



Roleplaying Game Compendium Adventure Hooks and Campaigns

The following is a compilation of information found at Alderac Entertainment Group's (AEG) website (www.alderac.com) and other sources.

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Adventure Hooks

A CRY FOR HELP

Set-up: The most mystically-inclined character in the party receives a telepathic transmission. A Banik slave is being kept by a Scarran nearby. He demands to be rescued, since the Scarran is planning to torture and kill him.

Action: The characters don't necessarily go after the prisoner; after all, they have no real ties to him. However, the Banik has gained a foothold in the mystic character's mind and has no real plans to let go any time soon. If the characters don't rescue him, he will make certain the mystic experiences everything he does... feeling every moment of torture that the Scarran inflicts on the Banik. The Banik does not have a standard form of telepathy; it is very powerful, but it can only connect with those who are mystically attuned.

If they do go after him, there are several points to consider. Is the Scarran alone, or does he have backup? What kind of weapons does he have? Is he part of the Scarran military, or just a lone sadist? More importantly, why does he have the Banik as a prisoner? Is he a slave upon whom the Scarran has decided to take out his sadistic tendencies? Does he know the location of a free Banik colony, and the Scarran is trying to get that information out of him? Or is he actually a dangerous criminal?

If they chose not to rescue him, the character in contact may lose his sanity while the Banik has his brain torn apart. When the Scarran physically tortures his captive, the mystic will feel every moment of pain, and the shock could potentially kill him. The Banik may not be evil, but he wishes to live, and if he must die, he will take out the person who refused to help him.

The characters may try to travel out of range of the Banik's telepathic abilities, but the Banik is unusually strong, and his power has a surprisingly long range. If they manage to break the telepathy due to range, the mystic's mind will be torn from the Banik's with a sudden snap; he must make a Will save, DC 18, or take 5d6 damage from shock. The

mystic will be able to sense the impending danger and can warn the others to turn back before it actually snaps.

A HOSTAGE HOLIDAY

Set-up: The characters are visiting Tianna, a resort world. They must leave their ship in orbit and take a shuttle to the surface. On the way down, however, the shuttle pilots revolt and take them hostage.

Action: The characters are offered a complimentary shuttle down to the planet. Parking planetside is a far more expensive option and the shuttle does have other incentives, such as a flirtatious pilot and co-pilot. When the PC's board the shuttle, the pilot receives a message (via open channel so the players hear it). It's an aristocrat of the world who says, in a level voice, "Jerrim Rolldel, this is a quick message regarding the files on my desk. Please report to me when you land the shuttle." At this moment, the characters have a chance to notice the co-pilot take out a gun and surreptitiously aim it at the pilot.

The pilot panics and immediately puts the shuttle into a barrel roll, while announcing that they are all prisoners of the Alliance for Tianna. All characters, (except the co-pilot who automatically fails), must make a Reflexes save in order to keep their balance. Anyone who botches is knocked unconscious by falling debris. When the pilot comes out of the maneuver, the characters can try and subdue him. Regardless of who has control of the shuttle, the pilot begins frantically talking about the true conditions of the workers on the planet (see the description in Planets) and how he must escape or expose the movement. The pilot then offers a generous sum, and informs the PCs that the planet will probably kill them for fear of bad publicity.

The PC's will have a choice. If they chose to work with the pilot, another announcement will follow the decision. The same administrator, over the still-open (or newly-opened) channel, orders the

planetary defenses to open fire. If they have to crash land, the characters will have to find a way to escape the planet. If they subdue the pilot and decide to go down to the planet for their vacation, the voice over the com will offer a reward for their prisoner. Once they reach planetside, the pilot *and* the PC's will be turned over to the authorities, and the characters will need to find a way to escape.

A SUDDEN SQUALL

Set-up: While the characters are traveling between worlds, the ship is hit by an electromagnetic storm originating from the system's star. These storms are common in this system and the ship is shielded to resist them, but this particular storm is unusually strong and knocks out the ship's main engines and primary controls. Another storm is headed towards the ship, and with the shielding already damaged from the first storm it is unlikely the characters will survive the second storm unless they can move the ship to a safe location. There is an asteroid nearby that will provide shelter from the storm but there is no way the characters can make it there in time without main engines.

Action: Another ship was caught in the storm: a Zenetan pirate vessel that was preparing to attack the characters when the storm hit. The characters can try and use maneuvering thrusters to pull along side the pirate ship, but the pirates will not be inclined to help them with repairs: handing over the necessary parts will render their own ship inoperable. The characters can try and take the needed parts from the Zenetans by force, try to talk them into pooling their efforts on the characters' ship or have everyone go to work on the pirate ship. Either ship can get them to the asteroid belt with parts from the other ship; it's just a question of which one to sacrifice and if everyone will fit on one ship. The pirate ship is a moderate sized modified freighter and it has room for twenty people, in addition to its twelve-person crew.

If the characters are on someone else's ship, like a luxury liner, the owners will not want to abandon their ship. Also any NPCs with the characters will not trust the pirates, and rightfully so because when the repairs are nearly over the pirates will attempt to kill the characters and claim what booty they can for themselves from the character's ship.

The pirates will be predominantly Zenetan members of the Pirate class and of sufficient level to challenge the characters. Most will be armed with pulse pistols. Their ship will have some minor spoils within, but nothing spectacular.

ACCIDENTAL DISCOVERY

Set-up: While in a city or space station, one of the characters accidentally disturbs a wall, causing part of it to fall away. A concealed Peacekeeper listening post lies on the other side, and its eight occupants are none too pleased about losing their cover.

Action: After the initial surprise fades, the Peacekeepers will try to kill the characters and any other witnesses to their operation. While some attack, the rest will quickly begin activating the listening post's self-destruct mechanism. Once the self-destruct mechanism is activated, all the Peacekeepers will try to escape, but if any PCs survive, the Peacekeepers will return later to silence them.

If the characters react fast enough (within five rounds) they may try to deactivate the self-destruct mechanism (DC 25). If they succeed, they will be able to look at what information the Peacekeepers were recording, which could be just about anything.

The Peacekeepers should be an appropriate level to challenge the characters and they are all well equipped with pulse rifles. Their first directive is to kill any witnesses, then escape.

BABYSITTING

Set-up: While on a sparsely inhabited world, the characters hear rumors of a leviathan that has been seen within the planet's atmosphere, which is a rare occurrence. While on the planet they catch sight of the creature as it plays amongst the clouds, and it is obvious from its size that the leviathan is a child. Shortly after sighting the leviathan the characters are approached by a Delvian mystic named Ba'tan who seeks their help in aiding the leviathan. She tells the characters that the leviathan will soon be too large to continue to live in the atmosphere of this world, but several pirate

groups have set watch on the planet to try and capture the creature when it leaves.

Action: The pirates trying to capture the leviathan are a group of Zenetan pirates using a small version of the flax to try and catch the living ship, but thus far it has proven too crafty for them. While up to this point they have been reluctant to harm the creature for fear of seriously injuring it, they are quickly losing patience and will turn to more direct methods soon. The pirates have three ships involved in the hunt — all mid-sized transports with makeshift weaponry. At any given time, two of the transports are docked on the planet while the third is keeping an eye out for the leviathan and watching the flax.

The characters have several ways to stop the pirates. They may try to go up into orbit and attack the Zenetan ship and remove the flax. They may try to sabotage or hijack the ships on the ground, possibly using one of them to attack the ship in orbit. There are fifteen pirates total, five per ship, and most are low level Zenetan members of the pirate class. Most are poorly equipped and their ships are not well repaired.

Also, at some point, the characters will probably try to make contact with the leviathan. The creature makes its home in some of the larger mountains near the characters' location, occasionally landing in a large valley in the mountains. If the characters record and investigate the sightings of the leviathan, they can determine roughly where its roost is, but it will require someone with metaphysical abilities, such as Empathy and Telepathy, to be able to make contact with the creature. Luckily Ba'tan has such abilities if the characters are lacking.

