

The Trail of the Sky Raiders



Approved For Use With

TRAVELLER[®]

*Science-Fiction Adventure
in the Far Future*





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*The Trail
of the Sky Raiders*



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INTRODUCTION

This booklet, entitled *Trail of the Sky Raiders*, is a comprehensive adventure designed for use with GDW's *TRAVELLER*. Set in the Jungleblut subsector of the Far Frontiers sector, it revolves around a kidnapping, a scientific mystery, and the secret of a vanished civilization.

It is assumed that this adventure will be administered by a referee who has read through this adventure and is familiar both with it and with the rules for *TRAVELLER*. This situation calls for the basic *TRAVELLER* booklets (Books 1, 2, and 3), plus Supplement 4, *Citizens of the Imperium*. No additional supplements, books, or other information are required. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove helpful during the course of this adventure.

Requires only
Basic Traveller
and Supplement 4

Although not required in order to play this adventure, certain other *TRAVELLER* materials may enhance the enjoyment of the situation presented here. Book 4, *Mercenary*, Book 5, *High Guard*, Supplement 1, *1001 Characters*, Supplement 7, *Traders and Gunboats*, and the miniatures rules in *Striker* can all be used in conjunction with this adventure. In addition, the FASA adventure *Legend of the Sky Raiders* presents material which, though not essential, is at least very helpful in expanding the background of the situation presented in this booklet.

STANDARDS AND ASSUMPTIONS

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

Dates: All dates herein correspond to the Imperial calendar. The initial date for this situation is 148-1108; 148 is the current day (the 148th day of the standard 365 day year), while 1108 is the current year of the Imperium. Once the adventure begins, time should flow normally. If necessary, change the date to correspond to a local situation.

Date: 148-1108

Place: This adventure begins on Nomael (0302 C767886-8) in the Jungleblut subsector of the Far Frontiers sector. Nomael is a fairly standard world recently enrolled in the League of Suns as a part of their continuing expansion in the area. The planet is important primarily as a trade link into neighboring subsectors, and is something of a crossroads world for products, information, and travellers.

Place: Nomael
Jungleblut subsector
Far Frontiers sector
Beyond the Imperium

USING THIS ADVENTURE

The referee may use this adventure as an independent game situation with pre-generated characters (as written), or it may be used with existing characters from an ongoing campaign. Changes necessary for a continuing campaign should be obvious.

Referee's Checklist

1. Assign characters
2. Allow equipment purchase
3. State situation
4. Guide characters through situation based on their actions

Referee's Checklist: The steps shown in the referee's checklist should guide the referee through the elements of administering this adventure. Characters are covered next in this section, then equipment. The background and basic situation for the adventure begins on page 9, with further material contained in the remainder of the adventure booklet.

CHARACTERS

This adventure is intended for a band of adventurers numbering at least two and no more than eight. A group of pre-generated characters is supplied below, although the referee may allow individuals instead.

1. Ex-Marine Captain 67C889 Age 34 4 terms Cr2000
Cutlass-1, Revolver-2, Tactics-1, Brawling-2, Leader-2 Cutlass
2. Retired Navy Starman 9986A7 Age 46 7 terms Cr1000
Admin-2, Rifle-2, Computer-1, Medical-2, Ships Boat-1, Rifle
3. Ex-Army Lieutenant 7A587A Age 26 2 terms Cr3000
Air/Raft-2, Rifle-1, SMG-1, Electronics-1 Rifle
4. Ex-Merchant Third Officer 687A96 Age 26 2 terms Cr4000
Streetwise-2, SMG-1, Navigation-2, Steward-0 SMG
5. Ex-Scout 589A46 Age 30 3 terms Cr3000
Carbine-2, Pilot-1, Jack-o-Trades-1, Mechanical-1 Carbine
6. Ex-Navy Ensign 8597BA Age 22 1 term Cr1000
Carbine-1, Forward Observer-1, Pilot-1
7. Ex-Rogue A89982 Age 30 3 terms Cr10,000
Streetwise-2, Bribery-2, Brawling-1, Rifle-0 Rifle, Blade
8. Retired Merchant First Officer 598A76 Age 42 6 terms Cr60,000
Engineering-3, Pilot-2, Jack-O-Trades-2, Brawling-1, Streetwise-2 Shotgun
Electronic-1, Mechanical-1, Shotgun-1

A skill level of 0 has been assigned to show some familiarity with a skill, sufficient to allow use, but conferring no real expertise. A skill of 0 with a

gun (Rifle - 0, for example) shows the preferred or best weapon for an individual otherwise without weapons skill.

EQUIPMENT

Referees using an ongoing campaign should ignore the remainder of this section.

Characters should review their equipment and may purchase more. Each character has those items mentioned in the character description and the credits indicated with which to purchase more. In addition, the group collectively owns a Type A2 Far Trader and the equipment that is included in that vessel's Ship's Locker.

Purchase of additional equipment is possible. Any equipment normally available may be purchased subject to the following restrictions:

1. The equipment must be mentioned and priced in Books 1 or 3 of *Traveller*, and

2. The price indicated must be paid.

Note that the price levels preclude some equipment (battle dress, for example) due to the restricted finances of the group.

The Serendipity: The starship owned by the group is a Type A2 far trader, 200 tons. It has ten staterooms

SHIP'S LOCKER

8 Vacc Suits each with oxygen tanks for 8 hours and medium range commo gear

1 Long Range Communicator

1 Medical kit

1 Electronic tool kit

1 Mechanical tool kit

2 Inertial Locators

Ship's Fund of Cr 15,000

(three for the minimum required crew, seven for passengers) and four low berths; cargo capacity is 61 tons. The ship is streamlined, and capable of 2G acceleration and jump-2. Armament consists of two double turrets, each armed with a pulse laser and a sandcaster. The ship carries an air/raft in a fitted hull compartment. Full descriptions and deck plans for the Type A2 are found in Supplement 7, *Traders and Gunboats*, published by GDW.

The Table at left shows the contents of the Ship's Locker carried on board the Serendipity. As a part of this listing, a Ship's Fund of Cr15,000 is included which is set aside to pay for expenses, repairs, and other operating costs of the ship. The group may agree to use this money for equipment, but to do so is to risk considerable financial trouble in the adventure.

REFEREE'S NOTES

Trail of the Sky Raiders is best played as an adventure extending over several sessions, rather than as a single-sitting game. In this respect, this material is more like a campaign than an independent adventure and allows the flavor of the game to be more fully developed by the referee.

The referee is advised to begin by reviewing the material on page 9, entitled *Legend of the Sky Raiders*. This section contains background material which the players will have to begin the adventure. The referee's notes in that

section also give some indications as to ways in which the background can be tied into an ongoing campaign built around the Sky Raiders.

Following this background, the basic situation from which the adventure begins is presented. From this point, the referee will be required to help steer the adventurers along the path set out in this booklet.

Players should have only limited access to the material in this adventure. Library Data, planetary descriptions, and the initial background information can be reviewed freely. Other sections of the booklet, however, must be passed through the referee if they are available to the players at all. The referee will want to add suitable embellishments, amplifications, or alterations according to the flow of the adventure and the needs of the game.

The referee should also take note of the enclosed 11 x 17 inch map-sheet, which contains a variety of maps which will come into play during the course of the adventure. Care should be taken to keep players from examining maps before they would logically become available.

Legend of the Sky Raiders

In *Legend of the Sky Raiders*, an archaeological expedition to the planet Mirayn (1504 D989737-7) turned up the first solid, factual proof of the existence of a half-legendary culture of interstellar plunderers. Mentioned only in legend and myth on several worlds, the Sky Raiders were mysterious, elusive, and completely without substance.

Professor Jothan Messandi, a historian and student of folklore, had advanced some highly controversial theories identifying the Sky Raiders with a primitive and unimpressive race on Mirayn. Messandi had disappeared in Mirayn's jungles on an expedition attempting to prove these theories. His daughter, Lorain Messandi, a far better scientist than her father, followed in his footsteps. Her expedition to Mirayn tracked the Professor and found him, still alive, in the remains of a primitive looted city in the Miraynian outback.

Messandi was being held a virtual prisoner by agents of Eneri Kalamamaru, a notorious smuggler and crooked businessman interested in discovering the hoard of plundered treasure reputedly gathered by the Sky Raiders in the course of their depredations. After freeing the professor from Kalamamaru's people, Lorain's expedition escaped through the swamps; along the way, however, they stumbled across a site left behind by the real Sky Raiders. It was a vaultlike cave, cut into solid rock and containing two skeletons and the merest hint of plundered treasures. The discovery proved conclusively that the Sky Raiders were descended from human stock (a minor race, apparently) and that Mirayn was not their homeworld, but only another of several plundered victims.

Lorain and her party escaped off-world in a ship stolen from Kalamamaru's smugglers. Returning to her homeworld of Alzenei, Lorain began organizing, with full backing of a research center call the Institute for Systems Studies, a follow-up effort aimed at tracking down the Sky Raiders once and for all. Her father's health was ruined by disappointment and Mirayn's foul climate and he died soon after their return to civilization. Their story has led to a great upsurge in interest in the Sky Raiders. Tracking down their homeworld — and their fabulous hoard — is now a matter of great importance to many people, scholars, historians, scientists, and adventurers alike.

Among those most concerned is Eneri Kalamamaru, the smuggler foiled by Lorain's expedition. Having escaped from Mirayn, Kalamamaru has put his own influence to work seeking out the Sky Raiders once and for all. Wielding a great deal of power in a minor client state in the Far Frontiers sector, Kalamamaru has stepped up efforts to make a breakthrough in the search and in the months since his return from Mirayn, has made progress. A clue in his possession has led him very close to the secret of the Sky Raiders.

Spies at the Institute for Systems Studies, meanwhile, keep close tabs on Lorain Messandi's work. Kalamamaru has not forgotten Lorain nor the people who helped her . . . and he is quite ready to take action if any of them seem to threaten his success a second time.

The stage is now set; a bar on a minor frontier world holds the key that

will set a band of adventurers on the same path as Eneri Kalamamaru . . . racing against one another on the trail of the Sky Raiders.

REFEREE'S NOTES

Below are two separate sections outlining the specific background of adventurers involved in this situation. The first approach should be used if the players have already successfully completed the adventure *Legend of the Sky Raiders*. The other background is intended for use with players who have not encountered the first adventure and thus allows play of this game even if the first part of the Sky Raiders campaign is not available.

Campaign: Players represent the same characters they played in *Legend of the Sky Raiders*. Note that the pre-generated characters provided in this booklet are identical to those used in *Legend* with the exception of character 8. If the referee used different characters in running through the first adventure, those same characters should be used in this one as well. Of course, characters killed or retired during the period between the beginning of *Legend of the Sky Raiders* and the opening of this new situation will have to be replaced. These notes summarize the career of the adventurers after escaping from Mirayn. The referee may play through the intervening period (but should cause events to flow along the lines recounted here), or he may skip over the interval and start afresh here.

After leaving Mirayn, the party was well rewarded by the Institute for Systems Studies for their recovery of artifacts from the world and their rescue of Lorain and her father from disaster. Payment for the artifacts amounted to some 2.5 million credits and in addition, the group had the ship stolen from the smugglers.

The decision was made to keep the ship. A visit to a nearby world where one of the group had a few illicit contacts resulted in a complete change of registry for the ship. It can no longer be identified as the property of Eneri Kalamamaru. The money became the working capital of the group's new one-ship merchant line, carrying cargo and passengers between various worlds in the League of Suns. But things have not turned out well. Most of the money from the Institute has gone into paying for the alterations, repairs, and operating expenses. Revenue has been bad, due to an escalating period of tension with the Descaroth Hegemony, the League's nearest — and most hostile — neighbor. It is now beginning to look as if the ship will have to be sold in order to avoid bankruptcy so only a really big profit or deal can change things now.

The referee may change details if he so desires, to correspond better to the basic situation as experienced by the group. Once the background has been suitably established, turn to page 12, "Some Worthless Junk", and proceed.

Single Adventure: The adventurers own and operate a Type A2 Far Trader (acquired legitimately). They have fallen on hard times though and money is running out, and they need to raise more in a hurry.

During a recent visit to Alzenei, several of the crew happened to watch a telecasted press conference made by Lorain Messandi announcing her findings on Mirayn. They are fully aware of the Sky Raiders, the Mirayn findings, and other public facts but will not, however, know anything about the smuggler, Kalamamaru. References to Kalamamaru in the text should be omitted by the referee when

briefing the players. Otherwise the background to the situation is much as outlined above.

With this general information sketched in for the benefit of the players, the referee should proceed to the beginning of the adventure itself, starting with the section on page , "Some Worthless Junk".

"Some Worthless Junk"

The last trip had really been a mess. What with emergency repairs, extra customs duties, and a bad gamble on a speculative cargo of machine parts, the party had found the trip to Nomael a financial disaster. Now everything was ready for another voyage . . . but, if they didn't turn a good profit on this one Serendipity Lines was finished. Their ship would have to be sold just to stave off bankruptcy.

Varnov's Landing near Nomael Down starport was a typical startown dive. It was a good place to visit if you were looking for the latest news on cargoes, shipping, or off-world news. Sooner or later most travellers would up visiting the bar, and the crew of the Serendipity chose to pay a visit for an evening of drinking, talking and listening. On the morrow there would be decisions to be made; tonight, though, was a good night to carouse.

As a source of news their visit wasn't worth much. Business was down which was just another reflection of the drop in interstellar commerce since the latest round of troubles with the neighboring Hegemony. After a few rounds, the group decided to call it a night and head back to the ship but it was then, as they stopped at the bar to settle their tab, that they noticed the artifact.

It was hanging behind the bar . . . and even in the dim lighting they could see how much it resembled another old artifact they had all seen lately, hanging on the wall behind Lorain Messandi as she announced her marvelous finds on distant Mirayn. That had been at a press conference on Alzenei months ago.

Now they saw the same shape, the same hexagonal pattern, the same four raised knobs in the center of the piece and there was no doubt. This artifact, hanging behind the bar at a second-rate dive, was . . . had to be . . . the top half of one of the peculiar double-hexagon breastplates used by the Sky Raiders.

The Institute for Systems Studies on Alzenei was interested in anything and everything connected with the Sky Raider and they would pay well, if past experience was any guide. Here, then, was a chance to make the next voyage pay off.

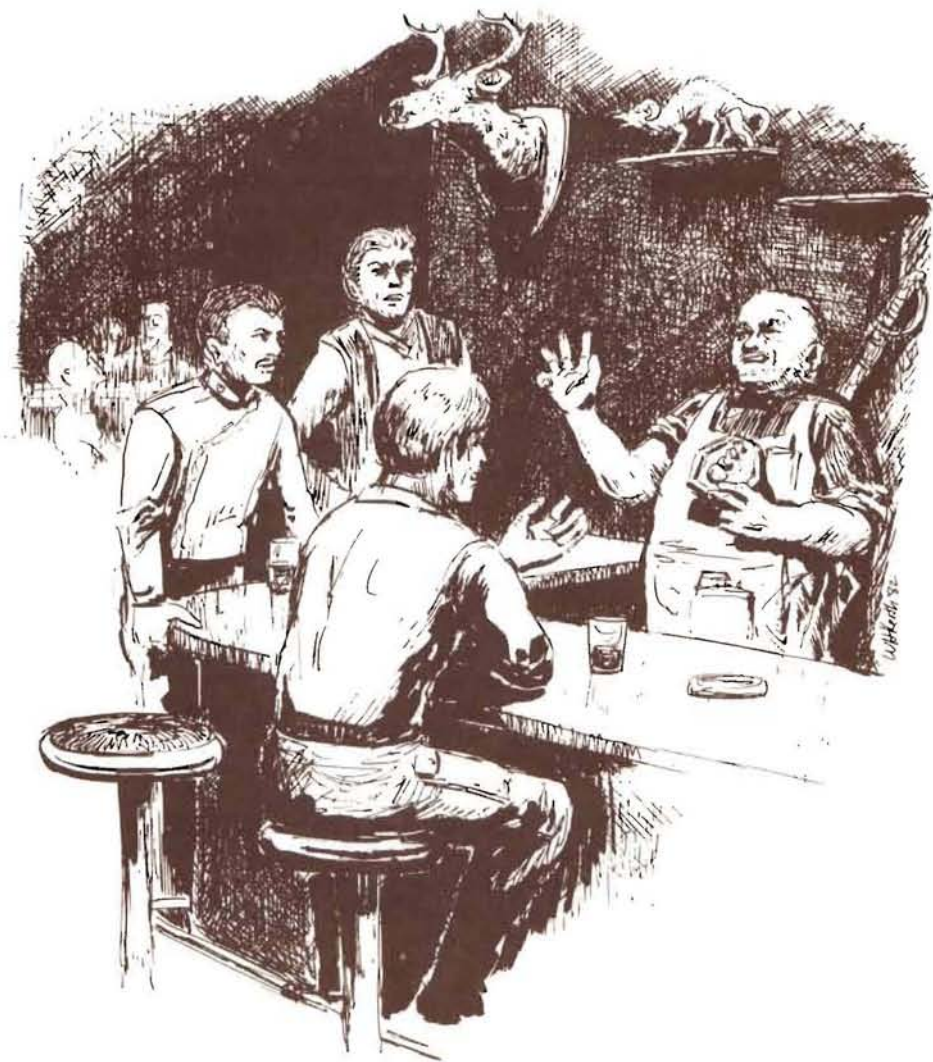
Referee's Notes: Players who adventured on Mirayn in *Legend of the Sky Raiders* will recognize the artifact as virtually identical to the upper half of a piece they themselves discovered there. That one had held a prominent gemstone in the center of one of the raised knobs; the one behind the bar lacks this gem. Battered and somewhat tarnished, the artifact in the bar doesn't look very valuable but the last one had been valued at Cr500,000 by Institute buyers.

