

21 Plots Too



TRAVELLER

Compatible Product

Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing.

21 Plots Too

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A Sourcebook From Gypsy Knights Games

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About this book

Using a familiar format for Traveller players, this book presents 21 possible plots for the Referee to use with a gaming group. These can be useful not only when planning a short diversion from the main campaign, but also on those occasions where the players go off the anticipated path.

Much as our previous book, *21 Plots*, did, this book will concentrate on those groups who have a starship and are plying the stars as is most common for Traveller groups. Gypsy Knights Games has plans for other *21 Plots* style books which will concentrate on other situations. We hope you'll keep an eye out for those products as well.

Each of these plots has six possible variations. A Referee can follow the advice of the text and roll 1d6 to determine the course or he/she can simply choose among the presented options. Either way, we hope that some of these plots can be revisited by the Referee at different times with different outcomes.

Some of these plots, as presented, are intended to take place on worlds in the Cascadia subsector (presented in our *Quick Worlds* series as well as the *Cascadia subsector sourcebook*). Of course, while we would love

for you to look into those books as well, it is not a requirement. The Referee should feel free to modify the location as easily as he/she might modify other events within the plot.

Like all of our products, the main intention of this book is to provide an extra spark to the Referee's imagination. We hope to provide a quick boost to make things a little easier.

Most of the plots contained herein assume a group of characters traveling in a starship from place to place. Of course, this can be modified by the Referee as needed.

We at Gypsy Knights Games hope this product is used and reused by you many times and that it is an aide to you in coming Traveller campaigns.

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1. The Two Gentlemen

During a routine stop at a starport, the characters are approached by two gentlemen. The two gentlemen seem oddly out of place by their manner and dress from the rest of the people in the starport. They will explain they need cargo delivered to a nearby system and need to leave immediately. The men seem quite eccentric and seem to be endlessly wealthy. They also wish to come along as passengers and offer to pay 10% over the going rate

Roll 1d6 and consult the chart.

1	The men seem to enjoy all aspects of life and will both amaze and amuse the crew throughout the entire journey. When the trip is over, the men gladly not only pay the agreed price but give each of the crew a 5% bonus. They will thank the crew for a wonderful trip, even if it doesn't seem it was.
2	The men will constantly wager on small occurrences or feats of strength or dexterity with the crew, other passengers, and anyone that might be at any stop made by the ship. The bets will seem completely outrageous and weighted against the two men, but the two men will always find a way to come out ahead on each deal (by making more deals, bets, even cheating). By the time the ship reaches its delivery point; most of the crew will be in debt to the gentlemen. The crew will have to find a way to come back out on top.
3	As 2, but when they arrive at the destination, the two men manage to make a deal for new cargo and attempt to convince the crew to go another destination. They offer 12% over the going rate and they wish to add another two passengers who seem much like themselves. They pick a new destination, which seems almost random. The men will throw a wild party and continue their antics.
4	As 2, except that the item the men have as cargo is wanted by a group (pirates, rival government, etc) quite badly. During the journey at some point, the ship is attacked by this group and the group will attempt to seize the cargo. If things go wrong, the two men immediately accuse the crew of the ship as being part of a conspiracy and will turn them into law enforcement.
5	As 4, except the raid is an elaborate show set up by the two men to "gauge reactions". They enjoy the entire experience as if was a game and in the end will reveal that they were behind it all. As an apology, they will pay 20% over the going rate and agree to pay for all fuel, food, and entertainment for the characters at the destination.
6	As 5, except that during the course of the "raid", the characters are informed by local law enforcement that it is a ruse and they are sending a patrol vessel to arrest the two men. It will turn out the two men have been doing the exact same thing to other ships for quite a while.

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2. Security Play

While on Chance, the characters are approached by a gambler by the name of Phil Chan. Mr. Chan, it seems, has reached a high level in a card playing tournament at The Razz casino (or any other "retro" casino where actual cards are used).

Mr. Chan believes he is in danger of being assaulted if he wins the tournament. No one else seems to believe him and thus Chan is seeking assistance from someone uninvolved. He is willing to pay 5000 credits to have the characters escort him to and from the tournament table, as well as watch over him as he plays the game.

If the characters accept, they are invited to stand inside the card room and watch the proceedings.

Roll 1d6 and consult the chart.

1	Chan wins the tournament. It seems that Mr. Chan's associates were correct and he is being paranoid. However, it is suggested the Referee have the characters tested several times by random people approaching Mr. Chan who appear, at first, to be menacing. They are simply fans.
2	It would seem Mr. Chan is correct and he does win. However, it is simply a couple of young toughs. As 1, the Referee is encouraged to throw harmless persons at Chan as well as the toughs. This attack will come as Chan is leaving the tournament.
3	As 2, except the toughs number $1d6+2$.
4	Chan is correct. His main opponent in the tournament is a player named Doyle Ivy. Ivy has hired a group similar in make-up to the character group to rough up Chan as a punishment for a previous slight. This attack will come during a break in the game as Ivy intends the attack to take Chan off his game.
5	Chan is correct, but it would seem his main opponent in the game (a woman named Jen Tokolev) is being forced to play in an attempt to pay back a debt owed to a group (Referee should use a mafia group, a terror organization, etc). This group will send $2d6+3$ members of their organization. During a break, they will attempt to get Chan to lose the game and if not will threaten Chan and the characters.
6	Chan is lying to the characters. He will cause an uproar during the game by taunting one of the players, Slim Reese, whom he knows is prone to physical violence. The player travels with an entourage who will immediately join Reese in violence. Chan expects the characters will then support him. All of this is a ruse to get casino security distracted as Chan's compatriots are robbing another area of the casino. When it is discovered that the casino has been robbed, the crime family which runs the casino will then hold a grudge against Chan and the characters. The Referee can then determine a further chain of events.