Alternately, if pirates don't seem challenging enough the culprits could be a group of Nebari researchers trying to capture the leviathan to dissect it. In this case the opposition will be much more skilled and far better equipped.

COLD FEAR

Set-up: The characters find the distress signal of an apparently abandoned Leviathan. Once they get on board, they find the ship unconscious and its Pilot dead. Strange, frightening creatures lurk in the

corridors; the characters soon discover that the ship is haunted by several dozen Skrannix. And they are all hungry.

Action: It will likely take some time for the Skrannix to show themselves; they allow the characters to come deep aboard the Leviathan, then attempt to spring the trap. Once everyone is far from escape, perhaps in the Pilot's chambers, the Skrannix will attempt to split the party up and attack them with their fears. It is a slow, insidious creeping fear, however. It starts with strange visions out of the corner of the eye, and slowly works towards more obvious manifestations. If the Skrannix work well, the characters should doubt their very sanity. The Skrannix will not attack a group of characters, but attempt to split them in different directions. Once their prey is alone, the Skrannix will begin feeding. Of course, to a Skrannix, fear is more delicious than death, and the slower the development, the better the feast. Death is often the final course, as the Skrannix do enjoy mortal terror, but such a meal will not sate them for long.

Should the characters manage to contact the Leviathan, they may be able to piece together what happened to her. A single Skrannix came on board and began feeding on the crew, multiplying several times. When they finally killed the Pilot, the Leviathan went into shock and has been unconscious since.

Discovering their situation is only the first problem. Extricating themselves becomes an entirely different issue. The characters will need to get back to their ship, and the Skrannix will attempt to mislead and misdirect them as much as possible. Even if they escape the Leviathan, some of the Skrannix may follow them. They will likely lie low until the ship reaches port, giving them access to an entirely new world. If the characters realize what they've done, they may have an obligation to track down and kill the monsters they set loose. That, of course, may be easier said than done, especially if it (or they) is now free of the Leviathan.

DEAD RECKONING

Set-up: While stopping on a backwater planet for supplies, the characters end up in the wrong place at the wrong time: they stumble across a dead man just as the local police arrive. The deceased is a policeman himself; the characters are accused of murder. But this planet has an odd sense of justice: the accused have only one solar day to prove their innocence. If they succeed, they go free. Otherwise, they are sent to the prison-mines for the rest of their lives.

Action: The characters have travel where they will within the city, but they are not allowed to board their ship, and they cannot leave the city limits. Their weapons will be removed from them until they prove their innocence. If they engage in any further acts of violence, (except self-defense), they face immediate execution. The police are legally obligated to assist the characters in their efforts, but most seem less than thrilled with helping a band of accused “cop killers.”

The characters can take whatever action they like, but most will likely be investigating the murder in an attempt to prove their innocence. The target was beloved by the residents of the city. He was known for being a fair and honest officer, and utterly incorruptible. No one has any idea who would wish to kill him.

The truth of the matter is that the officer was murdered by his own partner, who was having an affair with his wife — a capital crime on this world. When the officer found out, he threatened to report him. The partner murdered him before he could tell anyone. If the characters get close to discovering the truth, they may be targeted by the angry (and frightened) killer. They won't have weapons to fight back with, and if they manage to get their hands on some, they face immediate execution. If they are captured, it will be their word against the police's, and the characters' claims will fall on deaf ears. They must find evidence when they report the officer's crimes. And they only have one solar day to figure everything out...

LOVE AND WAR

Set-up: A Vorcarian female has grown tired of her mate, and now wishes to have another. Unfortunately, there is no concept of “divorce” among the Vorcarians. She comes to the characters and asks for their help in either killing her mate, or taking her to someone who can. In the meantime, her mate has come to the same conclusion about her, and has hired mercenaries to kill her and any assistants she may have.

Action: If the characters are mercenaries or assassins, they may take the job. The Vorcarians had just completed a lucrative mission, and they can both afford to pay good wages to their mercenaries. If they accept the assignment, the characters will then need to track the male down, while he is trying to track down the female. He has his own backup, and they are all eager to kill her and any supporters she may have.

Should the male be killed, his mercenaries will attempt to retreat. The female will insist that they give chase and kill all his fighters. Those who refuse will be seen as cowards, and she refuses to pay cowards. Likewise, should the female be killed, his mercenaries will kill the characters as accessories.

If the characters are not mercenaries, she may hire them to transport her to a place where she can hire a band of fighters. The male's mercenaries will give chase in their own ship, and they may try to board the characters' vessel. A firefight will likely ensue, utilizing the same tactics as those listed above. Should they succeed in killing her mate, the female will grant the characters a bonus. She will pay them even more if they finish off her mates' associates.

If the characters turn the Vorcarian away altogether, she will disperse pheromones on their ship, leading the male to them and throwing him off her actual trail. In this case, the mercenaries will attack the characters, demanding her head. They will not believe that she is not aboard, and will attack relentlessly until the characters convince them that the female is not aboard (a

very difficult task indeed) or until one side or the other is destroyed.

MISPLACED GOODS

Set-up: While walking through a marketplace, the characters are approached by a Hynerian in shabby clothes trying to sell a piece of jewelry covered in gems and precious metals. Anyone who appraises the item will find it to be worth at least five thousand credits, but the Hynerian is only asking one thousand. If any of the characters are particularly knowledgeable about Hynerian history or art they can recognize it as the Cap of Rygel IV, which covered the butt of Rygel IV's scepter. If the characters refuse to buy the Cap, the Hynerian will try and hide it on them using Sleight of Hand. Unfortunately soon afterwards, a pack of Vorcarian blood trackers come looking for it.

Action: This Hynerian, former Legate Gyaus, stole the Cap after being ousted for incompetence from his position by the Peacekeeper backers of Dominar Bishan. The Dominar has since put a five thousand credit reward on the Cap, and this pack of Vorcarians has been on the trail for a few weeks now. Gyaus will try to flee the Vorcarians, but he will not succeed without the characters' help. If he is captured without the Cap, he will finger the characters as the true masterminds of the theft and the Vorcarians will go after them. If the characters help him escape the Vorcarians, he will try to avoid answering their questions and slip away, still leaving them to take the fall. In either case, the characters now have a pack of determined Vorcarians on their tail that will not be inclined to talk. The Vorcarians will dog the characters until they get the Cap or they take significant casualties.

There are six Vorcarians, all of the Warrior or Commando class. They should all be of sufficient level to challenge the characters in a straight fight and are equipped with a variety of weapons. They will mostly try to ambush the characters and will avoid fair fights.

MOVING TARGETS

Set-up: The characters visit the Freeport on Siakwar at the wrong time. Three mercenaries decide to hold a contest to impress the local

Assassin's Guild. They have randomly chosen a group from the crowd, and are each trying to kill as many members of that group as possible within one solar day. The characters have been randomly selected.

Action: While on the world, the characters somehow tip their hand to show that they aren't locals, and that they are at least somewhat of a challenge to an aspiring bounty hunter. This can be accomplished through a deal gone wrong, a bar bet, an old "score" on the part of one of the PC's, or a brawl. In any case, the encounter is short-lived, but the characters catch the attention of the neophyte assassins.

Finding out they're targeted won't be too difficult. This is amateur night, after all. A few grenades detonate just far enough away to warrant suspicion, a planted poison capsule is ineffective against a certain species (with possible interesting side effects), a few oddly timed firefights seem to break out just before they enter or leave a given area. Each time, some sort of clue remains behind, like a residual smell (for the Luxan or Vorcarian PC's) or an overheard conversation about the impromptu contest. This eventually leads to a chase through the city while the characters attempt to either find a place to make their stand or start tracking the assassins themselves.

If the characters defeat the amateurs, the real members of the Guild curtly thank them for cleaning up their mess. Any bounty contracts on the players will be overlooked for their duration on the freeport. The Guild may offer them a boon to help smooth things over. (GM's discretion, but make it painless for the Guild to grant. The "killers" weren't real threats to them.)

