

The Fall of Rigella Namsey

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TRAVELLER

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Referees Information:

This adventure is designed for four to six travellers on a mid to high tech world. The world will have a fairly relaxed law level, large population (certainly in the tens of millions, preferably more) and with a tainted atmosphere that require filters of some sort. It should be based somewhere within the Imperium, since the main protagonist is on the run from a number of alien governments, however it can be very easily converted to any setting that features aliens who would be upset if people started to eat them...

In my own campaign I used the (slightly modified) world of Persephone in the Lunion subsector of the Spinward Marches.

Introduction:

The contact is an ape. Not exactly what you expected from the well educated and privileged tones that made contact with you via an audio only link. An intelligent chimpanzee – go figure. He met you in a park on the planet's capital, Erskine. You are all wearing filter masks to keep out the harmful pollen that is always abundant in the air of the planet and the ape, Mr Tidds, has quickly gotten down to business.

I have a simple job for you. Locate a person who is of interest to my employers. If you are able to find out where they are then I will have more work for you. You will get a 10,000 credit payment upon receipt of the information required.'

(Assuming the players agree to the terms).

'Excellent. The person you are looking for came to this world under the pseudonym Delores Vashinelli. This is not her real name, safe to say. We know she stayed at the Starborne Hotel for a couple of nights before disappearing. Apart from the hotel the only lead I have is that one Max Janthar is an old friend of hers and also lives in this city. Once you have tracked her down contact me on this number immediately and payment will be directly sent to your bank accounts and any further instructions for additional work will be provided at that time. Any questions?'

Mr Tidds has little other information for the characters. Vashinelli is described as a middle-aged woman of some means; 5'6", talk of a slightly dumpy build. She is not dangerous but may have a bodyguard or two in her employ. All that the characters have to do is find her.

The Hotel

The staff here are generally friendly to potential guests but are not that well paid. As a result they will not be overly suspicious of enquiries made by the characters as long as the party provides a plausible reason for any requests and do not give them any cause for alarm (turning up at the hotel lobby kitted out in combat gear would certainly be cause for alarm and the hotel staff will try to escape or hide in panic if the party were to decide to put on such a show of force.

Any information that might be gathered can be via the appropriate use of bribery (for hotel staff (and bank staff if they try to find out more about the account)) or Computer, by hacking into the computer records of the hotel (or bank).

The only leads that the characters might be able to come up with are Vashinelli's bank account details and vidphone records. The account is now closed and the only contacts that she had with outsiders was with Max Janthar and another private citizen, Chloe M'banda.

The Bank Account

Vashinelli had a very healthy balance in excess of 20,000 credits at a local bank, Shavathans but this account was only active for a very short time. It was opened days before Vashinelli came to the world until two days after she left the hotel. There were no regular payments; it was used for payment in some shops near the hotel and the hotel bill itself. The funds were eventually transferred into another (unnamed) account, which the characters cannot access no matter how hard they try.

Max Janthar

Max Janthar is an elderly, retired chef, who once owned a small chain of restaurants on the planet and was the star of several cookery shows on the local entertainment networks. He now lives in the penthouse apartment of a reasonably well kept building in the capital of this world.

The security for the building is minimal, although Janthar's apartment can only be reached via a security door. It might be possible to trick the old man into letting the party through or a player can use either his computer or electronics skill to get past the relatively simple security system, causing the door to open.

Janthar is easily scared and will help the party as well as he can if they threaten him. If the party gets too carried away with their threats of or actual physical acts of violence Janthar will suffer a heart attack, which may or may not, cause the players to panic.

He has known the target for a great many years, having appeared alongside her in some old cookery shows many years back. Now an aging man he is aware the Vashinelli is actually Rigella Namsey, but has no idea where she is. He does have a mobile vidphone number, though.

There is little of interest in Janthar's apartment, with mementos of his past fame and (of course) an exceptionally well stocked kitchen. A thorough search will turn up some panic buttons located around the apartment, which could also cause the players to panic. Fortunately for them Janthar has forgotten about their existence (never having had to consider using them in the 30 or so years he has called his apartment home) and he will not have set off the alarm even if he has had the opportunity to do so.

Chloe M'banda

Chloe M'banda is an attractive woman in her early thirties with previous experience in both the military and as a government intelligence agent. When the government of her home world was overthrown in a violent revolution she fled and joined the private security industry using her

personal contacts to secure a fairly senior position and she has prospered ever since. She takes the role of a senior co-ordinator for clients, ensuring that her team is ready at all times to deal with threats as and when they arise.

