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# LOST TELEPATHS

THE SECRET OF HOUSE KASHMERE™

A SPACE MASTER™ Campaign Module



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# THE LOST TELEPATHS

## Secret of House Kashmere

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# 1.0 GUIDELINES FOR USING THIS SPACE MASTER CAMPAIGN MODULE

This is *The Lost Telepaths: the Secret of House Kashmere*, second in a series of "campaign" modules exploring the Terran Stellar Empire through the *Space Master* gaming universe.

Although designed specifically for use with the *Space Master* role playing system, Gamesmasters using any SFRP system will find the contents of this module source material for their campaign.

*The Lost Telepaths* is actually a geopolitical analysis of an area of space populated by humans in a time period set a little over 9000 years in our future. The "area of space" detailed herein is a territory called Kashmere Province, the origins and problems of which are the prime focus of this module. Sections 2 and 3 provide a more general background of the Imperium, while section 4 provides a detailed view of the Provincial Commonwealth known as Kashmere.

## 1.1 ABBREVIATIONS AND DEFINITIONS

The following abbreviations and terms are defined for easy reference.

### 1.1.1 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

#### Game Systems

RM.....	Rolemaster
SM.....	Space Master

#### Character Stats

Ag.....	Agility
Co.....	Constitution
Em.....	Empathy
In.....	Intuition
Me.....	Memory
Pr.....	Presence
Qu.....	Quickness
Re.....	Reasoning
SD.....	Self Discipline
St.....	Strength

#### Professions / Character Classes

Arm.....	Armsman
ArT.....	Arms Technician
Cri.....	Criminologist
EIT.....	Electrical Technician
Eng.....	Engineer
Exp.....	Explorer
Med.....	Medic
Pil.....	Pilot
Phy.....	Physician
Pla.....	Planetologist
Res.....	Researcher
SyT.....	Systems Technician
Tel.....	True Telepath
xxx/T.....	Semi-Telepath of class xxx

#### Game and Technology Terms

AFV.....	Armored Fighting Vehicle
A.M.....	Adrenal Move
AT.....	Armor Type (a range of 1 - 30)
AT (DB).....	Armor Type with the Defensive Bonus given
Auto.....	Automatic Projectile (attack table)
Bon.....	Bonus
CAT.....	Construction Armor Type (AT's 21 - 30)
CIP.....	Cost In Parts (% of unit cost for needed repairs)
cumet.....	cubic meter
D.....	Die or Dice
D10.....	A die randomizer for a range from 1 - 10
D100.....	A dice randomizer for a range from 1 - 100

DB.....	Defensive Bonus
EI.....	Elmonits (cost in electronic monits)
EP.....	Experience Points
F.....	Failure %
FTL.....	Faster Than Light
GCH.....	The Galactic Court of Humanity
GCV.....	Ground Conveyance Vehicle
GM.....	Gamesmaster (game referee)
K.....	1,000 (a quantity of one thousand)
KIN.....	The Kashmere Intelligence Net
km.....	kilometers
LR.....	Long Range
LS.....	Light Second (300,000 kilometers)
Lvl.....	Level (experience, attack or Psion level)
LY.....	Light Year (the distance light travels in a year)
m.....	meters
M.....	Monits (hard currency denomination)
MA.....	Martial Arts
M/A.....	Matter/Antimatter
MERLOGH.....	MERCantile League Of Greater Houses
Mk.#.....	Mark Number (size, strength, and/or power)
MMAC.....	Multi-Manned Attack Conveyance fighter
M/O.....	Micro Organism
Mod.....	Modifier or Modification
MR.....	Medium Range
NPC.....	Non-Player Character
OB.....	Offensive Bonus
PB.....	Point Blank
PC.....	Player Character
PML.....	Portable Missile Launcher
PP.....	Power Points (for Psions)
R.....	Radius
Rad.....	Radiation
Rd.....	Round (10 second period)
RPG.....	Rocket Propelled Grenade
RR.....	Resistance Roll
SFRP.....	Science Fiction Role Playing
SMAC.....	Single Man Attack Conveyance fighter
SmPrj.....	Small Projectile (attack table)
SR.....	Short Range
Stat.....	Statistic or characteristic
TBD.....	Tachyon Beam Dictor
TLD.....	Trans Light Displacement

### 1.1.2 DEFINITIONS

A few crucial concepts of the module are detailed below.

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

**Colos:** An Inner Provincial Major House (or "Family"), the Colosians control several star systems near Devon Province, and the two Families are frequently at odds. During the time period of this module the ruler of the Family is Lord Alexander Telax Colos IV; the Homeworld is Gamma Vulpeculae IV.

**Devon:** A powerful Major family, one of the Inner Provinces, and administrators of Akaisha Outstation (under the watchful eye of Imperial "aides"). The head of the family is Lord Yama Pythagor III Devon, and the Provincial Homeworld is Delta Cassiopeiae. A very detailed account of the workings of House Devon is available in the campaign module *IMPERIAL CRISIS: House Devon in Turmoil*.

**Empire:** (also "Terran Empire"; "Stellar Empire") A geopolitical jurisdiction encompassing every star 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 *Family* groups who pledge fealty to the Emperor and his court. At present, the Empire is over four and one half centuries old. The Emperor keeps his seat of power on Terra (also known as Old Earth).

**Family:** Political connotation. An abstract concept which has gained a great deal of popularity since the consecration of the Imperium. A Family is an almost intangible representative 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 all citizens of the Province can rally. It is often the case that the governors of a Province declare themselves nobility, thus elevating the title to Royal Family. The concept of the Family is akin to, and synonymous with House, Major Family, Greater Clan, etc.



**Frontier Province:** One of those territories, encompassing several star systems, which were colonized after the consecration of the Imperium and the first Inner Provinces. Having a low population density and little or no initial development, the Frontier Provinces are governed by Minor Clans who are in turn carefully scrutinized by Imperial observers. After long periods of development, Frontier Provinces can often obtain Inner Province status, with the governing Clan elevated to Royal Family status.

**Homeworld:** A geosphere which is capable of supporting standard hydrocarbon based lifeforms. There are precious few of these naturally occurring bodies so they are in great demand as territorial capitals. Candidate Homeworlds with unsuitable atmospheres can often be "terraformed" into viable geospheres through the introduction of specially developed micro-organisms which can transform undesirable gasses into desirable ones.

**Hypershunt:** The act of crossing the speed of light barrier and propelling one's craft into Hyperspace. Controlled Hypershunts have allowed Terrans to colonize distant star systems at a rate far exceeding predictions based on the restrictions of Einsteinian space.

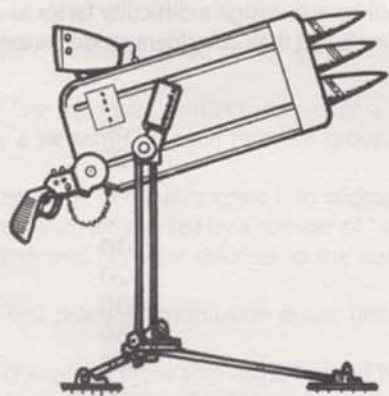
**Hyperspace:** Hyperspace is the vernacular term for that cosmos known as the Tachyon Universe. It has been determined that in Hyperspace the speed of light is the lower boundary of a radiative propagation spectrum quite unlike our own. Recent engineering feats have allowed man to travel through Hyperspace, but as of this time, actual occupation, and action within, the Tachyon Universe is an impossible aspiration.

**Imperium:** The Imperium is that area of space which encompasses every star system colonized or claimed by man, which is not governed by a Royal Family or Minor Clan. The leader/figurehead of the Imperium is the Emperor himself who defers many of his responsibilities to planetary governors. The Governors are prevented from taking too many liberties with their assigned systems due to the omnipresent Imperial Fleet. Geographically, the Imperium is situated centrally in the Terran Empire with Old Earth maintained as the territorial Homeworld.

**Inner Province:** Often containing upwards of ten star systems, the Inner Provinces are feudal territories governed exclusively by Royal Families. As far as locational references are concerned, these Provinces usually border on, or are actually within Imperial space. Also, it is not uncommon to find Inner Provincial administrations who, in turn, parcel out systems in their own territories for Minor Clans to govern.



NEEDLE PISTOL  
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ROCKET LAUNCHER

**Instation:** Akin to Orbital stations, Instations are much larger counterparts which are set into orbits around stellar primaries (as opposed to planetary bodies). They serve as military fleet bases and as communication backup systems for the inhabited planets in the given system. They usually offer civilians the use of their repair and overhaul facilities while some are actually capable of undertaking space vessel construction operations.

**Jade-London:** An Inner Provincial Major House, they are (usually) on friendly terms with House Devon, and unfriendly terms with the Colosians.

**Kashmere:** A coalition of Minor Clans, the Kashmere families have formed a commonwealth directly under Imperial Supervision. Together they rank equal to one Major House.

**MERLOGH:** The economic monitor and stock market of the Terran Empire. MERLOGH's existence can be attributed to the PreImperial territories who swore to fight the forming Imperium to the bitter end unless independent watch-dog institutions were allowed to operate in the Empire-to-be. To this day, MERLOGH, VEGAPOL, and the Galactic Court of Humanity have kept their autonomous and unbiased (well, mostly unbiased) status in the Emperor's realm.

**Minor Clan:** Clans are family societies Imperially designated as minor royalty. Although not entitled to the near autonomous operative capabilities afforded the Royal Families, Minor Clans can often be found governing their own systems or continental states (under the watchful eyes of higher authorities — usually a Family). Minor Clans, by law, are prevented from keeping their own soldiery or minting their own hard currency; however, a Clan's economic performance is scrutinized in MERLOGH as thoroughly as any larger political unit's economy would be. Minor Clans are often allocated Imperial garrison forces when they occupy areas troubled by conflict, despite the fact that the Clan is often the conflict's instigator.

**N-Space:** Normal Space. This defines the universe and time that Terrans presently inhabit and operate within; governed and bound by the physical laws which have lasted for ages untold.

**Orbital Station:** Orbital stations are environmentally controlled structures kept in orbit around various planets in the Empire. Their primary purpose varies according to the types of activities which are carried out on the planetary surface below. If it is a resource world, the orbital station will usually perform the function of heavy cargo transfer terminal. If it is a Homeworld, then the station will be equipped to handle communications and personnel. In many instances, orbital stations have repair and overhaul facilities and are quite capable of orchestrating spur of the moment military activities. Defensive armaments are usually geared to the amount of danger inherent to the given system. Their orbital maneuverability is severely restricted. They can often sustain 20 to 200 people, depending on function.

**Outstation:** The Outstation is the interstellar counterpart of the Instation, although its primary function differs slightly. The Deep Space Outstation, as it is more properly called, often takes the role of Tachyon Beam Dictor relay base, as they are constructed along important communication lines where there is no convenient star system within which to place a more conventional relay station. They also serve as supply bases for the fleets or the political entity which has constructed and staffed the structure. Outstations are not perfectly stationary; like other celestial bodies, they circle the galactic core.

**Sianetic Harbingers:** A title given to that ancient spacefaring race which spread Hominids from earth to several nearby habitable worlds, giving rise to humanoid and xeno-human races. They are known by several other titles, most of which are culture specific: the Ancients, the Forerunners, the Fathers, the Old Ones, etc. Harbinger artifacts fetch a high price in the scientific and collectors' communities.

**Spacefaring Port:** A surface-bound installation which contains maintenance and repair facilities for civilian and military ships alike. All Spacefaring Ports are staffed with a complement of customs officers and garrison troopers who try to uphold the laws of the administration in control of the system in question.

**Stellar Primary:** A planetary system's sun. In polystar systems there would obviously be several stellar primaries, but it is the major star (determined by mass or size) which gives a system its name.

**Tachyon Beam Dictor:** An instantaneous communication system, critical to the unity of the Empire. Data is transmitted in the form of tachyon streams, usually through a number of relays (the effective range for one transmit being only about 50 light years).

**VegaPol:** An interstellar police force which operates independent of Imperial and Provincial jurisdictions alike. It is based in the Vega system, and operates in conjunction with the Galactic Court of Humanity.



## 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 *Dungeons and Dragons*), simply double the number of hits your characters take or halve the hit values found in this module.

### 1.22 CONVERSION CHART

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

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

## 1.3 STEPS TO INITIATE PLAY

The referee of a science fiction role playing game can often find him or herself plowed under a huge pile of data with no guidance as to how to put it all together. This campaign module is specifically designed to lighten the Gamesmaster burden. If the referee has never run a game before, the guidelines below will help them prepare for the first game session.

- 1) Have every player develop a few characters ahead of time.
- 2) Get each player to submit a copy of the characters that they would like to play in the first game session.
- 3) Once the character mix is known, the referee can then select and develop a scenario which requires the active participation of each character type.

4) *Space Master's* intrinsic complexity precludes the existence of large groups of PC's, especially when everyone is just starting to learn the ins and outs of the rules. Therefore, the GM should only allow each player to run one character at a time.

5) When discussing a character's background with the player just before the game begins, the GM may want to allocate a unique character trait to the PC to add some spice to the game. A list of sample traits are found at the end of this section.

6) Get the dice out and have a good time. (Many GM's forget about this latter point.)

Once the GM has taken the steps to initiate play, what must he do to run a game with staying power? First of all, the PC's need to be introduced to allies and a safe haven so that when they get hit hard, they will have someone or somewhere to turn to. Thus, the first game session should be spent with the players interacting with friends on home turf. To satiate the more bloodthirsty players in the group, the GM could set up some random and possibly violent confrontations. The watchword for strong NPC allies is restraint, however. The GM should always remember that NPC's should be just that: non-player characters. Don't allow them to dominate the action and steal the spotlight from the real players.

In the subsequent sessions, the GM's plot line for the adventure should unfold at a comfortable pace. The GM should not give away too many facts unknown to the players, nor should easily acquired information be withheld. Perhaps the most important point that should be kept in mind is to maintain a quick game tempo while playing. This can be accomplished by withholding dice rolls until critical points in play, and by encouraging quick plan implementation by rewarding experience points to people who take the initiative.

A GM will quickly discover that characters with quirky or rare personal traits are more interesting to have in one's game. Players also tend to get attached to characters with unique abilities and even ones with unique problems. Section 6 includes a list of special abilities which might prove interesting to allow some of the characters to possess.

## 1.4 DIFFICULTY LEVELS

While reading through this module, the GM will notice that references to levels of difficulty are often made. This is meant to represent the ease or difficulty that one encounters in trying to resolve a particular problem. In terms of *Space Master* and *Rolemaster*, the degree of difficulty translates into a bonus or subtraction applied to the dice roll when a character tries to overcome the problem in question. For instance, if a character is trying to defeat internal security safeguards in a computer system, it will be much harder for him to gain access to the files if the program safeguards are **Sheer Folly** to defeat as opposed to just **Routine**. Note that it will often be the case that the GM will have to assign a difficulty factor to a given action. The difficulty levels and their coincident modifiers are listed here for convenience.

<b>Routine</b>	+30
<b>Easy</b>	+20
<b>Light</b>	+10
<b>Medium</b>	0
<b>Hard</b>	-10
<b>Very Hard</b>	-20
<b>Extremely Hard</b>	-30
<b>Sheer Folly</b>	-50
<b>Absurd</b>	-70
<b>Insane</b>	-100



Difficulty levels are very flexible and handy tools for the GM who wants to run a game with a great deal of variety and flavor. A certain metal alloy might be **Very Hard** to scan through. A race of mimickers could be so good that detecting one as such could be **Extremely Hard**. A simple N-Space astrogation plot would be **Easy** or **Light**, while an absolutely crazy maneuver might be designated as **Sheer Folly**. In any event, as already stipulated, the modifier applies to the resolution dice roll for the action and is cumulative with skill bonuses, stat bonuses, and any other miscellaneous modifiers that the GM deems applicable to the situation. Generally, a static maneuver requires a roll over 100 to be successful, while a moving maneuver's success is checked on the appropriate maneuver table found in *Tech Law*, or in *Rolemaster* products.



## 2.0 MAN IN SPACE MASTER

Below is given a "brief" history of mankind's rise to civilization and expansion to the stars.

### 2.1 HISTORY OF CIVILIZATION

**Prelimperial Time** (all dates are negative to year 0: the Consecration of the Imperium).

c. 15000 The dawn of civilized man.

c. 12120 Athens leads the Delian Coalition of Greek States.

c. 11850 — 11800 Subjugation of the Greek states by the Roman Empire.

9700 The first utilization of a holocaustic attack delivery system (in this case nuclear) on a civilian population.

9660 — 9608 Feasible fusion power generators are developed.

9600 The first successful sentient cloning of a human being. It is created by a western European research group.

c. 9600 Cryogenic sleep units come into widespread use. The next five hundred years are marked by a number of "colony" ship launches from Earth and her near colonies to the stars.

9540 The first practical microfusion power generator is produced.

9210 The cryogenic colony ship *Astra*, headed by Captain Johannes Rennie Kashmere III, departs Sol system. Destination: Eta Cassiopeiae.

8590 Astrogation malfunction (or sabotage) causes *Astra* to miss Eta Cassiopeiae and travel several dozen light-years further. It comes by chance in the vicinity of an errant star and its one planet. The relatively crude computer (by modern standards), assuming this to be the desired destination, awakens the crew. Only 60% survive the protracted cryogenic sleep. Having no alternatives, the ship crash lands on the planet. The survivors name it Olympus.

c. 8550 The *Astra* crew settles on the large plateau of Olympia. Their offspring are born with special "talents".

c. 8500 — 8000 Olympian society flourishes; leaps in research allow the *Astra* descendants to achieve a high level of technology. Also, their Telepathic talents are honed and encouraged.

8450 — 5698 The period required by researchers to gain a mastery of the gravitic field. The newly discovered power requirement-to-mass ratio insures that such gravitic field control will never pass beyond the sub-planetoid level unless unimaginably great power sources could be tapped (even more than the Andrium reaction will produce in times to come).

8104 — 8068 Research period of molecular data storage for informational processing systems.

8068 — 5655 The study of molecular electronics leads to the advent of living circuitry.

7900 The first known successful human alterant replicant is produced on a near-earth colony.

7887 — 7610 The Universal Technological Recession of mankind. As if motivated by a single will, almost every colony is cast into a technological dark age as the human masses revolt against the ever increasing control of automation over their lives. The duration of the revolt varies for each given colony, so the dates given are rather artificial. The first date marks the initial instance of a violent revolt, although there had been notable unrest over the preceding three decades. The end date marks the general desire for renewed technological progress incarnated in the form of a scientific symposium held on the Solar Mars colony. Despite the tremendous suffering that was experienced just before the recession (and throughout this dark age), the lack of a strong centralized regulatory body prevents the enforcement of policies which would stop these unfortunate events from occurring again. Olympus, completely isolated, avoids the dark age and hurtles forward with advances in technology. From this point on, she (and later her colonies) are ahead of general galactic technic development in many areas.

c. 7700 Experimentation in alterant replication leads to the limited production of laborer and recreation models.

c. 7600 Tachyon physics becomes the main focus of study in the scientific community.

c. 7500 — 6000 Secondary relapses of the Universal Recession of Technology intermittently strike down promising settlements; progress is painstakingly slow in most areas. Olympus is again immune.

c. 6000 — 5800 Utilizing sublight ships (and cryogenic sleep) Olympus sends out colony ships to nearby stars: Omega Draconis, 69 Cygni, Mu Aquilae, 4 Aquilae, and Difda II. Contact is maintained via instantaneous Telepathic communication. Technic advancements are slow on the harsh colony worlds, but the Olympians ride on their head start, having eluded the Technological recession.



5705 Humanity is firmly entrenched on ten core worlds but communication problems lead to cultural drift. This is more acute in the frontier areas.

5655 The development of true Molecutronics sparks an android construction boom.

5603 The Relative Inertial Field suspension effect is discovered.

4310 The Delphi Conflict. Olympus and her moon, Delphi, abruptly cease communications with her colonies. It is assumed by the colonies that each has annihilated the other in a holocaustic exchange.

c. 4310 — 2000 The five Olympian colony worlds (Oberon, Arcadia, Cygnus, Argo, and Sparta) remain linked to each other, although Telepathic power becomes less popular among them, secondary to advancements in the physical sciences — and the problems of survival without their Homeworld. Only after centuries of political fragmentation do most of the Colonies rebound. Oberon actively pursues the mind genetically, while Argo continues its amphibian program, and Sparta its superior physical goals. Most of Arcadia suffers some reversion because of its low-tech background, while Cygnus pursues technical advancements.

4270 — The amphibious man is perfected on Argo: equipped with internal gills as well as lungs, Argans are able to exist equally well in water and air.

4002 — 3621 There is a booming interest in temporal physics: hypotheses of alternative universes and practical applications abound.

c. 3500 — 3000 A general antipathy towards technological trappings leads to a scientific recession in many colonies. This anti-tech drive is sporadic and does not lead to a collective psychosis. Curiously, the Olympian colonies also suffer somewhat from this malady.

c. 3000 — 2000 This millenium sees the bits and pieces of humanity drifting further from each other and their common heritage. Many far-flung settlements cut themselves off from their parent societies by ceasing their already sporadic speed-of-light communications.

1999 Cygnus intercepts speed-of-light transmissions from other human settlements. Choosing to maintain their privacy, they warn the other Olympians and transmit no messages of their own, but begin an intensive monitoring program. Combining this new technology with their own, they resume a rapid advance.

1921 Andrium, the elemental source of powerful matter/antimatter reactions, is created on a near-earth colony.

1921-1480 The secret of the production of Andrium is shared between allied near-earth scientific groups. It is kept from the political leaders of the day in an effort to prevent its hypothetical use in a military weapon of unparalleled destructive capability. The Andrium for Science League is born.

1192 The AFSL performs an unsuccessful hypershunt test.

1190 In a secret test, witnessed only by representatives of the Andrium for Science League (AFSL), a spacefaring vessel successfully hypershunts with an andrium power source. The second test in that same year results in the destruction of the test vessel.

c. 1100 The Andrium for Science League develops an interstellar translight merchant service, the revenues from which are channeled into research and development. The monopoly held by the League makes them very powerful and they eventually become a strong political force throughout the core worlds.

1076 The Tachyon Beam Dictor is invented. This device allows instantaneous communication over great interstellar distances. The first units to appear have an effective transmission range of about 10 LY. Because the TBD system is developed by a research group sponsored, and closely supervised, by a leading political force of the time (a coalition of near-earth colonies), no production monopoly is held and the system spreads quickly to several scattered colonies.

1076 — 457 The period of time generally referred to as the Wars of Integration. As a quickly installed TBD network begins to dominate the data transferral markets, the merchants of the Andrium for Science League begin to lose the revenues which they had been making in this field. To counter the subsequent decline in their importance, several members of the organization sell off blueprints and manuals for the construction and maintenance of Andrium-fueled hypershunting drives to powerful political institutions. FTL fleets are slowly built up, and the Andrium for Science league is coerced into supplying precious antimatter fuel. The League, which still holds the secret of Andrium production, degenerates into a mere production cartel. With ships, fuel, and command communications provided by the TBD system, the united core worlds embark on their self-proclaimed mission to reunite all of humanity. A limited number of Andrium bombs appear during this time.

c. 1000 The Olympian Colonies build their own TBD network and continue to monitor the activities of the fledgling Terran Federated Democracy. They manage to maintain their secrecy.

457 The culmination of the Wars of Integration is the creation of the Terran Federated Democracy (a.k.a. "United Federation", and more recently, as the "Old Democracy"). The Democracy's parliament is located on Old Earth.

422 The Cygnus Shipyards conduct their first successful test of a hypershunt spacecraft.

422 — Imp 190 The Olympian Colonies reunite as a coalition and establish mutually lucrative trade. Family Kashmere on Oberon exerts progressively more influence among the allies as the coalition matures.

324 The Terran Federated Democracy holds sway over Terran humanity and the homeworlds of affiliated xeno-races. This was the first (and nearly successful) attempt at a unified political structure to administer all of the colonized worlds. (Olympus and her colonies remain unknown and isolated).

323 Several sectors and homeworlds declare their independence from the Terran Federated Democracy as their specialized needs are not fulfilled by this institution. They begin to fortify their systems against anticipated reprisals from the Federation.

291 Man-portable blaster weapons are mass-produced as a construction method is discovered which prevents deadly radiation from being emitted at the point of attack delivery.

320 — 275 The pre-imperial core worlds initiate a massive arms race as they construct the awesome Imperial Navy.



270 The fledgling political unit which will, in time, gel as the Imperial Court unleashes brute force to deal with the old Democratic leaders and systems which have refused to come into the fold.

256 The Imperium-to-be issues a declaration to all inhabited worlds stating that it claims ownership rights of all systems colonized/conquered by man to date.

255 — 50 Various uprisings, revolutions, and back-room politicking thwart attempts to quickly solidify the pre-imperial power base.

39 The GCH opens its doors to hear interstate grievances of political, military, and economic natures. It is hampered by widespread accusations of perjury and corruption.

27 The first of the Order of Truthsibyls are used at the GCH. Perjury is virtually eliminated.

14 This date marks the last known utilization of a holocaustic attack delivery system on a mass civilian target; the population in question is the society occupying the Xi Sinva Star system. Their leaders were implicated in a plot to stop the Imperial Drive, the plot uncovered by the Truthsibyls of the GCH.

12 VegaPol (An independent policing force), which supports the Galactic Court of Humanity and MERLOGH, is granted operational status.

3 MERLOGH (MERchantile League Of Great Houses) begins operating as the financial monitor of Terran space.

2 The Emperor-to-be guarantees that the Andrium of Science League will maintain their production monopoly.

1 The Emperor-to-be makes clear his intention to outlaw the production of holocaustic attack delivery systems.

### Imperial Time

0 Consecration of the Imperium (consisting of a myriad of systems organized into Regions, Quadrants, and Sectors), and 27 Provincial Territories. The Andrium for Science League changes its name to Andrium Producers of the Imperium in order to more properly reflect its latest primary function. This cartel retains its power through the present time.

1 The Great Hoarding.

2 The long prophesized and awaited Messiah of Izar seems to have incarcerated herself on a desolate and backward frontier settlement. Within a few years, hundreds of billions of humans flock to the spin-off religions catalyzed by her coming. Unable to keep a rein on his subjects, the new Emperor watches helplessly as expansion slows, research stagnates, and technology lapses yet again as the Messiah is interpreted as preaching Aesceticism. An entire generation (and more) of advancement opportunities is lost to the empire.

4 ICoM, a subdivision of MERLOGH, begins operations on Old Earth.

63 The Messiah of Izar disappears under mysterious circumstances and the Emperor's court is implicated. Two decades of interstellar unrest follow and the Imperial Deep Space Navy is pressed into action on several occasions. Not surprisingly, there are suppressed reports of numerous starmada mutinies. The Navy loses its effectiveness for a time.

72 In an attempt to get a better grip on his crumbling Imperium, the Emperor instigates sweeping reforms and new scientific project research incentives which he hopes will bring prosperity again. His plans get a lukewarm reception.

113 Personal Velocity Shields appear commercially.

127 The advent of improved sensor fields allows safe hypershunts out to a range of 50 LY. This heralds in an age of unprecedented expansion. Frontier Provinces proliferate, bringing greater wealth to the Imperium.

190 The Olympian colonies are contacted and tentatively join the Imperium each as a Minor Clan. The errant star Astra and her planet Olympus are not relocated, however.

241 Minor Clan Charon-Richter attacks Sparta, intent on absorbing that system. They are unprepared for the fierce defense: the Charon-Richter forces are utterly destroyed by Spartan-manned Imperial ships.

301 As a result of the War of Tarquinis (a.k.a. "The Rebellion of the Provinces"), the Emperor allows Major Families to acquire additional systems directly from the Imperium and Frontier holdings. Restrictive Quotas remain in effect through the present, however.

311 Kashmere and the four other Minor Clans, previously (apparently) unrelated, form a loose public alliance. Kashmere is the apparent prime mover in the coalition.

336 Personal Deflector Shields — a product of Minor Clan Argo — appear commercially.

340 The Minor Clans of Kashmere, Lombaard, Bennett, O'Mallory and Carter-Perseus, because of their strong, cooperative interfamily bonds, are granted Major House status as a Commonwealth, an unprecedented move by the Emperor. Several Major Families (those with a greedy eye on Kashmere holdings) protest, but are unheeded. Duke Johannes Rennie Kashmere VI sets up his court.

340 — 360 The Cygnus Shipyards (operated by Family O'Mallory of 69 Cygni VI) produce a fleet of starships with unprecedented speed.

348 — 350 Family Klatus (one of the pre-eminent houses in the Tarquinian rebellion) assaults Kashmere, intent on destroying the Commonwealth before it is fully formed. The Kashmere fleet, only one-third complete, turns back the initial strike force and Duke Kashmere sends his own fleet to the Klatus Homeworld, where they lay waste to three cities and the principal shipyards before they are repelled. The Emperor fines both houses, poorly concealing his glee over the outcome.

399 The star Astra is rediscovered — having moved nearly 200 relative light-years in ten millenia. Kashmere scouting parties find Olympus apparently deserted, her cities abandoned and in disrepair. They reclaim the planet as their homeworld. Duke Kashmere moves his court here, rebuilding Olympia City.

412 Matter/Antimatter torpedoes are first fitted on Imperial vessels. The Inner Provinces protest this as a violation of the Emperor's own holocaustic production ban, then furiously begin developing such weaponry for their own use.



450 The first Kashmere vessel (the Flag Cruiser *Andromeda*) is fitted with matter/antimatter torpedoes.

453 In a "punitive strike", a light gunship of Inner Provincial Family Hulugu is destroyed by the Kashmerian frigate *Aurora*. The gunship reputedly strayed into Olympus system territory, and after repeated warnings is vaporized by Ion cannonfire.

462 Personal Absorption Shields first appear commercially.

465 A report by VegaPol to the Emperor expressing concern over the size and power of the Kashmerian fleet goes unheeded by the Emperor's advisors.

467 The Replicant Rebellion of Imperial Quadrant Hydrax begins. (Action will be detailed in an upcoming ICE module.)

468 Minor Clan Benka from Devon Province secretly approaches Clan Cheng (of Hydrax), introducing them to the plans of the Confederation Movement.

470 — 480 Time period of this module.

## 2.2 LIFE IN IMP 470-480

Although technology in the universe of Space Master — some nine thousand years in the future — is far advanced, it is not beyond the imagination. Indeed, due to the numerous technological and social collapses which punctuated man's drive to the stars, many worlds subsist on a technic level not far above the barbaric 20th-21st centuries. While truly advanced equipment exists on Imperial Core Worlds and Provincial Homeworlds, the costs of bringing the more sophisticated luxury items to the Frontier are prohibitive.

It is also interesting to note the "old-new" feel which grows stronger as one nears the heart of the Imperium and the older worlds. The tendency to renovate rather than rebuild is very strong here, with many structures still in use which date back to the early colonization period, the days of the Universal Technological Recession. Ancient buildings of baroque design, refitted with the latest environmental and computer systems create a strange fusion. In the less prosperous areas of many planets the union is grating and harsh: no attempt at softening the junction is made. In some cases, where the original lighting or environmental systems have failed, less advanced equipment has been grafted on. Ducts and wiring make for unpleasant decor. This is the darker side of the Imperium, planets where the environment has been abused, sulfurous clouds rule the skies from which pour a continuous acidic drizzle. Everything seems old, barely functional, and filthy. Tara, the subject world of 69 Cygni III (Cygnus), is an excellent example.

On many worlds, however, there is the tendency to utilize the solid, grandiose architecture of earlier ages (often stone or other ponderous material) and carefully infuse the advantages of high-tech refinements. The Empire, in an apparent attempt to emulate ancient Terra's Renaissance period, has encouraged such fashions and trappings in the Imperial Court. Many new buildings on Terra also reflect this style. All this — the Emperor hopes — will promote a feeling of enlightenment and forward momentum: that the Stellar Empire is entering a new age. Few are fooled by this ruse, however; under the precision-ground real marble facades of the new Imperial Palace building remains a foundation of crysteel supporting one of the most corrupt, power-mongering governments ever to exist. And it continues to flourish.

## 3.0 THE STELLAR EMPIRE

*"History runs in cycles, and the infancy of interstellar government bears a striking resemblance to fledgling governments on pre-industrial planets. From Terra, ancient Greece and Rome are excellent examples. Each sought expansion through military means, but became spread too thin and unable to effectively administrate a realm in which it took days or weeks for a message to travel from the capital to an outlying province..."*

Darius Charishaang,  
from a student lecture  
Mu Aquilae IX "Oberon"  
Imp. 457

*"History is philosophy from examples."*

Dionysus of Halicarnassus  
PreImp. 11,675

Several attempts were made to obtain a centralized governing body for all of humanity — which was in the process of rapidly diffusing throughout The Worlds — but each was doomed to failure due to the lack of a quick and efficient way to communicate between the newly developing governmental bodies. Transmissions were limited by the speed-of-light radiation or by the speed of message carrying starships (which were expensive to operate and subject to deliberate or accidental destruction). Without a direct communications link, information and technology transfer was retarded, the intent of laws and interpretations crippled due to the less than universal application, and the normal processes of diplomatic relations were impossible.

However, there was another more significant block against a centralized administration: the mega-corporations liked autonomous control over all of their resources. From their point of view, what was the use of forming a centralized government anyway? Unless forced upon them, the administering corporation of each system was not about to accept an outside controlling entity. It is of interest to note that it was often the case that these mega-corporations would evolve into exotic and varying forms of state, which was usually a function of the cultural background or ethical sophistication of the corporation's executive core.



SERVICE INSIGNIA: ADMIRAL



After many millennia of chaos, a limited form of instantaneous interstellar communication was developed: the Tachyon Beam Dictor (TBD). The device slowly spread to The Worlds which were still accepting outside contact, and eventually a resolution to reunite all of humanity was sworn by several core worlds (Old Earth included). Several of these core world mega-corporations, which were governing bodies within their given territories, pooled their resources and built great fleets of military starships to sortie out and reunify (read *conquer*) the scattered shards of Terran humanity. Most historians argue that this long process of attempting to form a Terran government was nothing other than an utterly endless string of brutal wars.

In the end, a centralized political body was obtained which was declared to be democratic in nature. However, it was a political body only inasmuch as it could exercise a minimal influence on its "member planets". The problem was that there were now just too many worlds with too many diverse interests and too many gripes brought about by the enforcement of an alien governmental form to be regulated by the quasi-democratic state (which was imposed on these reunified worlds). The system was not working, but the leaders of this centralized democratic state were beginning to realize something: the unimaginable immensity of wealth that was to be collectively found on The Worlds. The first seed of the Imperial drive had been sown.

It was quickly realized that the problem with an Imperial form of government was that there could be only one Emperor. Needless to say, everyone who could stake a claim on the title did. Hence the conflict continues.

After the interstellar dust had settled, the Empire was a reality. It initially consisted of the Imperium, a great volume of space encompassing many worlds, and twenty-seven Provinces. The Provinces were areas which could not be handily controlled by the Imperial court exclusively, and as a rule, encompassed upwards of ten star systems in relatively close proximity. The Emperor's court was founded on Old Earth, roughly at the astrogeographic center of the Imperium. The Provinces were granted to "responsible" mega-corporations or other governing bodies which had also evolved over the past few thousand years and were represented in the parliament of the recently-deceased democracy.

The Imperium controls the Empire for one reason only: it has enough military clout to crush any group that opposes its will.

### 3.1 IMPERIUM

Touted by some as the "heartland of Terran humanity", enlightened Empire subjects know the Imperium for what it truly is: a privileged clique of hawkish self-proclaimed nobles bent on leaching the wealth of Imperial and Provincial territory alike. Remember that it was greed for riches and lust for control which fueled the three hundred year drive for the Empire. As expected (and hoped for on the part of the Emperor and his court), the nobles of the Empire live in the lap of luxury, and many others have profited from the formation of the Empire, including Provincial leaders, smugglers, and other criminals. From this scant overview, the Imperium superficially appears to be oppressive, Draconian, and rotten to the core — but upon closer inspection, the view just gets worse.

So why has the Imperium lasted for nearly five centuries? In the event that any disillusioned Empire subjects should incite others to rebel for an anti-Empire cause, the Imperium could field no fewer than twenty-five combat ready Starmadas, forty gunship task forces, and two elite gunship squadrons to invoke a *Piat Fiela* (scorching death) against the insurgents. Few have been foolish enough to test the Imperial Fleet at their own game, as the result has invariably been the thorough destruction of upstart revolutionaries. The Emperor truly rules with an armored gauntlet.

### TYPICAL IMPERIAL STARMADA

1 Dreadnought [10% chance] / 2 Flag Cruisers [90% chance]  
 4-5 Line Cruisers  
 10-12 Support Cruisers  
 10-12 Gunships  
 7-8 Support Transports  
 ~200 SMAC Fighters (~300 when combat ready)  
 ~800 Marines (~1200 when combat ready)

If nothing else strikes fear into a rebel Province, an Imperial Dreadnought will. These brutes are nothing less than mobile cities of armor and armaments. They carry their own compliment of 200 SMAC fighters and the equivalent firepower of half a Starmada. There are only three Dreadnoughts in existence and they are the pride and joy of the Emperor.

To increase security, the Empire's first leader — Emperor Macedon I — as his first official act, decreed that the production of thermonuclear, enhanced radiation, and biotoxic attack delivery systems was to cease immediately and that any further production was outlawed. This led to an immediate, frantic stockpiling of existant weapons known commonly as "the Great Hoarding".

After all these millennia it is perhaps fitting that the seat of power in the Terran Empire finds itself on Old Earth. Almost all industry has been moved off-world. Only parks, agriculture and administrative centers remain along with the Imperial Palace. However, the fabricated pastoral facade that has been set up there is still hard pressed to cover-up the most wily, clever and treacherous band that the Terran man has ever been subjected to.

### 3.2 PROVINCES

It was realized during the drive for the Empire that the now great expanse of occupied space could not be administered from within one centralized location, as had been attempted during the time of the Terran Democracy. Enter the feudal component of the soon-to-be Empire. In those last few PreImp years the gelling Imperial Court claimed outright ownership of all colonized territories and explored systems, and threatened to use their vast naval forces against any party who disputed their jurisdictional authority. The court then introduced the Empire's Liege Lord agreement to several favored PreImp quasi-governments in the outer reaches of explored space. Through this agreement, a defined area of space encompassing several star systems (a Province) would come under the administrative authority of a sub-power directly answerable to the Imperial Court. In return for this grant of power, the Provincial administration was expected to forfeit an initially colossal tithe to the Emperor to be followed by regular Elmonitary installments — lest the province be handed over to a group of more competent governors capable of meeting their Imperial payments.

The first twenty-seven Provinces were inaugurated along with the Imperium on Imp.0. The provincial leaders were, at the time, a few of the Chairmen, Dictators, and Presidents of the mega-corporations and other governmental bodies which were once represented in the now defunct Democracy. Although the newly appointed provincial leaders kept their old working titles for many years after the Empire came into being, there has recently been an emulation of the Imperial form of figurehead taxonomy resulting in most Provincial leaders declaring themselves nobility. This has led to the founding of the Provincial Royal Families whose courts actually rule their designated territories.



The Provinces to be found within or bordering on Imperial space are called Inner Provinces, each of which is ruled by a Royal Family whose roots harken back to the first leaders of the Province in question. The remaining "outer" territories are called Frontier Provinces, the rulers of which are often Minor Clans who wield much less power than the Royal Families. Under the terms of the Empire's Liege Lord agreement, each Royal Family is entitled to field its own Provincial Defense Fleet, train and keep its own soldiery, and mint its own hard currency. But because the Emperor charges regular tithes in proportion to the economic and military strength of a given Province, there is little incentive for a province to become very powerful and a great incentive to hide one's true strength — which is of course a capital crime. On the other hand, the Minor Clans are outlawed from maintaining private armies and must use the Imperial Monit for intraprovincial commerce when need be. Each Minor Clan territory is granted a garrison force of Imperial troops for defense purposes and the Clan is allowed to maintain their own exploration vessels. These expeditionary fleets seldom lack Imperial "observers" or "advisors" to keep an eye on the resource wealth of star systems newly discovered in the Frontier. Although the advent of the Province, Family and Clan have created a vehicle for somewhat autonomous states, it is quite apparent that this feudal structure has efficiently extended the realm of the Imperium without the corresponding expenses.



### 3.21 MAJOR FAMILIES

A few Inner Provinces which neighbor Kashmere are briefly touched on below. They by no means represent all of the nearby Provinces, but are given as examples and for reference purposes.

The motives and allegiances of these Families are mutable and are never absolutes. They are not even necessarily accurate, being only the generally perceived attitudes.

#### 3.211 Devon

CURRENT RULER: Lord Yama Pythagor III Devon [Imp.460- ]

HOMEWORLD: Delta Cassiopeiae VI [Karoline]

POLITICAL ALLIES: Jade-London, sometimes Carlisle

OPEN ENEMIES: Colos

POLICY TOWARDS KASHMERE: Veiled resentment; but willing to deal. Devon and Colos had the most to lose by the granting of Major Family status to Kashmere. Lord Yama, however, sees that the best way to recoup his losses is to establish commercial contacts with Kashmere as quickly as possible, thus hopefully gaining an advantage in the trade markets.

GENERAL COMMENTS: Although certainly not altruists, the Devonians are probably among the least corrupt of the Major Families. A very detailed account of the workings of House Devon is available in the module **IMPERIAL CRISIS**: House Devon in Turmoil.

#### 3.212 Colos

CURRENT RULER: Lord Kibakee Colos I [Imp.469-471]

Lord Alexander Telax Colos IV [Imp.471-]

HOMEWORLD: Gamma Vulpeculae IV [Orpheus]

POLITICAL ALLIES: ?

OPEN ENEMIES: Devon

POLICY TOWARDS KASHMERE: Colosians have a well-deserved reputation for unsubtle aggression against their enemies; their plans for House Kashmere do nothing to refute this. Lord Colos would like nothing more than to see the entire population of the province instantly eradicated, leaving the ripe planets open to be divided up by the other provinces [Colos getting the lion's share, of course].

GENERAL COMMENTS: As noted above, Colosians are not known to be nice guys. If they were able, they would pull every sneaky, underhanded trick possible to thwart their opponents. Unfortunately [for the Colosians] they aren't that clever; more often than not their plots end in embarrassing failure.

#### 3.213 Jade-London

CURRENT RULER: Count Matthew Daniel Jade-London VI

HOMEWORLD: Alpha Volantis III [Lamaraine]

POLITICAL ALLIES: Devon, Carlisle

OPEN ENEMIES: Colos

POLICY TOWARDS KASHMERE: Neutral; guardedly friendly. ["Anybody who is an enemy of Colos is a friend of ours."] The Jadists are essentially waiting to see how things pan out between Devon and Kashmere before entering into strong political/commercial agreements. In the meantime, their agents are furiously trying (without much success) to plumb the depths of Kashmerian motivations and psychology. Count Matthew harbors a personal suspicion that the Kashmerians are "up to something", but has confided this to only his closest advisors.

GENERAL COMMENTS: Like the Colosians, the Jadists frequently stoop to underhanded means to get what they want. Unlike the Colosians, the Jade-London operatives are frequently intelligent, clever, and creatively devious individuals. The adventure in **Future Law** is an excellent example of their penchant for subterfuge. Their hands are always clean. Jadists are [almost always] loyal to their friends; space help their enemies.

#### 3.214 Carlisle

CURRENT RULER: Duke Preston Jorel Carlisle IV

HOMEWORLD: Aldebaran V

POLITICAL ALLIES: Devon, Jade-London

OPEN ENEMIES: None [that they have declared].

POLICY TOWARDS KASHMERE: Openly friendly.