The bartender evidently doesn't have any idea what he has and dismisses it as "some worthless junk" brought in one day by a free-lance scout named Dumaer. The scout had sold the battered metal artifact for Cr25 which he had promptly spent on drinks. It has been hanging on the barroom wall for close to a year.

If characters offer to purchase the artifact, the bartender is almost certain to agree. He will do his best to jack up the price on them. If they end up paying more than Cr100, he will be suspicious of their interest; the referee may

wish to follow up by having local thugs or other interested parties become involved. Such a course of action would strictly be designed to sidetrack players, and would have no real effect on the main thrust of the action.

After acquiring the artifact, players should be steered through normal activities for the remainder of their stay on Nomael. Cargo, passengers, and other standard concerns for merchant adventurers should be regulated as usual. Should characters seek to investigate the artifact more closely, they should be informed that no local resources competent to evaluate the find are available. It should also be indicated that a much higher price can be obtained from the Institute on Alzenei than could be gained on the streets. By such means, they should be strongly induced to travel to Alzenei.



Encounter on Alzenei

The trip to Alzenei (see subsector map, page 55) is routine. Upon arriving in the system and landing at the starport, characters are confronted with all the normal problems of administration and bureaucracy that reign supreme on civilized worlds: inward clearance, passenger and cargo off-loading, and similar matters must all be taken care of. The referee should devise a number of major and minor distractions and annoyances to be dealt with, so that the adventurers are prevented from seeking out the Institute for Systems Studies for most of the day. It should be late in the day before a call can be placed to the Institute. The call is passed to the Archaeology Department, then to Lorain Messandi's office.

A conservatively dressed, officious man giving his name as Lokhav takes the call at this point. He does everything in his power to persuade the adventurers to state their business before turning them over to Lorain Messandi. As her assistant, he says, it is his job to handle most of her routine business. The referee should make the encounter seem to be another incident in the long collection of bureaucratic delays that have confronted the players and in the end, Lorain Messandi will cut into the conversation, order Lokhav to attend to some errand, and apologize for his over-protective manner.

Lorain Messandi is friendly, but cautious. Public interest in the Sky Raiders is such that she has been swamped by a variety of people seeking to sell her many different artifacts, most of them forgeries or totally unrelated to anything in which the Institute is interested. Policy now requires that she screen all such offers carefully before getting too deeply involved. She requests, strongly, that a telefax of the artifact be transmitted by phone (a standard feature of the Alzenei phone system) so she can begin work on screening it at once. She is obviously very interested in the piece and can be seen taking notes on a pad just out of range of the phonescreen.

Player reaction to her request must serve as a guide to the referee's conduct. It is very important that the adventurers be induced to show the artifact over the phonescreen, or transmit the telefax. If they become reluctant to deal on this basis then she will lose interest and there is no way that she will see them without some kind of advanced look at the artifact in question. (If this is a campaign, and Lorain is known to the adventurers, the excuse can instead be that she wants the telefax so that she can begin some investigations directly, though she cannot see the adventurers right away).

Once these conditions have been complied with (they might take a few minutes, or, with suspicious *Traveller* groups, much longer), Lorain will set up an appointment to see the group at a restaurant in the city's Business District on the following night. As she breaks the connection from this phone call, she will plainly be excited and extremely interested in the artifact.

But the next evening, as they hurry to keep their appointment, the party receives an unexpected surprise . . . from a band of thugs who attack without warning from a dimly-lit alley.

The Attack: The thugs will be roughly equal in number to the party, or

perhaps slightly superior. They are armed with knives, clubs, and other types of brawling and streetfighting weapons. Leading the group is a massive, badly scarred man with a battered face (recognizable to the group as Gildinkur, a hireling of Eneri Kalamanaru, if they had encountered him previously in *Legend of the Sky Raiders*).

The thugs should not — quite — be allowed to win the fight. The referee may arrange this as desired, possibly by the appearance of police or some other interruption. Gildinkur and his thugs will have the opportunity, though, to demand the artifact, and a scuffle can develop. But the thugs will not be able to take it and Gildinkur will escape regardless of other results of the encounter.

The upshot of the attack should give the players some important information. First, they will be aware that their ownership of the artifact and their appointment to meet Lorain has leaked out to someone interested in stopping them from achieving their goal. Thugs captured or interrogated will know nothing, except that Gildinkur hired them as muscle, but Gildinkur's presence points unerringly to Eneri Kalamanaru. Even if the players have never encountered him before, Gildinkur will be known on the streets. Inquiries with the use of Street-wise skill will turn up the connection eventually.

Thoroughly shaken by the encounter, the players should be given a further shock almost immediately: Lorain Messandi will not turn up at the meeting. When inquiries are addressed to the Institute, distressing news will come out. Only a few hours before the encounter with the thugs, Lorain was kidnapped from the Institute grounds. Police will be interested in seeing the party, and the group will soon realize that they have been caught in a situation of great complexity.

These events should be carefully woven by the referee into a gradually building situation of constantly increasing tension. The players should only gradually realize that the artifact, and the party itself, is now at the center of something very important to Messandi, Kalamanaru, and possibly others. Questioning by the police will be short and relatively mild; it will become plain, however, that there is little hope of official resolution of the mystery. The players should be strongly encouraged to take a hand themselves if they have a mind to. If they do not, the referee may wish to resort to intervention in the person of a friend, relative, or co-worker who hires the group to track down Lorain. (This option should only be used on groups that seem unwilling to strike out on their own). The threat of recurrent thug encounters may help urge players onto the right track as well, since they may realize that it is a good idea to discover what is happening and do something about it before they themselves are put into danger again.

Alzenei

Alzenei: Planet in the Jungleblut subsector of the Far Frontiers sector. The official planetary statistics based on the League survey of 1049 are as follows:

Alzenei/Jungleblut 0304 B768895-C S Rich. League Capital. G

Planet: Third of twelve in the system. Period 378.2 days. Density: 1.01 standard. Equatorial diameter 11,198 kms. Mean surface gravity .88G. Rotational period 21 hours, 48 minutes, 6.52 seconds. Axial inclination 1°38' 5.5".

Remarks: The Alzenei system is the hub and capital of the League of Suns, an Imperial-allied state embracing some ten worlds in a loose coalition. An Imperial mission is maintained on the world; the government, by treaty, services Imperial naval and scout vessels operating in this region of space. The Imperial presence here has helped limit encroachment by neighboring Zhodani clients, though it has not discouraged the League's explosively expansionist antagonists in the Descarothe Hegemony.

The planet is an important center of trade and culture. A regional office of Frontier Developments, Inc., the major exploitation firm of the entire Far Frontiers sector (that part of it outside Zhodani control), is located on Alzenei. So, too, is the Institute for Systems Studies, a major research center which specializes in the investigation of various past and present cultures in the region.

Settled by humaniti approximately 800 years ago, Alzenei has grown in stature and importance since the coming of Imperial explorers and merchants and the formation of the League in 988. No native sophont life forms are present on the world (though traces remain of early visits by the Vlazhdumecta, whose outpost apparently failed some 4,000 or more years ago). The lack of inhabitants has made the world a prime, thriving colony for the influx of newcomers from outside the sector.

The planetary population of 986.3 million embraces several large urban centers including the capital city/starport (also called Alzenei). Enjoying the benefits of a stable Tech 12 culture, the citizenry is basically peaceful and non-aggressive.

WORLD MAP GRID	1. Date of Preparation	2. World Name Alzenei
3. USP B 768895 - C S Rich; League Capital G	4. Hex Scale 311 kms	

Alzenei City

Showcase city of the League of Suns, Alzenei is virtually unrecognizable today as the colony port found by immigrants from the Spinward Marches area 800 years ago. As planetary technology and the League sphere of influence have grown, Alzenei's capital has been made over into a magnificent example of political, economic, and technological prowess.

Although traces of the original city remain, particularly along the north bank of the Hazer River and in the Alztop district, most of the city has been thoroughly redeveloped. It is now a notable example of Tech 12 architectural design and styling. With ground transport obsolete, buildings are separated by wide, parklike malls; transportation is now largely tied to the network of subshuttle lines that apply grav technology to an underground mass transit system with great economy, efficiency and pleasing aesthetic effects.

Buildings not directly accessible by subshuttle stations are reached by foot or by taking slidewalks. Most buildings connect directly with one another underground, extending beneath the parks that surround each block of buildings. Both slidewalks and unpowered walkways run through these underground passages, allowing pedestrians to move about without regard for the elements outside. Lined with shops and convenience centers of all kinds, these subsurface levels are an important part of the basic structure of the city.

For trips of greater length, a monorail network ties Alzenei to the rest of the planet. Alz Atse starport is the main terminus of the line. Vehicles are rarely seen in the heart of the city, though some buildings are provided with air/raft garages on several upper levels. Air/rafts are much more common in the residential areas, such as Ceda, Hegeia, and Lalzem.

Alz Atse starport, the planet's largest center of offworld traffic, lies several kilometers north of the city proper, as does the League Scoutbase complex. Alztop, one of the older parts of the city, has deteriorated into a notorious "startown" area catering to starship crews; it is generally a home to undesirable elements, and should be avoided by the casual tourist.

The Alzenei Municipal Center, located near the heart of the city's business district, is a magnificent structure set at the end of the wide Concourse of Worlds. Housing the bulk of the governmental offices and functions for the League — and for the planetary government as well — the Municipal Center is rated by most guidebooks as a sight well worth seeing.

Also of potential interest to tourists, especially those interested in science, history, and comparative culturology, is the Institute for Systems Studies, located near the suburb of Lalzem. The Institute is situated on 100 acres of protected parkland, and contains museums and library complexes open to the public as well as private research centers. Visitors to the public buildings are permitted between Dayborn 3 and Evenstide each day; the research offices are not open to the public except by special appointment.

Referee's Notes: The atmosphere and imagery of Alzenei should be conveyed whenever possible as players go about their business in the city. Whenever pos-



sible, the special features of the city — the lack of traffic, the subshuttle, monorail, and slidewalk system, and other important distinguishing characteristics — should be emphasized with care. It is worth a little extra effort to give players the feeling that they are moving about a city quite unlike New York or Chicago.

A city map has been provided to help players visualize their movements so when they are engaged in activities in Alzenei, they should have a chance to find their destination on the map (if not specifically given in the text, the referee may locate such destinations for them). No scale or rules for detailed movement within the city is given; it should not be necessary. If, however, the referee so desires, such basic rules may be easily created to suit the situation.

ALZENEI CITY

Capital and largest city of Alzenei, and government center for the League of Suns.

Population (1101): 11,296,440

Tech Level: C

Law Level: 6

Mean temperature: summer, 25°C; winter, 13°C

Annual precipitation: 90cm

Average humidity: 60%

Industries: Manufacture and export of heavy machinery, computers, robotics. Imports include agricultural and dairy products, raw materials, and radioactives.

Points of Interest: Alzenei Municipal Center; Concourse of Worlds; Institute for Systems Studies; FDI Museum of Trade and Commerce.

Search for Information

The first section of this adventure relies heavily on the need to gather information and clues concerning the kidnapping, and related problems as well. Though players will probably be primarily interested in tracing the whereabouts of Lorain Messandi, their attention should be attracted to certain other paths of inquiry in order to give them insight into the deeper mystery which will eventually grow out of the search.

While searching for clues and information, the general guidelines presented below should be followed — modified by the referee as needed to cope with unexpected player actions. In every instance, however, the referee should be ready to improvise heavily, to drop clues into the course of the game that will set players on a new, profitable path of thought or action even when their own inquiries would not normally give rise to this information. Rumor tables have been used in setting up the material which will be presented in this section. As rumor tables tend too much towards randomness the burden of successfully presenting clues and rumors is, therefore, very much in the hands of the referee. Be sure that you have a thorough and complete idea of where the various clues are leading, and of what the players should be learning before beginning the adventure.

Procedure: Once players begin to investigate the kidnapping and other events and mysteries, they should be encouraged to look for clues in various parts of the city. Various pieces of information that can be turned up in a particular district of Alzenei are presented below, along with special encounters that might occur and other data of use. Characters can split up into several groups to cover more ground (though this will occasionally leave them open to danger); the referee, though, should take note of the difficulties that often attend running an adventure for a group which does not stay together.

Each day should be divided roughly into four periods: morning, afternoon, evening, and night. Players should state their intended activities for each such period. Activities will generally be divided between making inquiries in a specified part of town; meeting with one another to compare notes, plans, etc.; conducting some form of activity (night break-ins, etc.); or such other tasks which may seem desirable to the players or the referee. In general each character must spend at least two out of every eight periods sleeping (this does not necessarily have to be at night). Routine actions such as purchases, phone calls and similar short activities can be combined with major ones wherever possible. Thus a character can make inquiries in the Business District and purchase equipment at the same time.

These frameworks of time are meant to be rough and are mostly provided to put a definite limit on player activity and to regulate encounters and movements. Some clues will not be available in some areas except during specific periods of time. In general, logic and common sense should be applied to the interpretation of what activities are allowable within a given timeframe.

In the sections that follow, specific rumors, clues, and encounters are provided for each particular area that might be visited. The referee should use this material as the basis for providing new information, answering player inquiries on specific

subjects, and regulating the flow of events. Where necessary, information can be embellished, falsified, changed, or otherwise altered to further the cause of the adventure. The referee is charged with seeing to it that the information is conveyed in a manner which allows players some initiative and freedom of choice, without allowing them either the chance to stray too far from the intended path of the adventure (since too great a departure will spread beyond the possibilities covered in this booklet), or forcing them to accept information without any feeling of involvement or participation. This is a balance which can be struck only by observation of the group's actions and reactions.

The referee may wish to experiment with many special procedures. For instance, information or encounter results might be conveyed to individual players in secret, giving individuals specific, subtle clues that may not be available to the group as a whole. It is important, however (as stated earlier), to make sure that the flow of the adventure is not bogged down by a conflicting welter of player actions. When necessary, the referee may find it useful to intervene (through an accident, a new clue, a threat, etc.) in order to force the group to act in a certain manner.

In the long run, then, flexibility is the key to successfully running *Trail of the Sky Raiders*. The clues and other information that follow must be considered guidelines, to be followed only so long as the adventure moves smoothly. Improvisation, though, can be equally valid, and referees should not hesitate to change the course of the adventure if the game will thereby be improved.

THE INSTITUTE FOR SYSTEMS STUDIES

Characters who make inquiries at the Institute automatically learn details of Lorain Messandi's kidnapping. A witness saw her forced into an air/raft by a short, pale man (referee: descriptions match that of Bren Pylory, one of Kalamannu's top men). The air/raft took off at high speed before anyone could react.

This information is always available. Further clues, listed below, will turn up as a result of player inquiries. If specific questions are asked that can be answered by one of these clues, the referee may give the information out as a response to the questioning. If the players do not seem to be following any particular line of questioning, however, one of the clues can be given out (referee's choice of which one will do the most good) on a roll of 7+. If desired, the referee may add other, false clues to the various bits of information provided.

Naturally, these clues and encounters can only be provided when a group of characters is actively spending one or more periods of time at the Institute. Institute inquiries can be conducted during morning and afternoon periods only. Security is extremely tight, and players should be discouraged from thoughts of breaking in for illegal investigations of any kind.

Rumors: The following rumors and clues, are listed in no particular order, are available at the Institute:

a) Lokhav, Lorain Messandi's assistant, has not been seen since the kidnapping. He was last seen about an hour before that event, walking out of the building with a number of file folders tucked under his arm.

b) Files on the Sky Raiders, Mirayn, and Qarant are all missing from Lorain's office. These files were working folders containing various printouts, written

reports, and material not yet entered into the Institute computer memory and Lorain had used them in her work coordinating various Institute archaeological projects, including the Sky Raiders work.

c) A search of Lorain's office shows that the conference room, recognizable as the place where Lorain took the adventurers' call before setting up the appointment, has not been used since the night before her disappearance. There is a notepad beside the phonescreen but the top page is blank so apparently she took whatever notes she kept of the call with her. There is no sign anywhere of the fax of the artifact that the adventurers sent.

d) Intelligent players (or characters who throw successfully against intelligence) may think to take a pencil and lightly shade the blank notepad sheet. Doing so highlights indentations made when Lorain took notes before. When this is done, a few blurred and cryptic notations in Lorain's handwriting will be revealed. Several words are visible, including "query Laskan", "Dumaer? - Qarant", and "fake???"

e) Computer files on Mirayn: Since Lorain returned to Alzenei, the Institute has maintained a small archaeological mission at the "Hill-of-the-Silent-Guardians" in the Outback. Close examination of the site has tended to confirm the original opinions ventured by Lorain. The vault was excavated by laser tunneling about -4100. The Sky Raiders were evidently human, of an as yet unidentified racial background. They made use of a Vilani script (though they are plainly not, themselves, Vilani). Other finds are consistent with past surmises concerning their technology and accomplishments.

Two side-notes to the file may be of interest. One is a series of memos that indicate that Lorain had originally been scheduled to head the dig herself, but was forced to stay on Alzenei by a promotion to Assistant Director of the Archaeology Department. This was done very much against her will; in one memo she condemns at great length being given charge over projects totally unrelated to the Sky Raiders, such as the Qarant digs.