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3. Going Bananas

While on Campbell, you're approached by a trader, Darren Durwood, and offered 15000 to carry a cargo of bananas to another planet and transfer them to his business partner on Chance. A group of religious pilgrims have recently built a temple there and he hopes to make a tidy profit on the fact that one of their holiest food items is the banana (the other being peanut butter).

The characters are offered a bonus of 5000 if the bananas arrive without bruises.

Several rolls should be made concerning tying down the cargo properly and seeing to it that it is secure and responsibly kept. If the crew is unable to do this, the business partner will not pay the extra 5000.

Roll 1d6 and consult the chart.

1	All goes as described but the crew finds that the starport is filled with white jumpsuit clad pilgrims who attempt to convert the crew.
2	During the securing of the cargo, a female stowaway is found. Upon questioning, she claims to be the abused wife of the trader and is fleeing him. Investigation will discover her story is false. Regardless, she bruised some of the cargo in the process of stowing away and the characters will lose the bonus.
3	Upon arrival at your destination, the goods are transferred and the business partner opens one of the cargo containers to find that the bananas are still as green as the day they were packed and unspotted. It's hailed as a miracle and a sign of a blessing. Not only is your bonus doubled, the crew is invited to observe a rare ritual – The Clambake.
4	Before you can leave Campbell, the ship is surrounded by an offshoot militant group of the religion that has arrived on Chance. They demand the cargo be off-loaded as it's forbidden by their particular sect to transport the sacred fruit away from the planet upon which it is grown.
5	Upon arriving at Chance, a competing merchant, Mil Endora, contacts you and offers a sizeable sum of 20000 to take the goods. If the players agree, they collect the money and make an enemy of Daren Durwood, who it turns out is a cousin of the O'Malley crime family. There will be trouble for the characters on Chance.
6	As 5, except Endora will insist in a very heavy manner. It is left to the Referee to decide exactly how many goons and how armed they are.

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4. Lunar Prisoners

The characters are asked to transport a load of medical supplies to a nearby planet. The actual destination of the cargo is not the world itself or its starport, but a prison facility on a moon of the mainworld.

The characters will have to land the ship at the prison and oversee the offloading which will be performed by the prisoners under the watchful eye of a prison guard.

The characters are offered 25% above the going rate for cargo for the dangerous nature of the mission.

Roll 1d6 and consult the chart.

1	All is it seems. Although, the situation is tense for the characters. The Referee should make the characters sweat if possible. Make them believe that the prisoners are doing (or at least considering) all manner of nefarious things which they are not doing.
2	As 1, except when the cargo run is over the corporation running the prison attempts to stiff them for the agreed upon bonus.
3	During the offloading, one of the prisoners attempts to break away from the group and get inside the ship. The Referee should decide what level of mayhem should ensue from this. Perhaps the guard attacks the prisoner and causes damage to their cargo bay. The Referee might even consider allowing the prisoner to escape in the ship, thus causing a possible moral dilemma for the characters.
4	All seems ok, until a horde of prisoners break through the doors and into the landing bay. The characters are halfway through the loading process and it is their decision to fight or flee. If captured, they will add to the number of guards and staff that are being used in the hostage situation.
5	As 4, except the characters are very early in the offloading process.
6	The prisoner takeover of the prison is already in process when the characters arrive. Everything will seem normal, but this is a ruse to get them to offload the cargo as well as being taken prisoner. As soon as the characters begin the offloading process, they will find the guards are actually prisoners in disguise and armed (and armored) as such. It is expected that mayhem will likely ensue.

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5. Follow the Tune

A woman named Jo Goffey approaches the characters and wishes to buy passage to the next system. She seems an aloof sort, a bit of a hermit but often hums or whistles a tune quietly to herself.

Roll 1d6 and consult the chart.

1	Goffey is quite insane. She believes a tune is being broadcast into her brain by a local deity. Once in mid-voyage, Goffey will begin working to find small ways to disrupt the ship's operation. She is quite untalented and is generally unable to do any real damage, but is convinced the ship is "ungodly". If caught, she will be convinced that the only way to appease this god is to also attack the crew.
2	As 1, except that Goffey has also brought a weapon aboard (Referee's choice) and will begin using that to do damage to the ship as well as the crew and any other passengers.
3	As 2, except that Goffey has received level one training in engineering. She is quite capable of doing real damage.
4	Goffey is actually just a self-absorbed, very religious woman who is traveling to a major university in the next system. She is going there to train to lead an orchestra. However, small things will begin going wrong on the ship once she arrives. The Referee should, however, make it seem that Goffey is as described in result 1 and find ways to increase the players' paranoia. In fact, she is completely unaware of any of this and will do no damage nor hurt anyone. A few frightened fellow passengers might up this ante as well.
5	As 4, except Goffey is psionic. She simply "hears the song" of the minds around her. This causes her some distress which is why she avoids people. She is traveling to the next system to meet other psions who can help her. While she is not doing it on purpose, the little things going wrong on the ship are being caused by her psionic abilities.
6	Goffey is being used by an alien communication device. She doesn't know it, but the song she hears is actually a distress call. When the characters begin to leave the system, the song will intensify and she will demand that they go to a rather out of the way location. She will try everything she can to convince the characters and if she can not, she will attempt to hijack the vessel. Once the group arrives, they will find the alien long dead, but the alien ship may lead to other opportunities for the characters.

