

Stranded on Arden



by Marc W. Miller

Stranded on Arden



by Marc W. Miller

© 1981 Game Designers Workshop

Stranded On Arden

by Marc W. Miller

This short adventure is a complete adventure for **Traveller**. It concerns the exploits of the crew of the far trader *Empress Marava* on the planet Arden. It is assumed that this adventure will be administered by a referee who has read through it completely, and who is familiar with it and with the rules for **Traveller**. This situation calls for the basic **Traveller** booklets (Books 1, 2, and 3); for *Citizens of the Imperium* (Supplement 4), and for *Twilight's Peak* (Adventure 3). No additional supplements, books, or other information is necessary for resolution of this adventure. As usual, paper, pencils, six-sided dice, and hex paper will prove useful during the course of the action.

Optional Materials: Some **Traveller** materials may prove useful to this adventure, but they are not required. The skills of Liaison and Carousing originally appear in *High Guard* (Book 5); they are explained within this adventure, but the information from *High Guard* may prove useful. Deck plans for the *Empress Marava* are not strictly necessary for the resolution of this adventure; such plans are available in *Traders and Gunboats* (Supplement 7) if further detail on that aspect of this adventure is desired.

For Referees Only: This entire adventure is for the reference of the **Traveller** referee. Players should not be allowed to read any part of it until they have finished the adventure.

Traveller: **Traveller** is Game Designers' Workshop's registered trademark for its role-playing game of science fiction adventure in the far future. This adventure is copyright © 1981 by Game Designers' Workshop. All Rights Reserved.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure.

Current Date: 210-1107.

Dates: All dates in this adventure correspond to the Imperial calendar, which uses consecutively numbered days within a 365-day year, and consecutively numbered years beginning with year zero- the founding year of the Imperium. The initial date for this situation is 210-1107; 210 is the current day (the 210th day) of the 1107th year of the Imperium. Once the adventure begins, time should flow normally. If necessary, change the date to match a local situation or campaign.

Location: Arden, Vilis Subsector, Spinward Marches.

Location: This adventure takes place on Arden in the Vilis Subsector (Arden/Vilis 0201 C5549CB-8). Arden is a moderate-sized world with a diameter of 8,000 kilometers, a thin atmosphere, and approximately 40% of its surface covered with water oceans. Arden has a population of just over 1.03 billion, primarily human with a scattering of other races. Its government is a charismatic oligarchy; by general appearances, government officials are elected, but in reality, candidates can only come from members of the Arden Society, a small group of dedicated individuals who become members through financial or labor contributions. The law level on Arden is extremely restrictive and no weapons of any sort are allowed in the possession of individuals. Arden's tech level is 8, about equivalent to that of modern Earth, with the exception of some interstellar contacts.

Arden is an active imperialist, and maintains colonies at Zircon and Utoland, two and three parsecs distant respectively. The colonial administration is

gradually stripping the resources of these two worlds in an effort to build Arden's own developing economy.

Starport: Arden Down Starport is classified as type C, which provides only poor quality facilities with no repair or shipbuilding operations. Unrefined fuel is available at Cr100 per ton.

CHARACTERS

This adventure is intended for use with a band of adventurers serving as the crew for a starship registered in the Imperium. The band should number at least four and no more than eight. The list of pre-generated characters provided here is optimum, and includes a useful mix of skills and career types. The referee may allow other characters instead, especially current characters in a **Traveller** campaign. If that is to be the case, then the Droyne character should be introduced to the group and allowed to join it at some time prior to conducting this adventure. The Droyne is an important aspect of the situation.

- 1 *Ex-merchant Captain* 8549AA Age 48 7 terms
Cr1,700 Carbine, Far Trader *Empress Marava*
Electronics-1, Grav Belt-2, Jack of all Trades-1, Pilot-2,
Administration-2, Navigation-2, Streetwise-2, Carbine-1.
- 2 *Ex-Belter* 544589 Age 36 5 terms
Cr1,000 Vacc Suit (TL 13), Dagger
Electronics-1, Navigation-2, Mechanical-1, Vacc Suit-2,
Prospecting-2, Blade-0.
- 3 *Ex-Merchant 2nd Officer* B96A58 Age 43 6 terms
Cr120 Blade, Automatic Pistol
Engineering-3, Electronics-1, Mechanical-2, Air/raft-1,
Navigation-1, Streetwise-2.

