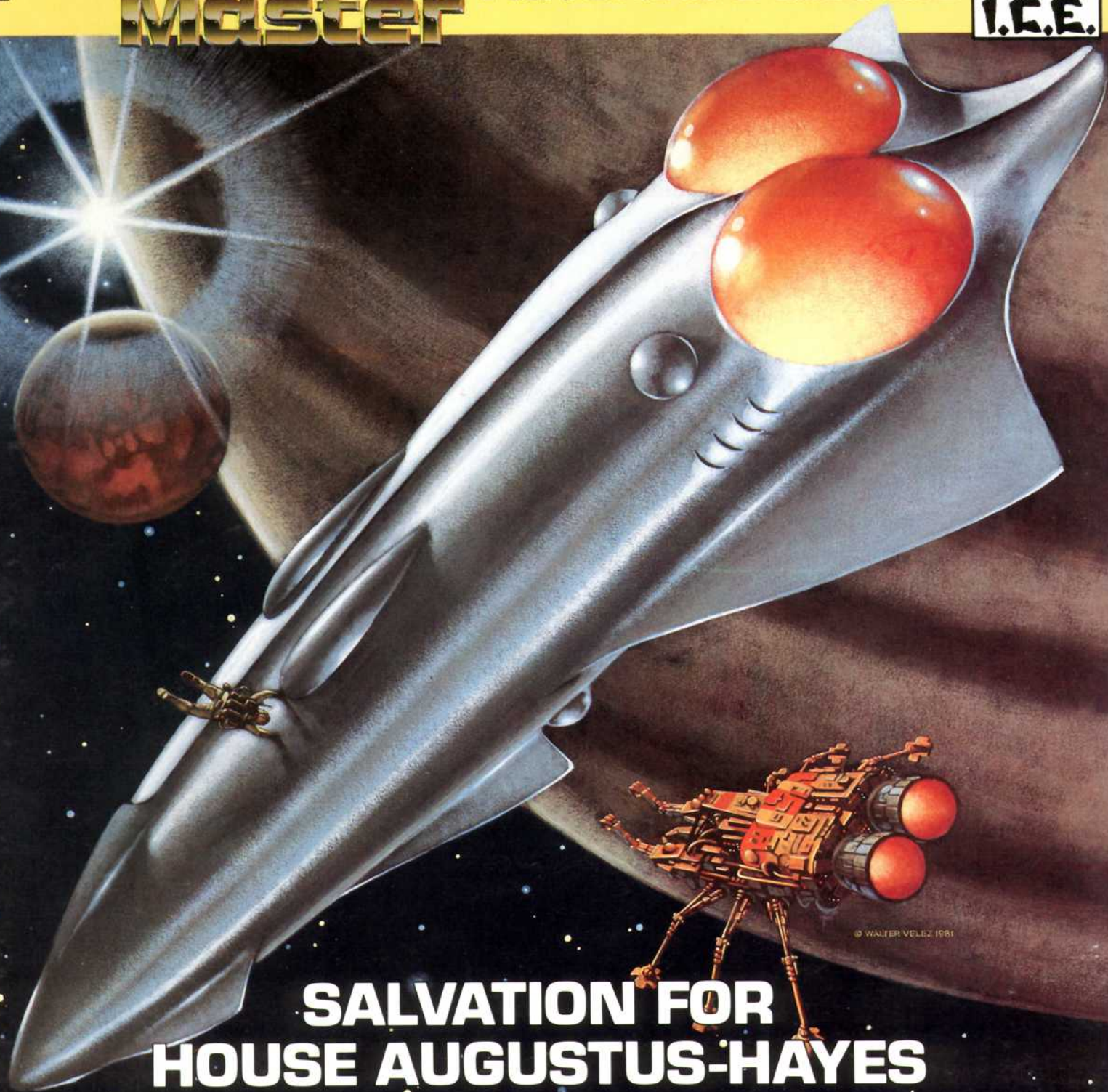


DURANDRIUM FIND™

A Space Master™ Adventure Module



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SALVATION FOR HOUSE AUGUSTUS-HAYES

THE DURANDRIUM FIND™

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Dedication:

This work is dedicated to the Friends in Various Capacities, including at least but not only Dual Mikes, Matt the Merciless, R. Shirley, Bill Washington, J. Whitfield, SUPER-K, Cyranith, Sam, Gralorak, and finally Adimantus; may Olympus give him peace.

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1.0

GUIDELINES

The *Space Master* Adventure Series is designed for Gamesmasters who want to run adventures which can be set up in a few minutes and played in a few hours. The adventures require little or no preparation. Although set on the Augustan provincial HomeWorld Aurthion and the the Churg moon Korulg in the Imperial time period Imp. 470-480, with some modification these adventures could take place anywhere in the Imperium.

The *Durandrium Find* has four parts. Section 1.0 deals with guidelines regarding the use of the module. Section 2.0 provides pregenerated characters for the players (which can also be used as non-player characters if so desired).

The third part, section 3.0, offers background information about House Augustus-Hayes. The fourth part of the module (Sections 4.0 and 5.0) contains two adventures. Each adventure can stand on its own.

1.1 HANDLING PLAY

The adventures are divided into five standard parts: (1) the tale, which describes the setting and covers the background and plot; (2) the NPCs, a person-by-person description of the prominent non-player characters, including their stats; (3) the settings, a description of the adventure sites, complete with diagrams, floorplans, and illustrations; (4) the task, a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers, and (5) encounters, which cover typical or probable meetings between the adventurers and the NPCs.

The GM should skim each section of an adventure before beginning play, making a few notes and roughing out the adventure possibilities. Then he can have the players pick pre-designed characters from those provided in Section 2.0, or he can permit the players to design their own PCs. (Of course, this module can serve as a continuation of a campaign, where PCs who have already adventured in *Space Master* find themselves on Tara.

1.2 ADAPTING THE MODULE TO YOUR GAME

Like the rest of the series, this module is designed for use with the *Space Master* (SM) Role Playing System, but is adaptable to most other major SFRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

1.21 CONVERTING HITS AND BONUSES

Bonuses: When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

Hits: The concussion hit numbers found in this module only represent general pain and system shock. They cover bruises, general pain, and small cuts rather than 'wounds'. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s *Star Frontiers*® or GDW's *Traveller*®), simply double the number of hits your characters take or halve the hit values found in this module.

1.22 CONVERSION CHART

If you use something other than *Space Master* and do not normally use a percentile scale, use the following chart to convert the 1-100 numbers to figures suitable for your game.

1-100 STAT	D100 BONUS	3-18 STAT	D20 BONUS	1-12 STAT	2D6 BONUS
102+	+35	20+	+7	17+	+4
101	+30	19	+6	15-16	+4
100	+25	18	+5	13-14	+3
98-99	+20	17	+4	12	+3
95-97	+15	16	+3	11	+2
90-94	+10	15	+2	11	+1
85-89	+5	14	+1	10	+1
75-84	+5	13	+1	9	+1
60-74	0	12	0	8	0
40-59	0	10-11	0	7	0
25-39	0	9	0	6	0
15-24	-5	8	-1	5	-1
10-14	-5	7	-1	4	-1
5-9	-10	6	-2	3	-1
3-4	-15	5	-3	3	-2
2	-20	4	-4	2	-3
1	-25	3	-5	2	-3

1.3

ABBREVIATIONS AND DEFINITIONS

A number of important game terms are here defined for easy reference.

1.31 ABBREVIATIONS

Abbreviations are listed alphabetically:

GAME SYSTEMS:

RM Rolemaster
SM Space Master

PROFESSIONS/CHARACTER CLASSES:

Adm Administrator
Arm Armsman
ArT Arms Technician
Cri Criminologist
EIT Electrical Technician
Eng Engineer
Ent Entertainer
Exp Explorer
Med Medic
Pil Pilot
Phy Physician
Pla Planetologist
Res Researcher
SyT Systems Technician
Tel True Telepath
Thl Theologist
T Semi-Telepath of Class

GAME AND TECHNOLOGICAL TERMS:

AT Armor Type (a range of 1-30; see "CAT")
AT(DB) Armor Type with Defensive Bonus given
CAT Construction Armor Type (AT 21-30)
cumet cubic meter
D10 A die randomizer for a range of 1-10
D100 A die randomizer for a range of 1-100

DB	Defensive Bonus
EI	Elmonits (Cost in Electric Monits)
FTL	Faster Than Light
GCH	The Galactic Court of Humanity
GEM	Ground Effect Movement; Hovercraft or Turbofan Type
Grav	Gravitic movement or control
GM	Gamesmaster (game referee)
K	1000 (a quantity of one thousand)
km	kilometers
LS	Light Second (300,000km)
Lvl	Level (experience, attack, or Psion level)
LY	Light Year (the distance light travels in one year)
m	meters
M	Monits (hard currency denomination)
MA	Martial Arts
M/A	Matter/Antimatter
MERLOGH	MERCantile League of Greater Houses
Mk.#	Mark number (measures an item's size, strength or power)
Mod	Modifier or Modification
NPC	Non-Player Character
OB	Offensive Bonus
PC	Player Character
PP	Power Points (for Psions)
Rd	Round (10 seconds of game time)
RR	Resistance Roll
SFRP	Science Fiction Role Playing
Stat	Statistic or characteristic
TBD	Tachyon Beam Dictor

WEAPONS:

ABls	Autoblaster
ASG	20mm Autoshotgun
7API	7mm Automatic Pistol
11API	11mm Automatic Pistol
AsBls	Assault Blaster
BdyPI	5mm Body Pistol
BlsPI	Blast Pistol
BlsRI	Blast Rifle
FKnf	Force Knife
LsrPI	Laser Pistol
LsrRI	Laser Rifle
MLAPI	Magnetic Linear Accelerator Pistol
NdIPI	Needle Pistol
PLsr	Pulse Laser
PSwd	Power Sword
SHG	15mm Shotgun
SnStn	Sonic Stunner
StnPI	Stun Pistol
Taser	(Modern Imperial Version)
XClaw	Extender Claws

PRIMARY SKILLS:

AdrDf	Adrenal Defense
AdrSp	Adrenal Moves (speed)
AdrSt	Adrenal Moves (strength)
AE:UW	Alien Environments/Underwater
AE:ZG	Alien Environments/Zero Gravity
AFV	AFV Crewmember
Ambsh	Ambush
Anthr	Anthropology
ASrv	Arctic Survival
Astrn	Astonomy
AtmPt	Atmospheric Pilot
CbtPt	Combat Pilot
CompE	Computer Engineering
CompT	Computer Technics
CrimT	Crime Technics
Cyber	Cybernetics
CybT	Cybernetic Technics
DSrv	Desert Survival
ElecT	Electronics Technics
EW/C	Electronic Warfare/Communications
FAid	First Aid
Genet	Genetics
HAstr	H-Space Astrogration
HEP	Heavy Energy Projectors
Hist	History
HPt	H-Space Pilot
JSrv	Jungle Survival
Locks	Pick Locks
MA1St	Martial Arts Striking (Rank 1)
MA2Sw	Martial Arts Sweeps/Throws (Rank 2)
Math	Advanced Math
MdDia	Medical Diagnosis
MdPrc	Medical Practice
MdScn	Medscanner
MechE	Mechanical Engineering
MechT	Mechanical Technics
MedT	Medical Technics
MIScn	Multiscanner
MsArt	Missile Artillery
MWAmb	Mounted Weapons Ambush
NAstr	N-Space Astrogration
NPt	N-Space Pilot
OrbPt	Orbital Pilot
Percp	Perception
Phys	General Physics
Pitgy	Planetology
PowT	Power Systems Technics
Psych	Psychology
RpScn	Repair Scanner
Sensr	Sensor Analysis
Traps	Disarm Traps
USrv	Urban Survival*
WpnD	Weapons Design
WpnT	Weapons Technics
Zoo	Zoology

* Governs attempts to scrounge for food, shelter or protection (while staying out of trouble) in a metropolitan environment. Usually rolled once per game day.

SECONDARY SKILLS:

Acrob	Acrobatics
Act	Acting
Admin	Administration
Diplo	Diplomacy
DsArm	Disarming
Forag	Foraging
Frnzy	Frenzy
Gmblg	Gambling
Intrg	Interrogation
Medit	Meditation
Proppg	Propaganda
PbSpk	Public Speaking
QDraw	Quick-draw
Seduc	Seduction
Signl	Signalling
Subd	Subduing
Track	Tracking
Trade	Trading
Trick	Trickery
VArt	Visual Art
WthrW	Weatherwatch

1.32 DEFINITIONS

A few crucial concepts of the module are detailed below:

Colos: An Inner Provincial Major House (or "Royal Family"), the Colosians control several star systems near Devon Province, and the two families are frequently at odds. As of Imp.471 the ruler of House Colos is Lord Alexander Telax Colos IV; their Homeworld is Gamma Vulpeculae IV ("Orpheus").

Construct: Anything artificially produced. Most larger constructs have an Armor Type of 21-30 in the *Space Master* system.

Devon: A powerful Major Family, one of the Inner Provinces. Currently Lord Yama Pythagor III Devon rules the Province from Delta Cassiopeiae VI ("Karoline").

Dia Khovaria: (or "The Church") That vast and immensely powerful quasi-religious organization which controls the majority of the Empire's TBD network through its component corporation, *Access Tachyon Technology*. Officially sanctioned by the Emperor, The Church wields a great deal of influence as well as the largens data archives in the Empire. Church Diocese Chapterhouses can be found on most Provincial Homeworlds, much to the consternation of many Planetary Governors.

Durandrium: Unlike Andrium, this Hyperdrive fuel can be found in nature and does not decay. Thus Durandrium may be stored indefinitely and is not subject to the 100-day shelf life that Andrium possesses.

Empire: An astropolitical jurisdiction encompassing every stellar system known to be inhabited or claimed by Terran Humans as well as those systems harboring indigenous sentients who have come into the Terran fold. the Empire consists of a central territory, known as the Imperium, and a multitude of Provincial territories governed by Families who pledge fealty to the Emperor, who keeps his seat of power on Terra (also known as Old Earth).

Family: Political connotation. An almost intangible representative cultural essence which denotes a society of people, practically separating them from the rest of humanity as a specific race. In practice, the administrators of a given Province take on the Family name, behind which the citizens of the Province can rally. Synonymous with "House", "Major Family", "Royal Family", "Greater Clan", etc.

Frontier: The vast region of unconquered space which surrounds the sphere of the Empire. There are over 100 Frontier Provinces (territorial possessions of Minor Clans or Inner Provincial colonies) within TBD range of the Imperium. Beyond that range lies the "Backnet"; the infinite sea of unexplored space. The Frontier is divided into twenty-four zones.

Galactic Court of Humanity: (or "GCH") Technically independent of Imperial control, it is the function of the GCH to hear all cases of diplomatic, economic and criminal dispute amongst the Imperial territories, as well as all Imperial Crimes (crimes against the Emperor). The Court's use of the impeccable female Telepaths called the Order of the Truthsibyls insures valid testimony - the Truthsibyls have never been found to have been wrong. The GCH is located on Vega IV ("Valhalla").

Hypershunt: The act of crossing the speed-of-light barrier and propelling one's craft into Hyperspace, protected by a Relative Inertial Field. Controlled Hypershunts have allowed Humans to colonize known space at a rate far exceeding predictions based on the limitations of "N-Space".

Hyperspace: (or "H-Space") The vernacular term for the Tachyon Universe, where (it has been determined) the speed of light is the lower boundary of a radiative propagation spectrum quite unlike our own. Human technological achievements have allowed travel through H-Space, but as of this time actual occupation, and action within, the Tachyon Universe is an impossibility.

Hyperspace Sickness: Despite the effects of the Relative Inertial Field generator, some hominoids react quite strongly when in H-Space, experiencing a diverse array of somatic symptoms such as nausea, shakiness, vertigo, hysteria or even (in very rare cases) hallucinations. Although "Hyperspace Sickness" affects one out of twenty Humans to some degree (usually minor disorientation), the physiological explanations for these reactions remain unknown. Most cases will quickly subside if Hyravol is administered.

Imperial Fleet of Starmadas: The largest fleet of starships in the known galaxy, armed and accoutremented with the most advanced hardware available in the Empire. The Imperial Marines are the Planetary Assault and General Defense Division of the Fleet, and set the standard which all Provincial Marine Corps struggle to approach. They are the largest, most well-equipped body of soldiers ever assembled.

Imperial Intelligence Directorate: Quite simply the most feared agency in the entire galaxy. The IID is the field arm of the Imperial Intelligence Ministry, whose job it is to spy on virtually everyone else in the Empire (including the other Ministries).

Imperial Science Institute: Officially in charge of monitoring and maintaining a smooth, steady rate of technological progress throughout the Empire, the ISI is not as harmless an agency as it may seem. A branch of the Imperial Technology Ministry, their primary objectives seem more along the lines of acquisition than dispensation. They are rumored to have arranged "accidents" for those who refused to permit their developments to be "managed" by ISI personnel.

Imperial Senate: Imperial Senators are the Noble or Upper class representatives of their Provinces in the Legislative branch of the Empire. They (with the Emperor's cooperation) make the laws that the GCH and VegaPol enforce, and supervise the operation of these agencies (as well as MERLOGH). Each Greater House has a number of votes based on its size and power within the Imperium, and the Senate meets yearly for a twenty-day session on Sol II ("Venus").

Imperium: The Imperium is that area of space which encompasses every stellar system colonized or claimed by humans, which is not governed by a Province or a Minor Clan. The leader/figurehead of the Imperium is the Emperor himself, who defers many of his responsibilities to Planetary Governors or lesser Nobles. These Governors are prevented from taking too many liberties with their assigned systems due to the omnipresent Imperial Fleet. Cosmographically, the Imperium is situated centrally in the Terran Empire with Old Earth maintained as the territorial Homeworld of all Humankind.

Inner Province: A major cosmographic territory, often containing upwards of ten stellar systems. The Inner Provinces are all located within, or border on, Imperial space, and are ruled by Royal Families (each of which can trace its roots back to the original leaders of the Province). As such, Inner Provinces maintain their own military forces and mint their own hard Monits.

Instation: Akin to Orbital stations, Instations are much larger, and are set into "planetary" orbits around stellar primaries. They function as military fleet bases and communications backup for the inhabited planets in the system.

Jade-London: A Royal Family, one of the Inner Provinces. The Jadists, who have a reputation for devious and underhanded schemes, are generally on good terms with the Devonians and poor ones with the Colosians. They are quite clever, however, and usually manage to set some other party up to take the fall for their subterfuge. Count Matthew Daniel Jade-London VI rules his far-flung territory from Alpha Volantis III ("Lamaraine").

Kashmere: Formerly a coalition of Minor Clans, the Kashmere Families have formed a commonwealth directly under Imperial supervision.

League of Merchants: A loose, Empire-spanning association of "Free Traders", pirates, crimelords and independent merchantmen. A few of The League's reputed activities include drug smuggling, gunrunning and interProvincial espionage, and they supply a number of Greater Houses with vital intelligence findings (this last in exchange for the Province's "looking the other way" as regards League business).

MERLOGH: (MERcantile League Of Greater Houses) The economic monitor, central board of trade and stock exchange of the Empire. MERLOGH sets the value of the Imperial and Provincial Monits. Local offices oversee all aspects of personal and corporate banking, including Provincial tax assessment and Imperial subsidies. MERLOGH's headquarters is located in the Vega system.

Minor Clan: An extended familial society designated by the Emperor as Minor Royalty. Minor Clans often rule their own stellar systems (under Imperial and/or Provincial supervision), and may even possess colony systems (although this usually only occurs in the Frontier Zones). They are forbidden to mint their own currency or keep their own soldiery, and must rely on the Empire for both of these.

N-Space: (Normal space) The normal universe of human occupation; the Einsteinian space-time continuum.

Orbital Station: Large environmentally controlled constructs set into "lunar" orbits around most major planets in the Empire. Above Homeworlds, Orbital stations are used for the handling of communications and personnel, while above resource worlds, they usually serve as heavy cargo transport terminals. Depending on their function, they can often sustain 20 to 200 people. Their Orbital maneuverability is severely limited.

Outstation: (or Deep Space Outstation, as they are more properly called) The interstellar counterpart of the Instation, these massive structures are set into "stellar" orbit around the galactic core (that is, they do not move relative to the Star Map). Outstations serve as supply bases for the fleets of the political entities which constructed and staffed them, and often contain TBD relays which tie them into the Imperial communications net. Some Outstations are operated as joint ventures by two or more concerns.

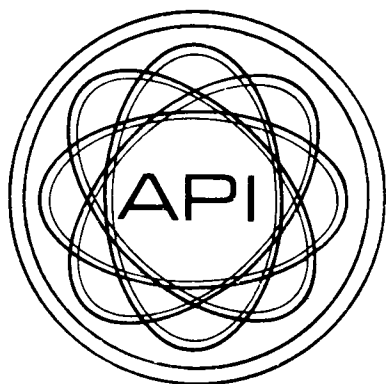
Sianetic Harbingers: That legendary spacefaring race which purportedly spread Hominids from Earth to many other worlds in this area of the Milky Way, giving rise to many of the known Humanoid and Xeno-human races. They are known by many other titles (the Forerunners, the Ancients, Old Ones, The Klattu, etc), and created many beautiful and powerful artifacts (which fetch quite a price in the scientific, telepathic, and collectors communities).

Snee: Large, powerful creatures of insectoid/reptilian appearance, the Snee are simply the most frightening and hostile race yet to be encountered. Little is known of their background and origin, but their Homeworld is thought to be located in Frontier Zone 15, and they are slowly moving closer to Imperial borders. Snee starships are small and powerful, and seem to possess a "cloaking" technique superior to any yet developed by Humans.