The second special point is the presence of a note, referenced against reports on the racial type (unknown) of the Sky Raiders skeletons, which says "A specialist is needed. Can we get Laskan?"

f) Computer files on Qarant: See library data for basic information. A recent Institute archaeological mission has turned up a great deal of information on the planet's lost civilization. Tech 2, human, of unknown origin or antecedents, the culture would seem to have died out gradually about 3,000 years ago. The mission has been greatly hampered by the division of Qarant into spheres of influence and it seems that the best sites are all being exploited by Hegemony researchers. Strict security has kept the Institute scientists well away. However, it would seem that the Hegemony has recently begun excavations of a very large city, apparently the oldest of the planet's population centers.

g) Computer files on the Sky Raiders: Information is basically that which is generally known (see Library Data). It is evident that most of Lorain Messandi's time was spent working on the Sky Raiders. This file has been kept almost exclusively by her where as in contrast, the Qarant file for instance, is largely made up of entries by her assistant, Lokhav. Various Sky Raider legends and possible references are filed with painstaking care in this file, which is the most complete of all those the players might investigate. In fact, the sheer volume of material makes it very unlikely that they will learn anything of use or interest.

h) There is no file present on anyone or anything named "Dumaer" however the name rings a bell. Someone in the department thinks that there was a merchant or scout by that name who had some kind of dealings with Lorain several months ago.

j) There are no files on "Laskan" either but the name is well known. It refers to Professor Chanis Laskan, an expert in Ancient Vilani culture and history called in by Lorain Messandi to assist in her research on the Sky Raiders. He is currently staying in a hotel in downtown Alzenei (in fact only two blocks from the restaurant where the meeting with Lorain was scheduled). Laskan, as Library Data indicates, is a highly respected authority in his field.

k) If the players allow their artifact to be examined by experts at the Institute, they will learn that it is, indeed, very similar to Sky Raiders workmanship. It is not, however, very similar to the original artifact. First, it has only a thin gold electroplating while the original was solid gold. The symbology and workmanship is considerably less sophisticated and its value is rated at about Cr30 for the whole thing. The general consensus is that it is either a very poor fake, or possibly the product of a culture which copied it from the Sky Raiders. No dating is possible though it does seem weathered and old. The Institute will offer Cr 500 if the adventurers are willing to sell; they feel that it is of some interest, but not worth a great deal of money.

In the process of examining it, the researchers do reveal the fact that the back of the artifact is covered with writing. It is an extremely devolved form of Vilani script; the mode is a particularly ancient one, reminiscent of the Sky Raiders language, but considerably less sophisticated. It is suggested that Professor Chanis is the most likely person available to make sense out of the inscription.

Encounters: The referee may roll for encounters normally, according to Book 3 rules. If an encounter is specified to occur while a group of characters is at the Institute, the referee should roll 2D. On a 10+, the group encounters Professor Laskan, which allows the players to discuss the case with him at once instead of having to seek him out. Other encounters will be fairly routine and can be handled as usual or as the referee sees fit.

Referee's Notes: All the clues above can be of considerable importance. Special note should be taken of the disappearance of Lokhav, and of the fact that he handled most of the non-Sky Raiders work for Lorain. He should thus become an important suspect.

STARPORT

No information will be automatically available from the starport. Players must make specific inquiries, or roll 2+ each time they make general investigations around the Starport area. The information below can be revealed (in no particular order) as they carry out their questioning. The Starport is always open for inquiries.

Rumors: These rumors are revealed as desired by the referee, or in response to questions that would uncover the information.

a) In the past week, five ships owned by Kalaman Enterprises have been in port. Of these, two ships departed well before the disappearance of Lorain Messandi. One ship, the Type R merchant Carothale, left for Mirayn about three

hours after the kidnapping. Nothing unusual was noted about the ship or its departure. Another ship, the Type A Free Trader Golden Dreamer, departed on the morning after the kidnapping bound for Deseakhe by way of Qarant. Several passengers were displaced from the ship by the arrival of some Kalaman Enterprises officials. The last ship, the Type A2 Diamond, is still in port, docked only two bays down from the Serendipity). Nothing of a suspicious nature is to be found there however.

b) At some convenient point (at the referee's option), a note should be delivered to the Serendipity. It says, "Deliver the artifact or the girl dies. Diamond. No enforcers. Tonight." There is no further identification.

Referee's Note: This is a setup and players stupid enough to walk into it will once again be attacked by thug types. If authorities are brought in, Diamond's people will be quite innocent and there will be no way to connect the note with them. The authorities will be inclined to treat the whole thing as a hoax or as an attempt by the adventurers to harrass the Diamond's crew. Note that Kalamanaru's people have contacts with the Alzenei law enforcement people and will be tipped off any time the adventurers attempt to bring official police into the picture.

c) At a starport bar people will remember Dumaer if asked about him. A freelance scout, he was a colorful character well-known on Alzenei. He did a lot of work for the Hegemony (they needed trained scout personnel badly during their most recent surveys of the area), but he always came back to Alzenei between jobs. Three months ago, his body was discovered in an Alztop back alley; he had been beaten, stabbed, and left dead and no motive was ever discovered. His only really close confidant on Alzenei was a girl named Margayl Sharnon who owns a small bar and lounge in the Startown district.

Encounters: Only ordinary encounters occur at the starport, with the exception outlined in "b" above.

ALZENEI SCOUT BASE

Characters will make very little headway in asking questions at the Scout Base unless accompanied by a Scout Service veteran. Information is available only on a roll of 11+ normally. If the Scout is present with the group, however, he will run across an old friend or acquaintance on a roll of 6+, and all the information below can be revealed. The Scout Base is open for inquiries mornings and afternoons only.

Only rumors and clues will be found at the Scout Base; there are no encounters.

a) Dumaer, though supposedly a free-lance scout hiring out to anyone who could afford him, was at the same time working on an irregular basis with the League Scout Service. He turned over reports of his work for other employers in exchange for parts, repairs, and fuel. Of greatest interest to the League were the reports he turned in concerning the interest taken by the Descaroth Hegemony in Qarant. He made a number of surveys, both orbital and ground-based, and ultimately located the site of the oldest of the world's ruined cities. A map of the site (see enclosed 11 x 17 sheet) is available if the adventurers are interested.

b) Other reports made by Dumaer have helped strengthen the general feeling that the Hegemony has received a great deal of support financially and politically,

from Eleri Kalamamaru. It seems that the Hegemony is very much influenced by Kalamamaru's wishes.

c) Tension between the League and the Hegemony is increasing. It has been necessary to increase the personnel and ships assigned to the League outpost in the asteroid belt of Qarant. This move has been matched by a Hegemony reinforcement of their base on the moon of Qarant's lone gas giant. Thus both sides are present in great force in the Qarant system. As yet, though, neither side seems ready to actually go to war.

d) As yet, the League can take no official action. If, however, proof is offered of improper Hegemony treatment of League citizens, or of any other threat that may be posed by the Hegemony, the League will be free to act quickly. The group's informant will indicate that he is passing this on in case Kalamamaru and the Kesaekhs are indeed involved in the kidnapping of Lorain Messandi.

STARTOWN (ALZTOP)

No information will be automatically available; characters must search actively to uncover clues or rumors. Such questioning will attract the attention of unsavory types and result in an automatic encounter with thugs any time a group of less than three individuals goes into Alztop. Larger groups encounter thugs on rolling a 7+. Thug encounters will usually be with Kalamamaru's men, though the referee might want to confuse the issue at times by causing an encounter with ordinary thieves or other troublemakers. Startown inquiries can be made at any time.

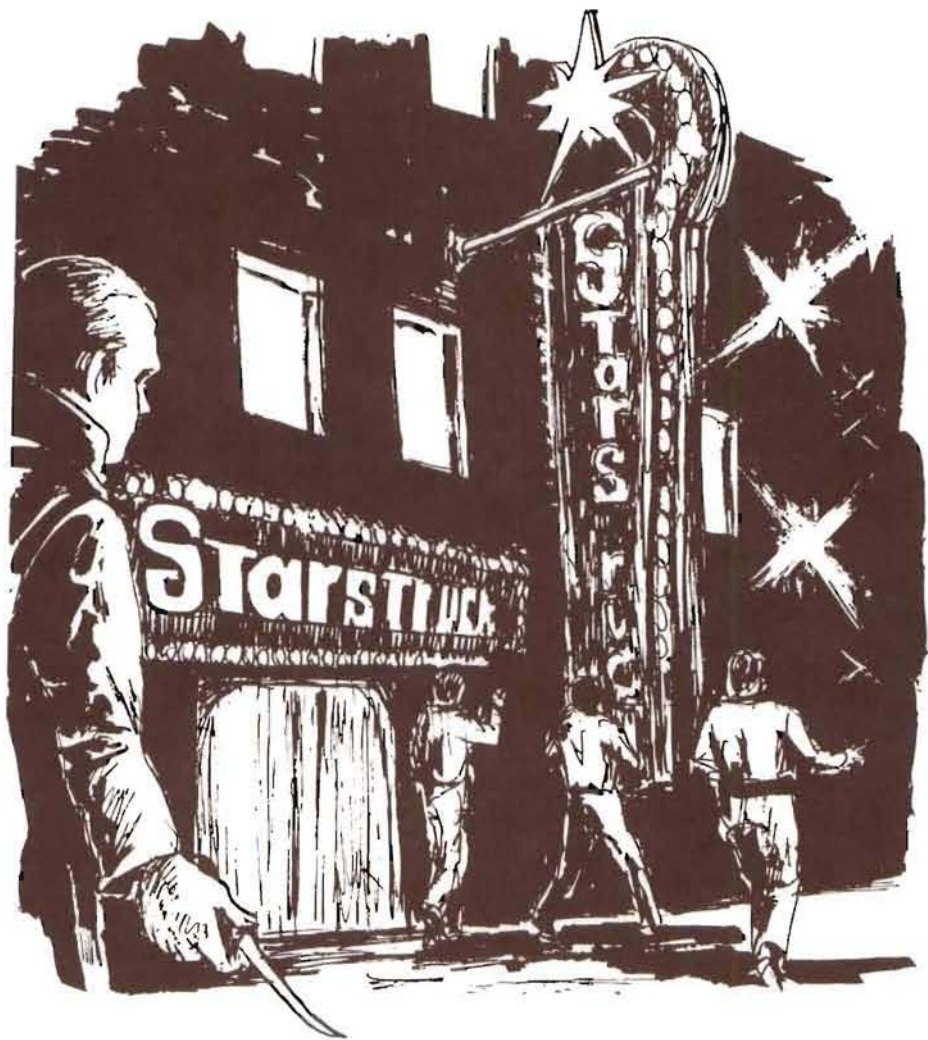
Rumors: The information below will be revealed in response to specific questioning by players in Alztop, or can be randomly revealed (in no particular order) each time an 8+ is rolled.

- a) See Business District rumors, (a)
- b) See Business District rumors, (b)
- c) See Starport rumors, (c)

d) At Margayl's, a run-down lounge in the heart of Alztop, characters encounter Margayl Sharnon who remembers Dumaer — an old boyfriend — well. Dumaer was a free-lance scout; he hired out to several different governments, merchant lines, and other groups in need of skilled pilots with scout experience. Though born on Alzenei and trained by the League Scout Service, Dumaer traveled and worked all over. For the year or so before his death, he had been employed by the government of Deseakhe, and did survey work in and around the periphery of the Hegemony which included visits to Iraaz, Nomael, Qarant, and other worlds. When drunk, he sometimes claimed that he was employed by more than one group during this time.

Three months ago stopping on Alzenei between jobs, Dumaer was with Margayl on the night Lorain Messandi's press conference concerning the Mirayn finds was broadcast. As Margayl remembers it, Dumaer became quite agitated, jumping up and running to a storage closet muttering about "that muddy, worthless old brass". He then made a call — apparently to the Institute, where he talked with an assistant of Lorain Messandi.

Uncertain of the details, Margayl thinks that Dumaer had made an arrangement to sell some things he found on one of the planets he visited — she isn't sure which one. He also claimed he knew the location of several others. The Institute



man seemed impressed, made an appointment for that same night, and hung up. Dumaer went to keep the appointment and never came back — he was found dead in an alley that same night. None of the artifacts he took with him were found on the body. Margayl claims that she was later questioned both by the police and by Lorain Messandi from the Institute, but could tell them nothing about the artifacts, where they were found, or any other details.

Margayl can also produce a map which, she says, was somehow connected with Dumaer's work. This is the 11 x 17 map of the digs in Qarant. There is no identification of location on the map, however, so the players should not know what the map is supposed to show.

Further questioning will only cause Margayl to break down.

e) A day or two after the interview with Margayl, her lounge is burned to the ground and Margayl herself is not heard of again. Adventurers may see this on a news broadcast, or may be questioned by police who are following up her most recent contacts.

THE BUSINESS DISTRICT

Characters operating in this part of Alzenei will soon become aware of the definite current of unease within the business community. This is the result of the growing uncertainty concerning relations with the Descarothe Hegemony. The detente established two years ago is gradually being replaced by a definite hostility, and the chance of open conflict between the two states is hurting business in many ways.

Additional rumors and information, form the material below, can be supplied each time a roll of 9+ is made. A favorable DM equal to administration skill of characters present can be applied to these rolls. Inquiries can be made mornings and afternoons only.

a) Kalaman Enterprises recently closed up shop about two weeks ago. This move was in response to increasing accusations that Kalaman Enterprises was backing the Hegemony government. Many people are positive that Eneri Kalamanaru is one of the major powers behind the expansionistic government of Desakhe.

b) Large numbers of Kalaman Enterprises ships have been tied down in a special contract with the government of the Hegemony. The ships are being used to support the scientific mission which the Hegemony is maintaining on Qarant. There are speculations that, given Kalamanaru's reputation as a smuggler of antiquities, he has a personal stake in the research on Qarant.

Encounters: Standard encounters only, take place in the business district.

THE MUNICIPAL CENTER

The Municipal Center is a repository of information for the League government, and also houses city administrative offices. In general, little of importance will be learned by visits here, beyond a reiteration of the overall political situation between the League and the Hegemony. Inquiries should be made mornings or afternoons only.

Players may attempt to enlist support from the police headquarters at the Municipal Center. If they do so however, a police inspector in the pay of Kalamanaru will take steps to see to it that adventurers are harrassed and delayed. This may take the form of imprisonment "on suspicion of complicity" in the Messandi case. The referee should use this type of encounter to force the players to take action on their own, as they will rapidly develop a great mistrust of officialdom as a result of such treatment.

RESIDENTIAL AREAS

Residences — those belonging to Lorain Messandi, Lokhav, or others involved in the case, for instance — will yield no particular clues or information. Players should find themselves forestalled by police, who will not permit the players to make investigations on their own. Encounters in these areas may follow normal Book 3 procedures.

DR. DELOS LOKHAV

Characters may wish to trace back the history of Lorain Messandi's assistant. Records of him, obtained most likely from the Institute, will show that he emigrated to Alzenei from Deseakhe in the wake of the detente agreement of 1106. His record shows him to be completely non-political and very competent in linguistic archaeology and pre-colonial history. He was hired by the Institute for Systems Studies late in 1104, shortly after the publication of Professor Messandi's Horde of the Sky Raiders; he was appointed as Lorain Messandi's chief assistant after her return from Mirayn.

The dates of Lokhav's employment show him to have been at the Institute at the time of Dumaer's death (referee: it was Lokhav who arranged an appointment with Dumaer). He is noted to have been consistently interested in all aspects of Lorain's work; he took over much of the non-Sky Raiders work which Lorain tended to neglect. Lokhav was especially interested in the reports from Qarant.

A final note: Lokhav's records indicate that he has only one surviving relative, a sister. She is listed as pilot of the Type A Free Trader Golden Dreamer, of Deseakhe registry. (The ship is owned and operated by Kalaman Enterprises).

PROFESSOR CHANIS LASKAN

Professor Laskan has recently arrived on Alzenei. As one of the foremost authorities on ancient Vilani history, Laskan was summoned from his post on Regina to assist Lorain Messandi in her research on the origins of the Sky Raiders. Their presence defies all known scientific theories, as most orthodox scientists hold that no Vilani-speaking race could possibly have penetrated to the Far Frontiers region during the First Imperium period.

Laskan has been acquainted with much of the background of the Sky Raiders, and has formed some interesting theories about them. He has identified the racial somatype of the Sky Raiders from close studies of photographs of statues discovered on Mirayn. They would seem, he says, to be representatives of the Loeskalth culture. This was a minor human race which flourished on the fringes of the first Vilani Imperium, absorbing much of the science and culture of the Vilani. They were, nonetheless, much less advanced than the Vilani, and were extremely aggressive and warlike. The Vilani ultimately absorbed the Loeskalth in a series of wars some 5400 years ago when they occupied the Loeskalth home sector (the region to rimward of Corridor Sector and trailing Reft Sector).

The Professor thus far has no theory as to how the Loeskalth could have turned up in the Far Frontiers; the region is far too distant to make any sort of colonization effort seem likely, especially considering the pressure applied by the Vilani. However, he has been forced to admit that the description of Sky Raider activities certainly fit in well with the known activities of the Loeskalth in their native region. He is positive in his identification, despite the continued mystery of their means of getting to Far Frontiers.

Laskan is also an expert in various pre-Vilani and early Vilani languages, and will be able to offer a translation of the inscription on the back of the artifact in the players' possession. He remarks that the grammatical structure is quite unusual, and it would appear to be considerably devolved from the basic Vilani tongue. It also bears little resemblance, he says, to the authentic Sky Raiders

material he has studied previously, suggesting that this inscription is a corrupted version of the Vilani tongue used by the Sky Raiders.