- 4 *Ex-Merchant 3rd Officer* 7589A2 Age 39 5 terms
Cr3,000
Administration-2, Steward-2, Medical-1, Engineering-1,
Bribery-1.
- 5 *Ex-Navy* 8678A6 Age 28 2 terms
Cr530
Gunnery-2, Computer-1.
- 6 *Ex-Bureaucrat Supervisor* 6555AA Age 43 6 terms
Cr5,000 Watch, Carbine
Administration-4, Interrogation-1, Jack of all Trades-1,
Leader-1, Carbine-1, Liaison-1.
- 7 *Ex-Barbarian Warrior* DA9384 Age 31 4 terms
Short Bow-1, Reconnaissance-1, Brawling-1, Spear-1,
Carousing-2, Leader-1, Sword-2.
- 8 *Droyne Sport* 685755 Age 24 3 terms
Cr135 Wings, Vacc Suit, Dagger
Liaison-1, Flying-2, Dagger-0
Psionic Strength Rating: 5. Telepathy, Teleportation.

The pre-generated characters shown are assumed to have been adventuring for some time before they appear in this adventure, which should explain the discrepancy between their age and terms of service, and their relatively low assets. Merchant and navy characters were generated from Book 1; beltlers, bureaucrat, and barbarian characters were generated from Supplement 4; the Droyne sport was generated from Adventure 3.

Desirable Skills: Skills of probable value in this adventure are Carousing, Liaison, Administration, Streetwise, Bribery, and any other non-violent skills that can convince others to act to the characters' benefit.

Weapon skills will be of only minimal value because of Arden's high law level.

The Droyne: Unusual among the characters is the Droyne Sport, if only because very few Droyne are ever encountered by humans. This particular Droyne has been assigned by their ritual of Coyns with the title:

Humaniti, Achievement, Voyages, Void, Sport.

The Droyne has taken this to be an indication of his mission in life: to achieve through space voyages with humans. By working for low wages at menial jobs, he has convinced the captain to allow him to work on the *Empress Marava*. In order to remain in the captain's good graces, the Droyne has kept his psionic abilities secret. No one knows of his teleportation and telepathic abilities. To reveal them to the group would call for instant revulsion (saving throw of intelligence or less for each individual confronted with the matter).

In addition, no one knows of his particular Droyne ability to disappear. The Droyne can cloud the minds of beings around him to render himself invisible, to a range of about 400 meters. Cameras, image intensifiers, robots, and psionic shields are unaffected. Otherwise, the Droyne is invisible and inaudible, if he decides to be.

More interesting, to most humans, is the Droyne's ability to fly. The crew has enjoyed clearing an area in the cargo hold and letting the little creature exercise his wing muscles for a while.

EQUIPMENT

Referees using an on-going campaign should ignore the remainder of this section.

Characters should review their equipment, and may purchase more. Character 1, the ex-merchant captain, possesses the far trader *Empress Marava*, a 200-ton type A2 transport ship that has brought the group to Arden.

The *Empress Marava*: The starship owned by the ex-merchant Captain is a type A2 far trader, 200 tons, and is approximately 50 years old. It has six staterooms (one for the captain, and six for the seven crew; a double occupancy is called for in there somewhere. There are four low berths. Cargo capacity is 61 tons. The ship is streamlined, and can refuel by skimming gas from gas giants, or drawing water from planetary oceans. Armament for the ship consists of one triple turret with a heterogeneous mix - one missile, one beam. laser, and one sandcaster. A second hardpoint on the hull is plated over; someday, the captain hopes to acquire a second turret and weaponry. The ship carries an air/raft in a fitted hull compartment.

The ship has just landed on Arden, and is discharging a chartered cargo. The captain will receive Cr20,000 in profit when the transaction is completed in a few hours (and after buying fuel, supplies, and other necessities).