Spacefaring Port: (aka "Starport" or "Downport") Planetside installations containing maintenance and repair facilities for military and/or civilian starships. Spacefaring Ports are staffed by customs officers and garrison troops who try to uphold the laws of the system. Larger Ports boast all varieties of secondary facilities, such as traders' co-ops, recreational areas, shopping malls, living accommodations, hospitals, Dia Khovaria chapterhouses, etc.

Tachyon Beam Dictor: (TBD) A nearly instantaneous communications system, crucial to the unity of the Empire. Data is transmitted in the form of pulsed tachyon streams, and often must be relayed through a number of stations (the maximum effective range for one transmit is about 50 light years). Although there is no "TBD monopoly", the Dia Khovaria controls the largest and most complete network.

VegaPol: An interstellar police force which operates independently of Imperial or Provincial jurisdiction, and is linked to the GCH. Known to be terrifyingly efficient and sometimes brutal, VegaPol investigates cases of Elmonit fraud, interProvincial smuggling, and conspiracy. In addition, all evidence used in the GCH must be authenticated independently by VegaPol officers.



1.4

TASK ABBREVIATIONS

For the purposes of this explanation, a "Task" is any game situation which requires that the Player (or the GM, depending on circumstances) make a modified die roll to determine the degree of success/maneuver result. There are six types of Tasks (barring combat and "Special" bonuses). These types, and their respective charts, are as follows:

CN = Construction Project (CONSTRUCTION AND RESEARCH CHART)

MM = Moving Maneuver (PERSONAL MANEUVER CHART)

RP = Repair Project (MALFUNCTION/REPAIR CHART)

RS = Research Project (CONSTRUCTION AND RESEARCH CHART)

SM = Static Maneuver (STATIC MANEUVER TABLE or modified 101+)

VM = Vehicular Maneuver (VEHICULAR MANEUVER AND ASTROGATION TABLE)

The exact nature of any given Task can be recorded in a convenient, abbreviated fashion. These abbreviations consist of three parts:

- 1) The first two letters indicate the Task Type, as above. They are followed by a slash (/).

- 2) After the slash comes the abbreviated name of the skill or stat(s) which will modify the die roll. This is followed by a colon (:).
- 3) The last letter indicates the Difficulty Level of the Task. It is always the initial letter of the Difficulty Level "name", except that "X" is used for "Extremely Hard", MMs, SMs, and VMs (for which "E" means "Easy"). Some examples:

SM/Hist:H = a HARD (-10) Static Maneuver modified by History skill

RS/ASTRN:E = an EASY Research Project modified by Astronomy skill

VM/AtmPt:X = an EXTREMELY HARD (-30) Vehicular Maneuver on the Atmospheric Pilot column, etc.

The Basic DL's are:

ROUTINE (+30)

EASY (+20)

LIGHT (+10)

MEDIUM (+0)

HARD (-10)

VERY HARD (-20)

EXTREMELY HARD (-30)

SHEER FOLLY (-50)

ABSURD (-70)

INSANE (-100)

2.0

PRE-DESIGNED CHARACTERS

The following chart provides the GM with twelve characters of varying race, profession and experience level. Their stats and mods have all been calculated, and all they need now is a little personalization. The GM may wish to assign PCs to the Players, or simply allow them to select their own PC from the chart (of course, these characters might also be used as NPCs). Regardless of how the Players acquire their PCs, it should be remembered that each Adventure in this module is geared toward characters of specified professions and experience level ranges.

If these characters are to be used as PCs, a few steps should be taken to complete and personalize them. Such details as origin, languages known, physical appearance and personality/motivations should be decided upon, and the player should be allowed to make Background Picks (the number depends upon the PCs race). Finally, the GM should allow the Players to "go shopping" before beginning play (after all, these characters are assumed to have been doing SOMETHING before you came along...) In addition to the equipment noted on the chart, each character will possess an Ident Disc and an Elmonit Card, and will have 10-1000 (1d100 X 10) Elmonits on account.

NOTE: Characters with Psionic abilities have had their Prime Field of Telepathy selected, but not their Psion lists. The number which accompanies the abbreviated Psion Field (in the "Psi/L#" row) is the number of "Pick Sets" that the PC possesses. These Pick Sets should be allotted as the Player desires, before beginning play.

Race:		Neo-Human	TrX	Human	Rep I	Churg	Tril	Human	Rep I	Hindill	Neo-Human	Android
Prof/L	Pil 6	SyT 4	Arm 3	Exp 5	Res 6	Eng 5	Plan 7	Arm 5	Phys/T 6	Admin 4	Pil 3	
Hits	62	33	45	59	22	29	39	87	31	24	200	
AT/DB/*	5/15/A	5/10/—	9/5/A	13/40/D	2/5/A	2/15/—	8/—/V	13/30/A	2/5/A	2/5/V	5/25/—	
PP	—	—	—	—	—	—	—	—	6	—	—	
CO	79/+10	61/+5	91/+10	80/+15	70/-15	77/0	90/+10	95/+25	82/0	41/+5	100/+30	
AG	90/+15	98/+40	92/+10	90/+30	61/0	54/+20	87/+5	96/+35	87/+5	71/+5	100/+55	
SD	61/+5	70/+5	50/+5	89/-5	85/0	79/0	71/+5	41/-10	97/+10	81/+10	90/+10	
ME	75/+10	100/+40	73/+0	51/0	91/+80	88/+15	85/+5	63/0	76/+10	78/+10	95/+20	
RE	84/+10	86/+25	80/+5	71/0	98/+60	90/+15	93/+10	51/0	91/+20	80/+10	95/+20	
ST	80/+10	67/+5	97/+20	85/+25	58/-15	71/0	55/+5	91/+30	51/-10	69/+5	100/+35	
QU	91/+15	70/+10	86/+5	98/+40	76/+5	58/+15	81/+5	90/+30	82/+5	64/+5	100/+35	
PR	71/+10	85/+10	44/0	82/+5	81/+5	84/0	74/0	60/0	89/+5	98/+25	90/+10	
IN	96/+20	81/+35	69/0	60/0	93/+30	96/+30	77/+5	70/0	93/+20	74/+10	100/+35	
EM	58/+5	54/0	76/+5	51/0	65/+5	74/-5	90/+10	30/0	90/+20	92/+15	75/0	
APP	89	84	45	75	39	66	91	51		107	90	
1st OB	NdIPi 64	StnP60	AsDis45	LsRi 81	TngPI29	LsPI 38	BisPI 55	MLARI 90	StnP 35	MLAPI 26	ASG80	
2nd OB	MA1St41	MA1Sw38	MA1St30	FKnI64	MA1Sw 15	MinStn 21	MA1Sw 36	FlmPI 60	MA1St 25	BdPI 18	DisPI65	
3rd OB	—	—	MA2St14	StnP124	—	—	MA2Sw 24	—	—	—	MA1St 51	
Climb	20	30	25	30	20	20	20	35	20	15	60	
Traps	25	15	20	20	15	15	13	18	15	10	65	
Locks	15	10	20	25	-25	-25	20	25	-25	15	40	
Stalk	15	18	20	25	-25	-25	10	20	-25	-25	40	
Hide	20	18	15	25	-25	-25	15	20	-25	-25	40	
Perception	40	28	23	35	70	30	60	30	45	35	60	
Drive	Grav44	GEM55	Grav31	Wheel28	Wheel10	GEM20	Grav35	Wheel30	Grav40	Grav20	GEM58	
AtmPilot	70	35	30	55	-25	-25	20	25	-25	-25	65	
Survival	Urban25	Desert18	Jungl25	Arct60	Urban30	Urban23	Arct48	Jungl30	Desert20	Urban15	Jungl55	
First Aid	28	20	15	35	25	20	20	25	65	15	20	
Scanner	Mult33	Rpr40	Mult23	Mult35	Mult 25	Rpr60	Mult35	Mult20	Med45	Mult15	Mult45	
	CbtPI65	PowT65	Sensr20	AFV35	Phys60	AFV72	Pitg75	AFV 55	Chem30	Admin45	CbtPI80	
	HP140	MechT45	AFV40	AE:ZG30	Pitg50	MechE50	Mitg60	Ambsh30	MdPIrc60	Diplo35	NP147	
	NP140	Elect40	HEP35	Diplo15	MechT25	ElectE45	Chem50	ProjGun25	Biochem40	Inttg30	HP142	
	Snsr 30	CompT40	MSArt30	Sensr40	Chem60	CompE30	Phys50	EW/C25	XMDdia55	Propg30	Sensr52	
	Trade28	Wpnt30	Wpnt25	NP125	Math50	WeapD30	Sensr40	AE:ZG35	XZool40	PbSpk25	EW/C47	
	EW/C30	Apprais40	Musci15	Astrm20	TchPhys80	Phys23	AE:HG354	Acrob40	XBioI35	Trick28	AE:ZG42	
	MSArt25			Nasr30	PSysThry50	Mitg25	XAnthr30	AthGame45	MedT25	Ling18	PowT52	
	ProjGun20			HAsr30	Sensr25	Chem25	XZool30	Trick62				
				Pitg20	Caving20		Astrm20					
Equipment	KVLR VT	KVLR VT	ABS I	ABS II	EnvSuit	EnvSuit	KVLR ST	ABS II	EnvSuit	EnvSuit	ABS I	
	NdIPi	Rp Scanr	As Disr	LasRI	TngPI	Toolkit	BisPI	MLARI	MdScn	MLAPI	MScancr	
Psion Field/# Lists	—	—	—	—	—	—	—	—	Visions/4	—	—	

* = Shield
D = Deflection
A = Absorption
V = Velocity

GENERAL INFORMATION, AUGUSTUS-HAYES PROVINCE

The following section provides a background for House Augustus-Hayes. Also detailed is the trade crisis which threatens to ruin the province's economy.

CURRENT RULER: Count Brandon Kothus Tyreus Hayes VIII (Imp.463 –)

HOMEWORLD: Alpha Virginis IV (Aurthion) [-23X -40Y -55Z]

POLITICAL ALLIES: Carlisle

OPEN ENEMIES: None

GENERAL COMMENTS: Considered by some to be a relatively 'backwater' province, Augustus-Hayes is indeed far below the galactic plane, and in a sparse quadrant. This is fine for Count Brandon, who works to maintain a low profile for his house. Being a neighbor to Countess Alana, who aggressively controls House Moskava, he sees anonymity as preferable to becoming an unwilling acquisition.

House Augustus-Hayes is rather small compared to the powerful Inner Provinces; it is composed of only two valuable planets and no moons. The Augustans are primarily Mediterranean in ancestry, and their reputation as a somewhat primitive province is caused, in part, by their development of customs and architecture reminiscent of their forbears. Further, the province's youth and distance from Imperial activity has stunted its technological growth somewhat. Augustus-Hayes technology is impressive only in the field of space transport, for depletion of Aurthion's valuable resources caused the Augustans to pursue shipping as a means of survival among aggressive neighbors (particularly House Moskava). Unfortunately, heavy reliance on shipping can be dangerous, for a dry period can cause (and nearly has caused) economic disaster. Augustus-Hayes must also face competition with *Intracom* for large, Inner Province clients, so the Augustans typically concentrate on more remote producers, which are not cost-effective from Intracom's standpoint. This need to travel long distances very often has led to an excellent fleet of trading vessels, given the technology base that the Augustans have to work with.

House Carlisle is the most influential client of the Augustans, and their only ally. Carlisle provided the Augustans with much of their technology, hoping someday to see their 'younger cousin' develop into a strong friend. Still, Augustus-Hayes MERLOGH stock is near-worthless of late, and the Augustan monet is abysmal, worth only .35 – .50 Imperial Monits. These values reflect a recent trade crisis that is crippling the Augustan economy (See Section 3.4). Augustus-Hayes has several enemies, but none are 'open' enemies, for Count Brandon fears that the Augustans are not strong enough to resist a conflict with their antagonists. He is certainly correct in his judgement, for heading the list are API (Andrium Producers for the Imperium) to whom the Augustans are deeply in debt, and House Moskava, which would happily 'attach' Aurthion and Khoruss (Alpha Virginis V, colonized in Prelmp.640) to their provincial holdings. Though Count Brandon was only recently given his position, he has already made considerable progress in diverting attention from his house, but with a plummeting economy, House Augustus-Hayes will soon fall prey to one of its foes.

3.1 TIMELINE

Prelmp 9308 – Venusian colonists leave for the Omicron Bootis system in a colony ship. The colonists were religious zealots who were convinced that the known characteristics of that system closely matched an ancient description of a 'perfect world' in their holy book. A renowned (and wealthy) Venusian evangelist, whose name is lost, financed the pilgrimage.

Prelmp 9279 – The pilgrims reach Omicron Bootis III, but find the planet unstable and incapable of supporting life. Dismayed, they decide to head for Alpha Virginis with the last of their fuel and life support.

Prelmp.9277 – The colonists reach Alpha Virginis IV and find it habitable. Unfortunately, communication equipment is no longer functional. Farming installations are built, and the pilgrims, in deference to the warm star that provided a refuge, begin a new religion with a white sun as its focus, but as the new generation matures, the original goal of forming a perfect religious society becomes diluted and eventually disappears.

Prelmp. 7740 – As most of the Imperium is reeling from the Universal Technological Recession, the Aurthion colonists, unaffected, begin a slow technological crawl forward after approximately 1500 years of a 'private' dark age. The drive is led by the ambitious Solun Augustus, whose name is respected even through Imperial time.

Prelmp. 6220 – After a millennium and a half of hard-won technological advancement (during which communication with inner colonies was eventually achieved), a relapse of the Universal Technological Recession destroys 500 years of progress. Off-planet communication is lost. As the Aurthion colonists (whose history for pursuing causes is long and consistent at this point) eagerly rebel against automation, a near genocide of the descendents of Solun Augustus occurs.

Prelmp. 3745 – Jarad Hayes, Aurthion's most prominent physicist-theocrat (at this time the colonists' primary religion is science-based), leads a final technological drive that will last through Imperial time.

Prelmp. 640 – Improved technology allows the hostile planet Khoruss (named after one of the myriad deities of the Augustans, as they are called by this time) to be colonized. Inner colonies begin to notice the growth of the Alpha Virginis inhabitants.

Prelmp 457 – Doomsayers (who are theologically avant garde at this time) hail the culmination of the Wars of Integration. Substates are formed on Aurthion and Khoruss.

Imp. 2 – The incarceration of the Messiah of Izar causes rampant religious warring on Aurthion and Khoruss. Technology suffers again, but a faction claiming to be composed entirely of direct descendents of Solun Augustus and Jarad Hayes encourages reform and helps unify the Augustans. It is from this faction that Dolthus Augustus-Hayes, the province's first Count, came.

Imp. 63 – During this year, many Augustan religious prophecies are fulfilled, as the disappearance of the Messiah of Izar coincides with the Augustan's turn toward space after natural resource depletion nears completion. As the Augustus-Hayes government authorizes contracts for hundreds of new long-range vessels, API gladly extends a line of credit for fuel at extreme interest rates. *Conorad*, a powerful Augustan corporation, diverts attention from building and management of fusion reactors to a new spaceport in the capital city of Chrystall.

Imp. 240 – A surge in expansion proximate to Alpha Virginis brings the most prosperous period in Augustus-Hayes history. The House's temporary prominence attracts the attention of the Moskavans. House Carlisle, impressed with the Augustans' success, sends emissaries to secure a trade agreement.

Imp. 366 – *GalacTrade*, the fastest-growing and most profitable company in the province, is formed. Meanwhile, the Augustans experience a dry spell in their trade business, and the 'Jaad Fynulthrus' (or 'Age of gods smiling' in Anglaman) draws to a close as inflation and dropping monit values damage the Augustan economy.

Imp. 455 – Many of the notes owed to API come due, and the trade shipping slump worsens. Doomsayers surface again to predict the financial ruin of the province, and some riots occur in protest of the Augustan Ministry of Finance. Count Yttrius Sarian Thrasymachus Augustus III retaliates by arranging for the disappearance of several prominent Doomsayer clergy.

Present – The province is on the brink of economic collapse, and despite Count Brandon's continuance of Doomsayer persecution, they are present in great numbers; Doomsayers threaten hopes for recovery by undermining public confidence in the Provincial Government. Many followers who were once valuable workers leave their jobs to spiritually prepare for the end.

3.2 SYSTEM LISTING

Alpha Virginis is the only system in Augustan possession, and it consists of a small white star orbited by five planets and an asteroid belt (see Stellar System Readout). Despite the number of rock planets (and moons) in the system, it is relatively mineral-poor, with an abundance

of worthless elements. However, Aurthion, the only planet in the stellar ecosphere, was once rich in agricultural resources. The Augustans maintain a small colony on Khoruss, and there are starmada outposts on Khoruss' moon and on the two largest of the gas giant Altyrion's ten moons. The Augustans once (Imp.328) attempted to place a TBD relay station on an asteroid, but the beacon was destroyed in a meteor collision before it could be brought on-line.

3.21 AURTHION

System: Alpha Virginis

Planet: Alpha Virginis IV "Aurthion"

Province: Augustus-Hayes

Status: Provincial HomeWorld

Population: 880,460,000

Productivity: 12.8%

Production Emphasis: Shipping, Foodstuffs

Rating: Producing

Circumference: 36,000

Gravity: .92g

Natural Satellites: None

Day: 41.4hrs

Year: 301 std days

Atmosphere: Oxygen/Nitrogen, few contaminants

Hydrosphere: Semi-Arid

Climate: Cool temperate mix

Mean Temperature: 14°C

Biosphere: Complex flora and non-sentient lower life forms

Aurthion was discovered in Prelmp.9277 by Venusian religious pilgrims seeking a 'perfect world'. Time has shown that this planet is far from perfect: limited mineral resources and an abundance of geological faults and volcanoes detract from Aurthion's value. Still, visitors are always impressed by the many snow capped mountain ranges and interesting forms of animal life that have adapted to the lack of water and cool temperatures. The most common fauna are warm-blooded species that are, strangely, reptilian in appearance. There are few carnivores on Aurthion; the only notable exceptions are mountain-dwelling birds which prefer to eat small reptiles (though some are omnivores).

There is little arable land left on Aurthion, for centuries of harvests have depleted the soil of minerals necessary for cultivation. The icecaps at Aurthion's poles are large, together accounting for about one tenth of the total surface area. Standing water is rare, and there are no large oceans; rather most usable water is found in small lakes and oft-frozen rivers.

Aurthion's land is divided into sixteen Substates; this is a vestige of Pre-Imperial time, when Aurthion was a republic. Count Dolthus Augustus-Hayes effectively removed all power from fifteen of the Substates by declaring that the remaining substate, Hircadus, would thenceforth be the Magnastate. The Magnastate would be the seat of Augustan power, and the City of Chrystall in Hircadus would become the Capital City of House Augustus-Hayes. Thus the Substates are presently little more than geographic entities, though each fields teams for sporting events, establishes municipal codes (which are, of course, submitted to the Count's executive staff for approval), and levies some local taxes.

Though technology on Aurthion is a far cry from the Imperial standard, its spacefaring capabilities are impressive. The large Orbital Spaceport can accommodate 700 guests, and four Spaceports are on the planet's surface. Aurthion has two supply satellites and two manned trajectory control satellites (one handles Augustan military and shipping traffic and has higher priority than the other commercial/private traffic satellite). Such technology is rare in Aurthion cities, where cryosteel and robots are seldom seen. One exception to this is Chrystall, the Capital, which (primarily due to attempts by GalacTrade – a large Augustan corporation – to improve publicity) boasts several multilevel business complexes, the anachronistic-but-overwhelming Ministry of Finance Building, and even a Null-Grav Forcehoops Arena (See Section 4.31: Chrystall).

3.22 KHORUSS

System: Alpha Virginis

Planet: Alpha Virginis V "Khoruss"

Province: Augustus-Hayes

Status: Provincial colony world

Population: 9760

Productivity: 24%

Production Emphasis: Ores

Rating: Producing

Circumference: 50,300

Gravity: .75g

Natural Satellites: 1

Day: 45.0 hrs

Year: 1050 std days

Atmosphere: None

Hydrosphere: N/A

Climate: N/A

Mean Temperature: N/A

Biosphere: N/A

Khoruss was discovered with Aurthion in Prelmp.9277, but it was certainly a less attractive prospect for colonization: the planet has no atmosphere and showed evidence of many large meteor strikes. Still, the planet was later found to be geologically stable, and it contained some valuable ores, so in Prelmp.640, the Augustans sent a mining colony to a rather protected point under the overhang of the wall of a massive crater. Though the mineral resources were not as abundant as predicted (and these predictions were blown out of proportion by the combined rantings of religious figures and the media), the colony was successful and provides a significant contribution to Augustus-Hayes' wealth.

Khoruss has not been extensively geofomed, so the mining station is environmentally closed. The station consists of four massive buildings approximately two kilometers from the mine and a *small spaceport*. The *outpost's cargoes* are protected by one Imperial Orbot and by the military outpost on Koruss' lone moon, Zhyrhas. The mining station has recently discovered some trace radioactives, and the Augustans will enlarge the station if further discoveries suggest that such expansion is worthwhile.

3.3 **RACIAL DESCRIPTION: HOUSE AUGUSTUS-HAYES**

Homeworld: Alpha Virginis IV "Aurthion"

Basic Type/Form: Human

Racial Statistics: As per Human

Background Picks: 4 (If wealth is chosen, the result is halved due to recent financial problems.)

Racial Origin: Descendants of Venusian cryo-colonists.

Political Structure: Monarchy/Triumvirate supported by monarch-appointed members of several provincial ministries. The triumvirate consists of the Count and the Head Ministers of the Ministries of Finance and Defense. It is heavily biased toward the Count, who appoints the head members and has veto power over Ministry decisions.