The Guild will get involved in the fight only if the PC's are clearly over their head. Why would they stick their necks out for the party? The candidates make the huge *faux pas* of publicly naming the Guild in their efforts. The Guild takes offense to these unsolicited upstarts for tainting their names. Of course, if any of your characters have bounties under the group's contract, they will have to negotiate with the Guild once the fireworks die down...

ONE LAST ADVENTURE

Set-up: While hanging about in a starport (or some other suitable locale), the characters are approached by a grizzled Luxan warrior named Eri'os. Eri'os will first approach any Luxan or Ilanic members of the group, but failing that she will first speak to the most combative looking of the group. Eri'os has an offer for the characters; she's looking for some help in reclaiming a treasure she buried on the surface of a nearby asteroid back in her mercenary days, but now she doesn't have the ship or skills necessary to get the treasure. She's willing to split the treasure with the characters, fifty-fifty, if they help her get to the treasure and unearth it. She's itching to leave as soon as possible.

Action: Eri'os did indeed hide a treasure, but now a group of Peacekeepers have built a concealed observation post on the same asteroid. Eri'os tried to claim the treasure once, but the Peacekeepers chased her off, so now she's looking for help in taking out the Peacekeeper outpost. Eri'os is getting on in years and has hopes of dying in battle, so she sees this mission as her last chance to do so. Basically, she plans to charge suicidally into the Peacekeeper outpost after telling the characters where the treasure is, leaving the characters to fend for themselves.

The Peacekeeper observation post is a small base within a hollowed out section of the asteroid. There are twelve Peacekeepers stationed at the base, half of which are techs, and they will not be expecting trouble initially. Unfortunately though they are expecting a personnel shuttle two arms after the characters arrive which will hold another twenty troops. The characters have to work fast to get the treasure, (a small chest of precious minerals and some antique weapons; the exact value is up to the GM), and get out.

OVERDOSE

Set-up: While the characters are walking through a marketplace they hear a commotion up ahead. When they reach the noise they see a tavlek in the center of a pile of bodies, and it appears like he's looking for more blood. Once he sees the characters they will become his new targets.

Action: This Tavlek was the victim of a scam artist, who sold him a batch of bad chemicals for his gauntlet. He loaded them up and proceeded to go berserk. He is currently having flashbacks of a battle with the Peacekeepers and unfortunately he sees most of bystanders as his old foes.

The characters can try to talk to the Tavlek or take him down with violence, but reasoning with him is going to be extremely difficult. The tavlek is a fairly high level member of the Warrior class with higher than normal physical stats because of the overpowered Gauntlet. Assuming he survives the attack, the Tavlek will come out of the rage shortly after the Gauntlet is removed from his arm. When the rage ends, the Tavlek will be apologetic for what happened, but will be more interested in finding the guy who sold him the bad drugs. With the threat of more rampages in the area by other Tavleks if the bad drugs continue to circulate the characters may be interested in joining the hunt.

From talking to the tavlek the characters can find out he bought the drugs from a Hynerian named Qizat who lives on the bad side of town. With a little leg work, they can track the diminutive con artist down, but they'll have to work their way through a small gang of hired thugs (mostly low-level Warriors and Rogues) to speak with him. Assuming they finally get to the Hynerian, they can learn that he bought the drugs cheaply from some Peacekeepers, which opens the question: what were the Peacekeepers doing with the drugs?

PILGRIMS OF THE DEAD

Set-up: The characters are suddenly beset by ghosts and spectral images wandering through the area around them. Other people nearby also see the spirits and quickly become frightened. The spirits will try to interact with the surrounding environment, but they pass right through any physical object they touch. They will beg whomever is nearby for aid in finding family members, righting wrongs long past, etc. After a few minutes, a Banik mystic will come through the area, claiming that he and his order, the Order of the Spirit's Light, is bringing the realm of the dead and the living together in harmony. As he walks by one of the spirits turns dark in color and begins throwing people about like a poltergeist.

Action: The Order of the Spirit's Light is a group of fanatic Banik mystics who used their powers to call back the spirits of the dead so that they may enjoy the world of the living. More specifically, they hope to bring back the spirits of the millions of Baniks who died as slaves over the years to give them another chance in the world of the living. Unfortunately, most of the spirits don't really want to be here and after a short time will become violent. Their anger allows them to affect the physical world, but only with shoves and other violent movement (much like the various TK metaphysical powers). Regardless, the spirits need to be sent home fast before they get really destructive.

If the characters question the mystic, he will claim the spirits will grow to be happy and is unwilling to send them back. If the characters are sufficiently intimidating, though, he will tell them how to find the makeshift temple he and his brothers built. It is only a short distance away, standing within a fairly dilapidated building that shows signs of recent repair. Inside, the ten other members of the Order are completing the ceremony to anchor the spirits to this world. The characters can try to talk the Baniks into stopping or simply attack them. Unfortunately attacking them causes the ritual to go awry and all the spirits that appear will turn violent. In either case the spirits remain until all the Baniks stop casting the ritual.

The Baniks are mostly mid-level mystics with few weapons, although their leader, Uttas, is a high level mystic who is not afraid to use some of the darker metaphysical powers.

SICK AND TIRED

Set-up: A group of Sheyang pirates decide that the characters' ship is worth attacking and boarding, but they don't want to actually engage in combat. Thus, they expose the characters to a slow-acting disease, then attack.

Action: The disease is contracted through a Sheyang informant working as a bartender, or service worker who transmits the contagion when the PCs are planetside. The disease causes disorientation and vertigo within 1D6 solar days

after leaving the port. As it progresses, it will cause chills and trembling within an additional 1D6 days.

Since the disease is unknown and defies analysis (due to lack of a specific type of Sheyang scanning equipment), the characters should probably turn around and go back to the port. The infection is very contagious, and spreading it to other ports could be catastrophic. Regardless of what they decide, the Sheyangs take the time to catch up. They send a boarding party of four individuals (three soldiers and a technician), aboard a stolen Peacekeeper Prowler. Even if they manage to damage the Prowler, those four Sheyangs get through. If the characters lose this fight, they have their ship commandeered. The Sheyangs cure them of the disease, and in form them of a plan to sell them into slavery. If the characters play a successful game of cat and mouse with the Sheyangs, the technician threatens to kill himself in the engine room (and thus destroy the ship), unless they surrender. The characters need to subdue him or talk him down. If they do not, he commits suicide, blowing himself up and attempting to take out the engine in the process.

A sample of the cure is aboard the Sheyang vessel, and it is remarkably easy to synthesize. It can be discovered without difficulty once the Sheyangs are dispatched.

THE FLYING LUXAN

Set-up: While the characters are relaxing on a planet or a space station they are approached by a young Hynerian pirate looking for help. Hearing the characters are the adventurous sort, this pirate, named Qel, is looking to hire some hands and a ship to help him find a lost treasure. He'll tell the characters that he knows the location of the lost treasure of Karas the Plunderer, a Luxan pirate from several centuries back. He'll cut the characters in for forty percent of the loot if they help him find a ship and recover the treasure. If they have a ship, all the better. Qel will want to set about hiring a ship immediately and depart as soon as possible, always encouraging the characters to hurry up.

Action: Qel does know where the treasure of Karas the Plunderer is located, but unfortunately, so does the rest of his old pirate crew. The group found the treasure a few solar days ago, but all of them tried to keep the treasure for themselves instead of splitting it evenly. It ended with the crew breaking up and each member of the crew going out to hire a new crew to try and get back to the treasure first. So now the characters are unwittingly in a race with five other groups to try and get the treasure first.

The competition gets fierce before they even leave the space station. One of the other crews tries to take the characters out of the running right off the bat with a surprise attack while the characters are arranging and packing their supplies. This group consists mainly on low level thugs, members of a Sebacean offshoot race. The characters should be able to handily defeat them, but it should give them a clue that more is going on than expected.