The Ship's Locker: The ship's locker for the *Empress Marava* contains the equipment shown below:

SHIP'S LOCKER

- Eight vacc suits, each with oxygen tanks for eight hours and medium range commo gear.
- Four shotguns, each with ten loaded magazines (100 rounds of ammunition per shotgun).
- Two automatic pistols, each with ten loaded magazines (150 rounds of ammunition per pistol).
- Four cutlasses, each with a belt scabbard.
- One lock pick kit.
- Eight sets of cloth armor.
- One set of image intensifier goggles.
- One grav belt.
- One long range communicator.

No other equipment is available at the moment, but items consistent with Arden (tech level 8 or less, and not restricted by law level B) may become available to the characters as the adventure proceeds.

THE SITUATION

The adventure begins with the presentation of the situation. The group, in its preparations, should be aware that they are on Arden, unloading cargo, and probably looking for new cargo. Procedures from Book 2 on Trade and Commerce, as well as passenger and cargo availability, should serve to fill these needs.

After about two days on the world, a port official calls the *Empress Marava* and asks that the captain report to the port warden's office as soon as convenient. Roll for reaction by the port warden when the captain arrives to determine attitudes and the method of conducting the meeting. The message will, however, be the same. In the current war between the Imperium and the Zhodani, Arden has just declared for the Zhodani. As a consequence, the port warden is revoking the *Empress Marava's* exit visa. The ship will be forced to remain at Arden until the hostilities are ended.

If the port warden is reacting positively to the captain, he should confide that actually, a Zhodani fleet is expected to arrive here within a week, and that it will probably requisition the *Empress Marava* for transport duties. Perhaps the crew should abandon the ship, and try to leave the planet before the fleet arrives?

The Fifth Frontier War: The interstellar war between the Imperium on the one hand and the Zhodani, the Sword Worlds, and the Vargr on the other, has been blazing for almost a month. The large interstellar distances involved, however, have kept news of the war from everyone until just now. There is little possibility of actual

fighting at Arden, but the presence of a Zhodani fleet will make any Imperials on Arden subject to possible internment.

OPTIONS AVAILABLE

The oppressive law level of Arden makes many of the usual options (such as a running gun-battle as the ship lifts off) impossible. Arden will not tolerate that sort of behavior, and most likely everyone would be killed if they tried that. Instead, subtlety and discretion are called for.

The crew has one major course of action available: to persuade someone to grant an exit visa to the *Empress Marava* and her crew. That requires finding the right official and doing whatever is necessary to convince him or her to grant the right papers.

During the course of the search, it is possible that the crew could find out where to steal the right papers, or discover their format so that they could be forged, but the major emphasis must be in dealing with the bureaucracy.

TIME SPANS

There is about a week until the Zhodani war fleet arrives. Within that time, the crew must secure an exit visa. Nevertheless, time should pass in a reasonable manner.

Each day should consist of four periods: morning, afternoon, evening, and night. No meetings are allowed at night; everyone should be sleeping at that time. One meeting with an official is allowed per other period. Carousing is allowed only in the evening.

Sleep: The crew must sleep one period in four. Generally this will be at night, In some circumstances (such as the crew sneaking out or burglarizing offices at

night) sleep must be taken in the period before night. Initially, efforts will be slow, but between one and three officials can be talked to per day. Specific details concerning which officials can be met and when are discussed in the sections on meeting officials.

Zhodani War Fleet Arrival: On the fifth day, begin rolling for war fleet arrival. Throw the day number or less for the fleet to arrive. For example, on the fifth day, throw 5- for the fleet to arrive; on the seventh day, throw 7- for the fleet to arrive. On the seventh day and thereafter, if the fleet doesn't arrive, the referee should produce a public announcement that the fleet is expected on the following day.

THE BUREAUCRACY ON ARDEN

As the crew of the *Empress Marava* struggles to find a way off planet before the Zhodani war fleet arrives, they will meet all manner of bureaucrats performing their roles within the government of Arden. These bureaucrats are the key to the crew's safety. Within the morass of different departments is the possibility that one of these officials can provide an exit visa.