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6. The Beast

The characters are approached by Olaf Pino. Pino, it seems has sold one of his prized possessions to a man named Joe Ferric in a nearby system.

The item is a live beta (a large, furry, and rhinoceros-like creature from Megara). The characters are asked to take good care of the beast and ensure its delivery to Mr. Ferric. Pino demands that the characters not tranquilize, sedate, or otherwise disturb the animal.

Ferric will pay 15% over the going rate for cargo when they arrive with the beta in good condition.

Roll 1d6 and consult the chart.

1	All is as it appears. The Beta is a temperamental beast which will attack without warning. Most times the beast will seem docile and then it will make a sudden attack on whomever it can reach. Fortunately, the only time anyone will have to deal with this is during the cage cleaning once per day.
2	As 1, except halfway through the journey, the cage breaks. The beta is now loose in the cargo bay. The characters should be reminded that Ferric will not pay if the beast has been sedated in any way.
3	As 1 or 2 (according to Referee mood) until they reach the destination. When they do, Ferric will try to find any excuse he can to not pay the shipping fee. If the characters have sedated the beta, he will know and refuse to pay. If not, he will simply lie and say they did. The characters will have to negotiate with him and try to get him to pay the correct amount.
4	The creature is a fake. It is, in fact, a rhinoceros with fur attached to the body. It should be good enough to fool the characters and anyone taking a glance at it, but it will not fool Ferric. Ferric will be enraged, refuse to pay the shipping costs, and may even threaten to take legal action against both Pino and the characters.
5	As 4, except the creature is a robot. Pino is the head of a new robotics company and he is attempting this stunt to prove his robots are lifelike enough to fool an expert. Whether or not Ferric is fooled is up to the Referee. In fact, some Referees might consider having the characters discover the beta is a robot and have them try to decide what to do and whether or not and how to fool Ferric.
6	As 5, except the robot is also a bomb. Ferric and Pino are business rivals and the beta is supposed to be an offering of peace. Pino, on the other hand, sees it as a vehicle to rid himself of his rival. The bomb will explode when Ferric examines the beast, unless the characters can stop it first.

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7. The Fairfax Stone

The characters are approached by a man named Diego Schultz. Schultz wishes to purchase transport on the character's ship for himself and one piece of cargo. Schultz will explain that the cargo is a one ton slab of rock. He is willing to pay the standard transport fee for himself and standard +15% for the transport of the slab.

Schultz has a buyer lined up at the destination world and needs to get there as fast as possible.

If pressed for further information, he will say that he got the rock on Fairfax and it is of vital importance that he reach his destination soon.

Halfway through the voyage, Schultz will be found dead in his stateroom. Any medical examination will show that he died of cardiac problems. Investigation of the stone will show a large slab of granite with odd lettering upon it. Examination of Schultz' effects will reveal that he uncovered the rock in the Coran Rift Valley and is proof of an alien civilization on Fairfax.

Roll 1d6 and consult the chart.

1	The stone is a fake. It is actually stone from the Coran Rift Valley, but all of the symbols have been added recently. Schultz was a down on his luck shyster who thought he could fool his buyer, a local museum. This fake will fool no one and the characters are simply stuck with a big rock.
2	As 1, except the stone is a much more elaborate fake. Great care has been taken to make the stone appear genuine. There is a chance the museum will be fooled. The only way the characters will know is by looking through Schultz' effects to see his plan.
3	The stone could very well be real. At least, that's what the archaeologists who found it believed before Schultz used a lift to steal it. The scientists will press charges with the authorities against Schultz and the characters, particularly if the characters go on with the sale.
4	As 3, except the archaeologists do not go to the authorities but to their patrons, a local corporation. The corporation will send their security forces out to retrieve the stone and eliminate any who may have been involved in its theft, including, of course, the characters.
5	The stone is proof of alien life, just not quite what Schultz (or the characters) may have thought. It is not an alien relic, it IS the alien. The markings are similar to tattoos. It is living rock the characters will find it is quite upset to have been abducted.
6	The stone may or may not be real, however it emits psionic energy. Those with psionic talents may find themselves very uncomfortable around it. It will either enhance or remove the psionic powers of those nearby (according to Referee plans or mood).

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8. Bugs in the System

Over the course of the past few voyages, the characters notice odd problems on their ship. Minor malfunctions have increased and fears of a major malfunction will likely now be on their minds.

Examples of this can be lighting going on and off, computer panels with glitches, and even minor course changes.

Roll 1d6 and consult the chart.