During the trip to the treasure, the characters run into another of the competing groups, which attacks them as they enter the asteroid belt in which the treasure is hidden. The characters can try to hide from their attackers, or fight them while they both dodge asteroids. When they arrive on the asteroid containing the treasure there are two ships already there and the crews of both ships are engaged in a running fight around the flat landing area in front of the cave that holds the treasure. The characters can go straight in or join the fight.

Once inside the characters will have to face several traps and physical challenges, like jumping over pits of spikes and the like. Once they finally reach the treasure, the last competing group catches up to the characters, demanding that they hand over the loot or else. The treasure itself is a pile of gems worth several tens of thousands of credits and an ancient Qualta blade, which would be nearly priceless to any Luxan.

Most of the thugs hired by the other pirates are low-level types and should not be much of a threat to the characters (except in large numbers). Unfortunately, the characters face several waves of them over the adventure and will probably be worn down over time.

THE HIDDEN FOE

Set-up: The characters are shopping in a bazaar, when one of the more mystical-oriented among them notices an amulet that calls to him. He feels a strong psychic impression from it, and he desires to own it. The amulet bestows chameleonic properties on the bearer... but also slowly corrupts him or her with dark, vile sorcery.

Action: The item is a powerful amulet, and the character quickly grows attached to it. He does not want to remove it, sleeping and bathing with it if necessary. (Depending on the character's temperament, this may not be tremendously unusual.) The amulet grants powers of stealth, granting +5 to all Hide and Move Silently rolls as the wearer's skin and clothing alters color to match its surroundings. It also partially masks scent, making it difficult even for Luxans and Vorcarians to track. After the character has grown fond of it, however, it starts to drive him insane. He has increasingly common bouts of paranoia, and will begin to suspect his friends and allies of betraying him. He may even try to attack other characters over minor incidents.

Eventually, the rest of the party will try to remove it. Unfortunately, the character in question will violently oppose their efforts, and may even kill any who even suggest removing the amulet. Subduing the corrupted character while being careful not to harm him may be very difficult, especially since the amulet powers can keep him hidden. If they return to speak with the merchant who sold them the artifact, they find that he is gone; no one can recall seeing a merchant of that description anywhere in the bazaar.

Even if they track down the possessed character and remove the amulet, they will find it difficult to dispose of. Conventional methods will be fruitless, as it will reform itself, or find the party again after it is lost. If the character who was bonded to the item is still alive, he can destroy it. Though he is no longer under its control, it will still try to convince him to put it on. It takes a Will save, DC 14, to avoid putting the amulet on again. If he makes this roll, however, he will be able to destroy it (by smashing it, breaking it, etc.) and they will be able to flush the pieces out an airlock.

THE TOWER OF BABBIE

Set-up: While the characters are on a planet they feel a sudden prickling across their skin... and everyone nearby begins talking in gibberish. Some manner of disturbance has disabled all the translator microbes in the area, and the region will quickly be thrown into chaos unless something is done quickly.

Actions: While the microbes are not functioning, no one in the affected area, (which is several hundred metras across) can be understood by anyone who does not understand the speaker's native language. This means members of the same race will probably be able to communicate because they speak the same tongue, but communication between different species or language groups is impossible. They can still read, so if anyone has a common written language they can communicate, albeit slowly. Otherwise it means charades for most of the evening.

The disruption of the translator microbes was caused by a group of Ilanic scientists working on modifying the microbes so they could allow radio communication instead of just translating speech. The experiment released an electromagnetic burst that disrupted the translator microbes within several hundred metras of the laboratory. The Ilanics all speak the same language so they have not yet noticed the disturbance. Unfortunately everyone else has and soon riots will begin to break out within the affected area as communication breaks down.

The characters will have to do some research to find out what happened, but with sensor equipment from a ship or well-equipped laboratory, they could find the general location of the center of the burst. Also, if they do some research by asking around (presumably by writing their questions down) or by checking local news broadcasts, they can eventually find out that some scientists were working on modifying translator microbes in the city. Unfortunately, they will have to get to the Ilanics' laboratory to find out what happened for sure, and lots of confused and scared people will be between them and the lab. The characters will probably have to avoid some looting, some rioting and some police intent on keeping order.

Once they reach the lab and explain the situation, the scientists will be shocked, but with some time (and maybe some help from the characters) they can figure out a way to reverse the effect. Unfortunately, doing so requires several important devices they do not currently have, but such devices can be found at various nearby locations. The characters then have to again brave the confusion outside to get the parts.

Once the characters get back to the lab, they find that several, less reasonable people have also figured out what happened and they are now holding the scientists at gunpoint, demanding they reverse the procedure. Unfortunately the scientists and the rioters do not speak the same language so neither side can understand what the other is saying. The characters will have to act fast if they plan on saving the scientists from the rioters.

THE UNCLEAN MASSES

Set-up: Shortly after landing on an unfamiliar world, one of the characters accidentally bumps into a native cleaning up some garbage. Shortly thereafter none of the natives will speak to the character, referring to him as unclean. Soon the whole group is ostracized by the natives, making it difficult to get any trading done or even get launch clearance to leave the planet.

Eventually an offworld merchant tells them that the characters have been marked as unclean by the populace for touching one of the lowest members of society, the garbage handlers. The characters will have to undergo a pilgrimage to clean the taint from their spirit. Unfortunately the pilgrimage involves traveling several dozen metras north to drink at a holy spring.

Action: The spring is located atop a rather large mountain that it will take some time to climb. Also, the area between the city the characters begin in and the spring is filled with pilgrims and those who try to take advantage of the pilgrims; the characters could be beset by anything from merchants selling fake relics to bandits trying to relieve the pilgrims of their valuables. While the trip to the spring should probably not be

remarkably dangerous, the characters should have a few obstacles thrown in their path.

Once they reach the spring, the characters will have to convince the guardian (an aging local monk) that they are worthy to drink. After making them jump through some moral quandary hoops the guardian will insist the characters remove some of the bandits from their hideout near the main road to the mountain so they will stop stealing from the pilgrims. Assuming the characters can complete this task they can drink from the spring and be cleansed.

The bandits should be a motley assortment of locals and other races of varied classes. Most will be armed with slug guns and a few pulse weapons, but they should not be of high enough level to be too much of a threat to the characters.

WRONG PLACE, WRONG TIME

Set-up: While the characters are minding their own business on a planet, they are suddenly attacked by a group of Peacekeeper commandos intent on capturing them. The attack can come at any time, but is not likely to be well planned, which is rare for Peacekeepers. After the characters scramble to escape they can start to try and figure out what is going on.

Action: The Peacekeeper commandos came to this world looking for a group of criminals wanted for drug running that, surprisingly enough, match the

descriptions of the characters. After hunting for a few weeks without success, the Peacekeepers became frustrated and, upon seeing the characters, decided to capture them and claim they were the criminals, knowing that outright failure would mean trouble for them on their return to base. Unfortunately for the characters, these Peacekeepers are well trained and determined... but they are in something of a hurry. Once the characters get away from the initial attack, they can learn about the Peacekeepers' unsuccessful hunt from asking around on the street.

The characters have two choices; fight off the Peacekeepers or try and track down the criminals on their own. Fighting off the Peacekeepers should be difficult: the unit is roughly equal to the characters in level and equipment. The characters will have to be very cunning to take them out. Looking for the criminals should be a bit easier because the characters do not scream law enforcement with their every move. With a bit of footwork and investigation the characters can find the criminals hard at work doing nefarious things in a warehouse in the bad end of town. The thugs should be from a variety of classes and a little weaker than the characters.

If the characters capture the criminals, they can use them to placate the Peacekeepers, assuming that no one in the party is wanted by the Peacekeepers.



Mini-Campaign

RUN FOR THE MONEY

By Gavin Downing

Background

The Nebari are a race divided by strife. Though the establishment controls everything it can, the Nebari Resistance continues to survive and even annoy the order of Nebari Prime. As a result, the Nebari military is growing more impatient with the Resistance members it encounters. Meanwhile, the Nebari continue to encounter the Peacekeepers on less than friendly terms. As the Peacekeepers hear rumors of the Resistance, they grow eager to contact them and offer them aid and support against the establishment. And the Scarrans, of course, are interested in making deals with any enemies of the Peacekeepers.

