native life forms and the declining health of its people. With the imminent environmental collapse of a world right on Capital's doorstep, Emperor Martin II deindustrialised the planet and ordered a mass emigration of the Shaaaki people to several nearby worlds: Ase, Uunli (now Umgadin) and Khishnar (now Xalm). A smaller colony of Shaaaki settled on Vlaakier, which later became Affinity. Shaaak itself was renamed Syroe and put into conservatorship so Imperial ecologists could revive the world's ailing environment. In modern times, Syroe is an independent world and does not associate itself with the Shaaaki Cluster.

Undeterred by the disaster wrought upon their homeworld, the Shaaaki tenaciously industrialised their adopted worlds. Ase became the dominant force of the cluster, with Umgadin relegated to a supporting role. Xalm showed similar promise but suffered financial, political and ecological crises in the late 900s from which it has never recovered. Affinity developed a cosmopolitan culture and did not become an official member of the Shaaaki Cluster – at least not initially – although its importance as a trade hub grew over time. In spite of the challenges they have faced, Ase hopes to lead the Shaaaki Cluster into a bright future with a blend of authoritarian politics and industrial drive.

There are headwinds that prevent Ase from ascending into the ranks of the great industrial powers of the sector. Firstly, they face stiff competition. Within the Sylean Worlds cultural zone, Shudusham and Khuir have become truly elite industrial worlds. Fuelled by the business acumen of the Sylean people, these worlds dominate not only the coreward portion of the sector but delve into the neighbouring Lishun and

Fornast sectors as well. To spinward are Shibashliim and Keplo, which have a chokehold on the so-called 'Old Confederacy', the long string of worlds that once comprised the Interstellar Confederacy. There are opportunities to rimward and trailing but there are difficulties to overcome in both directions. The Chant subsector has a depressed economy and has been resistant to economic revival efforts while Dingtra offers a rich market, however its culture of economic isolationism makes it a difficult region to penetrate.

Perhaps the greatest challenge faced by Ase and the Shaaaki people is not economic but biological. The industrial pollution propagated by their ancestors has affected Shaaaki genetics. They suffer from low birth rates and endemic health problems. Much of this can be overcome by modern medicine, however access is limited to the financial elite. To rise into the ranks of the top Imperial worlds, one must have an immense population to support growth and the Shaaaki seem incapable of generating one.



## The Justice for All Initiative

Authoritarianism runs strong in the Core. There are dozens of worlds in the sector with exorbitantly high Law Levels, many of which also have high populations, in stiff competition with one another for dominance. One of the primary realms of competition is industry. The Core's industrial giants seek the means to sell their goods to the largest, most far-reaching customer base possible but industrial dominance is but one of many paths to political hegemony.

Ase is in an advantageous astrographic position on the Sylean Main but there are several factors that prevent the world from achieving its goals. Stagnant population growth, being surrounded by tough competitors and liberal governance on its neighbouring worlds are among the reasons Ase cites as impediments to its success. The Resource Concordat, which governs Ase, believes that by exporting its unique brand of plutocratic authoritarianism, it can enhance its power and status significantly. The Imperium typically frowns upon such impositions. Individual worlds are allowed to govern themselves even when they are subsidiaries of other worlds. Impeding their liberty defies one of the key tenets of Imperial law. However, like most Imperial laws, the independence of worlds is not codified and therefore subject to debate on a case-by-case basis.

Resource Concordat commissioners have collaborated with members of the Imperial bureaucracy to author an initiative called Justice for All. This initiative purports to provide additional security and prosperity along the Sylean Main by raising the Law Levels of its worlds. Ase depicts the region as a lawless and blighted swath of space where insurgents and terrorists scheme against the Imperium. While Ase has provided little concrete evidence of a widespread problem, they have the support of other authoritarian worlds, which combined carry a great deal of political weight. If the initiative passes in the Moot, all subsidiary worlds on the Sylean Main – those owned by another world – will have their Law Levels increased to that of the owning world. This will drastically increase the presence of authoritarian governments along the main and limit personal freedoms and self-determination. Should the initiative pass, the following worlds will be affected:

Owning World	Subsidiary World	Law Level Increase
Fornol/Core	Curast/Core	+8
Ikarus/Bunkeria	Deseca/Bunkeria	+5
Irlu/Bunkeria	Relle/Bunkeria	+7
Irlu/Bunkeria	Protalus/Bunkeria	+9
Sketola/Bunkeria	Randar/Bunkeria	+2
Shibashliim/Cemplas	Eshon/Cemplas	+6
Ase/Core	Affinity/Chant	+10
Skeen/Chant	Akin Akun/Chant	+5
Umgadin/Core	Shashuua/Dingtra	+3
Reel/Cadion	Qungwyld/Cadion	+8

As author of the initiative, Ase expects to vastly increase its standing in the region but its ambitions do not end there. The Resource Concordat hopes to use its newfound power to dominate the Sylean Main politically and financially.

Other authoritarian governments in the Core are watching these developments with keen interest. Aursis, in Ch'naar, owns three other worlds, all of which have Law Levels significantly below those of their owner. Should Ase succeed in its gambit, worlds like Aursis might impose their laws on their subsidiary worlds based on the precedent established by Justice for All.

The Asei believe the key to their fortunes is development of Affinity into a bustling trade hub. Affinity already sees a significant amount of commercial traffic but Ase believes its potential is virtually untapped. Affinity has been a free system for most of its history but in 1080 Ase acquired a controlling interest in the world. Ase disbanded Affinity's army and deployed several brigades of its own for the 'proper defence of the planet'. Affinity had been a free world with no official government and a low Law Level. Ase intends to impose a structured and authoritarian approach to governing the world but have run into a few political roadblocks. The people of Affinity have petitioned the Chant subsector bureaucracy at Vvrin for relief, citing laws that date back to the founding of the Imperium, which guarantee the independence of individual star systems. There is a movement afoot to involve the Moot as well but thus far Affinity has found few sympathetic voices among the Imperial bureaucracy.

## POLITICAL FACTIONS

The Third Imperium is a feudal monarchy with both its head of state and deliberative body based on Capital. The Imperium is a vast union of independent worlds, held together by the guarantee of free trade and the power of its navy. Individual worlds are left to govern themselves with little interference from the Imperium, provided they do not break Imperial laws.

In spite of the seeming implacability of the Emperor and ruling nobility, there are numerous political factions present, which engage in lively debate about how the empire and its worlds should be governed. Over the centuries, these factions have come to be identified by colours. For example, the centrists are known as the Orange faction or more colloquially, the 'Orangists'. While virtually all the known factions are represented on Capital, those that dominate the Shaaaki Cluster are as follows:

- Ase – The Asei are members of the Gold (plutocratic) and Zircon (authoritarian) factions. The Asei people bow to the will of a cabal of rich industrialists who believe in the need for strong governmental institutions to shepherd the masses.
- Umgadin – The Umgadini are the most liberal of the Shaaaki systems. Their parliamentary republic has many factions but the two most dominant are the Orange (centrist) and Sparkle (traditionalist) factions.

- Xalm – Xalm is in the throes of decline. While their president is a right-of-centre Orangist, the Aglow Greens (socialist environmentalists) are gaining traction and threatening to overthrow the government. Ase does not intend to allow this to happen and has dispatched a division of ground troops and military advisors to assist the current regime against insurgency.
- Affinity – Affinity has a captive government and is dominated by Ase but most of its citizens do not see eye-to-eye with the Asei. Affinity has a mishmash of factions but the most prevalent are the White (anarchist) faction.

## DIRTY LITTLE SECRETS

In interstellar societies, innovation and industrialisation are the rising tides that lift all boats. To some extent, the 'Promethean fire' of technology is shared amongst the corporations and megacorporations. Many technological solutions are open source; their patents are made available for all to use and modify. Others are rigorously protected, their designs stored in secure data systems, prototypes locked away in cryptically sealed vaults. To some extent, this covetousness prevents valuable technologies from proliferating as well as they might, which ultimately hurts consumers but also creates competition. Competing Imperial corporations are driven to find new and innovative solutions to problems in order to serve their vast customer bases.

Many of the Imperium's industrial worlds are hubs of innovation. However, not all industrial worlds come by their output honestly. Ase is Tech Level 14, a mere point away from the nominal maximum of the Imperium. The cities of Ase include some hubs of innovation but the dirty little secret of the Asei is that they steal a good portion of their industrial and technological knowledge, most of it from the neighbouring Syleans.

The Sylean Worlds are notoriously protective of their patents but they have a leak. The Sylean syndicates are pseudo-crime organisations found on most Sylean worlds and in Sylean communities throughout Imperial space, involved in many questionable activities. Among these are patent theft and technology counterfeit. The illegal acquisition of Sylean patents has enabled the Asei to artificially prop up their Tech Level.



# ON THE ROCKS

As the adventure begins, the Travellers might be visiting Affinity for the first time, have passing familiarity with the world from a previous visit or two, or they may already be regulars well versed in its culture. Regardless of their previous experiences in the system, they find Affinity Highport to be a bustling and chaotic place where there seem to be far more passers-through than permanent residents.

Affinity, like most worlds in the Anther Cluster, sees a great deal of interstellar traffic. This collection of worlds is at the nexus of four Sylean Main branches. The Chant Branch to rimward is dominated by the industrial world Skeen; the Old Confederacy Branch to spinward leads into the region that once hosted the Interstellar Confederacy; and the Capital branch – actually a pair of branches – leads coreward towards the Imperial capital and onward to the Sylean and Wayward worlds.

Making their way down the main concourse and into the startown – the sprawling business district that surrounds the starport – they find themselves at Restoration Plaza, where they are drawn to Eneri's Cantina, conveniently located on the periphery of the park. Eneri's is a busy place almost any time of day but flourishes during the evenings, just as the visible disc of Affinity has begun to darken a mere 15,000 kilometres away.

## AFFINITY HIGHPORT

The Anther Cluster is one of the most travelled regions of the Sylean Main and Affinity handles a considerable amount of the throughput. Like many of the starports in the cluster, Affinity Highport is an average-sized facility, designed to support a large amount of interstellar traffic but not really fit to be a hub. Most of the star systems in the cluster have low or medium populations and their starports are representative of their host worlds in size and scope. The exception to the rule is Anther, which has an immense starport that far surpasses those of all other worlds in the cluster.

Affinity Highport management and staff comprise 8,500–9,000 people but its hospitality facilities can accommodate another 15,000 guests. The shipyard manufactures sublight spacecraft, focusing on launches and pinnaces for merchant starships. The starport does not retain a large system defence fleet, relying instead upon squadrons of the Imperial 2<sup>nd</sup> Fleet, which frequently patrol the system.

The highport has a dispersed structure configuration, with a central tri-level disc and two lengthy spires extending from its dorsal and ventral centre points. Each of the three decks is approximately six metres high, with enough room for utilities, sewage and two-storey buildings.







TLI2		TONS	COST (MCr)
<b>Hull</b>	300,000 tons, Dispersed Structure	—	7500
	Reinforced	—	3750
	Radiation Shielding	—	7500
<b>Armour</b>	Crystaliron, Armour: 4	15,000	2250
<b>M-Drive</b>	Thrust 0	1,500	2250
<b>Power Plant</b>	Fusion (TL 8), Power 140,000	14,000	7000
	Solar Panels	1,400	140
	High-Efficiency Batteries (TL10) x500, Power 20,000	500	50
<b>Fuel Tanks</b>	25 weeks operation	8,750	—
<b>Bridge</b>	Holographic Controls	60	1875
<b>Computer</b>	Computer/15	—	2
	Backup Computer/10	—	0.16
<b>Sensors</b>	Civilian Grade	1	3
	Extended Array	2	6
	Improved Signal Processing	1	4
	Backup Civilian Array	1	3
<b>Weapons</b>	Triple Turrets (beam lasers) x100	100	250
	Point Defence Batteries x4 (Type I)	80	20
	Small Missile Bays x4	160	60
<b>Ammunition</b>	Missiles: 1,152	96	—
<b>Systems</b>	Biosphere	500	100
	Brig (60 prisoners)	40	2.5
	Cargo Cranes x10	910	910
	Cargo Retrieval Net and Drones x10	50	10
	Docking Space (60,000 tons)	66,000	16500
	Full Hangar (5,000 tons)	5,000	1000
	Mail Distribution Array (TL10)	10	20
	Medical Bay (250 patients)	200	100
	Workshops x20	120	18
<b>Zones</b>	Commercial	10,000	2000
	Fuel Refinery (12,000 tons/day)	1,000	1000
	Mfg. Plant (basic, 300 tons/day)	1,500	300
	Mfg. Plant (advanced, 100 tons/day)	2,500	1000
	Mineral Refinery (12,000 tons/day)	100	100
	Residential – Low (4,000 people)	8,000	400
	Residential – Medium (18,000 people)	72,000	7200
	Residential – High (800 people)	4,800	1200
	Residential – Luxury (200 people)	2,000	1500
	Shipyard (capacity 12,000 tons)	48,000	24000
<b>Software</b>	Anti-Hijack/1	—	6
	Intellect	—	1
	Fire Control/2	—	4
	Library	—	—
	Manoeuvre	—	—
	Virtual Gunner/0	—	1
<b>Common areas</b>		21,700	2170
<b>Cargo</b>		13,919	—

## Crew

Administrators x150,  
Pilot, Commercial  
Zone x1,000,  
Engineers x215, Fuel  
Refinery x10, Gunners  
x104, Maintenance  
x150, Medical x5,  
Mineral Refinery x5,  
Officers x31, Shipyard  
x4,800

**Hull: 198,000**

## Running Costs

### MAINTENANCE COST

MCr7.746333/month

### PURCHASE COST

MCr21.666

## Power Requirements

Basic Starport Systems

60,000

Sensors

5

Weapons

1,360

Biosphere

500

Medical Bay

50

Commercial Zones

55,750

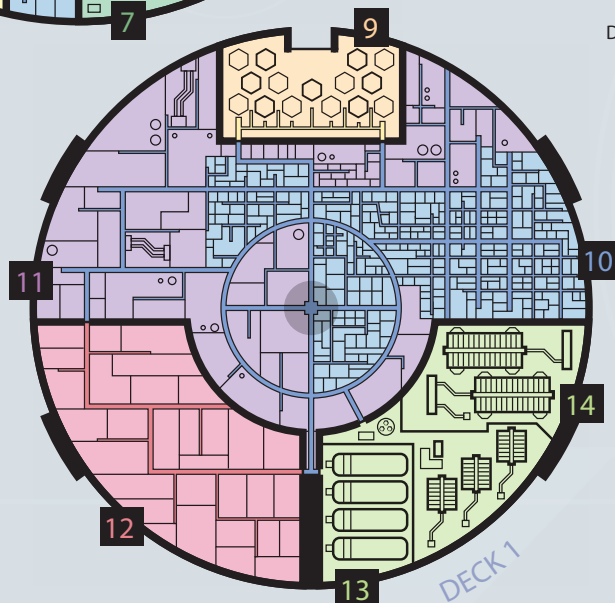
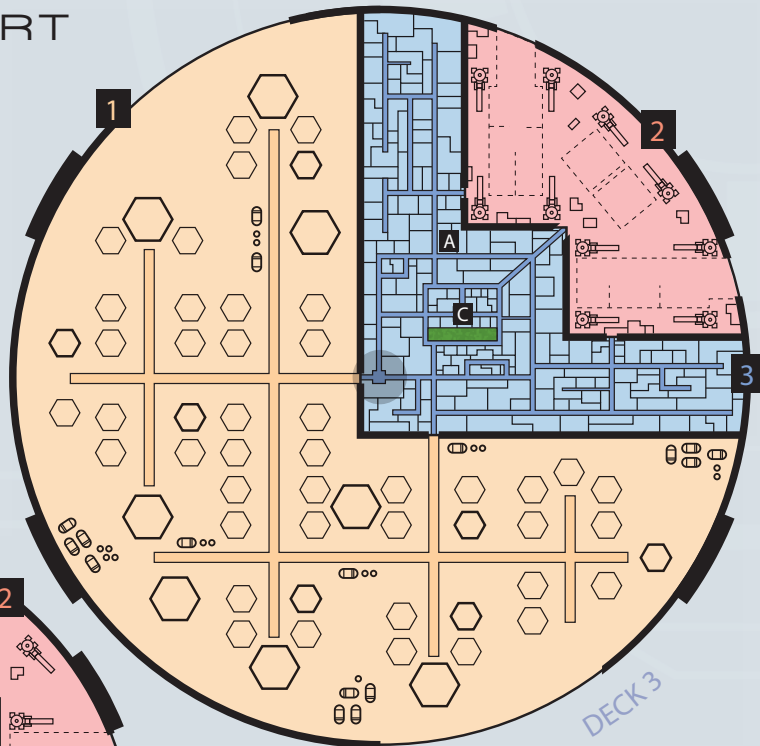
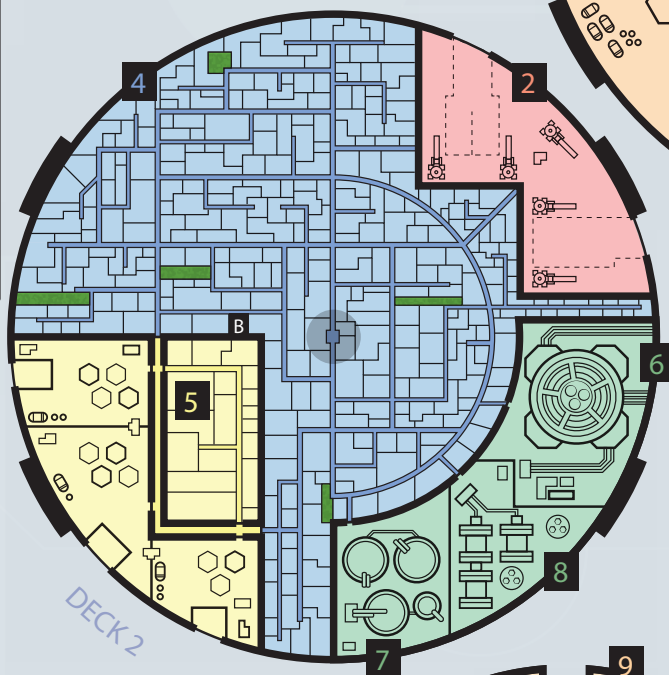
Residential Zones

