

# Quick Worlds 20

# Atargatis



EXPANSIONS

**TRAVELLER**

Compatible Product

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

## *Quick Worlds 20: Atargatis*

# *Atargatis*

*Part of the Quick Worlds Series  
From Gypsy Knights Games*

*Author*

*John Watts*

*Artist*

*Can Stock Photo: Andreus*

*Editor*

*Curtis Rickman*

*Playtesters*

*Wendy Watts, Randy Sutton, Mike Nixon, Tom Howard, CJ Abbot, Alan Mullican, Missy Ledford, Jerry Fairbanks, and Anthony Westbrook*

*Find us on Facebook (GypsyKnights Games), Google + (Gypsy Knights Games), and Twitter (@GKGames).*

*Keep up with the latest from Gypsy Knights Games on our news blog  
[gypsyknightsgames.blogspot.com](http://gypsyknightsgames.blogspot.com)*

*And you can find all of our products on our website [www.gypsyknightsgames.com](http://www.gypsyknightsgames.com) or at Drive-Thru RPG.*

*All rights reserved. Reproduction of this work by any means is expressly forbidden.*

*“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.*

*“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used with permission. The Traveller Main Rulebook is available from Mongoose Publishing.*

## ***Quick Worlds 20: Atargatis***

### **Free Product**

This product is being offered free of charge. Not only is this an offering of appreciation for those who have supported us in our first year of business, it is also being offered as a test product for those who have not purchased from us before. We hope, in either case, that you enjoy this product and it brings hours of entertainment to you and your gaming group.

That being said, there is something we'd like from you: your opinion. We at Gypsy Knights Games are constantly striving to provide a better product at a reasonable price. In order to continue doing this, we'd like your opinion on this product. Where did we go right? Where did we go wrong? We'd like to know what you think.

So tell us. Once you've read through this, email us at [gypsyknightsgames@gmail.com](mailto:gypsyknightsgames@gmail.com) and let us know what you thought of it.

John Watts

# Quick Worlds 20: Atargatis

## Atargatis B7966B7-B

### System Details

Atargatis is located in the second orbit of its sun, Abgar, a G6 V, yellow main sequence star. Atargatis orbits Abgar at a distance of approximately 0.70 AU (105.4 million kilometers or 65.6 million miles).

The system has four gas giants: Anat, Ashera, Ashtart, and Darceto. The closest to Abgar is Anat. Anat is located about 1.02 AU (153 million kilometers or 95.1 million miles).

One of the moons of Anat, Atah is also inhabited by a mining colony which is owned by the Blaylock Mining Corporation. About 300 miners call Atah home.

Ashera is located in the fourth orbit and is approximately 1.61 AU (241.4 million kilometers or 149.9 million miles) from Abgar. Ashera is a ringed gas giant and its extensive ring system is often a source of tourism.

In addition, one of the moons of Ashera, Athirat, is inhabited. The moon has been leased from the Atargatis government as a research station by WinterKorp, an industrial chemical corporation.

In the fifth orbit lies Ashtart. Ashtart is located about 2.9 AU (435.1 million kilometers or 270.4 million miles) from Abgar.

The final gas giant in the system is Darceto. Darceto is located at approximately 20.83 AU (3.1 billion kilometers or 1.9 billion miles) from Abgar.

One of Darceto's moons, Demetrius, is used as an outer

system refueling base. Demetrius is home to about 400 people.