Naleece and Miang, Nebari Resistance spies, managed to acquire sensitive information regarding the next major Nebari offensive on a small data disk, acquiring it from a Nebari scout vessel that landed on Q'alyth Nor to restock supplies. They attempted to retreat with the disk, so they could send the information to their cell contact on Siakwar, but Miang was injured in the escape attempt. Unwilling to leave Miang to the tender mercies of the Nebari establishment, he

helped her find a location to hide and heal. Unfortunately, during this period of time, a Nebari spy, Wysan, managed to locate Naleece's ship and sabotage it. Naleece attempted to leave in his ship, but recognized technical problems before he lifted off. Upon trying to fix the ship, he came in contact with Wysan, who attempted to capture him. Naleece fled, losing his ship in the process. Now trapped on this commerce planet, he must find a way to his contact, unaware of the fact that his earlier encounter and fight with the Nebari attracted the attention of another group... the Peacekeepers.

Captain Groon, leader of a Peacekeeper Marauder team, is charged with finding a leading member of the Nebari Resistance so that the Peacekeepers can offer them aid. He came to Q'alyth Nor to seek out rumors and leads, and was present when Naleece and Miang fled the Nebari vessel. Though he lost track of them in the ensuing chase, he split his group up to find any trace of the Nebari Resistance fighters.

Adventure Synopsis

Run for the Money starts the characters on Q'alyth Nor (though any Commerce planet that fits your campaign will also work just as well). It assumes that the characters are all crewing a vessel together, and it also assumes that they are running dangerously low on funds. In need of money, they agree to take Naleece on as a passenger, transporting him to Siakwar. While preparing to leave from Q'alyth Nor, however, the characters run into some unexpected difficulties in the form of a

small Peacekeeper patrol. While dealing with the patrol, Wysan, the Nebari establishment spy, stows away on board the characters' vessel, unseen. The characters escape the Peacekeepers, as well as the pursuing vessel, but midway to Siakwar, they find their engines sabotaged by the unseen Nebari stowaway, who has managed to send out a call to his allies. Once they track Wysan down and try to deal with the distress call, the Nebari

arrive, shortly followed by the Peacekeepers, who are also homing in on the signal.

While the Nebari and the Peacekeepers deal with each other, the characters manage to fix their engines to the point where they can travel, but further repairs must be made before they can reach Siakwar. The only planet within limping reach is Braxton, where they meet with the mechanic Furlow. While Furlow is finishing repairs, the Peacekeepers arrive once more, attempting to gather the players up. They receive unexpected aid from a small

group of Scarrans, who now wish to know why the Peacekeepers are after them. Despite their friendly introduction, things quickly sour with the Scarrans, and the players soon flee Braxton, on their way to Siakwar. Upon their arrival in the twilight city, however, they are beset by Nebari, Peacekeepers, and Scarrans, and must make their way through three different hostile forces, all seeking to take the characters into their custody for their own purposes. If they can evade their pursuers long enough to make it to the safety of L'wia's compound, they might just be able to collect their much-deserved payment.

NPC's:

Naleece – Everyone wants him, but nobody really wants him dead. The Nebari want to mind-cleanse him, though they are willing to kill him if he continues to behave inappropriately. The Peacekeepers want to ask him how to get in contact with the Resistance. The Scarrans want to know what the Peacekeepers find so interesting about him. He just wants to deliver the information he has collected to L'wia, so that the Resistance has a better chance of defeating the establishment. He is calm and collected, more like a Nebari who serves the establishment rather than a typical Resistance member. He is a somewhat young, handsome Nebari male with wild black hair.

Wysan – A Nebari spy, serving the establishment, Wysan is responsible for sabotaging the characters' ship and summoning the Nebari to them. Wysan is totally dedicated to the "Greater Good" of the Nebari establishment, and he will gladly die for the betterment of all Nebari, though he would rather the characters agree to undergo Mental Cleansing. Those who are not willing to be Cleansed, of course, must unfortunately die. Wysan is about 40 cycles old, with dark well-groomed hair.

Diala – The leader of the Nebari expedition to capture Naleece. It was from her vessel that Naleece stole the data disk, and she feels it is her responsibility to eliminate the risk that he represents. Like Wysan, Diala is willing to do anything it takes to protect the greater good. While she would prefer to capture the characters and mind cleanse them, she has no compunctions about killing them should they prove too frustrating or dangerous. She commands five Nebari warriors, as well as Wysan. Diala is about 35 cycles old, with a large mane of white hair.

Captain Syant Groom – A Peacekeeper in command of a Marauder, Captain Groom is under orders to locate and contact the Nebari Resistance. He wishes only to talk to Naleece, but his soldiers are overzealous and he feels he must capture Naleece in order to explain the situation effectively. Captain Groom is about 30 cycles old, and he has a large scar that runs from his left brow, across his face, to his right cheek. His brown hair is short and well kept, though he does not always shave.

Furlow – A mechanic and resident of Braxton. Good natured, though with a gruff

demeanor, Furlow has no real goals save making money. She will occasionally give aid to those she likes, though this is pretty uncommon. She is overweight and has a somewhat poor sense of personal hygiene. (Furlow appeared in the *Farscape* episode “Till the Blood Runs Clear”.)

Kydoth – This Scarran came to Braxton following rumors of John Crichton, some Sebacean-like prey that Scorpius has been

interested in. As the trail is very cold by the time he arrives, he is ready to move on, when he finds the Peacekeepers after the characters and starts to gain interest in the group. He doesn't know what this is all about, he wants to capture Naleece or any of the characters to gain information, but, failing that, he is willing to kill all of them to keep the Peacekeepers from getting what they want. He commands three Scarran warriors.

Setup

The characters can be on Q'alyth Nor for any number of reasons. They might be looking for work, or they might be finishing off a supply run. Perhaps they have just escaped imprisonment with the Peacekeepers, and they are seeking refuge in the Uncharted

Territories, Q'alyth Nor was just the first world they chose to land on. Regardless of why, the characters are on Q'alyth Nor, and they are very low on funds. Exactly how low on funds is up to the GM, but the players should be eager to take on a paying job.

Fight and Flight

Allow the characters time to do some exploring, taking in the sights of the commerce world. Those with a small amount of money left might do some shopping, but they'd best keep their purchases under budget. Should anyone mention how low on funds they are, or how they are in need of work, Naleece will overhear them and follow them at this point. Alternately, he can approach any characters keeping watch over the ship. Once he ascertains that the characters have a vessel, he will address them.

“I greet you, travelers. My name is Naleece. If you do not mind, might I ask if you and your vessel are available for hire? I seek passage to Siakwar.”

A player who makes a successful Streetwise roll will have heard of Siakwar, and may know what occurs on the world. The information listed below is cumulative, so someone who rolls a 20 gets the other information listed as well.

DC Information Known

10 Siakwar is a Freeport in the Uncharted Territories.

15 Siakwar isn't far from here, only about 5 solar days' travel from this point.

20 Siakwar is a dangerous hive of anarchy and money, located in the twilight zone of an otherwise uninhabited world.

25+ The character knows the names of several important figures on Siakwar, from L'wia to Zian to Hiat.

Should the characters ask why he wants to go to such a dangerous location, he has a cover story.

“My cousin, L'wia, is a very wealthy entrepreneur on Siakwar. My sister has taken

ill, and I am running low on funds to pay for her recovery. L'wia and my sister have always been quite close, so I know that she would be more than happy to help pay for my sister's recovery."

If they are open to his offer, he will begin to barter. Naleece does not have much money on him, as he has spent quite a bit of money on getting good medical treatment for his partner, but he knows that L'wia has a large sum of money. He will also be unwilling to pay everything in advance, since he knows that the characters may want to leave him behind should he prove to be dangerous. A character's Negotiate roll will indicate how much they can get from the deal. The initial deal offered will be 100 credits up front, plus 1000 credits upon arrival to Siakwar. He is fairly willing to bargain, however, for each DC the character rolls, it goes up 10%. However, this offer cannot go beyond 500 credits up front, as he does not have any more than this, and he cannot promise any more than 5000 credits upon his delivery.