Thirty-three distinct officials are presented. Each listing shows an official number (just to help keep track of them all), a description of the official's position, a bribery price for the official, a note on the skills which may help in dealing with him or her, and an indication of what that official can do for the crew.

The referee should use these officials to present a challenge to the group. Each listing is a framework on which an encounter may be built. Once the official is carefully enticed into helping, the group will find out the precise nature of that help and then can proceed to the next official.

Reactions: The referee should roll on the reactions table in Book 3 to determine the official's response to the crew's approach. That roll is also the official's throw (or less) to perform whatever he or she is capable of for the crew. Thus, if an official's reaction roll is 7 (non-committal) then the crew must roll 7- on two dice to entice that individual to help them.

Bribery: As indicated in Book 1, bribery may be used to convince an individual to help. The individual listing shows his or her price for a bribe. If that price is paid, then bribery skill may be used as a minus DM on the throw to convince (which is helpful). Reaction rolls of less than 7 are considered negative, and bribes offered to individuals in those circumstances will be rejected. On any rejected bribe offer, roll 3- to see if the offer is then reported to higher authorities.

The amounts shown for the bribes are minimums and are to be used as guides. A character, when contemplating a bribe, should be allowed to arrive at his or her own suggested amount. If that is too low, then the referee may suggest that it is insufficient. If it is too high by more than approximately Cr100, then the referee may suggest that it is more than enough.

Carousing: If carousing is mentioned as a skill which may help influence the official, a price follows. That price must be paid for the official, and for each member of the crew engaged in carousing. All participating members of the crew may pool their carousing skill levels as a DM on the throw for success.

Other Skills: Administration, Liaison, and Streetwise may be used as skills to assist in getting an official to help. If the skill is mentioned in the official's listing, then it can be used as a DM. However, only one person may use such a skill (except in the case of carousing) while dealing with the official. Thus, the most capable individual should step forward to deal with the bureaucrat.

Some skills are listed as Double. A listing of Double Administration indicates that each level of Administration skill applied to the situation counts as two.

For example, official no. 0 is listed below. He is a clerk who can be bribed for Cr10, and who can be influenced by carousing and admin skill. He can refer the crew to a customs inspector (official no. 4) who might be able to help.

0. *Clerk in the Port Warden's Office.* Cr10. Carousing (Cr10), Administration. Refers crew to Customs Inspector (official no. 4).

When initially encountered, official no. 0's reaction roll is positive on 6-. The PC's can elect to modify with carouse, or to use administration skill. Offering to bribe negatively reacting character would be ill advised. To carouse, the barbarian could invite the clerk out for drinks later that evening (and the clerk would accept on 6-; his initial reaction throw or less). If the invitation were accepted, then the barbarian would have to pay Cr20 (Cr10 for each of them). If the captain came along, the cost would be Cr30, but then the captain's administration skill would also be considered.

Ultimately, the crew would have to roll 6- for the clerk to refer them to someone who might help. A DM -2 for the barbarian's carousing skill and -2 for the Captain's administration skill means that the roll would have to be 10-. If the roll succeeds, they are referred to a customs inspector (official no. 4).

MEETING OFFICIALS

Once per day, there is a chance that the group can randomly encounter an official who has potential for helping. Only one such official can be met randomly per

day, regardless of whether the group splits up or remains together. If the group splits up, then roll to determine which individual character actually meets a potentially helpful official.

To determine which official has been randomly encountered, roll two dice. Allow a +DM of either the highest administration skill level present, or the highest streetwise skill level present. The resulting number is the number of the official encountered.

Randomly encountered officials may refer the crew to other officials, as may those other officials. Officials to whom the crew is referred may be met with on the day following the day of referral. If, on the first day, official no. 4 refers the crew to official no. 17, then the crew may meet with official no. 17 on the second day.

Subsequent Encounters: While the crew can find only one new official randomly per day, previously encountered officials may provide references that enable the crew to seek out other officials. It is possible to meet with two referred officials per day in addition to the one randomly encountered official.