Having delivered these opinions, he can produce a workable, if somewhat approximated, translation.

"... (word not certain) ... and here, between the banks of (river?), came the Far Wanderers in their flight — war of the (lost ones?). Landed they the ship of the (journey?). On the isle stands their temple; there where first the voyagers from the (Great Void?) stepped upon the new land. And from the (chaos?) they came, the first-comers, the way-farers, seeking refuge from the struggle in the (skies?) ..."

The professor indicates that the sentence breaks off abruptly, indicating that it may have continued onto a matching piece like the interlocking hexagons of the Sky Raiders statues.

Professor Laskan will draw several important conclusions. First, he feels that the artifact, though not of Sky Raider origin, was certainly inspired by them, and may belong to some culture which knew them well. Next, he feels that it contains a message of basically religious significance apparently connected with the founding of a temple which commemorated some colonization or similar event. Lastly, he suggests that a companion piece may well hold additional secrets of value.

Laskan may also be used by the referee to convey other information on the history of the Sky Raiders or Far Frontiers sector or any other subject that players themselves have not ferreted out of library data. Thus, he can be used to transmit clues on the archaeological mystery in general which may help the players in later stages of the adventure.

REFEREE'S NOTES

The preceding material is designed to give substance to the search for information on Alzenei. The exact course this search takes will depend on the players, but it is up to the referee to do his best to give the players all possible opportunities to solve the various mysteries presented by the adventure on their own.

The clues provided fall into two general categories those connected with the kidnapping, and those connected with the artifact and the archaeological puzzle. For the referee's benefit, a summary of the situations and the clues that lead to understanding them are presented below.

The Kidnapping: Dr. Lokhav was connected with Kalamanaru through his sister. He joined the Institute before Kalamanaru became known to the Institute, and by the time he became Lorain's assistant, was simply not associated in anyone's mind with Eleri Kalamanaru. If anything, his origins on Deseakhe attracted more attention, but he was thoroughly trusted and considered a scientist without political interests.

From his position in Lorain's office, Lokhav was able to keep tabs on Lorain's work. As matters have come to a head with the archaeological work, and upon the appearance of the adventurers with material that could be of value to Kalamanaru, it was decided to take both Lorain and the party. In so doing,

Kalamanaru has the chance to finish his search for the Sky Raiders unhindered by opposition (and incidentally get a measure of revenge on the people who ruined his last operation).

The kidnapping was quite forthright. Lorain was taken on the Golden Dreamer free trader (as is evident from the last minute displacement of passengers). The various archaeological and political clues indicate that Kalamanaru's people will probably stay at Qarant while they seek out the solution to the Sky Raiders mystery.

The archaeological mystery: The artifact in the adventurers' possession was left at the Nomaer bar by Dumaer. Dumaer apparently only realized the value of the artifacts after watching the Messandi press conference. His call to the Institute was taken by Lokhav, who arranged an ambush from which Kalamanaru's people gained the remaining artifacts in Dumaer's possession (including presumably the piece that fits the Nomaer artifact).

There is no definite point of origin for the artifact however Qarant is the most logical possible place for adventurers to investigate. Reports on the world show that it had a civilization which used the Vilani tongue — something which simply shouldn't be possible. Of all known civilizations in the Far Frontiers, only one other used that language . . . the Sky Raiders. The fact that Lokhav was in charge of most of the Qarant work at the Institute accounts for Lorain Messandi's failure to realize that Qarant was connected with the Sky Raiders. Kalamanaru, already interested in tracing the Sky Raiders, had seen to it that the Institute would stay off the track while he traced the most probable location of the Sky Raiders hoard.

Qarant, then, the scene of a great deal of activity by the Hegemony government (with its connections and obligations to Kalamanaru), is the focus for any search for the Trail of the Sky Raiders.

Referee's Information: Players should be given plenty of opportunity to arrive at these conclusions on their own, with a minimum of referee interference. When needed, the referee should take a hand. Professor Laskan, for instance, can be used to suggest courses of archaeological inquiry. Basically, the players should take as long as they want in Alzenei but if they show failing interest, should be given additional information from NPCs, and gently prodded into following the proper line of endeavor.

Sooner or later, players should set out for Qarant, where they can hope to uncover the next links in the chain of reasoning they have built up.

Qarant

Qarant: Planet in the Jungleblut subsector of the Far Frontiers sector. The official planetary statistics, based on the League Survey of 1049, are as Follows:

Qarant/Jungleblut 0203 E558260-7 Nonindustrial G

Planet: First of three in the system. Period 106.5 days. Density 1.08 standard. Equatorial diameter 8,163 kms. Mean surface gravity .67G. Rotational period 38 hours, 19 minutes, 28.8 seconds. Axial inclination $5^{\circ}15'18.8''$.

Remarks: Declared closed to colonization pending investigation of archaeological sites by a League order of 1072 (reaffirmed in the Treaty of Alzenei, 1106), Qarant has no permanent inhabitants. Archaeological survey teams are maintained by the League-sponsored Institute for Systems Studies and the Ministry of Science of the Descaroth Hegemony. These teams are conducting intensive investigations into the rise and fall of a human civilization which achieved Tech Level 2 before disappearing some 2,000 years ago.

This disappearance has been a controversial point in archaeological circles. Several theories have been advanced concerning the fate of Qarant culture, ranging from suggestions of plague, natural disasters, or climatic changes, up through internal dissention or war, and culminating in professor Jothan Messandi's contention that the culture was a victim of attack by the Sky Raiders. So far, there has been no evidence to solidly establish any one theory as true.

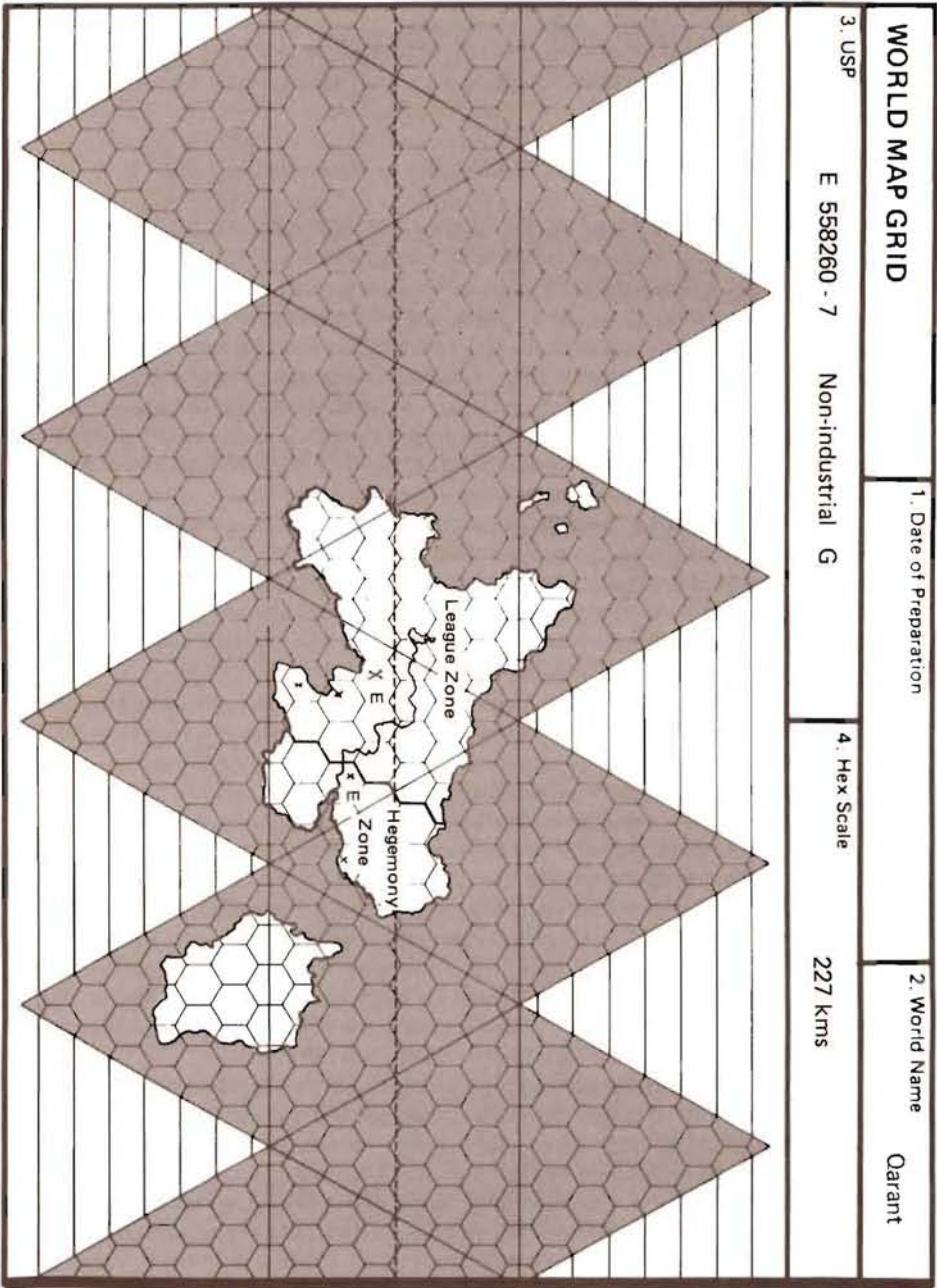
Qarant was a major focal point of disputes between the League and the Hegemony up until 1105 when the detente period between the two states began. Equal exploitation rights were granted to both parties in the Treaty of Alzenei; the Hegemony did not send a mission to the world until late in 1107. By convention, two separate areas have been established on Qarant, with each side staying in the zone granted for research and excavations. Small E-class landing facilities are available at several of the larger dig sites, but are rarely used except to ship supplies, equipment, or personnel to the two archaeological research missions.

Both the League and the Hegemony also maintain outposts in the system: the League at an asteroid belt base, the Hegemony on the largest moon of the system's gas giant. It is generally believed (though no proof is available for public consumption) that these outposts also support small fighting squadrons for use in the event of a renewed outbreak of tension between the states.

The continued delicate balance between the two governments makes for a generally difficult situation on Qarant. Accidental (or deliberate) violations of the exploitation zones have taken place on several occasions. The Hegemony has tended to react to such violations with great outrage. Regular army forces are now stationed to preserve the security of the Hegemony zone. The last three violations by League scientific parties have met with extremely sharp and violent reactions, one mission returned with nine casualties out of a party of twelve. The other was completely lost when their gravbus was shot down by a flight of Hegemony

reconnaissance aircraft.

League visitors to Qarant are strongly urged to keep to the League zones at all times; areas outside the League sphere of influence are to be considered "Amber Zones" by League citizens and allies.



Survey Data: The Qarant Ruins

References to recovered native inscriptions and texts to the "Place of the First-Comers" or the "Great City of the Founders" intrigued Institute scientists for several months. It was definitely established in 1107 that these references were to a city, as yet undiscovered, which was most likely the arrival point for the human colonists who settled Qarant. In the end, the League researchers were able to discover the site on the Deseakhe side of the zone boundary but were too late as the Hegemony had located it first.

The Hegemony discovered the city as a result of orbital and aerial photography, plus a close inspection by scout parties late in 1107. The city rests beneath a bread mudflat alongside the Zenatar River some 600 kilometers away from the nearest excavated site uncovered by either group.

Rising above the mudflat were a number of spires, a dome, and other landmarks. These, plus the pattern of buried structures visible in photos taken from the air, were used to establish the extent of the lost city. Theories indicate that the city was overwhelmed by a massive mudflow from the plateau region north of the city proper, a flow which buried all but the most massive structures. By all accounts, the Hegemony scientists are excavating remarkably intact relics which have been excellently preserved by the mud and the excellent climate of the region.

The enclosed 11 x 17 mapsheet indicates the layout of the site straddling the banks of the Zenatar River. Excavations by the government of the Hegemony, which have intensified heavily during the last two months, are also shown.

Of continued interest to scientists is the fact that Qarant, alone among the cultures which flourished in the Far Frontiers before the waves of emigration of the early Third Imperium period, had a culture which employed the Vilani language and script. The mystery of how a Vilani-speaking people came to settle on Qarant is of great interest to archaeologists involved in the excavations.

ON QARANT

On arriving at Qarant, the characters are faced with an immediate and extremely important choice which must be made. Two type-E landing areas are available on the world. One is at the site of the main Hegemony dig (the major city discussed above), the other in the League zone. Each is plainly identified by transponder.

A landing at the Hegemonic port would require a considerably well-planned, well-executed bluff and such a move is risky at best. Though players will not know as yet whether or not Lorain is present, her life might be placed in great jeopardy by such an action. The referee should point this out. Attention may also be called to a transponder signal that will be received from the Hegemony port, proving to belong to the Golden Dreamer. This should be useful in confirming the potential for disaster in a premature landing in Hegemony territory.

The second option, a landing at the League port, involves fewer uncertainties. This course of action should be recommended to players if at all possible.

If, however, they choose to ignore the option, the referee may resolve further actions as he sees fit.

THE INSTITUTE PORT

The landing area in the League zone is small and largely untended. The arrival of a ship will, however, attract attention from the research staff present at the site. The scientists will be happy to furnish what information and assistance they can. For the most part, their value will be in supplies, equipment, and local knowledge; they will not be eager to take great risks themselves. One of them, a scout by the name of Lance Dronath, will volunteer to assist the adventurers by acting as a guide, driver, and general extra set of hands. An Institute G-Carrier (Traveller Book 2, 2nd edition), plus supplies and equipment the adventure may feel is needed (and the referee feels can be allowed without upsetting the balance of the situation) will all be made available as well.

TO THE RUINS

The flight to the Hegemonic digs takes well under three hours. Dornath will advise that special precautions be taken to avoid being spotted and attacked by the notoriously trigger-happy troops maintained near the Hegemony excavations. He prefers a landing site at least two kilometers from the ruins, with the final approach being made on foot under cover of darkness to a hill from which a good view of the layout can be obtained.

If these precautions are not taken, the adventurers will be discovered on a 2D roll of 5+, made once every hour as they approach the site. If the precautions are taken, the roll for discovery is changed to 10+. The hilltop position can be reached after an hour's travel on foot from the landing area. The G-Carrier can be thoroughly hidden to preclude accidental discovery by wandering patrols.

THE DIGS ON QARANT

On reaching their vantage point, adventurers will notice considerable activity on the plain below. There are large numbers of laborers, a fairly large garrison of soldiers, and a few scientists and other VIPs visible moving in several different areas surrounding the digs. Roving patrols are deployed to discourage unwanted visitors and to keep laborers from leaving the site. Each patrol is of squad size (12 individuals), armed with Tech 6-7 automatic weapons. Basic chance of discovery by these patrols remains 10+ each hour, with a DM+2 applied any time the adventurers approach to within 1.5 kms of one of the Hegemony camps, excavations, or other centers of activity as indicated on the map.

The Landing Strip: Several light recon aircraft are present here, as well as two Free Trader-type starships (one the Golden Dreamer) and a 50-ton cutter with Hegemonic Navy markings clearly visible.

Several buildings house the landing communications center, supplies, storage, and a platoon of troops. Nearby, a number of trucks, groundcars, and other vehicles are parked.

The Camps: Each of the camps marked on the map is the bivouac for laborers and soldiers working at nearby excavations. Camps house about 200-300



laborers, plus two or more army platoons apiece. During the daytime, these will be lightly occupied by off-shift workers and a few troops; at night, sentries are posted and many people are present.

Each camp is made up of clusters of small huts, sheds, tents, and other crude structures. Adventurers who successfully get into one of these camps without being discovered may be able to remove clothing, digging implements, supplies, or, possibly, weapons. If they can steal clothes, a DM-1 is applied to discovery die rolls, but, if discovered, the adventurers may be pressed into service in the digs or other duties, and be delayed or prevented from carrying out their plans.

The Digs: Excavations have been made, as shown on the map, on both sides of the river. These consist of numerous long trenches running parallel to each other as well as large areas where whole buildings or other structures have been painstakingly excavated.

The buildings thus uncovered look extremely well-preserved by their burial in the mud. Artifacts and implements being removed may bear some loose resemblance to the artifact in the players' possession, bearing the familiar Sky Raiders symbology or other stylistic similarities.

The Command Post: On a hill near the edge of the buried city, a cluster of buildings have been erected in a position commanding an excellent view of the

work in progress along the river. Examination of this location will reveal glimpses of officers in Hegemony uniforms and eventually Kalamannaru and several of his henchmen. At least once, a cluster of these people appear on a wide observation platform, surveying the digs. They carry binoculars, maps, and other, less easily identifiable gear. Lorain Messandi, roughly escorted by two soldiers, is also brought out onto the platform briefly.

Referee's Notes: In order to rescue Lorain from Kalamannaru's people, the players will have to plan and execute a surreptitious break-in to the command post building which, as shown on the 11 x 17 map sheet, is not a large one. It is not heavily guarded, but rolls for discovery should continue to be made each hour as outlined above.

Players should not be given any advanced idea of the layout of the building. They may be forced to attempt a room-to-room search to locate Lorain. A more reliable method might be to capture and interrogate a sentry outside the building. Two guards are posted outside Lorain's room. Resolution of the rescue attempt will be up to the actions and reactions of the players.

Should the players seem reluctant to carry out the rescue attempt, the referee may encourage them — or even force their hand — through the use of Dornath, the NPC driver.