Once they have settled on a price, Naleece will be eager to set out immediately. Just before they can board their ship, four Peacekeeper Commandos approach the group, weapons primed and ready, though they do not fire just yet. Observant characters will notice that the group of four has no Captain. This is because

the team has split up, and Captain Groon has not yet been able to catch up to his soldiers, though the characters have no way of knowing this. If the characters don't immediately open fire, the commandos will bring their weapons to bear on the players, and command, "Throw down your weapons and surrender." This should convince the characters to start fighting. Should the characters make any kind of threatening move, the PKs will open fire, though they will be intending to wound and stun, not to kill. The commandos will take cover, and they should have few, if any, casualties. However, during this confusion, Wysan will slip aboard the character's ship. If you need to, roll some dice and smile evilly at the players, but assume Wysan is able to get aboard unnoticed. The characters should be able to escape to their ship with little difficulty, and they should find themselves leaving the system as soon as possible. Thankfully, the Marauder was not totally prepared for launch, so they are able to leave the system with a good head start on the Peacekeepers.

Naleece will be as surprised as the characters as to the involvement of the Peacekeepers, and his initial thought is that the characters are wanted. And if they actually are wanted, the characters, too, may believe that they are the cause of the involvement.

No Naleece?

What do you do if the characters absolutely refuse to transport this poor guy who's just trying to save his sister? There are numerous ways that, with a couple of minor alterations, the game can still go on.

First of all, if Naleece is standing around the character's ship when the PKs attack, they might feel obligated to help save him, unless they're utterly heartless. Even if they let him get shot or killed, this doesn't mean they're

out of the woods yet. If Naleece realizes that he's going to die, he'll smuggle the chip onto one of the characters, so they discover they have it later... probably after they've been attacked a few times. Even if they volunteer the chip to their pursuers, that won't pacify them entirely. The Nebari want them all Cleansed. The Peacekeepers want them interrogated. The Scarrans want them tortured *and* interrogated. The only safe way out, at least for now, would be to get the chip to

L'wia, on Siakwar. Either that, or they can hope the Nebari, the Scarrans, or the Peacekeepers are willing to show a little mercy.

No. I don't think they will, either.

A Wysan in the Works

The first two solar days are pretty quiet. Allow the characters to interact with each other, as well as with Naleece. Naleece tends to be private and keep to himself, though other Nebari characters might coax him out of his shell. He will not, however, reveal his true mission under any circumstances. He will stick with his cover story.

On the third solar day of travel, rather abruptly, the ship is shaken as the engines hiccup, then fail altogether. There may be chaos while everyone heads to different sections of the ship to determine what is wrong. From command, the characters can determine that the engines are quite dead, though the reasons are not immediately apparent. Sensors in the bridge will also reveal a very powerful signal being sent out from somewhere aboard the ship.

Those near the engines will find the cause of one of those problems. Several section have been ripped open, with vital fluids spilling out across the floor. Several important components of the engines are missing. Any Vorcarians or Luxans will be able to smell Nebari scent around the engines, and it is not a Nebari familiar to the characters. The engine fluids, unfortunately, disrupt tracking by scent, giving a -5 penalty to attempting to track Wysan from the engine room. The engines cannot be repaired until the vital parts are recovered.

Characters on the command deck may be able to triangulate the exact location of the outgoing signal with a Computer roll, DC 10.

Wysan carries the signal with him, and he is on the move. He plans to evade the characters as long as possible, hoping he can stall them long enough for the Nebari to arrive. Eventually, however, the characters should be able to close in on him. Once they have done so, he will defend himself if attacked, preferring not to use lethal force. Instead, he will offer them a way out... Mind Cleansing. Those who surrender, he promises, will come to no harm, and will see the truth in what he is doing. He will prefer a battle of words, punctuated by warning shots. However, if the characters are obviously attempting to kill him, or should things get bad for him, he will certainly start shooting to kill. He will prefer to make his stand from a secure site, where he has a clear shot at the characters, yet still has a large amount of cover.

With some difficulty, they should be able to capture or kill Wysan. If captured, he refuses to divulge any information initially. If, however, he discovers that Naleece has been lying to the characters, he will shatter the ruse.

They will not have much time to question Wysan, even if he lives. Wysan possesses the needed engine components, and the engines can be brought back online with a DC10 Repair roll. Even this, however, will not bring the engines to peak efficiency, as important fluids leaked across the engineering bay floor. The top speed of the vessel can only be maintained for another half a solar day, before they cut out entirely. Replacement parts must be found, and quickly.

Before they can start to leave the area, the Nebari scout ship arrives, responding to the distress signal. The following message comes over the coms, speaking in a female voice:

“Sympathizers of the Resistance, please stand down all defenses and prepare to be boarded. This is Diala of the Nebari. We are here to collect the traitor Naleece. If you cooperate, you will not come to harm.”

Allow the characters a chance to respond, but before Diala can reply, another voice comes over the coms.

“This is Captain Syant Groon. I suggest you all stand down right now. You’re not taking anyone out of here, Diala. You’ll be lucky if you leave in one piece.” A PK Marauder, flying a stealth trajectory, appears, following the Nebari ship’s flight path.

Possible Complications

If the characters’ ship is somewhat small, it might not be possible for Wysan to hide for two days. Should this be the case, he will strike much earlier, though he will hide as long as possible, so that the characters are as far away from help as can be arranged. It’s possible that Wysan alone will not present much of a threat to your characters. With willing players, you may be able to complicate matters significantly... should Wysan succeed

Diala laughs. “You will not take my prize away from me, Captain.” And with that, the Nebari and the Peacekeepers open fire on each other.

The characters have a chance to interfere, or just retreat. If they retreat, the other two factions will be too busy struggling with each other to follow. If they attempt to engage either side, both sides will focus on destroying the characters’ vessel. The Peacekeepers aren’t quite sure what the Nebari want from Naleece, but they’d rather destroy it than let it fall into Nerbari hands. For their part, the Nebari know exactly what the Peacekeepers want, and would rather kill the characters than allow the Peacekeepers to contact the Resistance.

in injecting one of the players with a mind-cleansing drug. In order to do this, he would have to capture one of the characters, perhaps while sleeping, and place the device behind the eye. Should one or more of the characters turn against the rest of the party during this section of the story, this can complicate matters extensively. The drug will wear off by the beginning of the next section of the adventure.

Enter the Scarran

Once they are out of danger, Naleece levels with the characters. They will likely be angry, but he will remind them that killing him will only mean that they will not receive full payment for their job. In addition, he is willing to renegotiate with the crew, so if they got a bad deal initially, they can try rolling their Negotiate again. He still cannot offer

more than 5000 credits for his delivery to L’wia.

The only planet they can reach that should have repair facilities available is Braxton, the desert world. Upon arrival in orbit, they can attempt communication with the surface. Virtually everyone they speak to about repairs

recommends the same person: Furlow, in the Dam-ba-da Depot.

Furlow is a large woman, from a Sebacean offshoot species, with a gruff but friendly demeanor and a smoking cha'at-leaf cigar constantly in her mouth. The



needed parts are available, though they are not inexpensive... 3,000 credits for the needed pieces. Non-negotiable. Should the characters try to bargain with her, after she has already set the price, she will raise the price, 50 credits for every attempt they make to talk her down. Telling her their sob stories will make her shrug.

“Sounds like a real bad situation. I guess you’d better find the credits pretty fast, then.”