1,764

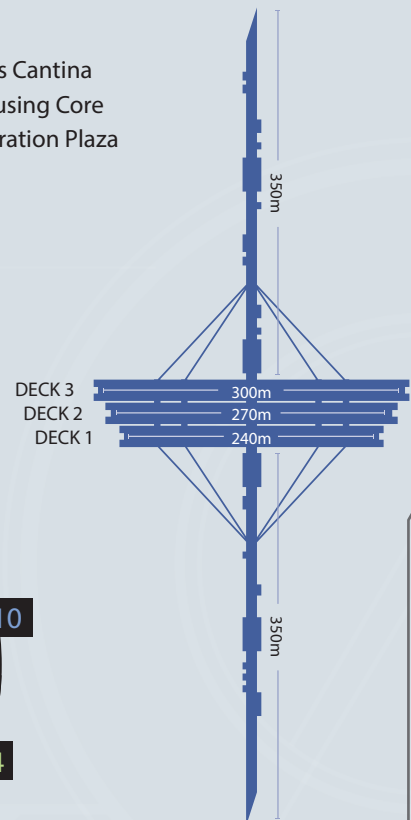


## AFFINITY HIGHPORT

1. Docking Bays
2. Small Craft Shipyard
3. Upper Startown
4. Lower Startown
5. Hangars & Service Sector
6. Power Plant
7. Fuel Refineries
8. Manoeuvre Drive
9. Shuttle Port
10. Low-End Housing
11. Industrial District
12. Warehouse District
13. Fuel Tanks
14. Batteries & Energy Capacitors



- A. Eneri's Cantina  
B. The Fusing Core  
C. Restoration Plaza





## ENERI'S CANTINA

Eneri's features a bi-level layout with a single bar on the lower level and copious seating in booths, tables and barstools. The bar's proprietor, Zashe Pamzirma, loves music and has a band playing on the soundstage most of the time, usually a smooth jazz trio during the day with a lively quartet or larger band playing more boisterous tunes in the evenings.

Eneri's is a pan-sophont-friendly venue with beverages provided to please a broad variety of alien palates. In addition, the lift and stairwells are reasonably spacious and outfitted with grav assist so as not to favour only sophonts with legs. There is also a lift near the front entrance for those who would prefer to forgo stairs altogether.

Like many bars, Eneri's has its foibles. One of its barstools is said to belong to the 'ol' Captain', although no one seems to remember exactly who the

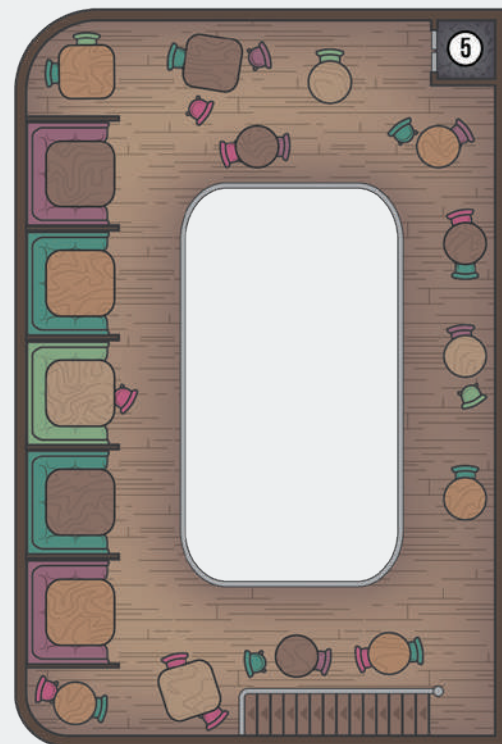
ol' Captain actually was. Nevertheless, his stool is always vacant and regulars all know not to sit there. Newcomers who break this unwritten rule are quickly informed that they must vacate the stool or face the captain's wrath. On the upper level, there is a section strictly reserved for gamblers. There is nearly always at least one or two games of chance being played in this part of the bar. The Referee should feel free to add more personalities, nooks, crannies, oddities and quirks to the bar as desired. Eneri's has a lot of character and customising it to the Travellers' needs and interests is recommended.

Zashe has an eidetic memory and remembers the favourite drinks of all her regular customers. After Travellers have been to Eneri's two or three times, they can expect to have their preferred drinks served to them moments after they sit at a table or sidle up to the bar. Zashe has a small staff of servers, and sometimes hires temporary help when there is a big event going on, but mostly relies upon her adopted son, Calago, and a robot bartender/bouncer named 'Bug' to run the place.

## ENERI'S CANTINA



GROUND FLOOR



UPPER FLOOR

## BDVSR Bartender Robot

Bug is a four-armed bipedal robot optimised for autonomous operation. Bug normally operates with an external beverage dispenser, such as a full bar or beverage cart, but has an autobar installed within its torso with dispenser nozzles and a 10-litre capacity integral refrigerated container that holds up to 20 different beverages at a variety of temperatures, allowing it to dispense everything from hot coffee to iced smoothies. Spare capacity of another eight litres allows for custom installation of additional dispensers or other custom features. A vacuum/blower feature and internally stored mops and brushes allow the robot to keep its beverage-dispensation area clean.

With four arms, the BDVSR can dispense multiple drinks simultaneously but its two stronger arms serve the additional purpose of maintaining 'venue security', namely removing unruly patrons. Normally the model performs this task with the utmost courtesy but Bug's patience has seemingly worn out. Troublemakers are brusquely and summarily removed from the premises. Bug is a decent conversationalist but lacks deep insight into human behaviour.

Bug has been in service for many decades and has a few quirks. While it does not have a more sophisticated brain than other members of its class, it has collected a library of canned responses that it uses in conversation. Most of the time, these responses help to create the illusion of typical banter but once in a while it responds with an off-kilter or awkward statement that might leave Travellers scratching their heads.



Robot	Hits	Locomotion	Speed	TL	Cost
Bartender	20	Walker	6m	12	Cr73000
<b>Skills</b>	Athletics (dexterity) 1, Athletics (strength) 2, Melee 0, Steward 2				
<b>Attacks</b>	Fists (2D)				
<b>Manipulators</b>	2x (STR 12 DEX 7), 2x (STR 9 DEX 9)				
<b>Endurance</b>	108 hours				
<b>Traits</b>	Armour (+4), ATV, Heightened Senses				
<b>Programming</b>	Advanced (INT 8)				
<b>Options</b>	Auditory Sensor, Autobar (advanced), Domestic Cleaning Equipment (small), Olfactory Sensor (advanced), Storage Compartment (10kg refrigerated), Transceiver 5km (improved), Visual Spectrum Sensor, Voder Speaker, Wireless Data Link, Spare slots (4)				

## PATRON ENCOUNTERS

Patron encounters should be played out organically, with the Travellers meeting appropriate patrons after engaging in conversation with denizens of the bar. Word travels quickly at Eneri's, so a group of Travellers who mention that they are traders are soon approached by individuals who know all the latest rumours about where big speculative cargo scores were made, which of the local brokers has product to move, when and where they might find passengers and so on. Likewise, a group of adventurers or mercenaries who announce their professions are likely to be approached by patrons who can provide the latest prospects in their respective lines of work.

Eneri's is a boisterous and social place but deals of all kinds can be made here. If the Travellers gravitate towards shadier businesses – smuggling, claim jumping, fencing stolen goods, that sort of thing – they are directed to the upper floor of the cantina for a more intimate setting.

The culture of Eneri's is a bit different than other bars. While patrons are eager to do business with Travellers, there is a tendency to test the mettle of potential clients before offering them work or sharing trade secrets. Affinity offers patrons the 'pick of the litter' with a broad range of qualified employees to choose from. Before conversation enters the interview phase, most Travellers are put to one test or another to see if they have the right stuff. To reflect this, each of the patron encounters below features an 'icebreaker', a preliminary interaction used by the patron to determine whether a given Traveller qualifies for the job they need done.

### Speculative Cargo

**Patron:** Grufta Sporza

**Icebreaker:** 'Casino Corner' on the second floor of Eneri's is where the gamblers hang out. Grufta invites one or more of the Travellers to partake in a hand of Element, which uses a combination of playing cards and domino-like placards in a complex game of chance. For each hand played, have the participating Travellers make a Difficult (10+) Gambler (2D minutes, INT). Multiply the Effect of each check by Cr100 (or more if the Travellers up the check ante) to determine their winnings or losses. After 3 or 4 games, Grufta approaches the Traveller who has either won or lost the most games by an Effect 4+. If the Traveller is a winner, he expresses admiration. If they have lost, he laments their lack of luck. In either case, Grufta says there is a different game of chance that they might consider: speculative trade.

**Opportunity:** *'If you like games of chance, then you must play the speculative trade game. I happen to know of a score that you should take.'* A free trader from Ase was recently impounded at Affinity Highport by Asei security forces for reasons unknown. With no experience in commerce, the Asei have emptied its cargo hold, rerouted freight shipments to other ships, found alternative arrangements for passengers who were aboard and are auctioning off its cargo lots. There is an unclaimed five-ton lot of luxury goods that might fetch a high price from a broker Grufta knows on Anther. He offers to connect the Travellers with the lot if they consent to take it to Anther within the next few days.

**Details:** The deal is legitimate but the cargo is difficult to transport. It consists of rare Sylean liqueurs that must be stored at extremely low temperatures to prevent them from spoiling. Apparently, these spirits must be heated up and consumed within seconds to achieve the desired flavour and effect. Allow the Travellers to purchase the lot as normal but they gain DM+3 to their Broker check when selling it on Anther. Successful delivery gains Grufta as a Contact and local Sylean syndicate boss Syn To Rei as a Rival.

### The Trade Emissary

**Patron:** Baroness Bedaan haut-Wyaulia-Ktosi, Imperial Trade Representative

**Icebreaker:** Some people love a good story, no matter how tall the tale. The baroness is just such a woman. Her business frequently takes her from Capital through the Anther Cluster and she always makes a stop at Affinity to visit Eneri's. Should the Travellers regale her with tales of past adventures – the more outlandish, the better – she extends them an offer. This can be done with good roleplaying or by making a Difficult (10+) Art (performer) or Carouse check (1D hours, SOC). Gain DM+1 for every round of drinks imbibed during the telling of the tale.

**Opportunity:** The baroness recently fired her chief of security and his entire staff after a breach that occurred during a mission to the Dingtra subsector. She wants to hire a group of security consultants – essentially mercenaries on a security ticket – to escort her to Prubisk, where she is to negotiate permits for a series of subsidised merchant routes in the region. She has heard that the region is plagued by pirates and fears for her safety.

**Details:** It is true that there are pirates in a few of the blighted systems of rimward Chant but the real threat to the baroness' safety is more nefarious. Industrial interests on Skeen want to maintain the status quo in the region. While they do not currently have their sights set on transportation contracts in Prubisk or other neighbouring systems, they want to reserve the right to develop them on their own schedule. A shadowy cabal



of dirty dealers have hired the baroness' former staff to track her movements, thwart her mission, going so far as to eliminate her, if necessary. The Travellers are offered salaries of Cr3000/month for the duration of the junket plus a bonus of Cr100000 upon her safe return to Affinity.

## One Person's Trash is Another's Treasure

**Patron:** Xalmian artist Bloqua Altidore

**Icebreaker:** The Travellers meet renowned 'temporal artist' Bloqua Altidore at Eneri's, where he engages them in spirited debate on the subject of the arts. What makes the greatest art? Permanence or transience? After soliciting the Travellers' opinions, Altidore plays the contrarian and argues the other side. If the Travellers can convince him otherwise by making a Difficult (10+) Persuade check (1D hours, INT or SOC), he is impressed and requests aid for his latest project.

**Opportunity:** Altidore is planning a new exhibit at Restoration Plaza and requires a centuries-old artefact to serve as the centrepiece. Retrieving the artefact presents some unusual challenges.

**Details:** Five centuries ago, during the Civil War, Marava defeated Usuti in battle, making her the 13<sup>th</sup> 'Emperor of the Flag'. En route to the battle, Marava marshalled her forces at the outermost gas giant of Shion, three parsecs from Capital. She was met by one of Usuti's scout squadrons, which her ships defeated, leaving their decimated hulls on the surface of a gas giant moon. The cold temperatures and thick nitrogen atmosphere of the moon has preserved the hulls and their contents for centuries but it is believed that should anyone attempt to move the more perishable items among them, they will dissolve upon contact. If the Travellers can find a way to get to the moon, securely package five tons of preserved artefacts and ship them back to Affinity intact, he will pay Cr300000. They will also acquire Altidore as a Contact.

## The First Rule of Melee Club

**Patron:** Brale Hawthorne, fight promoter

**Icebreaker:** Every other Sixday night, amateur boxing matches are held in a vacant tenement somewhere in Affinity Highport. The quality of the fights varies but the events are well-attended. Tickets are sold the night before, often just outside Eneri's Cantina, usually with a long line of eager fans hoping to obtain a seat. Three or four preliminary bouts are held, followed by a headliner. Betting is allowed, with hundreds of thousands of Credits exchanging hands on a typical fight night.

**Opportunity:** If one or more of the Travellers is skilled in Athletics (endurance) or Melee (unarmed) – both are preferred – they might be recruited to participate in one of the preliminary matches. Participants are lent boxing gear and assigned an opponent. The Traveller's

opponent is 'Bruiser' Galloway, see on page 45. Bruiser is a decent fighter and will pose a challenge for an unskilled opponent. Despite the amateur nature of the fights, they are managed by a professional Referee, most of whom are reasonably fair.

**Details:** The best fighters are skilled in both Athletics and Melee but Athletics is the most essential skill. The preliminary fights consist of six two-minute rounds. For each round, have the boxers make a Difficult (10+) Athletics (endurance) check. Then make an opposed Melee (unarmed) check (STR), adding the Effect of the Athletics check. Refer to the Opposed Checks Effect Results table on page 59 of the *Traveller Core Rulebook*, with the following results:

- Exceptional Success indicates a possible knockout for the winner of the opposed check. Subtract the Effect from the loser's END. If the loser's END drops to zero, a knockout results and the fight is over. Some fighters can survive one knockout punch without going down but few can withstand two. In addition, three points are awarded on the scorecard to the winner of the round.
- Average Success indicates that three points go on the scorecard for the winner of the check and a subtraction of END -2 for the loser of the check.
- Marginal Success results in a draw for that round, which awards each of them one point on the scorecard and a loss of END -1 for both fighters.





Between rounds, the boxers' trainers give them water, seal their cuts and prepare them for the following round. Have the trainer make a Very Difficult (12+) Leadership check (INT) between each round. Add any positive Effect to the boxer's performance for that round only. The Traveller is awarded Cr1000 for every round fought. The final purse is doubled for the winning boxer, tripled if they knock out their opponent. If the Traveller wins the fight, the crowd cheers them on and they are met by Sylean syndicate boss Syn To Rei, who offers to sponsor them in a future fight. In addition to earnings made by the boxers, Travellers may make bets with other members of the crowd. Bets are typically made for Cr100x3D for the preliminary fights and Cr1000x2D for the headliner.

## RUMOURS AND LIES

The patron encounters cover only a small portion of what is happening at Affinity Highport. The Travellers can discover rumours and lies by speaking to the various personalities at Eneri's or simply wandering the starport. Have the Travellers make an Average (8+) Carouse or Streetwise check (1D hours, INT) and then roll on the Rumours table, adding (or subtracting) the Effect. An aggregate roll of less than 2 indicates that no useful rumours were discovered.

