

COROLIS



THE ABDUCTION FROM THE SERAGLIO

*A fruitful marriage never prospers on true love or passion,
it is all a question of arrangement.*

THE WORD OF THE PARIAN - LIVING IN FAITH OF THE ICONS - Hamud al Salid

SHORT ADVENTURE FOR UP TO FIVE SPACERS

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Welcome to the abduction from the seraglio - shortadventure. In this adventure your players will learn the basics of the game and they will get a glimpse at the World of the third Horizon.

in this Adventure, your players have to haggle a deal, gather information, space travel and fight, infiltrate. and decide the outcome of the adventure due to greed or morale. I tried to create a short and intense scenario for your players, which isn't nice and cosy on a deeper look. the soukh of the lost souls is a foul place full of human abyss. where people are treated like rubbish, there is no law, no regimentation, only survival of the fittest. the rose of the desert garden is a hellish place, full of death and torture. play it as advised and this adventure will make your players' stomach churn.

PLAYERS

the Adventure provides no pregenerated characters. So it's up to your players to bring up their own crew and ship. it is recommended that they use mercenaries or agents as a group concept. Though the Adv. is playable with every other group concept, but the tasks ahead are more specific as an infiltration and retrieve mission.

GAMEMASTER

read the whole adventure in ahead of your gamesession. Make notes, nothing written here is carved in stone, so you may change a lot or nothing, it's up to you. maybe you wanna skip the spacepart, no problem, or you don't want your player to negotiate the salary for this mission, as well, no problem. throw them directly onto the surface of Algol or place them somewhere in Akhandar.

OPERA? - WAIT WHAT?!

Yes the abduction from the Seraglio is a famous Mozart Opera. And no, you don't have to sing, dance or even clap hands. It was just an inspiration, to be honest it might not come even near the story line of the opera. The whole damsel in distress Plot itself is as old as story telling itself. But if you like, Mozart is always a quite good Background sound for this Adventure.

INTRODUCTION

the construct of this adventure is very simple. First we will sum up the Story itself and then bring up all the people and places your player may visit or encounter. the end provides a map of the Serail the players have to infiltrate during the course of the adventure.

PLOT SUMMARY

Yannaf is 16 years old and the daughter of Hanakil, Head of the Salman Mining corporation located on Algol. Due to tradition and economical prospects her father arranged a wedding for Yannaf with one of the leaders of the biggest Mining groups in this System. But this is not what Yannaf wants for herself. Her own dream is to marry her true love, Alasar, a young and good looking wastrel, who inherited a small but adequate amount of money to keep him away from daily labour. With the help from one of the Criminal organisations of Algol, Alasar and Yannaf fled from her father's Household.

The original plan was that, Alasar brought Yannaf to the slavemarket and let it seem that both of them disappeared there – a normal way to get people rid from any records. Once there will be no trail of them, they could start a new life somewhere else in the Horizon. All was going well until the crime boss, Abufaisal the mighty, decided otherwise. He kept Yannaf, the cornflower for future plans he had in mind with such a wealthy daughter.

Alasar instead was given the beating of his lifetime, he was filled up with drugs and booze to keep him busy and quiet. Killing him, would just invoke the wrong picture. Alasar being drugged and drunk full of pity and self-mourning about selling his true love to the slavers is just the perfect cover up Abufaisal needed – A broken scallywag who did everything in need of money for drugs.

Yannaf was brought to Abufaisal's personal Serail, a fun and amusement Place for wealthy and influential celebrities of the criminal world, hidden deep in the shadows of the undercity called, the rose of the

desert garden.' with all the female inhabitants named, 'desert roses' or, 'daughters of rose garden'.

The Adventure starts for the Players meeting their client Hanakil. Either he is a friend of the ship's shareholder or they know him otherwise. Hanakil makes it very clear. his daughter has to be brought back to him. He tells them the story as he sees it, this son of a bitch (arab. kelb) abducted his daughter for his own reasons. Also at the client meeting there is Achmed al shakti, Yannaf's ugly husband in spe. He pointed out that money should be no Question of the negotiation. Coming to negotiations – there will be no money for the abductor what so ever. Paying money to such a crime, will yield wrong hope to any kind of scoundrel on the planetsite.

So as risky as it seems they demand brute force, to send a message to anyone who will try the same in the future.

The only Trail they could provide is the ID Number of a small shuttle that has left Hanakil's home heading to Akhandar. This is where they should start their search. In Akhandar the players will desperately try to get any information of Yannaf or Alasar, which is like the search for a needle in a Haystack. The Identity of the shuttle could provide them with the name of a old Rugtrader who lend his shuttle to Alasar. This old fool however could give them an possible idea on the whereabouts of Alasar, and how it happened that he used his shuttle. (If he's been forced, he could even mention the name Abufaisal, and that this one is no one to get in touch with). If they ask in the right corners of the undercity about Alasar, they could also be directly brought to the place he turns up usually.

Alasar could be found in a dump of a bar called, 'the wonderous lamp' he is shitfaced, robbed of all belongings, drunken as hell and craving for a new shot of XY. The owner of the lamp, a ugly woman named Isira, is keeping him here as long as he could pay for more, draining his finances like a tick. Talking to Alasar should not be as easy as it sounds. Isira is not

giving up a shiftless well of money lighthearted. After all the players have to get him sober and talkative. He provides the final information about Abufaisal and the crooked deal, he made. Alasar knows nothing about the actual whereabouts of Yannaf. Abufaisal is quite known under all the Slavers, but nobody is silly enough to talk about him openly. There will be an Ambush as the players ask around. If it just happens cause they look profit-yielding or maybe they ask the wrong questions in the wrong corners is up to you. The later one, of this two possibilities could provide information from any interrogated survivor of this ambush about Abufaisal. However, sooner or later the gathered information will pinpoint them to the 'rose of the desert garden'. They need to go inside this Serral to extract Yannaf as their mission requests. For getting inside, exist three possibilities. The first one is brute force, and yes they should be provided with the information that this is the worst of all three, cause Abufaisal has well equipped guards on his Property. The second one is to deceive their way into it, as a customer, a service clerk, and so on. the last possibility is to sneak into it through the sewers. (the last one needs the players to know this fact, a point, we will come back to later in the section 'People and Places') After they extracted Yannaf they probably hurry back to their ship. there will be a show off with Alasar, who cannot live anymore without Yannaf. they both getting really hard on the moral of the Players as a couple in love. leaving them on Algol will be no option, cause of the pursuing forces of Abufaisal. their departure should be a pressure moment, where is no time for longer discussions. Up in space there will be the last obstacle they will come across, a Rebel ship who demands to hand over Yannaf for blackmailing her father for better working conditions in his Mine. When this is solved the players should have some breath to decide what to do with Yannaf (and Alasar as long as he boarded the ship with them, or survived the boarding fight. If he died Yannaf loses her will to life and should be watched during the trip to her father.) If you want you could make it hard for the players by let fall Alasar into the Hands of Abufaisals troops du-