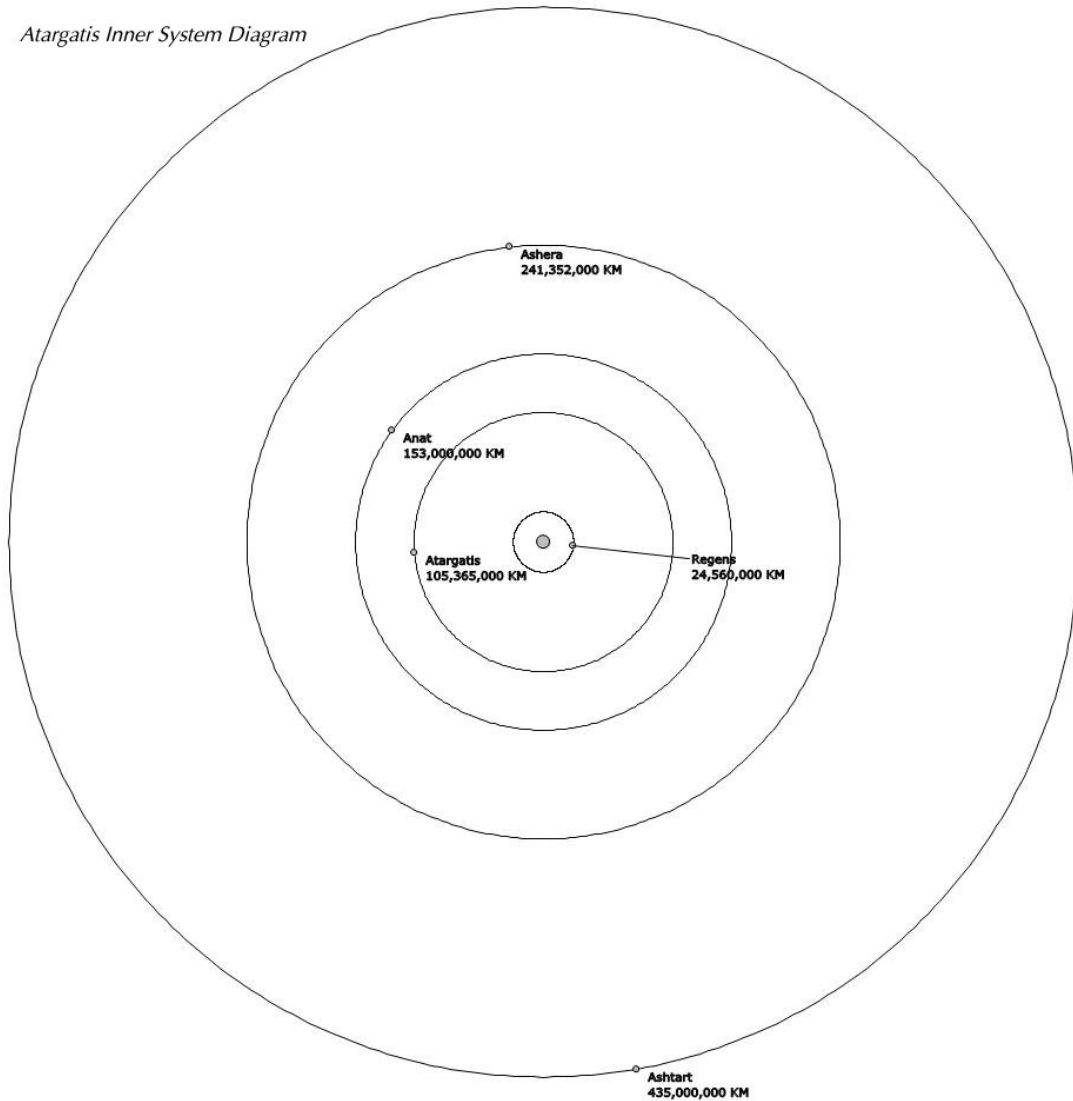
There are two rocky bodies in the system as well. Closest to Abgar is Regens. Regens is located at about 0.16 AU (24.6 million kilometers or 15.3 million miles). Regens is uninhabited.

The furthest world in the system is Akko. Orbiting at a distance of 82.3 AU (12.352 billion kilometers or 7.7 billion miles), Akko is an uninhabited ice ball.

Primary	Abgar	G6 V
0.16 AU	Regens	X300000-0
0.70 AU	Atargatis	B7966B7-B
1.02 AU	Anat	Small GG
1.61 AU	Ashera	Large GG
2.90 AU	Ashtart	Large GG
20.83 AU	Darceto	Large GG
82.30 AU	Akko	X516000-0

## Quick Worlds 20: Atargatis

*Atargatis Inner System Diagram*



# ***Quick Worlds 20: Atargatis***

## **Physical Data**

Atargatis has a diameter of about 11,200 kilometers (7000 miles). Its molten core gives it a density of 1.04 standard. Atargatis has a surface gravity of 0.91 standard.

Atargatis has one moon, Hadad. Hadad orbits at about 74,131 kilometers (46,062 miles) from Atargatis. It has no atmosphere and a diameter of approximately 1712 kilometers (1063 miles).