### Rumours

2D	Description
2	Restaurants, hotels and bars have been feeling the pinch of new duties and fees. Those who have pressed for more information have been told that the Credits are being collected to pay for the enhanced security being provided by Asei forces.
3	A delegation from the Cemplas subsector recently passed through Affinity from Capital. A successful Average (8+) Streetwise check (1D hours, INT) reveals that they were members of the nobility who left in a huff over controversial new laws being proposed in the Moot.
4	A new bar has opened on deck 1 of the highport: the Fusing Core. Rumour has it that it is financed by a planetside Affinitian. Referee's note: Only partially accurate. There is a new bar but it is financed by Asei corporations and is actually on deck 2.
5	Portions of the industrial and residential districts on decks 1 and 2 are being converted for unknown purposes. A visit to the renovations sites followed by a Difficult (10+) Investigate check (1D hours, INT) reveals that a barracks and jail are being built.
6	The highport is not the only part of Affinity that seems to be under siege by Asei security forces. Reports from Kayu and Uan – Affinity's two major planetside cities – indicate the Asei have established a police presence there as well.
7	Twelve docking bays have been taken up by troop transports dispatched by the 1 <sup>st</sup> Fleet AssaultRon cruiser, <i>Imminent Victory</i> , out of Capital. A visit to the docks, followed by a successful Difficult (10+) check Language (2D minutes, EDU) reveals most of the troops have Asei accents.
8	Asei Commissioner Auvin Tradi has appointed an Imperial knight, Sir Evin Brand, to perform an 'audit' of Affinitian society. An Average (8+) Streetwise or Investigation check (1D hours, INT) confirms this is the case. This knight is a member the Order of the Sylean Main, who originate from the Shaaaki Cluster.
9	A shipment of 10 tons of barricades and riot gear recently arrived from Rek-shons. The cargo modules containing the gear are unlabelled but are inadvertently revealed when the seal breaks on one of them, spilling the contents onto the platform.
10	Twenty tons of foodstuffs from the impounded subsidised merchant, <i>Wayward Wanderer</i> , vanished off the docks last week. A successful Difficult (10+) Investigate check (2D hours, INT) reveals the supplies have reappeared among citizens living in the low-end housing district on Affinity Highport deck 1.
11	A secretive Asei company has leased two buildings in the deck 1 industrial district. A successful Average (8+) Investigate or Streetwise check (1D hours, INT) reveals the corporation is Tolvar Remedies, a pharmaceuticals company. Effect 2+ reveals that Tolvar scientists are researching biochemical applications of Affinity's native life forms.
12+	Commandant Perry, head of the Asei security forces, has recently set up shop in an office on the upper level of the Fusing Core, the new bar on deck 2.

# MISSING PERSON

The next time the Travellers are in port and stop by at Eneri's for a drink, Zashe is spending most of her time in the office and has Bug doing the bartending. When she makes an appearance, the Travellers can see that she is under stress for some reason. If pressed, she pours the Travellers a drink on the house and sits down to have a conversation with them.

*Calago – my son – has gone missing. He went down the well [the Affinitian term for going planetside] aboard our shuttle, the Rammiakhiidru, about three days ago and I have not heard from him since. I expected him back the next day after he left and well... I'm worried about him. I can't leave the bar. Bug can't run the business by himself. Do you have time to go down there and look for him?*

Zashe is on the brink of tears as she begs the Travellers for their help. Calago is her adopted son. He is a chimera, a lab creation with combined human and Hhkar genes. The Hhkar are reptiloid sophonts from Julian Protectorate space. A sterile hybrid, designed to serve as a soldier in the Star Guard, Calago escaped from his oppressors and found his way to the Core as a youth. Zashe took him in and he has been loyal to her ever since. He has a knack for getting into trouble but has always found a way to wriggle out of it in the past. Zashe is concerned that his luck might have run out this time.

Zashe informs them that Calago sometimes goes island hopping in the *Rammiakhiidru* and often goes fishing from the *Seaskimmer*, a two-person airship housed in the shuttle. If the Travellers offer to help, she gives them the transponder and access codes to the *Rammiakhiidru*. She warns them to take care. Affinity has a challenging environment and its islands are called 'transitory' for a reason. If the Travellers have not been down to Affinity before, they will soon learn for themselves.

## THE WILD SEAS OF AFFINITY

Affinity is a large, high-gravity waterworld with a great deal of tectonic and volcanic activity, all of which occurs beneath the ocean surface on undersea mountain ranges. Eruptions are frequent along the seams of its tectonic plates, spewing volcanic effluvia into the ocean. The Affinity rotational period is 36.7 hours long.

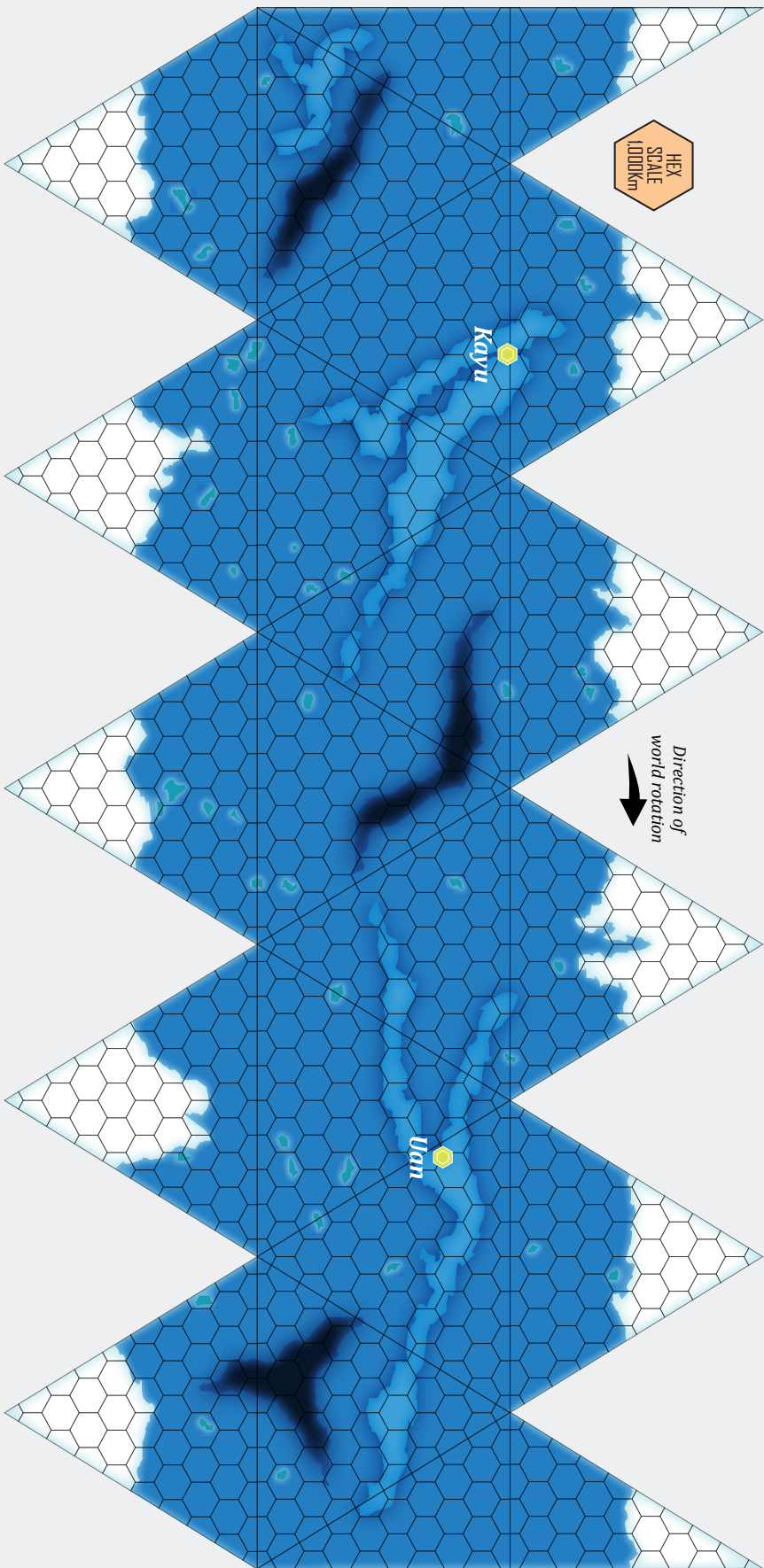
Affinity has two moons: Rapport, which orbits in a prograde direction, quite closely at about 85,000 kilometres, just outside the Roche limit with an orbital period of only 50 hours; and Chum, a much smaller captured satellite with a retrograde orbit about 200,000 kilometres from Affinity. The interaction of these planetary bodies produces highly unpredictable tidal conditions on Affinity. While there are no permanent land masses above the surface, at any given time the world has dozens of transitory islands, low, flat protuberances that rise above the surface when the tides have ebbed.

The 30° axial tilt of Affinity produces a strong Coriolis effect which, when interacting with its dense atmosphere, causes a great deal of stormy weather and some truly massive rogue waves. Affinity is rich in resources but there are good reasons that the world has no permanent habitations on its surface. There are none on any of the transitory islands but there are two undersea cities, Kayu and Uan, both nestled against the broad escarpments of two neighbouring seamounts where they avoid the worst of Affinity's tidal effects and storms.

Affinity has abundant native life, none of it exceedingly intelligent. The oceans are rich in fish, algae, seaweeds and other life forms, although they are not easily digestible by humans. Oils are extracted from some of Affinity's largest sea creatures and used for organic lamps, salves, ointments and other products. Aquaculture on Affinity focuses on plant life that can be synthesised into useful materials and textiles rather than foodstuffs.

# AFFINITY

UWP: B98A661-B



Deep Sea trench



Seamount



Transitory island



Ice Cap



City

MISSING PERSON

Searching for Calago on the surface of Affinity is like searching for a needle in a very wet haystack. The planet is immense and almost entirely covered by oceans. Making it more difficult is the interaction between Affinity and its moons; one cannot rely upon an island chain to be above the surface for very long. Therefore, even if the Travellers locate the *Rammiakhiidru* or pinpoint Calago's probable location, either might be submerged by the time they get there, making the search that much more difficult. Combine all this with the planet's extreme weather and rogue waves, and one has a number of factors to deal with.

As luck would have it, *Rammiakhiidru* can be found floating freely near a recently submerged island chain. If the Travellers have access to a starship or small craft, a close-orbit search using the ship's sensors might be able to locate the shuttle, given enough time and effort. Making the search more difficult is the fact that the shuttle is completely powered down and therefore indistinguishable from thousands of other large pieces of flotsam in the ocean. Have the Travellers make a Very Difficult (12+) Electronics (sensors) check (2D+4 hours, INT) to find the shuttle. During each attempt, the Travellers are basically crisscrossing the planet, likely experiencing several false positives that turn out to be oceangoing vehicles, seaweed mats and schools of fish. The Travellers may reattempt the sensor sweep as many times as they like. Add the following modifiers for each sweep:

- DM+1 for each subsequent attempt after the first.
- A successful Average (8+) Navigation check (1D hours, EDU) adds DM+1. This is cumulative, with each successful check increasing the DM by +1.
- If the Travellers are using a spacecraft for the search, divide the ship's Thrust by 2 (dropping fractions) and add this as a positive DM.
- Clever Travellers might create a template of the *Rammiakhiidru* for the sensors to look for. The old Vilani shuttle is an obscure model, so a prerequisite check is required. Have them make a Difficult (10+) Engineer (any) check (2Dx10 minutes, EDU) to find the old design with a ship's Library software. Success provides them with a hull template to search for, adding DM+2 to search attempts.

If the Travellers are using a vehicle to search the planet for the *Rammiakhiidru*, be sure to note its Range. Affinity is a vast world with some locations more than 10,000 kilometres from permanent habitations. If the Travellers are not careful, they might become stranded in the ocean and a separate search-and-rescue effort might be required to save them.

During each attempt, roll 1D on the Events table for every six hours of searching.

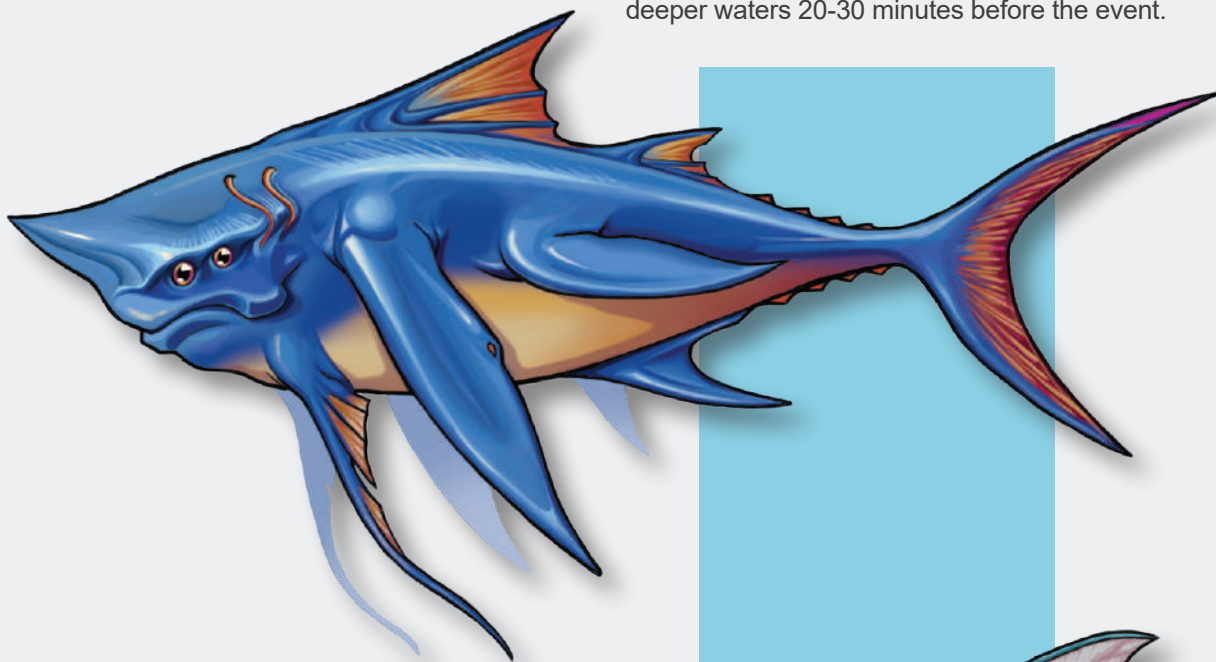
## Events

1D	Event
1	Lost at sea. A component failure has stranded a fishing vessel hundreds of kilometres from any permanent habitations and they radio the Travellers for help.
2	Storm front. The search takes the Travellers into an unexpected storm, slowing them down and adding 1D hours to their search.
3	False positive. The Travellers' sensors lead them to an abandoned small craft or vehicle that has been anchored to the rocks of a transitory island. Close inspection reveals it is not the <i>Rammiakhiidru</i> but appears to have been there for a long time.
4	Rogue wave. The Travellers witness a mammoth rogue wave sweeping across a broad swath of ocean. The high gravity of Affinity prevents such waves from becoming as tall as they might be on a smaller world but their breadth enables them to sweep over a front of 2D kilometres.
5	Combine events 3 and 4. The Travellers are surprised by a rogue wave while inspecting an abandoned craft. If the Travellers have a lookout in place, they can make an Average (8+) Survival check (EDU) to see the wave coming in time to get back to their craft. Otherwise, they are caught by surprise and must seek refuge within the abandoned craft, a cave or other shelter until the wave passes over.
6	Unsanctioned base. The Travellers discover a secret research base lodged into the side of a transitory island. The tides have submerged the base about 20 metres beneath the ocean surface when the Travellers discover it. If they come in for a closer look, a radio operator at the base tersely instructs them to move along, threatening to fire defensive weapons if they do not comply. The base belongs to Tolvar Remedies, an Asei corporation.