ring the scene where they board their ship. So Yannaf could offer her absolute devotion to any of her fathers wishes as long as the players rescue Alasar. If they do so, she will come peacefully with them and marry this bloated Achmed without objections. This means they have to go back and find him.

PLAYTIME

As prompted on the cover this is a short adventure it should take you two sessions to go through this story. It depends on the playstyle of your group. If you have less time, you could easily erase the haggle with the customer and place them directly in Akhandar to start the Adventure. You see everything in front of the information where Yannaf is held and how to get her out is fluff and could be stripped down to the essential.

On the other hand there are plenty of options to expand this adventure to a longer experience. every turning Point in this adventure allows you to expand the story. Starting with the ID of Alasars shuttle. The Spaceport with its Harbourmaster and his office is the first place they will look at. Do they get the information easily? does it need some illegal actions (like breaking into the office and hack into the datacore of the Harbour) to get the information, or did they use some kind of manipulation? (seduce an office clerk, get the Harbourmaster drunk, bribe someone etc.)

how willingly is the rugtrader giving information about Alasar? Does it need some special kind of medication to get Alasar sober? where do they get it? The entrance to the sewers, and so one of the three possibilities to enter the 'Rose of the desert garden' are located in the realm of the Beggaring (see People and Places). does he give entrance for free? Do they have to do something special for him to get there? If they wanna go into the Serral via manipulation (false IDs as a customer for e.g.) where do they get these? with all the sidequests played to the max, you could stretch this adventure to a small Campaign size.

PLACES

The story is just a basic ingredient for a good Adventure. change something and you could play it in every setting, century or genre. Its the People and Places your players encounters to make up the spice to give your Adventure the distinctive taste.

⚙️ SPACEHARBOUR

Arriving at the Spaceport of old AKhandar is no Big Deal. There are view question asked to get a Docking permission. The Crew have to powerdown all weapon-systems and stand outside while the ship is inspected. after this they have to pay a Docking fee depending of the lenght of their stay. Afterwats the are free to go. The Port itself is a rusty dented oilpitch of all colors. busy as a beehive provides it rudimental maintance to ships of all classes. but is like a shabby backally, if you ever enden up here wounded you may care for some patches but you never think about a serious surgical operation at a place like this. the first thing that is recognisable is the masses of people shipped from here. large and bulky frigters waiting for thousands of

people to get borded. Obviously this must be slaves. The Point that their depature happend not on their free will causes a oppressive mood hanging all over this place.

⚙️ ELEPHANTMARKET

right next to the Port, there is the vast and colorfull Elephantmarket, a place where odd and funny smells mixes with the variation of different animals brought here for trade. The market got his name from the various kinds of enephants sold here. they come in all sizes shapes and skin variations. but there are also other big pachyderms to find. like rhinos, hippos and a breed called whaid jamus. A mixture of rhinos and buffalos who been used to haul carts and other frights.





⚙ THE UNDERCITY

the Players have to visit the Soukh of the lost souls in Akhandar on Algol. Deeply buried in the dark alleys of Akhandar lies a very rotten place. Far away from the natural lightsource of Algol a vast culture of twilight has grown in the undercity of Akhandar. As stated in the Coriolis Atlas – Akhandar is a city build on much older ruins of lost times. The factions may give protection to the Spaceport or the wealthier spots of Akhandar through the Kharar Council but no policeman or security agent ever put a foot on the soil of the cartels, who owns the undercity. Openly prostitution, drug sales, pit fights, and other contrabants could be found here. Bars and Pubs for special customers and shops who sell everything you desire. The Undercity is not a lawfree space, there are rules, maybe not printed one but rules. The Cartels look for their people, some doin it for free, cause they want to keep the undercity as it is. And others request a ,tiny security fee' from business people in their area.

⚙ THE SOUKH OF THE LOST SOULS

right hidden in the foul sprawl of the Undercity lies the Soukh of the lost souls – The slavemarket. a vast and depressing are in the old ruins. The smell is even harder as the one from the elephant market. People of all ages, sizes and ethnics are traded here like goods. Some are chained, some are caged, some are free to go, but with broken will, never intended to do so. It is common tradition as a customer or trader of the slavemarket to hide your face, because slavery maybe not illegal on Algol, but members of this business does not want to be recognised elsewhere. the Alleys of the market are dark and filled with the murmons and wailings of the slaves. some times you could hear screams or the buzzing sound of electro staffs, to get the goods going. And their are the red alleys where women, girls and even kids been sold for offensive purpose. Here in shabby dans with corny interiorous and blinding neon lights they are forced to dance and wiggle to show what they got to fulfill their customers desires.

❁ THE OLD RUGTRADER

right behind the elephant market as an intersection between the upper- and the undercity runs the ‚silk road‘ a alley full of soft good traders. Garments, clothes, woven fabrics and goods like this could be found here. The shops are colorfull and the odor, that sweep from the backalleys, where the dyers and tanners are located, is something similar to the elephantmarket. ‚Alibabas Rugshop‘ is drawn on a shabby sign above the entrance of a small indoor patio. Beneath it lies a maze of rug staples, they are even hanging from the celing, giving the place more of a labyrinth feeling than a carpet sale store. the air is heavily filled with fruity shisha scent. on the opposite side of the entrance there is a small parlor. A short Rug pile of high quality rugs building some kind of pedestal in its middle. On its top some cushions, a tiny table, a huge hookah and an old and weathred man smoking it – Alibaba.