GENERAL COMMENTS: The Carlisle family has had a reputation in the Imperium for centuries as being "a bunch of nice guys". As such, they have earned the disdain of many other houses. Devon, and Jade-London especially stay on outwardly friendly terms with Carlisle while remaining always on the alert for a way to take advantage of them. However, the Carlises — while honest — are not stupid. Their intelligence divisions are as good as anybody else's, and they have foiled a number of attempted overthrows, assassinations, and other, more subtle attacks.



### 3.22 MINOR CLANS

Below are mentioned two Minor Clans which are involved in the affairs of House Kashmere to some extent.

#### 3.221 Clan Charon-Richter

CURRENT RULER: Randolph Nordström Richter III

SUPERVISING GOVERNMENT: The Imperium

HOMEWORLD: Arphonsus III [Geffris]

POLITICAL ALLIES: Varies

OPEN ENEMIES: None [Kashmere]

POLICY TOWARDS KASHMERE: Family Charon-Richter seems to have it in for Kashmere. Although Minor Clans are not allowed — under Imperial regulations — to possess ships of war, they have somehow acquired a small but deadly fleet. The logical supplier is Family Colos, but even the Colosians are not so stupid as to sell heavy arms to a Minor Clan in a manner easily traced. There isn't even any real proof that the strike forces harassing Kashmerian ships are from Charon-Richter, though the Kashmerians claim that they are certain of the culprits. The Emperor plans to get to the bottom of the situation and punish the offenders...eventually. Meanwhile, Duke Caitlin Kashmere is becoming increasingly annoyed, and is tempted to take the situation into his own hands.

GENERAL COMMENTS: The Charon-Richter family makes the Colosians look like upstanding, reputable citizens. They have engaged in just about every form of espionage, sabotage, and underhanded intrigue to advance themselves over the years — and have done a fine job. They are on the verge of being nominated for Major Family status. The only possible problem is Thain Randolph's irrational, obsessive hatred of the Kashmerians. He insists on risking his clan's standing to antagonize them.

#### 3.222 Clan Baburnica

CURRENT RULER: Jasmine Constanza II

SUPERVISING GOVERNMENT: House Devon

HOMEWORLD: Alexie Prime

POLITICAL ALLIES: House Devon [?]

OPEN ENEMIES: None

POLICY TOWARDS KASHMERE: Officially neutral.

GENERAL COMMENTS: Clan Baburnica is an amazon society ruled by intelligent, ruthless women. They frequently deal with the independent world of Hyperion, and seem to be involved in weapon and munitions dealings at many levels. The amazons have many unofficial contacts with Kashmere, and support a brisk black market in Kashmerian weapons and technology.

## 3.3 INDEPENDENT ORGANIZATIONS

### 3.31VEGA

Several concessions were made by the Imperium from Prelmp.40 to Imp.0 in order to expedite the formation of the Empire. The most significant of these was the creation of the *Galactic Court of Humanity*. This court, along with its police arm — *Vegapol* — operates independently of Imperium and Province alike. It is their function to investigate and adjudicate matters of diplomatic, economic, and criminal dispute between the Empire's territories. It should be noted here that, when possible, most Provinces seek their own "out of court" settlements when inter-family disputes arise. As the name VegaPol suggests, the Galactic Court of Humanity (GCH) and its policing component are located in the Vega system on Vega IV (Valhalla). To facilitate fair decisions on the part of the court (which are often dependent on the adjudications of the not wholly trusted Truthsibyls), all evidence to be presented in a given case must be independently confirmed by Vegapol. This is why it is common to find Vegapol detective-monitors permanently attached to the security offices of many Empire territories.

The other institutional resident of Vega IV is **MERLOGH**, the Mercantile League Of Great Houses. This financial regulatory body acts as the Empire's stock market, monitoring the flow of stock and bond capital between Imperial and Provincial governments and corporations. MERLOGH sets the value of the standard Elmonit; the electronic currency in use throughout the Empire. It also rates each Province's Monit (hard currency) against competing currencies.

The GCH, Vegapol, and MERLOGH are mentioned here because although they do not fall under Imperial administrative jurisdiction, Vega is to be found within the boundaries of the Imperium. The Vega system was chosen for these essential services because there are a plethora of natural obstacles within the system, namely asteroids, which make it easily defensible through military force. The asteroid-rich system renders large scale naval invasions impractical, and Vegapol has set up an unrivaled defensive network in the system utilizing the abundant natural firing platforms.

### 3.32 THE LEAGUE OF MERCHANTS

In any capitalistic society there are not only the huge corporate trade networks competing with each other in the large, high-profit fields, but also the independent merchantmen, scavenging a marginal living on the cargoes too small to be worth a megacorp's trouble. These "free traders" often engage in marginally legal (or indisputably illegal) runs in order to turn a profit, and as such find themselves always dodging Imperial and Provincial security troops — not to mention VegaPol.

Many of these traders are allied in a loose association which bears the name *League of Merchants*. A number of the upper echelons of the League are located on the independent world of Hyperion IX in Devon Province, as well as Palenque IV (Tikal). Others are scattered throughout the Empire. The exact nature and philosophy of the League is not known for certain, although there is little doubt that it coordinates any number of illegal activities. Drug smuggling, gunrunning, and interprovincial espionage are but a few suspected League operations. The Leaguemasters are notoriously clever, though, and they have (with few exceptions) eluded prosecution to this day.

## 3.4 PERCEPTION OF TELEPATHS, TRANSHUMANS, ALTERANT REPLICANTS AND ANDROIDS

Because of the very different background of the Kashmerian people, this section is split into two parts: how the general population of the Imperium and most Inner Provinces might perceive various beings, and how the recently integrated Olympian colonists see the same entities. The differences are at times considerable.



### 3.41 BY THE IMPERIUM IN GENERAL

#### Telepaths

Although Telepathy is not unheard-of in the Imperium, it is still a rare phenomenon (possessed by only one citizen in 100), and 90% of the known Telepaths have only rudimentary skills. All children are tested at an early age, and if they show an aptitude, they are offered admission to special training classes — at their parents' discretion. Telepaths who publicize their abilities (e.g., by using their skills professionally, such as in a special Provincial agency) are treated with a mixture of awe and suspicion. "Professional" Telepaths are invariably members of a Guild or other reputable agency with a code of behavior: no abuse of powers for personal gain, no invasion of another citizen's mental privacy, etc. This parallels other professions, such as medicine. As always, though, there are renegades, using Telepathy as a weapon and a tool for profit. A branch of the Imperial Intelligence Directorate (IID) has agents always on the lookout for Telepathic crimes. Punishment for abuses of Telepathy are severe: usually a selective mind-wipe which either dulls or obliterates the offender's powers.

In general, any Telepathic act which probes into or affects another sentient's mind, or has a physical effect on another's person or property is considered criminal. This includes use of *Voice Psions* except in self-defense. Telepathic communication is not illegal, nor is Psionic transportation. Psions for personal enhancement or healing are also permitted. All Telepaths are bound to be "licensed" through an Imperial or Provincial agency, and their Ident disc carries that data. Practicing Telepathy unlicensed is also a crime.

Many Imperial and Provincial special forces teams employ Telepaths, and it is widely rumored that those team members are permitted and even trained to utilize offensive Psionic powers.

One of the most renowned Telepath organizations in the Imperium is the *Order of Truthsayers* (also called "Truthsibyls"). Invariably women, they have established an order and training center on Alpha Mensae IV. Since their first introduction to the Galactic Court of Humanity in Prelmp. 27, the Order of Truthsibyls has acquired a mystical, quasi-religious stature. Although they are technically a part of the Vega group (including VegaPol, the GCH, and MERLOGH) they remain pointedly aloof from all political and social alliances. This of course enhances their image as absolute mistresses of Truth. In Imp. 79 the Order made members available to Inner Provincial Courts, greatly relieving a backlog of appellate cases at the GCH.

Membership in the Order is by invitation from the Truthsayer Council, based on review of Telepathic testing. Truthsayers undergo rigorous training before being accredited. It is rumored that the Truthsayers also have a breeding program of their own, designed to enhance certain Psionic skills. Truthsibyls wear a plain gown of pure white, under an open, hooded black robe. Their only jewelry is the golden earring of their office. (The earring serves another purpose, the setting being a crystalline *Psion prism*). Truthsibyls do not marry (though of course would participate in the alleged breeding program), and are forbidden any but the most superficial ties with anyone outside of the Order. In the history of the organization's existence, never (as far as is known) has a member been found to be incorrect at judging Truth, nor has a Sibyl fallen to bribery or other corruption.

In general, Telepaths do not flaunt their powers and so are treated as equals by all other (blissfully ignorant) citizens.

#### Transhumans

Transhumans, being by their very nature naturally born humanoids, are often indistinguishable from the average citizen. Only the types bred for certain very specific physical attributes (e.g., superior overall strength: huge skeleton and musculature; superior dexterity: long fingers, or additional digits; superior endurance: greater lung and heart capacity.) show obvious signs of their specialized breeding.

Depending on their genetic history, they possess aptitudes for certain mental or physical tasks, and are invariably guided into that field. Applied Eugenics is not a widespread phenomenon, limited to certain "clubs" and a handful of Minor Clans where it can be enforced. Transhumans — like Telepaths — rarely advertise their background, for when they do, they are frequently greeted with jealousy and suspicion by their "peers". Only the Transhuman V's consistently flaunt their breeding. Of course, the Transfives are the overall "supermen", gifted in all aspects, including ego. Transfives tend to take the "Yeah, I'm a Transhuman, *prag*\*, you got a problem with that?" Kashmere is the most prominent example of a large-scale Eugenics program, and any Kashmerian citizen is automatically assumed (accurately so) to be a product of controlled breeding.

#### Alterant Replicants

These beings are the result of direct, artificial gene alteration, "created" beings rather than refinements of a natural process. This possibly subtle distinction is a crucial one in Imperial society. Replicants are generally considered subhuman, having no real parents, grown for a specific (often dangerous, invariably odious) job. They are the last victims of slavery in the Stellar Imperium. Replicants are usually *programmed* with specific skills and are ignorant in all nonessential areas of life. Most have a noticeable "dull" look which brands them as effectively as the small tattoo which is required to be imprinted on the left temple of all Replicants. Replication science is rapidly advancing, and it is feared that black-market, unbranded Alterant Replicants are being produced, indistinguishable from normal humanoids. These new, "smart" Replicants, living time bombs because of the possibility of elaborate violent programming, are a potential threat to Imperial security.

#### Androids

Sentient androids, often more human-seeming than the best Replicants, are granted full citizen status by Imperial decree. These intelligent machines are so allowed freedom because of the unique nature of their *Molecutronic Brains*. A unique, quasi-living organ, the brain functions just like a human brain. When an android is activated, the cerebellum has been programmed with the necessary autonomic functions, but the cerebral cortex is essentially "blank". Basic traits can be programmed, just as genes and early childhood "program" humans, but beyond basic tendencies, the brain is self-aware, independent and self-programming. A requirement of full citizen status for any android is certification of the installation of the "morality" program. This is a standard control, composed of basic Imperial Law and a set of priorities, setting up severe prohibitions against High Crimes (e.g., murder) and mild anxieties against minor infractions. This is to prevent the creation of android assassins — a truly terrifying concept. Android production is carefully monitored by Imperial agencies to prevent black market androids.

An android (theoretically) chooses his own profession and skills. Androids learn just as do humans, their minds no more subject to tampering than a human mind — even less so, as androids cannot be affected by Telepathy. Their bodies, however, can be custom-built with emphasis on certain physical attributes.

This does not mean that androids are actually treated as equals by all humans. Normal Humanoids (assuming they are even aware that they are dealing with an android) are often insecure when dealing with an android which they know is potentially much more intelligent, and definitely several times more physically powerful than themselves. The prejudice is similar to that encountered by Transhumans.

\**prag*: (Product of RANdom Genetics: a Kashmere insult)



All this of course begs the question: who would pay the exorbitant price (150,000-500,000 Elmonits) for an android with a free will? Well, androids tend to be very loyal, and have a very intense desire to be liked and needed. Though they are Imperial citizens, they can certainly be employed as bodyguards and servants. The longer they are in service and treated well, the more loyal (and happy) they tend to become. This predictable, incorruptible behavior is proven and very reassuring. One can't bribe an android, and it's hard to threaten one, since he/she could probably survive a blaster bolt and then rip your head off with one hand. Rarely do androids strike out on their own, since they first must usually pay back their purchaser (requiring years of work) and it is also an insecure, uncertain situation, with little promise of reward or happiness.

### 3.42 BY KASHMERIANS

#### Telepaths

It is a common misconception among outsiders that all Kashmerians are Telepathic. Kashmere may harbor the highest ratio of Telepaths to non-Telepaths, but even here those capable of utilizing more than rudimentary Psions make up no more than 9% of the general population. Since Telepathy is an unobvious trait and there are many legal and social prohibitions against irresponsible use of Psions, it is a casually accepted ability.

#### Transhumans

Kashmere and its citizens (virtually all to be considered either Neo-human or some Transhuman type) are quite proud of their scientifically manipulated background. As a Province they hold a subtle disdain for all other humanoid, considering them genetically inferior.

#### Alterant Replicants

Although Kashmerians perfected the techniques and applications of breeding selection, they never indulge in actual artificial gene splicing or mutation of human genes (considering it to be a dangerous abomination of the pure science of Eugenics). Kashmere citizens consider Alterant Replicants to be an abomination and can (apparently) sense them and will shun all contact with Replicants. They claim to be able to "smell" them. This hatred for Replicants is the strongest in the Imperium; they are banned from the Province.

#### Androids

Kashmere is one of the favorite homes of androids, because they can relate to the plight of the often-spurned Transhuman population. Soon after its Inauguration, House Kashmere purchased a number of androids from the independent Minor Clan on Jym-bob, known throughout the Imperium for their high-quality products. Since then Kashmere has begun its own android production facilities, and now builds some of the finest available. In Kashmere all citizen androids have freedom-purchase rights: their purchaser must pay them a minimum annual salary of 10% of the total cost (plus maintenance). After ten years the android is considered "free" and able to go out on his/her own. Most remain with their purchaser of their own volition. Androids are found in many responsible positions in the Province; one — Keith Channing Delahay — is captain of the Cruiser *Achilles*.

## 4.0 THE KASHMERE COMMONWEALTH

*"Future ages will wonder at us, as the present age wonders at us now."*

Pericles

Terra, c. Prelmp 10100

The story of the Kashmere people is unusual and bears little similarity to events of Terran man as a whole. The Olympian colonies, for so long separated from civilization, have become culturally and racially almost a different species. The Kashmerians are a very secretive people, and though it is widely rumoured throughout the Empire that the citizens of this province are the products of controlled breeding, it is not admitted. Reproduction is a taboo subject even among Kashmerians (as opposed to sex, which is freely discussed — and indulged in). Kashmerians cultivate an aloof posture, clearly considering themselves to be superior human beings. They will deal with all other races (except replicants) but there is always a hint of condescension in their voice, a trace of a smirk about their lips. They are not easy to get to know if you are an outsider.

Deeper within the Kashmere psyche is the desire to rule, to dominate the "lesser beings". This ambition was supposedly bred out (or at least completely submerged) but lurks at the edge of all Transhuman consciousness: the knowledge that the strong should rule, and they are the strong. The Kashmere psychologists know this tendency exists; that it only waits until the right moment to be released. At that moment, all humanity is in peril. This is the secret of House Kashmere.

In this section is detailed the history of the colony, its division and reuniting, its absorption into the Imperium, and its current status.

### 4.1 BACKGROUND

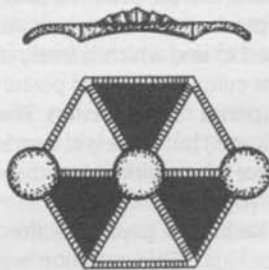
From the beginning the voyage of the *Astra* was an unusual expedition. It was like many of the other colony ships being built and launched during this period: designed for only one trip, carrying a contingent of colonists in cryogenic sleep to a distant sun, hopefully harboring a habitable planet. However, the ship itself was one of very few privately-owned spacecraft that time, this being possible as the owner was none other than Johannes Rennie Kashmere II, a wealthy Eurasian industrialist and head of one of Earth's largest orbital shipyards. Kashmere was a fervent believer in eugenics, and his wife — Katarina Elena Kashmere — was a prominent genetic theorist of the time. Eugenics, however, was undergoing a slide in popularity. Kashmere was undaunted by this attitude and decided that, rather than fight his opponents on Earth, he would start his own world. Pulling a number of strings, he obtained permission from governmental authorities to launch an expedition to a system likely to harbor an earthlike planet. Like all the other colonization releases granted at this time, the colonists were in essence given ownership of the destination system.

Although neither Kashmere nor his wife actually made the trip, they planned the journey, and she supervised the colonist selection from the tens of thousands of applicants. People were more than eager to flee the overpopulated Earth for even the chance to colonize a new world. After several months the five hundred were chosen: all superior examples of physical and/or mental human capabilities, all firm believers in the principles of eugenics. The Kashmeres' son, Johannes Rennie III, was to be captain and absolute authority of the group.



The majority of the original Olympian colonists were of northern mediterranean descent, specifically from the regions known as Greece (and the Balkan peninsula in general) and Italy. A few others were included to enhance the gene variation, but Katarina Kashmere believed that these were prime human stock.

*Astra's* launch from earth orbit occurred without incident, but soon after leaving the Sol system a problem in the astrogation program developed. It will probably never be known whether it was equipment failure or deliberate sabotage (the latter not unlikely considering the controversial nature of the mission). For several hundred years the *Astra* drifted through space, off-course, her computer vainly searching for the ship's destination. Only by an incredible chance did the uncharted rogue star pass within the *Astra's* limited sensor range. Assuming this to be the planned destination, the ship decelerated and prepared to orbit the star's only planet.



SERVICE INSIGNIA: CAPTAIN

Captain Kashmere and a skeleton bridge crew were the first awakened among the colonists, and it did not take them long to realize that something had gone very wrong. The planet was much larger than the supposed terran world of their destination star, and it was the *only* planet. Computer analysis revealed it to be nearly three times the diameter of earth, with a very hot, molten metal core. Torn by violent tectonic plate activity, the planet's thick crust had apparently been ripped into fragments long ago, many of these sections crumbling to rubble and tumbling downward into the deep volcanic rifts. Other plates survived, though their "coasts" deteriorated. What remained were a scattering of plateaus, sometimes hundreds of miles high, making up only about 5 percent of the planet's surface area. These small islands rise above the deep, interconnecting valleys, which are swept by violent storms.

Substantially cooler than during those formative times, the deep rift valleys now run with rivers of semi-liquid methane and ammonia. The plateaus, however, basking in the warmth of the hot blue star, enjoyed temperatures between  $-5^{\circ}$  and  $+35^{\circ}$  Celsius, and the less dense atmosphere was an oxygen/nitrogen mix; perfectly habitable for humanoids.

This was fortunate for the *Astra* passengers, since they had few options. The spacecraft had no fuel for another interstellar journey, and nearly a third of the cryogenic berths had already failed over the extended voyage. Time was also short: *Astra's* orbit was deteriorating, the ship unable to maintain altitude in the larger-than-expected planet's grip. They made a crash landing on the largest plateau, the spacecraft coming down hard in the strong gravity. Through a combination of the skilled crew and sheer luck, *Astra* landed with little damage. Captain Kashmere dubbed the world *Olympus*, thinking of the plateaus in relation to the mythical cloud-shrouded mountain home of his ancestors' gods. The star he dubbed *Astra* in honor of their hardy (if misguided) ship.

The 283 survivors of the *Astra's* crash land on Olympus had to utilize their limited genetic pool even more carefully than anticipated, and it was generally agreed that application of sound eugenics was more important than random emotional impulses. Marriage and the nuclear family remained, but rarely were the children the biological offspring of both parents. It was fortunate indeed that *Astra's* pharmochemical labs — as well as several Geneticists — survived the trip.

The Olympians settled on their new world, utilizing scavenged parts of their ship to construct the first buildings, and what equipment survived the journey. The first genetic pairings were established, and the colonists were on the road to a permanent, self-sustaining settlement.

It did not take long to discover that even the first generation of native-born Olympians exhibited interesting learning and (apparent) intuitive abilities. Testing revealed a consistent aptitude for Telepathic skills. These (and later generations of natural Telepaths) are *Humanoid IV*. The open-minded colonists reinforced these traits in specific groups of later generations, and **Transhuman VI's** were thus developed.

The Olympian geneticists could hardly have asked for a better situation. They had a closed environment, limited (but sufficiently varied) genetic material, and almost carte blanche to do what they wanted, given the trust of their fellow colonists. Only a few decades after Olympia City was settled, they moved their operation to the smaller (and loftier) plateau of Delphi. From there they carried on their research and issued pairing directives. Naturally, it did not take many generations for the scientists, given their superior intellects and superior ambition, to want to "play god". The bare necessities of genetic health no longer at stake in the growing population, they selected pairings to begin specialized strains. The first were the Transhuman I's. These hulking musclemen (and women) were the first "Guardians of Delphi". In later generations they were succeeded by the more agile *Transevens* (Transhuman VII), who, though quicker of body, were no more limber of mind. More types followed, each bred to special tasks and attitudes.

The Olympians flourished, and soon spread to the other plateaus, establishing city-states: Olympia (the capitol), Delphi (reserved for Geneticists and their ilk), Troyius, Europus, Rhea, and half a dozen others. All were interconnected by electronic means — as well as a variety of physical transportation modes, including suborbital flights and high-speed hydrofoils, capable of plying the frigid methane oceans between the islands of humanity. Johannes Kashmere and his descendants ruled from Olympia (retaining only the title of Captain), which was also the center of Telepathic learning.

Some fifteen hundred years after the first settlement, the Olympians began to take an interest in their nearby interstellar neighbors. Two of Olympus' three moons already had small bases, and the next logical step was the stars. While the rest of civilized mankind floundered in technological recession, the Olympians leapt forward. Although the ships were sublight and took several decades to reach their destinations, the new colonists were able to communicate with their homeworld upon arrival via instantaneous Telepathic communication. There followed a 1500 year period during which Olympus was the capital of a small empire, the Kashmere family ruling over their subject planets from lofty Olympia City, and the entire network flourishing. Each of the five new worlds became a center for a field of science or industry, and though there was the physical limitation of sublight travel, mental communication linked the worlds.



It should be stressed that the ability to mentally speak to another being light-years distant is not and never was a common skill. Only a handful of persons on each planet had the range for such a feat, and it was always a draining experience for all parties involved. The members of the Kashmere family were always among the most powerful Telepaths, this no doubt being an important factor in their ability to maintain absolute control for so long. The Kashmerians were (with a few exceptions) strong-willed rulers, and though some were accused of being harsh, rarely were they unjust. The greatest (and only viable) potential threat to the Kashmere Dynasty was the Delphian Eugenicians, the Genetic Priests (as they later came to be known). Soon after the expansion, the Eugenicians decided that Delphi Plateau was not far enough removed from mundane life, and exiled themselves to the second (and largest) moon orbiting Olympus, Pasiphae. They claimed the moon for themselves (with a surprising lack of resistance from then Lord-Captain Jeseriah Kashmere II), renamed it Delphi, and set up a vast, closely-guarded research complex. The center of the installation was the gigantic computer, Oracle, which was able to completely coordinate all genetic factors and breeding decisions.

This move temporarily lessened tensions between the two factions. Until then the Genetic Priests had been constantly applying pressure on the Lord-Captains for their own political gain, using a monopoly on Genetic knowledge and development as leverage. There was also the Eugenic Enforcement Ministry (known informally as the "E-men"). This organization, made up primarily of Transhuman I's and VII's, had the unsavory job of making sure that the Oracle's genetic plans were being carried out.

This group became "necessary" because, even though Kashmere as a whole embraced the philosophies of "enlightened breeding", there were the inevitable dissidents. Women who refused to be impregnated with the chosen sperm; couples who desired to have their own child and genetics be damned, etc. This subversive attitude became much more widespread soon after the Eugenicians moved off-planet. It was not long before the E-men — who had been a rare sight — were suddenly everywhere. Virtually immune to normal legal restraints, they quickly acquired a reputation for brutality and became a focus of fear and hatred among the citizenry. Altercations between local police and E-men were frequent occurrences.

Finally, in Prelmp. 4310, things had gone too far. The Eugenicians were virtually ruling Kashmere, using the insidious E-men to torture or kill their opponents, and their genetic clout to lobby for more and more power — influence in matters over which they should have no control. At last, Lord-Captain Jeseriah Kashmere, a powerful Telepath in his own right, decided that the Eugenic monopoly must be broken at any cost.

While some historians disagree with the following scenario, there is a general consensus as to what really happened next. Although the Kashmerians possessed thermonuclear capability (and perhaps even the technology to make Matter/antimatter bombs), the Lord-Captain refused to bring such holocaustic weapons to bear. Instead he gathered all of the most powerful Telepaths whom he knew to be loyal, and they met in the High Palace on Olympia. Together they launched across space the most powerful, concentrated attack of mental energy ever amassed. As one entity, their minds crossed the interplanetary void and sought the annihilation of the Eugenics Priests. One must assume that they were only partially successful, perhaps only slaying a portion of the Delphians in the first assault, for there was bitter retaliation. At least as deadly and swift came the reprisals, and the population of Olympus was exterminated before anyone could send a message to the colonies. Somehow the Lord-Captain and his allies survived to reciprocate with a final, suicidal attack which either killed outright or rendered mindless the survivors on Delphi.

Without central leadership the E-men were at a loss, quickly disposed of by planetary police. The Colonial Eugenicians were bright enough to realize that surrender was the wisest course. The Kashmerians were free, at the cost of two worlds.

An additional twist of this tale is known only to the reigning Duke and very few of his advisors, including the barons and the KIN Praetor. For Jeseriah and his allies to have mind-fused and sent such an attack, they would have had to possess powers far beyond anything currently known. This makes for fine legend, but is not fact. The truth lies in the catacombs beneath the palace, deep within the acropolis of Olympia, where there rests a cave lined with Zirium crystals. Natural Psion Prisms, these crystals have the power of mental resonance, amplifying and focusing Telepathic powers. In the center of the cave lies a single huge stone, which served as the locus for the combined attack on Delphi.

Even stranger, however, was the nature of the reprisal. The Olympians were reasonably confident that they could wipe out the Eugenicians without fear of retaliation. They were unprepared for the Oracle. Somehow, through some quirk of fate or the twisted designs of the Delphians, the Oracle not only acquired a super-sentience, but became *Telepathic*. It served as shield, and focus for the Priests when they returned the attack. The Zirium matrix crystal cracked under the strain, and was unable to protect the Lord-Captain's group from the second, deadly assault. Its powers now — though still considerable — are a shadow of what they were.

#### POWERS OF THE ZIRIUM PRISM MATRIX

x 10 PP enhancer:

x 100 range.

Will serve as a focus for Telepathic fusions. Each person in addition to the "leader" doubles range and number of targets or target radius [if applicable] of fused attack.

The cave of the crystal is closely guarded, and the prism itself is sentient and attuned to the Duke. Anyone attempting to use it without his permission will suffer Psions from the **Thought into Pain** list (usually *Choke True* or *Energy Channel True*) until help arrives.

For more on the Oracle, see Section 7, **Marooned on Delphi**.

The colonies rallied quickly from the apparent destruction of their homeworld, the younger brother of Lord Jeseriah consolidating his power base from Oberon. The colony worlds remained in mental contact, and continued trade through sublight channels. Around Prelmp 2000, the colonies first intercepted radio transmissions from other Earth colonies. The Kashmerians elected to remain hidden until it was to their advantage to reveal themselves to the warlike colonies. They continued to monitor these transmissions, however, gleaning new technologies to add to their own. The first seeds of the Plan of Supremacy were sown.

For over two thousand years the Kashmerians somehow avoided contact with the expanding Terran megacorporations and their governments. It seems unlikely that this could have been achieved without some Telepathic manipulations: five systems each with a earth-like world could not have all evaded detection. Historians suggest that any intruding survey parties had their minds "corrected" so that they mapped the Kashmerian systems as barren and useless.

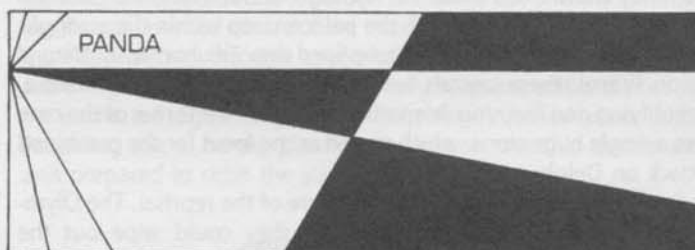
At last the Terran Federated Democracy collapsed under its own weight; a fall long anticipated by the Oberon Seers. Then the Empire coalesced and seemed to stabilize. The Kashmerians were ready to insinuate themselves into Terran Humanity. The Plan sprouted its first seedlings.

One by one the colonies allowed themselves to be contacted, and eagerly they joined the Empire as Minor Clans, seemingly isolated, backward worlds colonized millenia ago by inferior beings. The plan is in full bloom, and soon it will begin to bear fruit.



#### 4.11 THE CORPORATE COMPONENTS

As noted above, although the mother planet of the Astra Colonists ceased communication with her own colonies, the other five planets maintained contact. They also upheld a substantial commerce despite the interstellar distances and the limitations of sublight travel. By the time of this module, the various groups have emerged — in an evolution opposite to that of the Empire, from familial groups to corporate entities.



ITEM	PRODUCERS
Flag Cruisers	—CygnusCorp —Kashmere Industrial/Cygnustar —Thiokald
Line Cruisers	—CygnusCorp —Kashmere Industrial/Cygnustar —Interstel Dynamics
Gunships	—CygnusCorp —CygnusCorp/O'Mallory —Kashmere Industrial/Cygnustar
Transports	—Interstel Dynamics —CygnusCorp —Kashmere Industrial/Cygnustar
SMAC Fighters	—Var Koenig —CygnusCorp —Kashmere Industrial —Lukas Starfighter
Shuttles	—O'Mallory —Lear —CygnusCorp —Kashmere Industrial
Passenger Liners	—Imperial Transtar —Interstel Dynamics
AFV's	—Spartacus —Prelude —Panzer —Argrumman
Aircraft	—Phoenix —AeroDelta —Cygnustar —Lear —Daedelus
Marine Vessels	—Argoships —Kashmere Industrial
Molec Boards	—Targus —Iybiem —ISATT —Molectrix
Communications	—Verbatim —ISATT —TachTech
Sensors	—Siren —VISIC —Targus —ISATT
Electronic Warfare Systems	—Neufeld —Phantom —Taetalus
Medical Equipment	—Caeduceus —Welby-Simms —Kolgayt
Computer Hardware	—Targus —ISATT —Cray —Humanadyne —Iybiem
Weapons Systems	—Kashmere Tools —Spartasystems —O'Mallory —PANDA [Photino and Neutrino Drivers Amalgam] —Neufeld —Orúshaene —Conboy Labs
Metals	—Earthcore —Ardinia —Lang Minerology —USS [United Stellar Steel]
Robotics	—Targus —General Mechanics —Conboy Labs
Androids	—JMB —Humanadyne —ISATT
Genetic Products	—Oracle —Troyius EuGen —GeneMatrix
Chemicals	—Lederle Pharmochem —Synthix —Johnson-Dupont

#### 4.12 HISTORICAL FIGURES

TITLE	NAME/REIGN
Captain	Johannes Rennie Kashmere III (PreImp. 8550-8500) <i>(an unbroken line of direct descent rulers, PreImp. c. 8500-4310)</i>
Lord-Captain	Jeseriah Kashmere II (PreImp. 4341-4310) <i>(Oberon becomes Capital; a younger sibling of Jeseriah II assumes the title. The planets drift to more independent rule.)</i>
Lord-Captain	Aristarchus Timothy Kashmere (PreImp. 4310-4255) <i>(the line proceeds unbroken from this point)</i>
Lord-Captain	Douglaas Kashmere Tarkanen I (Imp. 315-342) <i>(Kashmere Coalition granted Major House status Imp.340)</i>

Duke	Johannes Rennie Kashmere IV (366-412)
Duke	Alexander Darius Kashmere III (412-449)
Duchess	Moira Alexandra Kashmere I (449-469)
Duke	Caitlin Pliny Bentley Kashmere II (462- )

#### 4.13 PRESENT LEADERS

Brief profiles of the present politically or militarily prominent individuals of Kashmere Province are given following. Information is based on files dated Imp. 470.

It should be noted that in the last few generations a tendency to use three (or four) names has resurfaced, a throwback to the Olympian Colony days. Kashmerians also have developed an almost ridiculous obsession with titles, high officials often possessing several simultaneous noble ranks. Remember that only the Duke possesses a true Imperially sanctioned rank. The baronial titles are remnants from the Minor Clan days and have no official power in the Imperial Court. All other titles (Marquis, Earl, Count, Viscount, Lord) are completely internal, and most are hereditary with no political power.

##### Duke Caitlin Kashmere II

###### PROFILE:

NAME: Caitlin Pliny Bentley Kashmere II  
 POSITION/TITLE(S): Imperial Duke of Kashmere, Marquis of Dereath, Earl of Olympia, Lord of Aquilae.  
 AGE: 28  
 SEX: Male  
 RACE: Transhuman XII  
 HEIGHT: 192cm  
 WEIGHT: 88 kilos  
 HAIR TYPE: black/straight  
 EYE COLOR: blue

Duke Caitlin is a young man, having assumed the Ducal seat at the age of 22. His mother fell victim to assassination, and Caitlin has sworn vengeance. With the considerable number of skilled Telepaths at his disposal, the truth will not be hidden long. The Colosians are (of course) prime suspects, but court gossip has it that the culprit(s) were dissident Kashmerians. As if that were not enough, Duke Caitlin is constantly forced to deal with attempts to discredit not only the viability of his Commonwealth House, but his own abilities as Duke. His only dependable support comes from the Emperor himself, (who is basically only backing his own decision to allow Kashmere Major House status).



Caitlin is, however, supremely capable of ruling his province, gifted with a combination of insight and strong will. He is also a Semi-telepath, and his powers — though still in their infancy — prove a formidable tool. Although use of Psion Power of any kind is banned at Imperial Court functions (except by approved Truthsayers at the GCH) Caitlin employs his skills at other times to effect.

Young, strikingly handsome and as yet unmarried, Caitlin is seen by many young women as the ultimate catch. Although Kashmere citizens in general do not marry outside the province, (and certainly do not bear biological children by outsiders!) Caitlin's advisors have begun tentatively suggesting the idea of a state wedding to the daughter of a neighboring Provincial Leader. Lords Devon, Carlisle and Jade-London all have female offspring of marriagable age. Even the Emperor has an available daughter. The political implications of any of these unions are complex and have mixed advantages. Caitlin himself has given little thought to the matter, too much of his time being consumed with day-to-day crises.

#### Lord Adjutant Rupert Lombaard

##### PROFILE:

NAME: Rupert Achelius Lombaard  
 POSITION/TITLE(S): Lord Adjutant of Kashmere, Earl of Thera, Viscount of Ayodel, Praetor of the KIN.  
 AGE: 31  
 SEX: Male  
 RACE: Transhuman Xlc  
 HEIGHT: 196 cm  
 WEIGHT: 82 kilos  
 HAIR TYPE: blond/straight  
 EYE COLOR: blue

As Lord Adjutant, His Excellency Rupert Lombaard has a position roughly similar to that of steward in other Provinces, although his powers are tied only to the current Duke; should Caitlin die suddenly without an heir of age, the Council of Barons would rule in regency. Rupert is Caitlin's personal advisor in all matters, civilian and military. In Caitlin's absence, Rupert is in charge of administering the day-to-day Provincial affairs.

Rupert has another position of substantial importance, the military title of Praetor of the KIN. The KIN, though a military division, has a special immunity to many of the general regulations. The KIN chief need answer only to the Duke, bypassing the Lord Praetor (head of all military forces) and even the Baronial Council. In the past this has occasionally led to power abuses by Ducal/KIN alliances, but there is no evidence of such during Caitlin's reign.

Although only a few years the Duke's senior, Lord Rupert's perpetual somber — almost haunted — mood makes him look much older. Although not necessarily a duplicitous, guileful individual, Rupert is capable of contriving devious plots of surpassing cleverness. While never illegal, they sometimes abuse the letters of Imperial or Provincial Law to extreme. He has a deserved reputation for ruthlessness, and is very demanding of his department.

Personally, Lord Rupert's primary allegiance is to Caitlin Kashmere. When in the presence of the Duke his mood lightens and he may be positively jovial. Within the KIN, Lord Rupert is also warm and supportive, treating his agents almost as a real family. Punishment for needless failure is swift and severe, but rewards are great, and the KIN (reputedly) is a very tightly-knit organization where loyalty is paramount. At other times, however, he can be surly and harsh. He is an excellent marksman, wears a custom Mark III laser pistol at all times, and would shoot anyone without hesitation if he thought they might pose an immediate personal threat to his Duke. Many older officials resent Rupert's appointment, believing that someone so young is not prepared for so much responsibility — especially with a relatively inexperienced Duke. Rupert has disappointed his detractors thus far, however, proving to be an efficient and insightful administrator.

#### Baroness Europa Parmenedes

##### PROFILE:

NAME: Europa Cassiopia Parmenedes  
 POSITION/TITLE(S): High Baroness of Olympus, Countess of Astra, Lady of Ezora.  
 AGE: 67  
 SEX: Female  
 RACE: Transhuman IXb  
 HEIGHT: 163 cm  
 WEIGHT: 52 kilos  
 HAIR TYPE: black, straight  
 EYE COLOR: brown

Baroness Europa is indisputably the most powerful accredited Telepath in Kashmere. Duke Caitlin frequently consults with her, not only for her Psionic skills, but her political experience as well. The Baroness has sidestepped numberless assassination attempts, and continues to be very active in the Kashmere bureaucracy. Her once-delicate features have become somewhat angular with age, and she has apparently chosen to accentuate them by wearing a simple black, hooded robe. The robe is also a reminder though: the ceremonial garment of the Oberon Telepathy School, where she taught before assuming the Barony. Among the other, more physically imposing Kashmerians she looks like a harmless middle-aged woman. In truth she is most formidable and dangerous.

#### Baron Kiefer Rollins O'Mallory

##### PROFILE:

NAME: Kiefer Rollins O'Mallory  
 POSITION/TITLE(S): High Baron of Sparta, Earl of Titania, Lord of Calista.  
 AGE: 37  
 SEX: Male  
 RACE: Transhuman VIIc  
 HEIGHT: 204 cm  
 WEIGHT: 115 kilos  
 HAIR TYPE: red/straight/short  
 EYE COLOR: amber

A giant of a man, Baron Kiefer would appear to be the archetypal Transhuman VII. He is quite a bit more, however, having a considerable TranSix genetic background. As such, he combines unparalleled physical prowess with a brilliant, Telepathic mind.

Although normally of even temperment, Kiefer has been known to throw tantrums of unequalled violence, sending several victims ("they just got in the way!") to Regen beds. He has the love and respect of all Sparta, though, and is quickly forgiven any indiscretion. He is, however, and is the butt of many a Cygnan joke regarding his intelligence.



**Praetor Kaine Auretus****PROFILE:**

NAME: Kaine Auresus  
 POSITION/TITLE(S): Praetor of the Kashmerian Fleet, Lord Admiral of the United Fleets, Marquis of Guerva, Count of Tallamay.  
 AGE: 62  
 SEX: Male  
 RACE: Transhuman  
 HEIGHT: 189 cm  
 WEIGHT: 80 kilos  
 HAIR TYPE: Brown/grey streaks  
 EYE COLOR: grey

Always in uniform, Lord Admiral Auresus is a born military man. That is not to say that he is hidebound, narrow-minded or a glory-seeking warmonger (well, maybe he is a glory-seeking warmonger) but he is an inspired leader, recognizing brilliance in his officers and rewarding intuitive leadership. He is not one to delegate authority, preferring to be at the center of the action.

**4.14 LANGUAGE: SLANGS, INSULTS, AND OATHS**

The perseverance of language corruption and abuse has always been a fascinating topic for anthropologists and psycholinguists. The Kashmerians especially, so long separated from the rest of humanity, developed a different language structure (and abuses of same). By the time of this module, Imperial Standard has completely infiltrated Kashmerian education, learned simultaneous with the native tongues. The origins of the Kashmerians are Greek, and that language is amazingly well preserved among the elite. The Eugenists used it as a "professional" tongue. Over the ages it saw severe changes in common usage, and for a long period after the Delphi Conflict true Greek was not taught. Now it is seeing a revival, a substantially different tongue than what it has evolved into as the working language of the *Astra* colonies.

The slangs mentioned below are almost entirely limited to Kashmere Province and therefore would have little meaning to those outside (unless they were frequent Kashmere visitors).

**SLANGS:**

**Twisted:** (Also "Twisted up") Any broken or seriously malfunctioning piece of equipment. E.g., "Your Multiscanner looks like you twisted it up pretty good, Fred; I doubt it will work."

**Uncle Oracle's watching:** Refers to the supposedly destroyed computer on Astra Ib (Delphi) which popular myth claims is still operational, tended by the godlike descendants of the Eugenists.

**Spherical:** An exclamation of approval of or excitement with something, by associating it with the most perfect geometric form implying that it was perfect or "the ultimate". E.g., "Tharius throws the best parties; the one last decaday was just *Spherical!*"

**Kicked:** Any device and/or power cell completely drained of energy.

**Molecugarbage:** A term for complex circuitry, usually used by those who do not understand the equipment.

**Prax:** An exclamation of exasperation. E.g., "Prax! The hyperdrive's twisted again!"

**Bathed:** A person or piece of equipment which has been subjected to damaging radiation.

**Neurokiller:** Refers to one of a variety of neuronc hallucinogenic drugs; they are often injurious or fatal to Telepaths.

**Hykur:** A male humanoid with particularly superior genes (and appearance). In the base slang form the word has a more physical anatomical connotation.

**Slib:** A promiscuous woman; also a prostitute.

**INSULTS:**

**Plowboy:** Anyone from a (relatively) rural environment, implying that he/she works on a farm. Like so many slangs, the term is anachronistic: no humans really perform manual labor on farms any more, and the term "plow" is long outdated.

**Prag:** Acronym for Product of RAndom Genetics. This includes all Humans, Neo-Humans and Humanoids, who the Transhuman Kashmerians consider to be genetically inferior. Kashmere citizens tend to use it only on each other as an insult however, generally being too polite to employ it on anyone else.

**Running lights on, but nobody at the helm:** In reference to an inattentive, forgetful individual.

**Sevenhead:** An insult implying stupidity, refers to Transhuman VII's, who, while strong and agile, are known for their dull wits.

**Wus:** Mildly insulting; a "wus" (or worse, "wussee") is anyone who is perceived to display a trait of weak constitution or fear.

**Mule:** Derogatory reference to any Alterant Replicant; the name originally applied to a sterile Terran animal, the offspring of a male donkey and a mare.

**You stink Like a Mule:** Very Insulting if used on a non-Replicant; refers to the ability of Kashmerians to sense ("smell" they say) a Replicant.

**Bastard:** Carries special meaning in a society where offspring planning is so crucial and central to life. Real accidental pregnancies are virtually unheard-of, even in the backwater farms of Arcadia.

**Slink:** Usually employed among Telepaths, implies the target has been "listening in" on other people's thoughts. (Which is not only considered in bad taste, but illegal.)

**Your father was a Replicant...** Usually employed by antagonistic children, every syllable of "Rep-li-cant" being heartily pronounced.

**Turbobrain:** Refers to a Telepath given to flaunting his powers; also any obnoxious intellectual.

**OATHS:**

**By the Gods:** Only used seriously by the Pantheists, who believe that the moon Delphi is now inhabited by superbeings, "gods" who occasionally return to Olympus and manipulate events there. Others use the phrase half-jokingly or as an exclamation.