GUARD	AA9785	Brawling-3, AutoRifle-1	AutoRifle
GUARD	7B8A67	AutoRifle-2, Tactics-2	AutoRifle
GUARD	97C514	AutoRifle-1	AutoRifle
GUARD	A4B448	Brawling-1, Blade-1, AutoRifle-1	Blade AutoRifle
OFFICER	876AAA	SMG-2, Tactics-1, Leader-1	SMG

The characters listed above can be used by the referee to provide possible encounters during the raid on the command post. Other characters may be added or substituted, however, if the referee so desires. A good source for additional characters is GDW Supplement 1, *1001 Characters*.



Lorain's Story

When rescued, Lorain Messandi will be reluctant to leave the building immediately. Instead she wants to pay a visit to the room Kalamanaru has been using as an office where, she says, the smuggler is keeping papers relating to his work on Qarant. These papers hold valuable clues to what is happening.

Lorain tells the party that Kalamanaru is searching for a Sky Raiders artifact or treasure of some kind, apparently alluded to in an inscription he has found and translated. She believes that it came from an artifact taken from Dumaer the night he died — the companion piece to the artifact in the possession of the players. Since taking that artifact and receiving a translation from Lokhav, the linguistics expert, Kalamanaru has spurred forward the work on Qarant. He is apparently closing in on something important.

She cannot tell them just what information Kalamanaru has, but it is certain to be in the office. Several times Lorain has been taken to the office for questioning about the Sky Raiders, how they operated, and other general facts. Kalamanaru has not given any real indication, though, of what it is he is looking for, but an answer is almost certain to be among his papers.

Lorain also indicates that the mystery is connected with the artifact the players have. She has heard Kalamanaru become very angry with his assistants for not eliminating the adventurers and bringing him their plaque. He seems to believe that the key to the item he seeks is contained in or on their artifact.

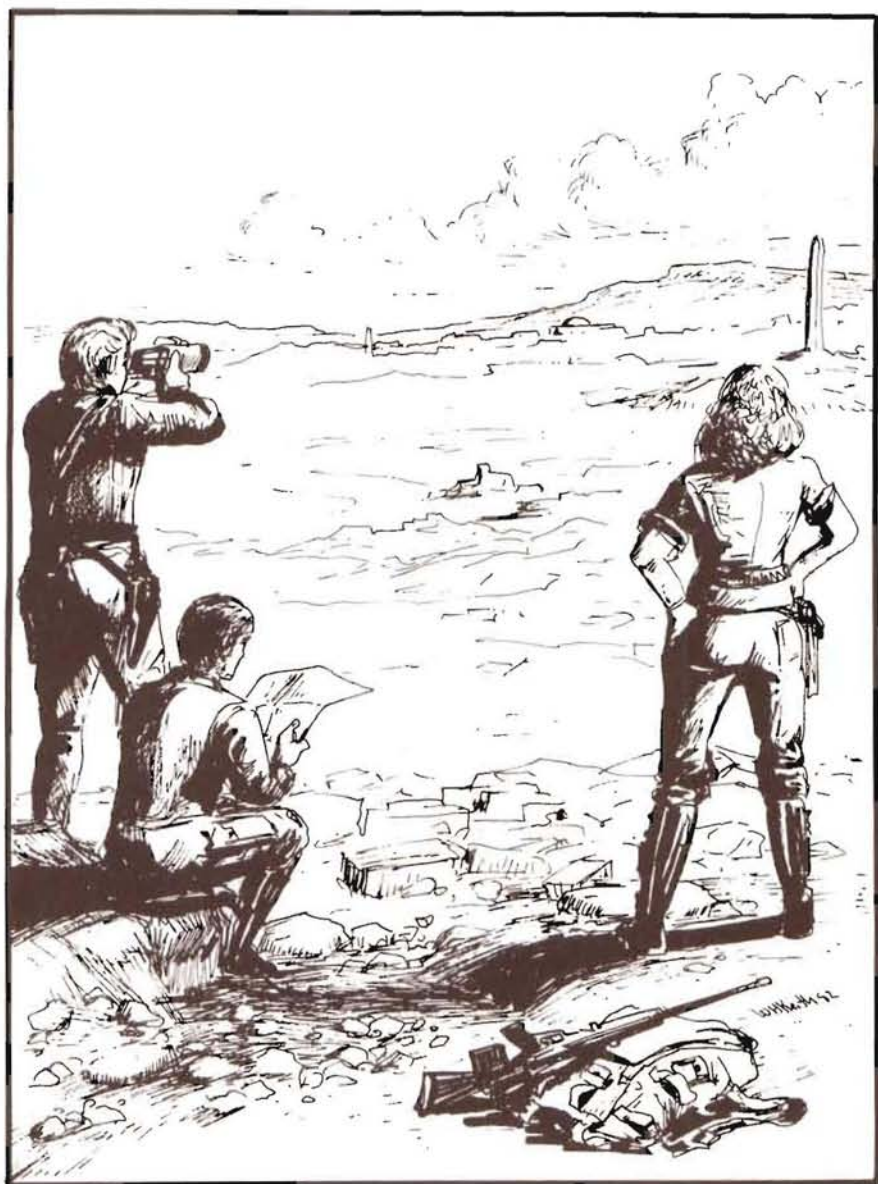
Referee's Notes: Further investigation of the building, under Lorain's guidance, will bring the group to Kalamanaru's office. No one will be present if they make the visit at night.

A desk dominates the room and on it they discover a pile of papers — reports, surveys, maps, and the like — and a hexagonal plaque that is the companion to their own artifact. This has been cleaned carefully to reveal an inscription carved on the back. If compared with the first artifact, it will be seen that they link together perfectly. The inscription on Kalamanaru's piece is a continuation of that they have already read.

Lorain will, after a careful examination, be able to give a rough translation of the second inscription. This will take about ten minutes of careful study of the artifact uninterrupted by outside disturbances. Her translation is given below:

"... stopped at last beside the waters . . . the banks
of the river and ended their (journey?). There in the depths of the
(Temple?) of the Firstcomers . . . the ship of the Long
Journey . . . awaits their return to and the ancient treasures
of . . ."

Other papers and maps in the room will seem to be fairly routine. Close examination will be impossible, however, as the group will be disturbed by the changing of the guard outside. Escape will, at this point, seem much more important than further investigation.



Should the players take the papers with them, later examination will reveal that they are of little value. They consist mostly of reports of various digs in progress, maps and photographs of buildings as they are uncovered, and the like. One paper will have a written translation, substantially the same as Lorain's, of the second artifact. The referee may feel free to add other material to this but basically there is nothing of value here.

THE MYSTERY

Once they are safely away from the command post, Lorain will want to stop and examine the layout of the city and will want to know what the adventurer's artifact says. She believes that with this information it might be possible to solve the riddle and locate whatever it is that Kalamamaru is searching for. Attempts to persuade her to leave will meet with no success. The G-Carrier pilot, Dirnath, will obey Lorain.

The adventurers should be persuaded to assist her. At this point, all of the clues gathered concerning the artifacts and the city should be carefully studied. The inscriptions both make references to a temple along the banks of a river; one implies an island between the river banks (though no island is evident in the river).

Lorain will remember that some of Kalamamaru's archaeologists are now suggesting that the river has changed its course. They are now proposing to do a second aerial survey — scheduled to begin in the morning — to see if the original course of the river can be determined from the pattern of the city below. When this is done, they will begin sinking new trenches in this area. So far, of course, Kalamamaru knows nothing about the reference to an island and this could give the adventurers an edge.

Using these clues and the map taken from Dumaer's aerial survey (use the 11 x 17 map enclosed), the players should be able to determine the location of the island — the exposed dome marked on the map. If the players fail, Lorain can deduce the truth.

Lorain will then want to take immediate action. If Kalamamaru's aerial survey does locate the river, the dome site is an obvious place to begin excavations due to its prominence. Time is crucial in any case, since the camp will be alerted to her rescue by morning. If they can discover the Sky Raiders secret before Kalamamaru does, she says, the Institute will reward them well.

Referee's Notes: It is very important that this phase of the adventure be handled correctly. The players must be given the chance to piece together the answer to the mystery on their own. Lorain should be used only when they are totally off the correct line. Nonetheless, *Traveller* is a game of player participation; referee interference must be kept to a minimum if the group is to get any enjoyment out of the game.

The players should have received the aerial survey map plotted by Dumaer at some point during the adventure. If they failed to pick it up at the Scout Base on Alzenei or from Margayl, the same map might be prominent among the papers on Kalamamaru's desk, and picked up there.

The Temple

Clues and deductions should ultimately lead the adventuring party to the crumbling dome which marks the site of the "Temple of the Firstcomers". This structure rises above the mudflat, and is one of the few landmarks visible on the plain under which the lost city rests. When the group first reaches the temple site there should be no Hegemony activity in the area. Rolls for encounters with patrols should continue as before however.

An examination of the exterior of the dome will reveal several entrances where walls have caved in or other openings have occurred. Though they may be at ground level for adventurers on the outside of the dome, they will prove to open up at least ten feet above the level of the floor inside, making it necessary to resort to climbing gear of some kind to enter the Temple in safety.

Once inside, they will find themselves inside a large, circular chamber some 250 meters across. Ornate carving abounds on every wall. The most spectacular focus of attention is the familiar double-hexagon dominating the eastern wall of the Temple. Below this symbol are a series of carvings which on examination, will be determined to be maps of the temple by any character (including Lorain) who can throw Intelligence or less. These maps are labelled in the same devolved form of Vilani as previous inscriptions; Lorain can translate them, given sufficient time (1D x 10 minutes). Eventually Lorain will determine that one chamber, the "Vault of the Great Journey", is of great significance and importance. It lies on the lowermost level of the Temple at the heart of the building. She can lay out a rough route to get to this location, and suggests that the group at least see how close they can get to this chamber.

Within the Temple: The interior of the building is fairly clear of rubble and debris so it is possible to move about inside without too many delays. In places passageways are partially or totally blocked, sections of the structure collapsed, etc. For the most part (subject to the rules below) travel will not be particularly difficult.

In running this portion of the adventure, the referee should not be concerned about explorations of the temple or any considerations of mapping. The interior layout of the temple is simply not important. Thanks to the map Lorain has translated, the adventurers know how to get to their destination and will have no reason to stray from that course. If party members are tempted to do so anyway, the referee may handle the matter as he sees fit. To keep them on track, it is a simple matter to have alternate routes blocked, or to impose a cave-in or other event from among those listed below.

The basic trip to the "Vault" will take 1Dx30 minutes. Every thirty minutes the referee should consult the table of events below to determine if there are delays or dangers caused by unusual encounters. These will occur during any half-hour period in which a roll of 8+ is made. Specific events may be imposed by the referee or derived randomly from the table.

TEMPLE EVENT TABLE

2 Weakened stairs. The structure of a stairway is not strong enough to bear very much weight. Each time a person descends the stairs, it has a chance of collapsing. Collapse occurs on a 6+; DM+2 occurs for each additional person on the stairs at the same time. When stairs give way, each character caught by the collapse must throw dexterity or less to avoid taking 3D damage in the fall. Characters must then treat the stairway as discussed in event 7, below.

3 Missing floor. A portion of the floor of this level has caved in. The character leading the party will notice it on a roll of intelligence or less. If it is not noticed in time, the first two characters in the group must roll dexterity or less to avoid a fall, which delivers 4D damage. If this event comes up, the party is delayed 1Dx5 minutes to arrange a detour, with an additional 1Dx5 minutes spent recovering any character who has fallen.

4 Blocked corridor. Rubble and debris completely fill the corridor ahead. An alternate route must be sought, taking an extra 1Dx10 minutes.

5 Blocked corridor. The corridor is partially blocked by dry mud and debris. It can be cleared (enough for passage) in 1Dx5 minutes if the party has digging tools, or 1Dx10 minutes without.

6 False turn. The group takes a wrong turn. It will take 1Dx10 minutes to realize this fact; another 1Dx10 minutes will be spent getting back to the correct path.

7 Collapsed stairway. A stairway has given way. The group must descend by ropes, or find an alternate route down, taking 1Dx5 minutes extra.

8 Weak ceiling. Dust and small bits of debris fall as the group moves down the corridor. As each character passes, roll against dexterity to avoid triggering a cave-in. A roll greater than a particular character's dexterity causes the cave-in to begin, causing the character 2D damage. The passage then becomes partially blocked (as discussed in 5, above); if characters have been cut off by debris, it will be necessary to clear the passage to allow them to rejoin. Further cave-ins are possible during this process, occurring on a roll of 8+, made once every ten minutes.

9 False turn. Same as 6 above.

10 Blocked corridor. Same as 4 above.

11 Blocked corridor. Same as 5 above.

12 Missing floor. Same as 3 above.

Referee's Notes: The process of travelling through the temple is intended to be a diversion from the main flow of the adventure but should not assume too much overall importance. If the referee or players are particularly fond of adventures involving explorations of tunnel complexes and the like, there is certainly no reason why the Temple expedition cannot be resolved in even greater detail with underground maps, more elaborate event tables, etc. But the main thrust of the adventure does not involve this.

It is very important, however, that the referee keep track of time elapsed during the trip. Every hour, on a roll of 10+, there is a chance that patrols will decide to investigate the temple complex as they search for Lorain and her rescuers. Traces of the group's passage cannot be hidden, and a patrol that discovers the temple will call for further reinforcements and begin to follow the group into the heart of the temple. They will catch up 1D hours after first reaching the temple;

by this time they can range in size from a patrol of 12 men up to 1D 12-man squads, plus Kalamamaru and any or all of his associates.

Thus, the primary purpose of the trip through the temple is to cause delays allowing the pursuit to locate and begin to close in on the adventurers. This allows the referee to build the adventure to a climactic confrontation.

THE VAULT OF THE GREAT JOURNEY

At the end of their trip through the temple, the adventurers will arrive at a massive doorway, locked by a mechanical locking device virtually identical to that discovered on Mirayn in *Legend of the Sky Raiders*. If the players did not take part in that adventure, Lorain Messandi will be able to open it without difficulty.

Beyond the door is a very large room, larger even than the domed chamber through which they entered (though with a much lower ceiling). Inside, the chamber is austere, and contains almost nothing of interest . . . with one important exception.

A space craft rests in the center of the room, standing alone well away from any of the walls. It appears to be of about 500 tons displacement, and rather unsophisticated in design and appearance. A door is open with a boarding ladder extended to the ground. There are no signs of other entrances to the chamber, making it a good guess that the temple was erected over and around the ship itself.

The Ship: A map of the ship appears on the enclosed 11 x 17 sheet. An investigation of the vessel by characters with appropriate skills such as pilot, engineer, computer, etc. will soon (1Dx10 minutes) reveal some interesting and important facts.

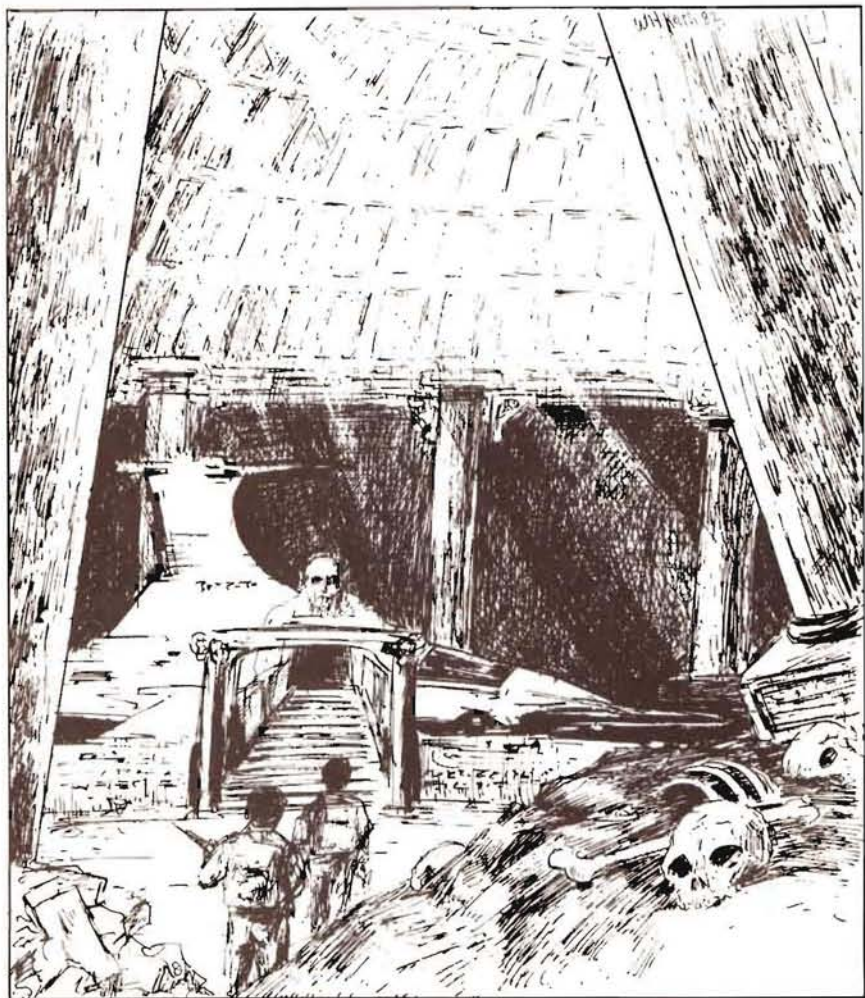
A. The ship is a non-starship lacking any jump-drive mechanism or instrumentation normally associated with jump technology. It does have large maneuver and power plants, suggesting a fast, maneuverable ship. Weaponry, primarily lasers, is present in abundance. The ship would seem to have been constructed at Tech Level 9 or so.