For example, on the first day, the crew rolls 4 (DM +2 for highest streetwise in the group) and meets an Administrative Clerk in the Department of Registration (official no. 6). They convince this clerk to help, and he refers them to the Supervisor in the Department of Registration (official no. 13). On the next day, the crew rolls a 5 (DM +2 for highest streetwise in the group) and encounter the local Arden Society Membership Supervisor (official no. 7). The crew may meet with both the randomly encountered official no. 7 and the referred to official no. 13.

Multiple Encounters: The referee should note those officials who have been encountered. Once an official has been encountered, further encounters will have no result. That is to say, the crew has only one chance

with each official. Future meetings will not produce additional referrals.

The Capital: Ardent, the capital of Arden lies some 1,200 kilometers north of Arden Down Starport. Not all bureaucrats perform their duties near the starport; those officials numbered 25 and higher have offices in Ardent. Travel by monorail from the starport to Ardent takes about six hours: in effect, a character riding the monorail must spend all morning, all afternoon, all evening, or all night doing so. Monorail passage costs Cr80 per person one way, and Cr150 per person round trip.

It is possible to take the *Empress Marava's* aircraft to Ardent, but the journey would take twelve hours.

THE OFFICIALS

The following list of 33 officials includes individuals from all levels of the bureaucracy on Arden. Only officials numbered 2 through 12 (or higher as allowed by DMs based on streetwise or administration skill) can be encountered randomly. Such encounters are assumed to occur as the crew visits various government offices in search of assistance. Other officials can be encountered only if referred to by a previously encountered official.

- 1 Clerk in the Port Warden's Office. Cr50. Administration. Refers crew to Clerk in the Starship Regulation Office (official no. 10).
- 2 Clerk in the Immigration Office. Cr75. Administration, Streetwise. Refers crew to Chairman of the Arden Society Committee for Non-Residents (official no. 19).
- 3 Starport Security Enforcer. Not bribable. Liaison, Carousing (Cr10). Refers crew to Starport Security Supervisor (official no. 18).

- 4 Customs Inspector. Cr100. Liaison. Refers crew to Supervisor in the Department of Customs (official no. 17).
- 5 Customs Inspector. Cr100. Liaison, Streetwise. Refers crew to Clerk in the Starship Regulation Office (official no. 10).
- 6 Administrative Clerk in the Department of Registration. Cr40. Administration. Refers crew to Supervisor in the Department of Registration (official no. 13).
- 7 Arden Society Membership Supervisor. Cr100. Administration, Carousing (WO), Liaison, Streetwise. Refers crew to Secretary to the Arden Society Central Committee Chairman (official no. 31) in Ardent.
- 8 Starship Safety Inspector. Cr60. Liaison, Administration. Refers crew to Starship Movement Control Supervisor (official no. 14).
- 9 Immigration Officer. Cr10. Carousing (Cr30). Streetwise: Refers crew to Supervisor in the Department of Immigration (official no. 21).
- 10 Clerk in the Starship Regulation Office. Cr25. Administration. Refers crew to Supervisor in the Starship Regulation Office (official no. 15).
- 11 Starport Hotel Clerk. Cr20. Streetwise, Administration. Refers crew to Supervisor in the Department of Immigration (official no. 21).
- 12 Arden Society Local Education Committee Chairman. Cr200. Carousing (Cr50), Administration. Refers crew to Starport Security Enforcer (official no. 3).

- 13 Supervisor in the Department of Registration. Cr100. Liaison, Double Administration. Has samples of exit visas for examination. Refers crew to Secretary to the Administrator, Department of Registration (official no. 16).
- 14 Starship Movement Control Supervisor. Cr75. Double Liaison, Administration. Refers crew to Librarian, Starship Movement Control Archives (official no. 20).
- 15 Supervisor in the Starship Regulation Office. Cr150. Carousing (Cr35), Streetwise, Administration. Refers crew to a Lawyer specializing in Starship Registration (official no. 22).
- 16 Secretary to the Administrator, Department of Registration. Cr200. Administration, Double Liaison. Has blank exit visa forms in his safe. Refers crew to a Merchant Broker (official no. 23).
- 17 Supervisor in the Department of Customs Cr300. Liaison, Carousing (Cr100), Liaison. Refers crew to Chairman of the Arden Society Committee on Non-Residents (official no. 19).
- 18 Starport Security Supervisor. Cr150. Administration, Liaison, Carousing (Cr90). Refers crew to Arden Navy Port Defense Squadron Executive Officer (official no. 27) in Ardent.
- 19 Chairman of the Arden Society Committee for Non-Residents Cr150. Liaison, Administration. Regrets that he cannot help; refers crew to Starship Safety Inspector (official no. 8).