Social Structure: Nuclear, patrilineal families that generally associate only with other advocates of their particular religion, though wealthier Augustans are typically less religious and less inclined to form family units. Augustans are often extremely proud, such that the elderly are rarely willing to live on their descendants' support.

Military: A small volunteer army is bolstered by conscripted troops during crises. A large starmada consisting almost entirely of Augustan vessels, with an extremely patriotic group of "Starions" – Augustan starmada troopers – who enjoy one of the most respected positions in Augustan society.

Language: A hybrid tongue called "Whyrrlas" that developed from old Terran English and traces of Ancient Terran Greek and Latin (The ancient tongues were used in the original colonists' holy book).

Currency: Monits are platinum flat ingots (only approx. .5 mm thick) and are normally carried in small, colorful plastic sleeves. The wealthy often use a hinged metal case.

Housing: Most houses are low, flat, and solidly built, for Aurthion experiences much tectonic activity. Romanesque, open-air dwellings (often featuring an atrium) are common.

Diet: Highly variable due to constraints of the various Augustan religions, though most Augustans particularly enjoy meat from poultry and reptiles indigenous to Aurthion.

Worship: The Augustans are very liberal about religion after so many centuries of short-lived fads. Thus there is no official Provincial Religion, and it is reasonable to find twenty or thirty religions flourishing in House Augustus-Hayes at a given time. The Augustans are not typically spiritual people, but they are strongly inclined toward religion as a social construct. Rather than gossip about a popular new holovid, an Augustan will discuss the latest fashionable religion.

Tech: Low Imperial Standard (-20) except with respect to shipping, where the technology equals the Imperial average (no mod).

Media/Art: Augustans are fascinated with influential figures, particularly the theologically controversial or extremely wealthy, and the Augustan media exploits this fascination. Media coverage is rarely completely honest and is normally colored with a journalist's perspective. Augustans particularly enjoy live, (or holovided) heated theological debates between flamboyant personalities. The more refined Augustan prefers (the latest trend) musical drama.

Xeno Acceptance: Routine (+30)

The Alpha Virginis system's distance from the center of Imperial activity has drastically affected Augustan culture.

Augustans are virtually always human, though some other races are present in small numbers on Aurthion. However, the Augustans do have contact with other races (particularly the Churg, who occasionally employ Augustus-Hayes Shipping), and they welcome such visitors to their HomeWorld. The province maintains a low profile (it is sometimes sarcastically referred to as a nice place to visit...), and it is rather remote, so most residents of Aurthion are natives.

The typical Augustan is of medium height (c.1.75m), stocky (c.90kg) and not particularly muscular. (female Augustans weigh c.15% less and are c.5% shorter. Most Augustans love controversy of any sort, and the Augustan media wields considerable influence. Still, Aurthion's citizens are generally 'ortho-chair critics;' public demonstrations in favor of any side of a given controversy are almost unheard of outside of religious circles. Followers of any of Aurthion's estimated 633 religions (this is a current estimate – the actual number fluctuates almost daily) are more vocal about their causes. Visitors to Aurthion are often shocked at the glut of religious programming in the Augustan holovision market. The most popular 'vids cover religious implications of current problems; an example is 'The Path to Doom,' an extremely popular program sponsored by the Church of Domsayers, which features prominent Domsayer clergy explaining why Augustus-Hayes' recent economic problems are proof that the end has finally arrived.

The more sophisticated Augustan also enjoys the religious holovids, but they are more likely to view the programs as comedy. A recent trend among the wealthy is to attend 'TrageSonics.' TrageSonics are blackly humorous stage presentations accompanied by bizarre, depressing music which emanates from huge speakers placed in a circle around the theater. (The music is synthesized with a 'Synthevoice' – a device that incorporates human- and animal-like voices into a standard array of synthesizer tones.)

Most Augustans' employment is related in some way to the shipping industry, but some of the citizens devote their time to agriculture. The wealthiest Augustans are, of course, government officials, particularly those involved with the Count's executive staff or the Ministries of Finance or Defense. Some Augustan shipping magnates have achieved wealth, but few can enjoy their earnings with the accompanying stress. The most ambitious Augustans enlist into the ranks of GalacTrade, whose brokers sometimes obtain legendary status for their achievements (see Section 4.24).

A FAILING ECONOMY

"We all know Count Brandon's position on this issue, so there is nothing further to discuss. Let us proceed to the next..."

"Nothing to discuss!" How can you say this when we face economic collapse?"

"Minister Naghura, we are all aware..."

"We have an opportunity to revitalize a failing trade business in a week's time! Certainly we can spare a few representatives for an investigation of the Korulg find."

"Minister Naghura, As you surely know, such a mission would attract the attention of our Moskavian neighbors and of Imperial Intelligence, and Count Brandon's policy..."

"To Acherias with Brandon! His weak-handed policy is what caused our financial crisis in the first place, and now he's going to prolong it. He..."

"Minister Naghura! Before I expel you from this assembly for your deplorable behavior, and before your three month suspension begins, let me inform you of some key aspects of this situation which you, in your haste, seem to have overlooked."

"First, it is not the business of this assembly to investigate any of the myriad miracle cures for the economy; ours is a reasoned approach."

"Second, Count Brandon has exclusive control of the funding of this Ministry, so regardless of any disagreements in policy between you, or any other Minister, and Count Brandon, it is in our best interest to abide by his decisions to whatever extent possible."

"Finally, our intelligence warns that API may also be aware of the alleged discovery, and we have certainly suffered too much from our present agreement from API to risk angering them. We have all heard of how API treats those who challenge its monopoly, and further, the media will crush us if we are responsible for worsening the trade crisis."

"So, Minister Naghura, you may consider my words during your suspension. Sentries, escort Minister Naghura from this chamber."

Excerpt from the thirteenth emergency meeting of the Augustus-Hayes Ministry of Finance



Although the Augustans have maintained a thriving trade business in the past, serving primarily as couriers for shipments from larger, more central provinces (e.g., their ally, Carlisle) to remote or even frontier provinces, they are presently in dire financial straits. Their problem is one of insufficient demand and gross over-reliance on a single source of income.

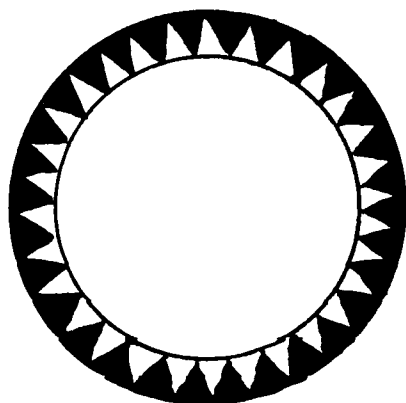
Augustan natural resources are scant; centuries of environmental exploitation and waste have depleted their once-abundant supplies of crops and livestock, and valuable minerals have always been scarce in the Alpha Virginis system (Even the dreaded salt mines of Acherias, where Aurthion's most hated criminals are sent to labor, are no longer producing.). Thus the Augustan reliance on trade is extreme. This reliance has led to abuse by the Andrium Producers of the Imperium.

API is aware of the Augustans' ever-growing need for Andrium, and they have escalated prices accordingly. Unfortunately for Augustus-Hayes, trade in their vicinity has slumped recently, and despite the Ministry of Finance's efforts to obtain new clients and trade media (including an effort, which ultimately failed, to tempt Intracom clients with lower rates), the economy is failing.

API is aware of the difficulties that Augustus-Hayes is having, but they are unsympathetic. In fact, API has begun structuring a deal with Intracom for vessels on which it will foreclose when the Augustan economy finally crashes and Andrium loans go unpaid. API's primary goal is to squeeze as much capital as possible from the Augustans before the crash, when some other House (almost certainly House Moskava) offers to support the Augustans in return for possession.

Recently, at the ninth Emergency Meeting of the Ministry of Finance (The meetings have been called monthly since the trade crisis reached disaster proportions.), a prospect for stimulating trade surfaced. An emissary from house Carlisle attended the meeting and announce that Carlisle was planning to set up two frontier outposts in the Alioth system. The emissary promised a trade agreement with the Augustans at generous rates. The Augustan government quickly requested a loan of Andrium from API in return for a share of the profits from the agreement with Carlisle; API agreed, but on outrageous terms: 50% of gross profits plus payment for the requested Andrium within 3 years.

at 30% interest! On these terms, the Augustans would barely break even, but they agreed, hoping that a deal with Carlisle would bring in more clients. At the present time, the Augustans are caught in a vicious cycle. To improve the trade situation, they need Andrium at tolerable prices, but to receive these prices, they must show API that their economy has stabilized by improving trade.



3.5 THE MINISTRY OF FINANCE

The Ministry of Finance is a branch of the Augustus-Hayes government. The Ministry is located in the city of Chrystall, capital of Hircadus, the MagnaState of Aurthion. It consists of forty members who serve an eight-year term. The ministers are appointed by the head of the executive branch (in this case, Count Brandon), but typically the Count allows a few of his trusted members to line up new prospects; he simply signs the papers. The Head Minister of the MOF is also the Chief Consul to the Count. The Chief Consul replaces the Count in the event of his assassination, disappearance, etc. Therefore, MOF decisions typically correspond to those made by the Count. Meetings are normally held semi-annually, but during the trade crisis, the MOF has convened monthly. In each meeting, the floor is open to suggestions for improving the trade situation, and the media is strictly forbidden from the Ministry Chamber. (though leaks often occur) The MOF is responsible for negotiating with API for Andrium prices, and it hires sales agencies (typically GalacTrade, one of Augustus-Hayes' most wealthy corporations) to find clients. The two important members of the MOF relevant to this module are Head Minister Hurd Auralf and Minister Qeno Naghura.

3.51 HURD AURALF

Hurd Auralf is a die-hard conservative who believes that money is power. His position is certainly strong evidence for this maxim, since he is reputed to be both the wealthiest and most powerful Augustan. Auralf has few close friends, and his best is certainly Count Brandon. Their friendship is probably the only factor which has prevented Brandon's 'disappearance', though even this security may be jeopardized by Brandon's policy during the Trade Crisis. The Augustan media has only served to increase the tension between the two. Auralf is also known to employ several operatives who have helped him attain his financial and political success.

The Head Minister is rather short (1.7 m) and broad (91 kg), and though he is fifty-five, he has the stressed appearance of a somewhat older man. He is always abreast of the latest in conservative Augustan fashion, though he is hardly a socialite. In fact, of the many high-ranking officials in the Augustan government, he maintains the lowest profile. He is known for a very short temper with members of the press (with whom, some theorize, his operatives occasionally 'become acquainted').

3.52 QENO NAGHURA

A Devonian by birth, Naghura moved to Aurthion to find a better position in a less competitive environment. Naghura is a true financial genius, and only through his great wealth and near-flawless record of economic prediction did he achieve an appointment to the MOF, whose members generally earn their positions through nepotism, bribery, blackmail or executive pressure. Naghura is the youngest member of the MOF, and he is also the most ambitious. He hopes that he can earn a reputation in Aurthion which will allow him to return to Devon as a sought-after commodity. Naghura is idealistic and supportive of reformative economic policies, so he despises the conservative practices of the MOF under Hurd Auralf. Arguments between Auralf and Naghura are not uncommon when controversial motions are introduced. Only Naghura's accomplishments for the Augustan economy have prevented the Head Minister from arranging for his disappearance.

Naghura is tall (1.9m) and thin (85kg) and accents a dark, handsome face with a goatee. He is often seen at Aurthion's most expensive clubs, and he loves travelling the planet in search of financial opportunities. Naghura's interest in sports is well known, and it rumored that he is an accomplished forcehoops player (though at thirty-eight, he is certainly not professional caliber).

Naghura is open and friendly, and he strives to maintain a good public image; he obtains more favorable press coverage than all of the other Ministers combined. This image has also contributed somewhat to Auralf's patience with him.

3.6 THE CHURG OPTION: DURANDRIUM

Three weeks ago the Ministry of Finance received a TBD message from Korulg, a small moon orbiting Phi Lupetus V in the Churg home system (Phi Lupetus [-29X - 53Y - 57Z]). The message contained details of the discovery of a new mineral: Durandrium. Durandrium, the report claimed, was a form of andrium which does not decay and could therefore be stored *permanently* on a spacegoing vessel. The report did not include details concerning the quantity of Durandrium, but it concluded with an invitation to attend a hearing on Korulg to determine who would be allowed to purchase some of the mineral. The report also gave a warning: "The secrecy of our discovery is essential. The presence of any uninvited bidders at the hearing will obviate the sale." The message arrived just two days before the thirteenth emergency meeting of the MOF and was added to the meeting agenda. Though the discovery, if valid, would help the Augustans ensure an adequate core fleet of trading vessels and help stabilize the economy, pre-meeting rumors suggested that Auralf had already dismissed the message as one of an endless stream of hoaxes which began when the trade crisis reached disaster proportions. Still, some MOF Ministers, Qeno Naghura in particular, were determined to approve sending an envoy to Korulg.

3.61 THE MOF JUDGEMENT

At the emergency meeting, Hurd Auralf tried to quickly dismiss the message and move on to other business, but his plan met with argument from Naghura. Unfortunately, Naghura's temper led to a three-month suspension and reprimand by Auralf in front of the entire Ministry. For once, Naghura was glad that the press was not present. The Ministry voted in favor of dismissing the message, and Naghura was roughly expelled from the meeting. However, Auralf's reprimand was not strong enough to change Naghura's view that the message was worth further investigation...

3.62 API

Unbeknownst to the Augustans, a duplicate Churg invitation was placed on Elayne Sysla's (Research and Development Director for API) desk only two days after the Augustans received the message. API's attitude concerning such discoveries is much different than that of the Augustans. API can easily spare the manpower and expense for an investigation of a mineral which threatens their livelihood. In fact, the only question that Sysla had to deal with was whether she should order a legitimate purchase attempt or a hostile acquisition.

4.0

ADVENTURE: JOURNEY TO KORULG

The PCs must help Minister Qeno Naghura by attending the hearing on Korulg to obtain a contract for the Durandrium. However, they will have some difficulty leaving Aurthion, as Hurd Auralf's men will be watching Naghura closely. The adventure, most suitable for somewhat experienced (levels 4-7) characters of any profession, involves a meeting at a Null-Grav Forcehoops game, a chase to the Conord Spaceport, a probable firefight at the takeoff site as the PC's try to cover Qeno Naghura's escape from Chrystall, and a journey to Korulg on the hyperspace-capable Altyrion 7.

4.1

BACKGROUND DATA

Soon after his suspension from the Ministry of Finance, Qeno Naghura contacted his pilot friend Ajakk Althrus (See Section 4.21). As a partial elmonit account freeze (which generally disallows exit from Chrystall) always accompanies an MOF suspension, Naghura has a standing policy with Althrus: in emergencies, Althrus will release funds that he holds (in his own name) for Naghura. Despite the warnings of the Head Minister, Naghura wants to finance a mission to attend the hearing on Korulg. Ajakk will help Naghura by releasing the monits and by using some rather shady contacts to find prospects for the voyage. Further, Althrus will pilot the voyage with his own ship, the Altyrion 7.

Naghura has two tasks in mind for those who would undertake the journey to Korulg. First, he needs help leaving Chrystall in case Hurd Auralf discovers his part in the mission. Second, he seeks ambitious, intelligent adventurers of various backgrounds to attend the Korulg hearing. He plans to send a hand-picked GalacTrade broker ('Link' Janus, see Section 4.24) on the mission as well in case the Churg agree to negotiate a deal. Unbeknownst to Naghura, Hurd Auralf is monitoring his activities quite closely and has made plans of his own.

Her decision was to send an armed survey vessel (see Section 5.23) to investigate and purchase if possible, for though use of force would have been less costly, the mention of multiple bidders suggested that such action might meet resistance (not to mention an annoying reprimand from the GCH). Sysla also decided to recruit the aid of the ISI (for personnel, the survey vessel, and scientific support) and the IID (which would try to prevent knowledge of the discovery from leaking and determine who else received an invitation to the hearing).

As soon as the thirteenth emergency meeting of the MOF concluded, Head Minister Auralf met with Naph Oslia, his Chief Operative (read: enforcer). Auralf instructed Oslia to watch Naghura closely, and he pointed out that any meetings between Naghura and Ajakk Althrus, Naghura's flamboyant pilot friend, should be reported immediately. The Head Minister suspects that Naghura will defy the reprimand and attempt to attend the meeting on Korulg himself, using Althrus for transportation. Auralf does not expect outside help (i.e., from the PCs), but if his operatives report contact between Naghura and suspicious characters (i.e., persons who are neither known friends of Naghura's nor native, well-to-do Augustans), he will instruct Oslia to take action (read: terminate). Though Naghura has behaved relatively well since his suspension, Auralf has not loosened his surveillance; he still has operatives watching both Naghura and Althrus, though he is not yet aware of any contact between Naghura and Link Janus (GalacTrade's Corporate Security Branch has earned province-wide renown for its ability to keep communication between GalacTrade agents and clients secret – excepting occasional leaks which, many suspect, are strategically placed so as to boost the corporate reputation, e.g., the House Carlisle Shipping Contract).

4.2

THE NPCs

The following NPCs might support or undermine the characters' mission. See Section 4.4 for further information.

4.21 AJAKK ALTHRUS: HYPERDRIVE FOR HIRE

Ajakk Althrus possesses all of Qeno Naghura's energy and love for night life, but he lacks the elegance that comes with upper class Devonian breeding. Still, the two are close friends, and Althrus has Naghura to thank for countless rescues from irate nightclub owners and SentriNet agents (See Section 4.31). Althrus is a veteran of the Starions, and after he soon missed space travel so badly that he liquidated all of his valuables and went deep into debt in order to purchase his own vessel, which he named after Alpha Virginis VI, the spectacular gas giant Altyrion. Since acquiring this first vessel, Ajakk has traded, sold and lost vessels such that his present ship is called the Altyrion 7. (See Section 4.34) Althrus is not a typical Augustan physically; he is short (1.6m) and wiry (60kg) and is an excellent fighter. His high, youthful voice masks his forty-six Terran years, and in fact, he generally associates with much younger Augustans (Naghura often pokes fun at Althrus' choice of much younger feminine companions). Althrus is very friendly, but he is often harsh with passengers that are unused to space flight. When his boisterous manner stirs up trouble, Althrus demonstrates considerable skill in the martial arts, and, less frequently, a respectable proficiency with his needler pistol. His greatest personal accomplishment was the establishment of his own business, 'Hyperdrive for Hire.'

4.22 NAPH OSLIA: AURALF'S ENFORCER

When Hurd Auralf began looking for an exceptional operative to coordinate his security team, he hoped to find a professional, ruthlessly violent person who could maintain a low profile and whose psychological make-up favored obsession towards an end rather than ambition. In Naph Oslia, Auralf found an ideal candidate for the job. Oslia is truly a killer without conscience, and his only drawback with respect to efficiency is that he sometimes is too hasty in using violence. Still, while Oslia avoids drawing attention to himself (he purposely avoids dressing too fashionably, driving impressive vehicles, or associating with well-known individuals), he is still a feared man whose name is typically spoken in hushed whispers.

Oslia is sometimes seen with Hurd Auralf and occasionally serves as his bodyguard, but usually his coordination of Auralf's operatives dominates his time. Oslia supports the Church of Doomsayers through anonymous contribution, and he sometimes attends services of (and nearly always watches the holovids of) the Dead Hands, a strange cult of sadists who revere the art of assassination. The enforcer is of average height (1.71m), overweight (105kg), and he is quite weak physically. Despite these drawbacks, Oslia is a deadly opponent. He has surprisingly quick reflexes for his size, and his excellent vision (some say surgically enhanced) makes him a truly excellent shot with his Struptor Rifle (which he has named 'Tyrannus' and whose stun setting is virtually never used). Oslia is also dangerous with his force knife.

4.23 TEPO MADRI: CHIEF SYSTEMS TECH

As Chief Systems Tech of Hangar Three of the Conorad Spaceport in Chrystall, Tepo Madri is an extremely nervous individual. While he speaks, Madri constantly shoots nervous glances in several directions, and his voice (and sometimes hands) often shakes with nervous energy. However, those who meet Madri and worry about his capability to hold a laser cutter steady are relieved to notice that when he opens an access panel and begins working, he's as 'cool as a phyllirias'. *The phyllirias is a lizard which dwells in certain Augustan mountains and which hibernates in snow for 8 months of the year.* Madri does have one noticeable bad habit; he loves to involve himself in arguments regardless of how little their outcome relates to him personally. Madri has even been known to try to break up fights among his junior Techs and end up joining the melee. Still, Madri is rarely subjected to any serious disciplinary action for his misbehavior since his diagnostic skill is extraordinary. Of course, barring his tendency to argue, Madri would surely have been promoted to Chief Systems Tech sooner (he is presently fifty-one Terran years of age), but he is rather unambitious, like many Augustans, and is content to stay in a comfortable niche once he has settled there. Madri dreaded his promotion in a certain sense, for he knew of the stresses that would accompany it. Madri cuts an impressive figure (for an Augustan) at a height of 1.8m and weight of 100kg; he is always dressed in grease-smeared, heat resistant coveralls and is usually seen gesturing with a repair scanner and shouting at a junior tech.

In his younger days, Madri was a skilled wrestler (a popular sport in his home city, Jhyrrhanios), and he keeps a 12mm heavy pistol in a cabinet in his office (See Section 4.33.) for fights that become deadly.