B. Controls are labelled in Vilani; Lorain can identify the style as being very close to that of the Sky Raiders usage, more sophisticated than that used in the various Qarant artifacts.

C. A computer station on the ship's bridge is present. Mounted behind the computer is a rack of memory modules where computer records are probably stored. 1D such modules are present.

D. The ship is thoroughly powered down and cannot be started up again; no system on board can be operated. There is nothing of value or interest (except to Lorain) anywhere on board including personal effects and cargo.

Referee's Notes: Adventurers should be given an opportunity to explore the ship thoroughly and draw some conclusions. From all of the clues that have gone before, and the presence of the ship itself, they should be able to deduce the fact that the civilization on Qarant, descended from Sky Raider stock, was established by people from this ship. Their descendents, cut off from technology, lapsed into barbarism before rebuilding the Qarant culture. The temple was built around the ship in honor of their ancestors.



The fact that the ship is not jump capable is an important clue that should not be ignored. The computer tapes are also vitally important. If they can be fed to a working computer and translated, they may well lead to the secret of where the Sky Raiders came from, and where they went after they disappeared from the area thousands of years ago. They may also be the key to the location of the elusive Sky Raiders hoard.

The referee should once again try to allow players to come to their own conclusions. Lorain may be used to make a few telling points as needed. It is extremely important that the players understand just what they have learned before proceeding to the next step of the adventure.

RESOLUTION

From this point on, it is up to the referee and the players to come to a conclusion of *Trail of the Sky Raiders*. The players will be attempting to escape, while Hegemony troops close in on them. The exact handling of the situation will largely be up to the referee's view of what will make the most challenging, and satisfying conclusion.

Thus, the adventurers may be able to dodge and avoid the searchers entirely, making good their escape from the Temple and ultimately from the area. The degree of pursuit is the referee's decision, though it is urged that it be hot enough to keep up an air of tension.

On the other hand, characters might be captured and forced to devise a way of escaping. Or some of the group could wind up in enemy hands, with the rest forced to choose between an escape or a rescue attempt. In the long run, there is no single best way to run the last portion of the adventure which must be done to suit the tastes of the people who are involved.

As a general rule, Kalamannaru will do his utmost to stop the adventurers from getting away. If necessary, pursuing troops will violate the League zone if they think they can catch the adventurers. Any of their spacecraft at the port can outrun the G-Carrier, making it fairly easy for the pursuit to catch the fleeing adventurers.

The best way to get totally away from Kalamannaru would be to steal a ship from the port or to take refuge in one of the starport facilities and send off a distress call to the League squadron in the asteroid belt. The League ships cannot arrive in less than four days, but could reach the planet well before Hegemony reinforcements come in from the gas giant system. Once a message of this kind goes out, the Hegemony will most likely call off the affair since they would be exposed to the near certainty of war with the League if they tried anything else.

Once again, the nature of this resolution will best be left to the needs of the adventure. An exciting chase culminating in a space battle or a clash in the wilds of Qarant may well be the best climax for the adventure. The referee should use his judgment.

As a last note, the referee should do his utmost to keep Lorain Messandi and one or more of the villains (Kalamannaru, Pylory, Gildinkur, etc.) from harm. The success of the third adventure in the Sky Raiders series will depend upon the continued presence of at least some of these characters.



The Trail of the Sky Raiders

Assuming successful recovery of the computer tapes and an escape from Kalamanaru and his supporters, a great deal of information will eventually come to light. Kalamanaru's activities and aims have been presented in portions of the text above, and can be reconstructed by the group at leisure. More importantly, much data never before known concerning the Sky Raiders is revealed as a result of the player's efforts.

The Sky Raiders are now definitely established, as Professor Laskan surmised, to be descended from the Loeskalth culture absorbed 5000 years ago by the expanding First Imperium. Fleeing the destruction of their interstellar empire, a group of Loeskalth warriors and political leaders built a large asteroid starship. This vessel fled by an unlikely route: through the Great Rift at sublight speeds. Several generations of Loeskalth were born and died before the ship emerged from the rift and entered the Spinward Marches. They continued to travel thereafter using the jump drives with which the asteroid ship was equipped.

When this ship eventually arrived in the Far Frontiers sector, its inhabitants determined that the various cultures of the area would be easily dominated. The Sky Raiders (as they now became) were essentially a warlike culture enjoying strife and conflict. It would seem that they were also setting out to gather a large stock of wealth from the worlds they preyed upon, perhaps with the intention of eventually attempting to win back their homeland by financing wars against the Vilani Imperium. By this time, though, this purpose was considerably less important to the population of the Sky Raider asteroid, who had known no other home for several generations.

The computer tapes confirm what the design of the Sky Raiders ship suggested immediately: the Sky Raiders preferred to move their asteroid vessel into orbit around a new target and launch waves of sublight raiders to destroy the planetary population. It is indicated that they had a few jump-capable scouts as well. It was this overwhelming strength that was able to make the Sky Raiders the most feared people of the Far Frontiers for many decades; this was also the reason that a Sky Raiders homeworld was never located.

Among the computer records, the log of the ship that landed on Qarant was recovered. The translations of this log give a hint as to the ultimate fate of the Sky Raiders. While passing through the Qarant System, awaiting the return of scout craft searching for new worlds to plunder, a dispute between two political factions among the Sky Raiders broke out. The details are unclear, but it seems to have developed into a full-scale mutiny. At the height of the conflict, the engineering sections were irretrievably damaged. The ship, moving at very low speed, was doomed to follow a course out of the system until repairs could be effected. With the war continuing to rage on board, this was not possible.

The Qarant ship, commanded by one of the wiser heads on board, fled the doomed starship with a number of people on board. The ship landed, and the people on board became the forefathers of the Qarant culture.

From vectors and speeds given in the computer tapes, Alzenei scientists hope to reconstruct the course followed by the Sky Raider ship. They feel there is a chance, with luck, of locating the trail of the Sky Raiders yet again, and tracing them down at last. When they have obtained a satisfactory answer, Lorain Messandi hopes to lead an expedition to solve the fate of the Sky Raiders once and for all. This will be the subject of the last installment of the Sky Raiders series, *Fate of the Sky Raiders*.

The discovery of the origins of the Qarant civilization also helps to suggest the answer to the mystery of the inhabitant's fate. It is most likely that the small racial gene pool of the colony, the handful of refugees from the Sky Raiders space craft, ultimately lead to some vital weakness which accounts for the culture's collapse. Susceptibility to disease or some other genetic flaw, possibly coupled with a series of natural disasters, most probably accounts for the disappearance of the colony.

PERSONAL OUTCOMES

The characters involved in the adventure, after returning with Lorain Messandi to Alzenei, will be well rewarded. The Institute will pay a finders fee of Cr 500,000 to each of the party for their assistance in the discovery of the Sky Raiders ship and computer tapes. If they were hired for other reasons along the way - to rescue Lorain, for example - these rewards should also be paid. Other rewards can be handed out by the referee as he sees fit.

It is also quite likely that Lorain will offer the group jobs with the Institute against the time when the expedition is sent to locate the Sky Raiders asteroid ship. The terms of this arrangement can be settled by the referee and the players as desired.

Non-Player Characters

The characters listed below are among those who may be encountered during the course of the adventure. Some, particularly the officers of the Decarothic forces, are provided in case the referee chooses to employ them during the events surrounding the adventure's climax; they may be captured, or may themselves capture the adventurers, or be encountered in some other way that will further the interests of the adventure.

1. Lorain Messandi (Scientist) 69ABA6 Age 26 2 terms Cr 0
Leader - 1, Carbine - 1, Admin - 1, Computer - 1.

An intelligent and highly competent archaeologist, Lorain Messandi's knowledge of the Sky Raiders is probably more extensive than that of any other scientist in the League. Her experiences on Mirayn have given her a great deal of insight and inspiration in her self-imposed task of locating the Sky Raiders. The death of her father in disgrace after the disproving of his theories was a great blow to Lorain, but she remains dedicated to her work and brave in the face of danger.



2. Professor Chanis Laskan (Scientist) 351AD9 Age 62 12 terms Cr 10,000
Computer - 5, Admin - 4, Leader - 3, J-O-T - 1.

Confined to a wheelchair by the effects of a nervous disorder acquired during field work on Andory/Five Sisters, Laskan is a frail but brilliant scientist with a great deal of skill and knowledge in the field of Linguistic archaeology and Vilani history. He will do everything in his power to assist adventurers in their search for Lorain Messandi, though he is obviously barred from active involvement in their expedition.



3. Lance Dornath (ex-Scout) 9AB866 Age 30 3 terms Cr 6000
Pilot - 1, SMG - 2, Grav Vehicle - 2 SMG

An ex-Scout attached to the Institute team on Qarant, Dornath is enthusiastic and dedicated to his work. He first acquired his position with the Institute through the patronage of Jothan Messandi (before the latter's forced retirement), and as a result has a fierce dedication to the Messandi family. He will do his utmost to protect and help Lorain, no matter what, and he will do this regardless of the desires of the player-characters with him. He is familiar with conditions on Qaran and with the Hegemony zone; one of his recent duties has been to keep an eye on events on the Hegemonic side of the border.

4. Eneri Kalamamaru (Merchant) 756C87 Age 42 6 terms Cr 100,000+
Bribery - 3, Streetwise - 2, Pilot - 2, Navigation - 1, Gunnery - 1
Revolver - 1 almost anything!

Kalamanaru, as head of Kalaman Enterprises, wields an enormous amount of power and influence. His agents and hired thugs keep his enemies at bay; his company controls much of the shipping within the Descaroth Hegemony either directly or indirectly. The formation of the Hegemony was largely backed by Kalaman Enterprises money, and Kalamanaru commands much power and respect there.

Greedy for wealth, power, and luxury, Kalamanaru usually remains in the background while his subordinates carry out his plans. His overriding desire to discover the legendary hoard of the Sky Raiders, however, keeps him in the forefront of events on Qarant.

The cash and equipment notes given for Kalamanaru are indicative of the fact that he has great resources at his command. The referee should make sure that his assets remain believable, and in balance against the good of the adventure.



5. Bren Pylory (Other) 6A7A95 Age 38 5 terms Cr 100,000

Streetwise - 3, Bribery - 1, Forgery - 1, Revolver - 1 almost anything!

Kalamanaru's right-hand man, Pylory is a furtive individual of uncertain background who tends to be assigned to carry out the shadier deals in which his employer engages. He is a shield that keeps Kalamanaru and Kalaman Enterprises out of direct contact with the disreputable parts of their business. Pylory is nervous about his safety and usually travels with one or more bodyguards. When his thugs are delivering 'warnings' Pylory is usually on hand to supervise, though he stays out of any fighting that develops. Like Kalamanaru himself, Pylory can draw upon the great resources on Kalaman Enterprises at need.

6. Taren Gildnikur (Other) C7B642 Age 34 4 terms Cr 10,000

Brawling - 3, Blade - 1, Streetwise - 1 Blade

Gildinkur is chief bodyguard and assistant to Bren Pylory. Though not overly bright, Gildinkur's imposing appearance and strength make him a valuable tool. He is easily recognizable because of his badly scarred face, ruined beyond the ability of any surgeon to repair. Ruthless and nasty, Gildinkur carries out to the limit any orders given by Kalamanaru or Pylory.

7. Dr. Delos Lokhav (Scientist) 8B99C5 Age 30 3 terms Cr 5,000

Computer - 3, Admin - 2, Body Pistol - 1

Lokhav has served as Kalamanaru's spy with the Institute since shortly after Mirayn; he was actually planted there sometime earlier to keep tabs on that organization during Kalamanaru's illegal operations on Mirayn with Jothan Messandi. In addition to these duties, Lokhav is one of the chief experts available to Kalamanaru on linguistic archaeology, the Sky Raiders, and Qarant. Since the kidnapping Lokhav has directed the digs on Qarant himself.



8. Army Colonel Mahzharr 9A8AAB Age 38 5 terms Cr 50,000

Leader - 3, Rifle - 2, Ground car - 1, SMG - 1, Admin - 1, Tactics - 2,
Revolver - 2, Forward Observer - 1 Revolver

Commander of the Desaekhen troops stationed on Qarant, Mahzharr is a reserved man of noble Desaekhen parentage. He is an officer of the old tradition, honorable and proud, and rather ill-at-ease with the new Desaekhe. He dislikes many of the things he is forced to do, but carries out his orders faithfully.

9. Army Major Lazhekh 77BB85 Age 34 4 terms Cr 100,000

Leader - 2, Rifle - 1, SMG - 1, Revolver - 1, Admin - 1, Computer - 1,
Ground car - 1, Medical - 1, Tactics - 1 Revolver

Actually an officer of the Tribunal Guard, Major Lazhekh is the chief of the various secret police operatives stationed on Qarant. A ruthless and sadistic man, the Major, in contrast to Colonel Mahzharr, enjoys his work a great deal.

Library Data

Alntzar, Domain of: Zhodani client state in the Jungleblut subsector of the Far Frontiers sector. Once the dominant force in the region, the Dominion was split by internal warfare some three hundred years ago. It is strongly suspected that Imperial interests were behind this upheaval, as the Imperium benefited greatly from the removal of the strong pro-Zhodani Dominion government and the consequent weakness of this flank of the Consulate during the Third Frontier War.

Regardless of the cause of the Dominion's disintegration, the result of the crisis was a considerable diminution of the size and power of Alntzer. A number of star systems which rebelled at this time later emerged as the nucleus of the League of Suns. With the League, and the Trelyn Domain nearby, the pro-Imperial strength in Jungleblut subsector far outweighs the Dominion's power. The Consulate still provides their allies with token support, but has little ability to assist in the re-establishment of the state's old prestige.

A weakened and rather decadent state, the Dominion was replaced as the League's most important competitor by the emergence of the Descarothe Hegemony at the turn of the last century. Since that time, the balance of League military attention along the Dominion's borders has been considerably reduced, as transfers to the Hegemony borders were ordered.

Alzenei: See section beginning on page 16.

Desaekhe: Star system in the Jungleblut subsector of the Far Frontiers sector. Official statistics are:

Desaekhe/Jungleblut 0104 C653738-9 Hegemony Capital A

Desaekhe is the capitol of the Descarothe Hegemony (q.v.), a small interstellar community comprising some three star systems. The Hegemony has pursued a policy of aggressive expansionism, often at the expense of the League of Suns.

Until recently (1088), Desaekhe was a rather backward world, with a poor agricultural base and feeble industry. The High Tribunal, a committee of five of the old semi-feudal lords of the planet's principal continent, was organized in that year. Tribunal military forces brought the rest of the world under control in well under a decade, and a massive program in industrialization was launched. Off-world financing for this program is strongly suspected, but the source remains uncertain at best.

By 1103, the small but highly effective Descar Navy had forced two neighboring systems to join the Hegemony. With this base, Desaekhe has made considerable progress in attempts to build up a formidable military area. Clashes with the League over mercantile rights (1103) and control of Qarant (1105) have caused a great deal of tension between the two governments despite the detente agreements of 1105-06.

Armed and equipped with ships and weapons purchased from Zhodani Client states in the region, the Descarothe military is strong and capable. Their planets have been posted as Amber Zones for citizens of the League of Suns, due to



the Hegemony's now-notorious distrust for outsiders, the hostile attitude expressed towards the League, and the strength and zeal of military security forces in their employ.

Descarothe Hegemony, the: Independent state in the Jungleblut Subsector of the Far Frontiers sector. The Hegemony is comprised of Desaeke (the capital), plus three systems conquered by that world during a period of aggressive expansion at the turn of the century. Although officially an association of independent worlds, the Descarothe Hegemony is in fact a budding empire not unlike dozens of other petty states in the Frontier regions beyond the Imperium.



Though not aligned with any other government, the Hegemony has followed a policy of aggression towards the League of Suns (an Imperial client), while acquiring equipment, ships, and technical support from the Dominion of Alntzar and other nearby Zhodani clients. As yet however, there is no evidence of Zhodani involvement in the activities of the Hegemony.

The small but rapidly expanding Hegemonic Navy is outfitted with obsolete Zhodani ships and equipment. Bases are as yet relatively low-quality installations with little major firepower, and are hence normally rated as equivalent to Scout Bases. The Hegemony armed forces are still lagging somewhat behind in their equipment, being for the most part outfitted at Tech Level 7-8 standards. Some Tech 9 elite units, and a handful of totally outdated Tech 6 formations, are also found in the Descarothe Army.

Hoard of the Sky Raiders (Alzenei Press, 1104): Pseudo-scientific tract written by Professor Jothan Messandi, formerly of the Institute for Systems Studies on Alzenei. The book's controversial theories, since disproved, were of considerable interest in the League and adjacent areas for a time.

Institute for System Studies, the: Research foundation located on Alzenei. Primarily concerned with historical, archaeological, and xenological research, the Institute maintains a wide range of facilities for all manner of other scientific endeavors as well. Founded in 988, the Institute is closely tied with Imperial research organizations. Teams from the Institute are employed throughout the sector, from the Ancient's site on Khalfe to the Imperial diplomatic enclave on Eshaar.

Kalamanaru, Eneri: Head of Lakaman Enterprises, a mercantile firm based in the Far Frontiers sector. Born in 1066, Lakamanaru served on free traders for many years, rising first to command and later to own, his own ship. Business acumen and good luck (combined, some say, with dishonest practices) led to his amassing a large fortune which he has invested in his company. Kalaman Enterprises now maintains a fleet of fifteen ships of various sizes, and has control over several other companies and corporations in the sector as well. The company's activities are currently the subject of close scrutiny by a League Tribunal in connection with the disappearance of the FDI liner Luushagur in 1101.