❁ THE WONDROUS LAMP

The ‚official‘ part of the undercity is ruled by a large plaza – ‚the square of mirth‘ a fun and entertainment hub of various attractions. Everything a long spacef-light deprived you from enjoyment is fullfilled here.

music, laughter, drinks, action and socializing could be found in every corner. The place is a buzz, regardless what time it is. Some hotels are located here. The Pub- and store owners are trying to attract the peasants with music, barkers or holographic videos. This leads to a mindnumbing cacophonia of impressions if you enter the ‚square of mirth‘. The most spacers are dragged by the stream of thousands from one attraction to the next.

The Wondrous Lamp seems to be a plain place in this ocean of glamour. located in the far east corner of the plaza the Lamp looks like a small Tea and shisha bar. Its Interior is cosy but nothing special. Small alcoves with cousions, low tables and groupsize shishas. Right beside the entrance is a small counter where Isira the Lady of the Lamp could be found.

But what the lamp is really famous for, could not be found on the menu. just a satin curtain away from the official business lies a realm of rooms, beds and canapees. Arrash, Opor and Kambra are just the modest drugs you can get here. the lamp could give a trip you would never imagine in a thousand lightyears.



☼ THE REALM OF THE BEGGAR KING

far away from all this amusement, buried in the ruins of old Akhandar there is the old Watergate. A circular opening with the dimension of nearly nine meters. Once sealed with a gigantic round stone door. Back in the old days, before Algol was sealed due to all its mining facilities. Back in these old days the watergate of Akhandar was used to prevent the city from drowning by the gushing rains that smitten the planet's surface from time to time. Nowadays this purpose is lost, the gate isn't movable anymore, the rains stopped at all and the old city is buried deep under the new one.

Here in the desert rims of Akhandar are the shantytowns – the harbour for lost hope. or as they inherit call it 'The Gutter'. Who ever stranded here, lost everything. In this slums only one rule objects, survival of the fittest. Near the watergate a maze of dens, huts, tents and other kinds of dwellings were built, all leading up to the old gate like scattered bones in front of the looming lair of a dreadful monster.

Oh and what monster lies beneath it. Behind the gate begins the realm of the beggar king. He and his men are occupying the dry parts of the sewers. deep in the shadows the water isn't gone at all. The beggar king is one of the rulers of the undercity. Bribery, theft, murder and as the name says it, begging are the daily work of him and his men. They are heinous scoundrels driven by greed and lust. (see the beggar king in people) The beggar king and his men are staying away from the wet parts of the sewer for good. They tried to explore the sewers once but encountered something strange, since that day, the rumor has gone out that a djinn lives in the water rich parts of the sewers. The truth is, down there, a pack of five Uharu Beasts



ATTRIBUTES:
STRENGTH 6, AGILITY 6

HIT POINTS: 12

MOVEMENT RATE: 14

SKILLS: Melee Combat 4, Dexterity 4, Infiltration 4

ARMOR: 1

WEAPONS: Bite (Weapon Damage 1, CRIT 2), talons (Weapon Damage 2, CRIT 3)

- ◆ **JUMP ATTACK:** The Uharu beast begins a fight by attacking its enemy from the tree crowns high above. If it wins a **DEXTERITY** opposed roll, it lands on top of its prey. This counts as a sneak attack (page 85), but with a +2 modifier.
- ◆ **SPIKES:** The beast can hurl itself sideways into an opponent to attack with its venomous spikes. This attack counts as a normal melee attack (Weapon Damage 1, CRIT 4). If the spikes inflict one or more points of damage, they inflict a poison attack with the same strength as that of the damage points caused. The victim must win an opposed roll using her Strength versus the poison strength or become paralyzed, losing all actions until someone treats the wound with **MEDICINE** or until D6 minutes have passed.

found their new home after they escaped an unlucky animal trader from the elephant market. Deadly poisonous and better not disturbed. They hunt vermines and other things they could find down there. A threat to everyone who enters deeper into the water sections. The Beggar King alone knows about this secret. One of the scouts escaped the attack, poisoned and deluded he told the King about what happened, but the king decided to kill the messenger and build up the rumor of a djinn keeping at his command deep in the dungeons. From time to time he send in men, as a punishment, or just for entertainment, keeping the beasts well fed. The players have to go through the water section to enter the 'rose of the desert garden' through the sewers.

☼ THE ROSE OF THE DESERT GARDEN

Or simply, the Rose' called is one of Abufaisals famous amusement Hotspots. It is different from every other cathouse in Akhandar. To be precise it isn't a cathouse at all. In a cathouse you pay for your pleasure. In the Rose you have to be invited by Abufaisal himself to enter. This is his personal Serail. You don't pay here, maybe you've done something to earn Abufaisals gratitude to enter here, or maybe he wants you in a good mood for doing business with you, that's how you enter. From the outside it looks like a normal but well built private Casbah. surrounded by a delightful Watergarden the Building stands three Floors High above the ground. every corner is castellated each ending in a balcony on the second upper floor. The roof-

top or third upper floor is a flat Base with a balustrade a small hoovershuttle could be found here. There are guards on every balcony the Top and at the small drawbridge, that needs to be lowered over the water ditch, surrounding the Casbah, to enter. The guards are well equipped and armoured. (see Guards in People)

Behind the drawbridge is a large double winged Gate opening to the Groundfloor. the inner is kept in luxurious interiors, Gold, Silk, finest carpets and a lot of Plants. Mosaic plastered pillars holding the ceiling and a broad step leading up to the first upper floor.

There are four Rooms on the Groundfloor, the one north is the kitchen with its small cabinet. the one south is a bathing room build entirely out of the finest marble in Akhandar. the other two are storage rooms and restrooms for the staff. In front of this two rooms a small step is leading down to the Undergroundfloor.

The first upper floor is entered through the broad Steps from the Groundfloor. A huge gallery opens this floor right above the entrance. When there is a feast at the Rose, musicians and entertainers perform here at the gallery visible for everybody in both floors. There are nine Rooms on this Floor. all are bedrooms, comforting guests and curtisanes a like.