**May the Fog Take Me:** Used mainly by Olympus inhabitants. It refers to the dense mists which are formed in the upper layers of the semiliquid "seas" surrounding the plateaus. These fogs occasionally encroach upon the plateaus, plunging the entire region into a hazy twilight. The fogs can last for weeks, and the superstitious claim that they are linked to unexplained disappearances and insanity. Statistical backing for this has not been forthcoming, however.

**By the Oracle:** Referring to the now almost legendary genetic data Computer located on the moon Delphi, supposedly destroyed. Although it's original purpose was simply gene pairing for certain eugenic trait development, it is said that the computer became much more intelligent and powerful, becoming hypersentient and capable of precognition and Telepathic abilities.

**Genetic Drift!** An exclamation of horrified surprise.



#### 4.15 RACES AND CULTURE

As has been noted elsewhere, the primary Terran ancestry of all Kashmerians is the Balkan Peninsula, with some lines of Italian and Nordic blood for genetic variety and so strength. Therefore, about 60% of the population possesses thick black hair (often curly), dark eyes and olive or light brown skin; 20% have blond hair, fair skin and blue eyes; 20% are a mixture, usually with fairly light skin, medium straight brown hair, and hazel eyes. Facial hair in men has been bred out along with nearly all body hair for both sexes — especially among Argans, for whom it causes an annoying hydrodynamic drag. Scalp hair was retained for no apparent reason besides vanity and greater ease of identification.

A single strain of powerful redheads with brilliant green or amber eyes and fair (but not pale) skin is revered in Spartan culture, signifying an almost royal line. Kiefer O'Mallory, Baron of Sparta, does credit to that lineage. Otherwise the races are fairly evenly distributed over the worlds with the exception of Argo, which is almost exclusively populated by very fair, blond beings. The water-breathing Transhumans are adapted to the twilight of aquatic life, with large pale eyes and skin lacking melanin. All must wear protective eye guards when outside above water, and they invariably drape themselves in flowing white, hooded, ankle-length robes. When in their undersea environment, Argans don skintight bodysuits of a unique material — *velaise* — which insulates yet allows the skin to "breathe". *Velaise* clothing has become trendy among certain Oberon social circles.

The Olympians are overall the darkest of the lot, no doubt bred for protection from their star, the small but very close Astra. The last few years have seen (another) revival of the garments of the original Greeks of Terra: simple, belted tunics with decorative trim. The Olympian garments, however — especially among youths — are notably more imaginative and no doubt provocative than their ancient counterparts: diaphanous cloths which shimmer and grow semitransparent in differing light, and tenuous-seeming threads which seem ready at any moment to disintegrate from the already barely-concealed torso. Sparing use of body- and facetints are also in vogue throughout the Province.

One particularly interesting aspect of Kashmerian Sociopsychology which varies tremendously throughout the province is the "personal radius"; that distance which humanoids subconsciously maintain between themselves and others in a social situation. It is the smallest by far for the Argans — who must touch each other in order to communicate underwater, using elaborate finger movements on the receptor's forearm. Cygnans are next, with a radius of somewhere between .5 and 1 meters. Their protracted history of underground life either caused this or caused the Eugenicists to breed in the more intimate radius as a survival trait. Easily the largest personal radius is that demanded by Spartans, who become agitated when anyone whom they do not know extremely well trespasses within 1.5 to 2 meters. Spartans have a particular problem with Argans, who seem to like to glide right up to Spartans simply to annoy them — a dangerous activity. The typical Spartan (they are also not known for their diplomatic skills) will immediately step back, nose wrinkled, claiming that the Argan "smells like a fishtank" (or some such watery insult). This is a ridiculous accusation and they know it, for Argans, like most Kashmerians, are almost obsessively scrupulous about personal hygiene.

Cygnans, and to some extent the Oberans, are the great dressers of the province. The flamboyant Imperial garments are emulated, with jewel-studded coats, prismatic color tunics, glittering facetints and kinetic jewelry (rings and headgear most often, fitted with long microlight-encrusted antennae which waver and gyrate in colorful, luminous displays orchestrated by ultimicrochips in the adornment).

Cygnans are also the biggest fans of pomp and regalia. Olympians enjoy ceremony, but it is often understated and almost religious in nature. Cygnan ceremony is usually an excuse for gaudy debauchery. At work, Cygnans are quite the opposite, donning functional coveralls covered with pockets and adhesion strips for tools and equipment.

Arcadians wear whatever they want, but it is more often than not simple natural fibers woven into lightweight, unpretentious clothing of earth tones, with minimal coverage for what is still considered tasteful. Spartans generally wear as little as possible.

#### 4.2 POLITICAL STRUCTURE

*"Each single one of our citizens, in all the manifold aspects of life, is able to show himself the rightful lord and owner of his own person, and do this, moreover, with exceptional grace and exceptional versatility."*

Pericles

Terra, c. Preimp 10100

##### 4.21 THE COALITION

Even though many Provincial families howled long and loud at the Imperial Court (and several suits remain pending at the GCH), no one really believed that the Coalition would survive a decayear. Colos (and no doubt not a few others) immediately launched plans to divide and conquer Kashmere, knowing that the province could be easily fragmented when not held firmly under one strong hand.

What these subversive factions were not prepared for was the lasting loyalty to descendants of the First Captain, and the efficiency of the Kashmere Intelligence Network (the KIN). Time and again political saboteurs were activated, only to mysteriously disappear, or — in more pointed displays — reappear in a box on their homeworld's palace doorstep. Though dismayed, this kind of treatment did not stop the efforts of Kashmere's many detractors. Some were forced to resort to diplomacy, however.

Six worlds make up the Coalition: Oberon, Olympus, Argus, Cygnus, Arcadia, and Sparta.

##### 4.22 ECONOMY

As with all of the other Inner Provinces, Kashmere currency is monitored by MERLOGH (MERcantile League Of Greater Houses). This means that MERLOGH sets the value of the Kashmerian Monit and Elmonit against that of the other provinces and the standard: the Imperial Monit.

Although one of the more prosperous of the Inner Provinces, Kashmere has yet to prove itself in the long haul, and the value of its Monit is slightly less than the norm, usually around .9 E. Like all official monits in the Empire, Kashmere's hard currency takes the form of small rectangles of titanium and platinum, giving the money as base value to prevent an absolute eradication of treasury wealth. One side is encoded with laser etching to discourage counterfeiting, while the other bears the Kashmere insignia. Higher denomination monits are set with precious stones to elevate their real value.

As detailed in *Future Law*, few people carry large sums of money in the form of monits (hard currency); rather nearly every citizen has an *Elmonit card*. This piece of laminated molecutronic material is rather like a checking account, encoded with the owner's balance. When he or she wishes to make a purchase, the card is presented and inserted into the vendor's own Elmonit processor. The correct amount is withdrawn, and the card (and owner's account) are updated. MERLOGH accounting is networked for instantaneous verification on a planetary level, and master accounts are updated via TBD on a daily basis.

All Inner Provinces are under careful observation by MERLOGH representatives to insure accurate Elmonitary assessment. Not a few interprovincial sabotage plots have centered on the destruction of a rival province's Elmonitary solvency.

### 4.23 THE COMMONWEALTH COUNCIL

As noted elsewhere, Kashmere is the only Province which has a governing system which so fully employs a "council" of rulers. Although Duke Caitlin Kashmere is the only recognized official outside of the Province and is the final authority on most matters within, he defers many issues to the Council of Barons, consulting with them before making any major decision. The Barons also have considerable power over their own planets, so that laws and restrictions are quite variable from one to the next.

### 4.24 THE EUGENICISTS

Their power a pale shadow of what it was in their heyday, the Eugenicians are no longer called "priests", and their offices are but one division of the Duke's Ministry cabinet. Although a great deal was lost when contact with Delphi ceased, the genetics records were not. Each planet had duplicate records stored in a protected database vault, administered by interns. The greatest setback was the loss of the *Oracle*, the great computer which coordinated the data and made optimum selection suggestions. From this the Priests made final decisions and directed the breeding sequences.

The few remaining Eugenicians scattered on the five colony worlds were forced to make decisions based on their limited resources. Fortunately for the new Lord-Captain, these colony scientists were in general more loyal to the ruling family than the Delphian Priests — no doubt why they were stationed in "exile" on colony worlds.

Rumors about the fate of the Eugenicians on Delphi abound. Perhaps the most popular is the story that the Priests survived an attack by the Lord-Captain, though they were reduced to a bare subsistence level on their airless moon. The tale claims that the *Oracle* also weathered the attack, and that the remaining Eugenicians swore vengeance against the Kashmere family. They embarked on an intensive program, choosing the most radical, high-risk interbreeding paths. No doubt there were many failures: retarded or disfigured children, the result of too-close interbreeding. The fate of these unfortunate victims can only be guessed at. The result of the program, over 200 generations later, is said to be a race of super-beings. Immensely strong, agile, intelligent — and armed with unheard-of Telepathic powers. These "gods" only await the approaching day when they are completely ready to return to Olympus and seize control of the province.

This tale, though romantic and an excellent terror story for children, has no basis in (known) fact whatsoever. Astra Ib (Delphi) is under constant scrutiny by Kashmere security forces, including a permanent orbital platform. The lunar base shows no energy output or activity of any kind. The computer, *Oracle*, was constructed deep underground and might conceivably have avoided structural damage, but could not have operated this long without maintenance.

**GM Note:** For more details about Delphi and the reputed survivors, see the adventure, Section 7.

## 4.3 MILITARY STRUCTURE

Although for several thousand years the absolute ruler of the Olympian Colonies went by only the title of Captain (and later Lord-Captain), when the united planets were granted Major Family status by the Emperor it was agreed that this label was unsuitable. With Imperial sanction, the Lord-captain of the time took the title of *Duke* (to the further indignation of several Inner Provinces).

The Kashmerians have divided military and civilian duties more than most provinces, and seem to have taken a very aggressive defensive posture. This is perhaps not unreasonable in light of the barely concealed hostilities of several neighboring Provinces. Nevertheless, Kashmere spends a much higher percentage of their overall Provincial budget on military operations than any other province; they are pushing the Imperial fleet restrictions to the limit.

Another reason for the separation of various duty titles is that Kashmere did not evolve like the other Provinces. Colos, Carlisle, Jade-London, Devon, all were Megacorporations turned government. Kashmere is a coalition of complete interconnected societies.

### 4.31 RANK, BADGES, FLASHES, AND DECORATIONS

Following are the titles used within Kashmere Province.

**Duke (or Duchess):** Chief representative of the Province. As has been mentioned before, the Duke of Kashmere has less actual internal power than other feudal province leaders. He is the chairman of the Commonwealth Council, which is made up of the Barons of the six systems. This council is the effective ruling body for sweeping provincial policy.

**Baron (or Baroness):** Political leader of a system. Each of the six systems of Kashmere has a Baron (including *Astra*). They gain their position by heredity, thus the Baron of Mu Aquilae (Oberon's sun) is a relative of the Duke. The 6 Barons and Duke together make up the Commonwealth Council.

**Consul:** Advisors to the Duke, appointed by him. They are civilians serving in palace staff positions.

**Minister:** Provincial cabinet members, appointed by the Duke. They are usually corporate company heads.

**Vice-Minister:** A vast array of civilian corporate assistants to the Planetary Barons, usually having secondary titles as department heads.

**Archon:** Civilian governmental functionaries, usually the chief administrators of planetary regions. For instance, each plateau on Olympus has an Archon.

**Praetor:** A Military title, given to heads of service divisions (Fleet Operations, Ground Forces, Special Forces, The KIN, and Provincial Security.)

**Admiral:** Heads of the various fleets or service subdivisions (e.g., an admiral would be in charge of a planetary division of Provincial Security).

**Captain:** Officer in charge of a specific major fleet vessel or service department.

**Commander:** Ranking just below Captain, usually second-in-command of major vessels, chief of smaller craft.

### DECORATIONS

**Battle Stars:** Awarded for each combat.

**The Nova (The Supernova):** To the commander of a successful battle/campaign.

**Azure Banner:** For conspicuous gallantry.

**The Silver Meteor:** For injury in battle.

**The Laurel:** The highest civilian award, given for performance of a selfless act to the betterment of the Commonwealth (often awarded posthumously).

**Olympian Award of Valor:** For bravery beyond the call of duty.

**Commonwealth Medal of Honor:** For an assignment performed with exceptional intuition and bravery.

**The Star of Kashmere:** The most prestigious award for military accomplishments.



## UNIFORMS

As with most provincial military services, the uniform style varies significantly from one branch to another, adapted to be most functional for a given division. However, one standard type does emerge, worn by most fleet and planetside support personnel. The uniform consists of form-fitting pants and a collarless, sleeveless shirt, both of lightweight *velaise* cloth (a natural fiber genetically adapted to be flexible, slightly elastic, yet "breathable" and warm in cooler temperatures). Some versions have a four centimeter-wide stripe down the side of the pants, indicating a subdivision. Soft boots of a heavier version of this cloth, multiple-layered and insulated with supportive soles, cover the feet. They are of a color matching the pants and shirt.

Over this is worn a loose, sleeveless pleated tunic of a semitransparent material, falling to the upper thigh and gathered at the waist by a wide belt. The belt is equipped with a number of small pouches and adhesion panels for small tools and equipment. The shoulders of the tunic are flared slightly, supported by epaulettes. Color coding of these articles designates division and branch of service:

SHIRT/PANT COLOR	DIVISION
Black	Fleet Officers
Black w/grey stripe	Fleet Enlisted Men
Black w/white stripe	Fleet Cadets
Grey	Space Station Officers
Grey w/black stripe	Space Station Enlisted Men
Grey w/white stripe	Space Station Cadets
White	Planetary Officers
White w/black stripe	Planetary Enlisted Men
White w/grey stripe	Planetary Cadets
TUNIC COLOR	
Silver/grey	Command
Light blue	Science
Amber	Astrogation
Red	Medical
Green	Engineering/Technical
Black	Security/Covert operations

The tunic is worn at all times during normal duty, except when special armor or protective clothing is called for. For those times the tunic is removed; the shirt and pants, however, are suitable for wear under any such garments.

Specific rank insignia are worn on the left breast, and on both epaulettes. Military awards are only worn on the dress version, which features a sash of color to match the tunic trimmed in black, on which are worn the awards (e.g. battle stars, novae, etc.). The dress tunic is also slightly different, being made of a stiffer material, sewn with metallic threads, and carefully arranged in even pleats.

### 4.32 THE KIN (Kashmere Intelligence Network)

*"Our love of things of the mind does not make us soft."*

Aristotle  
Terra c. Prelmp 10300

The most elite, secretive and powerful of Kashmere's intelligence gathering agencies, the KIN is revered and a little feared by the people of the province. Although the KIN rarely becomes involved in internal policing activities, when it is called upon it does not fail.

The KIN is known of in VegaPol; those exhaustive files on Valhalla even containing the names of a few lower-echelon members of the Intelligence Net. For the most part, however, Imperial and Provincial agencies are unaware of the very existence of the KIN as such.

That is to say, all assume that Kashmere has at least several espionage agencies (everybody else does), but the name of the KIN is unknown. The few that have learned it are dead — or what might be worse.

Internally, the KIN is modelled rather like a family, with a convoluted tree structure. The KIN Praetor is known to other agents as "Patriarch" (or "Matriarch" if a woman), and all other positions in the organization have familial titles. The structure is as follows:

**Patriarch/Matriarch:** Praetor of the KIN

**Father/Mother:** Planetary Director, Elite Agent, or Department Head.

**Elder Brother/Sister:** Regional Administrator or Special Agent.

**Younger Brother/Sister:** Local Administrator, Experienced Agent (team leader), or Section Head.

**Elder Son/Daughter:** Support Administrator or Regular Agent.

**Younger Son/Daughter:** Clerk, Administrative Aide or Agent in Training.

Highly trained and equipped with the most sophisticated technology that Kashmere can offer, KIN agents are truly formidable. They are recruited secretly and bound by oaths not to reveal their KIN membership. Should they be captured, as a last resort all KIN agents have a tiny, subcutaneous capsule in the leg which they are able to burst by conscious muscle contraction, releasing a deadly poison and killing themselves in one round. Most KIN weaponry and equipment is "personalized", meaning that if anyone but the owner (as determined when the item is "imprinted" at the KIN labs) attempts to use the device, there is a 95% chance that it will self destruct. Should the item not destruct the first time, each time afterwards that it is used or held it may roll again.

### 4.33 THE KASHMERE FLEET

*"Say from what city, from what regions tossed,  
And what inhabitants those regions boast?  
So shalt thou quickly reach the realm assigned,  
In wondrous ships, self-moved, instinct with mind;  
No helm secures their course, no pilot guides;  
Like man intelligent they plough the tides,  
Conscious of every coast and every bay  
That lies beneath the sun's all seeing ray."*

Homer, *The Odyssey*  
Terra c. Prelmp 10800

The spacecraft of Kashmere's Provincial fleet are perhaps the most unusual and — in some instances — fanciful in the known galaxy. The Cygnus engineers, for whom the fabulous metal *Ardinium* is relatively common, have designed craft with sweeping finlike protrusions, all barbed with powerful weapons. The rationale of these forms is that weapons extended from the main hull allow for better field of fire, and increase safety: should a weapon system overheat, it could be jettisoned. Also, the fins act as additional protective shielding from attack.

Whether or not these claims are entirely justified, the Kashmere fleet has a unique profile. Like sharks they seem to appear out of nowhere, striking foes with brutal effect. The few groups that have dared antagonize the Kashmere Family since their Inauguration have been severely punished.

As was mentioned above, much of the free-form design of Kashmerian warships is due to the use of ardinium, a light yet very strong alloy. 69 Cygni is one of few systems in the Imperium where the necessary elements for ardinium can be found. Cygnus is also one of the centers of robotics technology, being the home of no less than three prominent firms. Robots are widely used in the Cygnus Shipyards, greatly expediting construction.

House Kashmere maintains six small fleets, one each assigned to the six systems of the Province. Each fleet consists of (approximately) the following craft:

- 1 Frigate or Heavy Cruiser [100,000-125,000 tonnes; 12-20 SMAC Fighters]
- 2-3 Cruisers [75,000-90,000 tonnes; 8-10 SMAC Fighters each]
- 3-5 Destroyers [50,000-80,000 tonnes]
- 4-6 Light Gunships [20,000-30,000 tonnes]
- 3-4 Support Transports [40,000-60,000 tonnes; 10-20 SMAC Fighters each]

In addition, the flag cruiser *Andromeda* (200,000 tonnes, capable of carrying 24-30 SMAC Fighters) is stationed in orbit around Olympus. Usually an entire fleet is not called into action; rather a task force consisting of a cruiser and a total of 2-4 Destroyers/Light Gunships is mustered for a specific operation. At any given time at least one such task force is dispatched from each fleet or maneuvers or routine patrol of the Province.

SHIP NAME: Aurora  
PRODUCER: Cygnus Shipyards  
OWNER: Family Kashmere  
CLASS: Frigate  
TONNAGE/HITS: 120,000  
MAIN COMPUTER: 250

+65 Predict Bonus  
+65 Evade Bonus  
ARMOR TYPE: 29  
[65 evade + 60 EW + 70 Shield + = 195 max DB]  
EW RATING: 60  
SHIELD RATING: 70 CREW: 35 Astro; 80 Tech; 50 Support  
MAX SUBLIGHT ACCEL: Rating 12 = 110 km/second 2nd  
TRANSLIGHT DISPLACEMENT: Rating 14 = 12 Light-years/day  
OPERATING RANGE: 300 Light-years  
WEAPONRY:  
4 Mk 50 Blast Cannons, [all arcs] +30 HUD, +65 gunners  
4 Mk 60 Ion Cannons [paired banks, fwd] +20 HUD, +60 gnrs  
2 Mk 60 Plasma Cannons [2 paired fwd] +20 HUD, +60 gnrs  
2 Mk 40 M/A torp tubes [fwd and aft] +100  
ONBOARD HYPERSHUTTLES: 1 "Pegasus" Class  
SMAC FIGHTERS: 15 "Stingray" Class

SHIP NAME: Proteus  
PRODUCER: Cygnus Shipyards  
OWNER: Family Kashmere  
CLASS: Light Gunship  
TONNAGE/HITS: 20,000  
MAIN COMPUTER: 120  
+50 Predict  
+60 Evade  
ARMOR TYPE: 29  
EW RATING: 60  
SHIELD RATING: 65  
CREW: 15 Astro; 30 Tech; 10 Support  
MAX SUBLIGHT ACCEL: Rating 14 = 120 km/second 2nd  
TRANSLIGHT DISPLACEMENT: rating 12 = 11 Light-years/day  
OPERATING RANGE: 300 Light-years  
WEAPONRY:  
4 Mk 30 Laser Cannons [paired fwd/aft] +30 HUD, +60 gnrs  
2 Mk 20 Ion Cannons [paired fwd] +30 HUD, +55 gnrs

SHIP NAME: Coriolanus  
PRODUCER: Cygnus Shipyards  
OWNER: Family Kashmere  
CLASS: Destroyer  
TONNAGE/HITS: 65,000  
MAIN COMPUTER: +60 Predict  
ARMOR TYPE: 29  
[60 evade + 65 EW + 70 Shield = 195 max DB]  
EW RATING: 65  
SHIELD RATING: 60 CREW: 25 Astro; 50 Tech; 20 Support  
MAX SUBLIGHT ACCEL: Rating 16 = 130 km/second<sup>2</sup>  
TRANSLIGHT DISPLACEMENT: Rating 16 = 13 LY/day  
OPERATING RANGE: 300 Light-years  
WEAPONRY:  
4 Mk 30 M/A Torpedo tubes, paired fwd and aft, +100  
6 Mk. 30 laser Cannons, 2 prd fwd, 1 aft +25 HUD, +60 gnrs

SHIP NAME: Andromeda  
PRODUCER: Cygnus Shipyards  
OWNER: Family Kashmere  
CLASS: Flag Cruiser  
TONNAGE/HITS: 200,000  
MAIN COMPUTER: 350  
+70 Predict Bonus  
ARMOR TYPE: 29  
[70 evade + 65 EW + 70 Shield = 205 max DB]  
EW RATING: 65  
SHIELD RATING: 70 CREW: 45 Astro; 100 Tech; 70 Support  
MAX SUBLIGHT ACCEL: Rating 12 = 110 km/second 2nd  
TRANSLIGHT DISPLACEMENT: Rating 14 [12 light-years/day]  
OPERATING RANGE: 300 Light-years  
WEAPONRY:  
4 Mk 60 Disruptors [all arcs] +20 HUD, +60 gunners  
4 Mk 70 Ion Cannons [paired banks, all arcs] +25 HUD, +75 gnrs.  
4 Mk 50 M/A torp tubes [paired fwd and aft] +100.  
1 Mk 80 Plasma Cannon [fwd] +20 HUD, +70 gnrs.  
ONBOARD HYPERSHUTTLES: 3 "Pegasus" Class  
SMAC FIGHTERS: 30 "Stingray" Class, 20 "Manta"



CLASS: Stingray SMAC Fighter  
 PRODUCER: Cygnus Shipyards  
 OWNER: Family Kashmere  
 TONNAGE/HITS: 16/40  
 MAIN COMPUTER: 20  
   +30 Evade  
   +30 Predict  
 ARMOR TYPE: 23 [-20]  
   [20armor + 30EW + 50shld + 50Cmbt plt = 150  
   max DB]  
 EW RATING: 30  
 SHIELD RATING: 50 CREW: 1  
 MAX SUBLIGHT ACCEL: Rating 20 = 150 km/second  
 TRANSLIGHT DISPLACEMENT: N/A  
 OPERATING RANGE: Interplanetary only  
 WEAPONRY:  
   1 Mk. 15 Ion Cannon +25 HUD, Gunner OB 45 to 70  
   2 Mk. 20 M/A Torpedoes, wing-mounted. [+50]

CLASS: Manta SMAC Fighter  
 PRODUCER: Cygnus Shipyards  
 OWNER: Family Kashmere  
 TONNAGE/HITS: 20/50  
 MAIN COMPUTER: 20  
   +40 Evade  
   +30 Predict  
 ARMOR TYPE: 23 [-20]  
   [20armor + 40evd + 30EW + 50shld = 130 max  
   DB]  
 EW RATING: 30  
 SHIELD RATING: 50 CREW: 1  
 MAX SUBLIGHT ACCEL: Rating 20 = 150 km/second<sup>2</sup>  
 TRANSLIGHT DISPLACEMENT: N/A  
 OPERATING RANGE: Interplanetary only  
 WEAPONRY:  
   2 Mk. 15 Laser Cannons +30 HUD, Gunner OB 50 to  
   80  
   4 Mk. 20 M/A Torpedoes, wing-mounted. [+60]

#### SYSTEM NOTES: WEAPONRY

**Paired Banks:** Paired banks of weapons are tied to a single fire-control system, they fire simultaneously at the same target. The result (if the target is hit) is doubled hits (including any hits in the critical, though only *one* critical roll is made). Paired banks of a Mk. number lower than 50 will still "max out" at the normal threshold for one weapon.

**High Mk. Numbers:** Heavy Energy Projectors and Missile Weapons with a Mk. number over fifty have the same OB as their Mk. number (as per the usual rules), and the extended range as reflected in their Mk. Number (*Tech Law* page 71). They "max out" at the end of the table, and no additional damage and/or criticals are given because of the additional Mk. number.

#### COMPUTER PROGRAMS:

**Evade/Predict:** A starship **Evade** (or **Predict**) program and Combat Pilot bonus are *not* cumulative. Either evasive maneuvering is manual (Combat Pilot) or automatic (Evade); the same goes for Offensive bonus: either the ship maneuvers for best position or the Pilot does; attempting to employ both leads only to contradictions.

## 4.4 SYSTEM LISTING

Listed in this section are the star systems of the six primary worlds in the Kashmere Commonwealth, as well as several other systems which fall under the jurisdiction of Kashmere Province.

### 4.41 ASTRA M2v

PLANET: Astra I (Olympus)  
 CIRCUMFERENCE:  $8.0 \times 10^4$ th [80,000 km]  
 NATURAL SATELLITES: 3, and ring system  
 MEAN ORBIT: 400 LS [ $1.2 \times 10^8$  km]  
 DAY: 30.06 Std. hours  
 YEAR: 360 std. days  
 PROVINCE: Kashmere  
 STATUS: Kashmerian Homeworld  
 PLANETARY BARONESS: Europa Parmenedes  
 POPULATION: 261,000,000  
 PRODUCTIVITY: 7%  
 PRODUCTION EMPHASIS: Provincial Bureaucracy, Industrial Production, Agriculture.  
 RATING: Producing.

**ENVIRONMENT:** Olympus and its small star could almost be considered to be orbiting each other, the mass of the planet being enough to appreciably affect Astra's motion. This was no doubt one factor contributing to the system's current rogue status. Moving at high velocity (nearly .05 x lightspeed) in relation to surrounding stars, it is no wonder that Astra and her planet were difficult to locate after their initial sundering from the Olympian colonies.

The planet currently radiates more than twice the heat it receives from Astra, part of the reason for Olympus' peculiar atmospheric phenomenon. 95% of the globe is uninhabitable: the lowlands are a hellish furnace with temperatures as high as 300° Celsius. Several huge protrusions, kilometers-high pillars the result of ancient volcanism, are the only areas capable of supporting humanoid life. These are the Plateaus, islands of life amidst a roiling sea of fire. The lowlands cannot be seen at all from the plateaus — only an endless field of grey, dirty cotton clouds: the very top of the lower atmosphere which begins about ten kilometers below the lowest plateau.

Atmosphere on the plateaus varies slightly in density, but averages a 23%/72% oxygen/nitrogen, with a few harmless trace elements. Radiation levels are a bit high, as is meteor infall (though of course most space debris falls harmlessly into the lowlands). The planet is seismically stable, with very little tectonic plate shift. Plateau gravity is about 1.2 x Terran norm. Weather on Olympus is both bizarre and highly variable. Clouds frequently form high above the lowlands, leaving skies above the plateaus clear. At other times, dense mists encroach, blanketing a plateau in impenetrable fog for days or even weeks. Wind patterns are unpredictable and often treacherous at plateau edges. Air travel is carefully controlled.

**HISTORY:** Colonized in Prelmp. 8590 by the first group of Terran Transhuman colonists, Olympus remained isolated from other earth colonies for nearly all of its Prelmp. history. The Olympians developed along somewhat different lines, assuming the ideas of engineered breeding to be an integral part of civilized life. Powers of the mind were developed in addition to a technology which suffered none of the recessions which befell most of Terran humanity. Even after seeding nearby colony worlds it maintained a certain sovereignty — until Prelmp. 4310. In what the Kashmerians now refer to as simply "The Delphi Conflict", Olympus and her rebellious moon (Delphi, populated by the power-hungry Eugenists) fought a war which was largely on a non-physical plane. No word of a victor came from either world, and it was assumed that their fate was mutual annihilation.

The colony planets were left to fend for themselves. In Imp. 399 — after an intense search — Astra and her one companion were rediscovered. The ravages of nearly four millenia have left behind few traces of the former inhabitants, and no clues about their fate. The Kashmerians reclaimed the system as their own, and have established the provincial capital on Olympia; it remains so to this day.

**OPERATIONS:** Each of the plateaus sports its own spacefaring port, and the planet is circled by no less than six Orbital stations. In addition, an orbital platform roughly the size of an Outstation is locked in geosynchronous orbit over Olympia, acting as ground-to-orbit shuttle base as well as a TBD relay station. It is known simply as **Orbital One**, and is a required stopover for out-of-province tourists, or anyone else from outside of Kashmere who wishes to land on the planet.

Aside from bureaucracy and some light industrial production, the limited surface area of Olympus is devoted mainly to agriculture and recreational facilities.

Supply acquisition on Olympus is **Routine (+30)** and merchandising is **Medium (+0)**. On Orbital One, Supply acquisition and merchandising are **Light (+10)**.

**MOON:** Astra Ib [Pasiphae/Delphi]

**CIRCUMFERENCE:** 1,800 km

**MEAN ORBIT:**  $4.8 \times 10^5$  km

**DAY:** 58.6 Std. hours

**YEAR:** 1.00 std. days

**PROVINCE:** Kashmere

**STATUS:** Colony

**POPULATION:** Unknown

**PRODUCTIVITY:** None

**RATING:** Special/Restricted

**ENVIRONMENT:** An airless moon, Delphi was settled by the Eugenics Priests, who constructed a number of mostly underground installations. Gravity is low, about 15% Terran norm, but is compensated for artificially in the environmentally controlled areas.

**HISTORY:** In Prelmp 4612 the Eugenics Priests, feeling that their isolation on the Delphi plateau was insufficient, (and sensing increasing hostility from the Lord-Captain and his allies) requested annexation of this moon. Until this time the moon (Pasiphae) harbored only a small communications outpost and launch base, moon three being more suitable as a space dock. Lord-Captain Kashmere granted the moon to the Priests and ordered it restricted to all other citizens. The Eugenics renamed it Delphi.

This move only calmed the tensions for a short period, however, as the demands for power in the rule of Olympus continued. If anything, the Eugenics lost popularity after their move, becoming more separated and elitist. Communication with Delphi ceased simultaneous with loss of contact with Olympus, on Prelmp. 4310.

When Olympus was reinhabited and established as capitol in Imp 399, scans of Delphi revealed no power emanations. Telepathic attempts to determine the fate of the Eugenics invariably resulted in traumatic failure by the Sensitives; one went into shock and never fully recovered.

**NOTES:** Restricted world by order of the Duke.

**MOON:** Astra Ic [Samothrace] **CIRCUMFERENCE:**  $2.9 \times 10^3$

**MEAN ORBIT:**  $5.7 \times 10^5$

**DAY:** 8 Std. hours

**YEAR:** 30 std. days

**PROVINCE:** Kashmere

**STATUS:** Colony

**POPULATION:** 4,400

**PRODUCTIVITY:** 3.5%

**PRODUCTION EMPHASIS:** Industrial metal extraction and refining, space vehicle construction.

**RATING:** Producing

**ENVIRONMENT:** An airless geosphere, gravity 3% Terran norm. The moon is rich in a variety of metals and other materials.

**HISTORY:** Founded in Prelmp 7886, Samothrace quickly became the mines of Olympus. A dense mass, rich in heavy elements, Samothrace has continued to this day as a source of raw materials and site of space vessel construction. The colony ships to Argo, Cygnus, Sparta, Oberon and Arcadia were built and launched from this moon.

**OPERATIONS:** Although a distant second to the Cygnus Shipyards, Samothrace is a continuing producer of light spacecraft and other vehicles. Although mining operations have decreased somewhat since the first years, the moon continues to be a major source of mineral wealth.

Supply acquisition and merchandising on Samothrace are **Medium (+0)**.

#### 4.42 69 CYGNI G8v

**PLANET:** Cygni VI [Cygnus]

**CIRCUMFERENCE:** 35,168 km

**NATURAL SATELLITES:** 0

**MEAN ORBIT:** 650 LS [ $1.95 \times 10^8$  km]

**DAY:** 23.0 std hours

**YEAR:** 515 std days

**PROVINCE:** Kashmere

**STATUS:** Provincial Colony World

**PLANETARY BARON:** Hork Lombaard II

**POPULATION:** 810,400,000

**PRODUCTIVITY:** 21%

**PRODUCTION EMPHASIS:** Industrial Production, Agriculture, Metals Extraction and Refining.

**RATING:** Producing

**ENVIRONMENT:** Cygni VI is a cool but quite habitable planet with a rich oxygen/nitrogen atmosphere (23/74%). There are no harmful trace elements; atmospheric pressure and gravity are very close to normal. Hydrosphere is 68%, composed of liquid and solid water (extensive polar caps). Gravity is .8 Terran; radiation, seismic activity and meteor infall are all minimal. The most unique and important feature of Cygnus is the presence of large amounts of *Athenium*, a rare element critical to the production of the light and very strong alloy *Ardinium*. Because most of the planet's surface above and below 45° from the equator is below freezing year-round, the Cygnans have delved vast underground cities and transportation systems. Mining now comes naturally to them, spending as they do so much time underground.

**HISTORY:** First colonized about Prelmp 5890, Cygnus has had a relatively peaceful and productive history. Although Eugenics is rigidly practiced, the goals are more uniform. If any specific types are being developed, it is a high-dexterity, high-intelligence being — the ideal for a technic society. Odious jobs such as mining and farming are performed by robots and supervised by computers. Interestingly, though, many manual tasks are still done by humans: Cygnan techs enjoy building an occasional machine with their "bare hands". In appearance, Cygnans tend to be slightly taller than average and slender (a result of lower gravity) with fair hair and skin.



**OPERATIONS:** The Cygnus Shipyards are famous throughout the Imperium for their high-quality products, delivered speedily — and with a high price tag. The object of such comments as “It’s a beautiful ship; it must be from Cygnus.” and “I paid a massive monit for that baby; might as well have ordered her from Cygnus.”

The reputation is deserved, for they are among the very few producers of ships made of Ardinium (and precious few of those do they let out of the province at any price). Not to be overlooked are the many other technological innovations of the Cygnans, who have made a utopian world, for the most part beneath their planet’s chilly surface. The subshuttle network is extremely advanced, with cars traveling up to 900 kilometers per hour in vacuum-sealed tubes. Ten large orbital stations surround the planet; these together with two Installations set around 69 Cygni make up the Shipyards. The inner station lies between Cygnus and planet Five (a barren desert world), locked in a synchronous orbit. The other station forms a juncture between Cygnus and the system’s asteroid belt (ringing 69 Cygni just beyond Cygnus and inside the orbit of planet Seven — a gas giant). The asteroid belt supplements Cygnus’ insatiable minerals demand, and provides numerous platforms for defensive installations. Naturally, one of the Empire’s most famous shipyards is also high on many people’s military target list.

Supply acquisition is **Routine (+30)** — though not necessarily cheap — anywhere on Cygnus, and merchandising is **Medium (+0)**.

#### 4.43 MU AQUILAE A4iv

PLANET: Mu Aquilae III [Oberon]  
CIRCUMFERENCE: 42,076 km  
NATURAL SATELLITES: 2  
MEAN ORBIT: 600 LS [ $1.8 \times 10^8$  km]  
DAY: 25 std hours  
YEAR: 335 std days  
PROVINCE: Kashmere  
STATUS: Provincial Colony World  
PLANETARY BARON: Demetrios Kashmere Channing II  
POPULATION: 43,500,000  
PRODUCTIVITY: 11%  
PRODUCTION EMPHASIS: Agriculture, Light Industry, Telepathic Training.  
RATING: Producing

**ENVIRONMENT:** A geologically young world, Oberon is warmed by her hot star, though her dense atmosphere (28/69% oxygen/nitrogen) blocks most harmful radiation. Meteor infall is unusually high due to the plethora of protoplanetary material still drifting about in the system. Oberon also suffers frequent minor seismic disturbances as a result of tectonic plate instability. 78% of planet surface is covered by liquid or solid water (very small polar ice caps, but considerable salt oceans). The six “continents” are little more than island clusters. All are essentially within 60° of the equator and have similar climates. Temperature ranges from 15° to 40° Celsius, and the land area is for the most part either rainforest or desert, depending on mountain configuration and wind patterns. The planet supports a variety of indigenous plant forms as well as flora introduced by the colonists. Animal life exists only on the lowest levels — restricted primarily the vast oceans and a few small amphibious creatures.

**HISTORY:** The First of the Olympian colony worlds, Oberon was settled by the younger brother of the reigning Lord-Captain. Although it has always supported the smallest population of the five colony worlds, Oberon has maintained a position of reverence among the colonies. When Olympus essentially ceased to exist, the Governor of Oberon took up the initiative to keep the worlds together. When the Emperor granted the coalition Major House status, there was no question that Oberon should be capital, and the current governor — a

direct descendant of the First Captain — become Duke. Oberon was thrust into the limelight. Interestingly, it was a Ruling Duke who instigated the search for Olympus and subsequent relocation of the capital there just sixty years after the inauguration of the Coalition. Since that time Oberon has returned to relative obscurity, and seems quite happy to remain there.

**OPERATIONS:** A primary producer of specialized molecutronics and software, Oberon has secured a niche in the Coalition economy. It is also the location of the provinces’ elite Telepathy School, and one continent is devoted to a top secret KIN training ground. Three orbital stations circle the globe, and twelve spacefaring ports provide off-planet transportation. One orbital station is KIN operated and off-limits to outsiders. It is in geosynchronous orbit above the KIN-controlled land mass and monitors ground/air activity.

Supply acquisition and merchandising are **Easy (+20)** in the planetary capital of Elaan or vicinity, **Hard (-10)** anywhere else except the KIN region, where it is **Absurd (-70)** — and dangerous.

#### 4.44 4 AQUILAE F3v

PLANET: 4 Aquilae III [Arcadia]  
CIRCUMFERENCE: 40,000 km  
NATURAL SATELLITES: 2  
MEAN ORBIT: 510 LS [ $1.53 \times 10^8$  km]  
DAY: 25.5 std hours  
YEAR: 376 std days  
PROVINCE: Kashmere  
STATUS: Provincial colony world  
PLANETARY BARON: Judson Randall Bennett III  
POPULATION: 29,250,000  
PRODUCTIVITY %: 7%  
PRODUCTION EMPHASIS: Agriculture, Tourism, Rare minerals mining, IT [Intellectual Thought] School.

**ENVIRONMENT:** Arcadia is a relatively rare occurrence: a geosphere so much like earth that gravitational, atmospheric and other basic factors are essentially identical. Even axial tilt is almost the same, allowing for moderate seasonal changes (more moderate than Terra, in fact). 73% of the surface is covered by solid or liquid water (small polar caps).

**HISTORY:** An original Olympian colony world, Arcadia was settled mainly by academicians and their followers. Over the centuries Eugenic manipulation (and selective genetic barter with fellow colonies) has diversified things. The population grew slowly, and from the beginning the Arcadians wished to maintain as simple an existence as possible. Technology is understated — concealed when possible; architecture remains very simple, buildings rarely exceeding ten stories, and all very basic forms.

Arcadia has been ruled for most of her history essentially by a council of elected scholars; the Baron serves as Chairperson and defers most decisions to the council. It has the lowest crime rate of the Kashmere planets, and the second lowest population of the six primary worlds (Oberon has fewer inhabitants).

**OPERATIONS:** The arable land of three of the planet’s seven continents are given over completely to agriculture, Arcadia being a supplier of foodstuffs to several other Kashmerian worlds. One small continent is devoted to the Randall Bennett University (A renowned Intellectual Thought School) and its satellite schools. Others are a mixture of functions, but much of the world is simply garden, the retreat spot of the province. Artists and sculptors have left their mark in places designated as outdoor galleries. Ancient Terra locations have even been recreated in full scale for the enjoyment of visitors.

Supply acquisition on Arcadia is **Routine (+30)** — but sometimes costly — and merchandising is **Light (+10)**.

**4.45 DIFDA K5v**

PLANET: Difda II [Argo]  
 CIRCUMFERENCE: 41,800 km  
 NATURAL SATELLITES: 1  
 MEAN ORBIT: 610 LS [ $1.8 \times 10^8$  km]  
 DAY: 20 std hours  
 YEAR: 380 std days  
 PROVINCE: Kashmere  
 STATUS: Provincial colony world  
 PLANETARY BARON: Orestes Carter-Perseus  
 POPULATION: 82,600,000  
 PRODUCTIVITY%: 12%  
 PRODUCTION EMPHASIS: Aquaculture, metals extraction, light industry.  
 RATING: Producing.

ENVIRONMENT: Gravity .9 terran norm, 23/74% oxygen/nitrogen atmosphere, volcanism, meteor infall and radiation all within tolerance limits. 98% of planetary surface covered by liquid water. Argo is an ocean world with virtually no habitable land area. The ocean is a realm teeming with life, but evolution beyond simple aquatic forms is yet to occur. Although there are no real landforms to control weather patterns, the undersea topography is quite varied, and mostly rather shallow (100 — 500 meters). This, in addition to considerable coral reef formations, act to moderate ocean movement (and so dramatic atmospheric shifts) and prevent serious coriolis storm buildup.

HISTORY: The first settlers from Olympus were hard pressed to survive the early generations on Argo. A total lack of arable land forced them to immediately turn to the sea for sustenance, and the Argans never looked back. From the beginning it was realized that the only way to truly flourish on Argo was to adapt. The program to breed gilled humans was launched.

Argo is the only example of where some artificial means were employed to "help along" the breeding goals. Obviously, with no appropriate traits to build on, selection could not begin. Instead, drug and careful radiation treatments were initiated to alter the physiology of prospective "breeders". Even using these measures the process was painstakingly slow, planned under the supervision of the Eugenics Priests of Delphi via Telepathic communication. Nearly fifteen hundred years after the colonists arrival, the first generation of true amphibian humanoids settled in an undersea community.

OPERATIONS: The economy of Argo is largely devoted to undersea agriculture and mining, with the vast majority of the population now making their homes on the ocean floor. The Argans are masters of underwater and surface ship design, having perfected the rather bizarre "flying submersible" craft, allowing ocean floor residents to depart a city, travel to the water surface and then fly at considerably greater than submarine-capable speeds to a spacefaring or atmospheric port. Twelve spacefaring ports serve the planet, eight of them built on the few rocky outcrops of land, the other four floating. There are also six orbital stations.

Supply acquisition on Argo is **Medium (+0)** — and merchandising is **Very Hard (-20)** due to the specialized markets.