- 20 Librarian, Starship Movement Control Archives. Cr40. Administration. Refers crew to Supervisor in the Department of Immigration (official no. 21).
- 21 Supervisor in the Department of Immigration. Cr75. Liaison, Administration. Refers crew to Clerk in the Immigration Office (official no. 30) in Ardent.
- 22 Lawyer specializing in Starship Registration. Cr400 (in addition to a legal fee of Cr100). Double Streetwise. Refers crew to Clerk in the Registration Office (official no. 28) in Ardent.
- 23 Merchant Broker. Cr200. Carousing (Cr100). Administration, Liaison. Refers crew to a fellow Merchant Broker (official no. 25) in Ardent.
- 24 Clerk in the Starship Movement Control Local Office. Cr500. Streetwise, Administration, Carousing (Cr50). Can forge an exit visa (which will work on 6+).
- 25 Merchant Broker. Cr100. Administration, Liaison. Refers crew to a fellow Merchant Broker (official no. 26) in Ardent.
- 26 Merchant Broker. Cr50. Liaison. Regrets that he cannot help, but refers crew to an Administrative Clerk in the Department of Registration (official no. 6).
- 27 Arden Navy Port Defense Squadron Executive Officer. Not bribable. Carousing (Cr50). Refers the crew to the Imperial Assistant Consul (official no. 32) in Ardent.
- 28 Clerk in the Department of Registration. Cr80. Administration, Streetwise. Refers crew to Clerk in the Starship Movement Control Local Office (official no. 24).

- 29 Supervisor in the Passport Office. Cr150.
Administration, Liaison. Has authority to provide an exit visa provided the ship carries a consignment of visa validation forms off-world at no charge.
- 30 Clerk in the Immigration Office. Cr180. Streetwise.
Administration. Refers crew to Supervisor in the Passport Office (official no. 29) in Ardent.
- 31 Secretary to the Arden Society Central Committee
Chairman in Ardent. Cr500. Administration, Liaison.
Regrets that he cannot help the crew.
- 32 Imperial Assistant Consul. Cr10. Administration,
Liaison. Refers crew to a Supervisor in the Department of Trade and Commerce (official no. 33) in Ardent.
- 33 Supervisor in the Department of Trade and Commerce.
Cr5. Provides exit visa upon application.

ADMINISTERING THE OFFICIALS

The referee has an opportunity to use the brief descriptions of the officials to provide interesting situations for the **Traveller** players in this adventure. The following is an example of a strictly by the rules, but nevertheless wrong way to handle an encounter.

"You have just met official no. 0, a clerk in the Port Warden's Office. I have rolled for his reaction, and he reacts unreceptive- that's a six. Admin and Liaison will affect him. So who wants to talk to him?"

The ex-bureaucrat Supervisor (character no. 6) says, "I will, I have Admin-4. "

"Ok, roll to see if he'll help."

Character 6 says, "I need 2+, right? The clerk's reaction roll, minus a DM of -4 for my admin skill?"

"Right."

"I rolled a 5. What's the clerk say?"

"He says you can talk to the Customs Inspector (official no. 4), who might help."

"Right. Let's go."

Now for an idea of the right way to handle the same situation.

"As you leave the port warden's office, a clerk at the counter catches your eye." At this point, roll for his reaction to the crew. It's a 6, unreceptive, but he still looks like he might be able to help. Since the players don't know what skills might come into play, allow the entire group to approach, but single out one player in the crew to talk; he might not have the best skill level for the task, but he should have some appropriate skill level. In this case, either the Captain (character 1) or the Supervisor (character 6) should be told to talk to the clerk.