4.24 LINK JANUS: GALACTRADE BROKER

One of the youngest of GalacTrade's brokers based out of Chrystall, Link Janus has achieved an excellent reputation for closing deals with a minimum of discussion. Janus earned the nickname 'Link' by closing countless deals via commlink, without any personal meeting with clients. When dealing with conservative, old-fashioned Augustan businessmen, this is a difficult task indeed. Link overcomes his clients' resistance with incredible enthusiasm and charisma (not to mention good looks); even using strong-arm sales tactics, he has made few enemies. He is obtaining some fame in Chrystall (and in all of Hircadus), and he is perhaps the only figure in the MagnaState who is thought to be even more ambitious than Qeno Naghura. Janus and Naghura are friends, having met in one of Chrystall's more expensive nightclubs, but the young broker feels threatened by Naghura's mammoth media image, and he secretly resents Naghura's great success. Still, Janus has agreed to work for Naghura on the Korulg mission, for he knows that a signed contract with the Churg for the rights to an exclusive, priceless scientific discovery will further his reputation immensely. Janus is somewhat worried about the danger of the mission, for combat is almost completely alien to him; he carries a MiniStunner for personal protection in the streets of Chrystall, but he has never used it on a living target. Janus is of average Augustan height (1.7m) and is slightly underweight (80 kg) due to his fast-paced lifestyle.

4.3 THE SETTINGS

The following section details various locations on Aurthion and includes the statistics for Ajaak Althrus' ship, the Altyrion 7..

4.31 THE CITY OF CHRYSTALL

The capital city of Hircadus, the MagnaState of Aurthion, Chrystall exemplifies the peak of Augustan technology. Further, Chrystall is the nerve center of Augustan business; two of Augustus-Hayes largest corporations, GalacTrade and Conorad, built their corporate headquarters in the capital. Chrystall is not quite on the level of the Imperial standard, but there are some rather impressive sites. In the parkports of

some of the large office buildings one will see some Grav Cars, many GEM cars, and an occasional Gravskooter for the more adventurous employees. Most of Chrystall's architecture is reminiscent of ancient Rome, though there is little authentic stone; most buildings include painted alloy columns and flights of simulated stone stairs made of polymers. Augustan corporations take great pride in their headquarters and facilities, and it is only this tendency which has kept architectural improvement alive during the crippling trade crisis. The following is a description of some of the interesting features of the city (See the map of the City of Chrystall on the next page for locations.).

CONORAD SPACEPORT

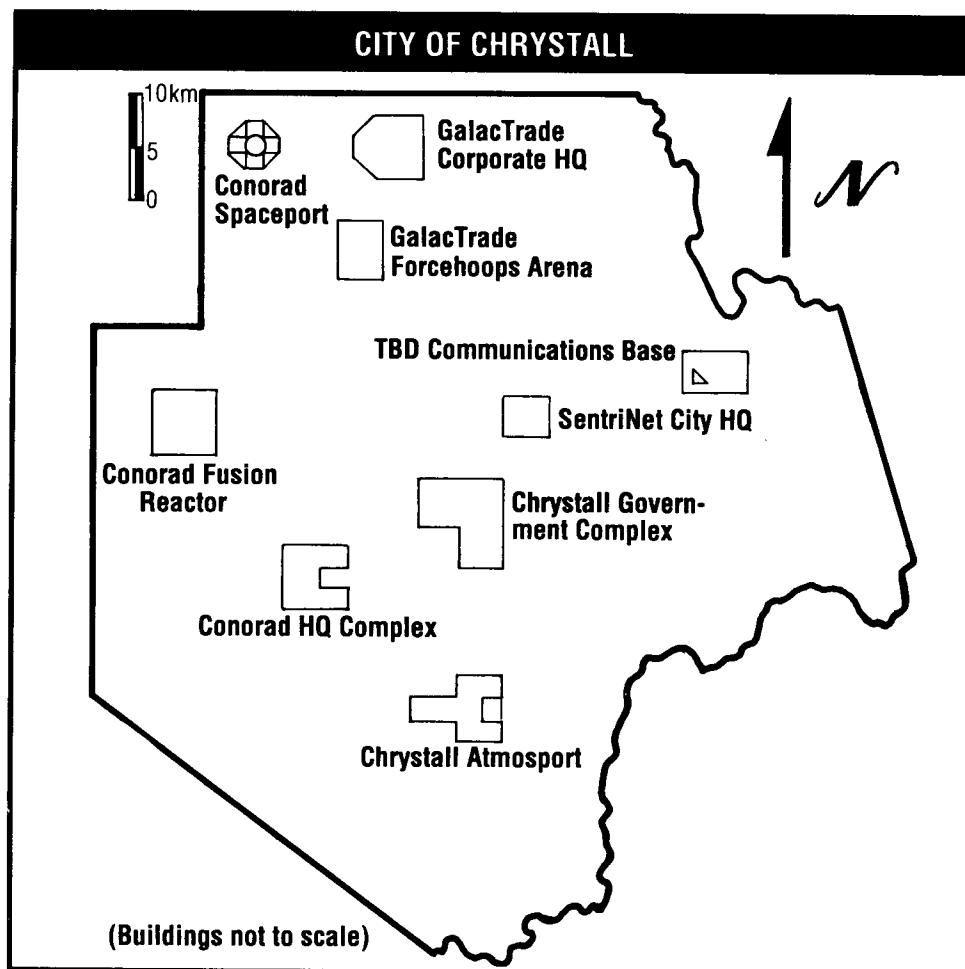
Of all of Chrystall's buildings, this structure incorporates the most recent technology. The spaceport was built in Imp. 436 using profits gained from the Conorad Fusion Reactor (which even presently maintains a power generation monopoly in the city). The spaceport was built after a takeover of the AurthiRad corporation by Sythanus Conor, an extremely wealthy Augustan investor. Further details are given in Section 4.33.

CONORAD FUSION REACTOR

The Conorad Fusion Reactor (formerly the AurthiRad Fusion Reactor), while far less impressive than more advanced Matter/Antimatter reactors, utilizes state-of-the-art fusion power system technology. Conorad has developed extremely efficient, cost-effective methods for generating fusion power instead of attempting to make an expensive (and probably premature) move to a more current (by Imperial standards) medium. The reactor building is old (built in Imp.322) and unattractive compared to Chrystall's more recent structures.

SENTRI NET CITY HEADQUARTERS

SentriNet is the city police force, and from its eight-story headquarters (This is very tall compared to most of Chrystall's buildings; the geologically active city does not easily support skyscrapers.), the Net, as Chrystall's citizens call it, dispatches patrols throughout the city. In the past, Augustans have not been given to crime, so SentriNet agents were often ridiculed for their mundane role in the city. However, this situation changed with the rise to popularity of the Doomsayers. Now Net agents are constantly dispatched to handle protests, break up rallies, and generally serve as a vehicle for Count Brandon's persecution of the strange cult. The SentriNet HQ was built in Imp. 411.



desire to have the influence that the Augustan religions wield in their stead.) The base is situated on a low mountain's peak (c. 1.8 km above sea level), and its four hundred-employee staff typically consists of c.13-15% Dia Khovaria, 85-87% Augustan, and 1-2% specialists from various provinces.

CHRYSTALL ATMOSPORT

All of Aurthion's atmosports, used strictly for atmospheric craft, are owned by the Augustan Government. Chrystall's atmosport is large by Aurthion's standards, but other cities boast more impressive facilities. Still, the atmosport boasts a staff of four hundred employees, and first class passengers whose flights are delayed are sometimes treated to tickets to the TrageSonics theater (See Section 3.3) that is located only four kilometers away. The atmosport was built in Imp. 370.

GALACTRADE CORPORATE HEADQUARTERS

This is the largest single building in Chrystall and boasts a staff of over two thousand employees. There is no direct access to the building by ground vehicles; employees and visitors must take a Grav Train from a massive parkport complex to the HQ, which sits among the rocky hills of northern Chrystall. The headquarters has an efficient complement of over two hundred security personnel. GalacTrade built its headquarters and formed in Imp. 366.

GALACTRADE FORCEHOOPS ARENA

For information concerning the GalacTrade Forcehoops Arena, see Section 4.32.

CONORAD HEADQUARTERS COMPLEX

This structure compares favorably with Conorad's unappealing fusion reactor, but it is not so impressive as the spaceport. The Complex (formerly Sythanus Conor Industries HQ) is built on the bank of a small lake in western Chrystall, and some employees travel to work in speed- or airboats from a massive employee cooperative complex on the opposite shore. The structure was built in Imp. 406.

CHRYSTALL GOVERNMENT COMPLEX

This complex contains the Ministry of Finance Building, the Ministry of Defense Building, and the Atrium, a massive, simulated-open-air structure of Romanesque design – this building is Count Brandon's office and is the official headquarters of the Executive Branch. The Government Complex also contains the Hall of Ministries, which houses several minor Ministries, such as the Ministry of the Interior, the Ministry of Resources, etc. The Complex is the oldest major structure in Chrystall and dates to Imp. 291, at the height of the Jaad Fynulthrus (See Section 3.1.).

TBD COMMUNICATIONS BASE

This base is primarily manned by Dia Khovaria-monitored Augustans and was built in Imp. 367. (The Dia Khovaria here are typically disgusted with the multitude of Augustan religions – not for any spiritual reasons, of course, but rather, from the



CORPORATE READOUT

GalacTrade

Nature of Business: GalacTrade provides a brokerage service for governments that are seeking clients for the export of products and/or services. GalacTrade receives a commission (usually 10-15%) from trade contracts between their employers and buyers.

Market/Cienteles: House Augustus-Hayes, the Churg HomeWorld (Phi lupetus III), other nearby governments

HQ Location: Aurthion (Alpha Virginis IV)

Gross Income: 21 Trillion E./yr

Secondary Interests: Acquires real estate as an investor in several provinces. Seeks to raise Augustus-Hayes' technological level.

Covert Activities/Interests: Occasionally fixes games at the GalacTrade Forcehoops Arena.

DIVISIONS/BRANCHES

Division/branch Name/Emphasis	Location/Territory	Staff	Prod%
Corporate HQ	Alpha Virginis IV	450	40%
Investment Office	Alpha Virginis V	375	48%
Null-Grav Forcehoops Arena (Offers high-stakes, fixed gambling revenues)	Alpha Virginis IV	40	.007%

PRODUCTS/SERVICES

Product/Service	Cost	Product/Service	Cost
Securing sales contract	Varies		
Advertisement of available exports	Varies		
Forcehoops tickets	100 E.+		

BACKGROUND DATA

History: GalacTrade formed from a merger of several Augustan trade brokerage firms in Imp. 270. This corporation has expanded to multi-province brokerage, and its revenues have increased steadily since its creation.

Reputation/Manner: GalacTrade has earned an excellent reputation for its ability to sell virtually any product, and GalacTrade brokers are renowned for their motivation, persistence, and high-pressure sales tactics.

Allies/Affiliates: Augustus-Hayes has been a faithful client for its shipping business since Imp. 274.

Enemies/Competitors: Intracom, other trade organizations

Security Rating: 4

Comp Security Rating: 8

Comp Languages: Tablet, CMT Scram, others

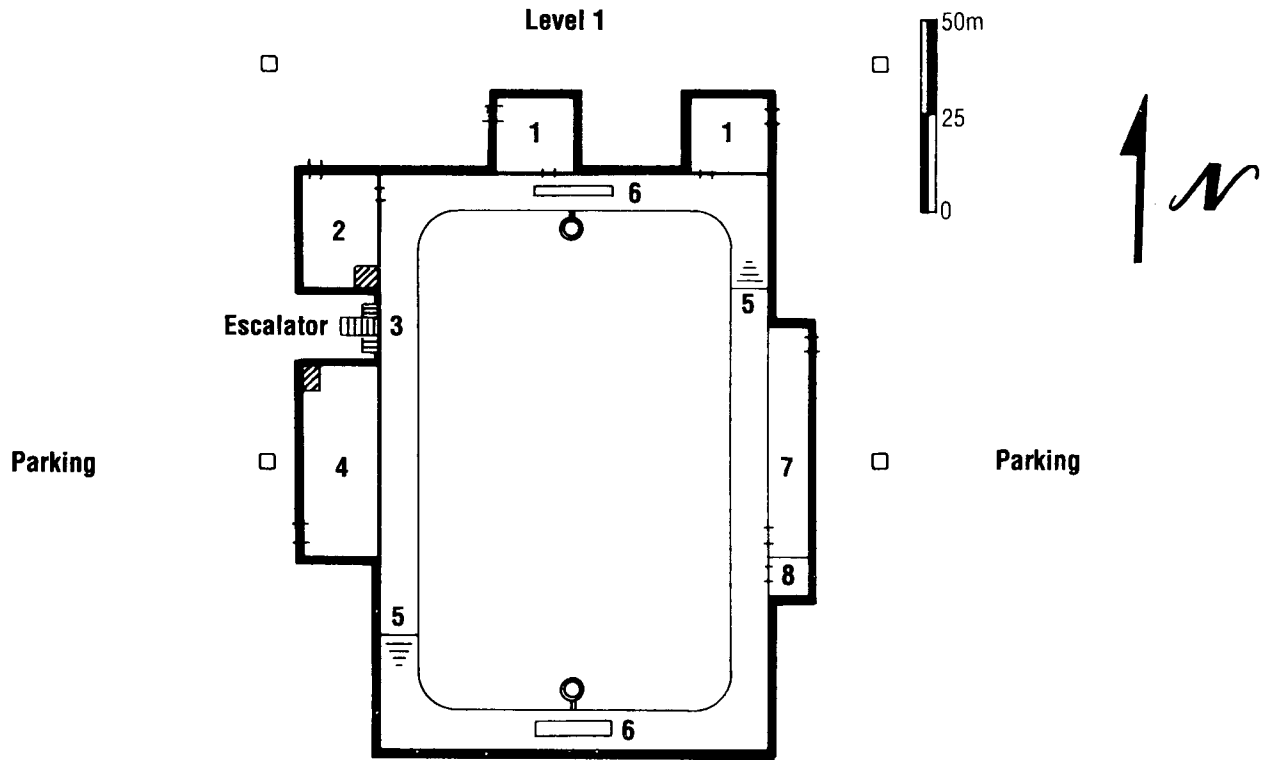
IMPORTANT PERSONS

Name	Postion/Title	Notes
Sahl Tharaan	President	Conservative; friends in Augustus-Hayes M.O.F.
Mathias Kale	Chief Broker/VP	Flamboyant socialite-avid Forcehoops fan
Shala Rhameus	Director of New Accounts	Limitless energy; discovered many new markets
Daive Darial	Investment Coordinator	Financial Wizard - radical financial theories
		have netted huge profits for his office

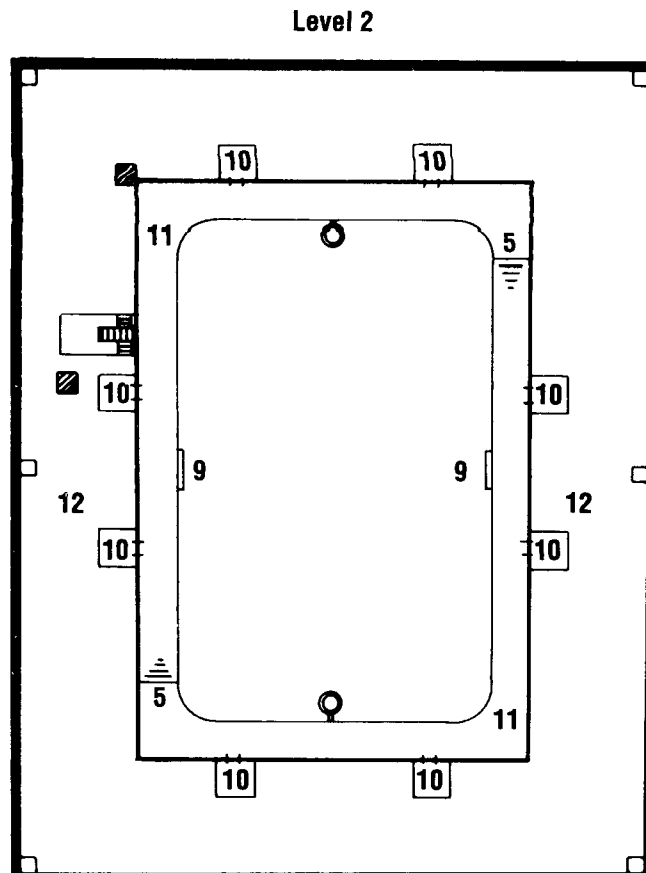
ADDITIONAL NOTES

GalacTrade is known for occasional expensive publicity stunts.

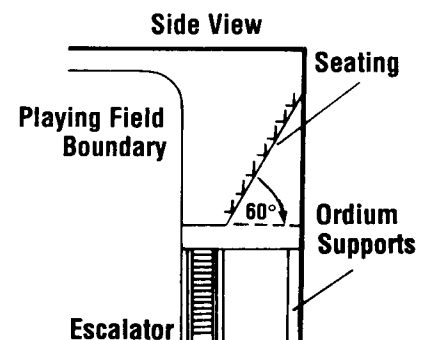
GALACTRADE FORCEHOOPS ARENA



Ordium Supports for Second Level



Note: The floor of the second level is located at the vertical center of the arena. The floor of the seating section slopes up at 60° to allow spectators a complete view of the arena.



4.32 THE GALACTRADE FORCEHOOPS ARENA

In an effort to stimulate business and improve its public image, GalacTrade built its null-grav Forcehoops arena in Chrystall in Imp.464. The arena's construction met more with approval than rejection, though some complained that it was merely an attempt to emulate the Inner Provinces' (with whom GalacTrade sometimes does business) ultramodern cities. Most viewed the arena as a welcome change in an otherwise lackluster city. During the time period of this module, each Substate of Aurthion sends a Forcehoops team to compete in the GalacTrade Arena, and citizens of Aurthion are typically quite loyal (and willing to argue or even fight for) the team from their home Substate. The Arena is located in the northwest corner of Chrystall, approximately three km southwest of the GalacTrade Corporate Headquarters.

The typical Forcehoops spectator is an upper middle class citizen of Chrystall, though some travel from other Substates to witness finals or a Season Championship. There are two separate seasons, in the fall and spring, and each consists of eighty games, a variable number of exhibition games, plus eight quarterfinals, four semifinals, two finals, and one Championship. Members of the champion team inevitably gain province-wide recognition and considerable wealth from endorsements (particularly for GalacTrade).

Tickets for a Forcehoops game cost one hundred Augustan Monits. Tickets for the Finals or for the Championship cost one thousand monits – if you can find them. All season tickets for the games are sold out three years in advance. GalacTrade will not allow a longer sellout period, for this would prevent obtaining profits from ticket price increases. GalacTrade also reserves one thousand seats for tickets bought at the door, and scalpers are common (On some occasions, firefights have broken out between scalpers trying to improve their place in the long lines at the door. Since the onset of the trade crisis, demand for tickets has decreased (Scalper prices have fallen to merely 200-300% of the door price.), but season tickets still sell out.

THE ARENA LAYOUT

The following is the key for the layout of the arena. Note that mentions in the key of various employees' locations is based on the situation immediately preceding, during, and after a game. The GM should alter the key as necessary if the Arena is encountered at another time. In accordance with official Forcehoops rules, the playing area is 130 m long by 80 m wide by 40 m high, and the hoops are in the vertical

center of the court at both ends. Players may score from above or beneath the hoops. Two referees are in the null-grav playing area at all times. The arena is surrounded by parking facilities for all manner of ground vehicles; aircraft must use landing pads and shuttle GEM Cars approximately 1.5 km distant. A three-sided escalator is situated above the ticket window, which at game time, will be mobbed by last-minute buyers (more often from scalpers than the window, which will normally have sold out by game time). The escalator allows entry to the second level of seating. The second level is basically a platform which surrounds the playing court (supported by ordium columns at the four corners and in the center of two sides of the platform) and includes a cut-out for the escalator.

LEVEL ONE

1. Locker Rooms. These facilities include showers, toilets, lockers, a holovid projector for halftime coaching, and the latest in saunas, massage tables, and other therapeutic equipment. The room on the corner of the arena is for opposing teams, and the other is for the home team. The locker rooms have an underground level which allow access to the null-grav court via hatchways on the floor of the court. At least one physician stays in or near the locker rooms during the game for quick access to the court. Each locker room has two doors.

2. Equipment Room. This room contains spare sporting equipment, including pads, balls, practice equipment, grav belts, ankle and wrist bands, and several medkits. The room has a lift for access to the second level and a maintenance/cleaning bot that makes minor repairs, cleans the arena and seats of debris, and checks equipment for damage. The room has two doors and is rarely occupied (10% chance) at any point during game time by the Equipment Supervisor or his employees.

3. Level One Walkway This walkway is ten meters wide and surrounds the court. This is where the coaches and inactive players congregate; spectators, excluding the press and certain citizens with considerable 'pull', are not allowed on the first Level. The home team is located on the front (escalator) side of the Arena.

4. Concession. This stand dispenses refreshments of various sorts at a window facing the parking area, and it also has a small kitchen which produces refreshments for vendors to sell on the Second Level. The stand has a lift to allow these vendors easy access to Level Two.

5. Stairs. These stairs serve as a method for coaches, maintenance employees, and other Arena staff to travel quickly (though the 23m climb is tiring) between the two levels. Spectators and the press are not allowed to use the stairs, though an exhausted reporters are sometimes seen charging up to improve their view of a penalty shot.

6. Referee Table. Three referees sit at each of these tables behind multi-view monitors. Each call that is made by an on-court referee must be unanimously verified by the referees on the side that the call was made to remain valid. Further, substitutions must reach this table before a new player enters the playing area. One referee delivers a commentary of the game's action.