Atargatis has a rotation period of 20 hours. This is referred to locally as a "day"

Atargatis has an orbital period of about 268 days (or 223 standard days). This is referred to locally as one "year".

## **Atmospheric Details**

Atargatis has an atmosphere consisting of 70.6 % nitrogen, 26.97% oxygen, 1.19% carbon dioxide, 0.15% argon, and 1.09% other trace gases. The air pressure at sea level is 2.2 standard.

Atargatis has a warm climate with equatorial temperatures averaging 63 C (145.4 F) during the day and 55 C (131 F) at night. The summer polar temperatures average 19 C (66.2 F) during the day and 11 C (51.8 F) at night. In winter, this drops to -24 C (-11.2 F) during the day and -32 C (-25.6 F) at night.

## **Hydrographic Details**

58% of the surface of Atargatis is covered in water. This is made up of one sea which encircles

the planet across the middle latitudes. Locals simply refer to this as one body of water and call it "the sea".

The deepest point in the sea is the Gados Trench. The Trench is located between the continents of Kothar and Khasis. The depth here is approximately 7725 meters (25,344 feet).

## **Geographic Details**

The surface area of Atargatis is made up of four continents, one of which, Kishar, is actually a supercontinent. Kishar takes up the entire northern polar region and then connects to the two smaller subcontinents which have crashed together just to the south. These two subcontinents, Tiamat and Apsu create an odd formation reaching nearly to the southern polar continent of Sini.

This crash of continents has also caused the formation of the Ilu Mountains. These are jagged mountains created by the forcing up of what was once sea floor. The highest of the peaks here, Sinai, is approximately 4158 meters (13,642 feet).

To the west of Tiamat, lies the continent of Kothar. Kothar is located along the equatorial region and is mostly made up of a rocky desert. The eastern part of the continent is dominated by the Mesha Mountains.

West of Kothar is the continent of Khasis. Much like Khasis, the continent is mostly made up of rocky desert.

In the southern polar region lies the continent of Sini. Sini covers the entire south pole and is made up

## Quick Worlds 20: Atargatis





## *Quick Worlds 20: Atargatis*

of lush green fields. Much of the region is covered in tall grasses (up to 3 meters or 9 feet) called Sin Grass.

Much like the continent of Sini, the northern polar region of Kishar also has wide open fields of green grasses. This grass does not extend to the equatorial regions or to the two subcontinents. And unlike Sini, most of these grasses remain short (not more than 1 meter (3 feet)).

In addition, extending from the Ilu Mountains to the east and north is the Hammon Forest. This forest has a wide variety of local trees with hard trunks. Most of them grow to heights of about 21 meters (70 feet).

### **Population Details**

Atargatis is home to approximately 6.4 million people. Most of these live in the two major cities of Ascalon and Qubbet. There are some who live in the open fields of the continents of Sini and Kishar in small communities near the poles and at the mining city of Ugaret.

### **Government Details**

Atargatis is ruled by a military dictatorship under the command of General Bibb Cochrane. General Cochrane was, until five years ago, a member of the technocracy which ruled the planet.

Until the time that Cochrane seized power, Atargatis was ruled by a technocratic council of five persons who were deemed to be experts in their fields. There was a legal expert, a scientific expert, a business expert,

and a sociological expert. Cochrane was the security expert.

Unknown to the other experts on the panel, Cochrane had gathered the strength of Atargatis' own security forces and enlisted the additional aid of a mercenary company called Randy's Raiders. These forces made short work of the security forces which remained loyal to the other members of the council.

### **Rewind**

Although the intention of the product is to place adventurers in the present, it is entirely possible to take this supplement and rewind the clock five years. Referees may decide to replace Randy's Raiders with a mercenary company from their own game.

Indeed, as you read on, you'll see that while Cochrane is a tyrant, the technocratic council were no angels either. So it is entirely possible and sensible that characters might seek to help Cochrane.

On the other hand, competing intrigues amongst the council members might also lead to adventure opportunities for scoundrels or agents. Smear campaigns, sabotage, and espionage all need talented individuals to get them done correctly. And who better than your characters to take on these tasks?

The council members, while working together publicly, often conspired against one another privately. This led to a great deal of indecision on the council (and possibly one murder by a past legal expert upon the business expert).