Recent evidence has also emerged which suggests a connection between Eneri Lakamanaru and the High Tribunal of the Descarothe Hegemony. It is thought that Kalamanaru, either alone or at the head of a consortium of backers, has provided considerable support in the modernization of the state and its later expansion. As a result of these allegations, Kalaman Enterprises has suffered severe losses within the League of Suns.

Laskan, Professor Chanis: Professor of History at the Regina Center for Research, Regina/Regina/Spinward Marches in the Imperium. Born 237-1058. Educated Regina University. Degrees in Vilani History and Linguistics. Author of Discourses on Comparative Linguistic-Archaeological Discoveries (1096), The First Imperium: Expansion and Consolidation (1100), and The First Imperium: The Long Peace (1105). Professor Laskan is currently collecting material for another book covering the decline and fall of the First Imperium.

League of Suns, the: Imperial client state in the Jungleblut subsector of the Far Frontiers sector. Originally formed by a group of planets rebelling from the control of the Dominion of Alntzar in 819, the League has provided a stable island of peace and prosperity in the region for the past three hundred years.

The League is a loose coalition of worlds with governmental functions centered at Alzenei/Jungleblut (q.v.). Treaty arrangements with the Imperium provide for Imperial use of local facilities for ships and squadrons operating in the area in exchange for support against encroachment by surrounding Zhodani Clients (including the remnants of the Dominion).

A peaceful state, the League's primary interstellar enforcement arm is the League Survey Service, a scout organization with military appendages. Most bases, except for that on Kokkelen, are strictly Scout operations centers. Kokkelen Base is home to the LSS naval arm, which has been stationed on the world for most of the League's history as a check against Alntzar. Recent problems with the Descarothe Hegemony, however, have led to plans to update the Scout Base on Alzenei to co-equal status.

Messandi, Professor Jothan: Formerly Professor of History at the Institute for Systems Studies on Alzenei, and author of the popular book Hoard of the Sky Raiders. Born 208-1057; educated at Alzenei University and several other schools; degrees in history and comparative folklore. Died 052-1108. Messandi's career was undistinguished before the appearance of his famous book which led to a short-lived celebrity status before official disapproval took its toll on his career. The controversy he generated caused the Institute to ask for his resignation in 1104. He was missing, presumed dead, from 1105-07, when he mounted an expedition to the Outback of Mirayn in a last attempt to salvage his reputation. His theories were totally discredited as a result of discoveries made by him and his daughter Lorain during the course of their expeditions. Messandi returned to civilization with his daughter early in 1208 but died shortly thereafter.

Messandi, Lorain: Archaeologist on the staff of the Institute for Systems Studies on Alzenei (currently Assistant Director pro tem of the Archaeology Department). Born 194-1083; educated at Alzenei University with degrees in archaeology and history; honors student. Her chief claim to fame has always been her connection with her controversial father, Jothan Messandi (q.v.). She is credited with much of the excellent research used by Messandi in his book, Hoard of the Sky Raiders. Some of this diligent work earned warm praise even from opponents of her father. Late in 1107, while leading an expedition on Miryan, Lorain Messandi discovered the first concrete proof of the existence and nature of



the Sky Raiders and ironically these discoveries thoroughly discredited her father. Lorain is currently in charge of further research into the background, origins, and fate of the Sky Raider culture.

Mirayn: Star system in the Jungleblut subsector of the Far Frontiers sector. Official statistics are:

Mirayn/Jungleblut 0504 D989737-7

G

The planet is sometimes referred to as "the archaeologist's paradise", as a result of the wide variety of ruins left by a flourishing Tech 3 culture some 5000 years before. Mirayn enjoyed a brief vogue at the time when Professor Jothan Messandi's book *Hoard of the Sky Raiders* promoted Mirayn as the location of the looted treasure of the Sky Raiders (q.v.). Though recent discoveries have disproved the theory, the planet still remains a favorite among amateur archaeologists and treasure hunters of all kinds.

Qarant: See section beginning on page 31.

Sky Raiders, the: Name given to a semi-legendary culture which seems to have flourished some 5300 years ago in the Far Frontiers sector. Almost all evidence of the Sky Raiders is derived from oral traditions, myths, and legends from a number of separate worlds in the Jungleblut subsector. Their origins, fate, and all details of their culture remain unknown. Evidence gathered thus far, particularly on Mirayn, has proven that the Sky Raiders are of human stock (race not established), enjoying a Tech 9-10 civilization, and speaking the Vilani language.

Tradition invariably depicts the Sky Raiders as a ruthless, aggressive race descending from the sky to spread death and destruction among the inhabitants of a given world. Plunder and pillage would seem to have been their main object in these raids. A number of theories have circulated regarding their origins. Perhaps the most famous was that put forward by Professor Jothan Messandi connecting them with the natives of Mirayn/Jungleblut; this theory has since been completely disproved by archaeological evidence.

Vlazhdumecta: General name given to the original colonists who settled much of the Far Frontiers region. The origins of the people are obscure, but they are believed to have been members of a minor human race flourishing in the Afachtibr sector some 6000 years ago during the early period of Zhodani interstellar expansion. The race absorbed a great deal of culture and technology from the Zhodani, and founded a widespread mercantile and commercial empire that eventually included the Far Frontiers sector.

The absorption of the Vlazhdumecta homeworlds by the Consulate triggered the ultimate breakdown of their interstellar civilization. Most of their colonies were far from self-sufficient. After the collapse, these colonies lapsed into barbarism and most never recovered.

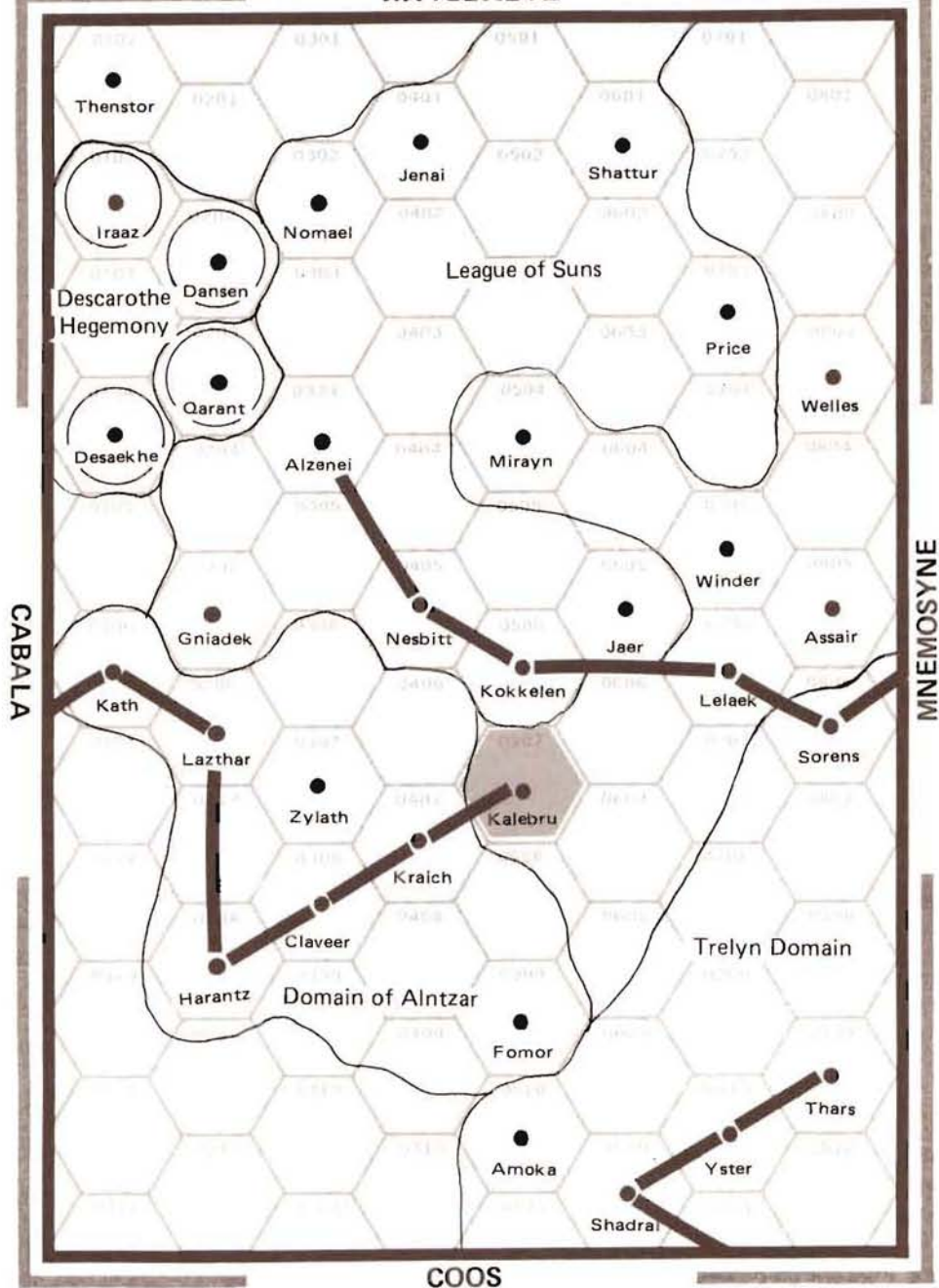
Until the coming of settlers from the Third Imperium 800-900 years ago, the basic population of most settled Far Frontiers worlds was of Vlazhdumecta stock. It is important to note that the Vlazhdumecta were heavily influenced in culture, language, and society by Zhodani elements. As a matter of fact, with the exception of certain anomalies (the Sky Raiders are the most prominent of these), no trace of Vilani/Solomani orientation or influence appeared in the Far Frontiers until well after the Third Imperium.

Jungleblut Subsector

Thenstor	0101 C9C6488-A	S	Non-industrial	G
H Iraaz	0102 C45696A-6	S		A
H Desaeke	0104 C663739-9	S	Hegemony Capital	A
A Kath	0106 C675777-4	S	Agricultural, Non-Industrial	G
H Dansen	0202 D445667-5	S	Agricultural, non-industrial	G A
Qarant	0203 E558260-7		Non-industrial	G A
L Gniadek	0205 B661AB9-B			
A Lazthar	0206 B7A7566-A	N	Non-Industrial	G
A Harantz	0208 A8859CA-B		Dominion Capitol	
L Nomael	0302 C767886-8		Rich	
L Alzenei	0304 B768895-C	S	Rich, League Capitol	G
A Zylath	0307 E100233-9		Non-industrial, Vacuum world	G
A Claveer	0308 B55098C-B	N	Poor, Desert world	G
L Jenai	0401 E857756-5		Agricultural	
L Nesbitt	0405 C555A94-A	S		G
A Kraich	0407 B212940-C		Industrial	G
Mirayn	0504 D989737-7			G
L Kokkelen	0506 B88987A-B	N	Rich	G
Kalebru	0507 X667404-0		Non-industrial	G R
A Fomor	0509 E68A78A-7		Rich, Water world	G
T Amoka	0510 D385523-3		Agricultural, non-industrial	G
L Shattur	0601 C877687-6		Agricultural, non-industrial	G
L Jaer	0605 C3109BC-9	S	Non-agricultural, Industrial	
T Shadrai	0610 B55799A-A			
L Price	0703 C888513-8		Agricultural, non-industrial	G
Winder	0705 C966697-9	S	Rich, agricultural, non-industrial	G
Lelaek	0706 A767652-B	N S	Rich, agricultural, non-industrial	G
T Yster	0710 A577511-C	N	Agricultural, non-industrial	G
Welles	0803 E642642-3		Non-industrial, Poor	G
Assair	0805 C554333-6	S	Non-industrial	G
Sorens	0806 B59998B-9			
T Thars	0809 B64298A-B		Industrial, poor	G

The Jungleblut subsector contains 32 worlds with a total population of 113.78 billion. The largest population is 3.4 billion at Gniadek; the highest Tech Level (C) is found at Yster, Kraich, and Alzenei.

TAEMLERLYK



Referee's Notes

No adventure ever goes quite the way the writer or the referee plans. The scope of this adventure makes things particularly difficult since it is extremely hard to cover every possible contingency to everyone's satisfaction. The better the group of players, the harder it is to be sure they'll do what is required by the text - as the author discovered during playtest. Thus it falls to the referee as usual, to make sure the game runs smoothly. It may take fast thinking, or a quick planning session, or some alterations of die rolls . . . but that is why a role-playing game must have a referee!

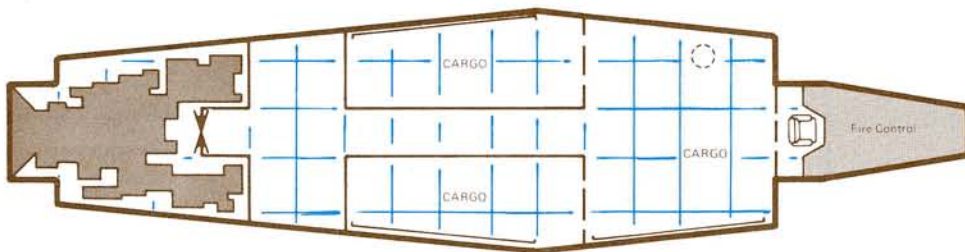
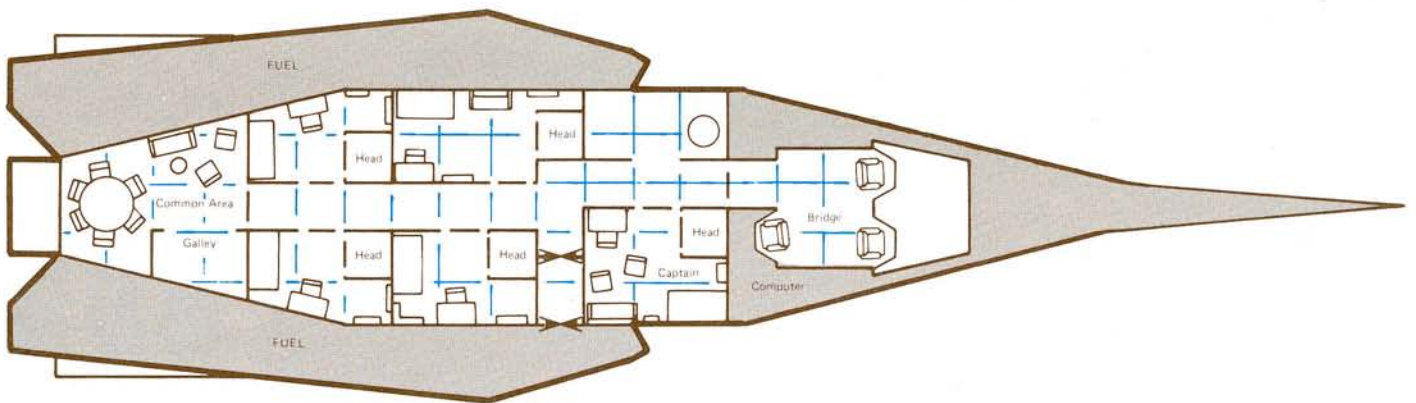
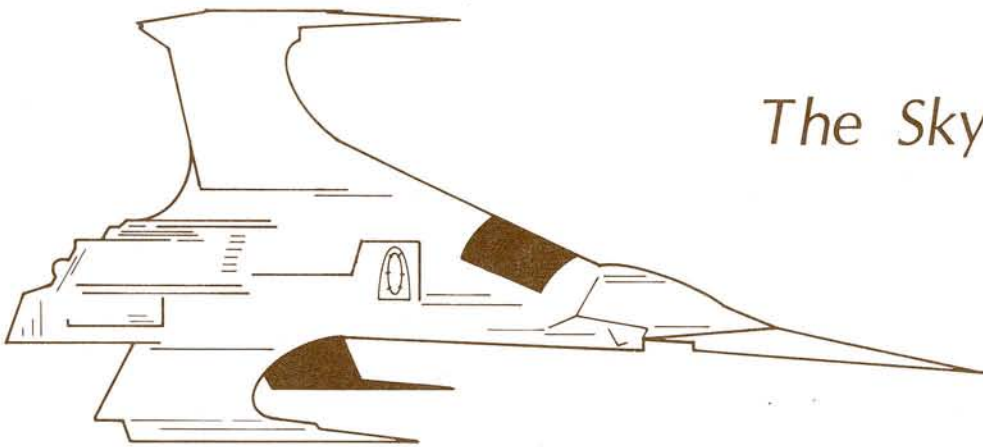
The Sky Raiders question has not been totally settled in this adventure; there is still lots of room for continuing with campaigns from here. A third adventure from FASA should bring matters to an interesting conclusion. In the meantime, referees should feel free to explore the possibilities themselves. Some of the primary NPCs should be carefully kept alive and well but other than that, there is no need to feel limited by the way we have presented the campaign until now in embarking on future adventures.