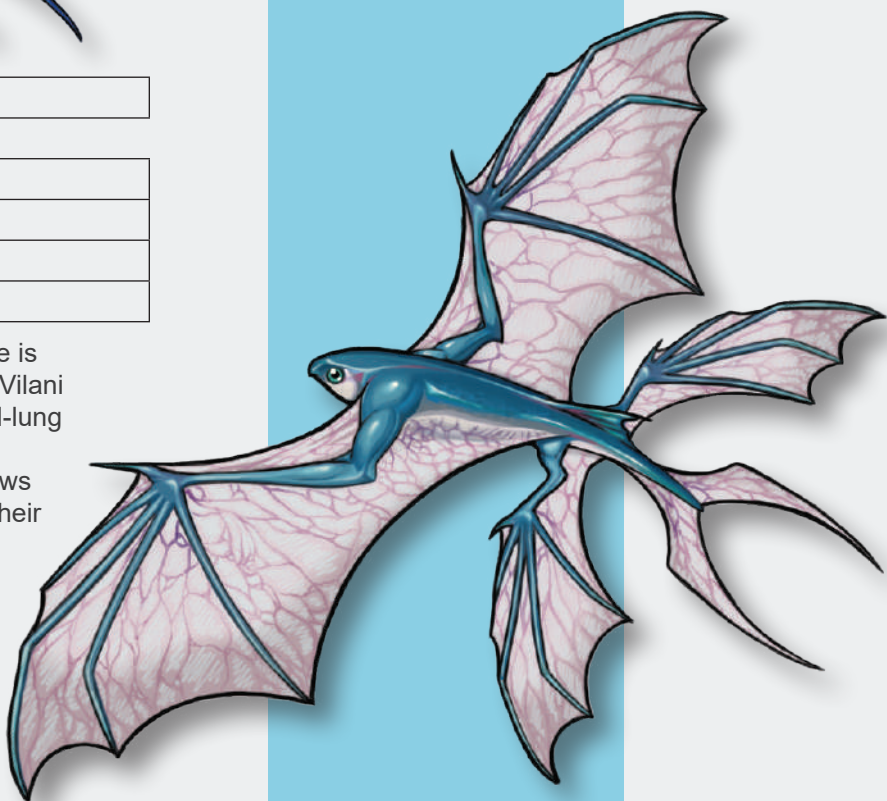
Animal	Hits	Speed
Ishgipmige ku	16	20m
Skills	Navigation 2, Survival 1	
Attacks	None	
Traits	Aquatic, Armour (+1), Heightened Senses	
Behaviour	Grazer, Carrion-Eater	

When the Travellers descend upon Affinity's transitory islands, one of the things they notice is the presence of one of Affinity's dominant fish species: the ish gipmige ku. Adults are roughly the size of full-grown Terran bluefin tuna. The ish gipmige ku swim in schools of 100-1,000 fish along the escarpments and crevices of surfaced transitory islands, nibbling on corals, fish carcasses and other detritus dredged up by the tides. Ish gipmige ku inadvertently provide warning signs that tidal waves are about to submerge an island, always departing for deeper waters 20-30 minutes before the event.



Animal	Hits	Speed
Mushenhu	4	12m
Skills	Navigation 3, Survival 1	
Attacks	None	
Traits	Amphibious, Flyer (idle)	
Behaviour	Hunter, Reducer	

Another common species the Travellers see is the mushenku, roughly translated from the Vilani as 'bird fish'. These creatures have dual gill-lung respiratory systems, enabling them to be equally comfortable swimming in the shallows or flying 20–100 metres above the water. Their bat-like wings enable them to stay aloft on Affinity's dense atmosphere for hours at a time. Biologists have observed flocks – or khaalap, as they are called in Vilani – of mushenku following the exact lines of ocean currents, many of which end in gyres where nutrients gather.



One characteristic the two animals have in common is the presence of a cooperative parasite that lives in their gut microbiomes. This unnamed bacterial species plays a key role in the behaviours of hundreds of Affinity's species, emitting radioisotopes that cross the blood-brain barrier and assist the host species with decision-making processes. The bacteria simultaneously releases alkylating agents that prevent these isotopes from adversely affecting cellular growth. Scientists have yet to discover that the bacteria is sensitive to Affinity's magnetic field and uses this ability to help its host navigate the world's ocean currents and weather fluctuations. Migrations of affected animals appear to be chaotic but are in fact guided by these microscopic 'hitchhikers' that keep them out of harm's way.

This bacterial species is being researched by Tolvar Remedies, which hopes to genetically engineer them for applications in the human microbiome.

## FINDING RAMMIAKHIIDRU

If the Travellers are persistent, they eventually find *Rammiakhiidru* floating freely in Affinity's seas, thousands of kilometres from the world's two cities. The waves are rough and the shuttle is being buffeted about when they discover it. A fly-by and cursory examination with sensors reveals its engines and power plant are offline. Unless the Travellers have life-detection sensors, they are going to have to get into the water and enter the shuttle through its airlock to find out if anyone is aboard. Unfortunately, *Rammiakhiidru* has been flipped upside down, which makes entry and examination of the craft awkward unless they can get to its bridge, power it on and 'right

the ship', so to speak. Fortunately, the shuttle's airlock is not locked and the Travellers can simply open the outer door, flood the chamber, and then purge the water before entering the shuttle.

Travellers with Seafarer and Athletics skill are likely to be accustomed to the rough seas but others might find the experience of being tossed around inside *Rammiakhiidru* a bit nauseating. Travellers in the boarding party must make an Average (8+) Seafarer (any) or Athletics (endurance) check to avoid becoming seasick during the operation. Those who fail perform all tasks at DM-2 until they can get the ship started, flip it over and out of the water. Unfortunately, seasickness is not the only impediment. Have them make a Difficult (10+) Athletics (dexterity) check to avoid being buffeted about inside the shuttle as they move towards the bridge. Failure results in 1D+2 damage from crashing into a bulkhead or being struck by loose objects.

Once they have the shuttle upright and aloft, the Travellers discover that the fuel tanks are about half full, the two-ton docking bay is empty, the ship is in need of maintenance but seems to be working just fine, and – if they have a look at the log – Calago has left his flight plan up on the display, showing which transitory islands he has recently visited and which ones he had intended to go to next. His last entry shows that he was island hopping in the Jerouse Archipelago, last visiting an island called J-51 about 12 hours before the Travellers made their way down to Affinity. Based on the ship's diagnostics, *Rammiakhiidru* has floated southward 120 kilometres during that time and was probably flipped by a rogue wave.





## MAKING IT LOOK LIKE AN ACCIDENT

There are several clues that might lead the Travellers to island J-49, where Calago is about to meet a rather untimely death. The island was the last one on his itinerary but J-51 was the last one he appears to have visited. At the time of the Travellers' arrival to the Jerouse Archipelago, it is not much of an archipelago at all, with most of the islands submerged by the tides. The only one still above the surface is J-49.

Should they approach J-51 first, now several metres underwater, the Travellers might notice a migrating school of hundreds of ishgipmigeke, rushing towards J-49 to feed before it too is submerged beneath the waves. If the Travellers have already seen the ishgipmigeke in action elsewhere on Affinity, allow them to make a Difficult (10+) Animals (any) or Survival check (EDU) to figure out that the ishgipmigeke seek out transitory islands that are above the surface. They might also be able to find poor Calago by continuing their aerial search, as long as that search leads them to the archipelago.

When the Travellers arrive, Calago is being strapped to his personal airship, the *Seaskimmer*, by two mobsters from the Yirsh Poy Sylean Syndicate. They are attempting to make it look like Calago got tangled up in his own fishing lines and then inadvertently ascended too quickly aboard the airship. Once in a while, recreational pilots have been known to fall asleep in their airships and are then rapidly carried upward on the trade winds. Affinity's dense atmosphere gets considerably thinner a few thousand metres above the ocean surface. Just like divers who surface too quickly from ocean depths, rapid ascents from dense to thin atmosphere can give wayward pilots and their passengers a fatal case of the bends.

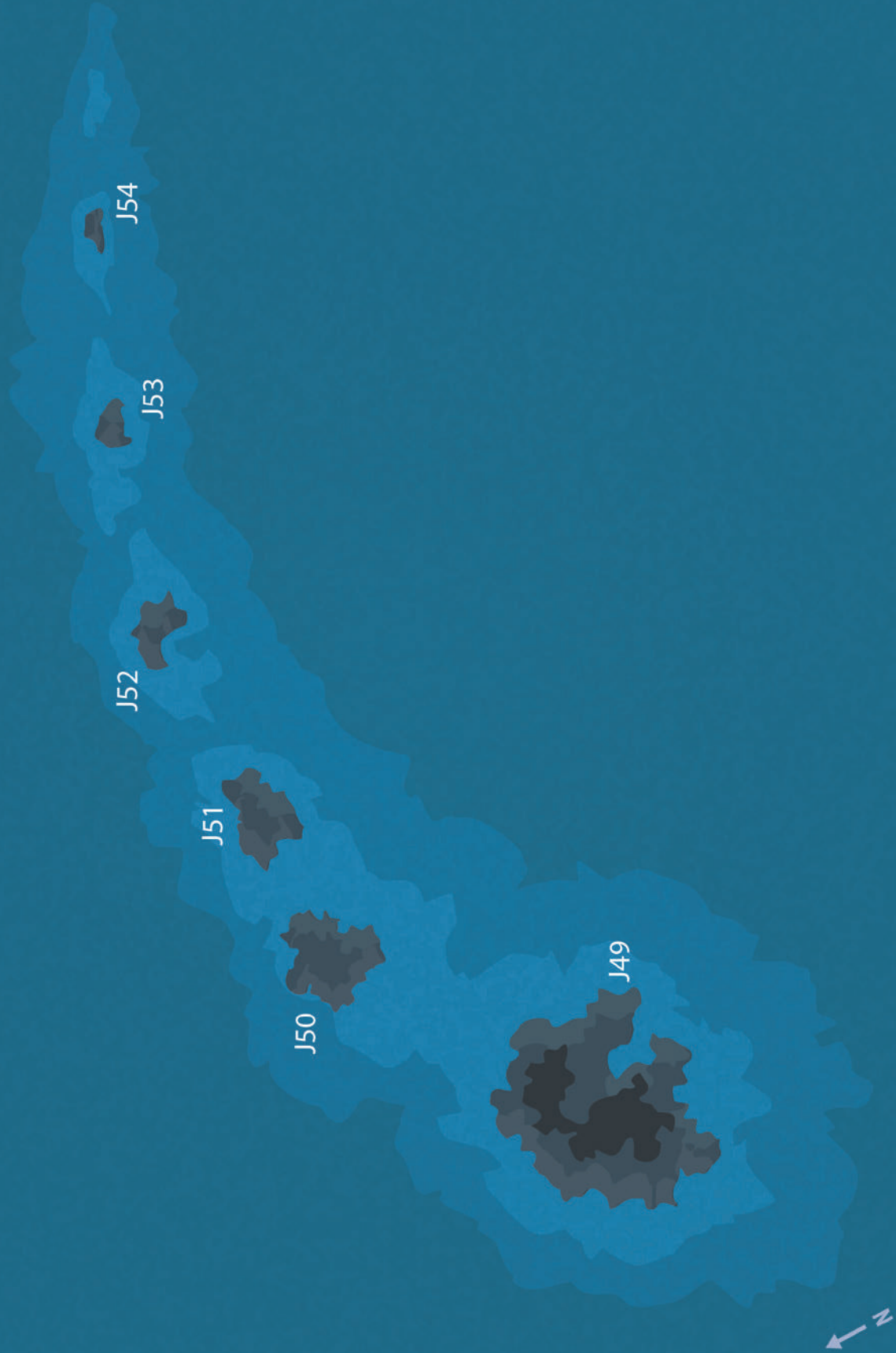
The Travellers have the chance to save Calago if they act quickly. If the two mobsters see the Travellers coming, they prematurely launch the airship, jump into their waiting air/raft and attempt to escape the scene of the crime. However, if the Travellers approach stealthily, they might be able to stop the mobsters before they initiate the launch. This could play out a number of ways, depending on how it begins. The Travellers might be forced to pursue Calago's airship before he begins to suffer from rapid depressurisation or they could split up to pursue the mobsters as well if they have more than one vehicle. The mobsters' air/raft will be no match for a spacecraft but if the Travellers

pursue in an air/raft of their own, an aerial vehicle-to-vehicle gun fight might ensue, which – while dangerous – could make for an exciting action scene.

Regardless of how it plays out, if the Travellers make the right choices they should end up recovering Calago, after which they can make their triumphant return to Affinity Highport where Calago's worried mother awaits. Other than being roughed up and nearly killed, Calago seems no worse for wear but he should really look into paying off his gambling debts to the Syleans.



# JEROUSE ARCHAPOLAGO



MISSING PERSON



The *Rammiakhiidru* is a light-framed, surface-to-close-orbit shuttle of obscure Vilani design. The spacecraft, which has been in Zashe's family for generations, somehow came into her possession during her youth. She uses it as a conveyance to her planetside residence and often allows Calago

to use it for excursions to the surface or to meet visiting traders at jump points to acquire small shipments of wines and spirits for the cantina. While *Rammiakhiidru* has no thruster plates, it does have artificial gravity and gravitic compensators.

### TL8

### TONS

### COST (MCr)

<b>Hull</b>	30 tons, Streamlined, Light Hull	—	1.35
<b>R-Drive</b>	Thrust 2	1.2	0.24
<b>Power Plant</b>	Fusion (TL8 Energy inefficient), Power 7.5	1	0.375
<b>Fuel Tanks</b>	4 weeks operation, fuel for 9 hours at 2G	14.5	—
<b>Cockpit</b>		1.5	0.015
<b>Computer</b>	Computer/5	—	0.03
<b>Sensors</b>	Basic	—	—
<b>Systems</b>	Aerofins	2	0.15
	Fuel Scoops	—	—
	Docking Space (2 tons)	3	0.75
	Seaskimmer Airship	—	0.0156
<b>Accommodations</b>	Cabin Space x2	3	0.15
<b>Software</b>	Library	—	—
	Manoeuvre	—	—
<b>Cargo</b>		3.8	—

### Crew

Pilot

### Hull: 11

### Running Costs

#### MAINTENANCE COST

Cr256/month

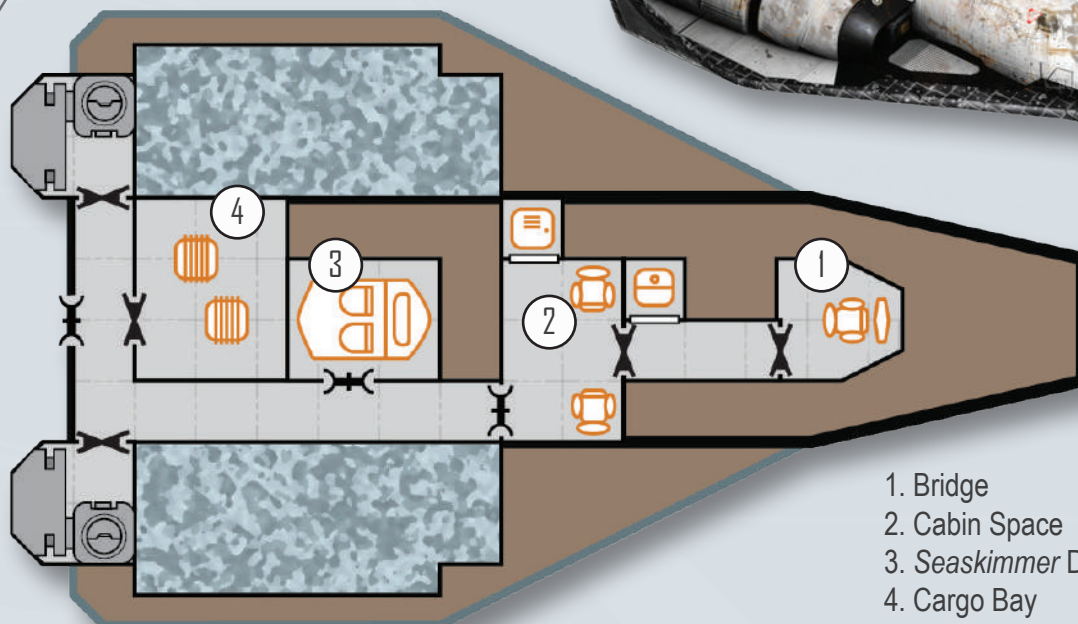
#### PURCHASE COST

MCr3.0756

### Power Requirements

Basic Ship Systems

6



1. Bridge
2. Cabin Space
3. Seaskimmer Docking Space
4. Cargo Bay

# SEASKIMMER

Seaskimmer is a light deflatable airship, suitable for the transportation of one or two passengers. The airship is equipped with a grapnel/anchoring system that allows the pilot to secure the vehicle to up to three surfaces at a time, keeping it parked in a reasonably stable position, depending on weather conditions. Calago likes to anchor it to several buoys or seamount surfaces so he can fish Affinity's waters.

## EQUIPMENT AND WEAPONS

Communications System (improved), Grapnel/Anchoring System, Navigation System (basic).