A small step in the west of the building connects the first upper floor to the second upper one. Here are seperated Rooms, one is Abufaisals own sleepingroom in the east, the one direct north is his office and the one south is a sleepingroom for special guests. The four rooms in the corners are guard rooms. The bigger two of them are used by Theklit, Abufaisals Head of the Bodyguards and the other one is used by Kishon, Abufaisals CEO if you could describe his funktion as that. (see Theklit and Kishon in People).

The topfloor could be reached by two small stairs leading up from the two guard rooms in the second upper floor. Here on Top of the building is enough space to land a hoovershuttle for Abufaisal, to get fast enough from one of his many locations to another.

But we miss the funpart of this building so far. Going down the stairs from the groundfloor will bring you to the undergroundfloor, no sunlight ever reaches this part of the Casbah. Down here are the cells and cabins for the ,priviledged' slaves. The whole Rose is constantly filled with naked good looking women. This is where they are kept, while their ,duty' is over. Here in





the Southwest corner of this floor the Slavemaster Salid got his room. Right next to his beloved little roses as he calls them. The big rooms on the westside of this floor is used to accommodate the guards of the estate. In the upper east corner a flight of stairs leading down to a well secured guardroom. The reason this part of the building is so well secured is that down here in the cellar is the fighting arena, a circular pit for deadly fights. Abufaisal and his guests are enjoying the thrill to watch deathfights while placing bets on the competitors. Around this pit are a lot of iron cages to hold gladiator slaves and beasts for the plays at bay. The time the players will enter only six of the twelve cages are filled with combatants. The three rooms in the corners are for special competitors or special beasts if needed, now they are empty. In the southeast corner a flat and unremarkable manhole cover blocks the entrance to the old sewers. There are at least two guards in every guardroom, except the well guarded room in the cellar, here are three guards present. Every full hour the guards are changing duties, so that everyone in a shift gets the shitty job in the cellar. Every six hours they are replaced by the second shift, taking rest in the two rooms on the underground floor. Abufaisal leaves nothing to fate, so the whole building

is secured with cameras and motion detectors. Every single room in his Casbah is spied by hidden cameras. Transporting their signal to his office, sleeping room and a small array on the site of the rooftop to transmit the signal to his portable computer in case he is not at home.

This array is also the weakspot of his security system. To hack the system a **DATA DJINN** test -2 is necessary. Once in the system it is easy to manipulate the security system, to shut it down or feed it with false input. But the attempt to hack the array has to be done from short distance, the other side of the ditch from the roadside is the perfect spot to do so. The guards will spot everybody who will stand openly near the ditch and fumbling on a security tablet. The players better come up with a cover up for this action. If it is going all wrong for the guards, there are four tripods on the rooftop, one in every corner, to mount accelerator machine guns and then give them hell.

Sure the Rose could be taken by brute force, but this better has been a well planned military operation or they will turn a whole block of the undercity into a urban war zone.

PEOPLE

As stated above the people and places are the main ingredient of a good story. Now after that we have described every famous „must have been“ spot in Akhandar it is time to fill it with life.

People on Akhandar are commonly friendly. They are mostly traders, Bar patrons, shop owner or tourists them self. Yes the undercity or the shantytowns are sprawls full of piss and vinegar. Taking a shortcut in the wrong direction could lead you up in places where kindness and respect are not in the dictionary. I don't want to describe here the countless scoundrels, con artists or cut purses, I leave this to the corebook where every single one of these easily could be found.

Remember Akhandar is full of people, it bursts of life. Man - women, young - old, fascinating and colorfull. shove your Players through the masses of peasants, blinded by the impressions they get on every corner. Even the hardest spacer is overwhelmed by the sheer appearance of this ‚circus‘. if they feel bored, rob them. A bunch of Gutter-kids could snap there money

or equipment. Try to sell them contraband, let them be seduced by hookers on a corner, offer them drugs, – look what they will do. let them interact with a living thriving world.

The first people they will interact with are the Harbour staff. they are not talkative one. they do their job, rutined. If the players decide to get some information from them, they will recognize that there is no time for a chitchat. Asking at the office for the identification of a shuttle landed here a few days before will only get a lifted eyebrow and the comment ‚they are hundrets of shuttles arriving and departure every single day! – witch one is it?‘ Yes the staff could easily been bribed. a **MANIPULATE** test is common for this. If the players passing up a harbour staff member in its sparetime this test becomes a +1.





HANAKIL

He is the Head of the Salman Mining Corporation, and as this rich as F... He also is to become a Senate of the consortium and in this expectation he is not willing to be target of any blackmail, connected to the abduction of his daughter.

Hanakil knows Yannaf is his only heir. He is a rationalist, who ever will marry his daughter, will get everything he build so far. There are more than just one life at the stake. So giving her hand to Achmed was not desicion he made lightly. He chosed the best man he could find to run his business.

Hanakil knows nothing about Alasar and the deep love his daughter has for this young man.

☼ QUOTES

„If it is Money you need, so money you will get.“

„I am to object to any negotiations about a sum or other payment to release my daughter“

YANNAF

Hanakils daughter. Called the „Cornflower“ because her Hair is red like one. Yannaf is sixteen, wild, emotional and deeply in love with Alasar. It wasn't Alasar who came up with the idea of this abduction fraud in the first place. Yannaf was the brain by this endeavour. She does not want to marry an old bloot with all his indigestions. She wants to be free and together with Alasar. If she is driven away from Alasar and sees no future for a life in love with Alasar, she is desperate enough to harm herself.

ATTRIBUTES:
STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 4

HIT POINTS: 5

MINDPOINTS: 8

REPUTATION: 3

SKILLS: Culture 3, Manipulation 2, Infiltration 2

❁ QUOTES

„I will never ever marry this old and hairy dirty old man.“

„how dare you to touch me! Do you know who I am? I'm the daughter of Hanakil! And he will have your head for this insult!“





ACHMED AL SHAKTI

Achmed is not the youngest one that for sure. But he is a propper businessman. He owns and runs Algol Mining with a iron grip. Marring Yannaf is the best thing that could possibly happen to him. All of her belongings will be his and a father in law with a seat in the senate is just the cherry topping. He does not love Yannaf, he even doesn't care if she lives or dies. If Yannaf dies, her father has to sell his company anyway, cause there is no heir to her fathers business. But this will be just a waist of time and money.