**4.46 OMEGA DRACONIS B4iv**

PLANET: Omega Draconis III [Sparta]  
 CIRCUMFERENCE: 45,200 km  
 NATURAL SATELLITES: 2  
 MEAN ORBIT: 710 LS [ $2.13 \times 10^8$  km]  
 DAY: 26 std hours  
 YEAR: 410 std days  
 PROVINCE: Kashmere  
 STATUS: Provincial colony world  
 PLANETARY BARON: Kiefer Rollins O'Mallory VIII  
 POPULATION: 1,105,000,000  
 PRODUCTIVITY%: 13%  
 PRODUCTION EMPHASIS: Agriculture, light industry, genetic engineering, human services.  
 RATING: Producing.

ENVIRONMENT: The third planet orbiting the blazing subgiant Omega Draconis is a harsh world. Although the average temperature is quite moderate, the seasonal highs and lows are extreme. An elliptical orbit coupled with 37° axial tilt causes temperature variances of -25° to +40° at the equator. Only the strongest colonists survived the frigid winters and brutally hot summers. However, rather than resort to a migratory existence (like the hardy indigenous animal life of the planet), the stubborn Spartans adopted the philosophy of adapt or die. As a result, all present-day Spartans possess an amazing resistance to heat and cold.

Beyond the weather, Sparta is a very earthlike planet: gravity 1.1 x terran norm, radiation levels acceptable (though only the third planet, Sparta, is a safe distance from Omega Draconis) volcanism and meteor infall are not a significant problem. The atmosphere is a rich 23/72% oxygen/nitrogen atmosphere with no harmful trace gases. 67% of planet's surface is covered by solid or liquid water — polar caps are small because the radical season changes do not allow ice buildup, and severe axial tilt exposes them to significant solar radiation.

HISTORY: One of Olympus' original colony worlds, Sparta was fragmented under the authoritarian rule of several groups of Transhuman V's (as if the weather wasn't enough to worry about). Although all the factions remained loyal to their Homeworld, they fought bitterly amongst themselves and the planet suffered a number of social and technological setbacks. Only after generations of strife was global peace achieved, and the planet remains somewhat divided to this day. Fortunately, the rivalries have settled down to an almost friendly competition, thus venting energies along productive routes. To this day the people of Sparta are (as a rule) the most physically imposing of any in the Empire. The men average 200 centimeters in height, and mass around 120 kilos. (Humanoid average is 185cm and 80 kilos). Although not known to be particularly bright, Spartans are not stupid by any stretch of the imagination. They are often given to acting less than brilliant in business dealings to gain a later advantage.

OPERATIONS: Genetic improvement continues to be a primary aspiration in Spartan industry, not only as a goal in and of itself, but to enhance the other production facets. Many Spartans are employed by the Imperium and other provinces as mercenaries, bodyguards, and other employment where physical prowess is important. Inside Kashmere Province they invariably fill security posts. The Duke's personal guard is made up entirely of the very finest Spartan warriors.

In addition to supplying sheer manpower, Sparta also produces systems for spacecraft and other high-tech items, being the home of such corporations as **O'Mallory**, **Targus**, and **Neufeld**.

Twelve spacefaring ports serve the planet, as well as three orbital stations. Supply acquisition and merchandising on Sparta are **Light (+10)**.



**4.47 PALENQUE A4v F2DWARF**

MOON: Palenque IVa [Tikal]  
 CIRCUMFERENCE: 31,500 km  
 NATURAL SATELLITES: 0  
 MEAN ORBIT:  $3.1 \times 10^6$  km  
 DAY: 10 std hours  
 YEAR: 79 std days  
 PROVINCE: Kashmere  
 STATUS: Provincial Acquisition  
 POPULATION: 3,400  
 PRODUCTIVITY %: 1.5%  
 PRODUCTION EMPHASIS: Precious metal extraction, synthichemicals.  
 RATING: Producing

**ENVIRONMENT:** Tikal is the lone moon of a gas giant which in turn orbits Palenque Prime. A white Dwarf also orbits the prime at a considerable distance, but its proximity is still such that the planetary system is constantly unstable. What other moons Palenque IV (called *Maya*) once had have long since been torn to bits by gravitational strains and exist as broken rings. The other five planets of the system are either very close to the Primary (I-III) or follow erratic orbits (V-VI). Tikal suffers considerable volcanism and earthquake activity because of gravitational strain, as well as frequent meteor infall from the remnants of other planetary body breakups. Gravity is normally 60% Terran norm and variable by  $\pm .1$  gravities. Atmosphere is 17/72% oxygen/nitrogen with a number of harmless other gases (mostly carbon dioxide). This oxygen-poor air requires a filter mask for exposure of more than a few minutes.

**HISTORY:** Kashmere acquired this turbulent system in Imp.461, and is still in the process of developing Palenque's resources. Tikal is the only body in the system even remotely capable of supporting humanoid life, and is being seeded with photosynthetic forms in the hope of terraforming the world to a higher-oxygen environment (before it breaks up).

**OPERATIONS:** Tikal's mineral wealth is worth the dangers, being a source of rare irilulon, and trithil matrix crystals.

Supply acquisition and merchandising on Tikal are **Extremely Hard (-30)**.

**4.48 KAS:3 G8v**

PLANET: Kas:3 III [Tara]  
 CIRCUMFERENCE: 45,300 km  
 NATURAL SATELLITES: 0  
 MEAN ORBIT: 580 LS ( $1.74 \times 10^8$ )  
 DAY: 24 std hours  
 YEAR: 350 std days  
 PROVINCE: Kashmere  
 STATUS: Provincial Acquisition  
 POPULATION: 1,810,500,000  
 PRODUCTIVITY %: 16%  
 PRODUCTION EMPHASIS: RATING: Producing/Integrating

**ENVIRONMENT:** Tara is basically an earthlike world, with  $1.1 \times$  terran gravity and a 20/71/6% oxygen/nitrogen/carbon dioxide atmosphere. 81% of the surface is covered with liquid or solid water; mean temperature slightly lower than Terran average. Its indigenous population is humanoid to a high degree, but of course genetically inferior to Kashmere citizens. The Tarans are clearly another example of humans "seeded" from earth by the Sianetic Harbingers, but in this case they have only developed technology on the threshold of controlled fusion power. The theories for this are myriad, including:

slightly lower temperatures, a more warlike tendency, and even lack of a moon to inspire space travel and advanced technology along those lines. An abundance of fossil fuels also allowed the world to remain dependent on them for an extended period. As a result, however, the planet's atmosphere is seriously polluted, harboring a number of toxic gases. The ionosphere is damaged, and acid rain is a constant problem. The sun is rarely seen through a smog-bound haze.

**HISTORY:** This system was discovered by Cygnus in PreImp. 210, and observed for some time before it was decided that Tara would make a perfect location to carry on some of the "dirtier" Cygnan industries. They made contact with the most powerful country at the time, and in return for limited technology, were permitted to initiate mining operations and construct refineries. That nation has since taken over the rest of the planet, dominating the population in a pseudo-nationalistic government. Aborigines were hired as cheap labor — less expensive even than robots. The Tarans, though not superstitious to believe the Cygnans to be "gods", accepted them as superior beings. Interestingly, since the advent of android technology, few Cygnans actually visit Tara anymore, preferring to send the reliable humanoid robots to supervise operations rather than subject themselves to the filthy atmosphere.

**OPERATIONS:** Most of the upper-class Taran population now lives underground, breathing filtered air as the atmosphere continues to deteriorate. It is estimated that Tara has less than two hundred years before her atmosphere is absolutely unlivable. The Cygnans claim that it is already irreversible, and the rest of the province has done nothing to stop the rape of the planet. Indeed, to shift the production of Tara to other locations, using less suitable worlds or purification techniques would be very expensive, and no doubt the idea is to "worry about that later". The indigenous population is of little importance to the Kashmerians, being an inferior species anyway. Theoretically Kashmere could suffer severe penalties for the abuse of an other world, but apathy by several enforcement agencies, coupled with the complication that Cygnus indeed claimed the world before the Imperium, have led to widespread foot-dragging.

Six orbital stations circle Tara, transfer points between the ground-to-orbit carriers and the hypershuttle interstellar freighters. Access to Tara is limited to only certain corporate officials, but this is not very well enforced.

Supply acquisition on Tara is generally **Hard (-10)** with high-tech acquisition being **Insane (-100)**. Merchandising is **Routine (+30)** but illegal except for licensed vendors. There is a brisk black market for high-tech goods.

## 4.5 SPECIAL STATUS SYSTEMS

Below are systems which fall under Kashmere jurisdiction but are unusual and/or restricted. Some have been designated *Omega* worlds: planets which have been essentially destroyed by some method and are kept under watch for research purposes.

### 4.51 Caph F8v

**WARNING:** Kashmerian Directive Delta241-Omega22: Planetfall restricted to authorized vehicles and personnel only. Violation punishable by mindpurge or termination. Transmit clearance passage code immediately.

MOON: Caph Ville (Sigma Helix)  
CIRCUMFERENCE: 37,800 km  
NATURAL SATELLITES: none  
MEAN ORBIT: 50 LS [ $1.5 \times 10^7$  km]  
DAY: 18 std hours  
YEAR: 180 std days  
PROVINCE: Kashmere  
Population: —  
STATUS: Provincial Acquisition  
RATING: Omega World

**ENVIRONMENT:** The largest moon orbiting a gas giant, Sigma Helix is ostensibly a habitable geosphere, oxygen/nitrogen atmosphere (26/72%), with gravity .9 Terran and minimal solar radiation. Planet eight has a total of eleven moons, and is girdled by a particularly colorful, elaborate ring system. Sigma Helix orbits 23° off of the equatorial plane, so any inhabitants are provided with a beautiful celestial display.

However, this moon was apparently the target of a sophisticated weapon: an artificial virus which "consumes" elemental iron in all of its forms. This means not only the disintegration of any machine made of an alloy using iron, but the demise of humanoids, who have traces of iron in their bloodstream. The planet seems to support a variety of complex plant forms, as well as a few lower animal types (obviously not iron-based).

**HISTORY:** The moon was first discovered in Imp. 45 by an Imperial Survey team who unwittingly made planetfall on the supposedly welcoming geosphere. It took the ferrovirus about three days before the team began to notice their equipment breaking down; before they realized what was happening the fusion drive was damaged beyond repair. Ten days after landing members of the crew began to complain of weakness and lack of stamina. The final transmission came 16 days after planetfall: the last member of the Survey team beamed a warning, with his analysis of the virus. No other known expedition attempted planetfall until Kashmere annexed the system in Imp. 452.

Ironically, Sigma Helix has proven to be a homeworld of one of the pre-eminent Sianetic Harbinger races. The Kashmerians have done extensive orbital studies, as well as analysis of the first Survey data transmissions, and information gleaned from expendable lander probes. Most of the original Sianetic Harbinger (this race was apparently known as the "Luar") structures on the planet have long since decayed into ruin, victims of the ferrovirus. Others, mysteriously, seem to have survived intact. The exact nature of the ferrovirus, as well as the instigators, remains unknown. Duke Caitlin Kashmere has recently assigned a team of KIN Telepaths to study the moon.

**NOTES:** Sigma Helix is potentially one of the most important archaeological finds of modern times. Unfortunately, the planet's destructive atmosphere precludes careful study of the relics cached there: it is currently limited to unmanned probes and brief visits by archaeologists in nonferrous environmental suits. The Kashmerians have

placed three orbital stations around the moon, each backed up by a dozen SMAC fighters. Task forces from one of the Six Fleets often pay a visit as well. Despite all this, pirates and agents from competing Families are constantly trying to infiltrate the moon, apparently oblivious to the possibility of releasing the ferrovirus, which, unleashed on the Empire, could mean the end of civilized man.

### 4.52 3 CETI M6v

**WARNING:** Kashmerian Directive Delta241-Alpha 71283: CETI III Planetfall restricted to authorized vehicles and personnel only. Biohazard quarantine in effect. Transmit clearance passage code immediately.

PLANET: 3 Ceti III (Carthage)  
CIRCUMFERENCE: 41,000 km  
NATURAL SATELLITES: 0  
MEAN ORBIT: 490 LS [ $1.47 \times 10^8$  km]  
DAY: 26 std hours  
YEAR: 320 std days  
PROVINCE: Kashmere  
STATUS: Provincial Acquisition  
RATING: Restricted World

**ENVIRONMENT:** Carthage is a world battling for survival. The atmosphere which was once oxygen/nitrogen is now very high in carbon dioxide and monoxide. Heavy clouds obscure much of the surface and wreak havoc with the weather by blocking much of 3 Ceti's light. Temperatures over most of the globe hover around -20° except the equatorial region, where they rise to +5 or 10° in the "summer". The polar caps are growing steadily, threatening an ice age. Animal life is scarce and the few representatives are the most hardy mammals and insects living near the equator, and a number of aquatic forms who are protected by the moderating effects of the oceans. There are no higher animal forms at all. Plantlife is also unevenly distributed, with huge areas of land apparently unable to support flora. Otherwise, the world is very earthlike: 1.0 Terran gravity, minimal radiation and volcanism.

**HISTORY:** Apparently a world once inhabited by humanoids (perhaps "seeded" here by the Sianetic Harbingers), Carthage has clearly suffered some sort of severe biological collapse. Kashmere archeologists believe that the civilization rose to approximately PreImp -9500 technology but were politically fragmented and unable to peacefully settle international squabbles. The culture possessed fusion reactor capability, but there are virtually no traces of radiation, so a nuclear exchange has been ruled out. The alternative is biotoxin warfare, and the crippled ecology bears this out. The soil in many areas has been chemically treated so that it cannot support plantlife. A number of unusual micro-organisms have been detected, possible weapons of this ancient war.

**NOTES:** Several ruined cities, in an advanced state of decay, dot the landscape. These have already been thoroughly explored in hopes of finding records to explain the fate of Carthage — to no avail. Studies are being done on the feasibility of introducing new alterant organisms to Carthage in an effort to terraform it into a more suitable world again. As yet the findings are inconclusive. Decontamination after planetary visits is rigorous.



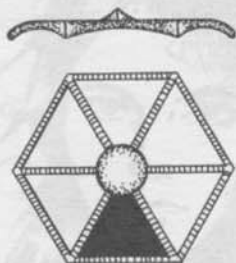
PLANETOID BELT: 3 Ceti VI  
 CIRCUMFERENCE: Variable  
 NATURAL SATELLITES: -  
 MEAN ORBIT: 1430 LS [ $4.29 \times 10^8$  km]  
 DAY: —  
 YEAR: —  
 PROVINCE: Kashmere  
 STATUS: Provincial Acquisition  
 POPULATION: ? 20,000  
 PRODUCTIVITY%: 8%  
 PRODUCTION EMPHASIS: Industrial and rare metals extraction and refining.  
 RATING: Producing Acquisition

ENVIRONMENT: Airless asteroids. Gravity low to nil; severe radiation from stellar primary, temperatures variable.

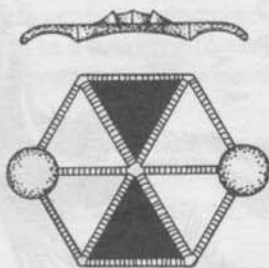
HISTORY: The system was annexed by Kashmere in Imp. 412 from the Imperium on the condition that they would monitor planet III and restrict unauthorized intruders. This they do with a vengeance, but they have also found profit in the 3 Ceti system: the asteroid belt is very rich in heavy elements, and has become an important resource for the province.

OPERATIONS: Ceti's asteroid belt not only contains the usual raw minerals, but is rich in Ordium, platinum and fissionables. Several of the larger asteroids have permanent refueling bases; three have complete refineries. An instation orbits just inside of the belt radius, serving both as a waystation for miners, but security for planet III.

Supply acquisition in the Ceti Asteroid belt or Instation is **Medium (+0)** while merchandising is **Hard (-10)** — except for luxury goods, which are **Light (+10)**.



SERVICE INSIGNIA: CENTURION [Lieutenant]



SERVICE INSIGNIA: COMMANDER



FIELD EFFECT STUNNER  
Neufeld

#### 4.53 ANKAA K4v

**WARNING:** Kashmerian Directive Kappa 33-Alpha 93a: ANKAA IV Planetfall restricted to authorized scientific vehicles and personnel only. Please transmit clearance passage code.

PLANET: Ankaa IV [Verdis]  
 CIRCUMFERENCE: 43,000 km  
 NATURAL SATELLITES: 1  
 MEAN ORBIT: 502 LS [ $1.5 \times 10^8$  km]  
 DAY: 25 std hours  
 YEAR: 395 std days  
 PROVINCE: Kashmere  
 POPULATION: —  
 PRODUCTIVITY%: 0%  
 RATING: Developing Acquisition/Special

ENVIRONMENT: Gravity .95 x terran norm, atmosphere 23/74% oxygen/nitrogen. 72% of surface covered in liquid or solid water. Average temperature 15° Celsius, with very slight variation through the year and up to 60° from equator. In short, Verdis is a perfect biosphere, completely compatible for humanoids. Oddly, though the system is relatively old and the planet sports highly developed plantlife, there is no animal life beyond small, harmless avian and mammalian forms. A rare find and fiercely fought over.

HISTORY: Verdis was surveyed in Imp. 372 and held as an Imperial system until Imp. 451, when it was put up for Provincial lease. It has been the target of an interprovincial battle similar to the one being waged over Rahayna in Devon Province, the combatants in this case being Houses Kashmere, Devon, Hulugu, and Klatus (and it is widely rumored that House Hulugu received military aid from the Colosians, as well as smuggled goods through Minor Clans Benka and Charon-Richter). Verdis lacks the complication of an indigenous sentient race, but harbors a different twist: Kashmere (and probably Hulugu and Klatus) in-depth survey parties have discovered ruins of what can only be Sianetic Harbinger installations. This is not surprising considering the proximity to the Caph system, where ruins have also been found on Sigma Helix (but relatively difficult to study because of the ferrovirus). None of the Provincial teams have reported the Harbinger finds to Imperial authorities (who might reclaim the system for themselves) and Kashmere seems determined to "slug it out" with its competition.

OPERATIONS: An Instation is under construction in the system, and three Orbital Stations currently try to maintain a quarantine on the planet, supplemented by 6 squads of SMAC fighters. Officially, Verdis is a Kashmere acquisition to be developed as they see fit, but that does not stop smugglers and raiders of every type from trying to get a piece of the action. Currently the only landing parties sanctioned by Kashmere are special archeological teams, and KIN surveyors.

Supply acquisition or merchandising is **Absurd (-70)** and could lead to arrest.

## 5.0 ADVENTURE: ARMSDEALING FOR THE HYPERIANS

This adventure is appropriate for low-to-mid levels. It deals primarily with a role-playing environment in which the PC's have some support in case they get into trouble

### 5.1 BACKGROUND DATA

Hyperion IX is an independent world within nearby Devon Province, famous for its "Free Traders" and League of Merchants "executives". These Leaguemasters are in reality no more than organized crime princes, coordinating illicit activities under a thin veil of legitimate trade. The smuggling of weapons to terrorists and rebels is one of the more lucrative endeavors of certain of these League Lords, and few weapons are more sought-after than those produced by the mysterious Kashmere Commonwealth. Cygnus, Oberon and Sparta are all departure points for armsdealers. Sparta, although not a major producer of weapons, is an especially ideal spot for trades to be struck. Spartans, of all the Kashmerians, are most fond of hand weapons, and also have the greatest tendency to get into trouble. Selling Kashmere arms to outsiders means serious trouble to anyone who gets caught.

Emerich Rach, a Hyperion Leaguemaster, has a new contact on Sparta, and has high hopes for a lucrative relationship with certain "economically minded" Kashmere citizens. However, he is also wary because the Kashmerians have a reputation for pulling such sneaky tricks as trapping smugglers with undercover customs agents. Thus, he plans to send a relatively expendable group of smugglers on the first run to make sure that things are legitimate...

### 5.2 THE NPC'S

A few Non-player characters who the PC's will likely come into contact with in the process of their mission are here briefly described.

#### 5.21 EMERICH RACH, LEAGUEMASTER

One of the five top privateers on Hyperion, Emerich concentrates on smuggling and gambling operations, tending to steer clear of the more violent occupations. (GM: see Future Law, pg 72 for more data on Emerich). He will be financing the operation, and receiving the goods at the end (assuming everything goes well).

#### 5.21 JASON K'JELL

##### PROFILE:

PROFESSION: Pilot

AGE: 26

SEX: Male

RACE: Human

HEIGHT: 182 cm

WEIGHT: 73 kilos

HAIR TYPE: Blond, curly

EYE COLOR: blue

Jason is an employee of Emerich's, and a skilled — if somewhat inexperienced — pilot. He showed great promise in the Devonian Aerospace Corps, but flunked out because of a lack of initiative (and also perhaps the fact that he needlessly wrecked several SMAC fighters in training). Blacklisted, he was only able to find employment through the somewhat murky circles of the League of Merchants.

Jason has a rather overblown opinion of himself, not only his piloting talent, but his looks and charm as well. Should any of the PCs prove to be attractive and/or rich, there is a good chance he will put the moves on them at a convenient time. He has a tendency to overdress in the most avant garde Devonian fashions.

Basically a coward, Jason will avoid a fight if at all possible, and stay at the rear if one can't be avoided. Under no circumstances will he leave the ship (unless its about to be blown up, in which case he would be the first out).

#### 5.22 EVADNE SUKU

##### PROFILE:

PROFESSION: Astrogator/Technician [Explorer]

AGE: 32

SEX: Female

RACE: Human

HEIGHT: 175 cm

WEIGHT: 60 kilos

HAIR TYPE: Auburn/blonde streak

EYE COLOR: Green

An appropriate foil to the egotistical Jason is Evadne Suku, a cool, confident woman. Evadne is a native of Alexie Prime, but found the man-hating amazonian culture of Clan Baburnica too repressive and left to find her fortune elsewhere.

This is not to say that Evadne holds no residual prejudices. While she doesn't hate men, she just thinks that they're all vortex-cortices, some of them vaguely decorative. It is a rare male who earns her respect; Emerich Rach is one of those few. Jason K'jell is not.

EVADNE is a harshly beautiful woman, seemingly uncaring about her appearance (a cultivated posture; she is actually somewhat vain and takes pains to enhance her beauty in subtle ways). Taken to wearing the sheeny, skintight *velaise* coveralls, her sculpted figure turns heads wherever she goes. She is, under all those curves, a very skilled astrogator and technician. She takes (poorly concealed) glee in making Jason look like a fool; it isn't that hard.





Although Jason is technically commander of the ship, Evadne was personally briefed by Emerich, and given instructions regarding when to "cut losses" (abort the mission when the PC's have clearly screwed up). Evadne will fight if necessary to defend the ship and get away, but is as reluctant as Jason to get involved with the job beyond that. Their duty is to fly the ship, no more, no less. Neither is likely to take a personal interest in the PC's.

### 5.23 CONRAD ERIKSSON MUKARRAM

#### PROFILE:

PROFESSION: Arms Tech

AGE: 22

SEX: Male

RACE: Transhuman VII

HEIGHT: 205 cm

WEIGHT: 108 kilos

HAIR TYPE: Red-brown, short, straight.

EYE COLOR: Brown

Emerich's Spartan contact, Conrad is a disillusioned Kashmerian with subversive tendencies. Apparently more intelligent than his Transeven breeding plan should have allowed, he is constantly looking for challenges. His latest is beating Kashmere Arms security. Conrad is indeed smart for a Transeven, and even unusually smart for an Arms Tech (a profession most Sevens would find more than challenging; some have enough trouble getting the power pack in the gun straight). However, he isn't quite as smart as he thinks he is.

Conrad has been smuggling weapons out of Sparta for nearly a year, and believes that he has pulled the operation off cleanly every time. The KIN is a bit more thorough than that, however, and Kashmere weapons which have surfaced in other areas have been traced back to Conrad's plant.

### 5.24 KIRSTEN ALESSANDRA RUTHERFORD

#### PROFILE:

PROFESSION: KIN Agent

AGE: 31

SEX: Female

RACE: Transhuman XII

HEIGHT: 173 cm

WEIGHT: 55 kilos

HAIR TYPE: Black

EYE COLOR: Green

#### SPECIAL EQUIPMENT:

Contact Stunner: Cleverly built into a beautiful piece of platinum jewelry (a bracelet joined by delicate chains to two finger-rings), the stunner can deliver a considerable jolt on contact. It is virtually undetectable as a weapon.

Mk. II Hand Stunner: An elegant device designed to look like a personal recreational Meditab applicator. It has a 50 bonus vs being detected as a weapon in conventional scans, and, as noted, is Mk. II rather than the usual Mk. I hand weapons.

Autoblaster (Mk. III): Kirsten only takes this when she anticipates real trouble.

Enhanced Kevlar Suit: .6 kilos, AT 10, DB 20, no encumbrance.

Communicator Implant: A tiny device in the left ear allows her to pick up communications from as far as 1,000 km. Jeane and Jesse (see below) can transmit messages to her this way; she can also receive KIN wavelengths. The device automatically tunes, and is powered by body warmth.



KIRSTEN RUTHERFORD

Barrier Shield: An advanced design in belt form.

Stealth Cloak: A full-length hooded grey cloak, capable of operating for 5 hours on a shield power pack. It reduces chance of detection by portable sensing devices (multiscanners) by 50. [E.g., if a person scanning would normally need to roll a total 100 to detect Kirsten, with her cloak on it would require a 150.] The cloak reduces chances of detection from sensor installations (like building security or a starship) by 20. It's material adds 30 to all **Hiding** attempts.

An Elder Sister in the KIN (roughly equivalent to a Lieutenant Commander), Kirsten is Regional Coordinator of Provincial Security. As such, she is responsible for protecting Kashmere technology from illegal sale and/or export in the Spartan capital continent of Antaris. After the manner of the KIN, Kirsten does more than supervise from behind a console, frequently taking on field agent duties. Her cover is a wealthy platinum mine heiress, which allows her great flexibility in what she does and where.

Kirsten is an efficient agent and has suffered very few failures — thus her swift promotions placing her in Elder Sisterhood at a relatively young age. As a policy, KIN agents do not kill unless absolutely necessary; she believes very strongly in this philosophy and will go to great lengths to not harm a suspect unless he/she is clearly threatening innocent lives.

In addition to being a Semi-Telepath with considerable **Voice Control** skill, she has an array of high-tech devices at her disposal, as listed above. She rarely wears all of her equipment, except where there is imminent danger.

### 5.25 JEANE AND JESSE (Adonis Mark VI)

#### PROFILE:

PROFESSION: KIN Agents

AGE: "23"

SEX: Male

RACE: Android Mark VI

HEIGHT: 180cm

WEIGHT: 73kilos

HAIR TYPE: Lt brn, 10cm spiked

EYE COLOR: Blue

#### SPECIAL EQUIPMENT:

**Assault Stunner/AutoBlaster:** The ultimate security weapon. Each has one and is never parted from it. Stun weapons are permitted on Sparta; assault stunners grudgingly allowed with a permit. Kirsten supposedly got permits for her "boys" because she can lubricate the right Elmonit accounts and also is related to Baron Kiefer O'Mallory. So, these will pass a casual security check. A flip of a lever, though, and they become deadly Mk. III Autoblasters.

**Stealth Cloak:** identical to Kirsten's

Jeane and Jesse (ranked as "Elder Sons" of the KIN), are identical twin agents assigned to assist Kirsten. They are androids special ordered from Humanadÿne for just this purpose; their cover is tied to hers, acting as her personal bodyguards. Some would think that a set of identical twins of striking appearance working together would attract a lot of attention (they do). One would think that attracting attention is not the KIN's style (it isn't). However, the KIN works in strange ways. They reason that some of their agents might as well flaunt themselves (or flaunt their cover at least) and that if the cover is garish enough, no one will be able to detect the agent.

As mentioned above, the twins are quite striking: fashionably dressed, their hair is usually spiked in a sandy halo about their youthful, chiseled features. Indeed, they look more like a pair of matching gigolos than KIN agents.

The twins, being androids, have a particular prohibition against killing. That is not to say that they value their lives any less than the next guy's (they are sentients, with full citizen rights, and self-preservation instincts at least as strong as the average human), but they are reluctant to kill, and so rarely have a use for the autoblasters feature of their weapons. They are very loyal to Kirsten, however, and either would die — or kill — to protect her. Second to her, they are protective of each other. Jesse is the more aggressive of the two; Jeane usually drives the car. Only rarely are they separated, but when they are, they can communicate "mentally" via 10,000 km range built-in Microfreq radio.

## 5.3 LAYOUTS

### 5.31 THE MUTARA CLIPPER

SHIP NAME: Mutara Clipper

PRODUCER: Arc Gotha [Modified]

CLASS: Cargo Shuttle

TONNAGE/HITS: 600

MAIN COMPUTER: Mk. 60

ARMOR TYPE: 24 [+15] Total DB: +95

EW RATING: 30

SHIELD RATING: 50 CREW: 2/6

MAX SUBLIGHT ACCEL: Rating 14 = 120 km/second

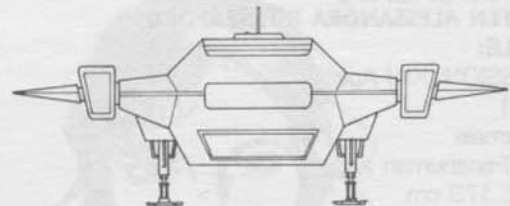
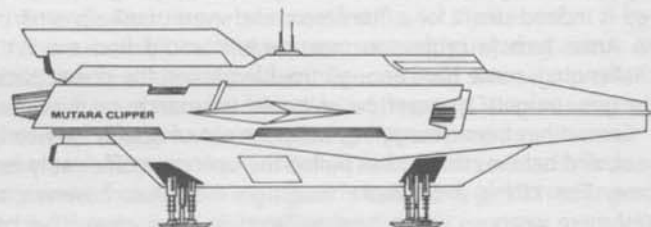
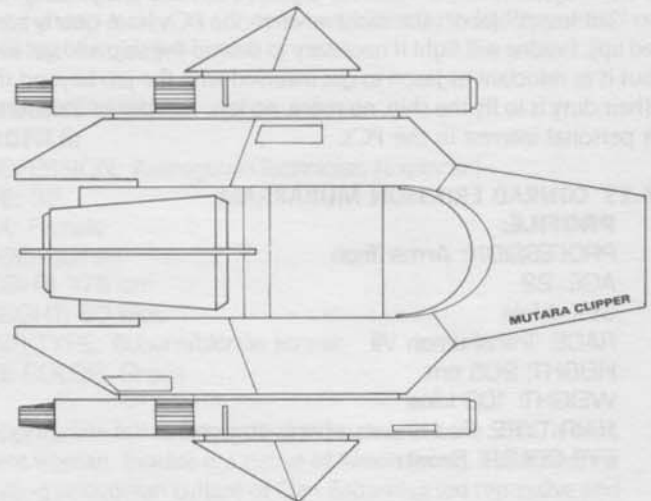
TRANSLIGHT DISPLACEMENT: Rating 12 = 11 LY/day.

OPERATING RANGE: 100 LY

WEAPONRY:

— Retractable Mk. 10 Laser Cannon, HUD +20

— 2 Mk. 20 M/A torpedoes [highly illegal] in concealed bays.



### 5.32 KIRSTEN'S LIMOFITTER

VEHICLE TYPE: Gravitic Limoflitter

PRODUCER: Spartius/KIN

TONNAGE/HITS: 4/10

MAIN COMPUTER: Mk. 20

ARMOR TYPE: 29 EW RATING: 20

SHIELD RATING: 40

TOTAL DB: 70 [+20 EW when applicable]

CREW/Passengers: 1 driver/6

MOTIVE FORM: MedGrav

MAX SPEED: 300 kph [also gravitic lift]

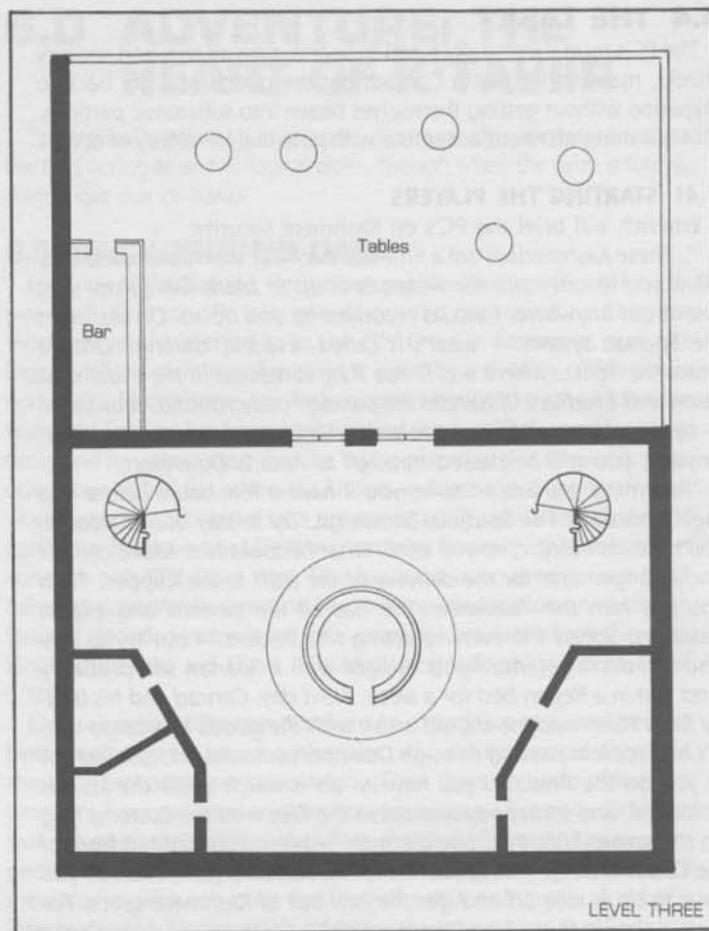
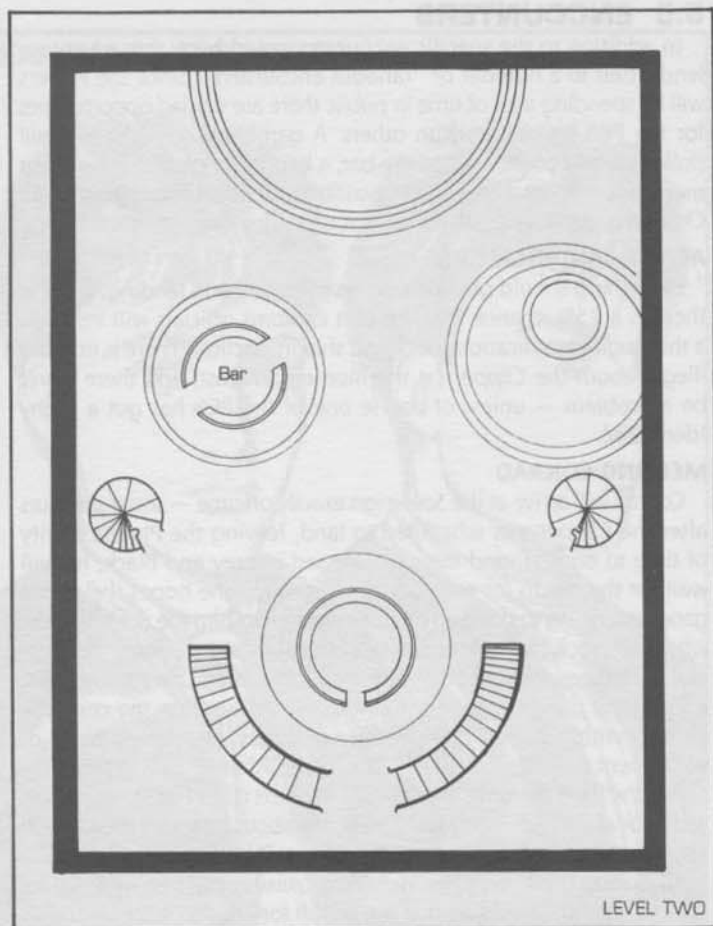
WEAPONRY:

— 1 Mk. 10 Disruptor [+30+gnr], turret mounted on the underside.

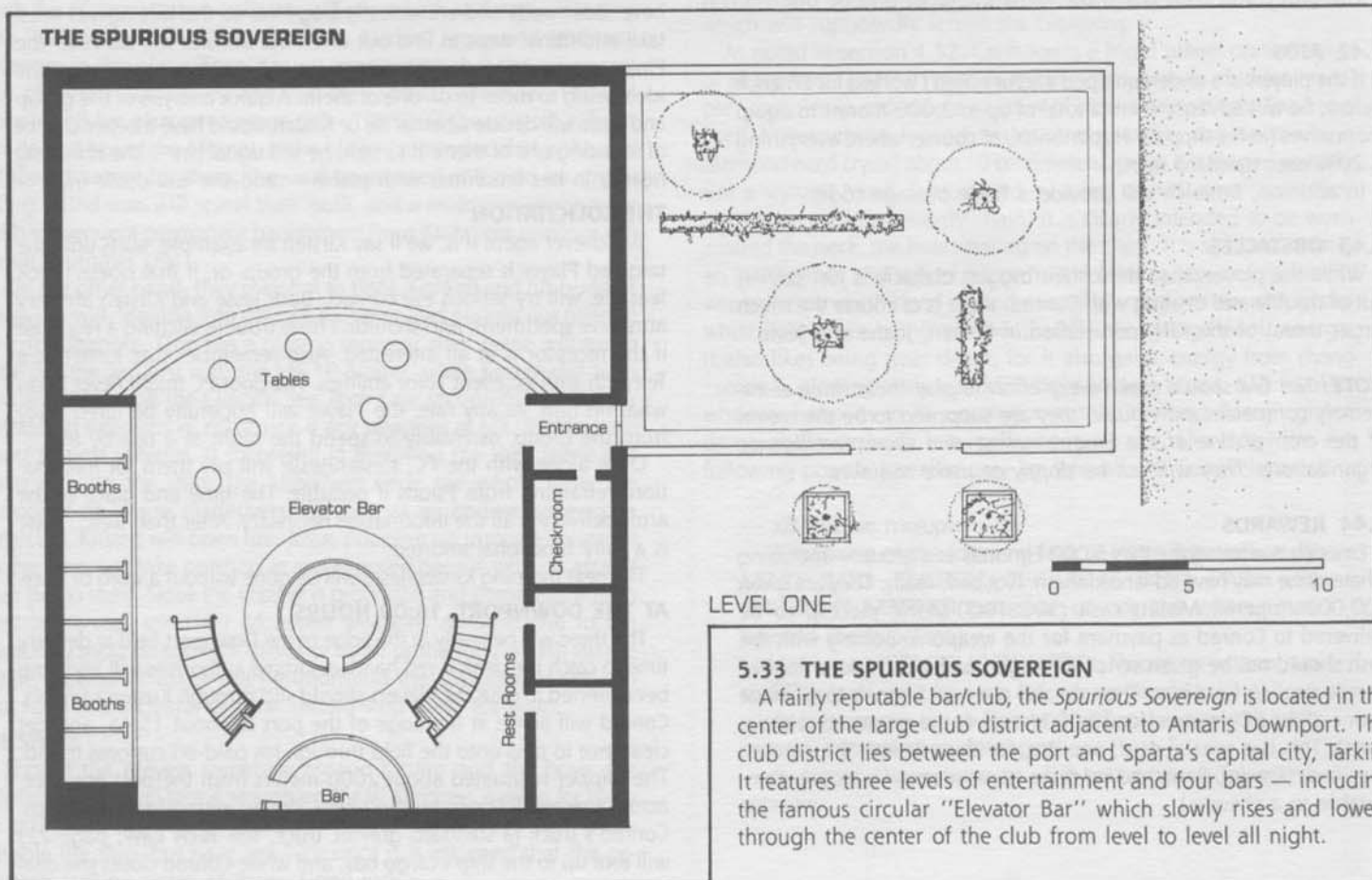
— Dual fwd Mk. 7 Lasers [+20].

OTHER FEATURES: Computer autopilot; Sensors, 1000 km range





### THE SPURIOUS SOVEREIGN



#### 5.33 THE SPURIOUS SOVEREIGN

A fairly reputable bar/club, the *Spurious Sovereign* is located in the center of the large club district adjacent to Antaris Downport. The club district lies between the port and Sparta's capital city, Tarkiiis. It features three levels of entertainment and four bars — including the famous circular "Elevator Bar" which slowly rises and lowers through the center of the club from level to level all night.

## 5.4 THE TASK

The PC's must successfully travel to Sparta, pass all required security checks, make contact with Conrad, get the goods and get back to Hyperion without getting themselves blown into subatomic particles. This is a straightforward adventure with potential for plenty of action.

### 5.41 STARTING THE PLAYERS

Emerich will brief the PC's on Kashmere security:

*"...These Kashmerians are a little less pacifistic than Devonians; they allow you to carry stunner weapons of up to Mark Two (pistol size) just about anywhere. I would recommend you do so. On arrival at the Spartan system — what's it called, Evadne, darling? Omega Draconis, right... where was I? You'll be contacted in the usual way. Jason and Evadne will handle the passage code routine. Your cargo — by the way — will be some robotics subsystems from Humanadyne. Anyway, you will be passed through to Antaris Downport.*

*"Assuming you are on time, you'll have a few hours before you meet Conrad at The Spurious Sovereign. Try to stay out of trouble. You have his holopic, so you know what he looks like. Make contact and arrangements for the delivery of the stuff to the Clipper. Then you pay him the "advance". He has all the permits and export datadiscs. Spend the evening acting like traders — but try to stay discreet; don't get into fights. A fight with a Spartan will probably land you in a Regen bed for a week. Next day, Conrad and his buddy from Humanadyne should arrive with the goods in a cargo van. It's his problem passing through Downport customs and getting out to you on the field. All you have to do is watch while the stuff is unloaded, and somebody authorizes the files with the Customs frog on the scene. After that, pay the man — preferably right in front of the Customs creep — his Elmonits for his Robotics stuff. Then all you have to do is take off and get the hell out of Kashmere space. For such a simple thing I pay you so well."*

The group will then board the Mutara Clipper and be off.

### 5.42 AIDS

If the players are under-equipped and/or haven't worked for Emerich before, he will advance them a total of up to 2,000 monits to equip themselves (at his shop on Hyperion IX, of course, where everything is 20% over standard rates).

In addition, Emerich will provide a Trade passage code.

### 5.43 OBSTACLES

While the players may think their biggest obstacle is just staying out of trouble and dealing with Conrad, there is of course the much larger threat of the KIN, personified in Kirsten, Jeane and Jesse.

**NOTE:** The GM should make every effort to play these three as extremely competent individuals; they are supposed to be the cream of the crop of one of the Empire's most elite secret intelligence organizations. They will not be sloppy or make mistakes.

### 5.44 REWARDS

Emerich is offering the PC's 5,000 Elmonits as a group — including whatever he may have advanced them. Not bad, really. They are given 300,000 Imperial Monits cash (300 1000-Monit pieces), to be delivered to Conrad as payment for the weapons. Bolting with the cash should not be given serious thought, as Emerich does not like people stealing from him. They are also given an Elmonit card, made in one of the PC's names, for 20,000 (to cover the supposed robotics parts). This is a special card, one use, for deposit into the account specified. (The usual method for these transactions; it is loosely comparable to a cheque.)

## 5.5 ENCOUNTERS

In addition to the specific encounters noted here, this adventure lends itself to a number of "random encounters". Since the Players will be spending a lot of time in public there are myriad opportunities for the PC's to interact with others. A gambling game or a brawl (followed by a police raid) in the bar, a beggar or derelict, or a street merchant are just a few of the possibilities. The Chance Encounter Chart in Imperial Crisis, if available, is useful for this sort of occurrence.

### AT THE LANDING PORT

Everything should go well with system entry and landing, though there is a 25% chance that the Port Customs officials will insist on a thorough identification check and ship inspection. There is nothing illegal about the *Clipper* (at the moment at least) and there won't be a problem — unless of course one of the PC's has got a funny Ident Disc.