7. Grav Field Machinery. This section, which extends 20m underground, contains the machinery that generates the null-grav field in the arena. The section has two maintenance entrances which allow Techs to access small service crawlways (room for one person at a time).

8. Grav Field Computer. This room contains the computers that monitor and control the Grav Field in the Arena. This room is always occupied by an armed Computer Tech (In the past, some parties – presumably gamblers – have attempted to coerce Techs monitoring the field to into altering it slightly at certain key moments to give one team an advantage. Now the Tech is always issued a 5mm Lt MP to dissuade such attempts. Further, GalacTrade Security Agents watch the Tech via hidden camera in case he decides to tamper with the field himself.).

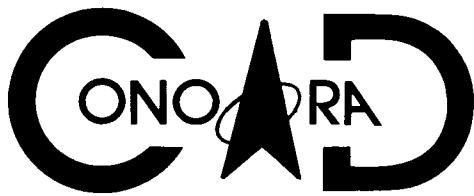
LEVEL TWO

9. ScoreScreens. These screens display the score, period of play, and information concerning penalties and injuries. Further, the screens display various advertisements (another of GalacTrade's deals) throughout the game.

10. Restrooms. Each of these sections, situated in the stands, has facilities for both male and female humanoids. The walls of the restrooms are plastered with advertisements, and the game commentary from the referee tables is piped in.

11. Level Two Walkway. This walkway is made of a clear polymer so that spectators' view will not be obstructed. It surrounds the playing field.

12. Stands. The stands slope upwards at sixty degrees and hold seating for 20,000. The seats are fully adjustable, padded, and quite comfortable. Each has a folding mini-table for refreshments.



4.33 CONORAD SPACEPORT

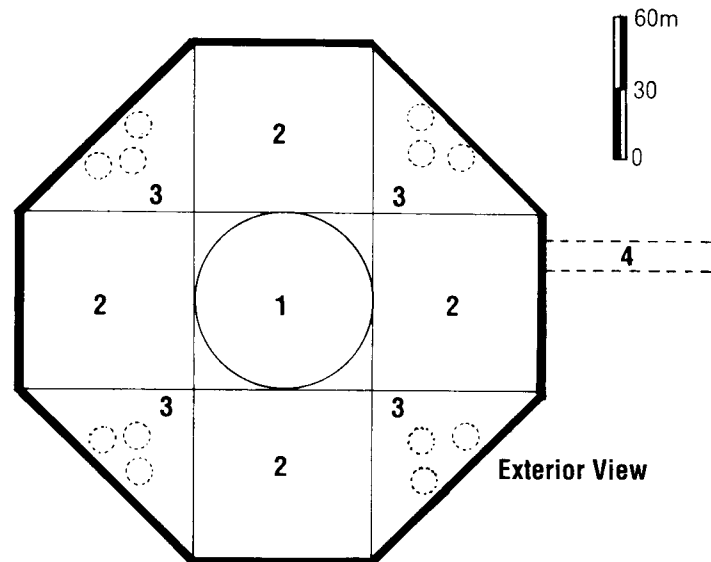
Only three months after Sythanus Conor Industries absorbed the failing AurthiRad Corporation, Conor arranged for the construction of a spaceport that would make Chrystall's other buildings seem primitive and obsolete. The Conorad Spaceport is certainly impressive, but it is somewhat small by Imperial standards (see layout). The port has facilities for most landing-capable spacecraft; there are three 15 km runways for non-VTOL (Vertical TakeOff and Landing) vehicles and twelve landing pads for other spacecraft. The most advanced feature of the spaceport is its repair facilities; Conorad imported the latest in diagnostic computer technology from Devon Electronics, and many of the station's Repair Techs were paid to leave other provinces and work for Conorad. The result of these efforts is evident when one speaks with many of the port's satisfied clients. Of course the repair services are rather expensive – especially since the trade crisis reached critical proportions. Further, Andrium is distributed on a ration basis only – at a price of 110,000 IE/unit! Fissionables are less expensive at 9,000 IE/m³. Following is a key to the Conorad Spaceport layout.

EXTERIOR VIEW

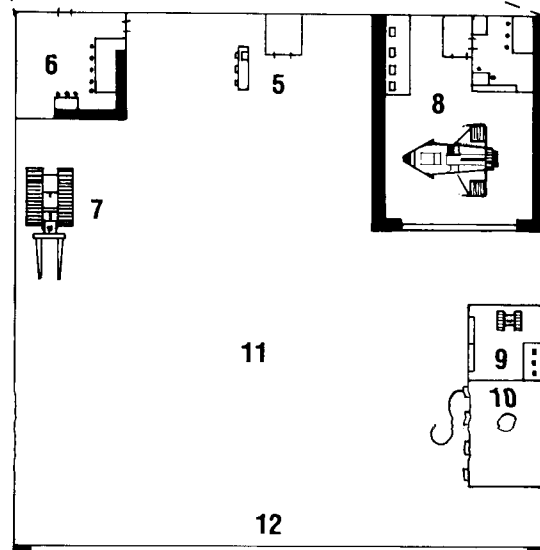
1. Control Tower. This section contains computers and personnel involved in directing atmospheric flight of spacecraft approaching and leaving the spaceport. The circular tower features a massive plexiglass window that allows 360° vision of the landing pads and runways. During peak operation, the tower contains at least sixty employees. The control tower sits atop the Main Section, which contains baggage, receiving, and entertainment areas.

2. Hangars. These hangars contain repair facilities and provide storage for crafts whose owners are willing to pay to keep their vehicles protected from the elements. The Hangars have numbers on the top, doors and sides that indicate their respective numbers. They are numbered as follows: North: 1, East: 2, South: 3, West: 4.

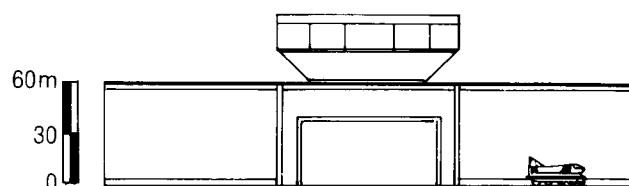
CONORAD SPACEPORT



Exterior View



Inside Hangar View



Side View of Spaceport

Runways extend from hangars 1, 3, and 4.

3. Landing/Launch Pads. In each of these four paved, triangular sections there are three circular landing pads. The triangular sections also have room for storage of some spacecraft and ground vehicles for moving ships, cargo, and fuel. The area is usually cluttered with these ground vehicles, mobile scaffolds, and guidance bots, which direct pilots and passengers from the pads to the Main Section.

4. Parkport Shuttle. This underground tunnel runs from the main section, beneath Hangar 2, to a parkport located 200 m east. Two Grav Shuttles transport employees and passengers to the spaceport from the parkport in just a few seconds. Information concerning incoming and outgoing flights is broadcast throughout the four-section shuttles. Each shuttle section can be sealed via a master control in the front section in case of emergency.

HANGAR INTERIOR

5. Reception. Two Spaceport receptionists and one sentry (treat as lvl 1 Armsman) sit at this table. A receptionist asks those who enter the Hangar area to stand in front of the Security Scanner for a moment as a safety measure, and those who refuse will be ask to return to the Main Section (See Section 4.43) with the sentry. Further resistance will cause the guard to draw his struptor pistol (He will use the stun setting unless he sees a lethal weapon in the offender's possession.). The Security Scanner is quite efficient, and it will probably (Routine (+30) SM) detect concealed weaponry. Further, personnel must present their IdentDisk so that the receptionists can verify their reservations (this includes all pilots, crew, and passengers).

6. Chief Systems Tech's Office. This is Tepo Madri's office (only in Hangar 3). It contains several computer terminals, as well as a video monitor which allows Madri to keep track of repair tasks (He rarely uses this, as he prefers to be 'out on the deck.'). Madri keeps a loaded 12mm heavy pistol in the back of a printer paper cabinet, and he will try to get to it if there is trouble at the Reception Desk. The office has its on entrance to the Main Section.

7. Ground Vehicles. There are several large vehicles used for moving spacecraft here, including cranes, GravLifters, etc. At least one these vehicles is typically being used at any time; each vehicle's controls are quite complex (Hard (-10) to operate for those unfamiliar with these specific vehicles).

8. Repair Area. This room has a huge steel door that slides into the floor and has room for one small spacecraft. The room contains a lavatory, a large desk with video monitors, and a separate office which houses terminals for the station's impressive (generally allows +10 bonus to all repair rolls) diagnostic repair computer. There are several repair scanners, and tools are scattered throughout the section. At least six Techs are in this area at all times.

9. Robot Storage. This room houses six repair bots (though at least 4 are typically being used during busy periods). There is also a Mark 10 robot repair computer here.

10. Fuel Storage. Four hoses extend from this hulking machine that controls fuel flow from huge underground storage tanks. The fuel tanks contain Andrium, fissionables, petroleum (for lubrication of machinery), and gasoline for some ground vehicles. All dispensing of fuel must be approved by the Chief Systems Tech, who is familiar with ration procedures. Attempting to bribe the

Chief Systems Tech to disobey ration orders is a very serious crime with penalties ranging from confiscation of spacecraft to execution. Any attempt by unauthorized personnel to dispense fuel (the machine will not allow removal of fuel until the Chief System Tech's IdentDisk is inserted or if an *Absurd* (-70) ElecT roll is successful) will trigger an alarm, and the sentry at the Reception Desk (if not several Techs as well) will alert Spaceport Security in the Main Section.

11. Vehicle Storage. This area always contains several spacecraft, and in Hangar 3, the Altyrion 7 is close to the Hangar Door. Wheeled craft are generally stored closest to the Door, since it is easier to move them out of the way of other vehicles. Pilots, passengers, and crew are not normally permitted to reside in their craft while they are in the Spaceport, though some exceptions apply (On some occasions, aliens for whom the Station has no adequate facilities are allowed to stay in their vehicles, but a special guard is always placed on the craft.).

12. Hangar Door. This massive door slides into the floor of the hangar, and it is open during busy hours. The door is an impressive 60 m tall and takes five minutes to completely recede into the floor. The computer control for the door is located in the Chief Systems Tech's Office, and those without proper clearance must make a *Very Hard* (-20) ElecT or CompT roll to activate the door mechanism. If this roll fails, an alarm will be triggered, bringing Sentries from the Main Section (See Section 4.43.).

4.34 THE ALTYRION 7

Following are the statistics for Ajaak Althrus' ship. The stats are compatible with *Star Strike*.

THE ALTYRION 7

Name	Altyrion 7	CAT	23	Sub. Drive Rating	17	Sensor Rating	4	Screen Rating	1
Class	Explorer	Armor Quality ...	—	MSA	135	Sensor Bonus	+20	Screen Bonus	+5
Cost	c. 19,000,000	Armor Belt	+5	MTs	14	EW Rating	7	Rad. Shield Rating	8
Mass	1,100	Hits	1,155	Trans. Drive Rating ...	5	EW Bonus	+35	Rad. Shield Bonus ..	+40
Armament/Mount/Location/HUD: 2 x Mk.10 Laser/Fixed/Front/+15									
Payload Pallets: 2 x Mk.10									
Tractor Beams: —									
Tactics	+64	Microfreq	Mk.10	Reactor Rating	56	Control Points	8	Cargo	91
Predict	+64	Tight Beam	—	Duration	10	Crew	3	Streamlined	Yes
Evade	+64	TBD	—	Andrium	40	Computer	80	Landing Gear	Yes
Fighter Bays: —									
Shuttle/Vehicle Bays: —									
Auxiliary Systems: —									
Notes: A modified Augustan Scouting Ship									

4.4 THE TASK

After the characters meet Ajakk Althrus, hear some sketchy details concerning a mission to the Phi Lupetus System, and (hopefully) meet his approval, Ajakk will inform them that they will meet their employer at the upcoming Forcehoops game. He will display front-row tickets to the event (which should impress any Augustan characters greatly) and explain that further information will be supplied by Qeno Naghura at the game. At the game, Naghura will explain that he has the following priorities in chronological order:

1. Lead anyone following Naghura away so that he can make his way safely to the Chrystall Atmosport where he has a flight for New Thrace (the location of Naghura's summer residence) reserved under an assumed name.
2. Meet Link Janus and Ajakk Althrus at the Conorad Spaceport and board the Altyrion 7 without undue commotion and without disclosing the intended destination.
3. Travel to Korulg (The 14.3 LY journey should only take about three days including the necessary N-space travel.) and escort Link Janus to the Hearing. The GM can have the PCs leave for Korulg any time within two weeks of the Hearing date, but a longer stay on Korulg would probably become extremely dangerous as API investigators attempt to eradicate competition. Note that if the GM plans to run the PCs in The Durandrium Debate (Section 5.0), then the responsibility for obtaining the Durandrium falls upon their shoulders, and Link's purpose will be to sign and validate contracts, etc. rather than to argue for the priceless mineral.
4. Return to Chrystall and notify Naghura of the outcome of the debate. If the mission is successful, Ajakk Althrus will arrange for Naghura's transport back to Chrystall.

Accomplishing these tasks will involve considerable danger; Hurd Auralf's operatives will harry the PCs constantly once they determine that the characters are involved with Naghura. Further, a conflict is likely between the PC's and API agents on Korulg. More detail on these difficulties is covered in section 4.43.

4.41 STARTING THE PLAYERS

The action of this adventure begins when one or all of the characters meet Ajakk Althrus, who is being watched closely by Hurd Auralf's operatives. The experienced pilot will recognize the character(s) as an adventurous type and will start a conversation along these lines, being careful to brag about various escapades in an effort to challenge the PC's ego. If the PC(s) responds favorably, Althrus will inform him or her that his old friend, Mr. Naghura (whose name will certainly arouse the curiosity of Augustan characters) is looking for personnel to make a journey to a nearby system and will explain the offer more thoroughly at an upcoming null-grav Forcehoops game. Althrus is looking for from four to seven people, and two must be Techs who are capable of helping him aboard the Altyrion 7. If less than four PCs meet with Althrus at first, he will ask if they have friends, business associates etc. who might be willing to undertake the assignment. If none of the PCs are Techs, Althrus will only hire up to five characters (he has room for five passengers plus Link Janus, who will also make the journey) and will find the two Techs on his own. The GM should generate two NPCs (or use the optional PCs) for this purpose if necessary. At the Forcehoops game, Naghura will carefully explain the requirements of the mission, including potential obstacles and rewards. After the game, the characters will follow Naghura's Grav Car with one that he supplies them, and the action begins.

As an option, the GM could have the PCs play the role of Hurd Auralf's operatives, led by Naph Oslia (who could, at the GM's option, be taken over by a PC), who must try to prevent Naghura's escape from Chrystall and keep Naghura's employees (particularly Link Janus) from reaching the Altyrion 7. Another possibility is to allow one or two PCs to act as Auralf plants who will try to ruin Naghura's plan at a key moment (e.g. start trouble at the Spaceport, sabotage the Altyrion 7, eliminate Link Janus).

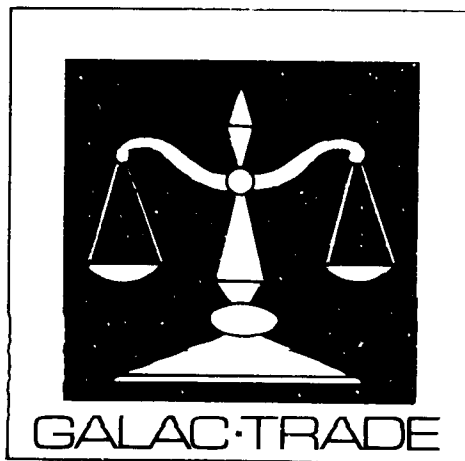
4.42 AIDS

Naghura will arrange for Ajakk Althrus to store weapons aboard the Altyrion 7 in hidden compartments a few days before the Forcehoops game between the Dythnogas Condors and the Hircadus Suns. Because Naghura's funds are somewhat limited, he cannot provide personal shields or armor, but he will offer the PCs environmental suits, and some of his own fashionable, expensive clothing for the Hearing if any of the PC's can comfortably wear it.

Ajakk Althrus will willingly fight at any point during the mission, for Naghura has done so on his behalf many times. Further, Althrus will be able to help get characters out of trouble at the Spaceport if any problems arise. (Althrus is an old friend of Tepo Madri's, and he may be able to convince him to ignore takeoff priority restrictions by succeeding in a *Light (+10) Diplo* roll.)

Tepo Madri could help if there is a firefight in Hangar 3 (See Section 4.43), and he may speak on the PCs' behalf if Spaceport Security sentries arrive and attempt to delay them.

Link Janus is likely to be more of an obstacle than an aid, for he is virtually useless in a fight (except perhaps for his considerable Public Speaking ability – 70 bonus – which might buy the PCs time) and will complain incessantly when he is uncomfortable. Still, the GalacTrade Broker is crucial to closing the deal for the Durandrium, and he will prove adept at covering social blunders the characters make on Korulg, for he speaks the Churg language fluently and is familiar with their customs.



4.43 OBSTACLES

As soon as the PCs leave the Forcehoops game behind Naghura, Naph Oslia and some of Hurd Auralf's operatives (the GM should determine the exact number of operatives, keeping the strength of the PCs in mind) will follow in a nondescript GEM Car. As the PCs near the Spaceport, Oslia will make his move, ordering his companions to fire on the PCs' car. He will fire at Naghura's car. Both cars are covered, so it is likely that the PCs and Naghura will survive the initial attack (The GM could assure this in the interest of continuing the adventure if he or she desires.) and be able to retaliate. Ideally, the players will engage Oslia's car while Naghura turns around and speeds south towards the Chrystall

Atmosport. If Oslia pursues Naghura, the PCs should follow and attempt to divert him. However, given that Naghura's sporty Grav Car can easily outrun Oslia's GEM Car, the enforcer will probably follow the PCs (whose 'loaner' is not significantly faster than the GEM Car). After the initial attack, Oslia will concentrate on his pursuit, ordering his driver to be careful of SentiNet vehicles and the other operatives to cease firing.

When the PCs reach the ParkPort for the Conorad facility, Oslia and his men will pursue them into the Shuttle tunnel. If the PCs' Grav Shuttle section is (nearly) empty, Oslia will draw his force knife, and the other operatives will use Martial Arts to overcome the characters. If any PC attempts to use a firearm, Oslia will produce Tyrannus (See Section 4.22) from beneath a heavy coat, and his men will employ their Blaster Pistols. If a firefight occurs, the Grav Shuttle conductor will seal off the individual sections, and 6-10 (D5+5) Spaceport Security sentries will be waiting for the Shuttle. The sentries will have LBA Reinforced Flak Armor (AT 8), Absorption Shields, and Assault Lasers (40 bonus). The entire Shuttle trip only takes about forty seconds (four rounds), so hopefully the characters can stall the operatives or hold them off in hand-to-hand combat until the Grav Shuttle doors open into the crowded reception area in the Main Section of the Spaceport, where Oslia will have to bide his time. Ajakk Althrus and Link Janus will be waiting for the PCs in this reception area and will escort them into Hangar three.

Oslia is familiar with the Hangar security procedures, and if the PC's head toward Althrus' ship, he will attack them, ordering one of his men (if any remain) to eliminate the sentry at the Reception Desk. The PCs should have little trouble at the Reception Desk, unless one of them has given a false identity (that is not supported by a false IdentDisk) to Althrus, who made reservations for the party. If the PCs survive this final assault, they can leave Chrystall safely (barring sabotage by a 'plant' PC). The GM is encouraged to keep the chase from the Forcehoops Arena to Hangar three as fast-paced as possible, leaving the PCs little time to make complicated plans. Further, if the PCs stall in the Hangar, Spaceport Security sentries will arrive to stop Oslia, and the Hangar Door will be closed as a precaution. Stalling might also give more of Hurd Auralf's operatives time to arrive.

4.44 REWARDS

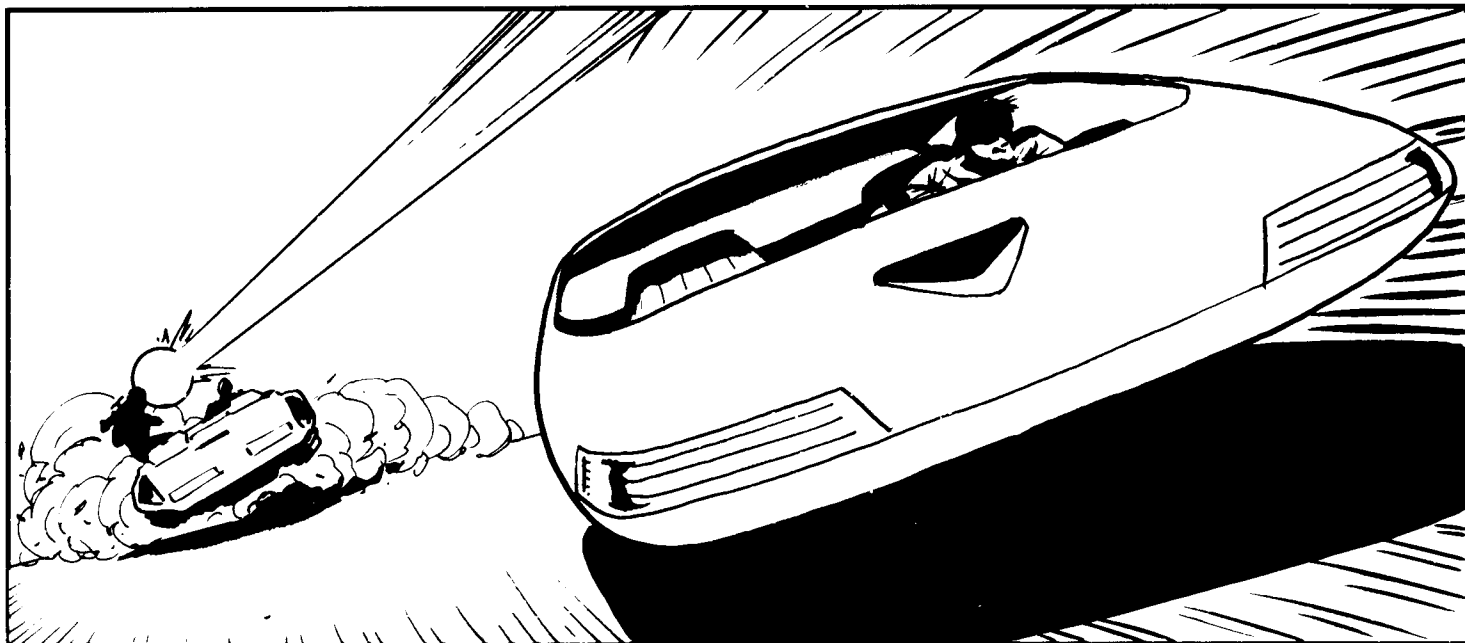
The reward offered for the first stage of the Korulg mission (reaching Korulg with Link Janus) is rather limited. Naghura will offer the characters 1000 Monits each if Link Janus attends the hearing, regardless of its outcome. If Janus is successful, each PC receives a bonus of 1500 Monits, payable at the end of Naghura's suspension from the Ministry of Finance. Naghura will also make a vague promise about using his influence for the PCs' benefit at some point in the future. If the players decide to take on the responsibility of debating for the Durandrium themselves, the potential rewards are much greater (See Section 5.44.). If any PC is killed in the course protecting Naghura, Janus, or Althrus, Naghura will offer to pay for any (reasonable, c. 2000 Monits or less) ceremony the character's relatives or friends desire.