"Ok, I'm trying to engage the man in conversation." says the Supervisor.

"He'll talk, but seems brusque." Encourage the players to figure out the procedure themselves. "He seems kind of officious."

"Maybe we could slip him some cash?" interjects the merchant 3rd Officer. He has bribery skill.

"Do you want to try that?" Let the character make the decision while giving enough data to allow a reasonable response. One without bribery skill should be rebuffed, while one with skill might be told, "He's not acting friendly enough to be bribable at the moment."

If necessary, push the players to ask the official if he can help. Note, if necessary, who does the asking, and use that player's skills to modify the die roll. Roll the dice secretly, but let the players know they are being rolled.

The result is 5, with enough DMs to allow the clerk to give some help. The referee should say, "The clerk thinks maybe you should make an appointment to see the Customs Inspector in Building 134 tomorrow. He might be able to help."

There is a basic scheme to the types of skills that will be useful to the players as they deal with the various officials. It may prove useful to mention to the players, as the adventure proceeds, some of the following facts, perhaps as each comes up. If they can remember these facts, they can better determine which of their number should deal with various types of officials.

- A. Clerks are affected by Administration skill.
- B. Supervisors are affected by Liaison skill.
- C. Customs workers are affected by Liaison skill.
- D. Immigration workers are affected by Streetwise skill.
- E. Security workers are affected by Liaison skill.

Early in the adventure, these details may not make any impression, but later on, the players may be able to understand that some of their number are better suited to some situations, even if they do not know all of the possible skills which could affect the encounter.

CRIME

There exists the possibility that the crew of the *Empress Marava* might turn to openly illegal means to achieve an exit visa. The temptation could surely be extra strong after meeting the Secretary to the Administrator, Department of Registration (official no. 16), who has a supply of blank exit visas in his office safe. In such a case, the group could decide to try to burglarize the safe some night.

Burglary: Attempts at burglary will have to take place at night, which means that the would-be burglars need to sleep early, and need to gather up any required

equipment for the job. If this option is selected, the referee will have to provide floorplans for the office and building to be broken into, as well as any other details.

Bribery: Graft and corruption are parts of life on Arden, and the punishment for bribery (or attempted bribery) is rather light: a Cr100 fine. However, getting caught at attempted bribery is a social blunder, and further attempts at bribery by a character are subject to a DM of +1 (which tends to make bribery less possible).

Curfew: The high law level on Arden (11) is very restrictive. No outside activity is allowed without special permits during night. Throw 11+ to avoid being stopped by an enforcer for curfew violation during night. Starship crews can often plead important commercial necessity and evade any citation by an enforcer on 8+. If the policeman insists, the group is subject to an evening at the police station and a Cr50 fine each.

Police Encounters: Each day, the group (or each individual in the group) is subject to a throw of 11+ to avoid being routinely stopped by an enforcer to determine the legitimacy of his or her activity. These throws may be avoided if the group is being scrupulously careful in its business; if not, then there is a chance of police encounter.

Weapons: Carrying any weapons when questioned by an enforcer is grounds for immediate arrest, confiscation of the weapons, and a jail term of up to 1 D days.

REFEREE'S NOTES

The following sections on skills and on the Droyne are intended to allow the referee a greater insight into the situation and its resolution.

Skills: Of the important skills in this adventure, two (carousing, and liaison) appear in *High Guard* (Book 5). If

that book is not available, the following descriptions (reprinted from *High Guard*) should serve to provide some understanding.

Carousing: The individual is a gregarious and sociable individual, well adapted to meeting and mingling with strangers in unfamiliar surroundings.

Characters with the social skill of carousing enjoy meeting and dealing with other people. Any level of skill allows a DM of +1 on the roll for patron encounters; half of any carousing skill (round fractions upward) serves as a DM on the reaction table when used initially by the patron. Carousing is also useful in meeting individuals as potential hirelings.

Liaison: The individual is trained in the art of dealing with others; this skill is usable in relations with members of military units, citizens in a community, and with alien or foreign cultures.