### MEETING CONRAD

Conrad will arrive at the *Sovereign* exactly on time — some six hours after the *Clipper* was scheduled to land, leaving the Players plenty of time to bum around the city. Dressed in grey and black, he will wait for the group (or member of the group; one hopes the whole gang isn't going to descend on him) to come to him (he doesn't know what they look like). Once contact is established they will move to one of the semiprivate booths along the perimeter. Conrad does have a list of the group members' names, and will confirm the contact's identity with a pocket Ident Verifier (a snazzy, palm-sized piece of equipment not seen outside of Kashmere). After he gets the money, Conrad will set the time for delivery the next day (16:00 hours). He will appear very self-confident, bragging about how well the last few shipments went, and offering to buy the Player a drink.

All during this time, Jesse has been cruising the bar, looking for Conrad. The KIN had a tip that the payoff for another arms shipment was here tonight, and they've hit the jackpot. The semiprivate booths have sonic walls and are actually bug-free, so the KIN agents must take additional steps to find out when the transfer will be. After the Player returns to his compatriots, Jesse will check out the group, the idea being to move in on one of them. A quick analysis of the group and Jesse will decide whether he or Kirsten would have a better chance of seducing one of them. If Kirsten, he will signal her — she is waiting nearby in her limoflitter with Jeane — and she will come in.

### THE SOLICITATION

Whichever agent it is, we'll say Kirsten for example, waits until the targeted Player is separated from the group, or, if that doesn't look feasible, will try serious eye contact. Both Jesse and Kirsten are very attractive specimens, and shouldn't have trouble eliciting a response if the receptor is at all interested. Also remember that Kirsten is a Telepath with excellent Voice abilities. The poor PC might never know what hit him. At any rate, the Player will hopefully be lured away from the group, ostensibly to spend the night at a nearby Inn.

Once alone with the PC, Kirsten/Jesse will ply them for information, refraining from Psions if possible. The time and place of the arms delivery is all the information necessary. After that, well... Jesse is a fully functional android.

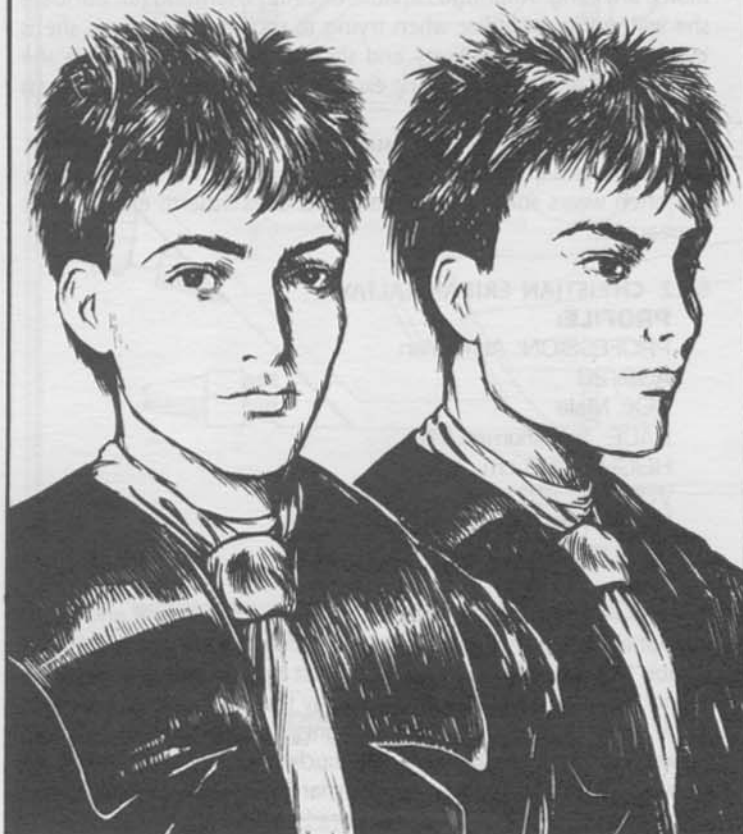
The next morning Kirsten/Jesse will be gone without a word or trace.

### AT THE DOWNPORT, 16:00 HOURS

The three will be ready at the edge of the Downport field at delivery time to catch the dealers red-handed. Orbital authorities will also have been alerted in case the Players should slip through Kirsten's fingers. Conrad will arrive at the edge of the port at about 15:45, and get clearance to pass onto the field through his paid-off customs friend. The *Clipper* is situated about 2000 meters from the port entrance, across a generally open landing field, dotted with other small ships. Conrad's truck (a standard gravitic truck, see *Tech Law*, page 22) will tool up to the ship's cargo bay, and while Conrad closes the deal



## JEANE AND JESSE KYLIX



with the PC contact, two assistants will disembark and start unloading the "robotics parts". About this time, Kirsten, Jeane and Jesse will blast up in their limoflitter, Kirsten announcing that she represents the planetary authorities, and that they should surrender. The GM should roll for what percentage (50 - 100%) of the cargo has been loaded on board the *Clipper*. If the players surrender, that is the end of the adventure for them; they will be arrested and tried for smuggling. Mind scan will reveal their guilt, and a multiyear prison term with subsequent permanent banishment from Kashmere province will result. Bummer city.

On the other hand, they may opt to fight. Conrad and his buddies certainly will, leaping into the van for cover and pulling out (illegal) energy weapons. One has a plasma repeater rifle. Jeane will try to take out the van first with the Mk 10 Blaster, while Kirsten will train the dual Lasers on the *Clipper*. See **Tech Law** section 6.3 (p. 76) for personnel weapons vs. constructs if any weapons of Mk. 5 or less are used against vehicles. If successful in disabling the van, Jeane will then turn on the ship. The Limo will circle the whole time, the autopilot on evade maneuvers. As soon as an engine powerup is detected, Kirsten will open fire. Jesse, popping up through a sunroof in the limo, will take potshots at any exposed people with his assault gun (set to stun). Since the *Clipper* is grounded and immobile, Kirsten and Jeane may use their *Mounted Weapons Ambush* skill to fire disabling shots (to sublight drives or other unmanned areas). All the while, Downport Tower will be informing the *Clipper* that they do not have liftoff clearance (that should stop them for sure).

**IN SPACE**

Should the players somehow escape Kirsten and the boys, the *Mutara Clipper* will face 4 scrambled SMAC Stingrays waiting for them in orbit. See *Starship Combat*. The SMAC Fighters will also try to disable the ship, but have less luck since it is assumed that the occupants will be aware of them. Good luck.

## 6.0 ADVENTURE: THE HEART OF K'TAVIIR

Theoretically a low-to mid level adventure, this scenario involves the PC's acting as archeological aides, though when the prize is found, things get out of hand.

### 6.1 BACKGROUND DATA

Legends of the Sianetic Harbingers proliferate throughout the Empire, including specific tales of cultures and organizations. They are most frequently referred to as the *Old Ones* in Kashmere, and one legend tells of an interstellar empire, ruled by a dynasty of Telepathic god-kings. Electra Jones, an Archeologist employed by the Kashmere Historical Society, has been investigating this specific legend for some time, and has discovered that the home planet of this empire is none other than 3 Ceti III, otherwise known as Carthage. Supposedly this world was only inhabited by a pre-spacefaring race which destroyed itself in a biotoxic war. Electra is certain, however, that the planet conceals rich Old Ones sites. She has even uncovered a map from her studies on Verdis directing her to a specific location on Carthage. Related decoded records tell of a powerful artefact which the god-kings utilized to aid them in maintaining rulership: the Heart of K'taviir.

Electra's repeated requests to lead an expedition to Carthage have been denied by Kashmere authorities, who are concerned about the threat of biohazard contamination. (Their fears are unfounded: the biotoxins have mutated and are now harmless — but nobody knows that for sure yet.) She has therefore decided to mount her own expedition. She and her assistant, Christian, need a small team of mercenaries who can keep their mouths shut and aren't afraid of a little biohazard. Electra won't volunteer the information that Carthage is restricted; if anybody asks, she will provide bogus "filter masks" which will supposedly screen the biotoxins.

As noted in section 4.52, Carthage is a frigid planet on the verge of an Ice Age. The Heart of K'taviir really does exist, in a hidden "temple" complex guarded by a number of bizarre protections. The heart itself is everything legend makes it out to be; maybe more. A diamond-hard crystal about 10 centimeters across, it is shaped roughly like a stylized heart. Surrounded by a rim of iridium-ordium alloy and suspended by a sturdy chain, it is clearly intended to be worn around the neck, the heart resting on the chest. It is sentient, having an intelligence and will of its own. It desires to be worshipped (its wearer being worshipped is good enough), and glimmers with a hard white light when being adored, literally absorbing Psionic energy. It also likes being near death, for it also gains energy from dying "spirits", glowing with a reddish light in such cases. It is loyal to whoever happens to be wearing it at the time and doesn't give a damn about anybody but itself and its wearer. The Heart has the following powers (useable only by Telepaths or Semi-Telepaths):

- x8 Psionic multiplier
- Allows use of the following lists to twice wearer's level: MIND INTO ENERGY, THOUGHT INTO PAIN and THOUGHT MASTER [whether or not the wearer has learned these psions].
- Will cast METABOLIC CONTROL Psions on wearer, up to 50th level, as often as 1x/rnd, as needed.
- It is immune to all Psions [cannot be telekinetically moved, controlled or damaged].
- It grants the wearer a +50 bonus vs all Telepathic attacks.

Anyone under 10th level who puts on the Heart must make a RR vs 30th level or be controlled, driven to murder at close quarters and at the first opportunity. Non-Telepaths who try to wear the Heart are subjected to a Choke psion (treat as 30th level point blank) affecting them until the Heart is removed or they are dead. The heart blinks on and off with a red light in time to the wearer's heart in this case, draining his/her life force.

If you haven't gotten the message by now, the Heart is a terrifyingly powerful Psionic device, and the GM should take pains to be sure that the players don't get hold of it on a permanent basis. It is also essentially "evil", thriving on life-force and corrupting whoever wears it. The last god-kings who wore the Heart were driven to order continuous barbaric human sacrifices to sate the item, bloody rituals that required the victim's heart to be ripped from his/her chest by the wearer. It will soon want the same kind of brutal refueling, turning the player wearing it into a power-mad murderer.

## 6.2 THE NPC'S

The following two characters will play prominent roles in the adventure; their robot companions may not even interact with the PC's at first, but if the group somehow overcomes Electra and Christian, they will need to work with the robots to get home.

### 6.21 ELECTRA JONES

#### PROFILE:

PROFESSION: Archeologist (Semi Telepath/Researcher)

AGE: 38

SEX: Female

RACE: Transhuman IXh

HEIGHT: 177 cm

WEIGHT: 63 kilos

HAIR TYPE: Black/grey streak/shoulder length

EYE COLOR: Violet

Electra Jones is a driven woman, clinically asocial, obsessed with finding this artifact at any cost: her career, the lives of her companions; anything. Although capable of being charming (an attribute she will no doubt utilize when trying to recruit the players), she is by nature somewhat solitary and short tempered with people she has decided are stupid. The one exception is Christian, who she treats almost like a beloved pet.

Her straight black hair is usually worn in a plain, severe cut. Although she is an attractive woman, with a lean, well-toned figure, she often wears shapeless coveralls and does little to enhance her appearance.

### 6.22 CHRISTIAN ERIDAN TALFAY

#### PROFILE:

PROFESSION: Armsman

AGE: 20

SEX: Male

RACE: Transhuman VIIa

HEIGHT: 200 cm

WEIGHT: 120 kilos

HAIR TYPE: Black/short/curly

EYE COLOR: Hazel

Christian is a classic Transeven: big, strong, handsome and agile, but not too b-r-i-g-h-t. He is Electra's devoted bodyguard and "companion", skilled in survival, weapons, first aid and unarmed combat. Beyond that he is lost. This is not to say that he is stupid; when he speaks he seems fairly intelligent, and grasps tactical situations quickly. However, abstract sciences are too much, and that's fine with him anyway. An imposing presence, Christian never leaves Electra's side, and foremost in his mind at all times is her safety.

Although slow-witted and mindlessly devoted, Christian might be convinced that his mistress is insane if presented with enough hard evidence (GM's discretion) in which case he could possibly turn on her and help the players escape. A likely scenario is that, unable to bear the pain of seeing her completely lose her mind (which she will most likely do when in possession of the Heart) he will sacrifice himself to buy time. He really is well-meaning, just a bit deluded.

### 6.23 MAC 32: A Mech Interface Bot

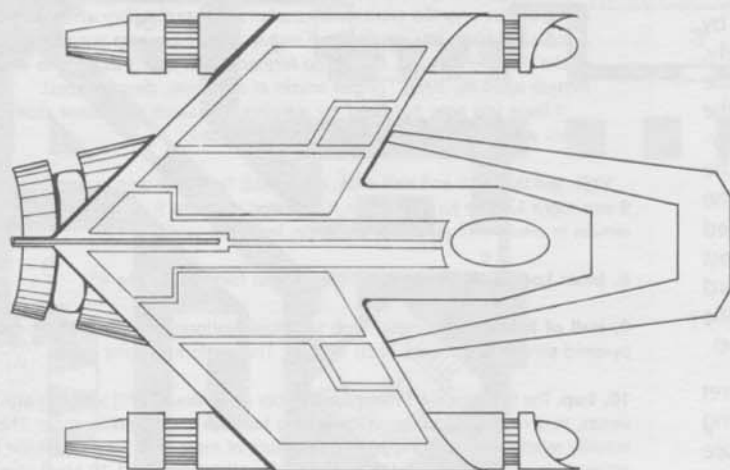
Mac is a standard Spartan design Interface Bot, equipped with Astrogation, Heavy Energy Projector, and Piloting skill programs. He can also speak Imperial Standard and Kashmar as well as BIVOC. He interprets for JIM (below) and is the Astrogator of the *Mare Imbrium*. Taller than most Imperial designs, Mac stands 150 cm tall and has two manipulative appendages in addition to his Interface coupling. He will obey any spoken orders, but those given by Electra or Christian take precedence. He has unfortunately been programmed at the factory to tell awful jokes.

### 6.24 JIM 5: A Service Bot

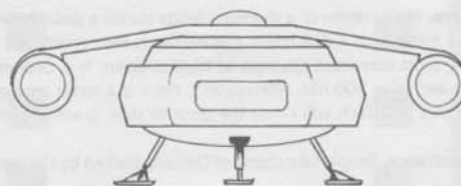
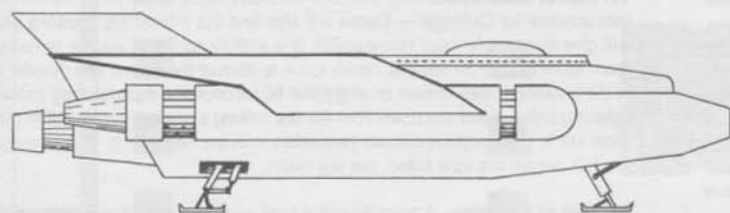
Even less interesting than Mac is Jim, a stout little Service Bot powered by internal gravitics. He speaks only BIVOC (though he understands Imperial Standard and Kashmar) of which only parts can be discerned by humanoid ears, coming out as a string of bleeps and hoots. He is programmed with all basic Tech capabilities and has a number of manipulative appendages. Like Mac, he will obey verbal commands, but those by Electra or Christian override any others. Both robots will remain in or very near the ship at all times.







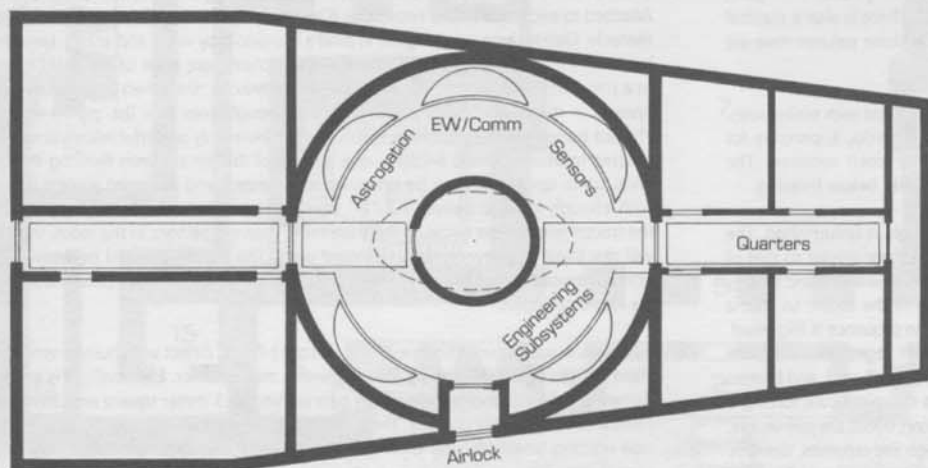
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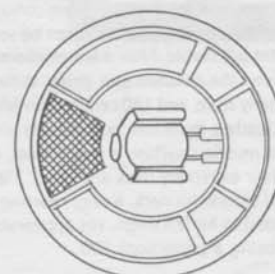
### 6.3 LAYOUTS

#### 6.31 THE MARE IMBRIUM

SHIP NAME: Mare Imbrium  
 PRODUCER: Olympus Shipyards  
 CLASS: Pegasus Class I Hypershuttle  
 TONNAGE/HITS: 600  
 MAIN COMPUTER: Mk. 90  
 ARMOR TYPE: 24 (+10)  
 EW RATING: 60  
 SHIELD RATING: 50 CREW: 2/2 robots  
 PASSENGERS: 6  
 CARGO: 50 Cumets  
 MAX SUBLIGHT ACCEL: Rating 16 = 130 km/second  
 TRANSLIGHT DISPLACEMENT: Rating 16 = 13 LY/day  
 OPERATING RANGE: 200 Light-years  
 WEAPONRY: None



1 2 5



Helm Control

1 2 3

## 6.32 THE TEMPLE OF K'TAVIIR

The temple complex is hidden in a small valley, inaccessible by ground and the narrow, windswept area is difficult to land in safely. It will require a skilled series of maneuvers for Christian to set the ship down safely. The GM should make periodic weather rolls; if the wind/precipitation is particularly bad, the may opt to remain in orbit until it blows over. Once (hopefully) safely on the ground, the party will find cold weather survival would be useful, as the temperature does not get above freezing. The temple itself is situated on a narrow shelf of rock at one end of the valley; a hike of at least 5 kilometers will be required, with some Medium (+0) to Very Hard (-20) climbing (if the party members are rich enough to own Gravitic Belts they can get around this, but Electra and Christian are not).

**GENERAL NOTE:** narrowed wall areas marked with an "S" are secret doors. These are normally Very Hard (-20) to locate when searching specifically for them (use **Perception**) and Sheer Folly (-50) to see if just "looking around".

### LEVEL ONE

**1. Rough Stone Steps.** Looking much like steppingstones of some giant gods, this rough-hewn stairway winds its way up the sheer icy stone hill to the imposing gray edifice above.

**2. Entrance.** In the center of a sheltered ledge stands a door five meters tall and three wide. Of a metal with a dull lustre, this barrier is ten centimeters thick and will resist all but the most concerted attempts to blast it down. It is Ordium II (CAT 30) with a DB of 50, and takes 500 hits. Alternatively, there is a secret mechanism — Sheer Folly (-50) to locate — which will cause the door to slide gracefully into the floor.

**3. False Entrance.** Simply fake sheets of Ordium, backed by the massively impenetrable grey rock.

**4. Lookout.** Narrow slits allow a view of anyone standing on the ledge. The slits are protected by a transparent material which resists damage at CAT 29 (-40). Tough stuff.

**5. Loggia.** Massive columns of a smooth purple stone resembling marble front the entry hall. These columns are carved with an elaborate bas-relief depicting humanoid figures (similar to elaborate hieroglyphics) in various cryptic activities. There is also a thermal barrier protecting the inner rooms, so that all chambers inside these column rows are warmed at an even 80° F and humid.

**6. Defensive Corridor.** Identical on all four sides, these halls are lined with embrasures. Along the floor are a number of metal (Ordium II) clamps and tracks, apparently for holding heavy mounted weapons. All such devices have since been removed. The temperature in these halls is subject to outside influence, usually below freezing.

**7. Hall of Greeting.** This chamber, 25 meters square and 40 high, is unfurnished. The ceiling is of some luminous translucent material which radiates light similar to that of the sun of a lightly-cloudy day. Mosses grow on the walls, and the air is warm and muggy — very much like a tropical rainforest. There is a sensor web in the room, so that if any living creature enters, a sophisticated holographic and audio sequence is triggered. The upper walls vanish, replaced by impenetrable clots of lush vegetation; the floor becomes a carpet of ferns and moss. Strange birdcalls and rustlings are heard, and breezes waft through the room. The effect is complete and perfect, a complete ruin forcing a small clearing in a jungle. Note that wall areas concealing secret doors are still visible. Ahead (towards room 9) the small pyramid can be seen through the columns, the only architectural element left visible. After a few moments, a figure appears from the other room, passes between the columns and enters to face the group. He is wearing only a blue loincloth, clearly male, and 180 centimeters tall. Although Humanoid, upon close observation he is clearly a mutation: purple irises are slitted, long-fingered hands are six-digitated, and the muscle structure is very similar, though not exactly the same. His skin is brown, his hair extremely thick and black. He wears no jewelry except a chain of some black metal around his neck, a single earring with a purple gem, and a slender energy pistol strapped to his left thigh. His appearance should be considered 102, his presence (despite being a projection) 100.

**Note:** Electra Jones, despite her driving desire for the Heart, will be very excited at the sight of this figure. He is a Luar, one of the most powerful Old Ones races, and this is obviously the most complete image of one yet. (He is, after all, a holograph. This is not obvious to the eye, but a multiscan will reveal that there is nothing there.) Electra will get the whole thing on memory disc and hologlass.

The Luar will then begin to speak **Telepathically** to the visitors:

*"Greetings, strangers. I am V'glin K'taviir, last prince of the K'tariin-Luarnak. Of my empire only this tomb remains, a last shrine to the glory which spanned a thousand stars. You are welcome to pay your respects to our lost empire in the chamber beyond, but go no further. Death awaits those who would intrude upon my sleep." (V'glin smirks at this point, then resumes).  
"I leave you now, but heed my warning. The Lords of Luarnak shall rise again when the time is ripe. Our heart beats still."*

V'glin will then turn and walk away. If followed, he will be seen to pass through room 9 into room 12. The jungle illusion is repeated in rooms 9, 11, 12, and 13, and will remain in effect until all sensor presences leave the tomb.

**8. Inner Loggia.** More columns covered with hieroglyphs like #5.

**9. Hall of Release.** A 3 meter high sacrificial platform dominates the room, a low pyramid similar to the tomb itself in form. The platform is solid stone.

**10. Trap.** The trap area is a 3 meter square floor area, Absurd (-70) to detect with human senses, Very Hard (-20) to detect if scanning for traps with a multiscanner. The trap is actually relatively simple, triggered by pressure of more than 10 kilos on the floor, it activates an extremely powerful laser. All within the area take 1-10 Mk 3 Hand Laser attacks as the beam is reflected back and forth through the corridor via concealed mirrors. Treat all targets as point blank. This trap, like the others, has a 20% chance of being non-functional due to extreme age.

**11. Hall of Meditation.** This chamber simulates night, lit by three moons overhead (not accurate for Carthage — Electra will also find this interesting, thinking perhaps it will give clues to the Luar Homeworld). It is slightly cooler. If anyone remains in this room for more than 30 seconds, clouds roll in to obscure the moons, and thunder rumbles in the distance. If they remain an additional 60 seconds, the thunderstorm unloads. One lightning bolt a round arcs down from the sky, striking a random target. Utilize the Blaster table Mk V, Electrocuting criticals (secondary crits are heat/burn). Thirty seconds after the last person leaves/is killed, the sky clears.

**12. Hall of Cleansing.** A huge fountain (real and functioning) dominates this room, flanked by stone benches. The water of the fountain contains Lactolak (See **Future Law**, pg 80), a chemical deadly to most humanoids (not Luar, by the way) if drunk. It stops the heart.

**13. Hall of Pain.** The only unusual feature of this room is a pair of hexagonal columns of black stone 2 meters apart and three high, standing in the center of the chamber. Attached to each column are two chains (Ordium II again), each fitted with an adjustable manacle. Clearly these are designed to bind a humanoid by wrists and ankles, spreadeagle between the columns. On the far side of one column are a set of ten jewel inlays all in a row. These are controls. One releases the manacles, the others manipulate energy systems in the device. (See **Future Law**, the Thought into Pain list, pg 59 for ideas.) The last button however, is a trap. It activates ten incredibly powerful microtractor beams (intense localized gravitic fields) — one in each of the ten columns flanking the room. Thus, up to ten persons can be simultaneously seized, and slammed against a column with enough force to deliver 1-2 "E" severity Impact criticals. After being slammed, the tractor releases the target. If there are more than ten persons in the room, the beams will reactivate until everyone is slammed once. The person chained between the columns (if anyone) is not attacked, and in fact, 30 seconds after the last person is slammed, his manacles open.

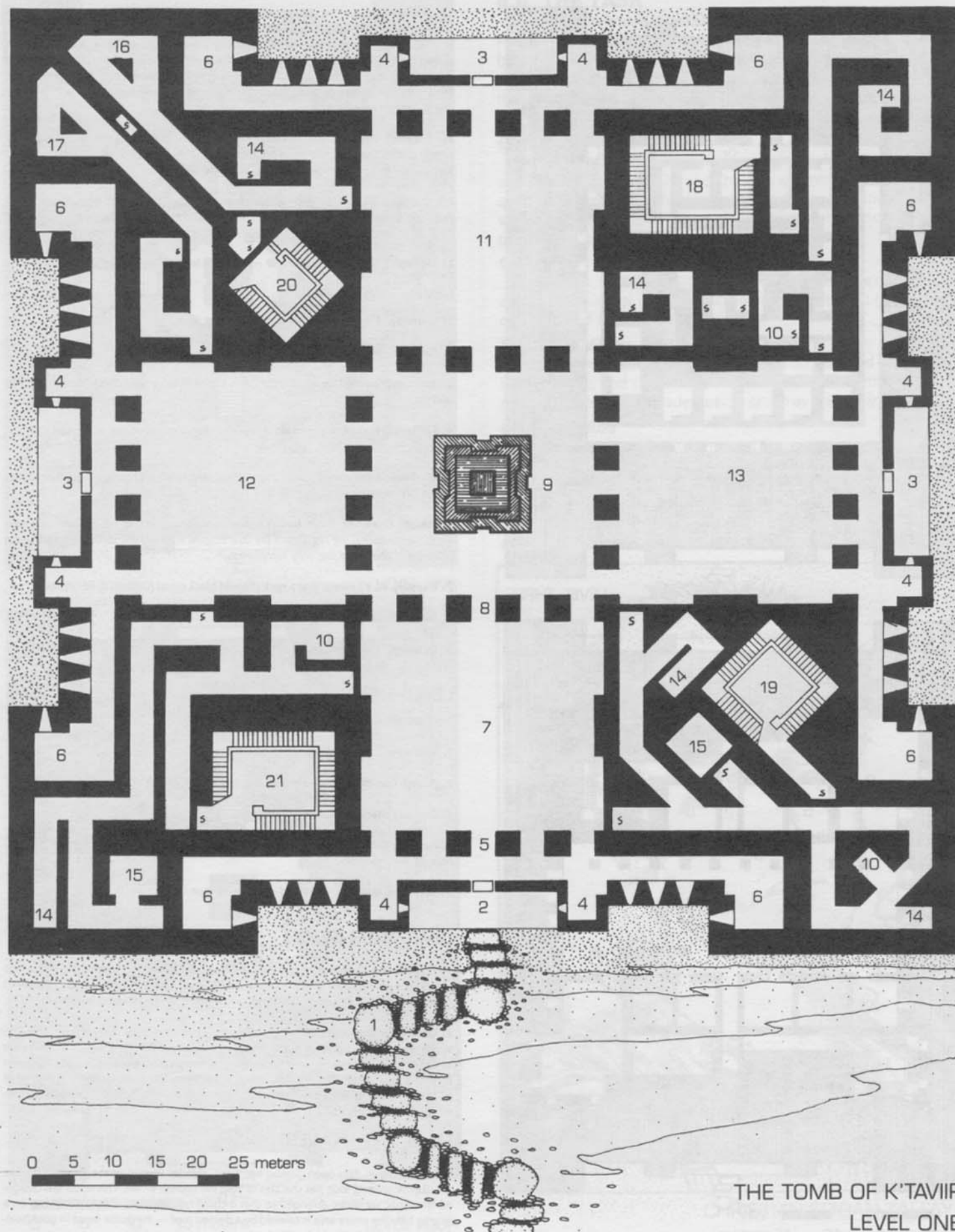
**14. Trap.** A subtle trap, this one is also Absurd (-70) to detect with human senses, Very Hard (-20) to detect if scanning for traps with a multiscanner. Essentially, it is an energy damping field. All energy cells which pass within the 3 meter square area have a 90% chance of being totally drained. Those not totally drained are unaffected, as are microfusion reactors (androids who enter feel "tired" until they get out) unless they stay for several minutes.

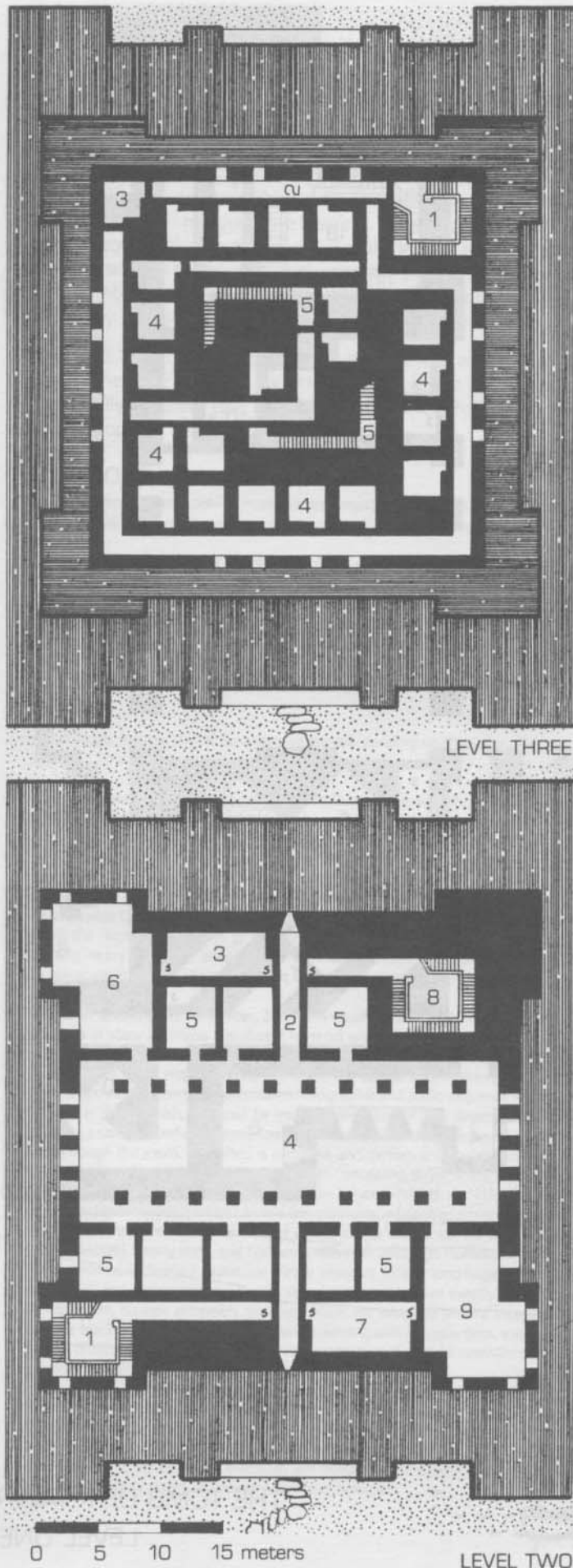
**15. Room Trap.** Extremely Hard (-30) to detect by any means, this trap is triggered when more than 60 kilos of mass presses on the floor. A six-ton deadfall seals the small chamber, and the ceiling begins to slowly lower. In ten rounds it will reach the floor, squashing anyone inside to bloody pancakes. Treat the door as CAT 25 with 400 hits, for those wishing to try to blast out.

**16. Hall Trap.** Absurd (-70) to detect with human senses, Extremely Hard (-30) if scanning, this insidious mechanism utilizes ultrasonics. The entire triangular corridor area is subjected to high-pitched sounds which renders anyone with normal hearing at -95 and in severe pain. More than 6 rounds in the field results in **Amnesia** (**Future Law** pg 60).

**17. Corridor of Knowledge.** Inscribed with finely carved runes, the outer wall of this hall tells how to unlock the data stored on the triangular inner wall/column, which appears to be made of a silvery metal encased in a thin sheet of glass. The data is digitally stored, but inaccessible without specialized equipment unavailable to **Tech Law** level society. The Luar language has also not been deciphered, so the runes are unreadable.







**18. Stairway Down.** This stair, guarded by many secret doors and traps, leads to a vast underground complex which dwarfs the upper temple by comparison. It is trapped, however, and the mechanism was triggered by some unfortunate long ago: the central ceiling has collapsed, effectively blocking the lower 20 meters of the 200 meter deep stairwell. Eventual careful excavation might reveal incredible technological wonders, but this expedition is ill equipped to investigate. Electra also knows that the Heart is in the upper tomb somewhere.

**19. Stairwell Trap.** This appears to be a stair up, but only leads to a dead end thirty meters above. The top four steps are trapped — Very Hard (-20) — to detect, flipping the unwary out into the well and a thirty meter fall.

**20. Stairwell Trap.** Apparently a stair down, this stair ends some fifty meters below level one, opening onto a bottomless pit. The last five steps are trapped — Very Hard (-20) — to detect, set to pivot and slide the foolish explorer into the void. Bye.

**21. Stairwell Up.** This hidden stair really does lead up to the second level.

## LEVEL TWO

**1. Stairway.** A continuation of #21 of the first level.

**2. Corridor.** This access way has a small window at the far end.

**3. Treasury.** Guarded by secret doors, this chamber once held untold wealth. Now it is empty.

**4. Gathering Hall.** A grand room, in this chamber the god-prince would call together his High Priests and hold "services".

**5. Meditation Cell.** Small, bare rooms where priests live and contemplate their duties to the god-prince.

**6. Council Chamber.** Ruled by the Prince, the High council of his advisors — priests all, gathered during the last days of the Luar empire. A hexagonal stone table and twelve plain stone chairs are the only furnishings.

**7. Treasury.** As #3 except that a neck chain of black metal (Ordium II) lies in one corner.

**8. Stairway.** Up to level three.

**9. Quarters.** The chambers of the god-prince during his last days. The once opulent furnishings are now little more than dust.

## LEVEL THREE

Note: all doors on this level are secret.

**1. Stairway.** Continuing up from level two.

**2. Access Corridor.** Small windows provide a view of the valley.

**3. Security Station.** A small guardroom.

**4. Holding Cell.** Where prisoners — candidates for sacrifice — were kept in preparation for their demise.

**5. Stairway.** Dual stairways lead up to level four.

## LEVEL FOUR (ROOF)

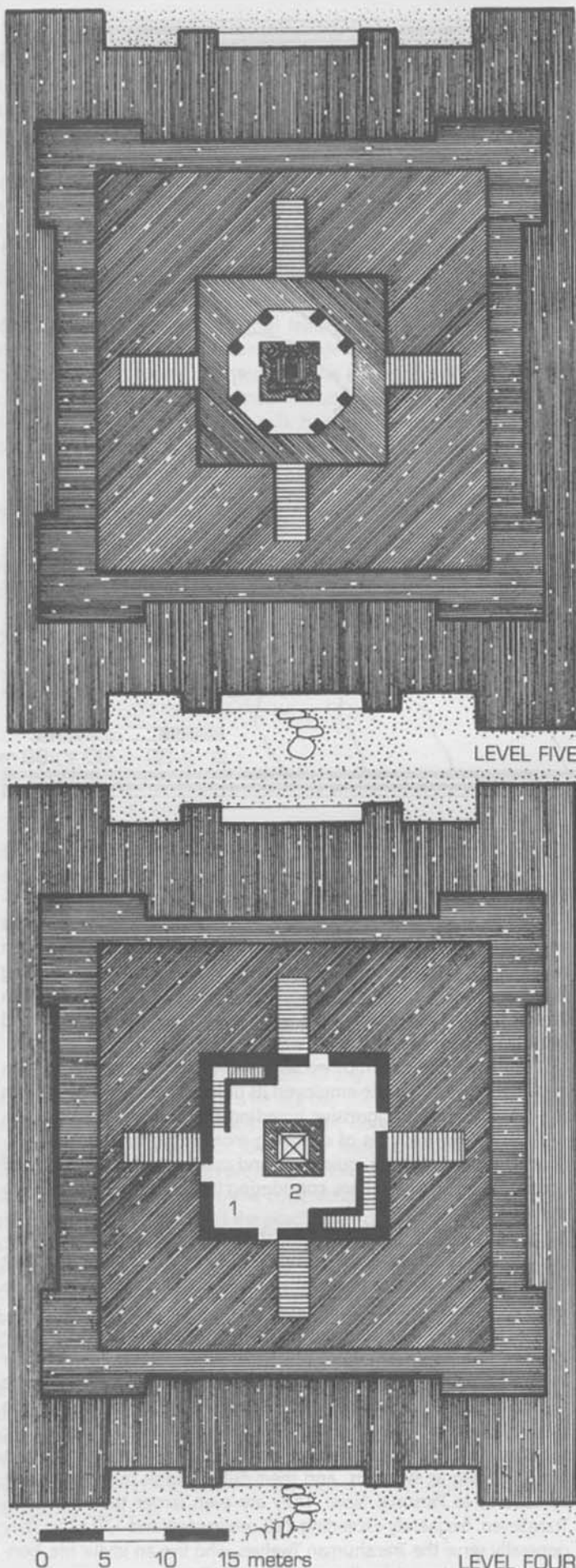
**1. Preparation Chamber.** Four open doorways lead onto the roof of the tomb. The chamber walls are covered with more strange hieroglyphs, some depicting a humanoid (looks a lot like the hologram from level one) ripping the heart out of a writhing victim.

**2. Obelisk.** In the center of this chamber is a large obelisk of shiny black stone, into which are set four Ordium II manacles. On the opposite side, in a secret compartment — Absurd (-70) to discover — is the Heart. It is undetectable because the compartment is lined with a peculiar material (*Kregora, if you're curious*) which dampens energy of all kinds, including Telepathy. The heart is dormant while in the nook, but once removed it is free to operate.

## LEVEL FIVE (TOWER)

**Open Chamber.** This open gazebo has a tall, slender version of the pyramid. It, like the obelisk on level four, has shackles to hold the hapless victim. This setup was designed for public sacrifices, arranged so that it could be viewed by thousands sitting on a nearby hill. The entire area is covered by a domed roof — the dome faced in gold (sealed by a protectorant) which still gleams in the harsh sunlight.





## 6.4 THE TASK

Ostensibly the task is to aid Electra in getting the Heart of K'taviir. However, there are a number of potential complications. From the beginning, Electra has no intention of letting the players live after they have completed their usefulness to her. Once she gets the Heart, the possibility of a few well-placed Forget True Psions may occur to her, but murder is easier — and the Heart will prefer it so.

### 6.41 STARTING THE PLAYERS

Electra might get the names of group members from Emerich Rach or other similar means. She and Christian will introduce themselves as licensed freelance Archeologists with a clearance to investigate a world she will refer to as V'jarrn. She will not elaborate on its location, citing "security measures".

### 6.42 AIDS

None given, though Electra will be willing to outfit the group with appropriate survival gear and archeological equipment (multiscanners, assorted tools) for the mission.

### 6.43 OBSTACLES

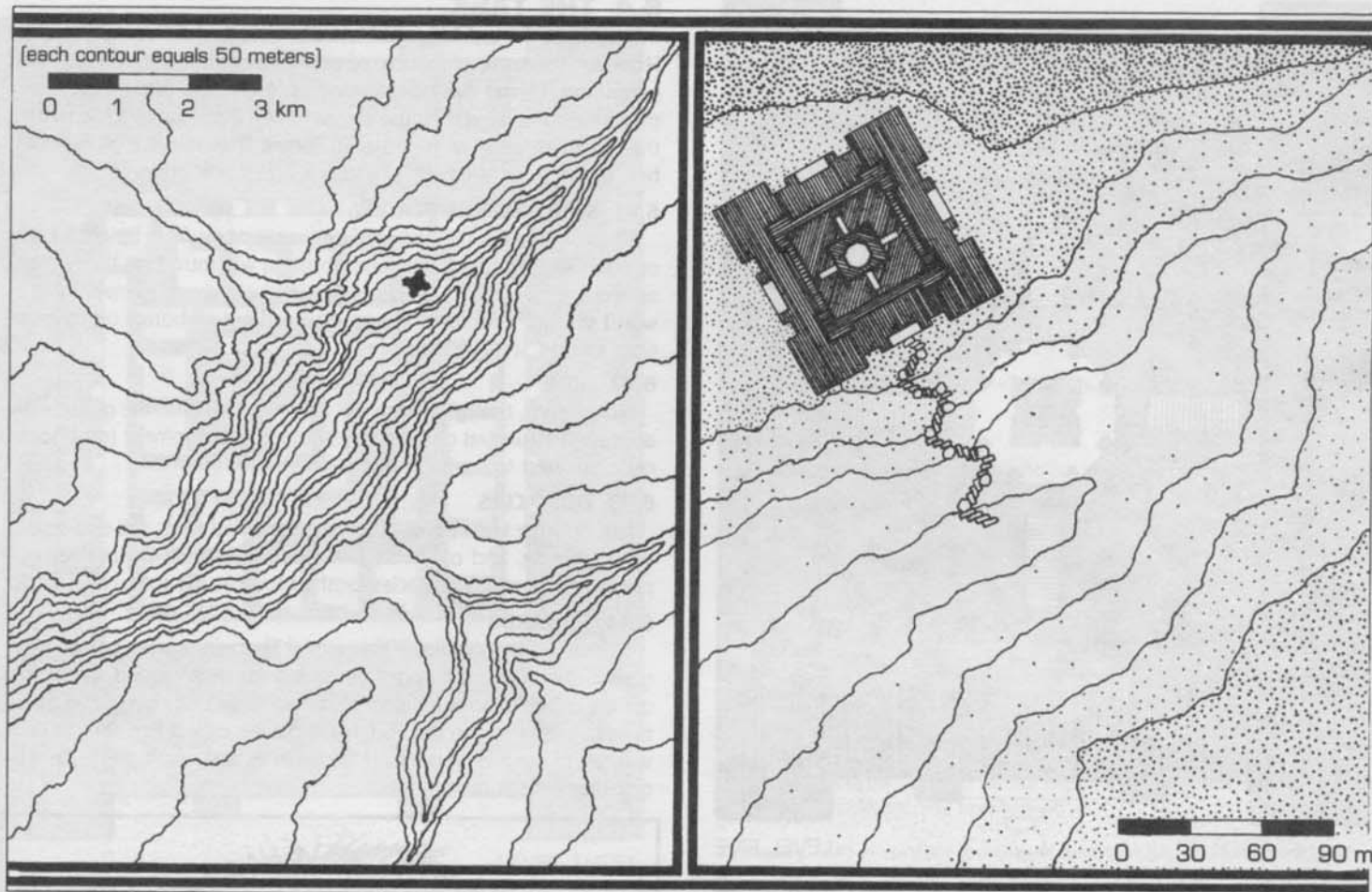
Not only the hostile environment, but myriad traps and equipment in the temple, and of course Electra and Christian themselves will present challenging obstacles for the group as the scenario unfolds.