1	The ship is simply in need of an overhaul. The problems will become more and more frequent until an overhaul is performed.
2	During a recent stopover, a swarm of small insect-like creatures has gotten on board the ship. The swarm has gotten into the maintenance areas and is causing the troubles. The characters will be forced to clean these bugs out of the ship
3	As 2, except these bugs are not only going to infest the nooks and crannies of the ship but also attack the crew and passengers. They are not overly dangerous, but annoying. Unfortunately, there could be a character or passenger who is allergic to the bites and this could cause a minor medical emergency.
4	As 2, except these insects are carrying a deadly disease. The characters will not only be forced to get rid of these insects but also try to survive and save those who have contracted the disease.
5	As 2, except these insects are quite deadly and have a hive mind mentality. When discovered, they will attack the characters (damage to be determined by the Referee) as a swarm. They will then attack other characters, crew, and passengers.
6	There is literally a ghost in the machine. A powerful psion died near the ship when it was in port a few stops ago. The psion, as a last ditch effort to stay alive, "uploaded" himself into the ship's computer. Unfortunately, it did not work out as well as it could have and the psion is now fighting to get out of the ship. This is causing the ever increasing malfunctions. Over time, the Referee should allow the psion to gather "enough wits" to contact the characters by messages on the control panels. However, the Referee should consider this an excellent opportunity to turn the character's ship into a haunted house with all of the clichés that might entail.

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9. Squatters

The characters visit a world with no orbital port. When the characters' ship lands, they are informed by the local authorities that local law requires that they not live on board the ship during their layover.

When the characters return to their ship, they are surprised to find people living on and around their vessel. Any security that their ship might have had has been defeated. The local authorities seem unwilling to help the situation.

Roll 1d6 and consult the chart.

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| 1 | The squatters are simply homeless persons seeking shelter. While they have eaten any food they could find, they have done no damage to the ship. If the characters look into it, they will find that a few members of the group are quite skilled (which is how they got inside the ship). If they are looking for an NPC to help out, this could be an ideal candidate. The squatters will leave if asked and will only have a confrontation with the characters if threatened. |
| 2 | As 1, except the squatters will have done real damage to the ship as well as eaten the food. Valuables will have been stolen, cargo pods opened, and staterooms trashed. The characters will have a lot of repairs to do after the squatters are removed. |
| 3 | As 2, except the squatters refuse to leave. Any weapons on board the ship will now be in the hands of the squatters who will use them to defend their "new home" against "the oppressors". |
| 4 | The squatters are not simply homeless, but a local gang. They have no idea how to fly the vessel or any idea how to really harm the ship. All valuables on board have been stolen and most have been sold to local pawn shops or fences. They have painted graffiti in and on the ship. They will fight the characters with blades and any weapons they can find on board the ship. |
| 5 | The squatters are part of a religious order which worships the planet. Once the characters' ship landed, in their view, it became part of the planet and, thus, open and public property. In their view, the ship is now part of the planet and thus part of their god. The squatters will defend their god with a deeply felt religious fervor. |
| 6 | The squatters are working with the local authorities. The squatters get on board the ship and cause problems as described in 2. The squatters have essentially kidnapped the ship and are holding it for ransom for about 30000 credits. The local authorities will do little to help the characters and will, in fact, covertly aid the squatters. The authorities, if pressed, will relent and aid the characters but only for a rather large fee (in the range of 10000 credits). |

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10. In Triplicate

The characters arrive on Monroe only to discover that the local government has changed the requirement for the selling of goods (or bringing in passengers, etc). The Monrovia government will require the characters to register themselves with three different departments: The Department of Space Travel (Foreign Division), the Department of Trade (Imports), and the Department of Legal Affairs (Registration Division).

Unfortunately, this must all be done in person at the offices of each department.

Roll 1d6 and consult the chart.

1	The characters will become bogged down in the system all of the 14 hour shift that the local bureaucracy works. During the long and arduous time they have to stand there, they meet another ship crew who offers to buy them drinks in the local pub. The other crew offers them a share in a cargo they are tasked with taking to Roskilde. They don't have the cargo space and they can give half to the characters. It's a profitable offer and may make up for the pain of standing in the line.
2	As 1, except the crew of the other ship is actually loading a group of men on board the characters' ship. They intend to take the ship halfway through the voyage.
3	When they arrive at the desk of the 3 rd Rate Assistant Clerk of the Department of Trade (Imports), the clerk tells them they are to see the Assistant Executive Vice President of the Department of Trade (Imports). The AEVP of the DOT(I) offers them a job. It seems that he feels the Executive Vice President of the Department of Trade (Imports) is incompetent and that he deserves the job. Unfortunately, he can't have the job until the EVP of the DOT(I) dies. He offers the characters 10000 credits to perform this task for him. It is then up to the characters as to whether or not they will perform this act or contact the authorities.
4	As 3, except the entire exercise is an elaborate test. The Monrovia government is simply testing the characters to get their reaction. They will be denied the license and law enforcement will now be en route to arrest the characters who must now try to escape.
5	When they arrive at the desk of the 4 th Rate Assistant Clerk of the Department of Legal Affairs (Registration Division), the clerk calls them aside. It seems that he and his family are looking to leave Monroe and go to Hendershot. He offers the characters the usual fare +25% and asks to be able to leave quickly. It seems that he is under investigation for fraud concerning licensing and he needs to escape quickly. The authorities are investigating the man, but the need to leave is not as urgent as he believes. However, the Referee should attempt to build suspense all the same.
6	As 5, except the man is lying. He is under investigation for murdering an office superior. The local law enforcement will be searching for him and the characters will either have to give him up or find a way to spirit him past.