TL	8
SKILL	Flyer (airship)
AGILITY	-2
SPEED (CRUISE)	Slow (very slow)
RANGE (CRUISE)	8000 (12000)
CREW	1
PASSENGERS	1
CARGO	250kg
HULL	4
SHIPPING	2 tons
COST	Cr415500

## ARMOUR

FRONT	2	REAR	2	SIDES	2
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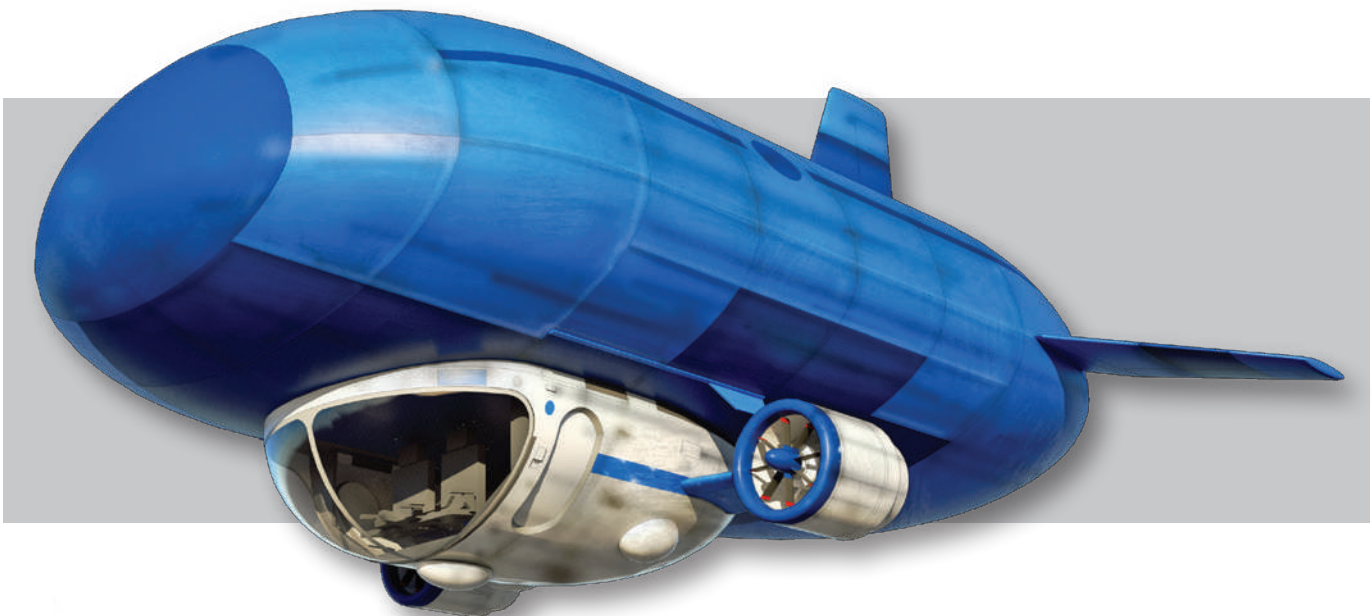
## WHAT CALAGO WAS REALLY UP TO

As it turns out, Calago was not on a fishing trip. He went to Affinity to meet with representatives of Tolvar Remedies, the Asei pharmaceuticals company whose hidden research facility the Travellers might have come across during their search (see page 19). Tolvar is performing experiments on Affinity's native life in an effort to produce chemical compounds, allegedly for industrial purposes.

An avid fisherman, Calago knows a lot about the planet's fish species and found out through his contacts that Tolvar was looking for local expertise. Calago was also hoping to curry favour with the Asei, who have been making not-so-veiled threats against Eneri's Cantina. Unfortunately, he did not consider that the Yirsh Poy Syndicate might take advantage of the situation to collect gambling debts from him.

## EQUIPMENT

Autopilot (skill level)	—
Communications (range)	500km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	—
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—



# STARTOWN RIOT

Upon their return to Affinity Highport and Eneri's Cantina, Zashe is relieved if the Travellers managed to save Calago and thanks them profusely for saving his life. Calago's return means a round of drinks for everyone and a toast to the Travellers.

The mood at the highport has changed considerably in the Travellers' absence. The increased presence of Asei security forces on the streets begins to take its toll. The Travellers are stopped at multiple checkpoints as they move between the various districts. Roll on the Encounters table for events and encounters.

Things are getting tense at the highport. For decades, Affinity was administered by Ase with a light touch. Now, for reasons unknown, Ase has established a highly visible presence there. The Travellers might note that Ase is careful to stay outside the boundaries of the docking bays and shipyard. Starports are extraterritorial possessions of the Imperium and not to be impeded upon by local authorities. However, like most Imperial laws, the specifics are vague and there are circumstances under which local military and police forces can be called upon to secure such assets. The Imperial Navy cannot be everywhere at once, after all.

## JACKBOOTS, PEACOATS AND RISING SUNS

One of the more confusing aspects of Ase's occupation is the mixed presence of Asei military police and paramilitary groups. All wear uniforms but unfortunately not the *same* uniforms. In addition, while their mission is essentially the same, the behaviour and training of the groups is not consistent.

The Asei military police are easy to identify. They have dark grey uniforms with distinct insignia for each rank, knee-high leather boots, that are meticulously shined, and they wear long black overcoats when not on patrol. On their lapels, they display the insignia of the Asei Army, two red rising suns that look like the upper halves of a pair of Imperial Sunbursts. The Asei carry standard armaments; a laser carbine, stunner sidearm and holstered truncheon. When on patrol, they wear poly carapace armour.

### Encounters

1D	Event or Encounter
1	A two-person paramilitary patrol stops the Travellers for questioning and scans their faces to compare images with a database of known insurgents. The patrol officers record their images and ask to see identification.
2	If the Travellers have a ship or vehicle, it is subjected to an intrusive search. If they do not own a ship but brought <i>Rammiakhiidru</i> back to the Highport, they are called to the shuttle during its examination since they were its last known operators.
3	Asei military police are setting up barricades outside the docking bays and shipyard. If asked why, they say it is only a precautionary move against terrorists and insurrectionists.
4	An Asei paramilitary group is shutting down exhibits at Restoration Plaza; painting over murals that critique the occupation, stopping performance artists from putting on their acts and keeping 'loiterers' out of the park. A squad of paramilitaries attempts to intimidate the Travellers as they approach.
5	A visiting merchant complains about the intrusive inspection her ship received when coming into port. Now she is in port, she is being prevented from transferring her freight and cargo. She asks the Travellers for help. A creative plan to circumvent the blockade and a successful Difficult (10+) Admin check (1Dx10 minutes, SOC) gets the merchant planetside so she can deliver her shipment. The merchant pays the Travellers a nominal fee for their assistance.
6	The Fusing Core, on deck 1, is offering free drinks to Asei security forces personnel to express gratitude for their efforts to secure the highport.

By contrast, the paramilitary groups wear a number of different uniforms, some of which are barely uniforms at all, making it difficult to determine who is claiming legal authority at the highport and who is merely bandying weaponry. Affinity is Law Level 1, which allows individuals to carry most weapons openly.

Most of the paramilitaries exhibit some degree of discipline but others abuse their power, using it to bully civilians. Their role is allegedly to help keep the peace but some engage in behaviours that do quite the opposite. The situation on Affinity is becoming tense, made more so by the fact that many of the 'authorities' put in place do not appear to be authorities at all.

#### Asei Military Police

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

Gun Combat (energy) 1, Melee (bludgeon) 1, Recon 0

**Weapons:** Laser Carbine (4D+3, Zero-G), Stunner (3D, Stun), Truncheon (2D)

**Armour:** Poly Carapace (+16)

**Equipment:** Portable Computer, Commdot, Asei Military Uniform

The Asei military police are disciplined soldiers from the ranks of the Asei army. They are curt and officious but not overly aggressive towards civilians. The military police are encountered in patrols of two or four, with some variation in their skills. In addition to the skills listed here, some have 0 or 1 level in Electronics, Mechanic or Tactics.

#### Asei Paramilitaries

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

Gun Combat (slug) 1, Melee (unarmed) 1

**Weapons:** Shotgun (4D+3), Stunner (3D, Stun), Truncheon (2D)

**Armour:** Flak Shell (+9)

**Equipment:** Commdot

Most Asei paramilitaries wear a uniform but there is little consistency among them. Some uniforms are off-the-rack jungle camouflage or other military surplus garb. Many have military or police training and the discipline to go along with it but unfortunately there are some bullies and malcontents among them who are looking for a fight. They view their role at Affinity Highport as imposing discipline on the rabble.

## PICKING SIDES

The turbulent events at Affinity Highport have everyone on edge. No one is quite sure why Ase is imposing their will upon the planet after decades of a more hands-off approach but there is little they can do about it.

While Eneri's Cantina continues to be a popular destination for Travellers, much of the talk at the bar revolves around what is going to happen next. Affinity is accustomed to being a free society with few laws and almost no police or military presence but it is beginning to feel more like Ase, which has a much higher Law Level. Travellers often come to worlds like Affinity to get away from authoritarian worlds of the sector and many express how disconcerting it is to see this happening here.

By this time, the Travellers have come to develop a bit of a reputation on Affinity. They have frequented Eneri's Cantina for some time, repeatedly coming back to its welcoming arms between adventures. Their exploits have given them a reputation as competent problem solvers. Over the course of this chapter, they are met by three parties who seek to gain their services:

- The first is the Yirsh Poy Syndicate, whom the Travellers encountered on Affinity when they rescued Calago. This encounter is described in A Business Proposal and should occur before the events described in Powderkegs and Matches on page 29.
- The second encounter is with officers of the Ase security forces and may occur at any time before or after the riot begins but works best if the Travellers pay a visit to the Fusing Core, as described in Rival Bar on page 29.
- The third encounter is with a certain regular at Eneri's Cantina and best played after the riot has broken out and the Travellers have participated in its events. This encounter is described in Last Call at Eneri's Cantina on page 12.

Each of the interested parties wants something different from the Travellers but ultimately all paths lead to a fateful encounter with a noble who holds the key to events transpiring on Affinity. The Travellers' decision – if they make one at all – should not be made lightly. Unbeknownst to them, their actions might have outsized importance in the future of Affinity and worlds like it in the sector.

## A BUSINESS PROPOSAL

The Travellers are met by Steg and Yattle, two heavies from the Yirsh Poy Syndicate. These may be the same two individuals who were attempting to kill Calago if the Travellers did not kill or apprehend them. The encounter can occur on any of the highport's three decks but is more likely to be initiated on deck 1. If the Travellers generally avoid that deck, the initial encounter may occur at Eneri's. Regardless of where



it begins, the heavies request that the Travellers step outside and take a walk for some privacy. Should they resist, the two criminals wait for a chance to corner and kidnap one of the Travellers at an opportune moment later on. The syndicate will not take no for an answer, insisting that the Travellers have an audience with their boss, Syn To Rei.

No matter how the arrangements are made, should they consent to meet with Syn – or be forced to – they are taken to his offices in the industrial district of deck 1. The building is a nondescript warehouse on the outside but has high-tech security and luxury trappings within. As the Travellers are escorted through its dusty, cargo module-filled confines, they are asked to temporarily surrender their weapons and any devices that could be used to make a recording. They might suspect they have been brought there for nefarious purposes but their fears are diminished as they enter a plush office that looks more like it belongs in a megacorporate tower than a cramped highport.

Sitting behind a bulky desk made of an exotic alien wood, Syn welcomes the Travellers and expresses regrets for any misconceptions they might have had about meeting with him. After a brief introduction, he tells them that things are changing on Affinity whether they like it or not. They can either be a part of that or get steamrolled by it. The Yirsh Poy Syndicate intends to do the former. Whether or not they succeeded in rescuing Calago, Syn was impressed by their resourcefulness when searching for him on Affinity. Calago, Syn informs them, owes the syndicate a considerable gambling debt. He refuses to give a specific number but suffice it to say it is enough that killing him to send a message to other would-be deadbeats was deemed necessary.

Syn considered sending his heavies to extort Zashe, possibly taking her business as collateral for Calago's debts but the independence of the cantina is important to him. Syn values it for many of the same reasons that the Travellers probably do; it is a rich source of information, rumours and contacts and besides, the drinks are good. However, the Travellers' interference with Calago's 'untimely demise' on Affinity has given him other ideas. Syn says the Travellers' actions are the equivalent of taking on Calago's debts. The Travellers now owe him. However, paying this debt need not be painful. Syn believes he can collect from them in a way that benefits both parties.

He wants the Travellers to take over Eneri's Cantina. They need not worry about Zashe. The syndicate intends to take care of her. She has relatives in the Akin Akun system where she can start up a new bar, if she likes, and she and Calago can get a fresh start. Syn offers the Travellers a portion of the revenue from Eneri's, netting them somewhere in the neighbourhood of Cr100000 per month. He ultimately does not care whether the bar makes a profit as he intends to use it as part of a money laundering scheme.

If they express interest in the offer, the Travellers might be able to negotiate a higher fee by making a Difficult (10+) Persuade check (INT) but Syn caps it at Cr200000 per month. He urges them to think it over for a few days. Syn then bids them goodbye, has his heavies usher them out of the office and gives them back any weapons and communications devices they were carrying. It should be noted that Syn's office is outfitted with TL12 countersurveillance technology, which suppresses any hidden recording devices the Travellers have if they are of lower Tech Level.



## RIVAL BAR

In addition to the Yirsh Poy Syndicate, the Travellers have another suitor: Ziroyo Moynawa, proprietor of the Fusing Core, the flashy new bar on deck 2 of the highport. In addition to having established himself as a business owner, Moynawa has secretly been appointed as the future civilian governor of Affinity by the Asei Concordat.

At this stage of the adventure, Moynawa stays 'in the shadows' and does not present himself as a potential patron. He sees the Travellers as representatives of Eneri's Cantina, hence rivals. The Travellers might visit the Fusing Core out of curiosity or as the result of one of the encounters presented at the beginning of this chapter. Instead, Moynawa uses officers of the Asei security forces to communicate with them.

The Fusing Core is a raucous place but has a very different culture to Eneri's. Its patrons are mostly offworlders, just like at Eneri's, but the majority are Asei citizens who have only recently come to Affinity: businesspeople, workers and security forces personnel, for the most part. By interacting with the Asei, the Travellers discover that Ase has a much more aggressive, chauvinistic and insular culture. As they enter the bar, they are instantly recognised as non-Asei. The Travellers might get the sense that something bad is going to happen should they stay too long but any aggression towards them ultimately only amounts to a bit of rude staring and whispered comments behind their backs.

Just when the Travellers have had about enough of the cold shoulder treatment, they are visited at their table or barstools by Sergeant Tolian Muray of the Asei military police. She orders the group a round of drinks – the house special as it were – and asks if she can sit with them. Muray apologises for the less-than-welcoming attitude of her cohorts but expresses a desire to extend a proverbial olive branch. She knows they frequent Eneri's, which has a distinctly different feel than 'the Core' but hopes they will give the new bar a chance to win them over. After a brief conversation, Muray stands up from her chair and bids the group a curt farewell with a parting comment: *'We will be in touch with you soon. Ase needs people like you. Good luck.'*

## POWDERKEGS AND MATCHES

No one is quite sure how it gets started but something drives the Asei security forces over the edge: A protest that goes too far, a provocative graffiti display, a stone thrown... or perhaps some combination of the above.

### THE HOUSE SPECIAL

Travellers who drink the house special inadvertently imbibe a tracer, manufactured by Tolvar Remedies, an Asei pharmaceuticals corporation. The Travellers might have found one of Tolvar's unsanctioned research facilities on one of the transitory islands of Affinity when they were searching for Calago.

The tracer is a harmless, genetically engineered bacterium that lodges itself in the drinker's gut biome. The radioisotope emitted by the bacteria can be used to trace the whereabouts of its carrier to a range of one kilometre for a duration of 30 days before the immune system identifies and purges it.

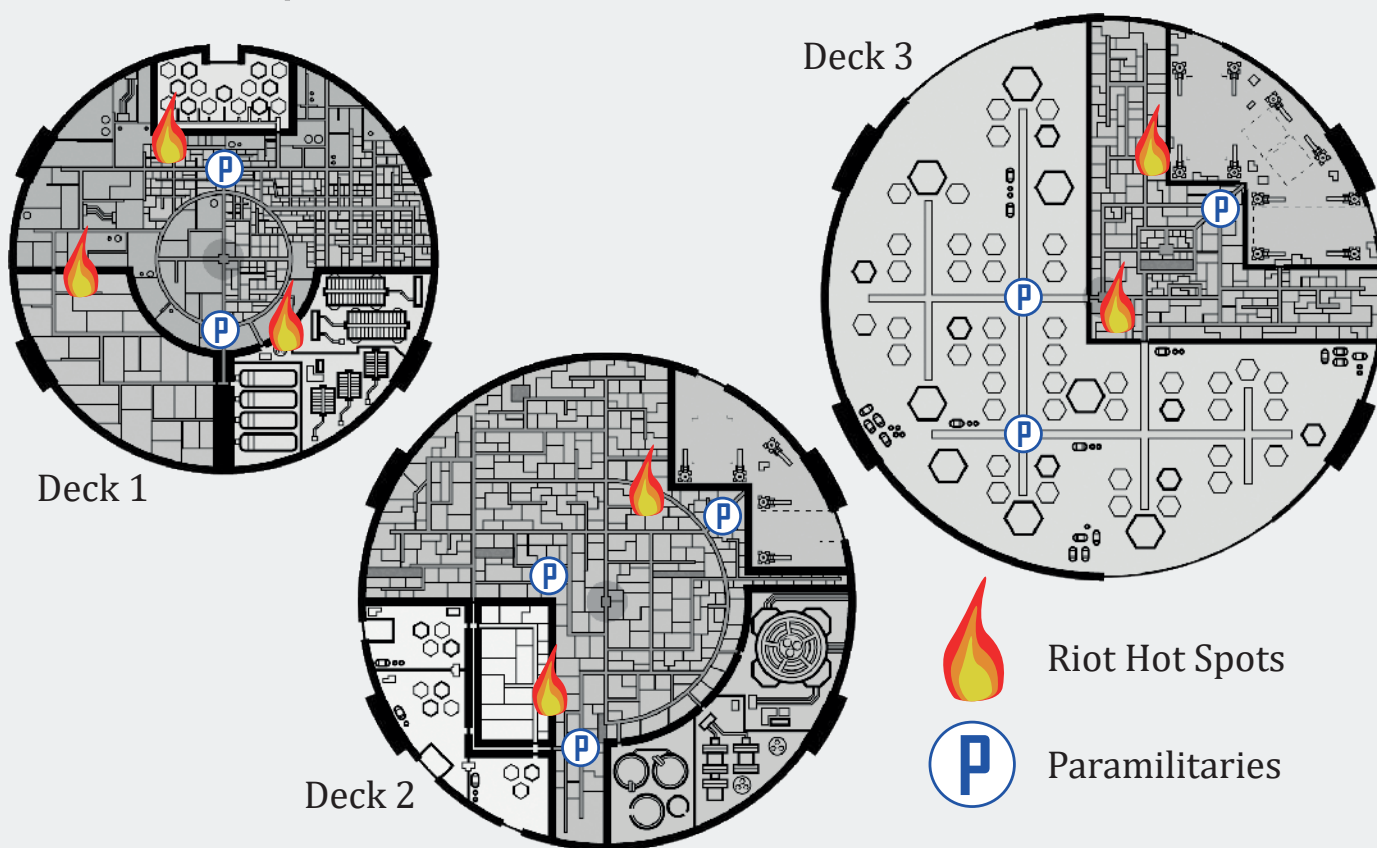
Whatever the cause, tensions between the security forces and the people of Affinity overflow a few days after the Travellers' return from the planet.