### 6.44 REWARDS

Electra is offering a flat 700 Imperial Elmonits to each person who goes along. The cash might be traded for items found which she deems to be "of no significant historical value". Of course, she plans to keep everything in the end. If the players defeat her, they in turn will get to keep everything. If Christian escapes with them, he will give them all the other artifacts.



CHRISTIAN ERIDAN TALFAY



## 7.0 ADVENTURE: MAROONED ON DELPHI

This adventure, appropriate for lower-to mid level adventurers (depending on how careless the Delphians are and how much Fredrik helps them) is a good follow-up to some of the other adventures — an unexpected turn of events for the characters.

### 7.1 BACKGROUND DATA

For many hundreds of years the legend has persisted: life endures on Delphi moon! And, as is so often true with legends, this one persists with good reason. There were survivors of the Delphian conflict, but the manner of their salvation and their current nature is even more strange than even the ancient tales.

The Eugenics Priests experimented in many sciences besides pure controlled breeding; one was cryogenics, which they employed in conjunction with some of their eugenics projects. The assault of the Olympians was thorough in that no conscious living Delphian was left alive when it was over. However, several dozen Transhumans in cryogenic freeze were unharmed — as was Oracle.

The great computer was the best the Eugenecists could devise, and proved to be sophisticated beyond their wildest hopes. Oracle developed Telepathic powers. In the history of civilized Man, this is the only known time such a bizarre event has occurred. Oracle was already hypersentient and powerfully Telepathic by the time of the

Conflict, and controlled many of the base's functions, including the cryogenic berths. Oracle's logic systems were somewhat damaged in the Conflict, sending it over the brink of what could be called "sanity". When the Olympians slew its creators and colleagues, it swore vengeance. With mechanical patience, it waited out the centuries on minimal systems operation, lulling the Colony Worlds into thinking that Olympus and Delphi had truly destroyed each other. Then, in Prelmp 3000, Oracle decided it was time. It awoke its servants, and instructed them in the proper way to worship their god.

With its followers, combined with a vast store of selected sperm and egg samples, Oracle employed its unimaginably complex brain to launch the most aggressive breeding program yet. The generations swept by, each set of offspring more powerful than the last. Oracle bred for strength, quickness, and raw Telepathic power. It had no use for more researchers, considering itself to be all the research potential necessary.

Oracle rules the moon like a harsh god. Taking lessons from ancient histories of Terra, the computer has set up a nearly perfect Theocracy. It is omnipotent and all-knowing, demanding absolute loyalty, with the power to enforce it.

The Delphians themselves are an imposing group, consisting entirely of TransSeven and TransTwelve variations. All have an attitude in common: they are children of the god Oracle, and as such deserve to rule the galaxy. Rather than breed out the ego problems, Oracle reinforced and redirected them. All Delphians are strikingly beautiful; specimens to make Kashmerians look plain. The Transhuman VII's are all known as *Wardens*, and their duties range from Technician to Laborer to Personal Slave. They are even larger than the usual TransSeven, frequently exceeding 210 centimeters and 130 kilos. They generally serve the Transhuman Twelves, who live an idyllic life, honing their minds and bodies, and serving Oracle.



A small number of elite Twelves make up a group called the *Priesthood*, special agents of the Oracle. Masters of Telepathy, these men and women are engaged in espionage missions throughout Kashmere. Their eventual purpose: the total destruction of all Kashmerians. Oracle is aware of the surrounding Empire, but does not care. Its driving desire is revenge, and its enemies are Olympus and the Colony Worlds. No longer possessing the power to launch direct, interplanetary mental assaults, Oracle plans to infiltrate Priests into key positions and assassinate every major leader in the Province. The result will be at least civil collapse, at best an all-out invasion by several greedy provincial neighbors, the ensuing fight resulting in destruction of every Kashmere world. (Oracle is very aware of the childish attitude many Provincial leaders take: "If I can't have it, nobody can"; and safely assumes wholesale destruction will occur before Imperial forces can step in.) This perverse plan has several decades at least before it comes to fruition, so that is not really a factor in this adventure. Oracle will, however, go to great lengths to prevent the secret of its existence from leaking out. Exterminating a few intruders will phase Oracle not at all.

## 7.2 THE NPC'S

The persons described below are some of the more prominent NPC's on Delphi Base. Other Delphians may need to be fleshed-out depending on how the GM plans to run the scenario.

### 7.2.1 FREDRIK ZIRUS BORG

#### PROFILE:

PROFESSION: Researcher

AGE: ~ 1500 [appears to be ~ 20]

SEX: Male

RACE: Android Mk. IX

HEIGHT: 164 cm

WEIGHT: 60 kilos

HAIR TYPE: Blonde

EYE COLOR: Blue

NOTE: to help conceal the fact that he is an android, Fredrik wears horn-rimmed spectacles while operating any sort of console or reading. This, sets him apart even more from the Transhumans, who of course all have superb vision (Fredrik of course does not need the glasses; they are strongly corrective — in case anyone checks — but his android lenses automatically compensate).

Fredrik would appear out of place in any group of Kashmerians; among the godlike Delphians he is a complete anomaly. Very short with an average build, Fredrik might be described as boyishly attractive. Certainly a contrast to angular features and bodies of the Delphians, he is an impish presence among the huge, serious Transhumans. One wonders why the Eugenicists would build an Android short and unimposing, until the psychology of these scientists is considered. The human being was the the ultimate creature, fostered and bred. Nothing would be more repugnant (save Replication of course) than a robot, made to look like a man, yet superior than the best Eugenicists could conceive. Thus the line of Androids who were unthreatening and inferior in appearance.

Fredrik was the last in a series of humanoid-form robot experiments by the Delphians before the Conflict. He is state-of-the art, being indistinguishable from a normal human, detectable only with a sensor scan. The previous Androids had been destroyed (the Eugenicists having no tolerance for what they considered "failure") so Fredrik was one of a kind. He survived, his molecutronic brain immune to Telepathic assaults.

Alone of all the Delphians, Fredrik's thoughts are safe from Oracle. Why it has not destroyed Fredrik to make its control perfect is a mystery. Perhaps it merely thinks of him as another robot, bound to obey its orders. Perhaps it feels some sort of "affection" for him because they waited out the long period of feigned death together. Whatever its motives, it allows Fredrik to remain, permits him to conduct research unsupervised. He has a special place with the people as well, the Oracle giving him a position similar to a younger brother or son. Although Fredrik may not countermand Oracle, he has free run of the complex and may order the Delphians as he desires — and they obey.

Fredrik appears to be somewhat of a joker, and seems not to take anything very seriously — including the PC's lives. This is just a ruse, however. Though Fredrik's mind is safe, nearly all of the complex is still monitored by visual scanners. He knows that he must be careful or risk discovery, for in fact he is cognizant of Oracle's insanity and its scheme of revenge. The Android hopes to somehow thwart the twisted computer, perhaps even destroy it. He would also like very much to get off Delphi.

Fredrik has an Integrated Signet ring with an Omega Clearance.

### 7.2.2 ORACLE

Oracle is unique among computers. While not possessing the true, random access neuro-molecutronic brain that Androids do (thus granting them sentient intelligence) it displays all the attributes of an emotive, conscious being. On top of that, this huge machine has developed prodigious Telepathic powers. It is also somewhat insane.

The technology of Oracle is in fact somewhere between standard molec-board circuitry and true molecutronics, combining instant recall and high-speed processing with the "intuitive" thinking available to Androids and living beings.

#### PROFILE: ORACLE

MARK #: 2000

PSION LISTS [level]:

MIND DETECTION [50]

MIND OVER MATTER [20]

MIND INTO ENERGY [50]

TELEPATHY [50]

VOICE [20] \*

THOUGHT INTO PAIN [25]

THOUGHT MASTER [30] \*

MIND ASSAULT [25] \*

POWER POINTS: 2000

Lists marked with an asterisk (\*) indicated that those Psions can only be cast by Oracle on targets actually within the Holy Chamber: the room where Oracle's master processing center is located in the deepest central chamber of the base. All others may be cast anywhere in the base and up to 10 kilometers away from Oracle.

Oracle controls all robots and subsystems on the base. It is capable of sealing off given sections or rooms and shutting down life support in such areas if necessary. In such a case, all in the room would have ten rounds before suffering an "A" vacuum critical every round; ten rounds later a "B" critical, etc., until all are dead or they escape.

#### OVERRIDING ORACLE

Every room has a computer console, and there is a chance of a local override. In addition, the master Computer Interface console in Base Control has extensive override capability. Anyone using **Computer Tech** skill may make the attempt. From a regular terminal, local override (such as opening a door or restoring life support) is Sheer Folly (-50). Local override of one specific unit or operation from Base Control is Very Hard (-20). Controlling some other location (one robot, one room's system) from Base Control is Sheer Folly (-50). Taking control of an entire system is Absurd (-70). Taking over complete operations (only possible from Base Control) is Insane (-100).

**Note:** if the person attempting the control knows *Apollo*, the computer language, add +5 for every skill level. If they are a KIN agent and know *Cipher*, add +5 for every skill level (cumulative with *Apollo*, if applicable). However, even if all system control is taken, the Delphians will try to retake Base Control, and a lot of them know *Apollo* very well. In addition, Oracle will still have its prodigious Telepathic powers. Blasting the master Interface Console is a crude but effective way of slowing them down.

### 7.23 KIVA

#### PROFILE:

PROFESSION: Warden [Armsman]

AGE: 25

SEX: Male

RACE: Transhuman Vld

HEIGHT: 210 cm

WEIGHT: 135 kilos

HAIR TYPE: blonde/short

EYE COLOR: blue

Kiva is a Warden of the Oracle, placing him high in the structure of Wardens, a personal guardian of the computer. He personally accompanies anyone who is summoned into the Holy Chamber. He has an Omega Clearance Signet Ring, allowing him access to all parts of the base. He is single-minded in his purpose: defend Oracle against all possible threats. Killing some intruder wouldn't be a problem for him.

As a Warden of the Oracle, Kiva supervises a shift of Wardens, who stand guard over all access ways to the computer and its support facilities. Some also perform maintenance tasks and accompany technicians into restricted Oracle areas. Kiva is skilled in a number of weapons as well as unarmed combat.

### 7.24 SHARRA

#### PROFILE:

PROFESSION: High Priestess [Semi Telepath/Electrician]

AGE: 29

SEX: Female

RACE: Transhuman Xld

HEIGHT: 181 cm

WEIGHT: 65 kilos

HAIR TYPE: silver-white

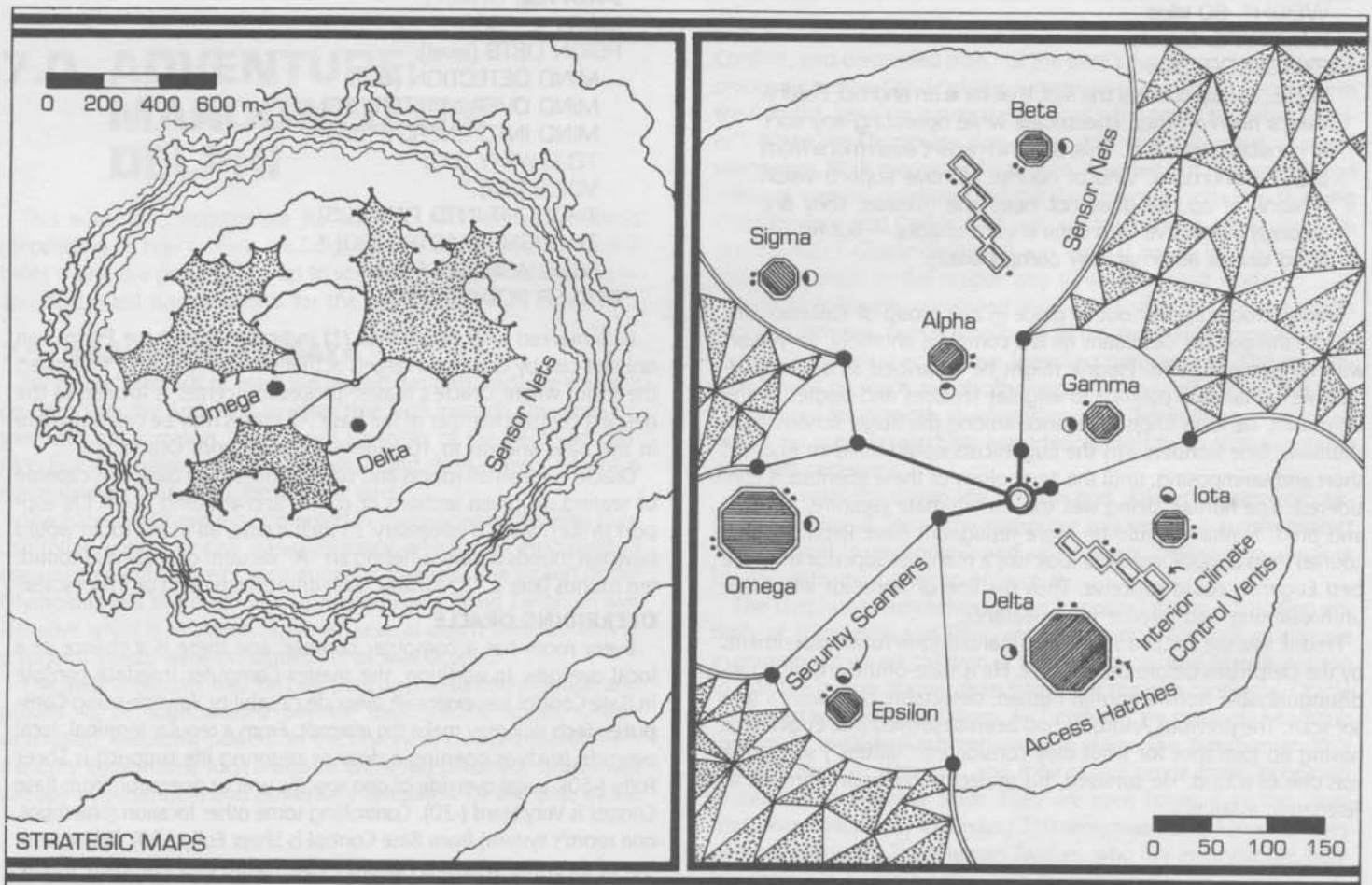
EYE COLOR: blue

As High Priestess of the Oracle, Sharra's Omega Clearance allows access to all areas of the complex via her Integrated Signet Ring. She is one of three High Priestesses, personal attendants of Oracle who are experts in *Apollo* programming language and Telepathy. They are the primary contacts with the computer and enforcers of policy.

Sharra herself is a highly intelligent woman, somewhat dissatisfied with her current situation. When the Players are brought in, she will take charge of the situation, arranging for their custody. Of course, Oracle will know of their arrival, but Sharra will stall their execution. She is very curious about the rest of the galaxy, and will want to question them. Meanwhile, Fredrik will have a chance to make contact and perhaps assist them in escaping.

### 7.25 VARIOUS ROBOTS

As noted earlier, Oracle indirectly controls all robots on the base. Alternatively, they can be commanded verbally by base personnel, but all only understand true ancient Greek, the "professional" language of the Eugenists preserved for thousands of years virtually unchanged. Naturally, all Delphians are fluent in Greek, taught by Oracle. Example 'bots are listed in the Master Military chart.





### 7.3 LAYOUTS

Included here are detailed plans of the base on Delphi, once the research installation of the Eugenicists, now the domain of Oracle.

#### SECURITY

Each Delphian possesses an *Integrated Signet Ring*, a sophisticated electronic key in the form of ring with a flat face, into which is set a coded datachip. This chip is read by a sensor panel next to a locked door, and the wearer is either granted or denied access.

Most doors on the base are set to open upon approach, while others are locked at varying security levels and will only open when an Integrated Signet Ring of sufficient security clearance is held before an adjacent sensor plate. All doors may be programmed to lock, only openable by some with the same or higher level security clearance. Clearances are rated in the following order, with (general) access levels.

CLEARANCE	ACCESS
Alpha	Low security areas, shuttlecars, landing platforms.
Beta	Most labs, technical areas.
Gamma	Most service crawlways; medium security labs.
Delta	Classified records access, restricted service crawlways, power systems [except Oracle reactor].
Omicron	Base Control Central, top security labs.
Omega	Oracle Sanctum and access systems.

#### SURFACE LEVEL

Most of the actual base is underground, protected from the frequent micrometeor infall. On the surface are various sensor nets, access tunnels, and eight shuttle landing pads, each connected to the main level and service areas by a large elevator platform.

**1. Alpha Platform.** One of the base's eight landing pads, this one is sized for ships up to large shuttle size (1,000 tonnes). The landing surface itself is an elevator, which can carry the ship down into the base. Large doors close across the top of the platform, the hangar is pressurized, and the elevator can stop at the Main level and disgorge passengers to an adjacent terminal/shuttle area. The ship itself then proceeds further down into the service area below. Lights which run the perimeter of the pad are off when the pad is down; on when it is up and ready to accept landing craft. All elevator pads but Alpha are normally locked in the bottom position, with Alpha set at the top. If a ship is out on patrol, the pad stays up awaiting its return.

**2. Beta Platform.** Essentially identical to Alpha.

**3. Gamma Platform.** Essentially identical to Alpha.

**4. Delta Platform.** Larger than the shuttle pads, Delta (and also Omega) are freight platforms capable of supporting larger craft — up to 10,000 tonnes.

**5. Epsilon Platform.** Essentially identical to Alpha.

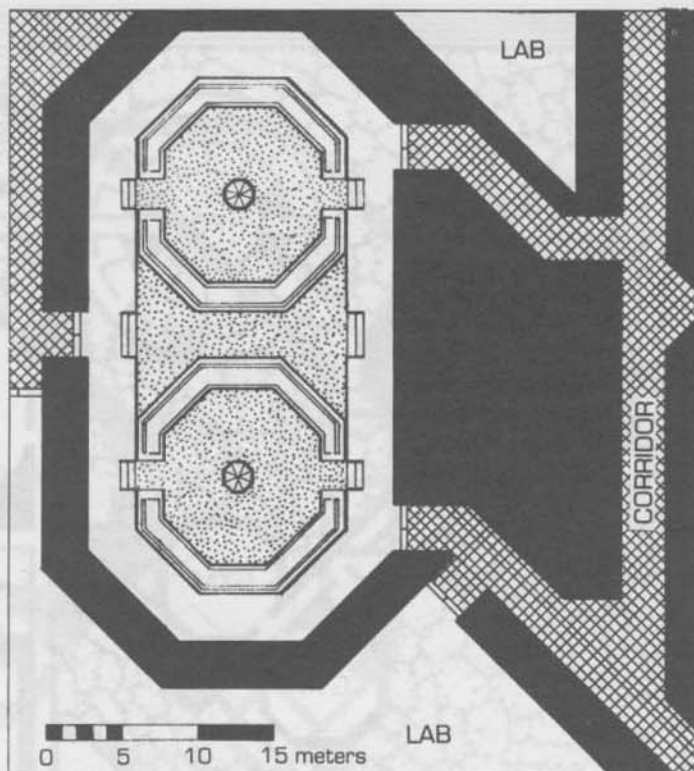
**6. Iota Platform.** Essentially identical to Alpha.

**7. Sigma Platform.** Essentially identical to Alpha.

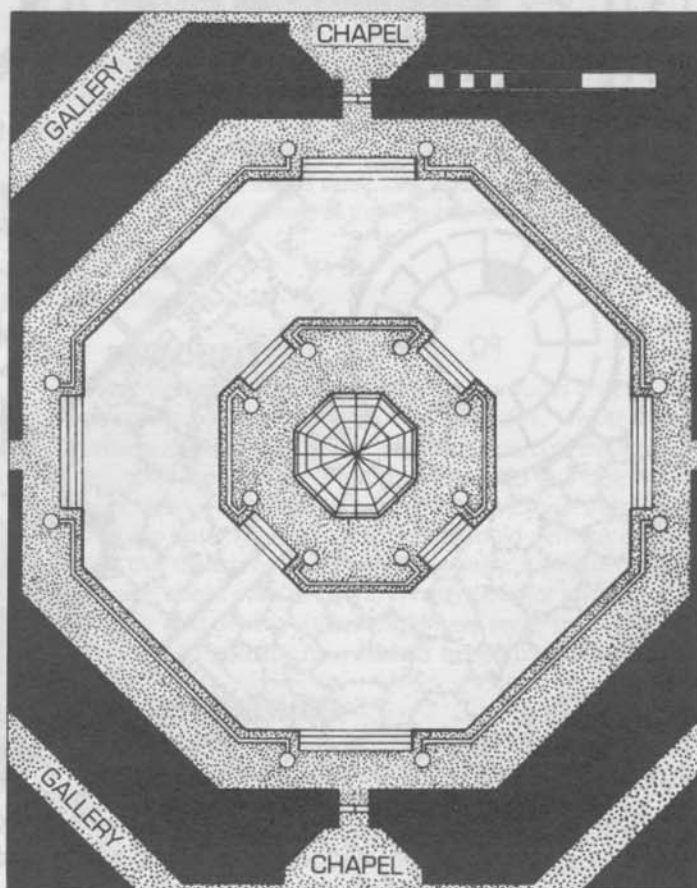
**8. Omega Platform.** Essentially identical to Delta.

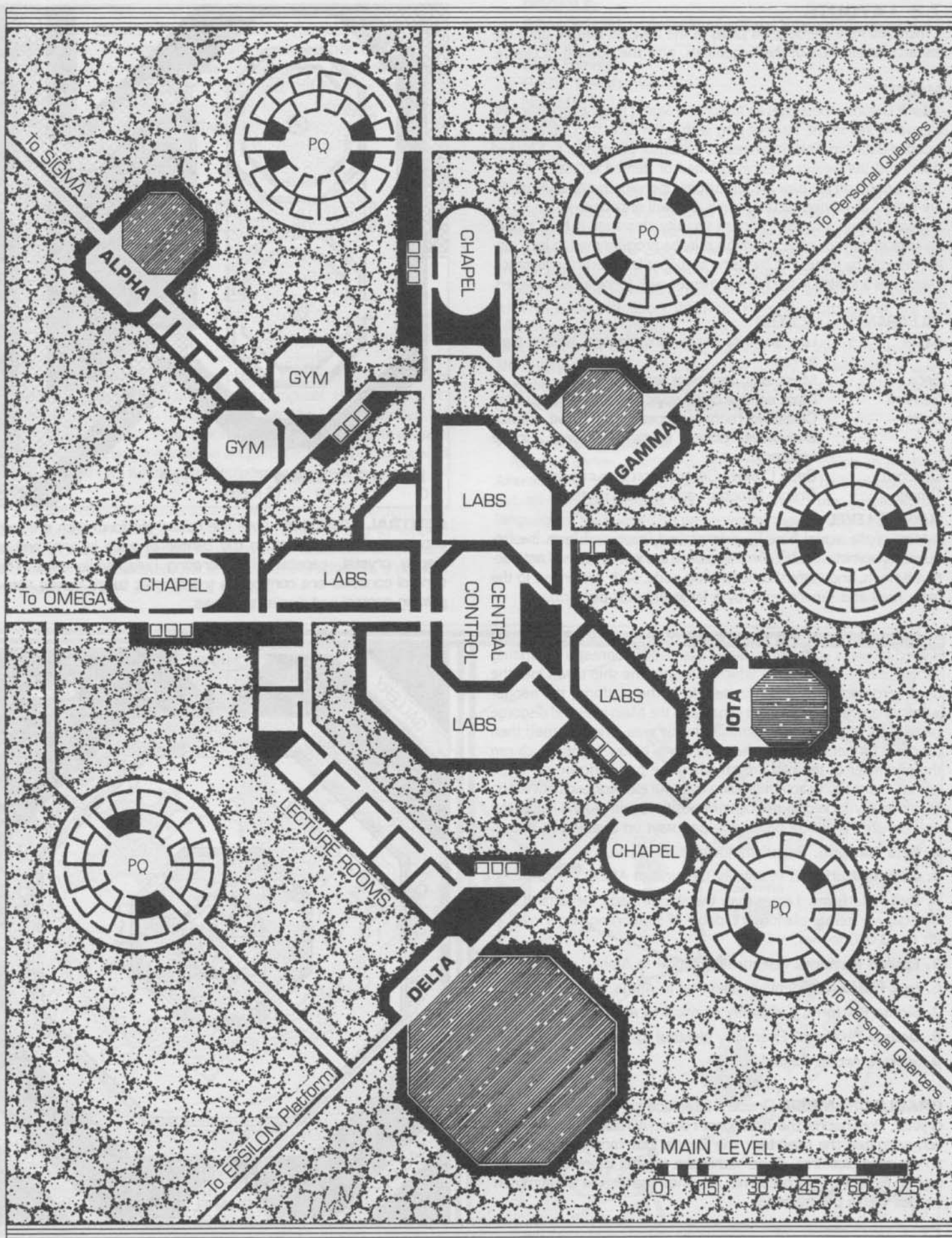
**9. Surface Access Tunnel.**

**ORACLE CHAMBER:** Oracle's interface core is a huge display crystal, dominating the octagonal room. A raised walkway circumnavigates the chamber, the Oracle Interface also rests on an elevated platform. Deep within the crystal there are always myriad flickering light patterns. At times the Oracle will summon images within the pyramid.

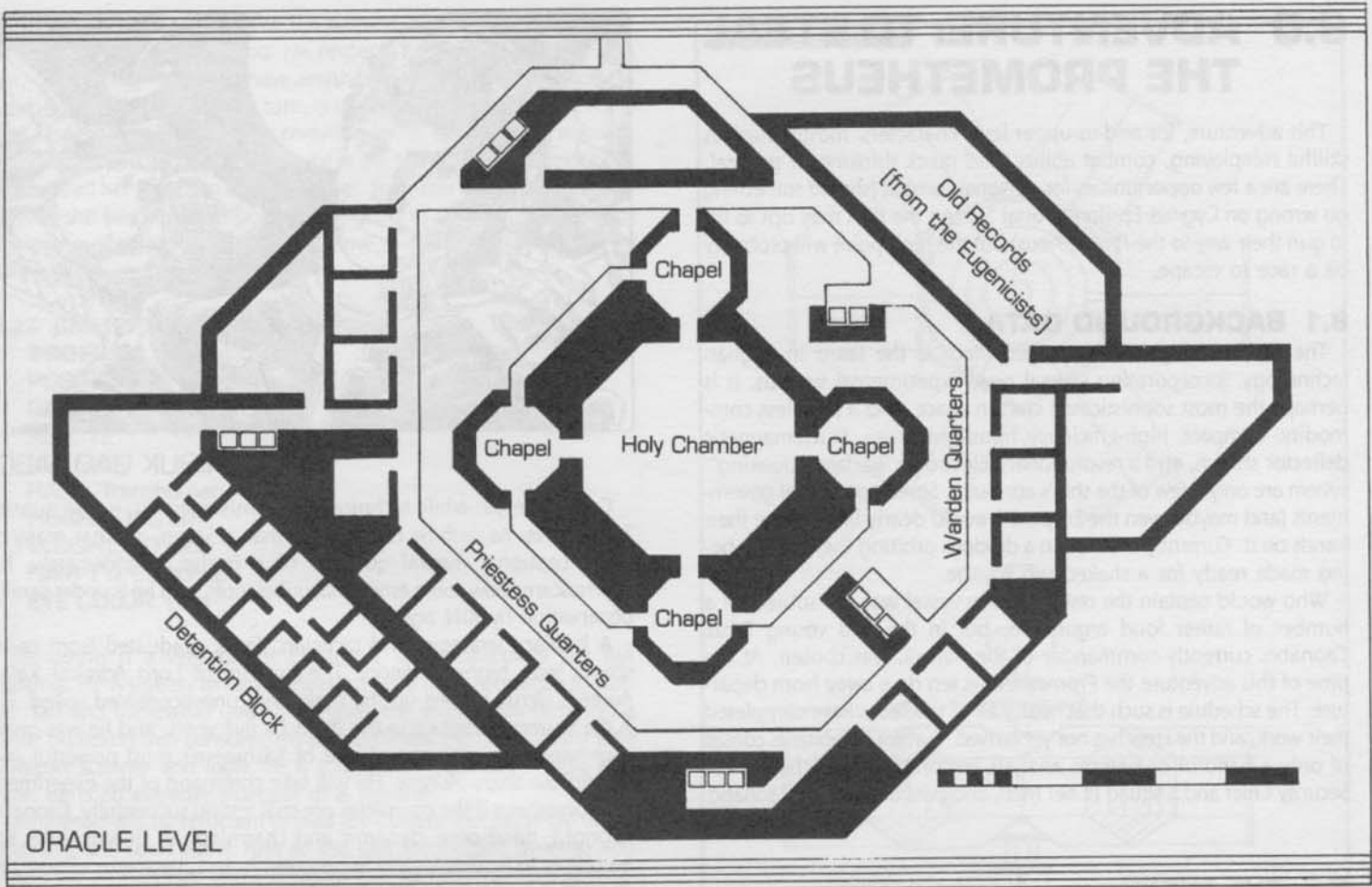


**CENTRAL CONTROL:** note the raised platform with the two octagonal control areas. In the center of each is a pyramidal display crystal, capable of generating holographic data. The control consoles are continuous translucent touch panels, integrating control and display surfaces.









## 7.4 THE TASK

The basic task for the players is, of course, to get off of Delphi alive with their minds intact.

### 7.41 STARTING THE PLAYERS

This adventure lends itself well to a follow-up of another adventure, such as the smuggling endeavor, or as a possible mode of escape for players who are caught in the Heart of K'taviir adventure and have yet to escape the clutches of the Heart. In either case, the premise is that the group is stopping off at Olympus for repairs and/or refueling and pass by Delphi. For whatever reason (magnetic storm, malfunction, etc.) they suffer a power loss, and the ship is forced to crash-land on the airless moon.

There are a number of ways in which the scenario can be approached, depending on how the GM wants to run Oracle and the Delphians. If the players' ship is equipped with EW, they might try to land undetected. There is a chance of this, especially if they come down some distance from the base. They will have to walk from the ship to the base, traversing the inhospitable lunar landscape. See section 11 for details of environmental suits. Alternatively, they could be detected while still above Delphi and brought down by tractor beam into the port. Naturally they are starting out at a big disadvantage in this case, since they will immediately be prisoners.

### 7.42 AIDS

The greatest potential aid is Fredrik Borg, the Android Genetics Tech who will be willing to help the players escape. He has developed a device which seems to protect the wearer from any kind of Psionic attack. Fredrik has built six of the devices and is willing to part with them.

### 7.43 OBSTACLES

Obviously, the greatest obstacle to escaping Delphi is Oracle and its servants. Both Delphians and robots could prove difficult to evade. If this stopover is a follow-up to another adventure involving NPC's (such as Evadne and Jason from the Gunrunning scenario) the GM may wish to dispose of them in some dramatic manner, such as an escape attempt. This would leave the characters on their own (could be a special problem if none of them have piloting/astrogation skills!).

### 7.44 REWARDS

None offered.

## 7.5 ENCOUNTERS

The free-flowing nature of this scenario precludes an easy listing of encounters, but meetings with Sharra, Fredrik, and at least one "personal audience" with Oracle are integral parts of the adventure. Keep the plot moving; don't just throw the PC's in a detention cell and leave them. Fredrik might get permission to give the characters a tour of the base. The egotistical Oracle would perhaps allow this, knowing that there is no danger of lost security: it will kill the players later. Oracle might even decide to let them live for awhile, to study them. Their wild genetic strains might have some small use. In this case they would perhaps have limited freedom on the base.

## 7.6 ALTERNATIVES

An exciting follow-up to this adventure would be the pursuit of the PC's on other planets by Delphian agents. The Oracle is extremely vengeful, and will stop at nothing to kill the escapees — it might even launch its attack prematurely, sending hundreds of the supermen to the Kashmere planets to wreak havoc. Free to use their Psionic powers amongst (relatively) ordinary humans, the Delphians could spread terror and ignite to tales of the Gods of Delphi again.

## 8.0 ADVENTURE: TO STEAL THE PROMETHEUS

This adventure, for mid-to-upper level characters, mostly involves skillful roleplaying, combat ability, and quick thinking in general. There are a few opportunities for personal combat (should something go wrong on Cygnus Epsilon Orbital Station the PC's may opt to try to gun their way to the *Prometheus*) but the high point will probably be a race to escape.

### 8.1 BACKGROUND DATA

The Mark IV Light Cruiser *Prometheus* is the latest in Cygnan technology, incorporating several new, experimental systems. It is perhaps the most sophisticated craft in space, and a priceless commodity. Compact, high-efficiency Translight drives, Nucleomagnetic deflector shields, and a revolutionary Electronic Warfare "cloaking" system are only a few of the ship's attributes. Several provincial governments (and maybe even the Emperor) would dearly like to have their hands on it. Currently moored in a drydock orbiting Cygnus, it is being made ready for a shakedown voyage.

Who would captain the revolutionary vessel was the subject of a number of rather loud arguments, but in the end young Teruk Caonabo, currently commander of the *Aurora*, was chosen. At the time of this adventure the *Prometheus* is ten days away from departure. The schedule is such that nearly all of the Techs have completed their work, and the crew has not yet arrived. Current inhabitants consist of only a handful of systems analysts performing final checks, the Security Chief and a squad of her men, and possibly Captain Caonabo.

### 8.2 THE NPC'S

The following NPC's will figure prominently in the adventure.

#### 8.21 JOHN GERARD BERRINGER

##### PROFILE:

POSITION: Pilot  
AGE: 27  
SEX: Male  
RACE: Transhuman Xa  
HEIGHT: 183 cm  
WEIGHT: 73 kilos  
HAIR TYPE: Brown  
EYE COLOR: Hazel

A skilled pilot, "Johnny" Berringer is a likable enough guy, though a bit distant. He is in fact a born Kashmerian from Arcadia, but has lived for the last five years on Hyperion IX, preferring the life of a pilot-for-hire, and having no love for Kashmere. His genuine credentials will only help make the group seem more legitimate.

#### 8.22 TERUK APOLLO CAONABO

##### PROFILE:

POSITION/TITLE(S): Captain of the Star Frigate *Aurora*, Lord of Clevil.  
PROFESSION: Explorer  
AGE: 28  
SEX: Male  
RACE: Transhuman VIIId  
HEIGHT: 203 cm  
WEIGHT: 91 Kilos  
HAIR TYPE: blue-black/straight  
EYE COLOR: black



TERUK CAONABO

Captain Teruk, while technically a Transhuman VII, is one quarter Trans Twelve. As such he is less bulky than a Seven, and has many of the exceptional mental qualities of a Twelve. Unfortunately, his psychoscans show some emotional unbalances, and he is under careful observation by KIN agents.

A brilliant strategist and tactician, Teruk graduated from cadet school with highest honors. The protégé of Lord Admiral Kaine Aretus, Teruk moved up the ranks with unprecedented speed. He is the youngest captain in the fleets by five years, and he was given command one year ago of one of Kashmere's most powerful and prestigious ships: *Aurora*. He will take command of the experimental *Prometheus* if she completes pre-trial testing successfully. Caonabo is bright, handsome, dynamic and charming: all fine qualities for an officer to inspire loyalty in his crew. In fact, he seems almost too good to be true — and he is. The fine young captain has a darker side, and his habits of depravity are an open secret among the *Aurora*'s officers. They are bound by his charisma, however, and none would think to report the Captain.

#### 8.23 FRANCESCA LANE ALTAIR

##### PROFILE:

POSITION/RANK: Security Chief/Commander  
PROFESSION: Armsman  
AGE: 35  
SEX: Female  
RACE: Transhuman HEIGHT: 182 cm  
WEIGHT: 65 kilos  
HAIR TYPE: blonde/streaked  
EYE COLOR: blue



FRANCESCA ALTAIR



Francesca Altair is one of the few women who seem to have come to terms with Teruk Caonabo. He respects her and works well with her, despite her refusal to have anything to do with him beyond a working relationship. She, in turn, is unphased by his (alleged) vices, and respects his abilities as a commander. A tall, elegant woman, Francesca supervises her department in the same way. She is not hesitant to lead her men into the fray, either. Formerly the *Aurora* security officer, she has been temporarily assigned to Cygnus Epsilon until *Prometheus*' completion, at which time she will take over security of that ship.

#### 8.24 JIMMESON SAARINEN ULVANIS

##### PROFILE:

POSITION/RANK: Energy Field Specialist/Lieutenant

PROFESSION: Electrician

AGE: 19

SEX: Male

RACE: Transhuman

HEIGHT: 190 cm

WEIGHT: 80 kilos

HAIR TYPE: Blonde

EYE COLOR: Blue

Jimmeson is a very bright Electronic Tech, extremely shy but trusting. He is uneasy in social situations and has a tendency to stutter. Tall and somewhat gawky, he gives the impression of being a klutz: bumping into consoles, dropping things, etc.; but armed with a Repair scanner and tools, he is a wizard. Of obvious Nordic descent, he is an extreme example of a TransTen.

Jimmeson will be reluctant to lead the players, but his pride of the ship ship will soon warm him to the task (he helped develop and install the new shields and EW system). If he gets any hint of what the players are really up to, he will do everything in his power to stop them. Though he may not look devious, he is quite capable of waiting until the right moment to be sure of catching them (though he might begin to appear nervous or edgy in the meantime). Although a nonviolent person — certainly not a skilled fighter — Jimmeson might be moved to such to protect *Prometheus*.

### 8.3 LAYOUTS

The Orbiting Construction Platform and the *Prometheus* herself are detailed below.

#### 8.31 THE "ARCADIAN ROSE"

SHIP NAME: Arcadian Rose

PRODUCER: Olympus Shipyards

CLASS: Pegasus III Hypershuttle

TONNAGE/HITS: 610

MAIN COMPUTER: 90

ARMOR TYPE: 29

EW RATING: 90

SHIELD RATING: 50

CREW: 2 [1 robot]

MAX SUBLIGHT ACCEL: Rating 16 = 130 km/second

TRANSLIGHT DISPLACEMENT: Rating 16 = 13 LY/day

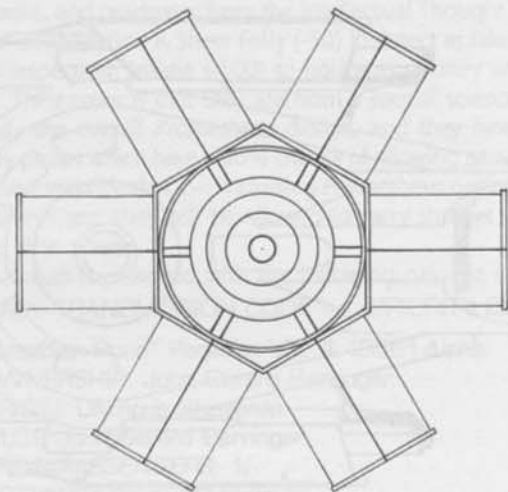
OPERATING RANGE: 200 LY

WEAPONRY: None

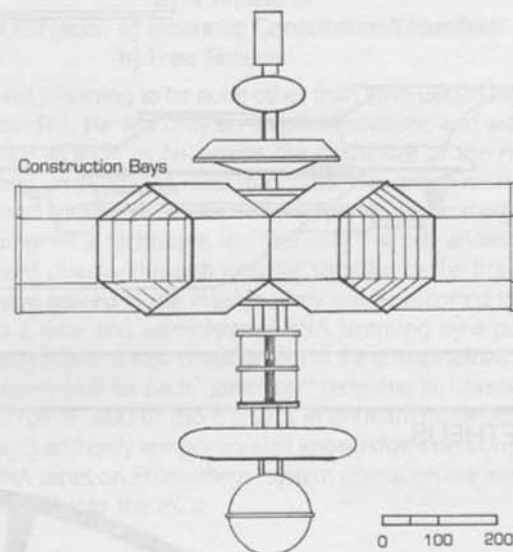
#### 8.32 ORBITAL CONSTRUCTION FACILITY CYGNUS EPSILON

Cygnus Epsilon is a large, geostationary orbiting construction and repair facility capable of major work on up to six star vessels. Basically a modified Instation design, it features six huge framework "drydocks" which enable the craft to be locked in position via gravitic and/or physical clamps.