As the characters try to figure out a way to afford this price (or, if they can afford it, as they are paying her), there is a single pistol shot heard outside. Those who investigate find the Peacekeeper commandos, asking the crowd if any of them have seen a group fitting the characters’ description. (Captain Groon fired into the air to get their attention.) Groon will spot any characters who come out to investigate, and a firefight will inevitably ensue. Should everyone stay inside Furlow’s workshop, one of the crowd outside will point the commandos to the characters, and they will enter Furlow’s shop, weapons ready. Furlow will not attack the commandos directly, as she has no wish to be shot and killed by the Peacekeepers. However, she will whack any commandos who turn their back to her, as she swings a large metal prybar. Nonetheless, the characters should be trapped and facing a difficult situation when one of the commandos, separate from the others, screams

in pain. As the players watch, the Sebacean’s skin bubbles and burns off of him, as a Scarran enters behind the dead Peacekeeper.

Three more Scarrans follow the leader in. When Captain Groon sees the unexpected assailant, he orders a retreat. If the players let them escape, the lead Scarran sends his three soldiers in pursuit. If the characters follow, the Peacekeepers will lay down a wave of covering fire while they make their way to their Marauder. Once they are all aboard, the Marauder will take to the air. The three Scarrans soldiers spread out, looking for any Peacekeeper backup.

The lead Scarran, Kydoth, wishes to speak with the characters. If the characters are trigger happy, they may end up shooting at the Scarran forces when they first arrive. If not, Kydoth will offer to speak with them, in his gravelly voice.

“Greetings. I am Kydoth. How fortunate that we found you before the cursed Peacekeepers defeated you.”

He will make conversation with the characters, answering various questions. If they ask him what he is doing on Braxton:

“I am here tracking down information on another subject we wish to save from the Peacekeepers. Tell me, have you heard any tales of the Human named John Crichton?” A character who succeeds in a Streetwise roll, DC 10, has heard the name, with a DC 15, they will have heard the rumor that he single-handedly destroyed a Peacekeeper Gammak base, with DC 20+, they have heard that he was responsible for the destruction of a Shadow Depository. All of this is information that Kydoth has heard before.

If he discovers that they are short on funds for fixing their ship, he will offer to pay for the needed parts. Kydoth will attempt to warm up to the players, so to speak, giving them any assistance they request. Finally, after he feels they are friendly enough, he asks them a question.

“My friends, perhaps you can tell me why the Peacekeepers were so interested in you?”

Hopefully, the characters question the wisdom of telling a Scarran why they are being tracked by the Peacekeepers. If they do tell him the truth, against Naleece’s judgement, he will wish to see the data disk. Naleece will refuse to give up the disk, which will anger Kydoth. If they lie to him, he will sense that they are not telling him the truth, and he will grow furious. Once Kydoth is sufficiently annoyed, he will raise a threatening finger towards them.

“Is this the way your show generosity to the person who saved your lives? Through secrecy and deception?” A dangerous haze shimmers out of his mouth. “Perhaps I should teach you some manners!”

Run for the Money, Three for the Show...

The characters arrive at the Siakwar Freeport after three more solar days, but they certainly aren’t out of the woods yet. L’wia’s compound is quite a distance from the landing pads, and, unfortunately, the Nebari and the Peacekeepers beat them here. The Scarrans arrive only a short time after the characters do. And if the characters want to pick up their final payment, they must go with Naleece to meet L’wia.

Landing pads cost relatively little, but security runs for 100 credits an hour, or 1000 credits a day. Security is highly recommended, as vessels not so protected are often stolen or

Before a fight can break out, however, Furlow moves behind Kydoth and strikes him unconscious with her prybar. As he falls to the ground, she looks at the group and smirks.

“I’d be gettin’ outta here pretty quick-like. Kydoth’ll be wakin’ up in a few arns, and he probably won’t be too happy.”

If anyone moves to harm Kydoth while he is unconscious, Furlow stops them. “I don’t want anyone else killed in my garage, unless I’m the one doin’ it, got it?”

If they are still in need of parts, Furlow gives them to the characters, free of charge. “Take ‘em. Just get outta here, and don’t tell anyone I gave ya anything for free, ya know?”

Once they are gone and Kydoth wakes up, Furlow tells Kydoth where they were headed so the Scarran does not try to kill her. After all, she has a business to maintain, and an angry group of Scarrans can be difficult to deal with.

scavenged, usually by members of the security force. Naleece, if he is still alive and with the characters, tells the security force to charge it to L’wia.

The characters can start to walk to the other side of the port, or, if they are wise (and have the funds), they can rent hovering ground transports for 10 credits an hour, or 75 credits a day. No sooner than they set out towards the compound than another ground transport falls in behind them. The Nebari, deciding the characters should be eliminated altogether, begins chasing them.

Hints for the chase: The Nebari concentrate primarily on keeping up and overtaking the characters, though they will shoot at them as well, should the opportunity arise. The character piloting has the most to do during the next portion of the story, though other characters have their hands full as well, such as returning fire at their pursuers. It is also possible that the characters grab another transport and split up. While this is initially successful, other factions eventually find two groups of characters easier to locate than one group. Naleece, if he is still alive during the chase, will call L'wia on his com and ask for aid. While she does promise aid, it will not arrive for some time.

Once the first Nebari transport has been eliminated or lost, allow either the Peacekeepers or the Scarrans to find the characters, and let the chase continue. If the characters need a good challenge, you can have several transports chasing after the characters at the same time, from either the same or different factions. Different factions will shoot at each other as well as at the characters, so this may give them some relief, but not much. Don't give the characters a chance to catch their breath. Once one pursuer is down, another joins in the chase.

Don't be afraid to let the characters' transport take damage and break, there are other transports around, not the least of which would be the transport following them. Should their own vessel break, allow them to hijack another transport. Should the characters be on foot when the chase begins, give them the opportunity to grab a transport in which to make their getaway.

There are two transports for each faction, though they have split up across the city to cover the most ground. Each transport has one pilot, and one passenger armed with a plasma pistol. Whatever happens, the chase shouldn't

get dull. Below are some possible complications that can be put forth to make the characters' lives more interesting.

Traffic: The chase leads through a busy part of the colony, with a large amount of cross traffic. Three successful Pilot rolls, DC 15, are needed to avoid collision. Failure means the vehicle takes 8d6 damage, and all inhabitants take 2d6 damage, and another Pilot roll (DC 15) is needed to control the vehicle from spinning. Note that any pursuing vehicles must do the same, or else suffer the same fate. This can be used several times, as there are numerous places within the city where heavy traffic exists.

Riot: The chase passes through a riot. Not only is a Pilot roll, DC 10, needed to avoid hitting anyone, but the members of the angry mob are firing weapons at the characters, and at least one small grenade will end up in the transport with them. Each character, including the driver, must make a successful Dodge check (DC 10, DC 15 for the pilot) or else suffer 3d6 in damage from a plasma blast from one of the rioters. Additionally, someone must throw the bomb that fell in the transport, or else it will blow up, dealing 5d6 damage to everyone in the vehicle. Clever players can throw the bomb into one of the pursuing transports with a successful attack roll. Riots and small firefights are not uncommon on Siakwar, so the characters can pass through several such fights. Hitting a pedestrian will only do 1d6 damage to the vehicle (though it will do significantly more to the pedestrian), but it will slow the vehicle down considerably.

Natives: With a chase leading all over the Siakwar colony, some natives will hear word of the chase before it reaches them. Realizing that there appears to be something valuable in the lead transport, some overly enthusiastic natives may attempt to hijack the characters' transport. Others may help the characters, only to demand

payment (and grow violent should the characters refuse to pay).

The characters should lead the chase for some time. If any of the opposing forces manage to catch up to the characters, they will attempt to disable the characters' vessel. Should any succeed in doing so, the opposing force will then attempt to grab Naleece and any available characters. As such, it is possible the chase can end up with the characters pursuing one of the other factions, attempting to retrieve their allies, while a second faction is still pursuing them.

While they are in the lead, the characters will have some control over the direction of the chase. They can choose to lead their pursuers through winding alleyways, or down busy streets. Inventive players may try to drive through a building's lobby. While this is certainly possible, every building on Siakwar has some form of security force, which will not be pleased with such an event.