❖ QUOTES

„I need you to bring her back! By what ever it takes!“

ALASAR

Alasar is young, good looking. He is maybe not wealthy or runs a big business like Yannaf father, but he have enough for himself, so he is quited pleased with his life. He knows Yannaf from the ,parade of the Icons' one of the major events celebrated on Akhandar. They meet on the stall of a candystick palor and it was love on the first sight. Alasar does everything for Yannaf. At the first time, yannaf came up with the idea of ,abducting' her, he starts to object. His plan was to propose to her dad, the propper way. He may not be the best son in law, but eager to learn. Yannaf talked him into the abduction. She told him that her father will never accept him as a heir. He sold everything he had to please the claims of an underground boss called Abufaisal to get him and Yannaf of the records to start a new life. He knows a great deal about the Rose and the sewer entry, if the players ask him about it.

ATTRIBUTES:

STRENGTH 1, AGILITY 3, WITS 4, EMPATHY 3

HIT POINTS: 4

MINDPOINTS: 5

REPUTATION: 3

SKILLS: Melee Combat 3, Dexterity 2, Ranged Combat 2, Infiltration 4

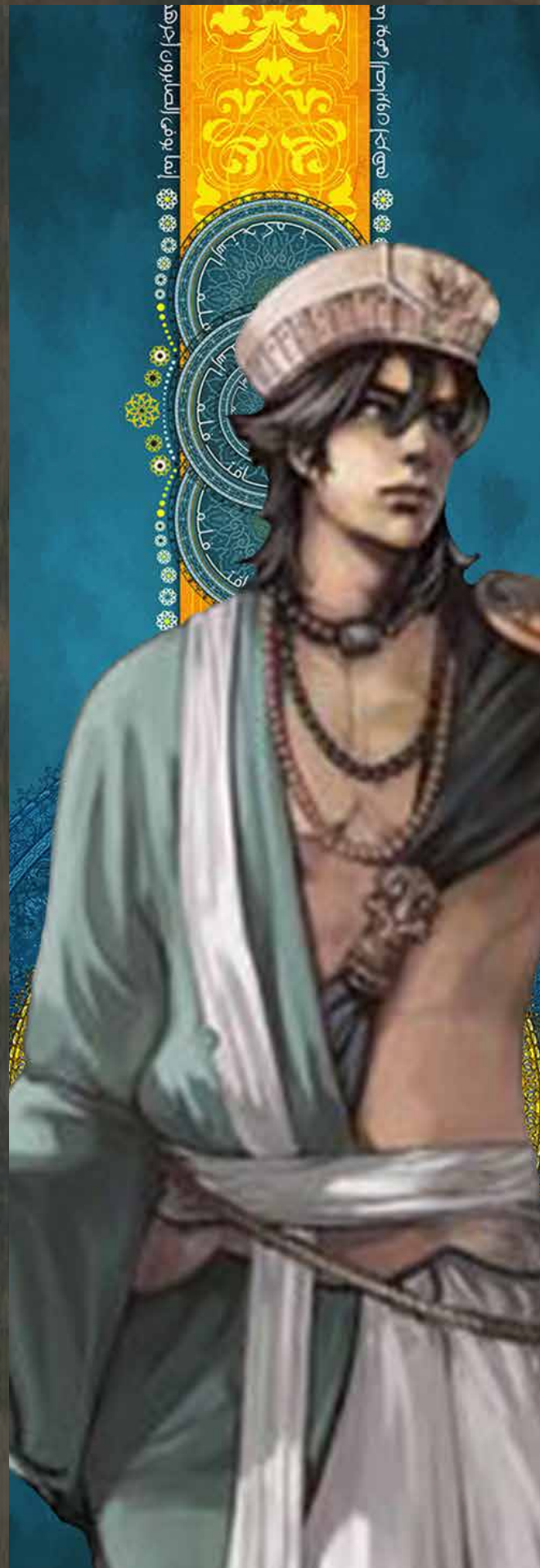
WEAPONS: Vulcan cricket (Weapon Damage 2, CRIT 2, Close Range)

GEAR: Chance cube, deck of holo cards, talisman (the Gambler)

❁ QUOTES

,Her smile is like the rising of the suns. pure, blinding and inevitable.'

,my heart bleeds every moment I know she's in the Hands of this Abomination! oh my poor flower what do you have to suffer!'





ALIBABA THE RUG TRADER

Alibaba may look like an old fart, you could easily dibble. But this is just what he wants you to believe. For real, he is smart as a whip. He gives himself as tottery old man to make his customer feel at ease and make them believe to have a easy game on him to get a bargain. His rugs are old, cheap and used.

Selling them is not enough to make a living, so he does other things for the underground. Smuggling for e.g. If Abufaisal demands something, who is he to object? so it happened with his shuttle. One fine day a young man walked into his shop with a request from Abufaisal to use his shuttle. It didn't take Alibaba long to get the name of this young bloke – Alasar was his name and he normally hangs around a teahouse called 'the wonderous lamp'.

If the Players came back and ask him about the Rose, he knows where it is, and that there is a waste dump for the corpses of the pitfight, this dump end somewhere in the old sewers.

He also has the information that slavers from the market are frequently invited to the Rose to do business with Abufaisal.

ATTRIBUTES:

STRENGTH 2, AGILITY 2, WITS 5, EMPATHY 3

HIT POINTS: 4

MINDPOINTS: 8

REPUTATION: 3

SKILLS: Manipulation 3

QUOTES

'these are the finest carpets you could find in Akhandar, i swear on the face of the merchant'

'what do you mean by used? It came right from the loom! Where do I put the certification?... wait...'

ABUFAISAL THE MIGHTY ONE

Abufaisal earned this name by his sheer appearance. He is as mighty as he is fat. A crimelord strictly from the book. Ugly, fearless and cruel, does I need to say more? One does not become the lord of one of the major crime organisations if you dump as a leaf of bread. So Abufaisal is a smart thinker. He ventured in every business possible and is reckless enough to step over corpses on his way to the top.