## ***Quick Worlds 20: Atargatis***

Cochrane felt he could cut through the gridlock and, in his words, “the people are tired of waiting”.

Cochrane now rules from his palace outside Ascalon. The palace is still under construction. Cochrane’s two wives, Audreta and Bernice are constantly overseeing the project.

### **Opportunity Knocks**

Of course, a palace under construction offers many adventure opportunities. If the characters are attempting to overthrow the General or infiltrate his palace for one reason or another, this provides an excellent cover for their entry.

Of course, a set of scoundrels who have stolen some artwork from another location may find the general’s wives to be interested in purchasing. Merchant characters may find a chance to offload some high end furniture, building equipment, or entertainment here as well.

Dilettante characters may be here to give helpful advice to the wives or to simply view the new palace as it is being built. Or perhaps the palace has now been finished and anyone who is anyone has been invited to see the greatness firsthand.

### **Legal Details**

The General rules with an iron fist and travellers will be fully aware of this upon arrival. The orbital station and the single downport have extensive security procedures. Travellers should expect to be

searched thoroughly both by electronic surveillance and by hand.

### **Control**

Such control on a world with about 6 million inhabitants can require more manpower than is readily available. This can be another excellent opportunity for characters to seek employment with the government.

Of course, they may also have contacts within the security structure from time spent in the military or with a merc company. This may aid them in some other endeavor on Atargatis as well.

All firearms and energy weapons will be confiscated by the security forces upon arrival. Travellers are advised to leave such items on their ships as the security forces have been known to not return all items taken.

Blades of less than 30 centimeters (1 foot) are allowed on Atargatis. This is largely because General Cochrane finds them to be “elegant weapons”. As such, one will find that sword duels are quite common on Atargatis.

All drugs and alcohol are strictly controlled by the security forces. These items are not fully illegal but are controlled. Expect prices for these items to be at least triple what one might pay elsewhere due to the institutionalized bribing system that takes place.

Information is also controlled. While much of the information from other systems does reach the common person on Atargatis, it is

## ***Quick Worlds 20: Atargatis***

often sifted through, censored for content that might be critical of the regime and controlled.

Travel is tightly controlled on Atargatis as well. While citizens may move freely about the planet, to leave the planet they must first have a permit issued by the government. Travellers, on the other hand, are free to move about the system (provided they give flight plans, of course) but must have permits to leave the starport or downport.

### **Cultural Details**

As said above, the duel is alive and well on Atargatis. Since General Cochrane assumed power, the blade duel or swordfight has become a common solution when one or more parties have felt they have been injured or insulted. These fights are structured affairs and often overseen by someone in the security forces if the parties have properly informed them.

Such regulated duels are perfectly legal and are a common way to settle everything from who is correct in an argument to property disputes. These duels are fought until "first blood from the torso" and rarely result in death.

Of course, one can break the rules but travellers are advised to remember that the security forces frown on such things. And the security forces are usually armed with gauss rifles or energy weapons.

Another thing instituted by the General upon his takeover is the wearing of ear jewelry. Members of the security forces are required to wear a diamond stud earring with a dangling gold chain from their right ear. The chain is small and hangs

about 7 centimeters (3 inches) from the ear lobe. Citizens caught wearing ear jewelry of any kind will be arrested and charged with impersonating a member of the security force. Travellers will be asked to remove any and all ear jewelry upon arrival and failure to do so can result in arrest or deportation.

### **The Atargatis Calendar**

Before the regime took over, the Atargatis calendar consisted of 268 20 hour days. These 268 days were divided into seven 38 day periods called months. Each of these months was given the name of one of the original colonists (Lawson, Edhar, Garrick, Preston, Zeng, Milasevic, and Bjarno). The last day of the year and the first day of the year were taken as holidays (and not part of any month) to mark survival of the previous year and the hope of the next.

So locals would refer to a date by the number of the day of the month, the month and then the year since the colonization. This would give a result such as 36 Garrick or 2 Zeng, 265.

General Cochrane, in his second year of rule, changed this. The official calendar is now a simple numerical designation for each of the 268 days. The final two days are still regarded as holidays; however, they are simply numbered as the other days are. Now each day is referred to by the numerical designation and then the year since the colonization (such as 231-265 or 006-266).