She currently resides in a pleasant neighbourhood with a large yard surrounding a well kept three bedroom, two storey home. The property has a panic room and a small security room and the tall fences around the property are constantly monitored by discreetly hidden security cameras. None of her neighbours know anything about her; other than she appears to be a professional lady, has always driven a new and immaculately kept vehicle and keeps herself to herself. No neighbour has ever seen the interior of her property and they just think that she is a private person. Her garden is nothing more than an immaculately mowed lawn, which means there is no cover in the 30 yards from the edge of her property to her home.

Currently her private security firm employers have been hired to protect Vashinelli/Namsey. When the players approach her she will be cautious and claim to know nothing, whilst secretly getting help sent to her via a personal panic button that she carries at all times. If she is made aware of intruders on her property (through laser or ground sensors and/or security cameras) she will hit her panic button immediately and take up her position in one of the upstairs rooms, using an assault rifle if she has the opportunity.

A back up team will arrive in less than 10 minutes. There are four men, all well armed and armoured, arriving in a pair of fast vehicles. They will turn up with guns blazing. Whilst the characters may have no idea as to what they have gotten themselves into these mercenaries are well prepared to deal with any possible threats and always assume the

worst in any given situation due to their previous experience in the personal protection industry.

If captured M'banda or one of the mercenaries can be made to talk via intimidation/torture and know the location of Vashinelli, plus the details of her security detail. M'banda also has Vashinelli's vidphone number should she need to contact her. She is well aware of the reason that her client needs protection, although she will not reveal this information (or any other information) unless asked directly and tortured/given drugs to force the truth from her.

The vidphone

With the right skills and equipment it is possible to trace the location of Namsey using her phone. Since Namsey is an old friend of Janthar it will prove easier to do this if the travellers use her old friend's vidphone or M'banda's. Calls from other vidphones will be ignored since as far as she is aware no one else has her number. She will inform her bodyguards of this and they will then seek to trace any vidphone that tries to contact Rigella subsequently, to ensure it is a wrong number call.

Using tracing equipment (if the travellers have access to it), bribing vidphone company employees or hacking into their computers, are all methods that have a chance of working.

Primary Threat Security

The only other way to find Vashinelli's location is to enter M'banda's office at Primary Threat Security. PTS is a respected mercenary outfit that operates throughout the sector, being considered a top end (and expensive) company that can be relied on to do the job better than most of their competitors. Totally professional, they understand that they can come up against rival mercenaries who may one day be allies or even employees or

employers, so it is all very business-like once the bullets stop flying.

Their offices are well guarded with two roving security officers plus a pair of large canines inside a perimeter fence, one man at the reception and a response team of four men always on site. It is worth noting that these four men are those who will respond to any distress call from either M'banda or Vashinelli. If they have already been dealt with elsewhere they will not reappear here.

The offices themselves are fairly small and if the security is dealt with it is easy to find M'banda's office and find out Vashinelli's address by simply accessing her file (either the hardcopy or via M'banda's computer). M'banda's computer does have a password set up and will require a very difficult skill check to get past the security she has on her machine. It is possible to get this information from M'banda if she is interrogated.

Neither M'banda or any of the other employees can be bribed to turn over this information. Threats will work in the right circumstances but they are utterly professional in their work, reflecting their employer's own standards in this regard.

Vashinelli Found

Once the travellers have found Vashinelli/Namsey they should contact Mr Tidds immediately. His vidphone will answer after two rings and they will hear an automated message (Mr Tidds has already escaped off planet).

'This is a recorded message. If you are calling this number you have managed to track down the package for me. You are to be commended. You can either send me the details via the vidphone messaging

service and upon confirmation that you have tracked down the package you will be paid or you can deal with the package yourself. You will be paid a bonus sum of 50,000 credits if you eliminate the package. Upon confirmation that you have done so you will be paid this sum. If you do not wish to go ahead with this contract you will not be hearing from me again and I bid you good day.'

'To accept this contract you will need to ring this number again five minutes from now and just say the word yes. I look forward to hearing this response. Good luck.'

The Safe House

Half an hours drive away from the capital the safe house is where PTS hide their clients. This is normally only for short term use, there are better facilities elsewhere that are better protected.