Take Yannaf for an instance. Sure helping a couple in love, is one thing, but as soon as he gets to know whom he had in reach here, he changed plans.

Yannaf is a gold mine. One way or another he will get money from this little bird. Either her dad pays a impressive fee to get her back or he will marry her, or someone who will pay enough for her will do so. However, all it takes to get her into a life bound, and everything she will inherit belongs to her husband.

ATTRIBUTES:

STRENGTH 3, AGILITY 2, WITS 4, EMPATHY 4

HIT POINTS: 5

MINDPOINTS: 8

REPUTATION: 7

SKILLS: Manipulation 3 Melee Combat 3, Dexterity 4, Ranged Combat 4, Infiltration 4, Observation 3

TALENTS: Judge of Character

ARMOR: 4

WEAPONS: Dura knife (Weapon Damage 2, CRIT 1), accelerator pistol (Weapon Damage 2, CRIT 1, Long Range)

GEAR: Chameleon suit (the caftan)

❁ QUOTES

„there is no need to be rude, we are all well mannered business man here, aren't we?...now cut off their balls!"

„...now after you lost your first testicle, are you more willingly to cooperate?!"





THE BEGGAR KING

A lunatic with a findish desire for chaos and mayhem is the best description you can get for the beggar king. He uses the poor and infants as his army of purification. to cleanse the world of lies and falsehood. To give the needy their fair share. His own words are full of lies. He has it all, but he gives nothing, his own cave is bursting with gold, gems and technology. He does not use any of it. Is is just there to be there. The beggar king is a ill twisted mind, one time joy- and helpfull the other one, mean and brutal.

Yes he knows the way to Abufaisals ,Rose' Sérail. But if he offer it, depends on his mood. Its up to you, choose freely or flip a coin. Does he tells the player the secret of the Djin? does he mention a threat at all? you can never tell whats up in his minds.

ATTRIBUTES:

STRENGTH 3, AGILITY 3, WITS 3, EMPATHY 3

HIT POINTS: 6

MINDPOINTS: 6

REPUTATION: 4

SKILLS: Melee Combat 4, Dexterity 3, Ranged Combat 2, Manipulation 1

TALENTS: Tough

ARMOR: 4

WEAPONS: Dura knife (Weapon Damage 2, CRIT 1), accelerator pistol (Weapon Damage 2, CRIT 1, Long Range)

GEAR: rugged armour

☼ QUOTES

...now look what the cat just dragged in...'

,You are in my realm! I do with you what ever I may like '

ISIRA OWNER OF THE LAMP

Isira is around her fortys. She is a keen woman with an knack for business. She runs runs her business alone with just one eunuch, his name is Kaleb, he does what ever she commands. There is a saying beyond the junkys of the undercity, that Isira got no heart, only a cold piece of Kambra. She got no hardfeeling by stripping her customers to the last coin.

Isira would never kill a customer with an overdose, not until he is in funds. for everything else there is a dark alley behind the Wondrous Lamp. Isira is a trained liar, only if you can get her cornerd, she comes up with soemthing similar to the truth.

ATTRIBUTES:

STRENGTH 1, AGILITY 4, WITS 3, EMPATHY 4

HIT POINTS: 5

MINDPOINTS: 7

REPUTATION: 4

SKILLS: Dexterity 3, Ranged Combat 2, Manipulation 3

TALENTS: Seductive

ARMOR: -

WEAPONS: sawed-off grape rifle (Bonus +2, +1 INI, Weapon Damage 2, CRIT 2) under the counter of the Lamp.

GEAR: Drug Injector, 2 Doze of Opor

❁ QUOTES

,I'm very sorry effendi, bu I never heard of him'

,what kind of wounders may the Lamp show to you on this fine day?'





KALEB

He is Isira's devote servant. Kaleb became a eunuch by his former master. Understandably he keeps a deep grudge against slavery, even against Isira, so he may be devote, but this doesn't mean he is not looking for an opportunity to change his situation to his best. Isira is a moderate master, he gets his fair share and some procuration if she's not at the Lamp. So his life could be worse, and he knows this and is thankful in his way. But anyhow a slave is a slave.

ATTRIBUTES:**STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 2****HIT POINTS: 7****MINDPOINTS: 5****REPUTATION: 2****SKILLS:** Melee Combat 4, Dexterity 3, Force 2**TALENTS:** Intimidating**ARMOR:** -**WEAPONS:** 2 x Dura knife (Weapon Damage 2, CRIT 1),**GEAR:** -

☼ QUOTES

„Effendi, If you follow me please“

„Your trip ends here, the Lamp will show you no more wonders! get out!“

THEKLIT

Theklit is one mean Motherfucker, thats for sure. Under all the cutthroats you could hire in Akhandar he the one with a reputation of killing for fun. Abufaisal got him exactly for that. He is down for his job and rules his man with diabolic military precession. Maybe the term bodyguard is a bit simple for his dutys. Not only that he is the head of the guards and responsible for Abufaisals personal security, he is also a Hitman, a thug, a cleaner and a one man force of nature. He is the one Abufaisal orders to tear your nails and he's not only doing it without hesitation, he enjoys it full throttle.

ATTRIBUTES:**STRENGTH 4, AGILITY 4, WITS 2, EMPATHY 2****HIT POINTS: 8****MINDPOINTS: 4****REPUTATION: 5****SKILLS:** Melee Combat 4, Dexterity 3, Force 2, Ranged Combat 3**TALENTS:** Executioner**ARMOR: 4****WEAPONS:** Dura knife (Weapon Damage 2, CRIT 1), Accelerator Carbine (Bonus +1, Weapon Damage 3, CRIT 1)**GEAR:**

❁ QUOTES

„Yes Sir as you command!“

„Now, let me get this clear, I ask you one question and If your answer doesn't please me I will show you a whole new spectrum of pain!“





KISHON

Kishon is a bookworm by profession. Abufaisal ventured in so many shady transactions, he needed someone to wash his money, and keeps an eye on his funds. This one was Kishon. He is not a criminal at heart, he just doesn't care. His own moral excuse is that he just doin numbers. But this is just a selfdelusion. In fact he orders Blackmails, bribes and even murder by mention to silence competitors to his boss. He enjoys the luxury Abufaisal provides him.