#### CYGNUS EPSILON



Plan



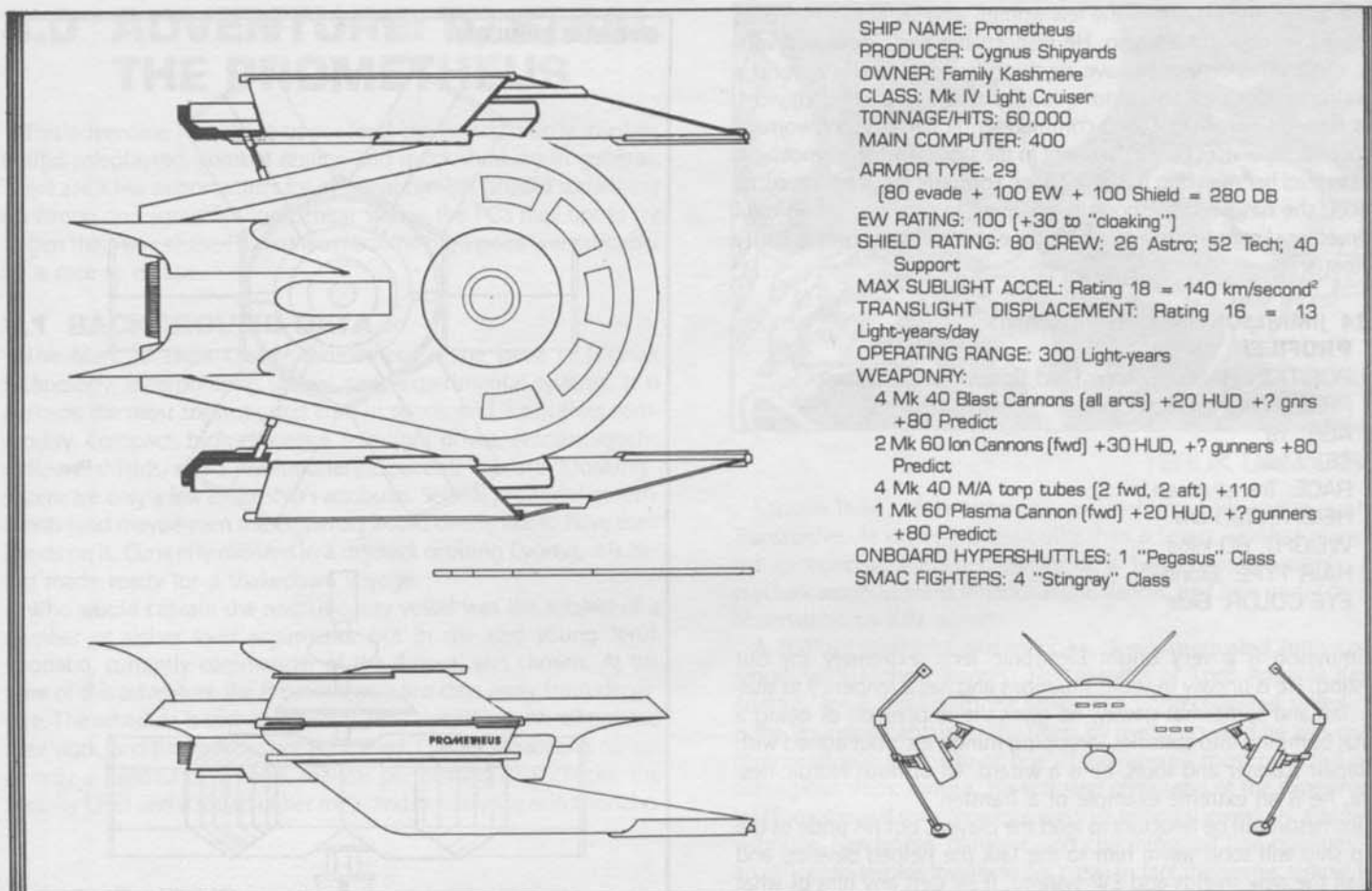
View

#### 8.33 THE "PROMETHEUS"

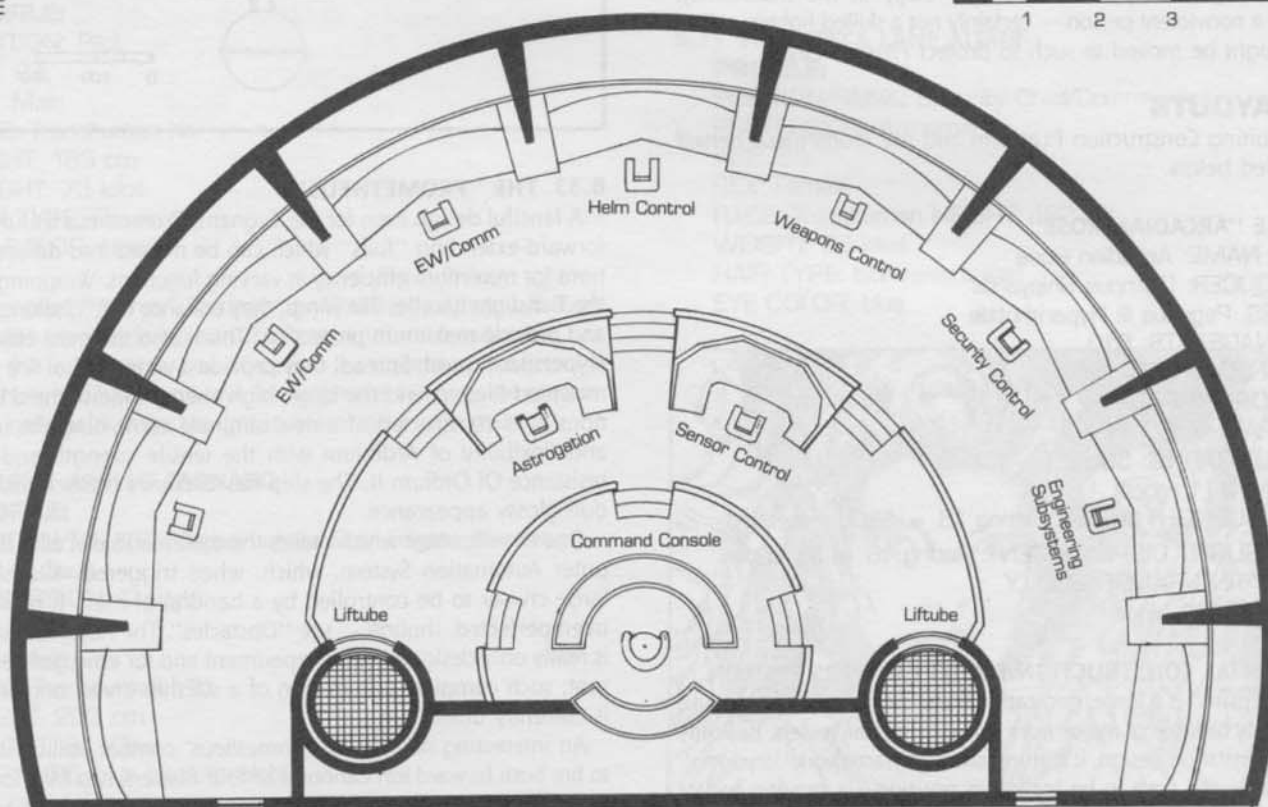
A fanciful design even for the Cygnans, *Prometheus* features large, forward-extending "foils" which can be moved into different positions for maximum efficiency in varying functions. Wrapping around the Translight nacelles like wings, they enhance EW "cloaking" ability and provide maximum protection. This is also the most efficient for Hyperspace travel. Spread, they provide a wide field of fire for hull-mounted Blasters and the large, high energy foil-mounted Ion Cannons. It is constructed of a new laminate combining the lightness and flexibility of Ardinium with the tensile strength and energy resistance of Ordium II. The ship has Ordium's characteristic black, dull glossy appearance.

One development which makes the theft feasible at all is the Computer Automation System, which, when triggered, allows even a large cruiser to be controlled by a handful of men. It hasn't quite been perfected, though — see "Obstacles". The Automation system is really only designed as an experiment and for emergencies at present; such complete automation of a starship on an ongoing basis is currently unfeasible.

An interesting note about *Prometheus*' combat ability, it is able to fire both forward Ion Cannons, all four Blasters, two M/A Torpedoes and its Plasma Gun simultaneously — a truly frightening barrage of offensive power.



## PROMETHEUS BRIDGE





## 8.4 THE TASK

Basically, the players will be asked to sneak into the high-security construction site of the experimental ship *Prometheus*, steal the craft and escape with it. Since the *Prometheus* is supposedly faster and better protected for its size than anything else even the Kashmerians possess, it should be able to get away.

If it appears that actual theft of the ship is not feasible, the players will be advised to merely leave with the data in their scanners and cameras. That alone will be very valuable — though not nearly as valuable as the ship itself.

Should something go very wrong after the PC's get control of *Prometheus* (it is badly damaged in battle, the Automation System fails, etc.), they have the alternative of trying to escape in the *Prometheus* hypershuttle (time-consuming to launch and easily detected by enemy ships) or ejecting in a lifecraft. Johnny Berringer is supposed to be hanging about in the vicinity, waiting for confirmation of *Prometheus*' departure into Hyperspace. If he detects a lifecraft ejection, he will try to rendezvous and pick it up. Johnny might take a few risks, but is not interested in losing his skin over the Players. If the players do decide to eject, they are instructed by their contact to be sure to activate the *Prometheus* Destruct sequence (better nobody gets it than letting the Kashmerians keep it).

### 8.41 STARTING THE PLAYERS

Once again, this scenario can be easily initiated through an independent agent — such as Emerich Rach. Who he is working for should be immaterial to the players, as long as they get *Prometheus* back to Hyperion IX, they will get their full payment. The group should begin wherever they board the *Arcadian Rose* and proceed from there. They will be equipped with appropriate gear (multiscanners, holocameras, etc.) and IDs (see AIDS) in this case, courtesy of their mysterious benefactors. For the GM's benefit in the long-run campaign, the actual instigators of this plot could be one of any number of provincial governments. Colos is certainly low enough to try it, but not usually so subtle. Jade-London is pretty sneaky, though, and of course, the Devonians are not exactly the moralistic ideal — they'd like to get hold of *Prometheus* as much as anyone — but they don't like to get caught.

Arrival in the 69 Cygni system and Passage clearance should be routine, but there is always the chance of a problem. Johnny will handle all fees. The *Rose* will dock at Cygnus Epsilon, the large orbiting facility where *Prometheus* is in drydock. From there the players are on their own.

### 8.42 AIDS

The agency wishing to steal *Prometheus* has done its homework as far as background information. They have the general plans of the ship, as well as basic bridge console configurations and a working knowledge of the spacecraft computer system. All this will be given to the players. Also provided will be a coursetape back to the Provincial Homeworld. The tape has a 95% chance of working; failure simply results in the computer rejecting the course, in which case it will have to be plotted manually.

In addition, the agent will produce excellent counterfeit Indent Discs and Elmonit cards, naming the players as Kashmere citizens, natives of Arcadia, and graduates from the Intellectual Thought school. The forged identification is Sheer Folly (-50) to detect as fake with an in-depth inspection; Insane (-100) to notice as phoney with a casual check. Their cover is that they are from a special science team sent to study the overall *Prometheus* design, and they have electronic security passes which have a 98% chance of allowing passage through any given security check — including *Prometheus* onboard security. As Kashmerians, they will be allowed to carry stunner weapons up to Mk. II in power.

The group is provided with the following passage code:

PASSAGE TRANSMISSION CODE — PRIORITY CLEARANCE

"Arcadian Rose" Pegasus Mk. 4 19561-Alpha

OWNERSHIP: John Gerard Berringer

ORIGIN: Olympus Shipyards

PILOT: John Gerard Berringer

CREW/PASSENGERS: 1/

DESTINATION: a) 69 Cygni VI

b) 4 Aquilae III

BUSINESS: a) Scientific Consultation/Classified/

b) Free Return

A pilot (claiming to be none other than John Gerard Berringer) will be provided. He will only act as pilot, however, and will leave with the *Rose* as soon as he detects the departure of the *Prometheus*.

Finally, and perhaps most important, the group members will be ingrained with the necessary skills to operate the *Prometheus* via RNA Jamming — a technique in "learning" which allows data to be delivered directly through synaptic stimulus to the brain. Once the PC's have agreed to the mission, they will be escorted into a cubicle one at a time and administered RNA jamming by a pair of white-clad technicians. A new development in the science allows almost complete safety (roll for each "jamming" recipient; an unmodified open-ended roll of -200 or more results in permanent, debilitating brain damage) and only temporary skill knowledge insertion. The following RNA tapes on *Prometheus*' system operation are available to be "jammed" into the PC's:

Pilot

Astrogration

Security

Weapons

EW/Comm

More than one player may be given a tape "jam" (such as two people with Piloting skill, in case something unexpected and unpleasant happens to one of them) but any given player may only receive one tape jam. The data will remain in memory for exactly 100 days, after which it is completely lost. Skill level is equivalent to 10 picks (+50). PC's also receive any applicable level and stat bonuses they would normally.

**Note:** It should be stressed that this type of RNA jamming is exceptionally rare and normally unavailable.

The group will also be briefed on the basics of how to go about taking the ship:

- 1) Take control from the bridge, where master override systems are located.
- 2) Security specialist: Seal off the bridge by shutting down liftube access and overriding intruder control.
- 3) EW/Comm: Switch all systems to Bridge control, "full automation."

- 4) Navigator: Switch to onboard systems; cast away moorings
- 5) Pilot: maneuver out of drydock.
- 6) Weapons specialist: raise shields.
- 7) Navigator/Pilot: plot course out of system at top speed; execute.
- 8) EW/Comm: employ EW as needed; attempt "Cloaking" maneuver.
- 9) Navigator/Pilot: Employ Hyperspace course tape; execute.
- 10) Avoid combat if possible.

### 8.43 OBSTACLES

Numerous obstacles await the characters on their way, including myriad security checks, their own ignorance, and the determined Francesca. Should the PC's succeed in clearing the dock with *Prometheus*, a planetary fleet will soon be mobilized on their tail.

One potential problem is the annoying tendency for the Computer Automation System to overload — 5% chance when first engaged; 5% every time ship takes a critical hit in combat; 100% if computer takes any damage in combat — leaving the ship helpless (*really* helpless: shields down, no maneuvering, no weapons) for 1-10 rounds until switchover to the auxiliary computer. This backup computer is only half the capacity of the main one and no Automation Control capability. Should this befall the Players, any further activity (firing weapons, ship maneuvering) are Sheer Folly (-50) and require all group members coordinating together just to perform one action.

Should a system malfunction or be damaged, Players may attempt repairs, but only at half their skill bonus, as the technology is radically different than what they are familiar with.

As a last resort, the Kashmerians will try to destroy *Prometheus* rather than let it fall into enemy hands.

### 8.44 REWARDS

The neutral agency will offer a total of 500,000 Elmonits (wow!) to the group if they return with the ship. Returning with intact scanner/recorder data will net the group 30,000; plus a 20,000 bonus if they destroyed the craft.

## 8.5 ENCOUNTERS

Once aboard Cygnus Epsilon, one group member must take charge as leader and bluff his way to the ship. The drydock security administrator, Francesca Altair, will want to speak to the PC's herself, and will insist on an Ident Disc check. If there is anything suspicious about the group (failed acting rolls, etc.) she will ask for an in-depth check. The group will be allowed to keep whatever hand stun weapons they have out of courtesy.

If everything seems to be in order, Francesca will assign a Technician (Jimmeson Ulvanis) and two Security men to the group to conduct them. She will specifically instruct the guards that the Shield, EW, and Engine Control centers are off-limits. "After all," she will say with a tight smile, "This is just an overall design study, is it not?"

As mentioned above, Jimmeson will seem reluctant at first, but will soon grow animated as he describes the ship's capabilities. The last stop is the bridge, where the takeover must take place. Both security men have headset communicators, and at the first sign of trouble one of them will call for help. From that moment it will take ten (10) rounds for a security team to reach the bridge; the group must secure the room before then — "secure" meaning that the security specialist must have made successful rolls to both disengage the bridge access liftubes (*a Light maneuver*) and override the intruder control systems. The latter is *Extremely Hard* because the stolen data on *Prometheus'* intruder control systems was outdated; altered by the Cygnan designers at the last minute (they are so clever). The Security specialist may add their **Intuition** bonus (if any) if they possess any **Crime Technics** skill. The logic behind this is that a skilled Crime Tech might be able to guess the correct override sequence.

**NOTE:** Use the **Personal Maneuver Table** (from *Tech Law* or *Future Law*), with a "100" result indicating successful completion of the task for any shipboard control activity. 100 or over in one modified roll indicates that the operation was completed in one round; if more than one roll is needed to total "100", the number of rolls equals the number of rounds.

Jimmeson, though not a very good fighter, will try to stop the Players any way he can, perhaps by chasing the Security specialist and trying to delay them. If the security person is unable to lock the doors in ten rounds, at that time eight security people plus Francesca will burst into the room, stunners ablaze. If the intruder control systems have not been defeated, after ten rounds the room will be flooded with *Abasaan* gas (level 6, max effect: down and inert, min effect: -100 all activity, duration: 1-10 hours.) After the bridge is gassed, the Group will be transferred to a detention area, eventually tried and found guilty of Interstellar Espionage, and subjected to either mindpurge or death.

Assuming the PC's are successful in subduing Jimmeson and the guards, the next step is to get *Prometheus* out of the dock. If by some chance the group put the guards out of commission before they could sound the alert, all rolls for the next twenty rounds are at +20. If the alarm has been sounded but the bridge secure, Francesca and her eight men will be somewhere in the ship. There is also a 65% chance that Teruk Caonabo is also on board. The Security person could flood the rest of the ship with *Abasaan* gas, making it easy to toss the whole bunch in the brig, but they need to think of that for themselves.

If everything else goes well, the Players will still have a planetary battlefleet to contend with (see section 4.34). Cygnus' planetary fleet, lead by the Heavy Cruiser *Aurora* will be given orders to disable *Prometheus* if possible, destroy her if necessary. The current fleet configuration:

- 1 Frigate: *Aurora*
- 3 Destroyers: *Coriolanus*, *Phidias*, *Xenophon*
- 2 Light Gunships: *Proteus*, *Athena*

Lucky for the players, a large percentage of the fleet is off on a training run to nearby Tara or already docked in Cygnus Epsilon undergoing repairs and service. Still, *Prometheus* will more than have her hands full.

If it becomes clear to the fleet commander (possibly Teruk Caonabo if he is not aboard *Prometheus*) that the thieves are trying to make a dead run out of gravity well range, he/she will order the SMAC Fighters launched (20 Stingrays and 10 Mantas are available). Faster than even the *Prometheus*, these demons will catch up and open fire. The starship's EW and Evade capabilities are useless against the SMAC's, leaving *Prometheus* with "only" her +100 shield defense (and her killer CAT of 29). Still, some of the better SMAC pilots will have a small net bonus against *Prometheus*, and it would only take a couple of good hits to disable the spacecraft.

## 8.6 A FINAL NOTE

It cannot be stressed enough that the GM should avoid at all costs allowing the Player-characters to keep the *Prometheus*! Should they try this, advise them that the Automation system has a 5% chance of failing daily during sublight maneuvering, and any repair attempts (after rolling in the usual manner for severity) are at -50 because they PC's are unfamiliar with the technology. Any other repair attempts on *Prometheus* are at -30 for the same reason. Hiding it could also develop into a problem. Cruising up to the next Deep Space Outstation for supplies is sure to attract attention.



## 9.0 ADVENTURE: UNMASKING A CONSPIRACY

This adventure is designed for medium level characters, and is best suited for intelligence agents of the Imperium or a province neighboring Kashmere but suspicious of their intentions. (The last part is easy; *everybody* is suspicious of the Kashmerians.)

### 9.1 BACKGROUND DATA

A number of Kashmerians are not satisfied with the long-range program of natural Olympian supremacy, wishing utilize the KIN and other intelligence organizations to begin a systematic destruction of the current Imperial structure. The idea being of course that when the Empire collapses, Kashmere will step in and seize control.

Although this sentiment is not widespread and has no official proponents at the very highest governmental levels, there are many in the military, and indeed in the KIN who see Kashmere as the rightful center of the Known Universe. Three form a troika which seeks to subvert the current Kashmerian government to their plans, using the Zirian Matrix Crystal to manipulate key officials. One of these is an Elder Father of the KIN, Hayden Kittrinis Rutares. Another is Lord Admiral Kaine Aretus, Praetor of the Provincial Fleet. The third, most reluctant member of this trinity is Lady Serina Serendiphia. Serina is a brilliant — if somewhat unbalanced — young graduate of the Oberon Telepathy School and a daughter of a minor Regional Count. Her talents are unprecedented, and it is the plan of Aretus and Rutares to use her to win over the Duke, and so use of the Zirian Matrix Crystal. With the Matrix they could control virtually anyone on Olympus, and so launch their plan of Galactic Conquest.

### 9.2 THE NPC'S

Following are the major players in the Conspiracy, some of whom the PC's may come into contact with, and others whose influence will only be felt indirectly.

#### 9.21 HAYDEN KITTRANIS RUTARES

##### PROFILE:

POSITION/TITLE: Vice Minister [Father of the KIN]

PROFESSION: Criminologist/Telepath

AGE: 42

SEX: Male

RACE: Transhuman XIIb

HEIGHT: 184 cm

WEIGHT: 77 kilos

HAIR TYPE: black

EYE COLOR: brown

Hayden Rutares is a cold, calculating man who will stop at nothing to achieve his ends — which at this time include destroying Duke Caitlin Kashmere. Hayden sees this as a necessity for the supremacy of true Olympians, since he perceives Duke Caitlin to be a traitor. Few people are so obsessive and determined as Rutares; he would be very dangerous if confronted.

#### 9.22 KAINE AURETUS

Lord Admiral Aretus (See profile in section 4.13) is a little more pragmatic than Hayden Rutares, not to mention being motivated more for personal gain than "Olympian supremacy". If things begin to go wrong, he will move swiftly to purge himself of any association with either Serina or Rutares.

#### 9.23 LADY SERINA SERENDIPHIA

##### PROFILE:

PROFESSION: Telepath/Planetologist

AGE: 21

SEX: Female

RACE: Transhuman

HEIGHT: 170 cm

WEIGHT: 55 kilos

HAIR TYPE: Blonde

EYE COLOR: brown

Serina is a disillusioned young woman, embittered by an unhappy childhood and a frustrating experience at the Telepathy School. At the School, she felt that her talents were not appreciated and she was not given the attention she deserved. She is a very gifted Telepath, but her ego exceeds even her powers, and now she sees in this conspiracy a way to show her former instructors just how gifted she really is.

Presently she is employed with the Interstellar Survey Society, utilizing her Telepathic skills to glean information about items recovered from various archeological sites. She finds the work uninteresting, and would prefer to use the skills she is most proficient in: the Voice. Her noble status (although relatively low on the mystical ladder of blue-blood Kashmere society) allows her to attend a number of Court functions, and she has had her eye on Duke Caitlin for some time. Although the two are acquainted, Caitlin has shown no more than polite interest on Lady Serina.

### 9.3 THE TASK

As noted at the beginning of the section, this adventure is best suited to Imperial or provincial intelligence agents, though it could be handled by independents. The person charging the players with their mission will brief them (as fully as they can) on each member of the Troika (see NPC's) and the suspected plan to take over the Provincial government. They will not know, of course, about the Matrix Crystal — that will be part of their concern: that the Troika is so confident that they must have some weapon that no one knows about. The PC's must find out what it is, and report back to their superiors before the plan has a chance of being enacted. Of course, some outside factions might want to see the conspiracy achieve its goal — to an extent. One of the more ruthless provinces would be ready for the overthrow, then move in and devastate Kashmere while it is weakest. The Imperium would prefer the status quo, and wish to squash the attempt. In this case, the ultimate success would be for the players to thwart the plan, and expose the treasonous Troika.

#### 9.31 STARTING THE PLAYERS

See Section 10 where parameters for running KIN agents are given. These guidelines will be useful in starting a group of agents for any Provincial agency, although pay will be slightly lower, and equipment less advanced. The PC's will be charged with their mission, given a bogus diplomatic cover and shipped off to Olympus.

In the event that the PC's are to stop the plan of the conspirators, it might be suggested that one of the three is somehow tricked into believing that the other two plan to betray him/her. The third might then wish to expose the other two for their own safety. Although all three are suspicious characters, Hayden is the most intelligent and least likely to be fooled. Kaine Aretus is a seasoned campaigner and has survived more than one well-laid plan. Serina is the most likely target, if she can be made to believe that the other two will dispose of her once the Duke is under control. One way to do this would be for a mysterious new Telepathic person to appear — someone supposedly capable of using the matrix crystal. The GM may need to flesh out additional weaknesses of the NPC's for the players to use.

A person who is well informed of the conspiracy is Captain Teruk Caonabo, the flamboyant commander of the Frigate *Aurora* (see Section 8.22). He would be easier to get information out of than any of the Troika, though it might be costly for the Players. For purposes of the adventure Teruk might be visiting Olympus on leave, or perhaps the GM will want them to travel to Cygnus (where Caonabo has an apartment while he waits for *Prometheus* to be completed). In any event, trying to win the information out of Captain Caonabo will require a resourceful group. The GM may play his Caonabo's "vices" in any way he prefers.

### 9.32 AIDS

None given except the briefing, the addresses of the Troika and their backgrounds. Note that Hayden Rutares' exact agency is uncertain. He supposedly is an administrator of the Interstellar Survey Society, but that is known to be just a cover. No agents at the PC level outside of Kashmere would be made aware of the KIN.

### 9.33 OBSTACLES

KIN agents might soon catch on to the snooping Players, and KIN agents don't mess around. The PC's must be especially careful when having anything to do with Hayden Rutares, as he is constantly under protective surveillance. Serina could also be a formidable opponent; although she is not licensed to use her Voice Psions, she will for her own protection. She has an imposing bodyguard/chauffeur who stays with her nearly all the time.

### 9.34 REWARDS

For thwarting the conspiracy, the players would undoubtedly earn a hefty bonus. Their efforts will have to remain secret however, because of their delicate nature.

## 9.4 GAMEMASTER PREPARATION

This is theoretically a very complex scenario, with many more twists and intrigues than can be mentioned here. It is suggested that the GM further detail the plot and possible subplots before starting the adventure.

# 10.0 ADVENTURES FOR KIN AGENTS

This section is devoted to the concept of a group of players who are KIN (Kashmere Intelligence Network) agents. As such they would have access to special facilities and sophisticated equipment to aid them. Running a group of KIN agents will have its special restrictions, of which the GM must keep aware. Some suggestions:

1. Avoid falling into a trap where the players are given too much in the way of equipment and help. As a group they are a KIN Insertion Team, all of Young Brother or Sister Rank, assigned to Kirsten Alessandra Rutherford (Section 5.24) an Elder Sister and Regional KIN Director. She would give them their assignments and equip them, etc. She will give them items which are specifically useful for a given assignment and expect them back at the end. Under no circumstances should sophisticated KIN equipment be allowed to fall into ignorant hands. Surviving equipment is to be returned on the completion of the task.

2. Put the PC's on a "salary"; since they are full-time agents. 15,000 Elmonits annually is a fairly decent amount; they do also get an expense account of from 100-1000 Elmonits/person/mission (depending on how they are supposed to appear). One group member will have an account Elmonit card for the cover company. This should not be abused. Stellar completion of an assignment might warrant a 500 or even 1000 Elmonit bonus; this should be infrequent.

3. Give them a plausible cover; the players should have impressed on them the importance of not revealing who they really are. The KIN can provide fake ID's (Insane, -100 to detect even on careful check) as needed. KIN agents are famous for their heroism and devotion to the Family; they will die rather than reveal their association. When access is required, KIN agents can be issued local or Provincial Police ID's, with full enforcement powers and weapon carrying privileges. This of course must be treated responsibly.

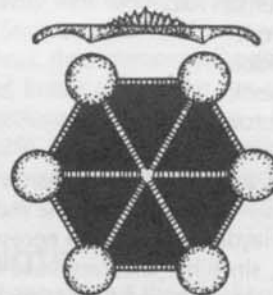
## 10.1 RECOVERING THE PROMETHEUS

Assuming that some other, slimy, low-down creeps are successful in stealing the top-secret prototype ship *Prometheus*, the KIN is charged with recovering it before too much priceless information is lost. The location is known: Hyperion IX. The agents must go in, destroy any records they might find planetside, retake the ship from a large number of (no doubt) heavily armed mercenaries, and escape. Note that they might first steal the ship, then blast the base where stolen records would be, but Hyperion sports some pretty hefty (Mk. 70+, with substantial bonuses) planetary defenses — enough to perhaps even take out *Prometheus*. The PC's will be lent a special, EW enhanced "Pegasus" class hypershuttle, and a top secret matrix code which will allow them to override computer control of the shuttle bay. Hopefully in that way they can sneak on board. See the main adventure "To Steal the *Prometheus*" for notes on Automation control and security. KIN agents would also be RNA jammed with appropriate piloting skills.

## 10.2 THE FATE OF ORACLE

Refer to Section 7, Marooned on Delphi. In this case the KIN agents are sent to Delphi with the express intent of discovering whether there are survivors — including Oracle. The KIN Directorate intelligence suspects this, but has no concrete evidence. The team will be provided with Psion-damping equipment similar to what Fred would be offering; see Section 11 for equipment details. Fred might no longer be such a key character, but the ideal would be to get him to flee Delphi with them; his complete knowledge would be priceless.

The group would go to Delphi aboard a Hypershuttle or Courier specially equipped with a +100 EW system



SERVICE INSIGNIA: PRAETOR



### 10.3 THWARTING THE GODS

A group of renegade supermen escapes from Delphi, intent on wreaking as much destruction on the Olympian populace as they can. The GM should go all out with this bunch, portraying them as egotistical yet deviously clever. They are not suicidal, yet probably insane. Such a group of Delphians could work together, their awesome Telepathic powers complimenting each other. Although truly useful Psion Prisms are exceedingly rare, Delphian technology has succeeded in creating amplification devices which work with the Telepathic Matrix crystals as conduits, thus creating a very powerful Mental/technological fusion. Even well equipped KIN agents might have a time dealing with this crew.

The Delphians' short-term goal would likely be to simply get out of the province. The complications are myriad, however: they have no money, no Ident Discs, and no familiarity with current society. The GM should devise a plan for them to gain these things and so escape.

#### PROFILE:

NAME: Arc  
PROFESSION: Electrician/Telepath  
AGE: 26  
SEX: Male  
RACE: Transhuman XIIg  
HEIGHT: 200 cm  
WEIGHT: 95 kilos  
HAIR TYPE: short/white  
EYE COLOR: blue

Arc has a great empathy with power sources (to say the least). Although only 10th level, he is by his very bizarre nature able to cast psions on the lists to the levels noted without "overcasting". Arc's Psion Multiplier is a pair of iridium/platinum bracelets, each set with three tiny Psion Prisms and powered by a shield belt power pack. Using the Psion Charge Power Cell he can keep the bracelets charged. Acting as a set, they are x4 PP enhancers. His favorite Psion is Energy Channel True, which he can cast using his Psion Matrices at only half the normal PP cost.

Arc is also a skilled Electronics and Computer Tech, knowledgeable in several computer languages.

#### PROFILE:

NAME: Dione  
PROFESSION: Telepath  
AGE: 23  
SEX: Female  
RACE: Transhuman XIIe  
HEIGHT: 190 cm  
WEIGHT: 86 kilos  
HAIR TYPE: blonde  
EYE COLOR: bright blue

Dione is jokingly known to her compatriots as the "Charmer", and the nickname is deserved. She is a master of the Voice, and, coupled with her superb Appearance and Presence, her powers of seduction are formidable. She is vain, however, and avoids at all costs any situation where she might suffer a disfiguring injury. Dione's Psion Matrix is an ankle band set with five tiny Psion Prisms and powered by five energy cells. The anklet will act as a +5 PP enhancer for 100 days before the cells require replacement (without the cells it is +1).

#### PROFILE:

NAME: Aurelin  
PROFESSION: Telepath  
AGE: 26  
SEX: Female  
RACE: Transhuman XIIIh  
HEIGHT: 181 cm  
WEIGHT: 65 kilos  
HAIR TYPE: black  
EYE COLOR: green

The leader and planner of the group, Aurelin is also the most wary and suspicious. Her Psion Matrix is a headband, set with a true Prism stone which acts as a x4 PP enhancer.

#### PROFILE:

NAME: Cirius  
PROFESSION: Armsman/Telepath  
AGE: 21  
SEX: Male  
RACE: Transhuman VIIe  
HEIGHT: 200 cm  
WEIGHT: 100 kilos  
HAIR TYPE: blonde/brown streaks  
EYE COLOR: green

Cirius is the most bold of the team, and is almost invariably in front. He is somewhat more intelligent than the average TranSeven, though lacks common sense. Loving flight, he is never without his belt, which is a combination Psion Multiplier (x4) and gravitic belt. It can operate continuously and recharges itself from nearby energy sources. Cirius also loves a good fight. He carries a Plasma Repeater Rifle everywhere.

### 10.4 THE ANTITELEPATHS

The agents are called into Kirsten's office and given the following briefing:

*"We have received a very unusual and disturbing report from our cousins on the planet Tara. Apparently several agents of the Telepathic division have mysteriously died, all by brain hemorrhaging, their bodies found in empty subshuttle cars.*

*(Tara has an extensive underground transportation system similar to it's mistress planet Cygnus — though not as sophisticated and swift, it carries cargo and passengers at speeds up to 600 kph. The Taran subshuttle system was constructed mainly to avoid contact with the increasingly poisoned atmosphere.)*

*"Although news of the murders has not escaped the local Taran media, and the fact that they were noticeably Olympian was impossible to conceal, it is of course not generally known that they were all KIN agents. It is particularly disturbing because this malady has only struck solo-operating KIN agents, and only those working on a specific case: one concerning rumors of an improved Alterant Replacant that we cannot detect.*

*"This has come to the attention of the Patriarch, and it is his judgement that a team be sent in from another area, who will hopefully not be known to the forces we suspect are responsible for the agents' deaths. Good luck."*

This adventure will require some background setup by the GM, but could make for an interesting hunt game. A few informational notes:

1. Kashmerians really can "smell" Alterant Replicants, in a way. 90% have some genetic sensitivity to them, and can sense them at a range of up to 30 meters. It really isn't smell, but a Psionic ability (irregardless of whether the Kashmerian is otherwise Telepathic) which is near the scent region of the brain. As a result, when a Replicant is near, Olympia descendants have the false sensation of a bad smell, like sulfur.

2. The bad news for Kashmere is that scientists of Clan Charon-Richter, backed by the Colosians (aren't they always the ones behind it?) have deduced this ability, and succeeded in breeding replicants which can only be "smelled" by 2% of the Kashmere population. More insidious yet, they have created Alterant Replicants who give off a constant **False Pattern** (Mind Discipline List), confusing Telepathic tracking. They also have a unique defense: any Telepathic attack against them triggers a brutal mental retaliation: the equivalent of 50th level **Mind Shout True**, failure resulting in death by brain cell disruption. The energy required also kills the replicant, but the C-R's consider it a small price. They are currently using the replicants to infiltrate Taran society in a plan to instigate a revolt against Cygnan/Kashmerian rule. The Colosians have inconclusive information about the KIN, except that it is an organization of Telepaths, and they consider Telepaths to be a special threat.

## 10.5 THE RUINS OF CARTHAGE

This adventure could run along the same lines as "The Heart of K'taviir", but with the PC's as the group sent to explore the ruins. Should they uncover the Heart, it might wreak havoc amongst group members. Pirate tomb-looters might also be encountered for additional spice along the way.

## 10.6 THE CONSPIRACY

Based on "A Conspiracy Unmasked", the agents are special KIN operatives, working through Kirsten at the personal request of the Patriarch, Rupert Lombaard. He suspects a treacherous plot involving Kaine and Hayden, but has no proof. It is the agents' job to expose the plot and discredit them.

# 11.0 GAMESMASTER AIDS

Included in this section are a number of aids, essentially supplemental system material specifically oriented towards Kashmere Province

## 11.1 NEW EQUIPMENT LISTING

ITEM	COST (EI)	MASS (kg)	POWER REQ.
Autoblaster	350	2.2	**
Field Effect Stunner	700	3.5	2@
Plasma Repeater Rifle	250	8.0	#
Psion-Damping Gear	?	.1	4*

COST: Elmonits

MASS: Kilograms

POWER REQUIREMENTS:

\*—Energy Cell

\*\*—Pistol Power Pack

@—Rifle Power Pack

#—Microfusion Reactor

Note that more than one may be required, as indicated.

### Autoblaster:

Similar to the *Assault Blaster*, this compact, deadly weapon is designed to fire bursts of energy pulses in rapid fire. The model described here is produced by Neufeld, and is not commonly available. It can be used either two-handed or in one hand with a -20 subtraction. The **Automatic Handheld Projectile** table is used, but the criticals are as follows:

A - E = Impact

F = E Impact, A Burn

G = E Impact, B Burn

H = E Impact, B Burn, A Impact

I = E Impact, C Burn, A Impact

Criticals for attacks totalling above 135 are on the **Shrapnel/Automatic** critical chart, with all bleeding to be considered burn wounds. The autoblaster can also be set to fire single shots, in which case it is virtually identical to an assault blaster.

## WEAPONS CHART

Name	Type	ROF	Fail	Range (meters)	Range Mod	Table Used	Target					Special Notes
				PB/SR/MR/LR	PB/SR/MR/LR		20-17	16-13	12-9	8-5	4-1	
Autoblaster	2h engy	2/r	6	3/100/200/300	+10/0/-20/-90	Blaster Mk 3	0	0	0	0	0	Use 1h at -20
		burst	7	3/100/200/300	+10/0/-50/-120	Auto Mk 3	0	0	0	0	0	" " " "
Field Effect Stunner	2h engy	2/r	9	— Variable — see above —		Stun Mk 2	-5	0	0	0	0	
Plasma Repeater Rifle	2h engy	2/r	8	3/40/150/300	+5/0/-15/-80	Blast Mk 5	0	0	+5	+5	+10	Impact/rad
		burst	10	3/30/100/200	+5/0/-20/-90	Auto Mk 5	0	0	+5	+5	+10	Imcpt/rad/burn



### Field Effect Stunner:

In overall appearance similar to a bulky rifle, this weapon is capable of delivering a simultaneous stun attack to a field area. Effect is conical, and can be adjusted to as wide as 45° to either side (essentially a 90° wide arc) from the weapon's barrel. The effect can be narrowed to a beam, rendering the weapon essentially a Mk. V heavy rifle. When the area attack is utilized, all within the cone receive a Mk. II stun attack. Range for the area effect is 100 meters minus 10 meters for every ten degrees of total cone arc width. The weapon has a microcomputer and elaborate rangefinder which indicates whether the targets are within range and/or cone. It can be set to automatically adjust to take in as many targets as possible within the max arc and range as well. Stun Rifle skill may be used, but only at half bonus when using the area effect (nor can specific skill in "Field Effect Stunner" be acquired — the weapon is not that specific or accurate).

**EXAMPLE:** Trip Achilles, armed with his trusty Field Effect Stunner on some stinking jungle planet, is faced with a squad of eight charging, armed aborigines. He checks his sights, seeing that four of the eight are in range with the cone at 20° (80m range). He could wait until more enter the range and hope that none chuck their spears — or dodge sideways, forcing the arc to expand and **further** shortening the range — or fire now. He chooses the latter. One roll determines the shot, modified by individual target DB's.

### Plasma Repeater Rifle:

(clarification) All data is the same as noted in **Tech Law** pg 5, except that the **Auto Mk. 5** chart is used for burst fire, and the **Shrapnel/Automatic Critical** chart is employed when delivering burst fire to a single target and exceeding a net 135 result. When achieving a result of less than 135 on a single target, or attacking multiple targets, use the following chart to determine critical breakdown:

- A - E = Impact
- F = E Impact, A Radiation
- G = E Impact, B Radiation
- H = E Impact, B Radiation, A Burn
- I = E Impact, C Radiation, A Burn
- J = E Impact, C Radiation, B Burn
- K = E Impact, D Radiation, C Burn

### Psion Damping Gear:

(Used in the Delphi adventure, Section 7) As developed by Fredrik Borg, this lightweight equipment takes the form of a headband, laced with dozens of superconductor filaments crisscrossing in a dome formation to make an open mesh skullcap. It is likely that Fredrik designed the gear after having studied Oracle's Telepathy/machine crossover, since machines which affect Telepathy are virtually unheard-of elsewhere. Each headband requires 4 energy cells (\*) to operate, and is triggered automatically when the wearer is the target of an attack psion. Each time the wearer is attacked, the cap must make a resistance roll at 20th level. Failure by 01-50 results in energy cell exhaustion (1-4 of the cells are dead); failure by 51-100 results in the device burning out — roll for damage/repairs (all but Fredrik would be at -50 to repair the devices); failure by more than 100 results in device burnout and failure to protect the wearer from the attack (in which case the wearer must make a RR on their own). The gear does *not* conceal the wearer from detection psions, nor is it resistant to psions which cause physical manifestations (such as Telekinesis or Energy Channels).

## 11.2 SPECIAL CHARACTER ABILITIES

The following are suggested modifications/improvements which might be employed in Eugenic, Android or Replicant "products". They are by no means the only possibilities, but note that most have corresponding drawbacks, for the purpose of play balance and variety.

1) Inner eyelid (protection from dust/sand/bright light). +20 when operating under such circumstances.

2) Six-digit hands/feet. +10 to Balance rolls and manipulative rolls (Picking locks, delicate repairs, etc).

3) Acute sense of smell: distinguish odors at +50; 30m upwind and 1000m downwind; 60m in still air. Tracking at +25. Skill in recognition possible at 1/3(IN/ME). However, susceptible to nosebleeds and operate at an overall -5 for every 300m above sea level (normal Terran atmospheric pressure) and -50 in severely lower pressure environments. Double all bleeding hits suffered from Vacuum (decompression) Criticals.

4) Natural night vision allows perfect sight in equivalent to Terran normal clear night, 10m even in pitch dark. However, normal sight in full daylight is only possible with goggles or tinted lenses. Goggles cause a -15 Perception penalty.

5) Unusual voice ability provides a +20 when using Public Speaking, Acting, or utilizing the psionic powers of Voice. However, the vocal chord and tonsil arrangement makes them vulnerable to bacterial infection: possessor must make a monthly RR vs Strep Throat at -30. Even if cured promptly with drugs, there is a 10% chance with each infection that the ability is reduced by 5 (can become *negative*). There is also a chance of acquired immunity to antibiotics if used frequently. In any case, victim cannot speak while ill.

6) Acute hearing allows isolation and analysis of any sound within 300m under normal circumstances, and through up to 3m of solid (non-dampening) material. Also can use high pitched, whistling sounds to determine the size and shape of enclosed spaces (up to 300m) with great accuracy using sonar. Unfortunately, any loud noise nearby (a projectile gunshot, a jet engine, an alarm) will possibly cause deafness. Roll a RR (modified at GM's discretion), deafness lasts one hour/5% failure.

7) Incredible appearance provides +30 to all Seduction, Public Speaking and Acting rolls and certain charisma-oriented Telepath psions. For other skills using Presence add a 20 bonus to that Stat. However, Memory and Self-Discipline were sacrificed: -10 to those stat bonuses. ("All looks and no brain" as they say...)

8) Improved bone and muscle structure allow a +20 to all leaping maneuvers, as well as double the normal range (2m vertical; 6m horizontal static start; 15m horizontal running start). This attribute also allows a +20 bonus to movement and such skills as Skiing, Tumbling, Zero-G Maneuvering, and Dance. The drawback is that you must have daily infusions of Calcix IV, a calcium derivative which keeps your tissues in condition. For each day the infusion is missed your skill reduces by 5. After ten days a comparable permanent decline begins, until after 20 total days the skeleton is too fragile to withstand any strain at all and collapses. As soon as infusions are re-initiated temporary damage is reversed and any permanent damage arrested.

9) Training and selective brain use allow you to slip into *Memory Mode* which allows assimilation of data at 10x normal speed (reading about 5,000 wpm) and total recall. This is particularly useful for learning languages and other memory related skills. However, this is very draining to the body, and the day following each daily (lengthy: one hour or more) use of the ability, your temporary CO is reduced by 30. Also, Reasoning and Intuition are sacrificed: these stats are at -10 to their bonuses. Short-term *Memory Mode* (memorizing a brief manuscript or conversation) has no such ill effects. It is important to note, however, that *Memory Trance* duration is pre-set before entering to last, for instance, as long as the conversation, tape or manuscript. Someone in the Trance cannot be awakened prematurely except by extreme means (slapping or other pain) in which case the memory of the trance in progress is lost completely. Beings with this skill make excellent clerical aides and research assistants.

10) Superb synapse development allows for blinding reactions: +20 to OB, and DB (in addition to normal Stat bonuses). You will always strike first unless surprised; and have the option of using Adrenal Speed at will, 100% chance of success (with appropriate Adrenal Moves Rules applicable). To balance this activity, you require 1/2 again as much rest as the average person every night. (For most hominoids, 8 hours is the norm, so you would require 12). If the full rest was not gained, the ability is not useable for that day.

11) An elaborate gill system exists in addition to your lungs, allowing you to breathe either water or air with equal ease. The volume cost, however, reduces your exhaustion point total by 1/3 (with a 90 CO, one would normally have 90 Exhaustion Pts; you have 60). You are also susceptible to asthma attacks: 5% chance every time you come out of the water that you are incapacitated for 1-10 turns (minutes). *Note: all Argans have this ability, though most do not suffer the asthma, and they have an expanded chest cavity to counter the exhaustion problem.*

12) Due to unusual joint design you gain a +20 to all thrown attacks as well as static maneuvers involving the hands (Locks, repair/construction) or feet (Balance). You also gain a +30 bonus to Contortions, being able to realign many joints. Unfortunately, whenever you land after a fall or leap, or strike something with your hand or an object in your hand, you must roll a RR for the ankle or wrist joint. On a roll of 01-05 the limb is sprained, you are stunned 1-10 rounds, and you are at -75 for appropriate actions until the sprain is healed.

13) Due to unheard-of Empathic abilities, you have a +20 to all skills utilizing that stat, and in addition have the ability to judge truth in others. To judge truth, you enter a *Truthtrance*, in which you can tell 80% of the time whether a statement is true. The remaining 20% you simply cannot tell, and reiteration of the statement only clouds judgement. When declaring truth, however, you are 98% accurate (For this roll, only the GM knows for sure; there is always a margin for error). You must be within 5m of the speaker in person for full accuracy. Truthtrance can last as long as desired, but sleep double the time length of the trance is *immediately* required (the truthsayer passes out). Unfortunately, you are forever at -50 to Acting attempts; and, perhaps worse, you are so sensitive to those around you that if any friend (group member, for game purposes) within 10m takes damage (hits) you take exactly half as many as he or she does. You do not take their criticals, but the hits can send you into unconscious shock, after which you take no more (since they are mentally inflicted). These hits come from any and *all* friends in the radius. They can be cured as normal concussion damage is healed.