Riots break out on every level of the highport, resulting in the destruction of property, violence in the streets and ultimately the declaration of martial law, shutting down access to the starport to outsiders and preventing those within from leaving.

The Asei military police immediately move to protect the primary assets of the highport; the docking bays and shipyard. This leaves them very thin elsewhere, which means the paramilitaries end up in jobs they are sorely undertrained to do; quell the riots, secure the startown and see to the safety of its citizens.

The majority of the paramilitaries develop a siege mentality: us versus them. They quickly lose sight of the fact that their primary job is to keep the peace, not contribute to the chaos. Without the more disciplined guidance of the military police, many encounters with the paramilitaries degrade into violent conflicts, some of which risk escalating into shootouts unless cooler heads prevail. This is where the Travellers come in. Events related to the riot are happening on all three decks. The Travellers find out about them by being present or hearing about them from the people they know at Eneri's Cantina.

# Riot Hot Spots



Location	Description
Deck 1	Several dozen unarmed citizens are desperately attempting to leave the highport via the shuttle port. The shuttle operates like a bus service, transporting passengers between the Highport and Affinity's two undersea cities but the military police have shut it down. This is one of the few spots where military police and paramilitaries are working in concert. The military police are focused on protecting property, while the paramilitaries are managing crowd control, a job for which they are ill suited. If the Travellers do not get involved, innocent people might get hurt.
Deck 2	The military police are focused on defending the shipyard and starship service section from rioters and looters. Paramilitaries are milling about, firing upon suspected looters with little regard for innocent bystanders. The Travellers are caught in the middle.
Deck 3	The starport docking bays and upper-level shipyard have been secured by the military police and Restoration Plaza has been shut down by the paramilitaries, who have posted patrols on its periphery. This does not sit well with the rank-and-file Affinitians who are accustomed to having free reign of the plaza and park. Many paramilitaries see Eneri's Cantina as part of the problem and some are threatening to shut down the bar by force. Zashe contacts the Travellers to let them know things are getting hot and that she needs their help.

The Travellers have options as the riot unfolds.

- They can sit tight at Eneri's or another location and avoid becoming involved.
- They can localise their efforts to a single deck, probably deck 3 since that is where Eneri's is.
- They can rove about between the decks, dodging patrols and getting involved in multiple situations.



There is no one way to handle the situation but their choices will affect the outcome. The more they become involved in the events on each deck, the more notoriety they acquire with the Asei security forces. The Travellers may antagonise the security forces, help them re-establish the peace, or both, but ultimately their actions affect how they are perceived after the riot. Use the following guidelines to calculate a total DM based on the Travellers' actions:

Action	Result
Antagonise or attack Asei security forces, loot or aid and abet the looters.	Apply DM-2 for each deck the Travellers are involved in one of these activities.
Aid the locals without interacting with the Asei security forces.	Apply DM+1 for each deck the Travellers are involved in one of these activities.
Assist the Asei security forces to restore the peace.	Apply DM+2 for each deck the Travellers are involved in one of these activities.
Avoid involvement.	Apply DM+0 for each deck where they avoid involvement.

The total DM is used for all post-riot interactions with the Asei security forces. For example, if the Travellers go to deck 1 and participate with the rioters, either looting, antagonising or attacking the security forces, they incur DM-2. They move up to deck 2 and take a different approach, working with the paramilitaries to round up troublemakers, whom they take down to the jail on deck 3, incurring DM+1. On deck 3, they avoid the conflagration at Restoration Plaza and make their way to sanctuary at Eneri's, incurring DM+0. After

the riots are quelled, the Travellers total modifier for interactions with Asei security forces is DM-1.

## PUBLIC SERVICE ANNOUNCEMENT

The highport is in a shambles the morning after the riots. The entire facility remains in lockdown with no civilians allowed in or out. The Asei security forces have been defending key assets: the docking bays, shipyard and shuttle port. Without the protection of the military police, many businesses and residential complexes have been damaged, some even burned to the ground. With the starport's primary assets secured, the military police have moved into Restoration Plaza, where they establish a makeshift headquarters. Commandant Perry of the security forces taps into the highport public announcement system and says the following:

*Order has been restored to Affinity Highport. All citizens should remain in their homes or places of business until further notice. By executive order, the highport is now under the provisional authority of the Asei security forces. This facility shall remain under martial law until further notice.*

Overnight, an additional company of Asei military police arrives to help those already present to impose martial law. Affinity Highport has effectively been interdicted. Their first order of business is to begin dismantling Restoration Plaza. The Asei claim that it is a 'den of iniquity', a place where 'lies flourish and insurrection mounts'. Zashe fears that Eneri's Cantina – a place where free speech and the exchange of ideas is honoured – is next on the list to be shut down, dismantled and erased from the highport.



## LAST CALL AT ENERI'S CANTINA

At some point during the night of the riot or in the small hours of the morning, the Travellers make their way back to Eneri's. If they do not voluntarily go, then one of the regulars at Eneri's, a friend or former patron, seeks them out and requests that they come to the bar.

The front windows are boarded up but the doors are open. Bug and Calago (or perhaps Bruiser Galloway) guard the entrance, vetting patrons to ensure that no troublemakers get in. Several tables have been set aside for a small cadre of volunteer medics who have set up a makeshift triage centre where they treat a dozen or so patients wounded in the riots. A freelance journalist from the Traveller News Service is present, interviewing people about their experiences during the riot. Zashe, sleepless and exhausted, serves coffee and other beverages to a few patrons, all of them regulars of the bar. She motions the Travellers over and offers them food and drink.

After the Travellers settle in, Zashe introduces them to Seneschal Betro Uivi, a familiar face at Eneri's but a person they have not yet had the opportunity to meet. Uivi is the seneschal of Countess Vandia Tranard of Bendo. As the seneschal of a countess, Uivi is politically connected and has unique insight about what is happening at Affinity Highport. The proliferation of news and information has been blocked so no one has the latest information but Uivi informs the Travellers about the Justice for All initiative (see page 3), currently being deliberated in the Moot.

Uivi explains that Ase hopes to set new legal standards in order to control the worlds of the Sylean Main. He believes it will not end there. Trade and travel between the stars is the next objective. While the Imperium guarantees free trade between its worlds, it also guarantees their security. By hypothesising that the security of the Imperium is threatened by so-called 'lawless worlds', the Asei have brought into question whether free trade and travel can be allowed to continue in their current form. Presumably, he says, the 'appearance' of free trade and transit will be maintained; however, those who engage in it will have to register their ships, pay new duties and taxes, and abide by the rules of a new bureaucracy, one originating not from Capital but from Ase, which stands to profit greatly from this new paradigm. Uivi points out that Affinity is not the only world being affected. He has heard rumours that all along the Sylean Main, similar actions are being taken against other subsidiary worlds.

Despite all the doom and gloom, Uivi informs the Travellers that the initiative is not popular. It might not pass in the Moot, although he believes that Ase currently has the votes. However, the Countess of Bendo has access to a large voting bloc. She owns not just Bendo's vote but also the proxies for many of the other fiefs in the Cemplas subsector. The countess rarely travels to Capital, so her votes are almost never counted. If the Travellers speak to the countess, they might be able to convince her to exercise her votes. The bloc she controls would likely be enough to defeat Justice for All and force Ase to recall its security forces.

Uivi is willing to go to Tertha with the Travellers to seek out the countess but he came to Affinity on a high passage and does not have access to a ship. The Travellers must find a way to escape Affinity Highport.

## ESCAPE FROM AFFINITY HIGHPORT

If the Travellers intend to go to Tertha, they must first find a way to escape Affinity Highport. While the Asei security forces have proven to be less than perfectly competent, they have imposed martial law at the starport, so getting out is no easy task. Ships that have jumped into the Affinity system are still being allowed to use basic services – refuelling, service and maintenance, and so on – but their crews are not being allowed to enter the remainder of the starport and residents and visitors are only being given access to visiting ships on a case-by-case basis.

If the Travellers assisted the Asei security forces during the riot, they might be able to secure passage offworld simply by asking for permission. They can make an appointment with Sergeant Tolian Muray if they met her at the Fusing Core or with Commandant Perry, the head of the security forces. Have them to make a Difficult (10+) Admin check (1D hours, INT) to obtain an exemption from the lockdown. Success indicates they are allowed to leave Affinity, either aboard their own ship or one on which they have obtained passage. In either case, they are guided to 10 planetary diameters under escort from an Asei patrol corvette. Failure indicates that their request has been denied and they must find another way out.

If the Travellers did not assist the Asei security forces during the riot, they might still be able to obtain an exemption. However, this requires deception or a bribe made to the right person. Allow the Travellers to create a fiction that necessitates their departure from the highport – perhaps a medical or diplomatic emergency of some sort – and then make a Difficult (10+) Deception check (INT) opposed by an INT

check from the officer they are attempting to deceive. Success gains them an exemption. Failure results in immediate arrest and detention in the jail on deck 1. Alternatively, the Travellers may figure out whom to bribe – possibly a corporal or other low-level officer in the security forces – by making a successful Difficult (10+) Investigate check (1D hours, INT), followed by a Difficult (10+) Persuade check (SOC) to place the bribe. A reasonable bribe is Cr500–1000. Again, success results in receipt of an exemption and failure results in jail time.

There are other ways to get offworld as well, limited only by the Travellers' imaginations. The Referee should reward creativity and assign the appropriate checks or task chains to resolve any intricate plans the Travellers think up. Donning vacc suits to secretly spacewalk to a shuttle, stowing away aboard a visiting free trader, obtaining security forces uniforms and sneaking out on an Asei troop transport, and many other daring approaches just might work.

## THE NEW ORDER

If the Asei security forces figure out that the Travellers are up to something, they attempt to recruit them to their side. The Justice for All initiative requires a successful vote in the Moot or all is lost. The Asei Concordat has not considered the Countess of Bendo and her proxy votes as a threat. They simply assume she will continue to abstain from voting as she has done for some time. However, if the Travellers are under surveillance, they are called in for questioning by Commandant Perry himself. He sends Sergeant Muray to fetch and bring them to the Fusing Core for a private meeting. After introductions and brief pleasantries, the commandant says the following:

*The Count of Ase and the Asei Concordat are instituting a new interstellar order. The security of Capital and indeed all of the Core is at stake. Citizens would be wise to support these changes; those who oppose them will be defeated. You can either get behind them or be flattened by them. You need to pick a side. I assure you that the Count of Ase can be a generous man. If you support us, you will be aptly rewarded for your loyalty, service to the count and, by extension, the Emperor himself.*

The commandant asks the Travellers for their commitment and wants to know what they would like in return. He can offer them a great deal of money if they commit to the Asei cause. He offers them MCr1 to begin with but can be negotiated up to MCr2. Should they commit to the Asei cause, he provides them with

TL14 encrypted communications devices, which will allow his agents to communicate with them in secret from a distance of up to 50,000km. He also asks where they are going next and what their plans are. If the Travellers answer truthfully that they intend to travel to Tertha, possibly even telling him what their mission is there, he informs them that he will send a team of agents to assist them.

EQUIPMENT	TL	RANGE	KG	COST
Encrypted Meson Transceiver	14	Planetary (50,000km)	2	Cr15000



The meson transceivers are lightweight, thin and unobtrusive. Users may subvocalise if discretion is required. The device picks up the vibrations of the mandible, tongue and nasal passages to produce a simulated voice transmission with nearly 100-percent accuracy. Meson devices penetrate all matter and are almost impossible to jam.

If the Travellers decline the commandant's offer, he does not stand in their way. They should have acquired an exemption by now and are free to go. However, his agents attempt to apply microdrone bugs to each of the Travellers, which are used to track their movements. This is in addition to the microbiome bugs they may have imbibed if they drank the 'House Special' at the Fusing Core. Detecting the bugs requires countersurveillance equipment of TL14 or higher.

The Asei are not the only party interested in the Travellers' next move. While Syn To Rei and the Yirsh Poy Syndicate are not tracking them with high-tech devices, they have made their position clear; the Travellers owe them a debt which they mean to collect.



# THE RELUCTANT COUNTESS

Tertha (Core 2020, C200342-B) has only a few thousand permanent residents, most of whom manage its pedestrian starport, which primarily serves as a jump-3 conduit for traffic between Capital and the Anther Cluster. There are no planets or gas giant moons larger than 3,500km in diameter insystem. Geological studies indicate that there were once fewer and larger planets in the system but collisions broke them up into smaller worlds. Tertha's broad asteroid belt is primarily located one orbit outside the habitable zone but rogue asteroids enshroud the system from near-orbit of its primary star out to a distance of about 7AU, making collisions common.

While most of the asteroids in the belt have been claimed and developed during thousands of years of exploitation, there remain enough resources for a small community of independent beltters to continue operating insystem at a profit. During its heyday, the belt hosted a thriving population, many of whom lived in asteroids that were hollowed out after the bulk of their metals and minerals were extracted. Most of these are now abandoned, left adrift for centuries and long ago stripped of valuable items by salvage teams. The Imperial Navy tracks most of these in order to prevent pirates, terrorists and other troublemakers from establishing bases in them. One such asteroid has been purchased and redeveloped by the eccentric Countess Vandia Tranard of Bendo, a reclusive noble who administers her fief – located eight parsecs to spinward – in absentia. She calls her asteroid home Renegade Roost. Only her most-trusted staff members have much of a clue about what she does in her lonely space rock but even they are only allowed limited access to its interior.

## RENEGADE ROOST

Countess Tranard's 30,000-ton private asteroid is highly unusual. She has gone to extensive lengths to make it difficult to find. Its TL8 fusion power plant has been shut down for years. After such a long time without maintenance, it is doubtful that it can even be fired up without a team of qualified engineers to troubleshoot the problems that would doubtless arise. Instead, Renegade Roost uses an array of retractable solar panels, which charge a fleet of high-efficiency batteries to provide power for its minimalist needs.

The majority of the interior is filled with a biosphere, a cultivated garden of alien plants that the countess has collected over the course of her life. The Roost has no artificial gravity, instead relying upon spin to produce a reasonably comfortable 0.6G on the floors of its central capsule. Walking within the immense biosphere, some might find it disorienting to look up at a 'sky' that is simply more jungle. A complex irrigation system keeps the habitat and its flora appropriately watered. Since the habitat relies on spin and not artificial gravity, its central space – about 25 metres from the jungle floor – is in zero-G.

With no locomotion of its own, Renegade Roost relies upon *Sherman*, a 5,000-ton drone tug, which attaches to the asteroid's Type-V docking clamp and drags it wherever the countess wants to go. *Sherman* is housed in a private berth at the starport on Tertha when not in use.

When the countess decides she wants privacy, it is extremely difficult to find her. She often has *Sherman* drag the Roost to a new orbit around Tertha's primary star without informing her staff. She has built an array of radio repeaters on much smaller asteroids throughout the system, to which she makes tightbeam transmissions with requests to her employees, who are housed on Tertha when not stationed at the Roost. By using repeaters, she prevents anyone, friend or enemy alike, from easily tracking her movements. When she desires company or simply wants to manage her affairs, she broadcasts her current location to her staff and beckons them to the station. The staff are at the countess' beck and call, and have access to a pinnacle to respond to her summons. At the time of the Travellers' arrival, the staff are on Tertha and the countess' whereabouts are unknown.