ATTRIBUTES:
STRENGTH 2, AGILITY 4, WITS 5, EMPATHY 1

HIT POINTS: 6

MINDPOINTS: 6

REPUTATION: 5

SKILLS: Data Djinn 4, Dexterity 3, Culture 3, Manipulate 4

TALENTS: Faction Standing

ARMOR: -

WEAPONS:

GEAR: Datapad with critical information about Abufaisals businesses

☼ QUOTES

,This sounds absolutely reasonable, we should invest into this business with profitable success'

,These numbers are odd, maybe we can ask him again about this loan payback.'

SALID THE SLAVE- MASTER OF THE ROSE

The only way to describe Salid, is to say he is a ugly blob. To work in a hareem like the Rose is for Salid like a child in a candyshop with the permission to do what ever its desire. Of course he is not allowed to touch every ,litte bird' in his cage, but this isn't necessary, he is allowed to watch. And yes, there are enough girls to please his satisfaction, one way or the other.

ATTRIBUTES:**STRENGTH 4, AGILITY 1, WITS 2, EMPATHY 2****HIT POINTS: 5****MINDPOINTS: 4****REPUTATION: 2****SKILLS:** Melee Combat 4, Force 2, Manipulate 3**TALENTS:** Intimidating**ARMOR: -****WEAPONS:** Mace (Weapon Damage 3, CRIT 3),**GEAR:** Skulls on a chain

❁ QUOTES

,Do as I said, get on your knees!'

,Now look what you did, clean up the floor!'



☸ FACELESS ENCOUNTERS

Now as we introduced the named NPCs of this Adventure it maybe helpful to provide some of the redshirts you may need. Of course you could use the NPCs from the card-deck, they are the same as printed here. You should variate them by some of there skills or attributes to give them a wider spectrum.

first the staff members of the space harbour, I hope your player are not into fighting them, cause there is no reason for it. And remember the harbour is a secured area, with surveillance cameras and guards. (see Space Harbor)

HARBOUR TECHNICIAN

ATTRIBUTES:

STRENGTH 3, AGILITY 4, WITS 5, EMPATHY 2

HIT POINTS: 7 MIND POINTS: 7

REPUTATION: 4

SKILLS: Technology 4, Data Djinn 3, Dexterity 2

TALENT: Gearhead

WEAPONS: Vulcan cricket +1 (Weapon Damage 2, CRIT 2), advanced tools

then there is the ambush for your players. some Thugs want to strip the group of their belongings, or maybe they are hired to show the characters that the undercity is a dangerous place to ask stupid questions. However this ambush should take place in the undercity. (see Introduction) Thugs with guns: well as it always turns out, someone brings the wrong equipment to the party. In this case give one gun to one Thug to turn a bad situation to a worse. He may use it in despair.

THUGS

ATTRIBUTES:

STRENGTH 3, AGILITY 3, WITS 2, EMPATHY 2

HIT POINTS: 6 MIND POINTS: 4

REPUTATION: 3

SKILLS: Ragend Combat 3, Melee Combat 2, Dexterity 3

TALENT: -

WEAPONS: Vulcan PDW (B1/D3/C2); Baton (B2/D1/C3)

The guards of the Rose are the last of the faceless encounters your players may deal with. Theklits man are no silly blokes, they are well equipped and trained.

ROSE GUARDS

ATTRIBUTES:

STRENGTH 4, AGILITY 4, WITS 2, EMPATHY 3

HIT POINTS: 8 MIND POINTS: 5

REPUTATION: 5

SKILLS: Ranged Combat 4, Melee Combat 3, Command 2

TALENT: Intimidating

WEAPONS: Legionnaire carbine Dayal-3 (B1/D3/C2), protective clothing (AR3)

☸ THE REBELL SHIP

Gossip is strong in Akhandar and rumor has it that a wealthy Daughter was freed from one of the Slavers who abducted her from her influential family. The Rebels got friends spread over the whole planet, so it didn't took them long to fetch the information what had happend on Algol and what ship the rescue team used to bring the daughter back to daddy.

the Rebelship Janjaweed with his Captain Jamila is actually Orbiting the Planet, hiding between the cold moons of Algol.

Jamilas plan is a simple as Abufaisals, even if the rebels have higher goals. She wants to use Yannaf for blackmailing Hanakil into better working conditions in his mines and to do compensation payments for the people of Algol, who had to suffer from his greed.

NECESSITY

The whole space encounter is skippable. If you and your players are not into space-fight or times is running out, leave it be. On the other hand, if you want to expand the adventure to a campaign. Maybe your Players will find a way to accomplish both – helping the rebels and the amorous couple. But be sure, Hanakil and Achmed are not giving up easily

JANJAWEED

ENERGY POINTS: 5

HULL POINTS: 6

MANEUVERABILITY: +1

SIGNATURE: 0

ARMOR: 5

SPEED: 2

MODULES: Docking station, cabins, chapel, med-lab, stasis hold, workshop, countermeasure dispenser, accelerator cannon, torpedo room.

FEATURES: Atmospheric Entry, Sensitive Sensors, Advanced Accelerator Cannon.

EXTRA GEAR: Space Scooter.

PROBLEM: Slow accelerator.

JANJAWEED CREW

POSITION	ATTRIBUTE	SKILL
Captain	EMPATHY 4	COMMAND 3
Pilot	AGILITY 3	PILOT 4
Sensor Operator	WITS 3	DATA DJINN 3
Gunner	AGILITY 4	RANGED COMBAT 4
Engineer	WITS 3	TECHNOLOGY 3

The Crew of the Janjaweed is not gonna fight to the death. The numbers of the Rebelships are few, so they know when a fight is lost and retreat is a valuable option. By all means will they pretend their ship from being boarded. (This encounter is not meant to provide your party with a free ship.)