4.5 ENCOUNTERS

The most important encounters in this adventure are detailed in Section 4.43, but others may occur. The following encounters might be useful if the GM feels that the PCs will not be sufficiently challenged by Hurd Auralf's operatives.

4.51 SENTRINET AGENTS

As the PCs are racing through the streets of Chrystall with Naph Oslia and company close behind (this should occur only a few seconds after Naghura breaks away from the characters in the and heads toward the Chrystall Atmosport), they notice a low-pitched droning as an unmarked black Grav Car pulls alongside their vehicle. Augustan characters will recognize this as a SentiNet patrol; the Agents will attempt to force the PCs to halt if they do not slow down. Meanwhile, Naph Oslia and his men will quickly conceal any weapons that are showing, and he will instruct his driver to turn the GEM Car in the direction of the Atmosport. This will leave the PCs with a difficult choice: avoid trouble with the SentiNet Agents by taking time to explain their hurry (and recklessness), or try to lose them and prevent Naph Oslia from catching Naghura's Grav Car. The SentiNet agents are likely to call in reinforcements if the PCs manage to slip away and will certainly do so if the PCs fire on the patrol car. As an option, the GM can have SentiNet agents 'paid off' by Hurd Auralf and harass the PCs with searches, arrests, etc. throughout the adventure.





4.52 DOOMSAYER FANATICS

These bizarre, orange (the predominant color in the Domsayers' version of Hell) robe-clad disciples of the End of Civilization can provide an obstacle (or perhaps an aid) at several points in the adventure. For example, the PCs' route to the Conord Spaceport takes them through a street crowded with Domsayers protesting the construction of an office complex. The fanatics hurl rocks and construction materials at the PCs' vehicle, shouting "clingers to worldly things, throw off your greed and prepare for the inevitable end!" Further, a fanatic could (25% chance)

throw himself in front of the PC's Grav Car, possibly causing a collision (An *Extremely Hard* (-30) VM/Driving roll will prevent the crash) and allowing Naph Oslia an excellent opportunity to strike. This encounter with the Domsayers might actually benefit the characters if they override their Grav Car's altitude governor (A *Sheer Folly* (-50) ElectT roll must succeed while the Car is in motion; otherwise the difficulty level is *Hard* (-10).) and slip over the crowd. Naph Oslia, who secretly supports the Domsayers, will order his driver to stop rather than plow through the crowd to pursue the characters. This will give the characters some time to prepare for Oslia at the

Spaceport (or if they prefer, a better chance to escape aboard the Altyrion 7 before Oslia can catch them). Note that the characters will not want to lose Oslia if very little time has passed since Naghura and the PCs separated, for Oslia might still catch the Minister before he reaches the Atmosport. The Domsayers might also serve as an interesting encounter outside the Force-hoops Arena (protesting the frivolity of the games) or in the PCs' section of a Spaceport Grav Shuttle (where Naph Oslia might avoid using his Struptor Rifle out of concern for his spiritual brethren, who will continuously ask for contributions to buy "proper garb for the Hellbound").

STATS FOR NPCs: JOURNEY TO KORULG

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Notes
Hurd Auralf	12	67	2(0)B	45MLAPI	105Admin	80Propog	Head Minister of Augustus-Hayes Ministry of Finance; hates Qeno Naghura
Qeno Naghura	8	50	1(10)A	55LasPI	95Advert	25AthlGam	Augustan Finance Minister; financing the mission to Korulg
Ajakk Althrus	7	75	5(10)	60NdIPI	45MA2St	75CbtPt	Pilot friend of Naghura's, owner of the Altyrion7; all other pilot skills at +45
Naph Oslia	8	100	1(25)A	110StrupRI	75FKnf	65Percpt	Armsman; Enforcer for Auralf; High DB due to +20 Adr Defense
Tepo Madri	9	60	5(0)	5012mmHPI	35MA2Sw	100MechT	Chief Systems Tech at Conord Spaceport
Link Janus	5	35	1(5)A	20MinStn	60Trade	55Diplo	GalacTrade broker
Auralf's Operatives	4	55	5(5)	50BlPI	40MA1St	35Stalk	Criminologists skilled at surveillance
SentriNet Agents	2	35	9(0)	35LasPI	20MA1Sw	25Drive	Police force of the City of Chrystall

A = Absorption shield

B = Barrier Shield

ADVENTURE: THE DURANDRIUM DEBATE

The PCs have reached Korulg, the small moon from which a Churg mining outpost reported the discovery of Durandrium, and they must try to convince the Churg to sell the extraordinary fuel to House Augustus-Hayes. Representatives of Andrium Producers for the Imperium will try to hinder the PCs via argumentation, sabotage, or direct attack. Further, the PCs will face a dangerous trip to the site where the Durandrium find occurred.

5.1

BACKGROUND DATA

The following section includes information about Churg customs and lifestyle, their HomeWorld, and Korulg.

5.11 THE KORULG FIND

After almost six months of mining for rather mundane (but valuable) metals, including gold, titanium, and some fissionables, Churg scientists at the Korulg mining outpost lab noticed a surprising increase in the percentage of radioactives in samples taken from a small valley in the moon's northern hemisphere. (The Churg operate one large, stationary mine and send Exploration Walkers with 50m drills out to sweep the moon's surface for signs of valuable deposits.) The Coordinator of the Korulg Mining Operations Center, Gorhud Zhamulg (See Section 5.21), decided that the anomaly deserved further investigation, so he ordered a team of Walkers sent to the valley. The walkers returned with good news: the valley contained a sizable deposit of Andrium! Zhamulg immediately prepared a report for his superiors on discovery, but before the report was complete, scientists at the outpost labs reported even more startling news: the Andrium showed no signs of decay! If the labs' data was legitimate, then the Churg discovery could revolutionize space flight.

It is not possible to store Andrium for extended periods; it becomes unstable after 100 days. However, Durandrium may be stored indefinitely, so anyone who managed to purchase a large quantity of the mineral could avoid dealing with API for years. Further, Durandrium would allow space voyages of incredible length. Since neither Andrium nor Durandrium takes up a significant amount of space, a vessel could store enough fuel to travel for years without refueling. Durandrium might save House Augustus-Hayes from API's cruel policies and allow longer, more efficient trade missions, thus providing a chance for economic recovery. Of course, the Augustan emissaries must first convince Gorhud Zhamulg of their need...

In their reply, Gorhud Zhamulg's superiors on Phi Lupetus III (Dhurg 'haa) instructed him to send a portion of the strange mineral to back to the HomeWorld for extensive tests (and hopefully, use) and to offer to sell the surplus Durandrium to a non-hostile neighbor (See Section 5.12 for information concerning Churg motivation for the sale.) The somewhat eccentric Coordinator decided to hold a debate to determine who would obtain purchasing rights, and he invited both House Augustus-Hayes and API to send representatives to Korulg for the occasion. Zhamulg hopes for a heated, stimulating debate, but like most Churg, he is disgusted with violence, and he will certainly decide against the party, if any, that starts a fight.

As Gorhud Zhamulg began preparations for the hearing on Korulg, Phyrat Morghan, a Research Acquisitions Agent for API (See Section 5.23), contacted the ISI to make a deal for the use of personnel and the 'Deneb,' a survey vessel. Under Elayne Sysla's direction (See Section 3.62) Morghan left for Korulg twelve days before the hearing; Sysla hoped that an early arrival would allow her hand-picked Imperial Intelligence operative, Serra Thiels (See Section 5.24), to discover the identity of API's rival(s) in the debate. Further, both Morghan and Thiels have orders to eliminate the competition if this can be done neatly.

5.12 RACIAL DESCRIPTION: THE CHURG

Homeworld: Phi Lupetus III "Dhurg 'haa"

Basic Type/Form: Humanoid III

Racial Statistics: As per Humanoid III, with the following changes: St -15, In +20, Em +5, Co -15, Me +70, Re +40.

Background Picks: 3

Racial Origin: Evolutionary descendants of humans that the Sianetic Harbringers modified as an experiment.

Political Structure: Oligarchy/Democracy. The Churg are firm believers that all members of their race are (basically) equal, so each Churg is allowed to vote at the age of maturity (30 Terran years). The Churg elect a two-hundred member Council that handles bureaucratic

matters and allocates funds, but most major decisions (e.g., whether to outlaw certain weapons, whether to attempt colonization of nearby planets, etc.) are put to a popular vote. As a result, changes in Churg society are very slow in coming, for the 75%-in-favor vote that is necessary to pass a new law or make an amendment is seldom seen.

Social Structure: Egalitarian. The Churg have extended families that are bilineal; i.e. a Churg family line is always traced through both parents. Interestingly, Churg family loyalty is almost non-existent, in that Churg generally support and associate with members of other families as much as members of their own. The Churg are quite irreligious; in Churg society, reason is always revered above belief. A Churg will almost never accept a claim without extensive argumentative support, and one who argues with a Churg should be very careful when quoting facts, for the Churg memory is virtually flawless.

Military: The Churg do not have a formal military as such, for they feel that the establishment of a military force would be tantamount to advocating violence. Still, many of the Churg's survey and research vessels are armed for protection, and these ships can be mustered to form a militia to fend off aggressors. Churg ground forces are similar in make-up – they are composed primarily of Churg who use weapons as a hobby or for sport. Though the Churg consider violence against sentients beneath them, they will fight if their way of life is threatened.

Language: The Churg use only one language, but this language involves various dialects for use in various situations. For example, when the Churg debate (their favorite recreation), they employ Jh'aanull, a dialect that was named after the Churg's most famous rhetorician, who established rules of debate in Prelmp. 8860. Other dialects exist for casual speech, speech concerning business matters, speech about history, etc. Most of the dialects are quite guttural and include extremely difficult pronunciations, such that very few outworlders have ever mastered the Churg language.

Currency: Churg monits are star-shaped titanium coins with etched writing on both sides. There are coins for five denominations: decimonits, monits, decamonits, hectomonits, and kilomonits.

Housing: The Churg typically live in huge, cooperative apartment complexes with central facilities for exercise (these are seldom used), dining, and recreation. Many of these cooperatives contain an auditorium and/or library.

Diet: The majority of Churg are vegetarians, due to a scarcity of animal life on Dhurg 'haa. There is a wide variety of fruit on the Churg HomeWorld, and certain types (particularly the Chij, a bitter fruit from a vine plant that supposedly promotes clear thinking) are regarded as 'brain-food' and are thus quite popular.

Worship: The Churg have only a few formal religions, and these are impotent vestiges of ancient dogmas that surfaced during the Universal Technological Recession. Still, some of the Churg's most famous philosophers and rhetoricians from history are virtually worshipped (and are often quoted to the letter) for their achievements.

Tech: Low Imperial Standard (-20) except with respect to social sciences, where the Churg are on a par with, if not at the forefront of, the Imperial Standard.

Media/Art: The Churg media tends to give a rather bland, straightforward view of current events on Dhurg 'haa, and little hype accompanies even the most important technological advances, economic news, etc. The Churg people are very adept at understanding and using psychology, and they are likely to see through the juvenile propaganda that the media of some societies offer. Artistically, the Churg favor drama and, of course debate. Debates are accompanied by complex ceremonies, and they receive extensive, if unexciting, media attention. Though the Churg are typically unmusical, their skill at poetry (and in fact virtually any pursuit involving the clever use of language, symbolism, etc.) is renowned.

Xeno Acceptance: *Light (+10)* The Churg are curious of and generally welcome outsiders, but they can often be rather harsh with less eloquent individuals.

The Churg are a highly intellectual race of beings that descend from the products of a Sianetic Harbringer experiment. They were designed to possess near-flawless memories and a highly ordered mind, with an extraordinary reasoning ability. The experiment succeeded in that the Churg do possess these remarkable qualities, but

with these benefits came some undesirable traits: the Churg are unambitious, and they are somewhat weak physically. The ability to remember even the most traumatic events has drastically affected the Churg personality. The Churg almost never take great risks, as they harbor fears that they will fail and be forced to remember the experience throughout their lives. The Churg sometimes avoid using new technology which might revolutionize their society, opting instead to sell the new find off to one of the Inner Provinces. Further, the Churg hate embarrassment, so they are always very proper and typically are introverted (sometimes to the point of being antisocial). In a certain sense the Churg's fears have strengthened them mentally, for they use intellectual pursuits as an outlet for their anxiety. Thus the Churg have made great leaps in the social sciences and humanities; they particularly love debating philosophic and scientific topics, and these debates are always accompanied by elaborate ceremonies that honor the debaters (winners and losers) for their effort to further knowledge. Some of the less sophisticated Churg disdain these lofty pursuits and choose mind alterants, including alcoholic drinks and drugs derived from various fruits (again, particularly the Chij, whose effects are reputedly the strongest), to temporarily forget their problems.

The Churg are unimpressive physically, averaging only 1.65m in height and 55kg in weight (For female Churg, the height average is the same, but weight is typically 5-8% less.). Visitors to Dhurg 'haa often underestimate the Churg's intelligence when they are faced with the natives' shyness, but unkind (or simply unintelligent) remarks are usually met with stinging, condescending replies, such as "You have the rhetoric of a phlunge" (The phlunge is a small invertebrate that dwells in some of Dhurg 'haa's swamps and makes horrible sucking noises as it moves.), or "You are a chug'chul 'aa" (the rhetoric dialect term for an intellectual infant). Further, the Churg do not tolerate improprieties at debates, and they will likely (unless the offender succeeds in a *Very Hard* (-20) Public Speaking roll) disqualify anyone who fails to strictly observe rules of etiquette.

5.2 THE NPCs

The NPCs are discussed here, but more information can be found in Section 5.4.

5.21 GORHUD ZHAMULG: MOC COORDINATOR

The Coordinator of the Mining Operations Center on Korulg is an eccentric individual even by Churg standards. Gorhud Zhamulg has served as an administrator of various geological projects, and in his thirty-six years of service to ThrynGalaag, the Churg's largest mining company, he has earned such titles as troublemaker, visionary, agitator and genius. Zhamulg possesses much more ambition than most Churg, though his goals are often peculiar and/or dangerous. The Coordinator is also suspected by some to possess telepathic abilities (See NPC stats), and this encourages his reputation for abnormality (The Churg do not trust telepaths, for in a society where persuasion through deftness of speech is esteemed, psychic powers are viewed as unfair.). One of Zhamulg's most dangerous moves was his recent decision to hold a debate for the purchase of (some of) the Durandrium found on Korulg; a debate among outworlders could easily lead to violence. The Coordinator, manifesting a good business sense, thought that this method would fetch a much higher price than simply contacting and securing a deal with only one client.

Zhamulg is tall for a Churg at 1.8m and masses 64kg. He keeps his white hair (He is seventy-one Terran years of age but still healthy and active) short and is always clean-shaven. The Coordinator wears small, octagonal-rimmed spectacles, despite adequate vision (The spectacles actually aid his telepathic efforts somewhat – see NPC stats), and he outfits himself either with a functional black coverall or an environmental suit, as situations dictate.

5.22 THULL WHURNUJ: MINING CHIEF

The Korulg Mining Outpost's Chief is rather cynical and is always ready with clever derision of Gorhud Zhamulg's strange schemes. Whurnuj is in every way a typical Churg, except for his (relative) lack of a flair for speaking. The Chief is quite methodical in his management of the Main Mining Outpost on Korulg, and he has a reputation for being very hard on inefficient employees. Whurnuj is quite suspicious of outworlders (he feels that they take advantage of the Churg), and he will not hesitate to voice his views if he is in poor spirits (or if he has consumed his daily 'therapeutic' bottle of liquor).

Further, the Chief is unlikely to take sides in an issue that does not concern him unless concern over the problem disrupts the order of 'his' mine. Despite his rather annoying personality, Whurnuj does his job well, though like most Churg, he lacks the drive to support new designs and methods. He is very pessimistic about the Durandrium find, and he answers questions about it by saying things like "it is a fluke," or "the scientists have mishandled the data and proved themselves incompetent once again." He is particularly disgusted with the upcoming debate, for he knows that it will bring irritating outworlders and disorder to the Outpost.

Thull Whurnuj is an average height (1.67m), and weight (58kg), and he is completely bald (This condition is far more common to Churg than to Terrans, and Churg baldness has been conclusively linked to stress.) At an age of fifty-nine Terran years, the Chief retains the energy of a much younger Churg. Whurnuj is known to be a formidable drinker, and he rarely refuses a challenge to this reputation.

5.23 PHYRAT MORGHAN:
API INVESTIGATOR

As Elayne Sysla's official representative in what Sysla has dubbed 'The Churg Mission,' Phyrat Morghan is uneasy about the task that lies ahead. Morghan's anxiety is a result of both of an incident in his past and his inability to cope with fear. Despite a rather inflated ego, Morghan is an appealing person, and twelve years ago he pursued a relationship with a young telepath who recognized his assets. After an excellent beginning, the relationship ended horribly. When the telepath met Morghan, she did not realize that he was an

enforcer in API's 'Energy Supply/Price Control' Branch (For the sake of maintaining trust, she refrained from probing his mind.). Only this unawareness allowed the relationship to begin, for she detested violence in any form. When the telepath discovered Morghan's secret, she launched into a fit of anguish which, strangely, Morghan shared empathically. Since this traumatic experience, Morghan has felt a gradually-increasing disgust with the thought of violence, and his inability to control his distaste has led to considerable self-doubt – and Transfives are notoriously poor at handling self-doubt on those rare occasions that it comes along. So Morghan secretly hopes that the Debate on Korulg can be handled without violence, and he will try to prevent it if he can do so without obviously failing to comply with Elayne Sysla's orders. Though he is a dangerous fighter, he must succeed in an *Easy* (+20) SM that is also modified by his SD bonus (+10) in order to participate in a fight (Only one roll is necessary per fight.).

Morghan is an impressive figure (at 2.0m and 110kg), and he displays confidence in all of his endeavors except combat, where the very perceptive might notice that he pauses (to steel his nerves) before he enters a fight. He is a mediocre conversationalist, and he usually avoids talking with women (In fact, he refuses to enter into another serious relationship.). He is particularly uncomfortable with Serra Thiels (See Section 5.24), who slightly resembles his former paramour.

Below is a description of the ship he obtained from the ISI (It is similar to the Survey vessel detailed on pg. 54 of the **Tech Book**, but it has been converted for use with *Star Strike*).

5.24 SERRA THIELS:
IID OPERATIVE

For a person whose job involves surveillance, ruthless information gathering tactics, and sometimes assassination, Serra Thiels is a surprisingly friendly and good-natured individual. Her ability to maintain a charming personality while dealing with espionage (and worse) comes not from desensitization, but rather from a peculiar view of the value of human life. When she was a young student on Olympus (she is Kashmerean), Thiels was influenced by the teachings of Trynalli, an eccentric guru, who claimed that people are reincarnated an infinite number of times, so each single life, taken in comparison to the whole chain of lives, is worthless. Thus Thiels is capable of being quite merciless to sentient when it serves her employers' ends (or her own), but she has decided that however worthless her life may be, there's no point in failing to enjoy it. Thiels will make no attempt to avoid violence on the mission to Korulg if it is the most efficient method of securing the Durandrium (i.e., if it does not draw a great deal of attention, etc.). Further, if Phyrat Morghan refuses to join a fight, she will eliminate him.

Thiels is a moderately attractive woman (Neo-human) of medium height (1.8m) and weight (62kg), and though she is twenty-seven Terran years of age, she appears to be about twenty-one. Thiels is very outgoing and seems harmless, though she often shocks her company with frank discussion of death and the worthlessness of life. She is a skilled martial artist and an able shot with her assault flamer (Other IID operatives question her use of the crude, 'messy' weapon, but she explains that while it draws considerable attention, most evidence concerning the fate of its victims is destroyed in the ensuing blaze.).