Once they find the Roost, docking with it is not a problem if they have Uivi with them. The countess' seneschal knows where all the concealed airlocks are. If they do not have Uivi with them for some reason, a spacewalk and some detailed searches of the surface will be required in order to find an entrance.

## FINDING THE ROOST

If finding Calago on Affinity was not difficult enough, the Travellers must now face the challenge of finding a 90-metre-wide space rock in a system filled with space rocks. The countess has arranged her life in such a way that when she wants privacy, she has it – sometimes for months on end without contact. At the time of their arrival, the countess has been incommunicado for about a month. No one knows her whereabouts.

Despite the elusiveness of the countess, there are ways to find her. Allow the Travellers to come up with a solution to the problem. They should have Seneschal Uivi with them but he has little in the way of technical acumen, having spent his life managing the affairs of spoiled nobles instead of learning how to use high-tech electronics. Some possible ways to find her include:

- Tracking Renegade Roost from its last known location: Sherman last altered the Roost's orbit 60 days ago. By studying Sherman's log, the Travellers can attempt to identify a pattern in the last several changes to its orbit and then narrow down the possibilities. Have the Travellers make a Difficult (10+) Science (astronomy) check (1D days, EDU); if successful, apply the Effect to a Very Difficult (12+) Astrogation check (1Dx4 hours, EDU) to identify 1D likely candidates among the myriad asteroids in the system.
- Find a repeater: The countess last made an encrypted call to Tertha one month ago, using a repeater to preserve her privacy. While the location of the Roost was obscured, the location of the repeater is known. They can travel to the repeater, which is emplaced on an asteroid in the L4 point of the system's primary star and its nearest gas giant, a 'hot Jupiter' called Furnace. The transmission to the repeater was encrypted but a successful Difficult (10+) Electronics (comms) check (1D hours, EDU) enables them to determine the telemetry of the Roost. A failed check scrambles the data in the repeater computer, preventing further scrutiny.
- Apply the sensor array at Tertha Highport to observe minute changes in asteroid albedo: When the Roost deploys its solar panels – which it does about once per week – its reflects significantly more light, making it stand out among the field. Have the Travellers make a Difficult (10+) Science (astronomy) or Electronics (sensors) check (1D days, EDU) to identify the proverbial needle in the haystack. They may employ their ship's sensors for this task as well but with significantly less accuracy; change the task to Formidable (14+).
- Ask the belter community: Belters are constantly cataloguing and investigating the system's rocks and some among them are bound to have spotted the Roost. Make a Difficult (10+) Streetwise check (1D days, SOC) to locate a belter who knows where it is and then persuade them to give up the coordinates, possibly for the price of a few thousand Credits.

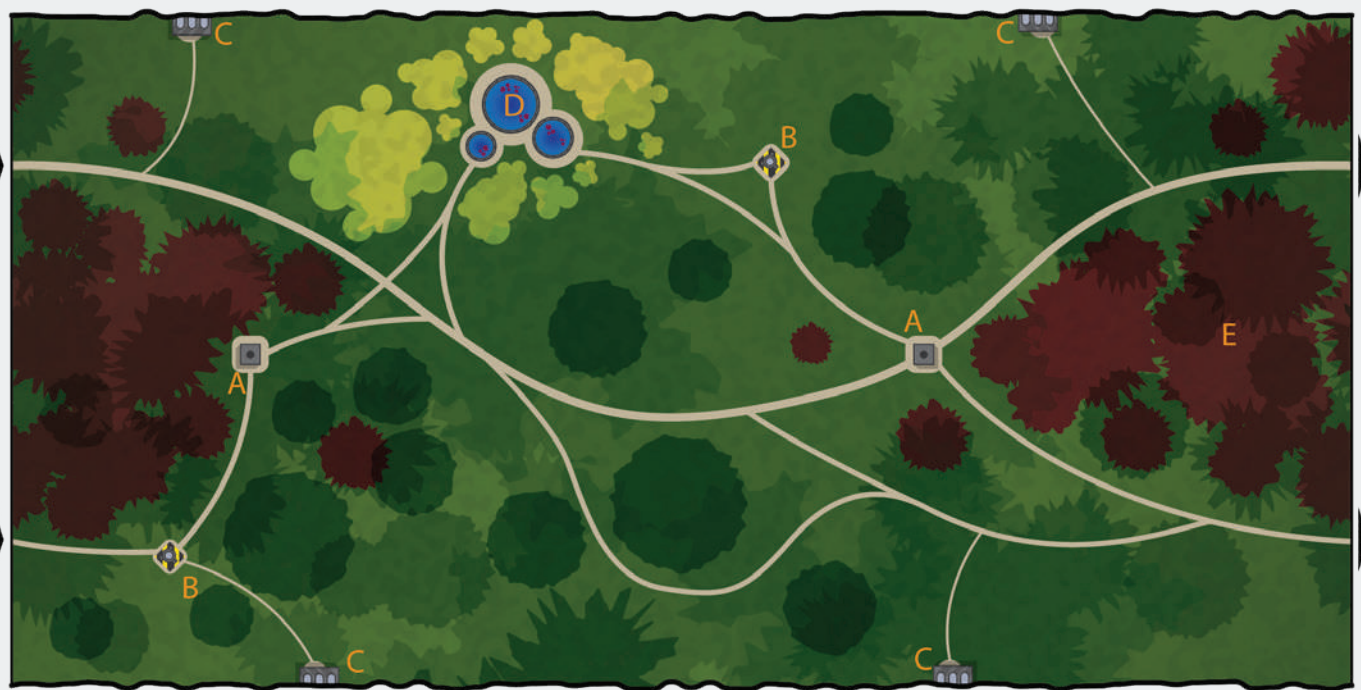
Upon entering the Roost, the Travellers make their way through the utilities section and then find themselves on the floor of the biosphere. The asteroid is approximately 65 metres in diameter on its short axis and 90 metres on the long axis. The interior loop is about 180 metres. Looking upward, they can see the looping biosphere above them. Classical music blares out from a sound system hidden among the plant life. The countess floats in zero-G in the central airspace of the immense room.

She is shocked and more than a little angry – at least at first – to see them trespassing upon her refuge. Two camouflaged security robots reveal themselves and approach the Travellers menacingly. If the Travellers pose no threat, she dismisses the robots, shuts the music down and uses her lightweight grav assist – which is completely invisible within her clothing – to float down to the Travellers like a sylph in a medieval fairy tale.

If Asei security forces are aware that the Travellers were going to Tertha, they have likely figured out the purpose of the visit. The Asei send agents to ensure that their interests are served. After the Travellers work out where Renegade Roost is and make plans to go there, the agents' next move depends on whether the Travellers have committed to help the Asei or not. If they have, the agents contact the Travellers via the meson communication devices given to them by the commandant. The agents request that the Travellers get the countess' commitment to stay out of the Moot election. If she intends to go to the Moot to vote, they order the Travellers to 'deal with her' by whatever means are necessary. If they do not follow these orders and the countess is allowed to leave the Roost, the agents attempt to kidnap or assassinate the countess themselves before she leaves Tertha.

If the Travellers did not ally themselves with the Asei but the commandant has managed to bug them, then the agents are tracking their movements and will make their move against the Travellers and the countess the moment they leave the Roost.

## Renegade Roost Biosphere



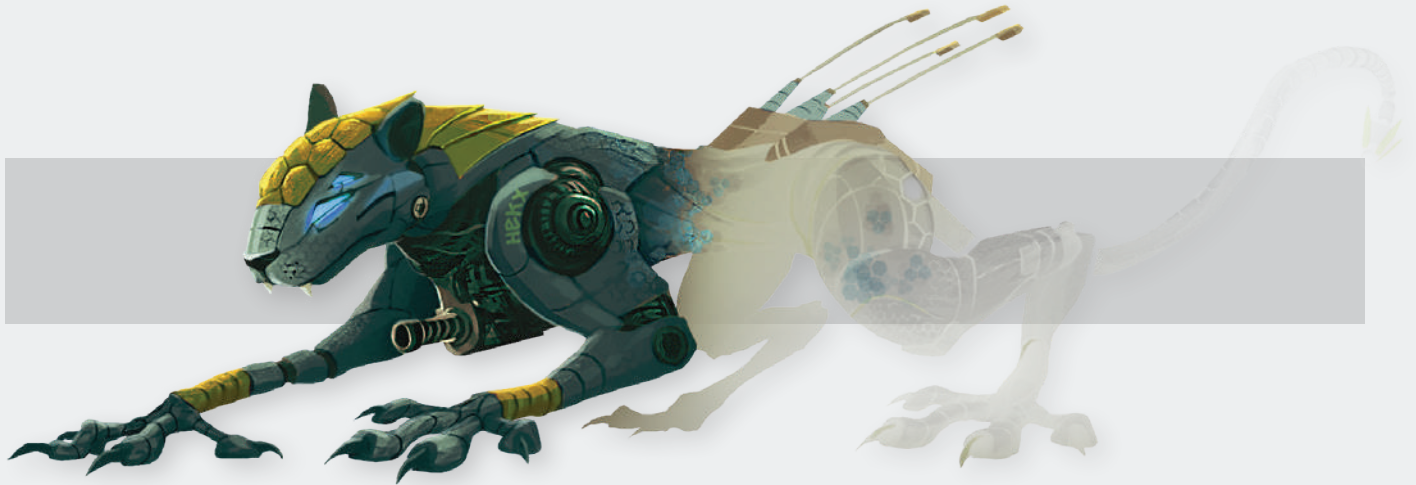
- A. Access to Central Space
- B. Utilities Access Hatch
- C. Irrigation Machinery
- D. Water Garden
- E. Red Grove



## Shadow Security Robot

The Shadow Security Robot is designed to patrol exterior installations, using multi-chromatic and multi-sensory camouflage to blend into any environment from vacuum plains to thick jungle. Equipped with advanced sensors, gecko grippers and a self-repairing chassis, the Shadow is designed for survivability and usually gets off the first shot with its integral chest-mounted laser rifle. If necessary, it can close range and engage with its sharpened manipulators.

The shadow is highly intelligent, able to plan ambushes and smart enough to retreat and strike later if the odds are against it, notifying its masters of intruders and tracking them undetected. Its camouflage and stealth characteristics grant DM-4 versus visual detection and DM-3 versus electronic, auditory and olfactory detection devices.



Robot	Hits	Locomotion	Speed	TL	Cost
Shadow Security Robot	21	Walker	9m	12	Cr300000
<b>Skills</b>	Athletics (dexterity) 2, Athletics (strength) 1, Gun Combat (energy) 3, Melee (unarmed) 3, Stealth 4, Navigation 2, Recon 3, Tactics (military) 3				
<b>Attacks</b>	Laser Rifle (5D+3 Zero-G), Claws (1D+2)				
<b>Manipulators</b>	2x (STR 9 DEX 12)				
<b>Endurance</b>	173 hours				
<b>Traits</b>	Armour (+13), ATV, Heightened Senses, IR/UV Vision				
<b>Programming</b>	Advanced (INT 9)				
<b>Options</b>	Auditory Sensor (broad spectrum), Camouflage: Audible (advanced), Camouflage: Olfactory (advanced), Camouflage: Visual (advanced), Drone Interface, Fire Control System (enhanced), Gecko Grippers, Navigation System (improved), Olfactory Sensor (improved), PRIS Sensor, Radiation Environment Protection (+600 rads), Recon Sensor (advanced), Self-Repairing Chassis, Stealth (enhanced), Transceiver 500km (enhanced), Vacuum Environment Protection, Voder Speaker, Weapon Mount (medium), Wireless Data Link				

A team of Asei agents have been dispatched to Tertha to aid the Travellers if they have accepted the commandant's offer or to work against them if they have not. If they are not working in concert with the Travellers, the agents attempt to either invade Renegade Roost or intercept their pinnacle en route to Tertha. The agents have access to an armed pinnacle for the operation.

### Asei Agents

STR 7 DEX 9 END 9 INT 7 EDU 7 SOC 7  
Gun Combat (slug) 1, Recon 0, Stealth 1, Streetwise 1, Tactics (military) 1, Vacc Suit 1

**Weapons:** Accelerator Rifle (3D, Zero-G), Snub Pistol (3D-3, Zero-G)

**Armour:** Boarding Vacc Suit (+11)

**Equipment:** Portable Computer with Intrusion/3, Commdot

## MAKING THEIR CASE

After getting past the initial awkwardness from having invaded her home, the Travellers have an opportunity to make their case to the countess, if indeed that is what they have come to do. If Uivi is with them, he expects them to solicit the countess' aid at the Moot, using her voting bloc to defeat the Justice for All initiative. However, the Travellers have by now been solicited by three parties, each of whom want the Travellers to represent their interests.

In any event, the Travellers have the opportunity to speak to Countess Tranard, urged on by her seneschal, with whom she seems to have a love-hate relationship. She explains why she has collected proxies from other nobles, only to rarely use them. The countess is from an old and powerful family on Bendo whose heritage goes back to the pre-Imperial era. They were wealthy industrialists in the era of the Interstellar Confederacy and heavily invested in the Achenaar-Antilles Line. Their minority holding in the company is worth billions of Credits in modern times. The Confederacy was defeated and pacified over 1,100 years ago but its culture never truly expunged by the Imperium.

The spinward portion of the Old Confederacy in Bunkeria has been fully integrated. By allowing the Bunkerians more freedom and semi-autonomous control of their subsector navy, the Imperium has made loyal subjects of them. The Cemplas subsector worlds are a different story. Ironically, Cemplas is closer to Capital, yet many of its worlds have resisted complete integration for over a millennium. Bendo, the countess' homeworld, is a peaceful world with no major insurgent movements but the countess represents a larger bloc of worlds in the region, many of whom chafe under Imperial control. The proximity of the region to Capital means that any hopes for a cultural zone or additional liberties are out of the question. In her travels amongst the worlds of Cemplas, the countess has become very popular for celebrating the virtues of Old Confederacy culture and supporting the dream of independence, however unlikely that is of reaching fruition. In the process, the countess has acquired proxies from many of Cemplas' nobles, whom she represents by *not* voting in most Moot elections. Emperor Strephon is not pleased by her actions and vaguely hints that he might revoke her noble patent, although doing so would likely cause more problems than it solves. Removing her in favour of a pro-Imperial count or countess to oversee the region might cause an outright revolt on some of Cemplas' worlds.

If she could be convinced to break her protest by going to Capital to vote against Justice for All, she could break Ase's ambitions to control the Sylean Main. Convincing the countess to go against the grain of her beliefs will not be easy. The values she represents go back generations. The process of lobbying her to change her mind could be reduced to a series of checks using Diplomacy, Persuade and Carouse skills but ideally the Travellers' efforts will be resolved with good roleplaying. If they can make a convincing argument and the Referee, in the role of the countess, is convinced that she should break tradition in service to the common good, then she consents to accompany them.

Some possible points that the Travellers might make:

- Inaction will ultimately cause strife for everyone, the Old Confederacy worlds included.
- The initiative disproportionately affects the Old Confederacy region with fully half of the affected subsidiary worlds located in the Bunkeria and Cemplas subsectors.
- If anyone thinks that Ase's ambitions stop after imposing Justice for All, they need to think again. Tertha and similar low-population systems are likely to be targeted next.
- The countess' protest has already had the desired effect. The Emperor has taken notice and left her county intact in spite of the borderline insurrection it represents. Acting on behalf of the people does not compromise her position.

There are many points to be made in favour of taking action. However, the countess is a strong-minded and argumentative woman. For every point that the Travellers make, she makes what she believes to be an equally valid counterargument. The Travellers will have to stick to their guns and show some conviction if they want to sway her to their side. Leave it to the Travellers to make a compelling argument that convinces the countess. For his part, Uivi mostly stands by to watch the fireworks. Should the Travellers transgress the boundaries of respect that should be afforded to his patron, he intervenes to set things right – furthermore, there are two deadly security robots present should the Travellers get out of hand – but ultimately Uivi wants to see the countess act against the initiative. While the seneschal is a native of Bendo, he is an Affinitian at heart and Eneri's Cantina is one of his favourite places on the Sylean Main. He does not want to see either diminish under the jackbooted heel of authoritarianism.

## OTHER CHOICES

The Travellers might have chosen a different path: working with Ase, the Yirsh Poy Syndicate, some combination of the two or perhaps simply being neutral when it comes to Justice for All. If the Travellers have opted to work against Affinity, Eneri's Cantina and Zashe herself, Uivi is shocked. He becomes indignant, attempts to end the discussion and escort the Travellers off Renegade Roost.

## NEXT MOVES

If Countess Tranard is moved to act, she quickly hatches a plan and enlists the Travellers to support a bold and aggressive move. The countess insists that they first travel to Affinity, where she intends to stage a protest march through Restoration Plaza to announce her intention to oppose Justice for All at none other than Eneri's Cantina. '*Call it our declaration of independence*' she says. The countess intends to make the affair public so that Ase cannot move against her without recrimination. The more public their actions, the less likely any skulduggery will happen before the vote takes place on Capital.