14) As a result of superior muscle and skeletal structure you are unusually strong and have an additional +20 to strength bonuses (in addition to normal stat bonuses). However, You have a slight control problem, and must roll every time you apply strength in a more delicate situation (opening a door, picking up a glass). A roll of 01-05 indicates that you overestimated and probably broke whatever you are holding. This is heavily GM discretion, but as an example, one roll for breaking something throughout a meal should suffice.

15) A superior conscious control of your body's internal functioning gives you a number of abilities: to concentrate platelets at a bleeding wound and stop up to one hit per round bleeding for every round of concentration; to be immune from the effects of *Stun*; to enter a trance and devote your body's full power to resisting a poison or disease (+50 to RR); to take double the normal number of hits without losing consciousness. It's too bad that the character has chronic memory problems. Every time you wake up from sleep you must roll to see how many skills (zero, one or two) and which of your skills (including secondary skills, Psion lists, and all others but body development) have been totally forgotten. Those skills are forgotten for that day, but restored during sleep; new skills could be lost tomorrow. Note: you never forget this special ability.

### 11.3 COMPUTER LANGUAGES

The following languages, applicable for computer interface purposes, can be learned in the same manner as normal languages (written only). Languages marked with an asterisk (\*) are restricted and can only be learned by certain persons.

Tablet - General research.

ForA - Self-monitoring weapon systems.

ForA XI - Self-monitoring weapon systems [satellites].

Mechrun - Industrial robotics.

MedIC - Medical diagnostic and monitoring systems.

CMT scram - Communication interpretation systems [TBD].

C3 iv - Communications [specialized security adaptation]. \*

SEN 67 - Self-contained sensor buoys.

Mer Lanex Tau - Space vessel computers [Devon: Astro].

Z Weda - Space vessel computers [Devon: Sys. Maintenance].

Nav 4a - Low security military operations. Nav 20 - Medium security operations. \*

Imp Nav 10 [alpha - epsilon] - High security fleet systems. \*

SPS - Black market computers [monitor systems].

SPSn - Black market computers [space vessel systems].

DoDEC - Black market computers [space vessel systems].

Edic - Education systems. Visig - Holographic graphics generation.

VERAD — VegaPol Research and Database. \*

MerC — Merlogh Elmonit adjustment Control. \*

#### Kashmere Languages

Glyph — High Security KIN Database retrieval. \*

Cipher — KIN Command/Access override [parasitic, useable on Imp Nav 10 alpha-gamma, Nav 4a, Nav 20, Z Weda, others]. \*

Plot — Space vessel computers [commercial].

Centrus — Space vessel computers [battle fleet vessels]. \*

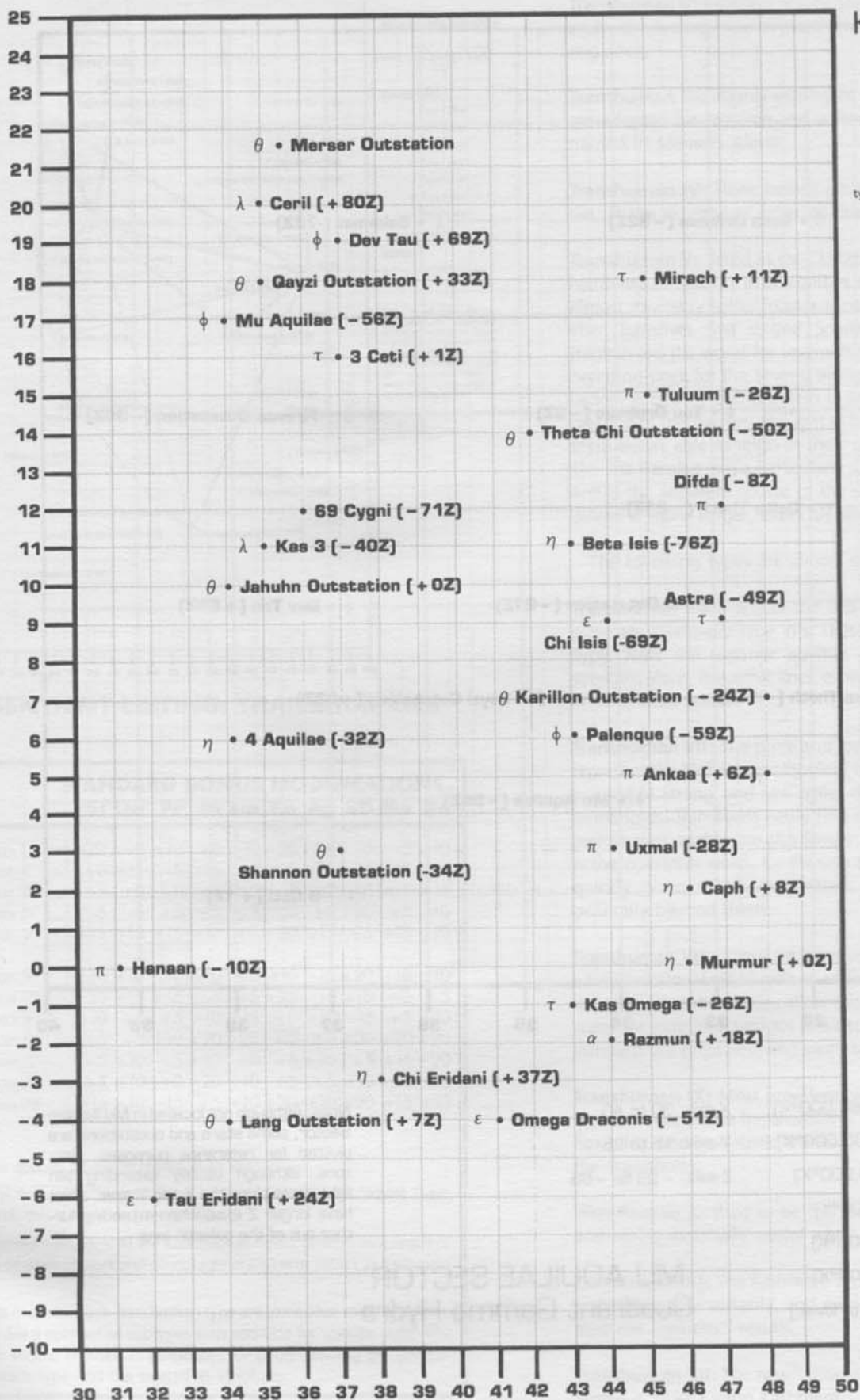
OmegPrime — Space vessel computers [Prometheus]. \*

Apollo — Oracle language. \*

Helix — Other genetic computers [standard]. \*



## 11.5 STAR MAPS

KASHMERE  
PROVINCE

## STAR SYMBOL NOTATION

	location	z-coordinate
type code	$\lambda$ • Ceril (+80Z)	name

## COLOR CODE

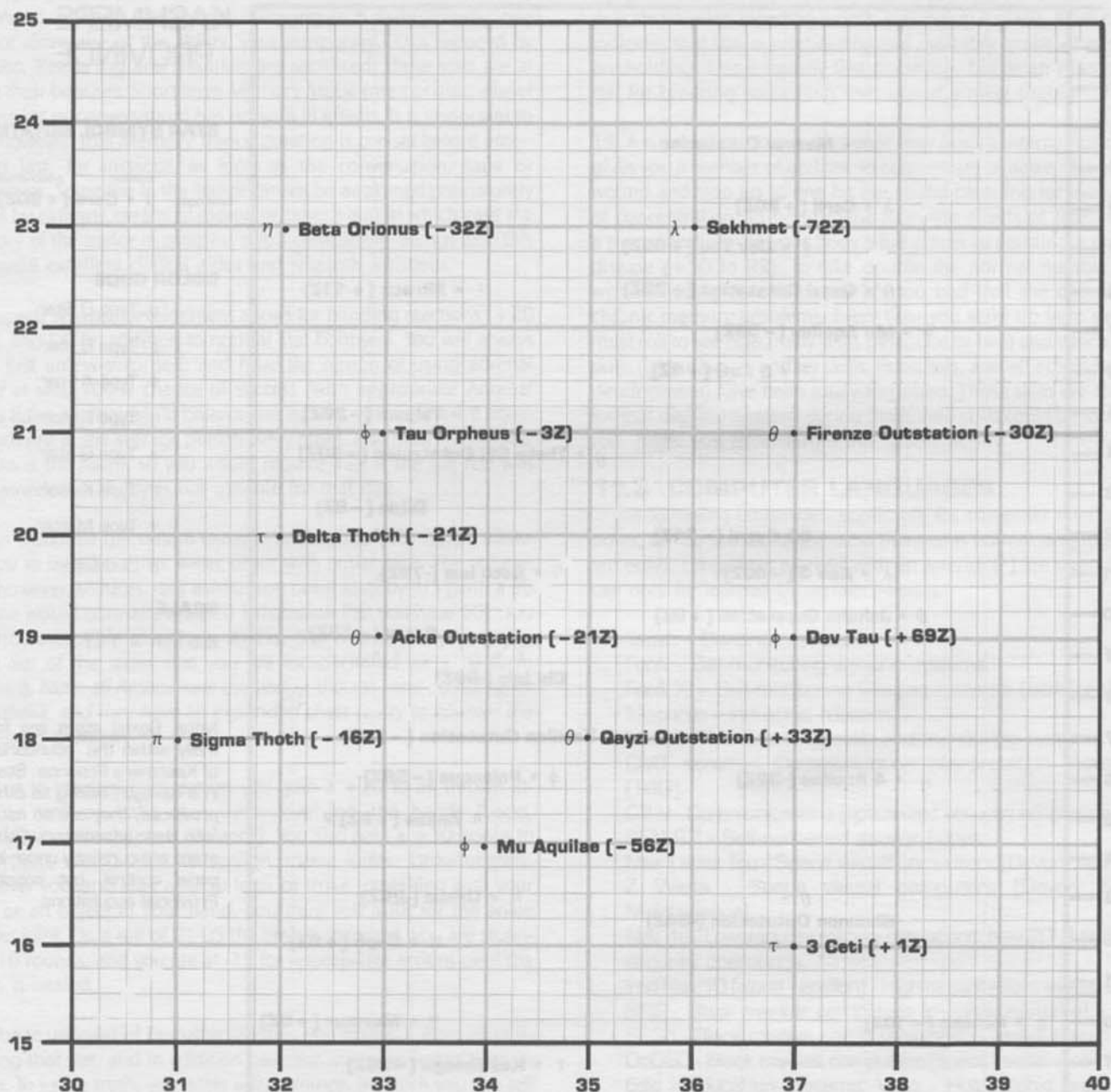
- $\alpha$  Type O Star
- $\epsilon$  Type B star
- $\phi$  Type A star
- $\eta$  Type F star
- $\lambda$  Type G star
- $\pi$  Type K star
- $\tau$  Type M star
- $\theta$  Outstation

## SCALE

6.5 mm = 1 LY

Note: Boxed stars are formally within the 'boundaries' of Kashmere Province. Stars in a hexagon belong to other provinces, they are so noted with their association. Other stars are currently under Imperial control, but possible Provincial acquisitions.

## 11.52 MU AQUILAE SECTOR STARMAP

 $\alpha$  Type O Star (30,000-60,000°K)

X-axis: 30 to 40

 $\epsilon$  Type B star (10,000-30,000°K)

Y-axis: 15 to 25

 $\phi$  Type A star (7500-10,000°K)

Z-axis: -25 to -65

 $\eta$  Type F star (6000-7500°K) $\lambda$  Type G star (5000-6000°K) $\pi$  Type K star (3500-5000°K) $\tau$  Type M star (3500°K or lower) $\theta$  Deep Space Outstation

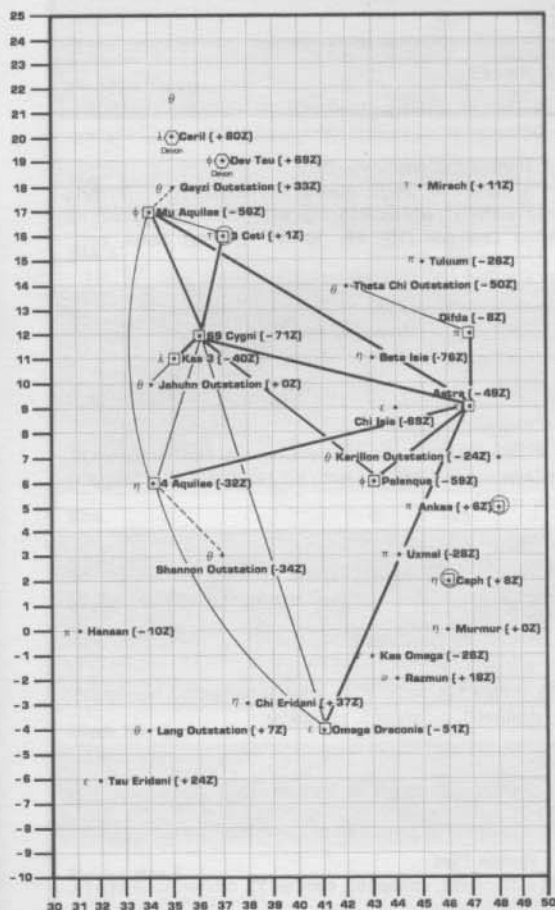
Note: Although not located in Mu Aquilae Sector, some stars and outstations are plotted for reference purposes. Sectors, although usually extending ten light-years along the X and Y axes, often have longer Z axes when extending further out of the galactic lens.

## MU AQUILAE SECTOR

### Quadrant Gamma Hydra



## 11.53 TRAVEL ROUTES STARMAP



## KASHMERE PROVINCE

## STAR SYMBOL NOTATION

Star symbol notation:  $\Delta$  = Ceril (+80Z)

## COLOR CODE

• Type O Star  
 • Type B star  
 • Type A star  
 • Type F star  
 • Type G star  
 • Type K star  
 • Type M star  
 • Outstation

## SCALE

6.5 mm = 1 LY

Note: Boxed stars are formally within the "boundaries" of Kashmere Province. Stars in a hexagon belong to other provinces; they are so noted with their association. Other stars are currently under Imperial control, but possible Provincial acquisitions.

**Transhuman I:** Bred to be fighters, this type is extremely strong, though not particularly agile, and quite stupid.

**Transhuman II:** Excellent agility and memory for technical systems; understands machines very well. They make perfect technicians and engineers.

**Transhuman III:** Highly intelligent Eugenics offspring, Transthrees are adapted for research and information maintenance. Many are trained in *Memory Mode*.

**Transhuman IV:** These beings possess superb Pure Telepath potential, at the expense of other abilities.

**Transhuman V:** Billed as the "Ultimate Man" (or woman) this type combines superiority in all abilities. Unfortunately for this type, they almost invariably suffer from a superior ego along with everything else. Transfives first settled Sparta, and their drive for power fragmented the world for several hundred years. Fives were used as breeding stock for the Sevens, along with some mental-suppression factors to get the ego-problem in line. They were also useful in the creation of the Twelves, thought to be the true "Ultimate Man", who seem better able to reign in their passions through Self-Discipline. The first Transfive was a particularly successful individual, Hyatt Kurtz, and is the apparent source of the slang *Hykur* which has since acquired a more vulgar, explicitly sexual meaning.

The following types are almost exclusively Kashmerian in origin.

**Transhuman VI:** Many of the first generation natural-born Olympians are essentially Type VI's. These were interbred to reinforce the Type. Note the superior abilities across the board, but specific strengths along Telepathic lines, especially Self-Discipline, the mainstay of Telepathic power.

**Transhuman VII:** The pride and joy of Sparta, these boys (and girls) represent the highest development in muscle and nervous structures. Incredibly strong and yet agile, they are giants among average humanoids. Transsevens easily find employment as bodyguards and mercenaries, as they are also famous for mindless loyalty. "Mindless" is the operative word, for though they can think — and so act — quickly given simple parameters, higher thought processes are generally beyond them.

**Transhuman VIII:** These are the residents of Argo. This type possesses a fully functional set of gills in addition to normal humanoid lungs. strong, permeable tissues allow this type to live comfortably underwater for indefinite periods at a depth of up to 1000 meters (terran standard sea pressures) and swim to depths of up to 6,000 meters.

**Transhuman IX:** Most prevalent on Arcadia, the Transnines are an improvement on the Transhuman IV's, equipped with more Telepathic flexibility, and no statistic drawbacks. Variant types have superseded the Transthrees.

**Transhuman X:** Bred to be Technicians, these possess an intuition and agility especially useful when dealing with machines.

**Transhuman XI:** The Kashmere version of the Transhuman III, these are again more versatile, and even better in their designated field than the "generic" results.

**Transhuman XII:** The new "Ultimate Man", the most prominent example is Duke Caitlin Kashmere.

## 11.4 SENTIENT LISTING: TRANSHUMANS

RACE	STANDARD BONUS MODIFICATIONS									
	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re
Transhuman I	+20	-5	+10	+0	-10	+20	-5	-5	-5	-10
Transhuman II	+0	+15	-5	+15	-5	-5	+20	-5	+10	+5
Transhuman III	-5	+0	+0	+5	+0	-5	+0	-5	+15	+15
Transhuman IV	-5	-5	+5	+5	+5	-5	+0	+30	+5	-10
Transhuman V	+15	+15	+15	+10	+0	+20	+15	+5	+15	+10
Transhuman VI	+10	+10	+10	+10	+5	+10	+10	+20	+10	+10
Transhuman VII	+25	+15	+15	-5	+5	+25	15	+10	+0	-5
Transhuman VIII*	+10	+5	+5	+10	+15	+0	+10	+15	+5	+10
Transhuman IX	+5	+0	+10	+20	+20	+0	+0	+30	+30	+20
Transhuman X	+5	+10	+5	+30	+0	+5	+20	+5	+15	+20
Transhuman XI	+5	+10	+0	+20	+10	+5	+5	+10	+25	+15
Transhuman XII	+15	+10	+15	+5	+10	+20	+10	+20	+15	+10

## Notes:

\* Denotes special ability in addition to stats given.

1. Some of the stats differ from those given in *Future Law*. Where there is a conflict, this data takes precedence.

2. The Transhumans VI — XI are Kashmerian developments as a result of thousands of years of work and do not (generally) exist except as Kashmere citizens.

3. The stats given for each Transhuman type are somewhat variable; within each type are a number of subtypes with aptitude for specific skills. The stats given should be used as guidelines for understanding the general thrust of each type and not treated as absolutes.

Name	Lvl	Hits	AT	DB	Sh	Primary OB	Secondary OB	MovM	Notes
<b>PROMINENT PERSONS</b>									
<b>Duke Caitlin Kashmere</b>	10	170	1	30	~	125lsrpl	85pwsd	25	Trans12 Explorer/Telepath.
Ag96(+25), Co98(+40), SD93(+35), Me86(+20), Re94(+20), St95(+30), Qu100(+35), Pr99(+35), Em87(+15), In89(+10), Ap97. Duke of Kashmere. Perc52, drive20, atmopil41, scanan45, orbitpil60, Nsppil55, Hyperpil25, Nspastr10, Hyperastr15, sensana30, EW/c35, comptk20, act57, admin92, athlgame45, diplom80, drugtol30, gamble10, music20, prpgnda50, pubspk80, seduce45, subdue30, trick20, tumble15. Telepathy: <i>Mind's Truth (10), Mind Detection (10), PP: 30</i> . Mk. III laser pistol, belt barrier shield, +10 power sword.									
<b>Lord Rupert Lombaard</b>	11	160	1	35	~	135lsrpl	90mas	10	Trans11 Crime Tech.
Ag87(+10), Co94(+15), SD97(+25), Me86(+30), Re96(+30), St85(+10), Qu98(+30), Pr91(+10), Em57(+10), In86(+25), Ap89. Praetor of the KIN. scanan45, orbitpil30, Nsppil62, Hyperpil20, Nspastr35, sensana60, EW/c15, comptk74, Crimetk90, medtk20, acrob30, act75, admin86, athlgame45, diplom70, drugtol80, falsif52, gamble21, prpgnda50, pubspk20, subdue45. Mk. III laser pistol, belt barrier shield.									
<b>Baroness Europa Parmenedes</b>	31	117	1	20	~	72hndstr	45npl	5	Trans9 Telepath.
Ag79(+5), Co83(+5), SD100(+55), Me97(+45), Re91(+30), St45(+5), Qu90(+10), Pr89(+15), Em76(+25), In94(+30), Ap74. Baroness of Olympus. perc58, scanan30, orbitpil35, Nsppil20, act60, admin65, diplom62, drugtol40, pubspk75, signal40, sing30, subdue25. Telepathy: <i>Mind Detection (30), Mind's Truth (30), Mind's Eye (30), Telepathy (20), Mind into Energy (20), Thought into Pain (20); PP:189 (x3 Psion prism)</i> . Belt barrier shield (concealed under robes).									
<b>Baron Kiefer O'Mallory</b>	18	200	1	35	—	165bstpl	110prr	35	Trans7 Armsman.
Ag99(+35), Co98(+45), SD42(+10), Me79(+5), Re86(+5), St100(+50), Qu99(+15), Pr98(+35), Em66(+5), In78(+0), Ap97. Baron of Sparta. Climb35, swim25, perc52, drive30, atmopil45, maripil10, surviv/cold60, fstaidd40, scanan25, heavenpr42, mtdweapam4, orbitpil50, comptk30, acrob30 admin67, athlgame80, diplom40, dive20, pubspk30, seduce82, subdue90, tumble35. Also 90artial arts strk. Mk. III +10 blast pistol; +10 deflector shield.									
<b>Praetor Kaine Auresus</b>	17	170	1	25	—	140MLAp	90hndstr	20	Trans6 Pilot.
Ag89(+15), Co82(+10), SD95(+35), Me96(+25), Re98(+30), St90(+20), Qu94(+20), Pr82(+15), Em55(+5), In73(+10), Ap64. Fleet Admiral. airbaslt30, combpil45, orbitpil68, Nsppil80, Hyperpil82, Nspastr35, Hyperastr40, sensana40, EW/c67, comptk66, Crimetk40, admin70, diplom60, prpgnda65, pubspk50.									
<b>ARMSDEALING ADVENTURE</b>									
<b>Emerich Rach</b>	13	105	1	5	~	72Stnpl	65Lsrfl	10	Human Pilot. Hyperion Leaguelord.
Ag88(+5), Co87(+5), SD69(+0), Me91(+10), Re87(+5), St88(+5), Qu99(+20), Pr85(+5), Em56(+0), In77(+0), Ap42.									
<b>Jason K'jell</b>	5	150	1	—	—	45stpl	20fcknf	15	Human Pilot.
Ag98(+20), Co86(+5), SD41(+0), Me57(+0), Re98(+20), St88(+5), Qu100(+25), Pr85(+5), Em66(+0), In99(+20), Ap95. atmopil50, combpil35, orbitpil70, Nsppil74, Hyperpil62, Nspastr35, Hyperastr40, sensana25, EW/c20, comptk30, gamble15, seduce45.									
<b>Evadne Suku</b>	6	98	1	10	—	72smg	37stpl	10	Human Explorer.
Ag99(+20), Co89(+5), SD85(+5), Me94(+10), Re94(+10), St87(+5), Qu98(+20), Pr92(+10), Em47(+0), In99(+20), Ap92. scanan15, heavenpr20, orbitpil20, Nsppil25, Hyperpil15, Nspastr70, Hyperastr72, sensana45, EW/c56, Mechtk60, Wptk40, Eltk52, comptk60, pwsysyk35, athlgame20, navig15, signal10, subdue20.									
<b>Conrad Mukarram</b>	5	160	1	35	—	100asbtr	62mas	40	Trans7 Arms Tech.
Ag100(+40), Co97(+40), SD39(+10), Me84(+5), Re74(+0), St95(+40), Qu99(+35), Pr83(+20), Em55(+5), In90(+5), Ap85. climb10, pick15, stalk/h25, perc30, drive40, atmopil20, forge15, scanan45, EW/c25, Mechtk35, Wptk72, Eltk40, comptk30, pwsysyk10, athlgame45, drugtol30, seduce35, signal20, subdue50, trade50. +10 assault blaster, belt absorption shield.									
<b>Ferris Kershaw</b>	3	73	1	35	—	78lsrpl	47mas	25	Trans7 Arms Tech.
Ag94(+25), Co91(+35), SD41(+10), Me68(+0), Re73(+5), St91(+35), Qu98(+35), Pr88(+20), Em66(+5), In90(+5), Ap69.									
<b>Kevin Moorten</b>	4	81	1	30	—	65lsrfl	40bstpl	30	Trans7 Armsman.
Ag97(+30), Co91(+35), SD54(+10), Me50(+0), Re64(+5), St85(+30), Qu97(+30), Pr89(+20), Em67(+0), In94(+5), Ap71.									
<b>Kirsten Rutherford</b>	8	85	1	35	*	98HndLsr	80Autbsr	30	Trans12 Explorer/Telepath.
Ag99(30), Co99(40), SD89(20), Me98(35), Re93(20), St96(30), Qu100(35), Pr100(45), Em95(25), In95(25), Ap98. swim35, stalk/h51, perc58, drive63, ambush5, forge35, counfeit35, fstaidd49, scanan53, Hyperastr53, crimetk65, cyberk55, acrob78, act55, athlgame38, diplom45, dive30, drugtol60, gamble60, navig43, pubspk55, seduce93, signal33, subdue68. Telepathy: <i>Voice (10), Thought Master (10); PP: 48 (x2 Psion Prism earring)</i> .									
<b>Jeane A. Kylix</b>	6	225	4	55	**	125autbtr	117stpl	55	Android Explorer, KIN Agent.
Ag100(55), Co100(55), SD95(25), Me98(30), Re99(30), St98(35), Qu100(55), Pr100(45), Em98(30), In96(25), Ap102. climb70, swim65, distrp45, pick52, stalk/h62, perc57, drive80, atmopil75, maripil60, fstaidd47, scanan58, airbasht57, combpil62, missar27, heavenpr27, orbitpil92, Nsppil65, Hyperpil65, Nspastr45, Hyperastr44, sensana58, EW/c33, Mechtk63, Wptk58, Eltk58, comptk58, pwsysyk58, Crimetk47, cyberk48, acrob80, act43, admin33, athlgame60, contrt55, diplom55, dive55, falsif43, gamble53, music48, navig43, pubspk58, seduce78, signal33, sing40, subdue80, track38, trick65.									
<b>Jesse A. Kylix</b>	6	225	4	55	**	129autbtr	117hndstr	55	Android Explorer, KIN Agent.
Ag100(55), Co100(55), SD95(25), Me98(30), Re99(30), St98(35), Qu100(55), Pr100(45), Em98(30), In96(25), Ap102. climb65, swim65, distrp50, pick45, stalk/h80, perc55, ambush5, fstaidd42, scanan55, heavenprj77, mtdweapam4, Nspastr67, Hyperastr67, sensana55, EW/c50, Mechtk40, Wptk45, Eltk40, comptk40, pwsysyk40, Crimetk45, cyberk45, acrob80, act65, athlgame70, diplom65, dive43, gamble58, music50, navig40, prpgnda30, pubspk60, seduce75, subdue95, track40, trade30, trick60, tumble.									
<b>HEART ADVENTURE</b>									
<b>Electra Jones</b>	8	117	1	10	—	70stpl	35lsrfl	15	Trans9 Researcher/Semi Tele



Name	Lvl	Hits	AT	DB	Sh	Primary OB	Secondary OB	MovM	Notes
<b>Christian Talfay</b> Ag99(+35), Co90(+35), SD66(+10), Me81(+5), Re31(-5), St99(+45), Qu100(+40), Pr80(+20), Em95(+20), In74(-5), Ap96. climb40, distrp20, pick15, atmopil45, scanan25, orbitpil51, Nspil67, Hyperpil60, Nspastr58, Hyperastr50, sensana45, EW/c20, Mechtk35, Wptk10, Eltk52, comptk45, pwsysk30, athlgame20, caving15.	5	150	1	40	—	95astnr	62maw	35	Trans7 Armsman.
<b>MAC 32</b> Mk. 20, slow wheeled.	—	100	17	0	—	—	—	10	Mech Interface Bot.
<b>JIM 5</b> Mk. 12, slow gravitics. Can use an electrified tool as a contact stunner.	—	70	17	10	—	50cnstr	—	15	Service Bot.
<b>MAROONED ADVENTURE</b>									
<b>Fredrik Borg</b> Ag100(+40), Co100(+40), SD100(+25), Me95(+15), Re96(+15), St100(+40), Qu100(+40), Pr100(+40), Em95(+15), In100(+25), Ap86. distrp27, pick42, stalk/h68, perc85, drive25, atmopil76, fstaids35, scanan50, orbitpil45, Nspil32, Hyperpil50, Nspastr25, Hyperastr48, sensana25, EW/c20, Eltk20, comptk80, pwsysk10, Crimetk45, cybertk91, genetk101, biochem&Xenoé80, zoology&Xenoé60, psychology&Xenoé80, medical practice50, genetics130, computers85, act61, diplom40, pubspk20, seduce45, subdue80, tumble45.	15	200	4	50	**	102stpl	45strfl	50	Android Researcher.
<b>Kiva</b> Ag100(+40), Co99(+45), SD95(+25), Me87(+5), Re68(-5), St101(+55), Qu100(+40), Pr80(+20), Em50(+5), In79(-5), Ap99. Warden of the Oracle. perc50, scanan40, orbitpil35, sensana45, Mechtk25, Wptk65, acrob45, subdue80. Also mas80, maw65.	8	185	1	40	—	135astnr	90pr	40	Trans7 Armsman.
<b>Sharra</b> Ag98(+30), Co96(+35), SD100(+50), Me99(+35), Re98(+30), St89(+20), Qu96(+25), Pr100(+40), Em97(+25), In95(+20), Ap98. High Priestess. scanan45, sensana60, EW/c10, Eltk122, comptk95, genetk105, genetics96, computers80, act45, admin35, diplom40, drugtol30, pubspk76, seduce15, subdue50, Telepathy: <i>Mind over Matter (20)</i> , <i>Mind into Energy (20)</i> , <i>Telekinetics (10)</i> , <i>Telepathy (20)</i> , <i>Mind's Truth (10)</i> . PP: 96 (x3 Psion Prism tiara, platinum-iridium alloy).	16	87	1	25	—	80lsrpl	45fcknf	30	Trans12 Electrician/Telepath.
<b>Mech Int. Bot 1</b> Mk 20, slow tracks.	—	100	16	0	—	—	—	10	Delphian Bot.
<b>Mech Int. Bot 2</b> Mk. 18, slow wheeled.	—	80	16	0	—	—	—	5	Delphian Bot.
<b>Service Bot 1</b> Mk. 18, slow gravitics.	—	75	15	10	—	—	—	10	Delphian Bot.
<b>Service Bot 2</b> Mk. 18, slow gravitics.	—	80	15	10	—	—	—	10	Delphian Bot.
<b>Combat Bot 1</b> Medium gravitics.	—	250	23	20	~	100blrf	80MLAr	20	Delphian Bot.
<b>Combat Bot 2</b> Medium gravitics.	—	230	23	20	~	110Mlsr	100rr7mm	25	Delphian Bot.
<b>PROMETHEUS ADVENTURE</b>									
<b>Johnny Berringer</b> Ag98(+40), Co94(+15), SD79(+10), Me80(+20), Re88(+25), St85(+10), Qu100(+35), Pr86(+10), Em68(+0), In95(+45), Ap89. Kashmerian defector. atmopil25, scanan35, combpil30, orbitpil82, Nspil67, Hyperpil80, Nspastr68, Hyperastr76, sensana70, EW/c62, Mechtk25, Eltk52, comptk60, pwsysk40, drugtol40, seduce45, subdue60.	7	141	1	20	**	95hndstr	62asbtr	40	Trans10 Pilot.
<b>Teruk Caonabo</b> Ag100(+40), Co99(+45), SD35(+10), Me87(+10), Re95(+15), St96(+25), Qu101(+45), Pr100(+40), Em60(+5), In90(+10), Ap98. Star Captain. climb60, swim20, perc60, ambush6, fstaids35, scanan72, combpil60, hevenpr40, mtdweapam9, orbitpil82, Nspil85, Hyperpil76, Nspastr60, Hyperastr79, sensana64, EW/c40, comptk50, pwsysk20, Crimetk25, acrob45, act80, admin62, athlgame50, caving10, contrt30, diplom58, drugtol66, falsif40, prpgnda30, pubspk70, seduce138, signal58, subdue80.	12	180	1	40	**	126bstpl	84smg	40	Trans7 Explorer.
<b>Francesca Altair</b> Ag99(+30), Co98(+40), SD90(+35), Me74(+15), Re87(+15), St90(+25), Qu100(+35), Pr99(+35), Em89(+15), In95(+20), Ap99. Security Chief. pick40, stalk/h68, perc80, drive15, atmopil30, ambush6, forge10, fstaids35, scanan68, orbitpil20, Nspil30, Hyperpil15, sensana40, EW/c20, comptk25, Crimetk90, acrob60, act45, admin62, athlgame15, drugtol70, pubspk42, seduce68, signal30, subdue85.	8	102	1	30	*	112astnr	82mas	30	Trans12 Armsman.
<b>Jimmeson Saarinen Ulvanis</b> Ag99(+40), Co45(+5), SD81(+10), Me89(+20), Re99(+40), St73(+10), Qu95(+25), Pr60(+5), Em80(+5), In100(+55), Ap65. scanan68, Nspil15, sensana45, EW/c20, Wptk30, Eltk115, comptk85, pwsysk45; Energy Field Specialist, +10 tool kit, Repair scanner.	4	89	1	25	—	35stpl	30MLAr	40	Trans11 Electrician.
<b>Erik Farkison</b> Ag97(+30), Co93(+35), SD70(+10), Me65(+0), Re70(-5), St96(+40), Qu99(+35), Pr90(+25), Em30(+5), In40(-5), Ap76. Kevlar vest. Epsilon Security. Stalk/h20, perc30, ambush4, scanan15, acrob35, seduce20, signal10, subdue40, track10.	4	68	5	35	**	85astnr	50rr7mm	30	Trans7 Armsman.
<b>Kermit Eleason</b> Ag95(+30), Co80(+30), SD30(+10), Me59(+0), Re21(-10), St96(+40), Qu96(+30), Pr81(+20), Em74(+5), In09(-15), Ap85. Epsilon Security. Stalk/h, perc25, ambush5, scanan35, acrob20, seduce45, signal15, subdue60, track15. +10 assault stunner.	4	71	5	30	**	92astnr	60hndstr	30	Trans7 Armsman.

Name	Lvl	Hits	AT	DB	Sh	Primary OB	Secondary OB	MovM	Notes
<b>Dan Korinthan</b>	3	56	5	35	**	74astnr	68pr	25	Trans7 Armsman. Ag90(+25), Co80(+30), SD78(+15), Me12(-5), Re39(-5), St100(+50), Qu99(+35), Pr70(+15), Em69(+5), In70(-5), Ap92. Epsilon Security. perc30, scanan20, acrob20, signal20, subdue35, track10. +10 assault stunner.
<b>Ky Youngbuck</b>	2	47	5	35	**	62stpl	65autbr	40	Trans7 Armsman. Ag100(+40), Co85(+30), SD47(+10), Me38(+0), Re68(-5), St90(+35), Qu99(+35), Pr99(+35), Em89(+10), In95(+10), Ap101. Epsilon Security. stalk/h10, perc25, scanan30, acrob10, seduce45, signal5, subdue15. +10, Mk. IV Autoblaster.
<b>CONSPIRACY ADVENTURE</b>									
<b>Hayden Rutares</b>	14	126	1	20	+	120lsrpl	82hndstr	15	Trans12 Criminologist/Telepath. Ag80(+15), Co87(+25), SD96(+35), Me93(+25), Re97(+25), St89(+20), Qu90(+20), Pr95(+30), Em34(+10), In77(+10), Ap56. Vice Minister. Hyperastr45, sensana35, EW/c35, Crimetk96, act50, admin68, diplom80, prpgnda72, pubspk50, subdue25. Telepathy: <i>Teleportation (10)</i> , <i>Mind Discipline (20)</i> , <i>Body Discipline (10)</i> . 28 PP.
<b>Serina Serendiphia</b>	5	48	1	10	—	45hndstr	—	5	Trans9 Planetologist/Telepath. Ag80(+5), Co46(+0), SD38(+30), Me89(+30), Re78(+25), St35(+5), Qu90(+10), Pr99(+30), Em56(+20), In95(+35), Ap89. scanana40, sensana35, comptk30, Planetology56, Anthropology50, History6Xeno45, act30, admin20, seduce45. Telepathy: <i>Mind Detection (10)</i> , <i>Mind's Eye (10)</i> , <i>Mind in the Past (10)</i> . PP: 10.
<b>GODS ADVENTURE</b>									
<b>Arc</b>	10	180	1	35	—	140blrf	80psion	35	Trans12 (Delphi) Elctrcn/Telepath. Ag100(+35), Co99(+40), SD56(+20), Me80(+20), Re61(+10), St95(+30), Qu100(+40), Pr99(+35), Em100(+35), In66(+5), Ap97. perc40, drive50, scanan45, sensana20, Wptk30, Eltk120, comptk76, pwsystk60, acrob85, act67, athlgame60, contrt75, pubspk40, seduce50, subdue70, Telepathy: <i>Mind into Energy (15)</i> , <i>Thought into Pain (20)</i> , <i>Teleportation (15)</i> , <i>Metabolic Control (15)</i> . PP: 120 (x4 Psion prism device). Immune to electrical attacks (including all "stunner" weapons).
<b>Dione</b>	12	137	1	30	—	125stpl	62MLAp	30	Trans12 (Delphi) Telepath. Ag99(+30), Co80(+25), SD101(+50), Me89(+20), Re78(+15), St70(+15), Qu99(+30), Pr100(+40), Em50(+10), In81(+10), Ap101. climb60, swim48, stalk/h80, perc60, atmopil60, forge40, counfeit50, fstaidd80, scanan85, orbitpil35, Nspil60, Hyperpil25, sensana50, EW/c25, acrob80, act40, athlgame60, drugtol80, falsif60, gamble35, music50, prpgnda36, pubspk70, seduce135, signal50, subdue60. Telepathy: <i>Voice (15)</i> , <i>Thought Master (10)</i> , <i>Metabolic Control (10)</i> , <i>Teleportation (10)</i> , <i>Mind Discipline (15)</i> . PP: 180 (x5 Psion Prism device).
<b>Aurelin</b>	15	121	1	40	—	85astnr	72smg	25	Trans12 (Delphi) Telepath. Ag95(+25), Co89(+25), SD100(+45), Me88(+20), Re68(+10), St90(+25), Qu99(+35), Pr96(+35), Em80(+15), In76(+10), Ap95. climb45, swim60, distrp45, pick35, stalk/h60, perc80, drive80, atmopil50, fstaidd86, scanan95, compbil60, hevenpr65, mtdweapam6, orbitpil45, Nspil45, Hyperpil35, Nspastr20, Hyperastr35, sensana80, EW/c52, acrob60, act45, athlgame76, caving32, contrt52, diplom45, dive50, drugtol74, falsif80, music92, pubspk25, seduce58, subdue80, trick60. Telepathy: <i>Mind Detection (15)</i> , <i>Mind's Eye (15)</i> , <i>Mind in the Past (10)</i> , <i>Telepathy (10)</i> . PP: 180 (x4 Psion prism device).
<b>Cirius</b>	13	175	1	45	—	145asbtr	110pr	35	Trans12 (Delphi) Telepath. Ag100(+35), Co97(+35), SD100(+45), Me50(+15), Re40(+10), St100(+40), Qu101(+45), Pr96(+35), Em100(+35), In67(+5), Ap95. stalk/h62, perc80, drive30, ambush12, scanan42, Hyperastr35, sensana15, EW/c25, acrob45, act30, athlgame80, contrt52, drugtol35, pubspk28, seduce60, subdue80. Also 85mas, 65maw. Telepathy: <i>Telekinesis (10)</i> , <i>Mind over Matter (10)</i> , <i>Teleportation (15)</i> , <i>Metabolic Control (10)</i> , <i>Body Discipline (15)</i> . PP: 156 (x4 Psion Prism device).
<b>CODES:</b>									
<b>Stats:</b> Ag — Agility, Co — Constitution, SD — Self Discipline, Me — Memory, Re — Reasoning, St — Strength, Qu — Quickness, Pr — Presence, Em — Empathy, In — Intuition, Ap — Appearance. Number in parenthesis after stat is bonus including racial modifications.									
<b>Weapons:</b> a7m — 7mm automatic, a11mm — 11mm automatic, b5mm — 5mm body pistol, MLAp — MLA pistol, npl — needle pistol, r5mm — 5mm rifle, hr10mm — 10mm heavy rifle, lar — light assault rifle, rr7mm — 7mm rocket rifle, smg — 9mm small machine gun, MLAr — MLA rifle, tr — tangle rifle, sht — shotgun, fl — flechette, ast — autoshotgun, LMG — light machine gun, hmg — heavy machine gun, hdlr — hand laser, lsrl — laser pistol, lsrl — laser rifle, bstpl — blast pistol, asbtr — assault blaster, blrf — blaster rifle, autbr — autoblaster, cnstr — contact stunner, hndstr — hand stunner, stpl — stun pistol, astnr — assault stunner, strfl — stun rifle, pr — plasma repeater rifle, fpl — flame pistol, frfl — flame rifle, fknf — force knife, pwsd — power sword, maw — martial arts sweeps and throws, mas — martial arts striking.									
<b>Armor type/defensive bonus:</b> The defensive bonus includes intrinsic armor quality and quickness bonus but not a shield bonus. * — velocity shield, ** — deflector shield, + — absorption shield, ~ — barrier shield.									

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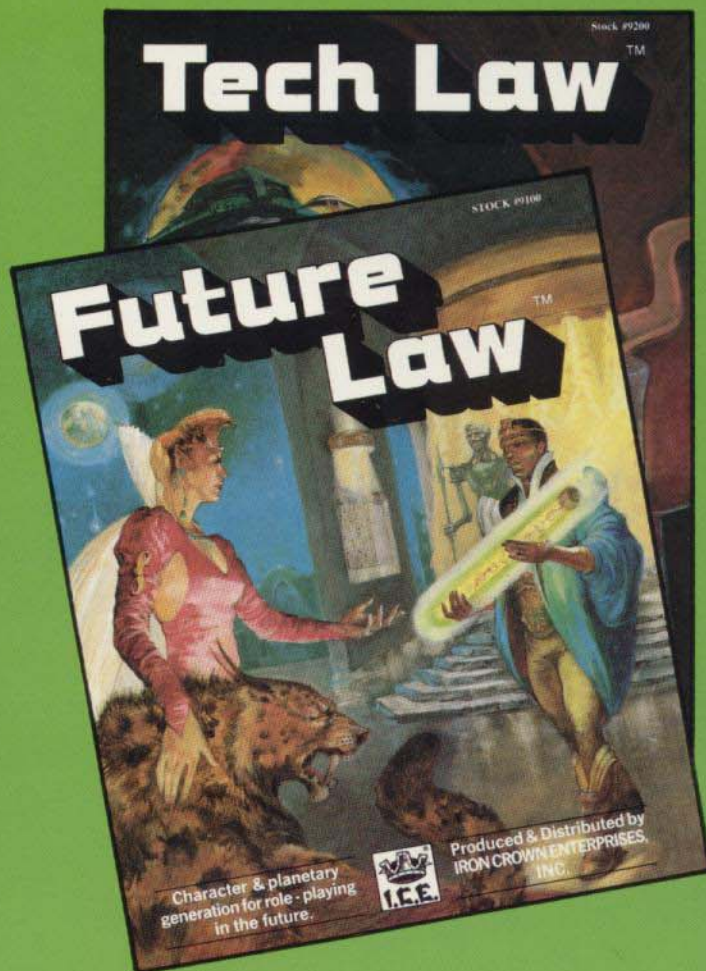
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