THE AMHYRRON

Name	Amhyrron	CAT	23	Sub. Drive Rating.....	13	Sensor Rating	5	Screen Rating	2
Class	Scout	Armor Quality ...	—	MSA	115	Sensor Bonus	+25	Screen Bonus	+10
Cost	c.15,000,000	Armor Belt	+5	MTs	12	EW Rating	6	Rad. Shield Rating...	10
Mass	1200	Hits	1260	Trans. Drive Rating....	5	EW Bonus	+30	Rad. Shield Bonus ..	+50
Armament/Mount/Location/HUD: 1 x Mk.10 Laser/Turret/Top/+20 — 1 x Mk.10 Laser/Turret/Bottom/+20									
Payload Pallets: 2 x Mk.10, 1 x Mk. 30									
Tractor Beams: 1 x Mk.2									
Tactics	+56	Microfreq	Mk.20	Reactor Rating	1	Control Points	9	Cargo	36
Predict	+56	Tight Beam	Mk.10	Duration	10	Crew	3	Streamlined	Yes
Evade	+56	TBD	—	Andrium	100	Computer	Mk.120	Landing Gear	Yes
Fighter Bays: —									
Shuttle/Vehicle Bays: —									
Auxiliary Systems: 1 x RIF					Notes: Labs: Planetology +2, Botany +2, Zoology +2				

5.3 THE SETTINGS

5.31 SYSTEM LISTING

The Phi Iupetus system consists of a single class K star orbited by four rock planets. The system is rich in minerals, though the Churg who inhabit Phi Iupetus III (Dhurg 'haa) have done little to exploit this abundance. The Churg have made no attempt to colonize planets or moons in the system, but they do have a mining outpost on Korulg, the only satellite that orbits Phi Iupetus IV (Thurzaj).

Dhurg 'haa

System: Phi Iupetus

Planet: Phi Iupetus III "Dhurg 'haa"

Province: None; possessed by the Churg, who have minor clan status

Status: HomeWorld of minor clan

Population: 334,800,000

Productivity: 21.8%

Production Emphasis: Scholarly Research, Universities, Ore, Textiles, Foodstuffs

Rating: Producing

Circumference: 40,000

Gravity: 1.1g

Natural Satellites: 2 plus 1 ring

Day: 28.6 hrs

Year:

Atmosphere: Oxygen/Nitrogen, few contaminants

Hydrosphere: Balanced

Climate: Temperate mix

Mean Temperature: 24°C

Biosphere: Complex flora and non-sentient lower life forms

Dhurg 'haa is truly a rich planet, both with respect to natural resources and beauty. As the Churg have no strong tendency to over-exploit their resources, the planet retains valuable supplies of minerals, lumber, and various types of edible plant and animal life. There is little pollution in the Churg HomeWorld's four oceans, and the atmosphere is quite clean. The only complaint that one might raise concerning the planet's resources is that much of it goes unnoticed or unappreciated by the world's inhabitants and is therefore wasted. It is perhaps this lack of interest in using the environment rather than a concern to preserve it that has prevented depletion.

Dhurg 'haa is surrounded by a bright reddish-brown ring of dust particles, and two small moons, Ulghum and Kerhud 'aa, orbit the planet. The moons are approximately equal in size, and there is only a thirty-six degree difference in their position relative to Dhurg 'haa, so on some nights, both moons and the ring can be seen clearly; this is a spectacular sight that sometimes arouses awe even in the Churg's rational minds. The planet itself features a wide variety of climates and geologic activity, so visitors rarely leave Dhurg 'haa with the conclusion that it is a lackluster planet (unless, of course, they are subjected to too many stale holovids of debates about unexciting topics such as 'Masonry: Use or Avoid Low-Grade Concrete,' or 'Resolved: Tectonic Activity Drastically Affects Gravitic Flux in Our Planet's Mantle.').

The HomeWorld is not divided into separate geographic areas, for the Churg, being strictly egalitarian, are not territorial. Land is viewed as something to be shared among all who can make use of it, though limitations concerning privacy and personal space do apply. Technology on Dhurg 'haa is not on a par with that of the Imperial Core worlds, except in the least obvious areas; the Churg are excellent social scientists, philosophers, and poets (though their poetry is respected much more for the brilliant use of language than for its ability to move a reader emotionally), but these forms of expertise do not show in their buildings, vehicles, and conveniences. Grav Cars and some robots can be found in the planet's more developed areas, but most of the Churg's power generation is still fusion-based. The Churg are not dissatisfied with the gap between their technology and the Imperial Standard; in fact, there is a recent trend among Churg to dress and speak in a somewhat anachronistic manner.

5.32 KORULG

The Churg word 'Korulg' translates roughly as 'blue one,' and the small moon's name is certainly appropriate, for in the night sky of Dhurg 'haa, it has a striking blue cast. Korulg does not have an atmosphere, and geologically, it is virtually inert. However, the moon does offer a rich supply of ores, and after brief investigations of Ulghum and Kerhud 'aa, the Churg decided that Korulg was the best candidate for mining, and in Imp. 424, ThrynGalaag set up a mining outpost there. The moon is only scarcely marked by craters, and Churg scientist speculate that it may have once

possessed an atmosphere, though no conclusive theories exist concerning how the moon lost it. Korulg rotates every thirty-three standard hours, and it completes one revolution around Phi Iupetus IV (Thurzaj) every forty-five standard hours. Temperature changes slowly on the moon, but it reaches extreme levels; when the lunar surface is exposed to Phi Iupetus, the temperature reaches 60° C, and during lunar night temperatures drop to as low as -120° C. Thus the miners on Korulg must have environmental suits whenever they leave their shelters or Exploration Walkers. The surface of Korulg is hard and rocky and has a bluish tint (due to its mineral content), and the view of Thurzaj which (the moon orbits at a mean distance of 502,000km) is often quite impressive.

5.33 THE MINE

ThrynGalaag built one large mine on Korulg in the southern hemisphere in what became one of the most ambitious and expensive undertakings in Churg history. The mine is seated on a plateau beneath a large overhang of rock, so the prefabricated supply and residential buildings adjacent to it are rarely molested by meteors. The most abundant valuable ore that the mine produces is titanium, but some gold and fissionables are obtained as well. ThrynGalaag employs four hundred twenty Churg at the mine, and each is well-equipped by Churg standards. The mine's motor pool boasts twenty-five Grav Cars, ten Gravskooters, four Scoutskooters, nine Exploration Walkers, one Grav Explorer, and two Gravitic Flitters. Within .5 km of the mine are four laboratories, two solar (for residential areas) and one fission (for heavy laser cutters, battery recharges, etc.) power generator, a launch pad for supply shipments, six large buildings for housing employees (One has an attached section that serves as a bar.), and two supply buildings with construction equipment, mining tools, etc. The entrance to the mine area is covered by another, more sturdy structure.

Most of the mine's employees are the surly, dedicated type and are not as given to debate and deep thought as their Dhurg 'haa-bound brethren. These Churg are no less neurotic, but they use liquor and medtabs rather than intellectual pursuits to forget their anxieties. Despite their shortcomings, the miners on Korulg tend to be more friendly to outworlders, and they are not quite so hindered by a lack of ambition as are more sedentary Churg.

5.34 THE MINING OPERATIONS CENTER

Approximately 160km from the main mine lies the Korulg Mining Operations Center. The Center is a base of operations for ThrynGalaag, and it houses the personnel who propose new projects, allocate funds, direct research, interpret data from the field laboratories at the main mine, and maintain communications with ThrynGalaag authorities on Dhurg 'haa. The MOC is not strictly a functional building; unlike the prefabricated structures of the main mine, it includes various aesthetic features (All of these features were the brain-children of Gorhud Zhamulg.) which impress visiting Churg and strike outworlders as an example of ridiculous waste. Though ThrynGalaag resisted when Gorhud Zhamulg first proposed the luxury features, he eventually managed to use 'company pride,' etc. as a lever, and the extras (which are detailed in the following layout key) were approved. The Center is an L-shaped building with two floors, and a transparent semicircular dome extends from the east wall. Both the north-south and east-west dimensions measure one hundred meters, and the building is approximately twenty meters tall. Following is a key to the MOC layout.

LEVEL ONE

1. Employee Control/Reception. This room has a window that faces the walkway to the Center's main entrance, and as visitors approach, a receptionist will exit the chamber and wait by the door to greet them. Employees of the Center always have clip-on badges, and the receptionist will not rise to meet those who wear them (The badges must be inserted into a slot at the main entrance or the airlock door will not open.). An orange light in this room flashes when the outer airlock door of the main entrance is open. There are also desks for Employee Administrators with computer terminals that allow access to employees' records (Breaking into an employee's file requires a successful *Extremely Hard* (-30) CompT roll.). The head receptionist's desk has a concealed switch that alerts Security in (2).

2. Security. This room also has a window that overlooks the main entrance walkway, and it typically contains from six to ten (D5 +5) security guards (See NPC stats). The chamber also has several video monitors that allow surveillance of all common areas in the Center, and a communications rig lets dispatchers communicate with guards throughout the station. A cabinet on the east wall contains six security scanners, four spare assault stunners, several earphone communicators (number varies), and three spare environmental suits.

3. Garage Vehicle needs at the Center are limited, for it is nearly self-sufficient. However, the garage has room for twenty Grav Car-sized vehicles. There are usually only from one to five (D5) vehicles in the area at any given time, and sometimes (20% chance), a mechanic will be working on something at a leisurely pace; most of the time they sit around debating about gaskets, lift governors, and steering systems.

4. Main Corridor. This corridor allows access to offices, quarters, restrooms, etc. and is lined (at twenty-meter intervals) with video cameras. Lighting is provided by ceiling panels, and during power emergencies, orange back-up lights illuminate the hallway. Guards patrol this corridor such that a guard passes any particular point every twenty to twenty-five minutes.

5. Power Generator. This chamber houses a small fusion reactor that provides power to the entire complex. The room has several computer terminals and from two to four System Techs at all times. At least one of the Techs will have a repair scanner.

6a. Communications. This room houses a computer that is linked to a satellite dish eight kilometers distant from the Center. Two Techs monitor incoming messages and, after authorization from the Communications Director in the Control Section, send messages to Dhurg 'haa.

6b. Control Section. Dryth Inguld, the Communications Director of the center, occupies this room. The Director authorizes all communications to Dhurg 'haa with an encoded key that he keeps in his desk. Inguld is well trained in the use of euphemisms and exaggerations, for he employs both of these devices when reporting to ThrynGalaad authorities. Inguld's desk has a Stun Pistol which sits next to the authorization key.

7. Observation. These chambers contain several long, comfortable benches that allow visitors (and relaxing employees) to observe the Artificial Farm through plexiglass windows. Gorhud never omits these chambers when giving tours to visitors at the center, for the Artificial Farm is his pride and joy. The view is most impressive at planetrise, when Thurzaj rises over the edge of a huge outcropping of rock that lies beyond the dome.

8. Offices. These are the offices of various support personnel at the Center. Each contains a desk and chair, a computer terminal, and a cabinet. The offices are all adjacent to restrooms, and each is normally occupied only during daylight hours.

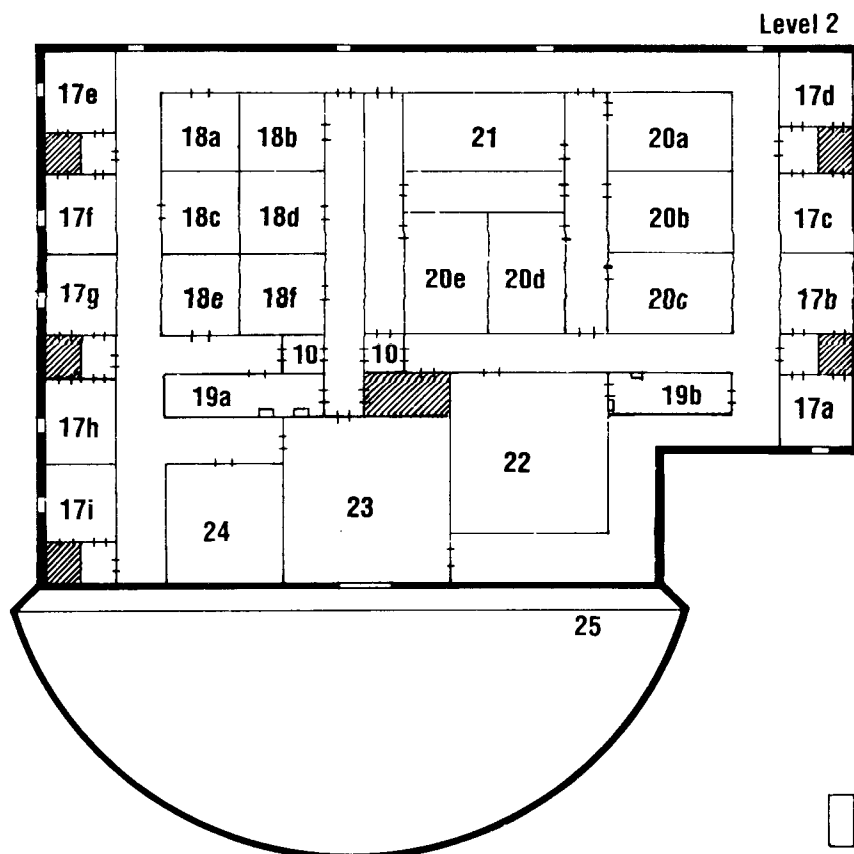
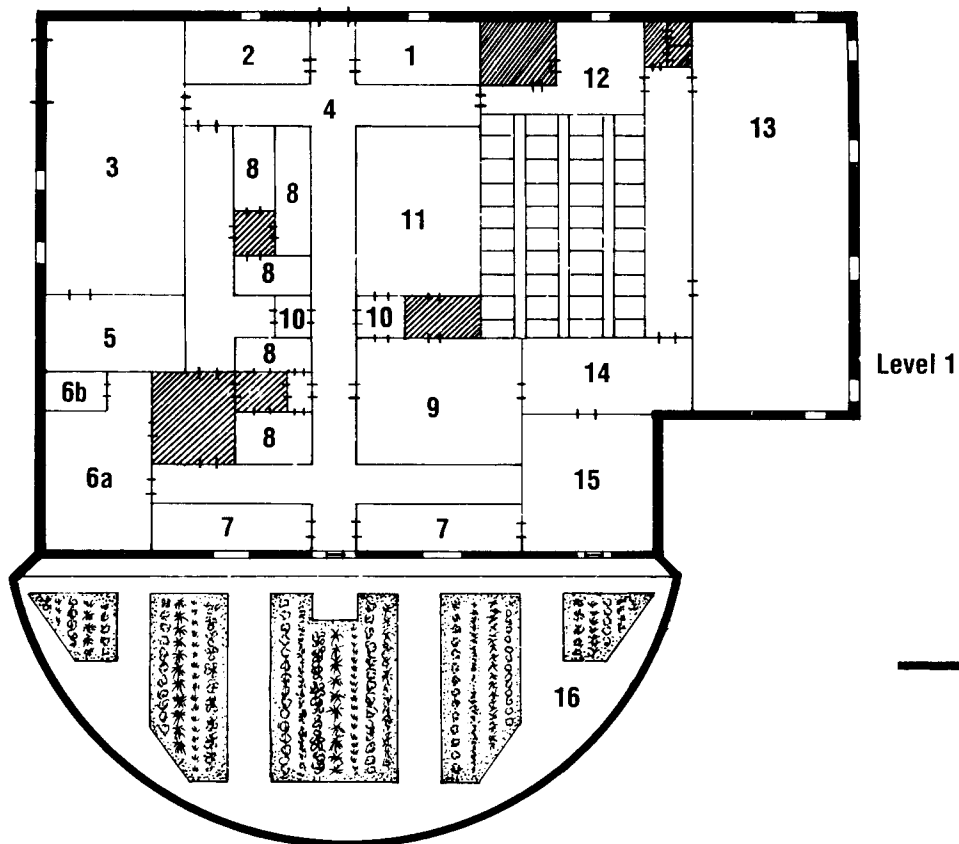
9. Conference Room. This room seats sixty employees in fold-up chairs for occasional meetings about improvements, problems, and news about the general status of the center. There are video cameras in each of the room's four corners, and at least two Guards are present at large (forty-plus) meetings. This chamber is also used as a recreation area for employees, and a holotable provides entertainment. Funerals, weddings, etc. for lower-echelon employees are held here as well.

10. Lifts. These are probably the most annoying lifts in the galaxy, for they move very slowly (It takes twenty seconds to reach Level Two.), and instead of music, the Center pipes in excerpts from the latest controversial debates that are raging on the Churg HomeWorld. Further, the camera that is located in one corner of the ceiling hums loudly, almost drowning out the mind-numbing debates. Interestingly, there is a purpose behind all of these irritations. The Coordinator decided that these features might cause the lifts to undermine the concentration of intruders in the complex. He was, in fact, justified in making this claim; six years ago, a miner (who evidently had snapped after months of enduring the pressures of life at the main mine) attempted to find and kill an official on the second level. The deranged Churg entered a lift, and after twelve seconds of waiting to ascend only one floor, he panicked and attempted to blast his way out. He succeeded only in damaging himself and the elevator, and security guards captured him. The Coordinator relates this story to visitors who ride the same lift and notice the section of the ceiling where repairs have been made.

11. Medical Section. This chamber has facilities for monitoring (and housing) up to fifteen patients, and cabinets contain various Medtabs, Medical Scanners, Laseknives, and various other medical equipment. Computer terminals provide access to a Mk.30 Diagnostic Computer.

12. Employee Quarters. This large hall has forty individual double rooms for employees. Each room contains two beds, two large cabinets, a closet, and the personal effects of the residents. The hall has a common area with vending machines, tables and chairs, and some couches for employees on breaks. There is a larger locker room-shower area with separate facilities for male and female Churg. There are no exercise facilities for the employees (They would almost certainly go unused anyway.).

KORULG MINING OPERATIONS CENTER



Key:



Door



Heavy Door



OR



Window



Restrooms

13. Cafeteria. This large chamber has room for the Center's entire eighty-five member staff plus twenty guests. There are two long tables and several small tables for management personnel. The cafeteria has several windows that overlook Korulg's rocky landscape.

14. Kitchen. This room contains four cooks, six servers who constantly go in and out, and an array of food preparation equipment. The kitchen also has a separate closet for storage of dry foodstuffs, condiments, two autoservers (1 meter tall machines which distribute place settings, tableware, and condiments in the cafeteria), and tableware.

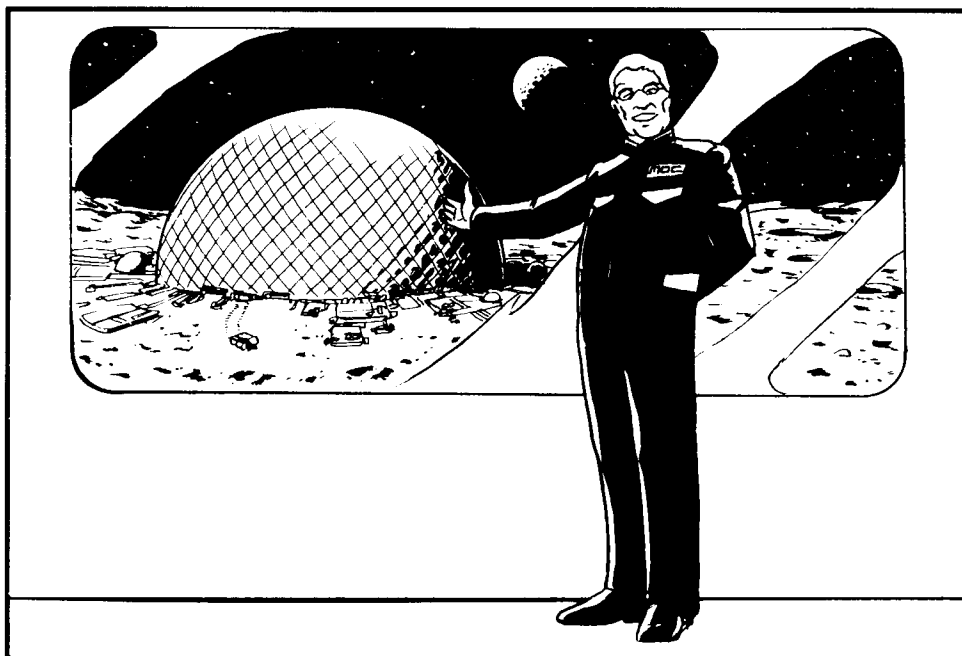
15. Artificial Farm Maintenance. This chamber contains equipment for use in the Artificial Farm. Included is a chemical analysis computer, two maintenance robots, frozen seeds of various plants native to Dhurg 'haa, and an incubator. There are usually at least two scientists in this area at all times, monitoring progress, scheduling seeding, etc.

16. Artificial Farm. Rich soil from Korulg's surface and a combination of natural and artificial light allow this farm to boost the morale of the Center and main mine's employees by providing fresh fruits (though sadly, not the coveted Chij – see Section 5.12) and vegetables. The Artificial Farm Project was Gorhud Zhamulg's idea, and he speaks of it proudly (and almost constantly). The farm does not provide enough food for the Center to build a surplus, but this is just fine with Zhamulg, for the Center does not have the room to store additional produce, and the Coordinator is not confident about his chances of convincing ThrynGalaag to allocate funds for the construction of another addition.

LEVEL TWO

17a-i. Offices. These offices are occupied by the Center's staff of executives. Each office is furnished with a large desk, a computer terminal, a closet, and most have framed passages from Churg philosophical works or poetry. Pairs of offices share a single restroom and a receptionist, who schedules appointments and keeps track of the Center's many meetings (Office 17i, occupied by the Coordinator, has its own receptionist and restroom.). Further, each office has a small window.