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11. Revenge of the Cidermen

The characters are approached by a man named Holmes Milner, who says he represents the Accordia Brewing Company of Slaren. He claims to have valuable information concerning the Slaren Brewing Company's "spokesman" Drenken von Bierstein. He wants to expose the truth and bring down the SBC.

Milner is willing to pay the standard rate for passage to Slaren. From there, he will pay the characters 1000 credits per day to aid him in his endeavors.

Roll 1d6 and consult the chart.

1	The information that Milner possesses is that von Bierstein, after his death, had his consciousness uploaded into a robot. That robot is still controlling the company (and thus the planet of Slaren). He intends to broadcast his proof by hacking into the holoivid network of Slaren from the characters' ship. The Slaren Brewing Company will go to many lengths to stop Milner and the characters from achieving this.
2	As 1, except that Milner's proof is laughable. It is readily apparent to the characters and anyone who sees it that it is faked. Milner is overly confident and will continue. It is up to the characters whether or not they wish to allow him to continue. However, other than the passage to Slaren, Milner will not have the funds to pay the characters after his embarrassing show goes "to air".
3	Milner has no information. In truth, he intends to use the character's ship as a hacking platform to break into the Slaren Brewing Company's computers. He wants the characters to hold a low orbit while he does this, something which will draw quick attention from the local defense forces. He will not give the characters this information until he arrives in the Slaren system. If the characters fail to go along with his plans, Milner vows revenge on them as well and the characters may find trouble with Accordia agents in the future.
4	As 3, except he will expect the characters to help him break into Slaren Brewing Company headquarters to get information claiming von Bierstein is still alive.
5	Milner has proof that von Bierstein is a crazy man living on anagathics, but not on Slaren. Von Bierstein is living on the top floor of a casino on Chance. This proof will be highly controversial and will make Milner (and the characters) a target by not only the Slaren Brewing Company but also the O'Malley crime family.
6	Milner has no proof. However, he does have a suicide bomb vest which he intends to use at the Stanton downport on Slaren. Von Bierstein is making an appearance and he intends to kill von Bierstein and as many others as he can. It is up to the characters to stop him once they realize it (which should only be when they get to the ground on Slaren). There will be agents of the Accordia Brewing Company there to assist Milner as well as stop anyone who attempts to stop him (including the characters).

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12. The Siege

The characters are within a D-class downport when a group armed with assault rifles take over the port. The characters are among the people being held hostage in the siege. Weapons are illegal on this world, so it is very likely that the characters are unarmed.

Roll 1d6 and consult the chart.

1	The group attacking the starport is a set of protestors against the local government. They intend to hold the starport for three hours to protest the local government's involvement in offworld trade. If the characters wait out the siege, the characters will be released. If they resist or fight back, they will discover the group is highly inexperienced in combat. They are dedicated, but not talented.
2	As 1, except that, while the group believes the three hour siege is the plan, the leader has other ideas. The leader intends to explode several bombs near the ships parked at the port. Of course, the characters' ship will be among those targeted.
3	As 2, except the entire thing is a ruse. The group is staging this attack to look like a protest. However, their real intention is to capture a merchant ship which is landing with a load of gold upon it. The characters will be well paid and appreciated by the local government if they can stop this.
4	The group attacking the port is a group of religious fundamentalists who intend to kill everyone in the port. The gathering of all the hostages is simply a pretext to killing them all with a large bomb planted in the room with them. The characters will have a limited time to figure this out, defuse the bomb, and/or escape to safety.
5	The group is a mercenary company securing the starport for a landing of troops to aid rebels against the local government. They intend for the starport to be their "beachhead". The characters will be caught in the middle of an intense firefight between the mercs and government forces.
6	There has been an uprising against the government and the now former head of state is attempting to flee the planet. The armed group is simply securing the starport so that the dictator can leave unmolested. The characters will be harassed and perhaps even robbed by the departing security forces. While they are being held, a local man makes it clear that he is connected with the rebels and that the characters will be handsomely rewarded if they can stop the dictator from escaping.

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13. Hard Rocker

The characters are approached by a woman named Megyn Darshan. Megyn is the new wife of aging music star Aleks "The Hammer" Barnes. Barnes is the front-man for a popular musical act called "Rubber Alchemy". Rubber Alchemy is known to the characters (indeed, many may be fans) and is known to be a wild, hard living band.

The characters are offered 200 Credits per day for the next 14 days (7 music performances, 7 "travel days") by Megyn to spy on "The Hammer" during his tour of the next planet. It seems when they got married, "The Hammer" agreed to remain faithful to Megyn, but she doesn't entirely trust him. The characters will be hired into the "roadies" of Rubber Alchemy where they will be paid 50 credits per day. Only they and Megyn will know their true "mission" is to spy on "The Hammer".

Roll 1d6 and consult the chart.