CONCLUSION

⚙ EVERY THING IS LOST

Lets start with the hard way. Yannaf is dead and the rescue mission was a fatal blow. Indeed there are no XP to be awarded. Even if Abufaisal and or the Rebels been defeated, the players should take care that they get out of this mess unharmed. Hanakil and Achmed, will not take this lost light hearted. They will hire a independant investigation team to be sure it was not the fault of the PCs. If it was their fault, maybe it is time to run a second adventure where the PCs try to tamper some clues, to misslead the Investigators. How ever, the PCs earned a welthy and influential enemy, who spit in their soup from time to time.

⚙ YANNAF IS SAFE AND HOME

Your Players did it! Great Job! Yannaf is safe and sound at home. Her dad and her husband in spe are impressed, you delivered as orderd. time to collect a reward. Together the both patrons will pay them up to the third of their ship-debt. Make it very clear that this is a very generous payment. they will also keep them in mind for further obligations the may have against slavers, rebels and so on. 5 XP each should be the normal award. (remember the XP list in the CRB p. 28)

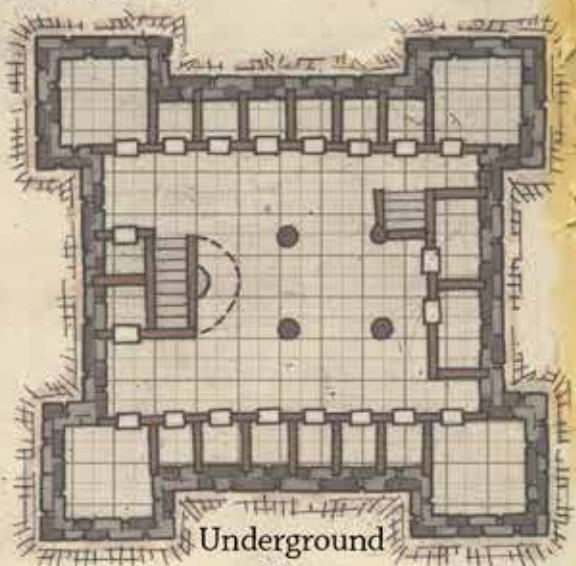
⚙ YANNAF IS ON THE RUN

Your Players are romantic idealists. they helped Yannaf and Alasar to escape the cruelfull wedding an a life in dullness. Well on the moral side this is worth a heap of XP on the material site this brings nothing but trouble. It doesn't matter how they did it, if they stayed by the rebels or been declared dead by the PCs. Give your players the 5 standard XP plus extra 2 for selflessness and moral integrity. like in the first conclusion Hanakil and Achmed are up to revenge. If your Players helped the rebels by this, give them a good standing to them. (there will be times they need a friend like this.)

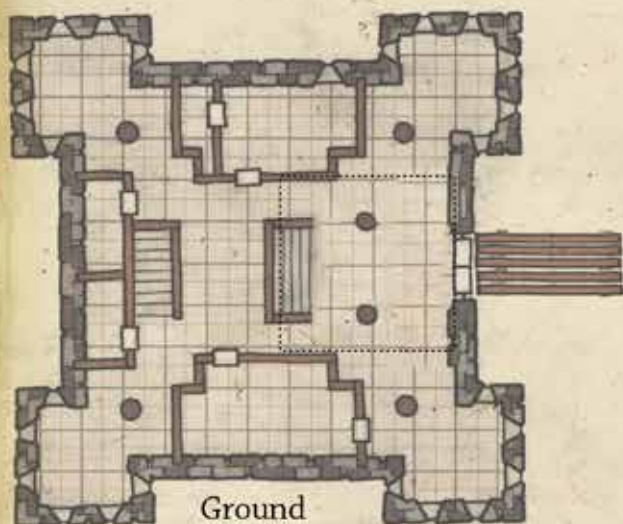
THE ROSE OF THE DESERT GARDEN



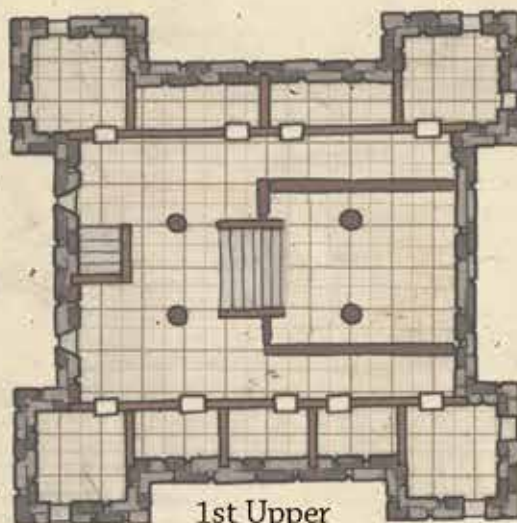
Cellar



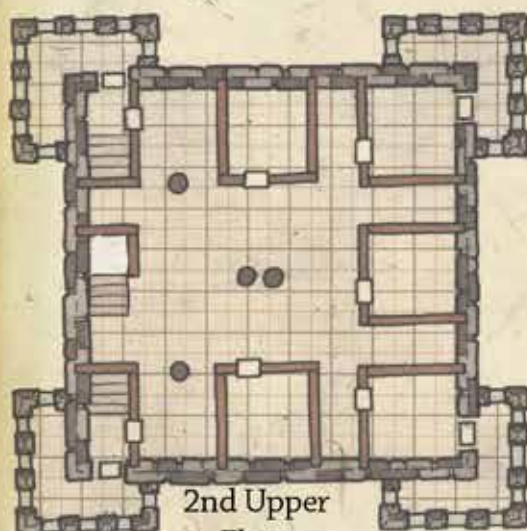
Underground Floor



Ground Floor



1st Upper Floor



2nd Upper Floor



Top Floor





THE ABDUCTION FROM THE SERAGLIO

Hot air drives the sand and dust through the small alleys of Akhandar-O-sharif. But the smell of the elephant dung stays like a rock in a floating river of wind as you pass by. The murmuring of the peasants, the yelling of the market tender and the noises of the Animals makes your head dizzy but your steps are steady, leading you directly to the gaping shadowing holes in the wall of the old ruins. — The Undercity, that's the destination you are heading to. A deviant place of foulness and crime, far away from the light of day. Somewhere in this vast sprawl of subculture, there she must be found. Yannaf, the little daughter of Hanakil, the one who offered you wealth to bring her back.

And that's what you are here for.

To bring her back!