If the players manage to lose all six transports chasing them at some point or another, they can head to L'wia's home, a large manor surrounded by a powerful security fence and patrolled by Luxan and Sheyang guards. Before they can gain access to the compound, however, the surviving members of the three forces, including the leaders of the groups, confront the characters. If the Nebari, Scarrans, or Peacekeepers' own forces are whittled down too far, give them a few mercenaries that they were able to locate and

hire at the Freeport. Thankfully, the characters can expect aid from L'wia's guards.

If, on the other hand, the characters are not able to shake their pursuers, and they instead are cornered or trapped, they will quickly be surrounded by the surviving members of all three factions, and, perhaps, a few eager natives. If things are looking particularly grim, however, give the characters backup from L'wia's camp in the form of four Luxan warriors and two Sheyang pirates. If they can defeat the Scarrans, the Peacekeepers, and the Nebari on their own, however, L'wia's backup will arrive as soon as the fight is over.

If things look particularly bad for their respective sides, Captain Groon and Kydoth will retreat. Diala fights to the death, unless it becomes obvious that she has truly lost.

Once all combat has ended, L'wia's guards take the characters to the Nebari entrepreneur. If the fight occurs right outside of her home, she will be upset that the characters had led everyone right to her front door. If it occurs elsewhere, she will be friendly, offering to have their wounded tended to and making certain everyone is comfortable. She will happily take the disk from Naleece, and she will pay whatever was arranged. If Naleece has died, she will pay no more than 1,000 credits for the disk. If Naleece is alive, and the characters did not lead their pursuers right to her front door, she will also pay the characters an additional bonus of 2,000 credits, for their troubles. If she is pleased with their work, she will invite them to stay as her guests until they have fully recovered.

Future Adventures

Now the characters have been identified as Nebari Resistance sympathizers. Both the Nebari and the Peacekeepers are after them, for very different reasons. The Scarrans, too, will know that they have piqued the

Peacekeeper's interest, and this will intrigue them. The characters will find themselves occasionally pursued by any of these three forces.

In addition, the Nebari Resistance also knows them as sympathizers now. As such, they might be approached for more missions in the future. Even if they turn down future jobs, the Nebari establishment is even more eager to capture the characters if they have repeated contact with the Resistance. If the characters let Naleece die, the Resistance is quite upset at them, as Naleece's friends may also seek out the characters for revenge.

- The characters are offered a shipping contract. What they don't know is that several of the crates hold a small group of Scarrans, in hibernation, who will wake up while the characters are en route. The Scarrans will attempt to hijack the characters' ship and bring it to Herut.
- The characters visit friends of theirs, only to find that their friends have been Mind Cleansed with the Nebari

drug. Their former friends aid the Nebari in an attempt to capture or kill the characters. Even if the characters can evade capture, they might feel obligated to help their friends escape the control of the Mind Cleansing.

- The Peacekeepers kidnap a friend or relative of one of the characters, holding him for ransom. The price is for the leader of the group (or the perceived leader) to turn himself in. The characters can either try to rescue the hostage, or they can comply and find out what the Peacekeepers have been wanting all this time. Even if they comply, they certainly aren't out of the woods yet, as they might not want to help the Peacekeepers contact the Nebari Resistance. And if they are wanted for other reasons by the Peacekeeper forces, they might have to face up to those crimes as well.

NPC STATS

NAIEECE

Nebari Rogue 3

Init: +3 (Dex)

D: 16 (+3 Dex, +3 armor)

Spd: 10 m

WP: 27

Attack: +3 melee, +5 ranged

SV: Fort -1, Ref +4, Will +0

SZ: M

CP: 31

Abilities: Str 12, Dex 16, Con 9, Int 12, Wis 13, Cha 14

Skills: Bluff +4, Computer +3, Diplomacy +4, Escape Artist +4, First Aid +2, Forgery +4, Gather Information +8, Hide +6, Intimidate +2, Jump +3, Listen +5, Move Silently +8, Negotiate +4, Search +5, Security Systems +2, Sense Motive +4, Spot +4

Feats: Persuasive, Stealth

Equipment: Pulse Pistol, Leather Armor

CAPTAIN SYANT GROON

Sebacean Commando 4

Init: +1 (Dex)

D: 16 (+1 Dex, +5 armor)

Spd: 10 m

WP: 55

Attack: +5 melee, +4 ranged

SV: Fort +1, Ref +1, Will +0

SZ: M

CP: 22

Abilities: Str 14, Dex 12, Con 12, Int 11, Wis 11, Cha 12

Skills: Bluff +2, Climb +4, Computer +1, Demolitions +6, First Aid +1, Hide +3, Intimidate +4, Jump +3, Listen +1, Move Silently +3, Search +3, Security Systems +4, Spot +3, Survival +3, Tumble +2

Feats: Armor Proficiency (Medium), Combat Instincts, Improved Unarmed Strike, Martial Artist, Martial Master, Penjak Master

Equipment: Pulse Pistol, Pulse Rifle, Knife, PK Commando Armor

DIALA

Nebari Commando 4

Init: +2 (Dex)

D: 15 (+2 Dex, +3 armor)

Spd: 10 m

WP: 45

Attack: +3 melee, +5 ranged

SV: Fort +0, Ref +3, Will +1

SZ: M

CP: 31

Abilities: Str 10, Dex 14, Con 10, Int 14, Wis 13, Cha 14

Skills: Bluff +2, Climb +2, Computer +2, Demolitions +3, First Aid +4, Hide +3, Intimidate +5, Jump +4, Listen +1, Move Silently +2, Negotiate +4, Search +3, Security Systems +4, Spot +3, Survival +1

Feats: Persuasive, Stealth, Armor Proficiency (Light), Combat Instincts, Improved Unarmed Strike

Equipment: Pulse Pistol, Leather Armor

FURLOW

Sebacean Offshoot Tech 5

Init: +1 (Dex)

D: 11 (+1 Dex)

Spd: 10 m

WP: 45

Attack: +5 melee, +4 ranged

SV: Fort +1, Ref +1, Will +2

SZ: M

CP: 46

Abilities: Str 14, Dex 12, Con 12, Int 16, Wis 14, Cha 14

Skills: Bluff +2, Computer +5, Craft: Computer Technician +8, Craft: Electronics +6, Craft: Mechanic +8, Craft: Starship Construction +8, Disable Device +6, Forgery +5, Intimidate +1, Theoretical Sciences +2, Natural Sciences +3, Negotiate +2, Pilot +1, Repair +8, Security Systems +2, Sense Motive +4

Feats: The Touch, Tech Mind, Skill Emphasis: Repair

Equipment: Tool Kit (+12 to all Repair rolls), Wrench (1d6 damage)

KYDOTH

Scarran Warrior 6

Init: +1 (Dex)

D: 11 (+1 Dex)

Spd: 6 m

WP: 92

Attack: +10/+5 melee, +7/+2 ranged

SV: Fort +6, Ref +1, Will +1

SZ: M

CP: 55

Abilities: Str 18, Dex 12, Con 18, Int 14, Wis 12, Cha 8

Skills: Climb +3, Demolitions +6, Diplomacy +5, Hide +3, Intimidate +8, Jump +2, Listen +2, Move Silently +3, Negotiate +5, Search +5, Security Systems +6, Spot +4, Survival +2

Feats: Blind-Fighting, Combat Instincts, Expertise, Heroic Effort, Improved Initiative, Improved Unarmed Strike, Power Attack

Equipment: None

WYSAN

Nebari Rogue 4

Init: +3 (Dex)

D: 16 (+3 Dex, +3 armor)

Spd: 10 m

WP: 36

Attack: +3 melee, +6 ranged

SV: Fort +0, Ref +4, Will +2

SZ: M

CP: 33

Abilities: Str 10, Dex 16, Con 10, Int 14, Wis 14, Cha 13

Skills: Bluff +6, Computer +7, Diplomacy +5, Gather Information +7, Hide +7, Intimidate +5, Jump +4, Listen +4, Move Silently +7, Negotiate +7, Search +4, Security Systems +6, Sense Motive +2

Feats: Persuasive, Stealth

Equipment: Pulse Pistol, Leather Armor



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