18a-f. Guest Rooms. These rooms each have room for four guests. All of these chambers have two double-bunk beds, two large cabinets, a closet, and an intercom (thankfully with an on/off switch) that alternates between piped-in debate excerpts and Center announcements. The intercom does not transmit. The guest rooms are almost completely soundproof.



so attempting to eavesdrop on adjacent guest requires an Extremely Hard (-30) Perception roll. Each room has a video camera that stays fixed on the door and is activated when the door is opened. (Opening the door also causes a light on a monitor panel in Security (2) to blink), so guests retain some privacy.

19a-b. Security. These security rooms are used for monitoring debates in the adjacent conference halls. Each chamber has a concealed window which allows guards to watch debates. There are always four guards in each room during debates, and they maintain communications with other guards and the main dispatch in (2) via pocket communicators.

20a-e. Executive Suites. These luxury suites house the Center's top executives. Each is composed of a bedroom, bathroom, and living area. The living area has two comfortable chairs, a couch, and an intercom. Each bedroom has two beds (Except 20c, Zhamulg's room, which has only one bed for its sole occupant), a computer terminal, a bookshelf and various personal effects of the occupants.

21. Administrators' Club. Another of Zhamulg's extras, this bar provides the Center's executives and guests to relax, socialize, and waste time that they seem to have in abundance. There are ten bar stools and four small tables, and the club is often crowded with most of the Center's seventeen executives. The bar's selection is small; only drinks native to the Churg are available, but most visitors find these at least as satisfying as more exotic beverages. The bar has no music, and speakers drone continuously with debates, though these can rarely be heard over the many arguments echoing through the club.

22. Conference Room. This large conference room seats sixty, and it features comfortable chairs, tasteful decoration, and superb acoustics.

23. Conference Room. Identical to (22), except that it boasts a huge plexiglass window that provides a magnificent view of the Artificial Farm and the moonscape. This is the room where the Durandrium Debate will be held.

24. Storage. This supply room contains cleaning materials, bedding, extra furniture, and a wide variety of consumables (e.g., office supplies, hygiene supplies, electric wire, etc.).

25. Observation Deck. This deck is only accessible from stairs inside the Artificial Farm dome. It provides Farm employees an opportunity to inspect the Farm as a whole.

5.4 THE TASK

If the PCs are undertaking this adventure as a continuation of 'Journey to Korulg,' then they should have the following priorities:

1. If resistance is met while orbiting Korulg (See Section 5.5), overcome or avoid the resistance and land on Korulg. This task can be ignored if the GM allowed the players to reach Korulg in the previous adventure.
2. Contact the Mining Operations Center on Korulg and attend the Durandrium Debate with Link Janus (See Section 4.4). This probably involve a conflict before the Debate with rival debaters.

3. Obtain a contract for the Durandrium between House Augustus-Hayes and ThrynGalaad. If none of the players are willing to argue for it, Link Janus is capable, but the GM is strongly encouraged to have PCs argue for the Durandrium as an exercise in role-playing (Besides, arguing with the eccentric Coordinator should be fun...) Further, a good argument by a PC should be reflected in the awarding of experience points.

4. Return to Aurthion to deliver the contract and receive payment.

If the PCs were not hired by Qeno Naghura, the GM may allow them to represent another rival faction that desires the Durandrium, or perhaps Ajakk Althrus or Link Janus (See Section 4.2.) is a friend of the PCs; the PCs get a distress call from their friend stating that a vessel attacked them while they orbited Korulg and that they need help (e.g., the Altyrion 7 is badly damaged) reaching the moon safely. The PCs must help their friend, who will thank them and extend Naghura's original offer (See Section 4.4.).

Accomplishing these tasks should be very challenging; as soon as they understand that the PCs will oppose them, Phyrat Morghan, Serra Thiels, and their 'escorts' will try to buy the characters off or eliminate them. The GM should provide several opportunities for the PCs and their rivals to clash. Some possibilities are covered in Section 5.5. As an option the GM might allow a player to assume the role of an IID plant, who will sabotage the PCs attempt to obtain the Durandrium by threatening the Coordinator, refusing to comply with Debate etiquette, etc.

5.41 STARTING THE PLAYERS

This adventure begins when the PCs reach Korulg and lock into an orbit. Or, optionally, the GM can allow the PCs to bypass this stage and begin on the moon's surface with an introduction to the Mining Operations Center. The Mining Operations Center will broadcast a message requesting the identity of the Althrus' vessel, and after a brief delay, they will authorize a landing on the moon's surface. Failure to wait for authorization will result in a warning that the Center has contacted military vessels in the vicinity. Of course no vessel of this kind could reach Korulg for hours, but the PCs will not know this. When the PCs reach the surface, Gorhud Zhamulg will greet them personally and introduce him to a few of his executive staff and the representatives of API, who arrived earlier. The Coordinator will then take everyone to the Mining Operations Center to show them their quarters.

After the PCs are settled in their room(s), Zhamulg will give them an exhaustive (and exhausting) tour of the Center. After this tour, he will take them to visit the main mine to display some lab data concerning Durandrium, and if they desire, he will take the PCs and API representatives (including Serra Thiels) to the site where the Durandrium is being extracted. Zhamulg will then lead everyone back to the Center, where the PCs will stay until the Debate. The Debate should occur from one to four days hence to give the PCs' rivals time (but not too much time) to attempt to thwart them. The GM may administrate the debate at any level of complexity he or she deems appropriate. One might require the players to deliver each argument verbally in meticulous detail (for which effort the GM could have Zhamulg favor them somewhat, e.g. +10-30 on the applicable rolls) or simply ask for a Public Speaking roll.

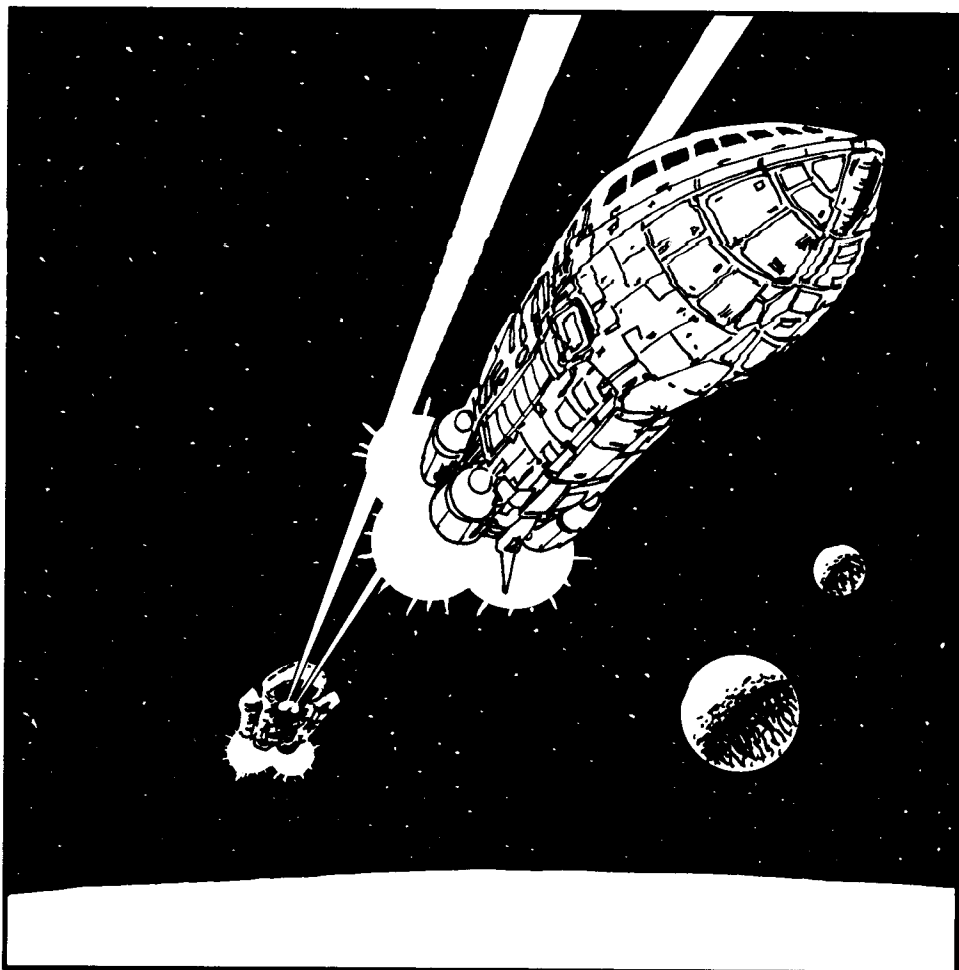
5.42 AIDS

Zhamulg can be a valuable aid to the characters, for as long as he is with them, their enemies cannot attack them. If Zhamulg gives the PCs the contract, his price will vary depending on the characters' arguments (including their Public Speaking rolls), but it will certainly be at least 2000

IE/unit and not more than 5000 IE/unit. If the PCs are attacked at the main mine, Thull Whurnuj will probably side against whoever started the fight, for he will be upset about the commotion in 'his' mine. Ajakk Althrus will be with the PCs throughout their tours (if the GM so desires), and he will gladly help them resist Morghan and Thiels. He also has some supplies aboard the ship, and he will make them available to the PCs (See Section 4.42). If Link Janus tags along, he will fight if it will save his life, but he will try hard to avoid getting involved in the violence. Janus is an excellent companion to have in situations where bargaining is necessary, and he will help less cultured characters make a good impression on the Coordinator.

5.43 OBSTACLES

Phyrat Morghan, Serra Thiels, and their agents (See NPC Stats.) are the primary obstacle in this mission. Whenever Zhamulg is not present, they will harass, intimidate and possibly attempt to destroy the PCs. Thiels will realize quite early that Janus is crucial to the PCs' success, and she will try to separate him from them.



Phyrat will press the bribery angle much harder, and he will avoid violence. If it becomes clear that Morghan's avoidance of violence is reducing their chance of obtaining the Durandrium, Thiels will kill him as soon as it is convenient. The PCs final obstacle will be the Debate itself; this will require caution and deft argumentation. (The GM might offer the characters another challenge *after* they have obtained the Durandrium – see Section 5.5.)

5.44 REWARDS

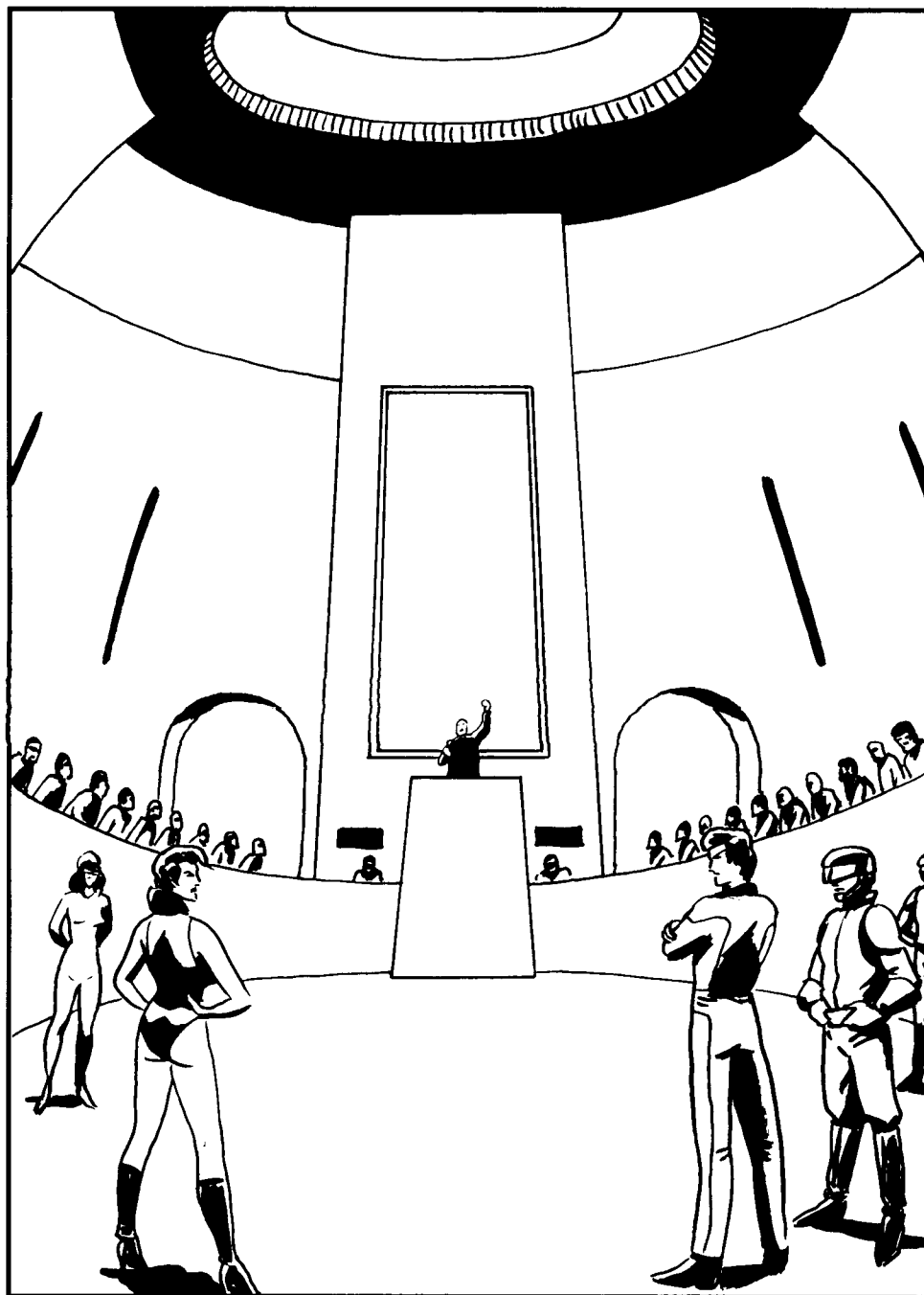
Ajakk Althrus will offer the players all of the rewards detailed in Section 4.44. Further, if the PCs are successful, they will obtain province-wide recognition for their achievement, and though the Augustus-Hayes trade crisis will not end immediately, the Augustan economy will begin a slow upward climb towards stability. Count Brandon will reward Qeno Naghura by appointing him to be his new Chief Consul after the mysterious 'disappearance' of Hurd Auralf, and this will put Naghura in a position to reward the characters greatly: Augustan PCs could receive easy government jobs, and other PCs might receive a personal letter of recommendation for endeavors in other provinces. Ajakk Althrus will be given a sizable cash reward by Naghura and, secretly of course, enough Durandrium to fuel the Altyrion 7. Janus' commission from GalacTrade will be its own reward. Most importantly, the PCs stand to gain some very influential, wealthy friends.

5.5 ENCOUNTERS

The following are encounters that the PCs might have on or near Korulg. The GM may use some or all of them depending on how much he wishes to challenge the characters. Of course, the Debate encounter is central to the adventure.

5.51 CLASH IN ORBIT

When the Altyrion 7 reaches control and assumes an orbit around the moon, the PCs receive a message from another ship asking for identification. This ship is the Amhyrron (See Section 5.23), and Serra Thiels plans to use it to eliminate API's competition long before the Debate. If the PCs give an identification (of any reasonable sort), Thiels will demand that the PCs dock with the Amhyrron and prepare to be boarded. If the PCs comply, their mission is, of course, over. If they do not comply or if they refuse to offer identification, the Amhyrron will close and attack (It is



recommended that the GM use *Star Strike* to resolve the combat; otherwise, the rules for vehicular encounters in Section 23.0 of the **Player Book** can be used.). Soon after the combat begins, both ships will receive a message from the Mining Operations Center that continued displays of aggression will prevent anyone from obtaining a contract for the Durandrium. The Amhyrron (and hopefully the PCs as well) will cease firing. This encounter is not meant to bring an early end to the adventure; the GM should use it to give the characters a feel for the attitude of their rivals.

5.52 CONFLICT ON KORULG

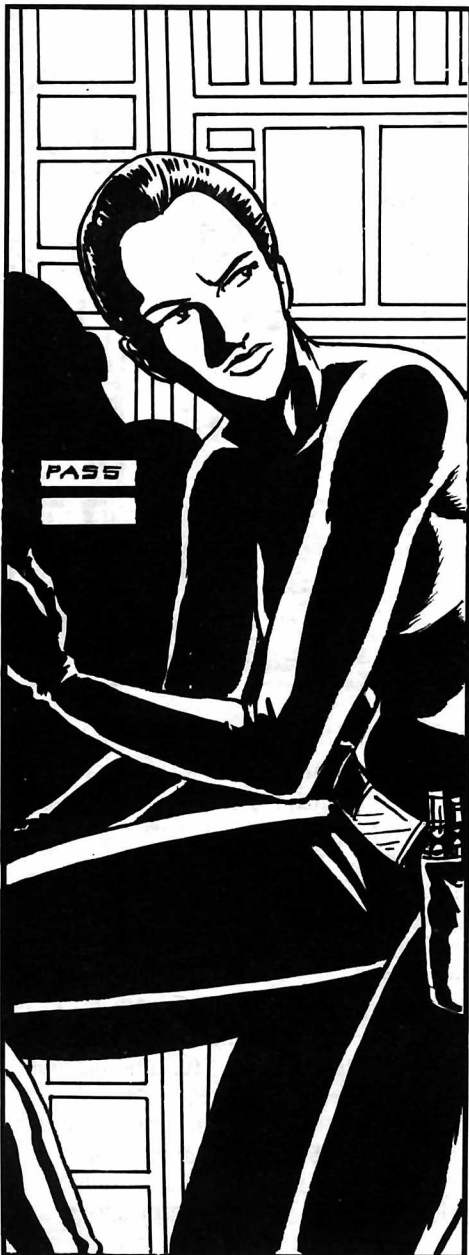
The PCs' enemies will have several chances to attack the characters on Korulg. Their first good opportunity will come when Zhamulg leads both parties to the main mine. Zhamulg will allow the PCs and API representatives to investigate the mine area alone for an hour or two while he discusses business with Thull Whurnuj. As soon as the parties are away from Zhamulg, Phyrat Morghan will begin urging the PCs to accept a bribe (Communication will be muffled through respirator helmets.). If this gets him nowhere, Thiels will grow impatient and suggest that both parties investigate some peculiar object among some nearby rocky projections.

STATS FOR NPCs: THE DURANDRIUM DEBATE

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Notes
Gorhud Zhamulg	9	42	2(0)A	20StnPI	Admin85	Diplo70	Churg Admin/SemiT; knows Voice and Thought Master lists to level 9; spectacles are +2 psion adder
Thull Whurnuj	7	51	5(5)	35NdIPI	95Metall	25DrugT	Mining Chief; dislikes outworlders
Phyrat Morghan	8	105	13(20)	100BlIsRI	35MA2St	50Trade	Transfise Armsman; nervous about entering combat
Serra Thiels	7	74	5(15)A	85AsFlm	55MA3St	75Interr	IID agent; efficient but good-natured killer
MOC Security Guards	3	35	9(0)V	45StnRI	30Commun	35ScScan	Skilled with Security Scanners
API agents	3	40	13(5)	50BlIsPI	35Ambsh	30Percp	Armsmen in API's 'Energy Supply/Price Control' Branch
Amhyrron Pilot	6	50	5(5)A	40MedAsRI	65CbtPt	50EW	Neo-human ISI employee; assume other pilot skills are at +35 add

A = Absorption Shield

V = Velocity Shield



If the players follow, she will attack with her martial arts, and the API agents will help. If she succeeds in knocking out the characters, she will set up a landslide to cover their inert forms. If the PCs do not follow her, she will wait for another opportunity.

A second chance for conflict comes when the guests settle into their rooms for the night. Thiels will try to defeat the security system on the door (See Section 5.34.) and reach Link Janus' room. When she enters the room (with agents, if the GM desires), she will attempt to subdue any PCs with Janus, and then she will inject him with a *Very Hard* (-20) to trace, slow acting poison that will be fatal in twelve hours. As an option the GM can allow the PCs (and Thiels and company) an *Extremely Hard* (-30) Diplo roll to convince Zhamulg that for the sake of privacy, their baggage should not be searched. This might allow one or both parties to bring

weapons into the Center. Of course a firefight could prevent anyone from getting the Durandrium (It might also lead to a fatal conflict with security guards.) unless someone does some impressive fast-talking. There are many other possibilities for conflict on Korulg, and the GM should provide enough of them to sufficiently challenge the PCs.

5.53 ESCAPE FROM KORULG

If the PCs obtain a contract for the Durandrium, Thiels will attempt to prevent the characters from leaving the system. This could involve a chase to the launch pad on Korulg, a firefight at the launch site, and perhaps another ship-to-ship combat as the *Altyrion 7* leaves the moon. *This encounter should be used only if the GM strongly feels that the PCs completed their mission too easily; it would be a drastic move for Thiels to openly hunt and destroy the Altyrion 7 after a valid agreement between the characters and Zhamulg had been secured.*

THE

DURANDRIUM FIND™



A

Space Master™

Adventure Module

Without a steady supply of Andrium, the fuel for hyperdrive crafts, Imperial cruisers and provincial merchant vessels would soon drift to a halt, unable to make the jump between stars. The lone supplier of this artificial fuel is **API**, Andrium Producers of the Imperium, an Imperially controlled manufacturer.

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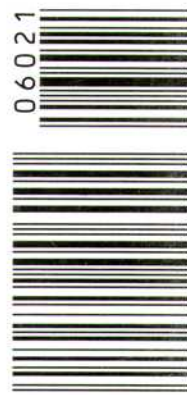
- Battle your way off the Augustus-Hayes Homeworld to the Churg System, avoiding fanatical religious orders and hostile operatives alike;
- Win the confidence of the Churg and convince them that contracting with Augustus-Hayes is in their own best interest, despite claims by the API to the contrary.

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