1	It turns out that The Hammer is actually keeping his marriage vows. However, he is revisiting serious substance abuse. The characters will have to decide whether or not to tell Megyn or to do something to help The Hammer. Confronting The Hammer will lead to either denials or even physical confrontations with his bodyguards or friends. Trying to stop the drug dealers will also result in violence from them (possibly armed).
2	As 1, except that The Hammer believes the characters to be spies, but not from his wife. He believes them to be local narcotics agents and will, at first, shun them. Later he will send an equal number of bodyguards to the number of characters to assault them and kick them off the tour.
3	The Hammer is not keeping to his marriage vows and is bringing in a bounty of partners each night. If confronted about this at all, The Hammer will double the money offered by Megyn to keep them quiet. The characters will then have to decide their actions from there.
4	The Hammer is meeting on each night of the tour with a woman named Jelena Campbell. The Referee should encourage the characters to believe that Campbell is a love interest. However, Campbell is a writer who is ghost writing his biography. This is an excellent opportunity for the Referee to run a comedy of errors as, in sitcom-like fashion, things keep taking the characters off course.
5	As 4, except Campbell is actually a priestess from a local religion in which The Hammer has begun to find solace. He fears that becoming a religious man will ruin his reputation.
6	The Hammer is secretly an interstellar hitman on the side. Each of his concerts has been placed in a city where he will perform a hit for the mob boss which employs him. The characters will discover that following him can be a very difficult, if not dangerous, affair.

21 Plots Too

14. Mail Call

Upon arriving at a starport which the characters have visited several times in the past, one of the characters gets a message informing him/her that he/she has a package awaiting them.

When the character arrives at the office of trade to pick up the package, it is a rather large cargo pod.

Roll 1d6 and consult the chart.

1	The cargo pod is not for the character in question. Apparently, another person with a very similar name was to pick up the pod. The pod is full of weapons bound for the rebellion brewing on Tlix. The characters may decide what to do with the weapons; however they can be assured that the intended recipient will take whatever means necessary to get it back.
2	As 1, except the pod is filled with illegal narcotics.
3	The cargo pod is filled with the personal effects and body (in a cold berth) of a man named Kent Lani. Lani was a friend of the character's from several years ago and had been living on this planet. Lani arranged with a friend, Tiffany Hollander, to have his body hidden here and waiting for the character. Looking into the effects with the body, the character will discover that Lani had become destitute and had seen the character on board the station on several occasions. However, Lani had been too embarrassed to say hello. In addition, he has angered a local religious cult which wishes to burn his body. The cultists have been trying to get to the body for weeks, but once the character leaves with it, will attack and try to get the body back.
4	As 3, except Lani had not angered cultists. Instead, the entire thing is a ruse put together by Hollander. Hollander is, in actuality, using Lani's body as a vessel to smuggle narcotics off the planet which she stole from a local mob boss. Mafia goons, not cultists, are the ones now pursuing the characters.
5	Both 3 and 4 are true. The characters are now being pursued by both the mafia and the cultists.
6	As 5, except Lani is, in fact, still alive. He does not wish to be buried (obviously), but felt this would be an effective way to hide as well as the only way to get the character to smuggle him offworld.

21 Plots Too

15. Two And A Half Men

The characters are approached by an older man, a young man, and a man who is quite obviously a cyborg. The trio says that they would like to be taken to a system three parsecs away. They are in a hurry and will pay an additional 15% over the standard cost of transit if they can leave within the hour.

Roll 1d6 and consult the chart.

1	They are not in trouble. The trio is just anxious to leave the system. They had traveled here with another vessel, but had trouble when they discovered the rampant discrimination against the cyborg. This could cause trouble for the characters as well. Any other dealings they are involved with may be soured by people who also have strong feelings against the cyborg.
2	As 1, except the group is attacked by an angry group of anti-cyber demonstrators before they can even leave the establishment in which they met. The attackers will be armed with sticks and stones at best and will be equal in number to the characters.
3	As 2, except the group is armed with blades as well.
4	The trio is attempting to escape law enforcement. The two men have escaped with their friend who was being experimented upon in a government lab. The characters and their passengers will be pursued by agents of the government, though not the actual police or defense force. The government wishes to keep this quiet, though (Referee's choice) they may go so far as to send an armed vessel to stop the characters from leaving the system.
5	The cyborg is carrying the formula for a new adhesive being developed by Winterkorp, a local corporation. A rival company hired them to steal the formula, but their original transport backed out on them and left them stranded. Agents of Winterkorp will now pursue the characters and their passengers in an attempt to get the formula back.
6	The cyborg is carrying the plans to a massive battle station being built by the local government. It seems the government of this world intends to invade the system to which the trio wishes to be taken. The government will stop at nothing to pursue the trio and the characters if they help.

21 Plots Too

16. Here To Help

The characters are approached by an older man, very oddly dressed, who says that he wishes to help them. He knows all of their names and will speak of the characters as if he's intimately familiar with them.

The man says his name is Skreen, that they are in mortal danger and that he can help them. He simply wishes to be taken to the next system, but he has no way to pay them.

If they refuse to take him, he will continue to pop up in odd places and insist on accompanying them until they relent.

Roll 1d6 and consult the chart.