Located in a glacial valley the property is in an area that has higher than normal amounts of hazardous pollen in the air. It is overlooked on one side by a steep glacial cliff several kilometres from the property. The house is also screened by large bushes and trees that stand on the perimeter of the grounds and can not be seen from the winding road that passes almost half a kilometre away from the building. Within the grounds there is little cover from the edge of the grounds to the building itself, providing a good killing ground, although there are small dips and rises in the land that will provide a minimal amount of cover for attackers.

The house itself has a bunk room, bathroom, ready room, security room, three en-suite bedrooms (for clients, sometimes families use the property and PTS), armoury, kitchen area, lounge, a large

garage is attached to the main building. The walls are especially reinforced to be able to withstand any small arms fire, giving those within a distinct advantage when it comes to combat.

Vashinelli is protected by a team of three security officers. There is also a reaction team half an hour away, of four men (at the PTS offices). The local police will respond to initial reports of fighting but will back off once they realise that this is some sort of major actions, for which they are not trained or equipped to deal with. They see the business of mercenaries as something that does not require them to get shot at by professional killers. If there is an extended firefight then better organised paramilitary police and/or military may be sent (arriving in an hour at the earliest, such a quick response would involve the players wounding or killing the first local police officers at the scene (before they have had a chance to evaluate the situation and back off)).

If captured alive Namsey will beg for her life, explaining it was all a joke and it was not her fault that some people actually used the recipe for K'Kree a l'Orange!

Payment

Mr Tidds has long left the planet by the time that this contract is over. Upon the confirmed death of Namsey payment will be made to the Player Characters. They will have the funds transferred into their accounts (unless they have specified another method of payment).

Depending upon the chaos the players might have caused on the planet they may wish to leave the world. If they do so they will no doubt be contacted by Mr Tidds or another middleman of his employers again at some future date with another contract to fulfil.

Rigella Namsey

A popular celebrity chef, Rigella has been in the entertainment industry for over two decades, with her cookery shows being syndicated across many worlds. Her career came to a shuddering half four years ago with the ill-advised publication of an electronic cookbook 'The Intergalactic Cookbook' which featured recipes involving sentient alien species. Since publication (and the assassination of both her publicist and publisher) Namsey has been on the run and is believed to be hiding out in the near Vland, in the belief that the nature of Imperial space there will protect her.

The Intergalactic Cookbook

The only cookbook in history thought to have pushed so many races close to war!

Written by top chef Rigella Namsey the book was an underground cult hit, supposedly as a spoof for all the other cookbooks out there that featured unusual ingredients from the worlds beyond the Imperium.

It was the K'Kree who first brought to light the problematic nature of the book with its recipes featuring various sentient races. Unsurprisingly the Aslan and various Vargyr governments soon added their voices in protest, the Hivers

initially thought it was a great joke until it became clear that some enterprising traders had been capturing hiver young and shipping them far from their homeworlds to farms where they grew to adulthood destined for the pot.

Namsey is still on the run after her publicist and printer were both assassinated by freelance agents, the K'Kree are prime suspects, although the cookbook's notoriety made her many enemies.

As a footnote - the recipe for K'Kree is Orange Sauce was considered a classic by several (now deceased in unusual circumstances) top gourmands.

NPC Statistics:

The main protagonists are presented below. The vehicles and equipment for the mercenaries may vary according to the Referees preference to take into account the Tech Level they may be operating at. All of their equipment will be well maintained and in excellent condition. Neither Janther nor Namsey will be equipped with any weapons of their own, neither has any personal experience of the more brutal side of the Traveller universe.

Rigella Namsey

Entertainer Entertainer (performer) 6 terms
4 7 5 10 11 9
Advocate 1 Athletics 1, Carouse 1, Melee 0,
Steward 4, Streetwise 1
Cloth Armour (TL10). Comm

Max Janther

Entertainer Entertainer (performer) 7 terms
3 5 3 9 9 8
Carouse 2, Deception 1, Investigate 1, Melee 0,
Steward 3
Comm

Chloe M'banda

Army (infantry) 2 terms, Security 2 terms 8
8 9 11 7 7
Melee (unarmed) 1, Gun Combat (slug pistol)
1, Gun Combat (slug rifle) 2, Athletics (co-
ordination) 1, Streetwise 1, Tactics (Military) 2
Comm, Cloth Armour (TL10), ACR

Typical Mercenary

Army (infantry) 3 terms, Security 1 term 9
8 10 6 6 6
Melee (unarmed) 2, Gun Combat (slug rifle) 2,
Athletics (co-ordination) 1, Sensors 1, Stealth 1
Comm, Flak Jacket (TL 8), ACR