The individual is trained to subordinate his or her own views and prejudices where they may conflict with those held by the individuals being dealt with. As a result, greater cooperation may be achieved and substantial progress in mutual projects made. Liaison is primarily used as a positive DM on the reaction table in Book 3.

Referee: Liaison is similar to both streetwise and administration skills. Streetwise tends to deal with the unsavory aspects of society, while admin deals with the formal bureaucratic structure. Liaison is a formal training that spans both, but also extends to contact with alien cultures. Liaison may be used as the equivalent of the next lower level of either streetwise or administration where necessary; thus liaison-2 is the equivalent of streetwise-1.

The equivalence of liaison, streetwise, and administration is handled in this adventure by their use as a DM after the initial reaction roll of the official encountered. The interaction of the players and the official, and especially the use of the skill, provides an ultimate

result better than might be expected, because the various skills are available to be brought into play.

The Droyne: The Droyne character is, a strange one, if only because he is an alien among humans. His various abilities (telepathy, teleportation, and the ability to cloud men's minds) make him useful in nearly any unusual or stealthy pursuit. Further, his ability to fly (for short periods) makes it possible for the alien to enter at high windows or upper levels of buildings.

The Droyne character, however, should keep in mind his own purpose in life- his self-appointed mission to achieve through space voyages with humans. Certainly, it is possible for the Droyne to believe that helping the crew of the *Empress Marava* will also help himself. But to what extent will illegal or immoral activity be tolerated?

CHECKLIST

In administering this adventure, the following checklist may help the referee in providing a consistent situation to the **Traveller** players.

1. Day One

- A. Indicate initial situation.
- B. Allow encounter with official no. 1.
- C. Allow random encounter with official.
- D. Schedule next day's appointments with referred to officials.

2. Subsequent Days

- A. Allow random encounter with official.
- B. Keep appointments with referred to officials.
- C. Schedule next day's appointments with referred to officials.

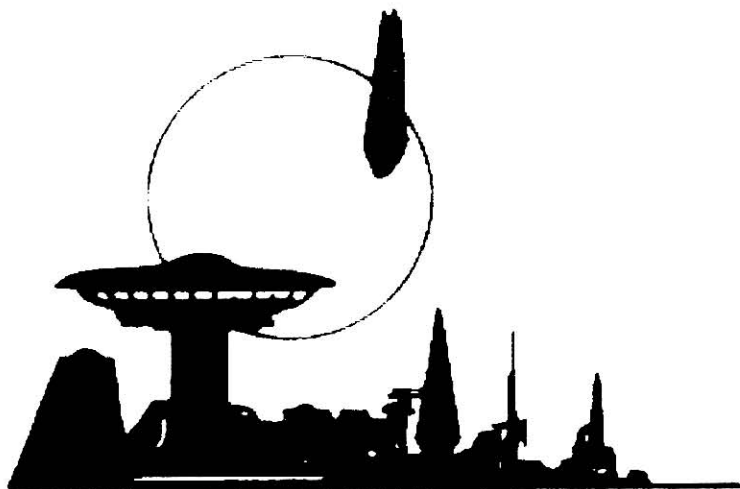
DESIGNER'S NOTES

This adventure was originally conceived of as Exit Visa. The name was changed because it seemed to give away too much of what this adventure was about. The basic concept of the adventure centers on an aspect of **Traveller** that is sometimes neglected: the more subtle, non-violent types of behavior that are available to players.

On a high law level world such as Arden, violations of that law are simply not tolerated. Players who insist on going armed in the face of the law can expect to be arrested and jailed. Those who actually use their weapons can expect to be jailed for years. Instead, players' behavior on such a world must conform to expected standards. Convincing local officials to do some service calls for tact and diplomacy. **Traveller** has skills that allow that type of activity: administration, streetwise, carousing, and liaison. When the players settle down and play this adventure through, they have an opportunity to deal with society without depending on their shotguns and laser carbines.

Of course, if they insist, there remains the chance-for a little burglary...

-Marc W. Miller



STAR QUEST GAMES

Copyright © 1993 James L. Shipman