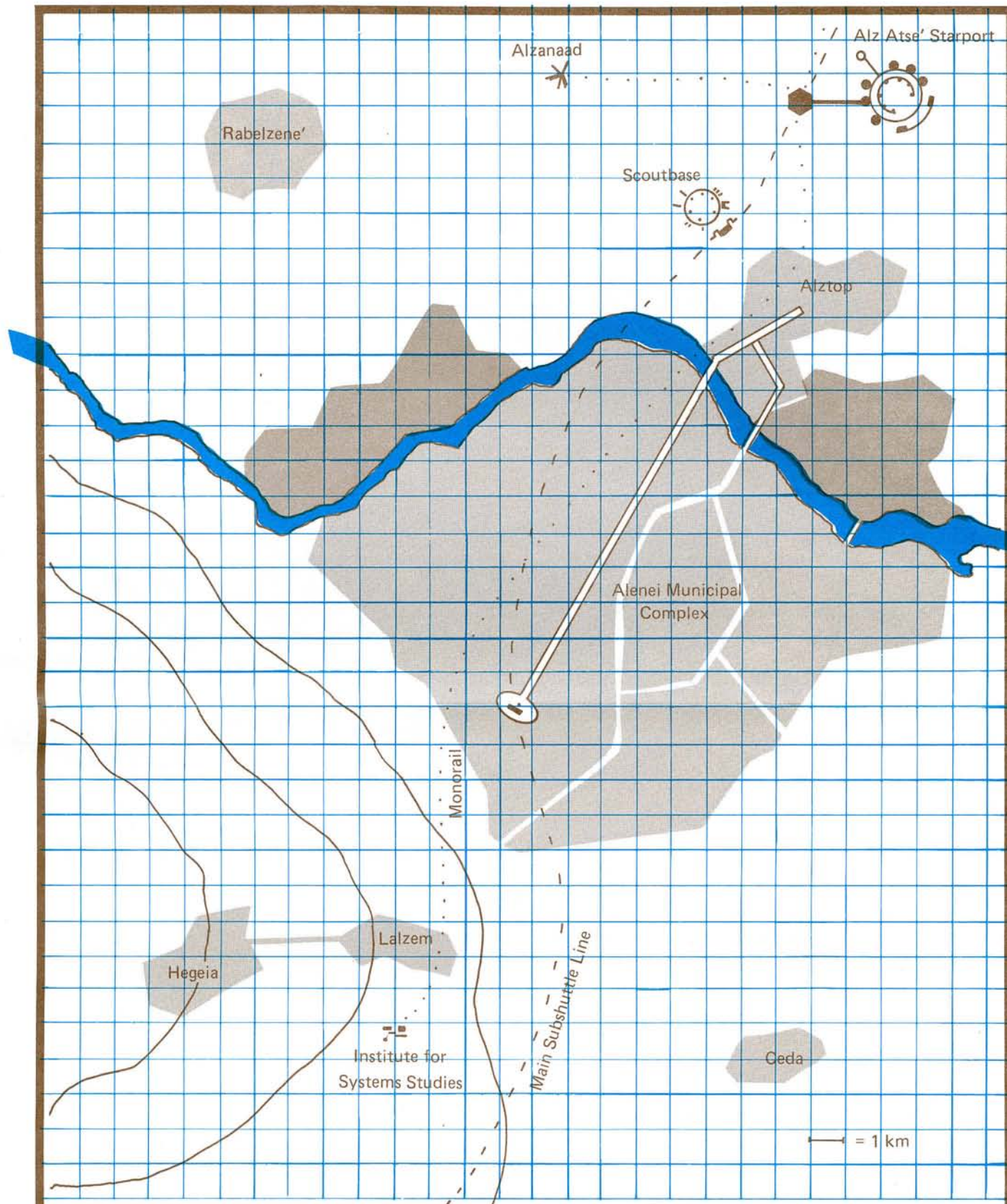
This adventure has also included a great deal of additional material concerning the League and its neighbors; this material is of some use as background for this adventure and campaign, but should also be considered by referees as a way of starting up other interesting sessions in the Jungleblut subsector.

As usual, the adventure as written works well on many different levels, and gives players and referees a wide scope in handling play. Characters can unravel clues in the streets of Alzenei, skulk about in ancient temples, or confront Descaroth's soldiers in a climactic battle. The situation even lends itself, with a few referee additions, as a backdrop to *Striker* actions (but the archaeologist in me shudders when I think of soldiers fighting over those priceless ruins). Because of the diversity, the adventure may be altered to suit the style of play of any particular group. Those who like mysteries can spend more time on Alzenei tracing clues. Those who prefer blazing guns can be given more clues up front and unleashed against Qarant. Everything is here for the referee who wants to make use of it. Don't hesitate to play it your own way!

So . . . welcome to Alzenei and the League of Suns. And happy *Travelling!*

The Sky Raiders' Ship





Alzenei

Population (1101): 11,296,440

Tech Level: C

Law Level: 6

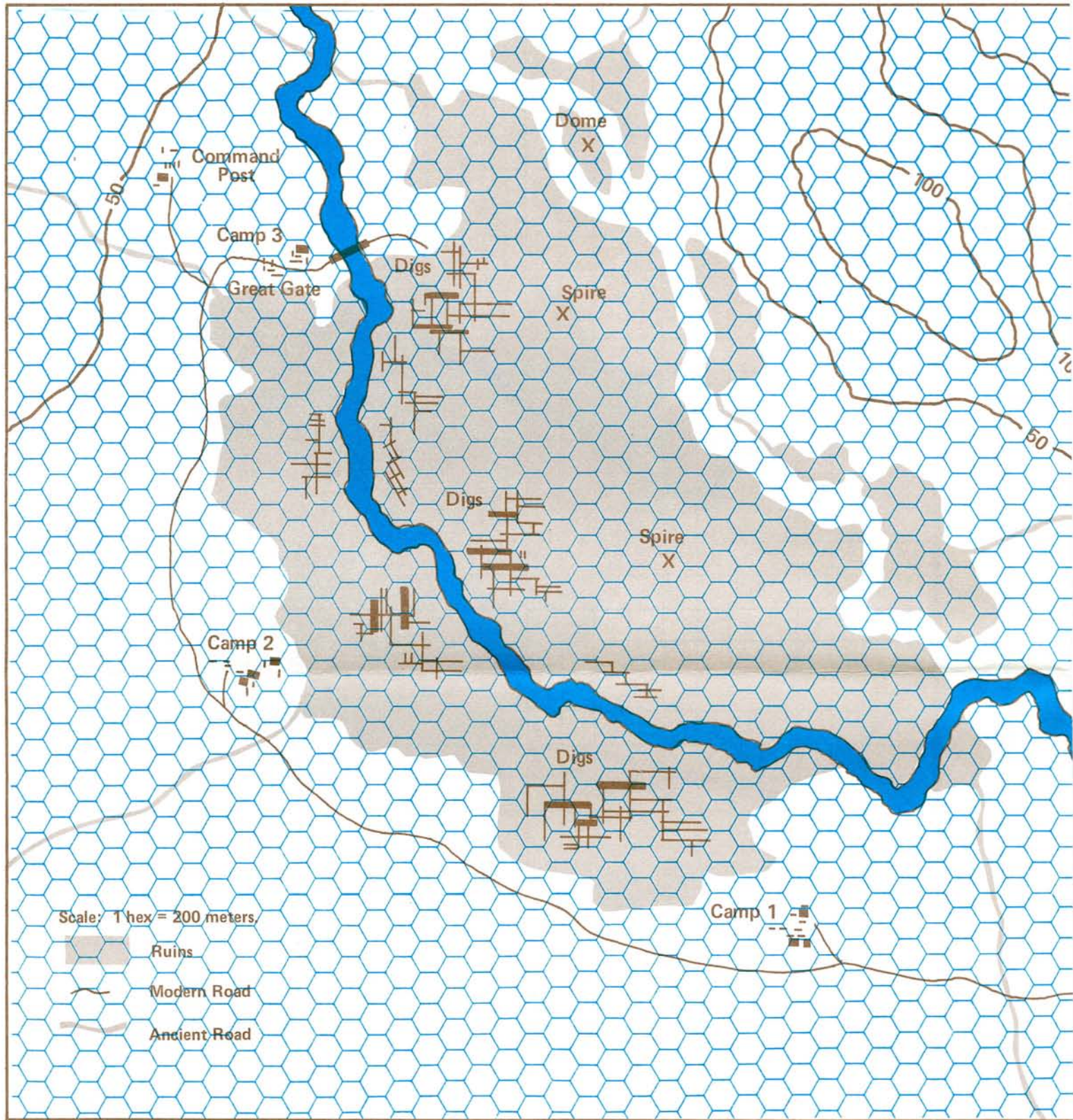
Capital and largest city of Alzenei, and government center for the League of Suns.

Mean temperature: summer, 25°C; winter, 13°C

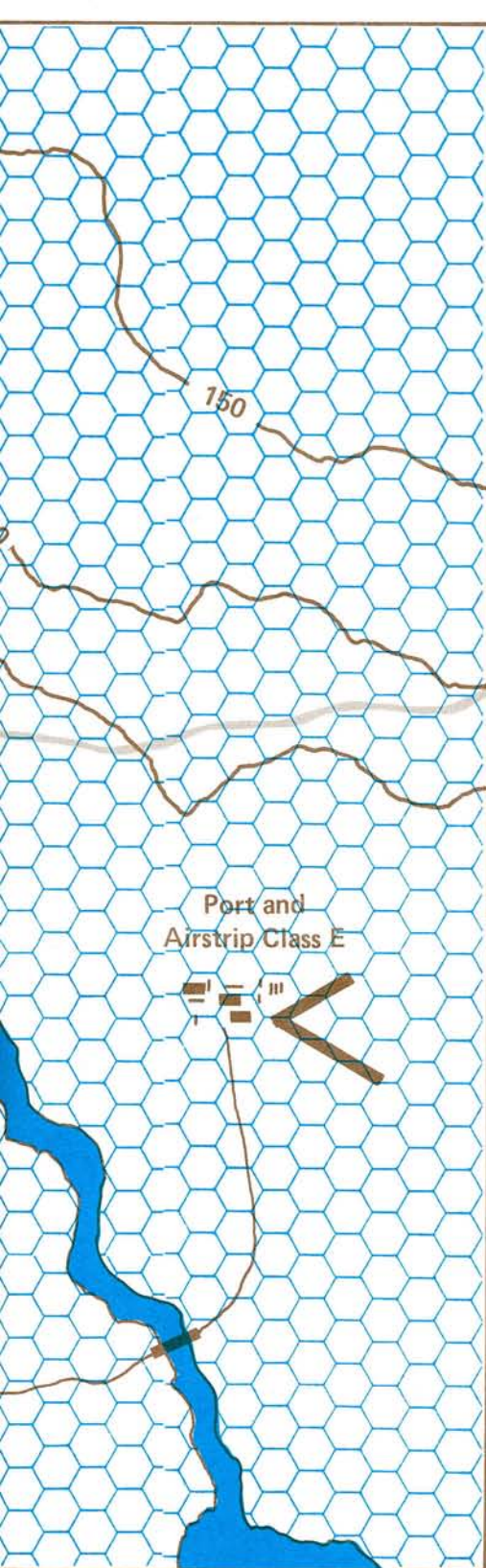
Annual precipitation: 90cm

Industries: Manufacture and export of heavy machinery, computers, robotics. Imports include agricultural and dairy products, raw materials, and radio-actives.

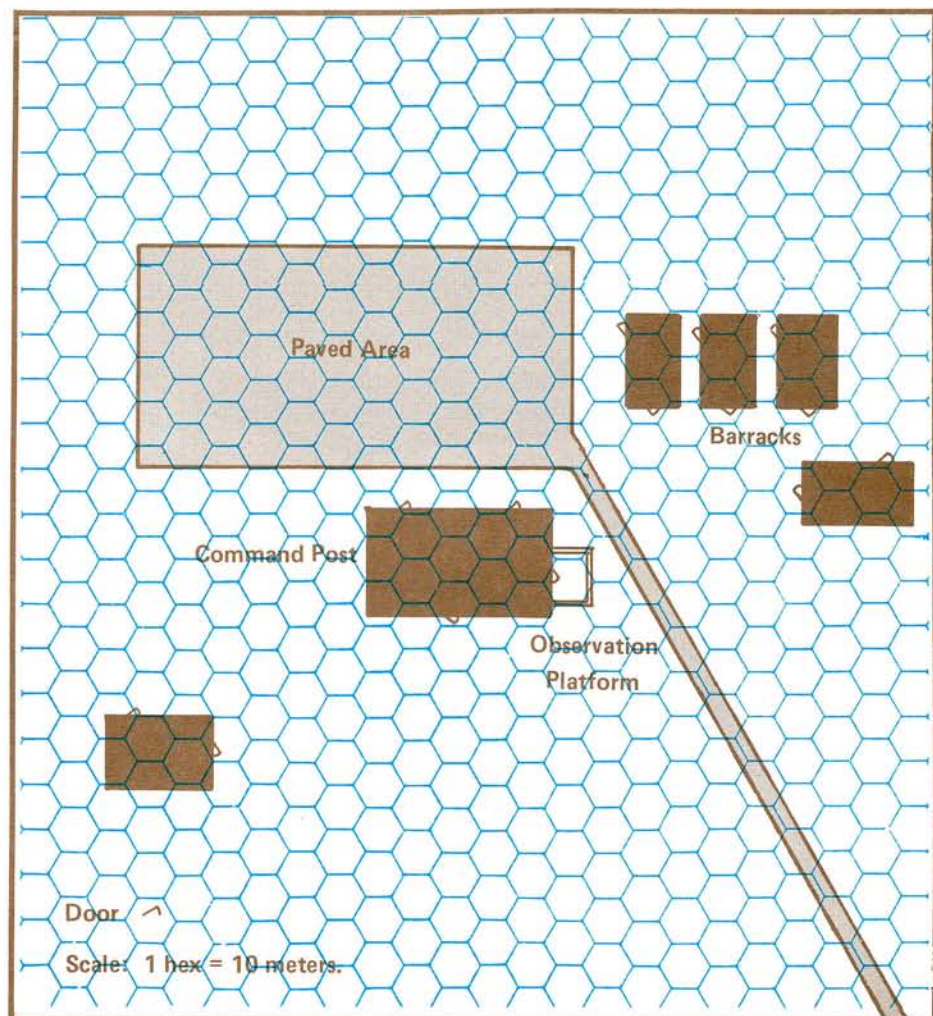
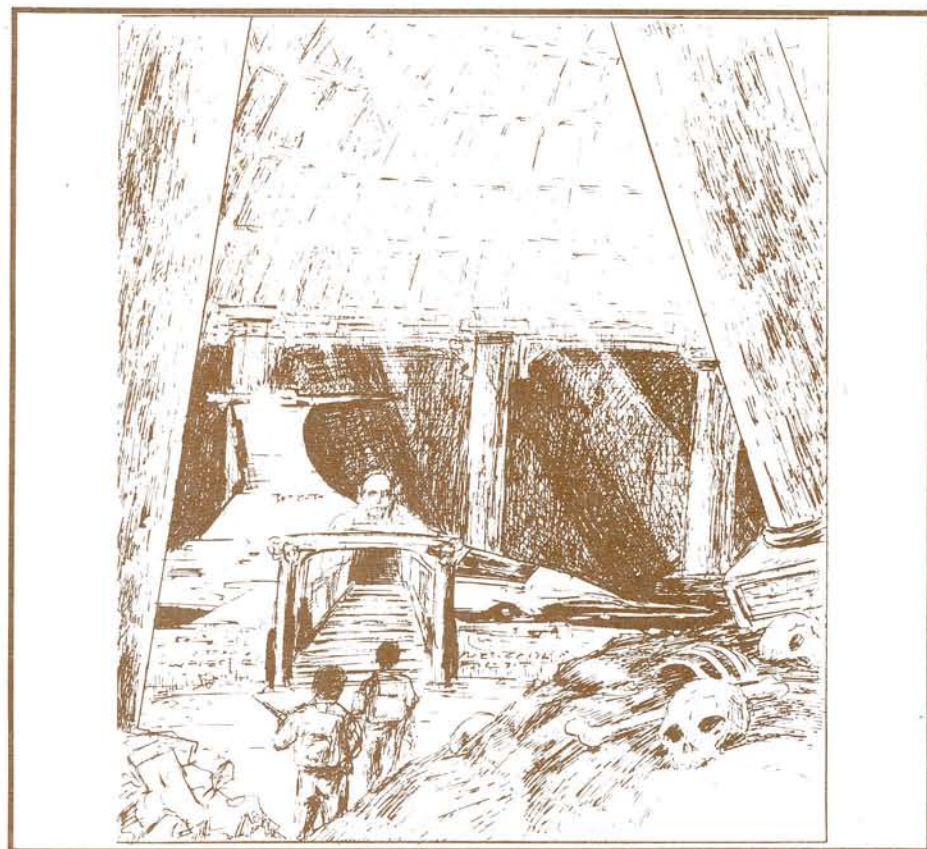
Points of Interest: Alzenei Municipal Center; Concourse of Worlds; Institute for Systems Studies; FDI Museum of Trade and Commerce.



Trail of the Sky Raic



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*An artifact from a run-down Startown bar . . . a sinister, powerful merchant searching for the secrets of a lost civilization . . . a kidnapping and a night attack in a peaceful city . . . these are just a few of the problems encountered as a band of adventurers begins a search that will take them down the **TRAIL OF THE SKY RAIDERS.***

*The second of the Sky Raiders campaign, **TRAIL OF THE SKY RAIDERS** follows the fortunes of a band of adventurers caught up in the continued search for an ancient, fabulously wealthy culture of plunderers who vanished without a trace centuries ago. Playable by itself or as the sequel to **LEGEND OF THE SKY RAIDERS**, the adventure combines mystery, confrontation, and the secret of a lost civilization into a dangerous and exciting quest . . . for the **TRAIL OF THE SKY RAIDERS.***