1	Skreen is a talented con artist. He has simply been using his considerable observation and acting skills to pull the wool over their eyes. He is simply looking for a free ride and seems to now have one. At some point during the voyage, he will proclaim a need for the ship to make an odd maneuver. He will claim to them that this has saved them from a sure accident. If they are kind to him (especially if they are kind to him after finding out he's a charlatan) they will have made a contact.
2	As 1, except Skreen is actually psionic. However, he does not have the power of precognition. He is simply using his telepathy skills to help himself to rides and so forth from unsuspecting marks.
3	Skreen is a precognitive psionic and the odd maneuver he suggests to them does save them from an accident. However, the location to which he is traveling is a psionic enclave on a world (or setting) where psionics are forbidden. The authorities on this world have the ability to detect psions as they enter the starport. He asks that they attempt to smuggle him onto the world where he believes he will be safe after leaving the port. He promises them 2000 credits for this service and the undying thanks of the psionic enclave on this world.
4	Skreen is actually a time traveler who is a descendant of one of the characters. The character was going to survive the accident, but the rest of the characters would die. The grief and self-loathing was powerful on the surviving character and it affected the way of life for Skreen and his mother. Skreen took it upon himself to change the timeline and hopefully his own life.
5	Skreen is actually a time traveler who has come back in time to stop the characters from an accident. In truth, he is not there about the characters but rather to stop them from crashing into a cruise ship. The crash will become famous in Skreen's time and he felt he should stop it.
6	As 5, except law enforcement from Skreen's time will arrive on board the ship and attempt to ensure that the characters do have the crash. Time must not be changed after all, and thus Skreen must be captured and the characters must die in a fiery crash.

21 Plots Too

17. Seek Ye Not The Treasure

The characters are approached by a man named Harry Tonnelli who asks for transport to an asteroid belt in the outer part of this system. He is willing to pay the standard fare for such a trip as well as a substantial bonus for the entire crew of the ship once he finds "it".

Pressing Tonnelli on the subject of "it" will initially get nothing from him. However, one can tell that he is bursting at the seams to tell them and will relent. He claims to have found the hidden treasure of the infamous pirate Colin Drake. He believes it to be hidden in one of the asteroids and he believes he knows which one.

Research on Drake will show that he was one of many who owned independent ships in the early days of colonization. He used his ship to attack supply ships going back and forth from the colonies. Potentially, this could be a large treasure hold.

Roll 1d6 and consult the chart.

1	Tonnelli is crazy. His "research" has consisted of talking to fellow conspiracy buffs, alien hunters, and two amateur historians. He is leading the characters on a wild goose chase. The Referee should allow Tonnelli to lead them to his asteroid and allow him (with help from the characters) attack it with the laser drills he is supplying. They will find nothing and Tonnelli will then declare it must be another asteroid. This will go on until the characters tire of it.
2	As 1, except while on this wild goose chase, the characters do manage to find the wreck of a merchant vessel. While not the treasure Tonnelli promised, it is a full of spare part usable on their vessel.
3	Tonnelli is on to something. His "research" is as described in result 1, however, he has actually stumbled on to a Drake hiding place. When the characters arrive at the asteroid, its obviously a base of some kind (most asteroids don't have airlocks). However, there is no treasure. This was a storage house for goods, spare parts, and weapons much of which is still here.
4	Tonnelli's research is quite correct, but he himself is quite unstable. There was a Drake treasure trove located in this asteroid belt. However, once the characters arrive, they will discover it has been gone for years. Once Tonnelli discovers that the treasure is not there, he will become unhinged. He will accuse the characters of everything from stealing the treasure themselves to destroying it to keep it from him. He will become violent and need to be subdued.
5	Tonnelli is lying. He is a con man hired by a group of modern pirates. He tells unsuspecting merchants of a treasure and convinces them to go into the asteroid belt where his compatriots are waiting to attack, board, and steal the ship from the characters.
6	Tonnelli is absolutely right. There is a Drake treasure trove hidden in the asteroid belt. However, once they have breached the asteroid the characters will discover that Drake's treasure is not money, valuable ores, gold, or jewels. Drake hid away all sorts of colonization supplies. So the treasure is everything from tents, foodstuffs, and medical supplies to furniture, books, and entertainment systems. While much of this will have value on the antique market or to historians, it is not the vast treasure Tonnelli believed it to be.

21 Plots Too

18. Woman On The Run

The characters are approached by a woman named Mila Kvingedal. Kvingedal is looking for transport to a world three parsecs away. She states plainly that she will pay the standard cost for such a trip, however, if her privacy is completely respected, she will pay a 10% bonus.

If any of the characters happen to read the local newsfeed, they will discover that Kvingedal has become somewhat of a local celebrity.

Roll 1d6 and consult the chart.

1	Kvingedal is a local newswoman. Recently, she was looking into accusations concerning the Egata Corporation. Egata, it seems, was not taking the basic precautions needed for mining operations in an asteroid belt. Kvingedal prepared some investigative reports but the news corporation for whom she worked quashed the reports. She is now on a bit of a crusade and is attempting to go to a system where Egata has less influence. Egata will attempt to stop her from leaving and will issue threats to the characters concerning their well-being and possible financial dealings with Egata and their subsidiaries.
2	As 1, except Egata controls the local law enforcement and security forces to the extent that they can send armed agents to stop the characters. Per Referee's discretion, this can also include an armed vessel to chase after the characters' vessel.
3	Kvingedal is the recently discovered and publicized mistress of a powerful local politician. She simply can't take the public pressure anymore and is leaving the system. She hopes to find solace there and with the characters. However, shortly after meeting with the characters, the paparazzi discover her and begin crowding about her. It will be up to the characters to get her out of the system and away from the hordes of reporters.
4	As 3, except the politician in question is worried about secrets Kvingedal might have overheard. He will send members of his security team to eliminate her and the characters. There should be 2 less members of the security team than characters in the group; however, they should be trained killers.
5	Kvingedal is an information pirate. She has uploaded important information concerning local corporations into a memory chip in her head. The corporations will stop at nothing to get Kvingdal and her information back. The characters will be faced with stiff opposition at all turns.
6	Kvingedal is a jewel thief. She has stolen several precious gems from a local museum and is on the run. Local law enforcement will not only be giving chase, but will consider the characters as being accessories to the crime.