While it is a punishable offense to use the old calendar, this

## ***Quick Worlds 20: Atargatis***

is one place where the local law enforcement is not as iron fisted. The old calendar is still commonly used but never for official business.

### **City Details**

#### **Ascalon**

Ascalon is the capital city of Atargatis and is the largest city on the planet. Home to over 2.7 million people, the city is the location of the original settlement of the planet. General Cochrane's palace is located to the west of the city near the edge of the Hammon Forest.

Located on a plateau in the northern latitudes, the atmospheric pressure is not as high as at sea level. Still, it is about 1.7 and travellers may notice a substantial difference in the pressure they may be used to experiencing. The city is surrounded by lush fields of grasses.

The planet's only downport is located a few kilometers to the northeast. Travel beyond the perimeter of the downport requires a permit from the government. While ships are allowed to land at the downport, most choose to dock at the highport and use a shuttle.

Temperatures in summer average at 37 C (98.6 F) during the day and 29 C (84.2 F) at night. In winter, this drops to -6 C (21.2 F) during the day and -14 C (6.8 F) at night.

#### **Qubbet**

Qubbet is the second city of the Atargatis in size, population, and in founding. The city is located on a plateau in the southern hemisphere

and is surrounded by fields of the tall grass known as Sin Grass. The city is home to about 2.2 million people.

The city has no downport and is only serviced by government owned shuttles. Movement to and from the city is strictly controlled for offworlders.

Temperatures in summer average at 35 C (95 F) during the day and 30 C (86 F) at night. In winter, this drops to -4 C (24.8 F) during the day and -13 C (8.6 F) at night.

#### **Ugaret**

Ugaret is a mining colony built by the previous technocratic government and continued by the Cochrane regime. The colony was built to mine the Ilu Mountains and serve as a penal colony. The number of prisoners held here is believed to be about 12,000.

There is an area designated for the arrival and takeoff of official shuttles. However, this is only for bringing in supplies and prisoners and taking out the bounty of the mining colony.

While all facilities for the miners/prisoners are located underground, occasionally some work will be required on the surface. Temperatures here average 55 C (131 F) during the day and 36 C (96.8 F) at night.

#### **Atargatis Orbital**

Atargatis Orbital is an orbital city and starport. It is home to about 1 million people. The facility is a B-class port with all of the

## *Quick Worlds 20: Atargatis*

services one would expect from such a port.

As said earlier, the security forces are a common sight here. Law enforcement is tight and strict. The usual starport environment of rollicking clubs, taverns, and bars is not what one will find here. Shops and restaurants are quite subdued compared to most ports.

### **Adventure Hooks**

Atargatis can be an interesting place for adventures and there are a variety of things that can happen to the characters while they are here. Fitting the system into your campaign should be an easy process.

For the most part, Atargatis is not going to be a place where characters can go wild with a gun and start shooting their way out of a problem. Security is high here and Referees should keep this in mind.

That being said it is entirely possible that surviving family members of the other technocratic council members may want revenge on Cochrane. They may be living on another world nearby and plotting Cochrane's destruction. This sort of person might hire anyone from a full-blown mercenary company to a few agents or scoundrels who can cause problems for the dictator.

Those with a love of swordplay may enjoy putting characters in situation where this will be necessary. As noted in the text, most people here carry a bladed weapon (except, of course, for the security forces) and will fight duels to settle disputes. This could lead to some entertaining scenes for a character that is a fish out of water with a sword.

Characters might also be hired by a concerned family member whose relative is now working in the mines of Ugaret. This person might not even be an enemy of just Cochrane but of the previous technocracy as well. Such a person would find little aid from anyone on the planet and thus offworlders might be his/her only hope.

These and other adventures can be yours on Atargatis and we at Gypsy Knights Games hope you will enjoy the Atargatis system and will look for others in our Quick Worlds line.

## *Quick Worlds 20: Atargatis*

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations,

environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to

## ***Quick Worlds 20: Atargatis***

grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE  
Open Game License v 1.0 Copyright  
2000, Wizards of the Coast, Inc.  
Traveller System Reference Document  
Copyright © 2008, Mongoose  
Publishing.  
Quick Worlds 20: Atargatis  
Copyright 2011, Gypsy Knights Games  
LLC