The countess calls her staff to bring her pinnacle to Renegade Roost to take her to the starport where her yacht, *Beauregard's Vendetta*, is berthed. Regardless of whether the Travellers have come to her asteroid aboard a jump-capable ship, she insists upon taking her own conveyance to Affinity. Appearances are important and she cannot be seen skulking about on some far trader when she arrives at Affinity Highport. Her arrival must be public and she must be aboard her own ship.

Alternatively, if the Travellers have aligned themselves with the Asei and came to dissuade the countess from acting (possibly even eliminating her), then their job is done on Tertha and they may return to Affinity. If they have taken this route, the events in the following chapter do not occur. The Travellers are rewarded by the commandant for their loyal service and they may either stay at Affinity or proceed to Capital where the Justice for All initiative is expected to pass.





# INDEPENDENCE DAY

Upon their return to Affinity Highport, the Travellers find the place much as they left it: interdicted and secured under martial law. If the Asei agents were present on Tertha, they beat the Travellers back to Affinity. If not, the countess' visit to Affinity comes as a surprise. In either case, Countess Tranard is denied access to Affinity Highport 'for her own safety' according to the Asei security forces. An Asei patrol corvette is dispatched to the *Beauregard's Vendetta*, allegedly to defend it but its presence seems more menacing than protective. Getting the countess into the starport is going to require additional manoeuvring.

The Travellers might encourage the countess to impose her authority by exercising her right to access the starport, regardless of the conditions there. Starports are extraterritorial possessions of the Imperium and do not belong to individual worlds. While the Asei have interdicted Affinity Highport on the premise that they are protecting their subsidiary world, they are on shaky ground when it comes to denying access to a member of the Imperial bureaucracy. The Travellers may make an Average (8+) Advocate or Diplomat check (SOC) to cite the appropriate Imperial laws and protocols, thereby forcing the Asei security forces to grant a berth to *Beauregard's Vendetta*. If the Travellers have come

back to Affinity aboard a separate ship, they are not granted access and must be aboard the yacht if they hope to re-enter the highport.

Once docked, the countess, her retinue, the security robots and the Travellers can make their next move. While Seneschal Uivi is very familiar with Affinity Highport, the countess has only been there a few times. The countess asks the Travellers to organise the march to Restoration Park. While the Travellers can certainly count on Zashe, Calago and the other regulars at Eneri's Cantina to participate, they can rally hundreds, possibly thousands of additional participants with some effort. This can be played out with roleplaying, abstracted by completing a task chain or some combination of the two.

Should the Travellers opt to play the recruitment scenario out, they can find willing participants in many sectors of Affinity Highport but the strongest supporters may be found in the residential and commercial districts. The people have been cowed into submission by the Asei security forces and many fear for their lives but they are also afraid about what the future holds if the Asei are allowed to impose their will on Affinity. Convincing individuals or groups to participate in the



march requires a successful Difficult (10+) Persuade check (INT or SOC) for each individual or group the Travellers attempt to recruit. The Effect of each check indicates the number of recruits the Travellers have acquired for the march. Apply DM+2 if the Travellers invoke the name of Countess Tranard, the sponsor of the march. Knowing that an Imperial noble is on their side carries a lot of weight. It takes more of an effort but the Travellers can gain additional positive DMs by stirring the people with a compelling narrative. The Referee may reward them with an additional DM+2 if they tell a good story to their would-be recruits. Some of the things they might mention include:

- Affinity has always been a free world and up until recently was Law Level 1, with all the liberties that entails.
- Ase is using Affinity as a pawn in a political game for their own benefit.
- Affinity is not alone in this struggle. The Justice for All initiative affects nine other worlds, all of which are being subjugated.

The Referee may determine whether their performance warrants the additional DM+2 or resolve it with a check by having the Travellers make a Difficult (10+) Art (performer) or Carouse check (SOC).

The goal of this part of the adventure is to stir the Travellers to play out their convictions. If they want to preserve Affinity's independence, they are going to have to work for it. If they succeed by their actions and with the support of the countess, they become heroes on Affinity and establish a unique bond with its people and the denizens of Eneri's Cantina.

The Travellers' efforts do not go unnoticed by the Asei security forces. Furthermore, not everyone whom the Travellers attempt to recruit is thrilled about returning to the way things were. There will be some residents of the highport who would prefer more law and order, even the rather authoritarian brand offered by Ase. Some among these people will report the Travellers' actions to members of the security forces, resulting in a confrontation or two. Should the Travellers confront a patrol directly, they risk being thrown in jail. If this occurs, Countess Tranard can have them liberated within 24 hours, although she urges them to avoid additional confrontations. While the starport is technically Imperial territory, its civilian, commercial and industrial districts are under the purview of Ase. She

might not be able to get them out of jail a second time. If they stay out of trouble, the Travellers should be able to peacefully assemble at Restoration Plaza thanks to the presence and support of their noble sponsor.

Countess Tranard defers to the Travellers when it comes to arranging the march. They may start it on deck 1 and proceed upward through the decks to Restoration Plaza, start at a landmark that has significance to the Travellers and proceed from there, or simply assemble in the plaza and deliver their speeches. As for the speeches themselves, this is yet another opportunity to expand the story as much as desired. For her part, the countess spends a full hour on the stage, perhaps overstaying her welcome, initially describing the plight of the Old Confederacy but eventually delving into the current crisis. The gist of her speech is that should the subsidiary worlds of the Sylean Main have their agency stripped, there is little to keep the authoritarian worlds of Core from proceeding to their next target and then the next target after that. She concludes by paraphrasing a poem by the ancient Terran orator, Martin Niemöller:

*First they came for the Infrared Party and I did not speak out. Because I was not an Infrared.  
Then they came for the Red Party and I did not speak out. Because I was not a Red.  
Then they came for the Orange Party and I did not speak out. Because I was not an Orange.  
Then they came for me —  
and there was no one left to speak for me.*

If they choose to participate, the Travellers are also given time at the podium. Countess Tranard simply urges them to speak from the heart. *'Tell them how it is and how it will be if we fight for our rights.'*

During the demonstration at Restoration Plaza, the Asei security forces station themselves in strategic positions. They are armed and their presence is intimidating to many in the crowd. Additional support from the Travellers might be required to keep some of their fellow demonstrators from fleeing the site before the event is over. In the end, the Asei do nothing. With the holocameras running, the presence of journalists, and hundreds, if not thousands of people gathering peacefully, there is little that they can do. With their signature cause about to be voted on in the Moot, the last thing they need is negative publicity.

# ALL ROADS LEAD TO CAPITAL

After the demonstration ends, the countess urges the Travellers to gather their things and prepare for departure. They must now go to Capital for the vote. They may take the countess' yacht but there is the danger that the Count of Ase will perform some sort of procedural shenanigans and force an early decision on the initiative before the countess can be there to have her votes counted. Should the Travellers desire faster transport to Capital, allow them to make an Average (8+) Streetwise check (1D minutes, SOC) to find an alternative. A successful check reveals that the subsidised liner, *Mustered Out*, is in port for one more day before it jumps to Capital. The liner is part of the Achenaar-Antilles fleet and the countess can secure passage for all of them.

A week later, they arrive at Capital. Refer to *The Third Imperium* for a detailed description of Capital, the city of Cleon, the Grand Imperial Palace of Arbellatra, the Moot Tower and the many other attractions and sights to see on the Imperial throne world. When they arrive, the Travellers have a few days to see the sights before they bear to witness the final vote in the Moot Tower.

The Count of Ase shows that he has a few tricks up his sleeve. A few of the nobles from Cemplas, whose proxies Countess Tranard holds, petition to buy them back from her in order to vote *for* the initiative. Asei intelligence services have unearthed incriminating information about these nobles and the count has extorted them to vote for the initiative, threatening to make their transgressions public if they do not comply. While these defections to the other side might give the Travellers cause for concern, the countess soothes their worries. She is confident that even with the defections, they still have the votes to defeat the initiative. Nevertheless, the Travellers might put their Investigate and Streetwise skills to work to ascertain the validity of the lurid or spurious claims against the nobles.

There are more rallies and speeches from both sides, most of which are held in the Imperial Park. The vote itself is held the day after the rallies in a private session. Attendance for the vote is higher than normal, making the outcome a bit uncertain but in the end

Justice for All is defeated. The countess and other members of the Moot demand the immediate recall of all security forces from the subsidiary worlds. The authoritarians are beaten... for now. The forces of tyranny have a way of resurfacing over time but, for the time being, the Travellers, the people of Affinity and the other subsidiary worlds of the Sylean Main are victorious. The countess thanks them for 'waking her up' and urging her to do her duty. She still hopes to obtain more freedoms for her people but now hopes to do so by leveraging the powers at her disposal rather than hiding in her refuge.

The Travellers are free to do what they will and go where they like but Seneschal Uivi urges them to return to Affinity to celebrate their victory. Drinks are on him.

## THE ROAD NOT TAKEN

The alternative approach features the Travellers in support of Ase. If they accepted the commandant's offer or are working with the Yirsh Poy Syndicate, they have betrayed Affinity Highport and Eneri's Cantina. This sets up a vastly different future narrative for Affinity, and the other subsidiary worlds of the Sylean Main, but also one that is rife with opportunities.

In service to Ase, or aligned with the Sylean Syndicates, the Travellers embark upon a much darker future, one in which individual liberties, free trade and uninhibited travel are curtailed. The Travellers have the opportunity to gain monetary wealth from their arrangements with either of these parties but they might ultimately come to regret their decision. A story of their eventual betrayal against the forces of tyranny could make for an exciting series of adventures, or even an entire campaign, but that is beyond the scope of this adventure.



# CLOSING TIME

The reception that the Travellers experience upon their return to Affinity Highport depends upon their actions. If they fought against the tyranny of Ase and also resisted the temptation to work with the Yirsh Poy Syndicate, then they return as heroes of the people. They are heartily welcomed to Eneri's Cantina where Zashe has their drinks waiting for them. A full week of celebrations takes place. All of the bar's regulars are eager to give the Travellers a pat on the back and potential patrons line up to hire them for their next gig. In time, the celebrations die down and things return to normal but the Travellers will always be remembered as the heroes who risked their lives for the people of Affinity.

Every path taken has consequences, however, and by supporting one side, they have made enemies with others. Ase's government, the Resource Concordat,

consider the Travellers to be enemies of the state. They may want to avoid visiting that world lest they end up in jail on trumped up charges. Likewise, the Yirsh Poy Syndicate still expects the Travellers to pay their debt. The Sylean Syndicates are powerful and have a long reach. They may want to settle the bill at some point. Such is the life of a Traveller; being a hero to some usually means being an enemy of others. As long as the Travellers keep moving and make contacts, allies and friends they can depend on, they should be able to get out of whatever scrapes they find themselves in. Whenever they return to Eneri's, they can always count on a reunion with old friends, a game or two of Element, the dulcet tones of a live musical performance and a good stiff drink on the house.



# ALLIES AND OPPOSITION

## ZASHE PAMZIRMA

SPECIES	GENDER	AGE
Mixed Vilani-Solomani	Female	52

TRAITS	—	SKILLS
STR 6	INT 10	Carouse 3, Deception 1, Gun Combat 0, Melee (unarmed) 2, Persuade 2, Pilot 0, Steward 4, Streetwise 3, Survival 0
DEX 11	EDU 8	
END 6	SOC 8	

EQUIPMENT	<b>Weapons:</b> Body Pistol (2D), Switchblade (1D+1), Shotgun (4D, Bulky, located under the bar)
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Zashe is the proprietor of Eneri's Cantina, the most popular bar at Affinity Highport.



## CALAGO

SPECIES			GENDER	AGE
Chimera			Male	28
TRAITS			—	SKILLS
STR	12	INT	5	Gambler 1, Gun Combat 0, Mechanic 0, Melee (unarmed) 2, Pilot (small craft) 1, Flyer (airship) 1, Steward 1, Survival 1
DEX	6	EDU	5	
END	9	SOC	5	
EQUIPMENT			Fishing Gear <b>Weapons:</b> Heavy Revolver (4D-3), Blade (2D) <b>Armour:</b> Natural (+2)	

Calago is a chimera, the product of a lab experiment in the distant Julian Protectorate to create a human/Hhkar hybrid. Calago was living in the streets of a world in the Lishun sector as a youth and adopted by Zashe. He is loyal to his adoptive mother but gets into trouble from time-to-time, causing her a great deal of stress.



## BRUISER GALLOWAY

SPECIES			GENDER	AGE
Vilani			Male	34
TRAITS			—	SKILLS
STR	12	INT	6	Athletics (endurance) 2, Melee (unarmed) 2, Persuade 1, Streetwise 1, Survival 1
DEX	9	EDU	4	
END	10	SOC	5	
EQUIPMENT			Boxing gear <b>Weapons:</b> None <b>Armour:</b> None	

Bruiser is a regular at Eneri's and on the tail end of a long boxing career that never quite got off the ground.





## SERGEANT TOLIAN MURAY

SPECIES			GENDER		AGE
Vilani			Female		32
TRAITS			—	SKILLS	
STR	6	INT	6	Admin 1, Athletics (dexterity) 1, Flyer (grav) 1, Gun Combat (energy) 2, Leadership 2, Melee (blade) 1, Recon 0, Tactics (military) 1, Vacc Suit 0	
DEX	7	EDU	8		
END	5	SOC	9		
EQUIPMENT			Portable Computer, Commdot <b>Weapons:</b> Laser Carbine (4D+3, Zero-G), Stunner (3D), Truncheon (2D) <b>Armour:</b> Poly Carapace (+16)		

Murray is a sergeant in the Asei military police. She is Commandant Perry's righthand woman and a devout Asei patriot.



## COMMANDANT PERRY

SPECIES			GENDER	AGE
Vilani			Male	56
TRAITS			—	SKILLS
STR	5	INT	10	Admin 2, Athletics 0, Gun Combat (energy) 3, Heavy Weapons (portable) 1, Leadership 2, Melee (blade) 1, Persuade 1, Recon 1, Tactics (military) 2, Vacc Suit 1
DEX	8	EDU	9	
END	8	SOC	9	
EQUIPMENT			Portable Computer, Commdot <b>Weapons:</b> Laser Pistol (3D+3, Zero-G), Stunner (3D, Stun), Truncheon (2D) <b>Armour:</b> Poly Carapace (+16)	

Perry is the head of the Asei security forces on Affinity. He is well-connected on Ase and hopes to leverage a successful operation on Affinity to launch himself into a diplomatic career. Perry is cunning but ethical and fully believes in the necessity of his mission.



## SYN TO REI

SPECIES			GENDER	AGE
Vilani			Male	38
TRAITS			—	SKILLS
STR	6	INT	6	Athletics (strength) 2, Deception 1, Drive (wheel) 1, Gun Combat (slug) 2, Melee (unarmed) 3, Persuade 2
DEX	7	EDU	8	
END	5	SOC	9	
EQUIPMENT			Portable Computer <b>Weapons:</b> Shotgun (4D), Rapid-Fire Machinegun (3D, Auto 4/8), Club (2D) <b>Armour:</b> Ill-fitting and overly shiny Protec Suit (+4) <b>Augments:</b> TL11 Combat Arm (STR 15, Protection +4)	

Syn is a Sylean enforcer, a mid-level officer in the employ of Tor Ki Maad, a syndicate lord from Yirsh Poy in the Core. Syn is extremely loyal to his boss to the point that he will follow any order, regardless of the consequences or danger to his own person.



## COUNTESS VANDIA TRANARD OF BENDO

SPECIES			GENDER	AGE
Vilani			Female	62
TRAITS			—	SKILLS
STR	4	INT	10	Admin 2, Advocate 1, Carouse 2, Deception 1, Diplomat 3, Electronics (remote ops) 1, Language (Vilani) 2, Leadership 1, Profession (hydroponics) 3, Science (psychology) 1
DEX	6	EDU	11	
END	7	SOC	14	
EQUIPMENT			Portable Computer <b>Weapons:</b> None <b>Armour:</b> None	

Countess Tranard may hold the power to save the Sylean Main... if only someone can convince her to use it.



## SENESCHAL BETRO UIVI

SPECIES			GENDER		AGE
Vilani			Male		51
TRAITS			—	SKILLS	
STR	6	INT	11	Admin 3, Advocate 2, Art (performer) 3, Carouse 1, Deception 2, Diplomat 1, Language (Sylean) 2	
DEX	6	EDU	12		
END	5	SOC	10		
EQUIPMENT			Portable Computer <b>Weapons:</b> None <b>Armour:</b> None		

Uivi is the spokesman and chief administrator for Countess Tranard. He would very much like to see her take a more activist role in Imperial politics. Uivi is a regular at Eneri's Cantina.





# TRAVELLER

CORE ADVENTURE 2  
LAST CALL AT ENERI'S CANTINA

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