21 Plots Too

19. Turn of the Card

While at a gambling establishment, one of the characters becomes involved in a game of chance (something like 21, blackjack, or the like). During the course of this, something out of the ordinary occurs.

Roll 1d6 and consult the chart.

1	The dealer (be it a live person, robot, or computer) is cheating. The Referee should give the character a chance to spot this. If so, it turns out the dealer is controlling the events of the game and cheating the player. Informing the casino will get the character thanks and his/her room and food for the evening will be covered by the casino.
2	As 1, except the casino is on the whole thing. They will react as they do in 1, however, they are merely biding their time while they doctor evidence to make it appear the character was doing the cheating. Local law enforcement will arrive in the morning to pick up the character.
3	As 2, except the casino does not call law enforcement. Instead, they call a local hitman to remove "the problem".
4	As 1, except the dealer is not only cheating against the player but in favor of a man who is also at the table. The man will turn out to be a wealthy man whom the casino caters to by allowing him to win big and then lose big. If the character complains, the casino will compensate the character for losses. If the character says something to the wealthy man, the man will be quite upset as he genuinely believed himself to be a talented gambler. The wealthy man will offer to pay for the character and his/her friends entire stay as compensation.
5	As 4, except the man is a mafia courier who is being paid off by the casino. The casino allows him to "win" and the criminals are paid. Complaints by the character will result in the casino attempting to bribe the character to keep quiet. If the character does not keep quiet, the casino will inform the mafia who will send a hitman to "make sure the character gets the point".
6	As 5, except the dealer is confused and thinks the character is the mafia courier. The character continues to win over and over again while a man down the table continues to stew over losses. When the mistake is discovered, both the casino staff and the mafia group will attempt to recover the money from the character in ever more threatening ways.

21 Plots Too

20. Bandits

While on a low law level world, the characters are asked to help defend a group of colonists who are trying to set up a farming community. A group of local bandits has been raiding the farms to feed their growing number of troops. According to the colonists, the bandits are not well-armed or well-trained, but in comparison to the colonists they are a fearsome force.

The colonists offer 5000 credits to the characters to help scare the bandits away from their community so successfully that the bandits will either fear them or at least move to attacking another community.

Roll 1d6 and consult the chart.

1	All is at it appears. The bandits are all armed with small arms while the colonists have no weapons at all. There should be a number of bandits equal to the size of the character group +5. If the characters can successfully scare off, eliminate, or even broker a deal with the bandits, then the colonists will pay the money to the characters.
2	As 1, except the bandits will be a larger group of about 20-25. These bandits will not consider a deal and will only be intimidated by force.
3	As 1, except the colonists have no intention of paying the money in cash or credits. They intend to pay with the same value in food.
4	As 2, except one of the bandits has a battle suit with advanced weapons which he will use if the characters appear too threatening.
5	The colonists have left out an important piece of the story: The "bandits" are former colonists that have been forced out of their community. They are not bandits at all, but simply armed persons who have now separated from the colonists. The colonists are also equally well-armed, but are simply hiring the characters to do their dirty work for them.
6	The whole thing is a ruse. The colonists are simply attempting to lure the characters to their community where they will steal their ship or kidnap them and use them for bargaining chips to get a ship. The colonists are simply tired of living on this planet and wish to use the ship as a transport off the planet.

21 Plots Too

21. System Defense

For this plot, it is assumed that the characters have an armed ship.

Upon entering a remote system, the ship is hailed from the local starport. Due to recent raids (by pirates, scoundrels, a rival system, etc), the system's defenses are in critical need of repair. The authorities approach the characters to ask for help with system defense duties until the system has a chance to bring defenses to bear once again.

Roll 1d6 and consult the chart.

1	All is as it seems. The starport administrator is telling the truth, they are currently weakened and cannot defend themselves. The characters will be asked to patrol the area, run sensor sweeps and even ferry some customs inspectors to ships entering the system. This will last about a week and the characters will be paid well for their service.
2	As 1, except not only will they be well paid, the starport administrator will top off their fuel and give them a voucher for ten free refuelings in this system.
3	As 1, except the starport's communications have been hacked by the enemy forces. The characters will be asked to conduct a customs inspection upon an incoming vessel. It will be a trap and the characters will face an armed vessel much like their own.
4	As 3, except the vessel will be somewhat larger and better armed than the character's vessel.
5	The characters are asked to patrol the system. Unfortunately, another raid takes place while they are on patrol. The enemy forces will consist of three vessels which are similar to the craft in which the characters travel.
6	As 5, except the enemy forces will be overwhelming. The characters will be asked to hold off the attackers long enough for the starport to evacuate.

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