

21 PLOTS



GO FORTH

TRAVELLER

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

21 Plots Go Forth

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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 books in the 21 Plots series have done, this book will concentrate on those groups who have a starship and are plying the stars as is most common for Traveller groups. This is the fourth in general plots series (the previous were **21 Plots**, **21 Plots Too** and **21 Plots III**). Within these books, you will find a wide variety of scenarios in which to place your characters.

We also encourage you to investigate our other 21 Plots series which deals with specific situations. As I write this introduction, there are currently three of those: **21 Plots: Planetside**, **21 Plots: Misbehave** and **21 Plots: Samaritan**. It is our 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 of events 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 within Gypsy Knights Games' **Clement Sector** setting. Of course, while we would love for you to look into our setting 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.

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 Man Who Sold CXA-410*

While in a bar, tavern, Captain's Guild hall or trade department of a world in the Sequoyah subsector, the characters are approached by a man who says his name is Costica Ferraz. It would seem that Mr. Ferraz believes that his life is in imminent danger and he does not feel that he can trust the local authorities. He pleads for the characters to help him and offers them 4000 Hub Federation credits to assist him. If the characters refuse, he will continue to offer more money, each time increasing his offer by 2000 HF credits until they reach his total bankroll of 30,000 Hub Federation credits or they agree to help him.

It would seem that Ferraz is a con artist. He has been traveling across Clement Sector selling lots of land to would be colonists on CXA-410 in the Delmarva subsector. Ferraz has never been to CXA-410, has no idea what the conditions there are and has only read the basic information concerning the system. He has represented himself as a broker for Bridges Unlimited and is selling lots of land for anywhere from 500 credits to well over a megacredit. Now, it seems, a group of colonists have gone to CXA-410. Ferraz says that he now knows that they are hunting him and he wants protection and transport from the system. If they follow him to the next system, he will want transport from that system and so on until he feels that he has lost his pursuers.

If the characters agree to aid Ferraz, roll 1d6 and consult the chart.

1	All is as Ferraz has presented it. He has bilked over 300 people for large sums of money in return for useless land. While CXA-410 appears attractive in the survey information from the US Space Navy in 2328 (p.17, Clement Sector), there is actually a contaminant in the atmosphere which makes the world uninhabitable by humans. The colonists are out for blood. They will chase the characters with three ships (dividing their force if needed to cover all locations where the characters might go) until they reach Hub Subsector. Only there will they give up the chase. The angry colonists will use as much force as legally possible in each system to stop Ferraz and recover their money.
2	As 1, except the colonists have somehow obtained one nuclear missile which they will use against the character's ship in any system they visit without a substantial system defense force.
3	As 2, except the colonists have two of these missiles. Two of the ships have one each while the third does not have one.
4	Ferraz is lying. He is actually a mass murderer from the Osiris system (Dade 0603). He has stolen a large amount of credits from a bank there to keep himself funded. The "colonists" are bounty hunters hired by the Osiran government.
5	As 1, except that the colonists are not the ones chasing Ferraz. It would seem that CXA-410, unbeknownst to Ferraz is actually owned by Bridges Unlimited. They are rather upset that a group of colonists is now settling on their world and have sent out security teams and mercs to hunt Ferraz down and teach him a lesson.
6	The colonists are indeed chasing Ferraz. However, it is to thank him and make him the leader of their new world. As it turns out, CXA-410 is a fantastic place to live. They have located a large deposit of gold and silver near the location sold to them by Ferraz and they wish to share the wealth. Ferraz is a hero! Ferraz will find this hard to believe and think they are trying to kill him. Hilarity may ensue.

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2. Jeebus the Fairly Magnificent

While walking through any appropriate venue, the characters are approached by a garishly dressed man who introduces himself as Jeebus the Fairly Magnificent! He explains that he's trying to work on his humility and will then wink rakishly at any female crew members. In a very jovial and engaging manner, he will explain that he's an "aspiring galactically famous hypnotist" and would love to show them "some AMAAAAZING things!" He quite adeptly walks the line between charming and smarmy.

If the crew seems uninterested he points to several groups of people who seem rather happy and suggests it was having participated in his show that made them so happy. If the crew still seems uninterested, he leans in to whoever looks like they might be the leader and whispers that there are hidden cameras and it's a show and they can be famous and anything else he can think of that might convince the crew. If this still doesn't work, Jeebus will even offer them a small amount of money.

If the characters agree to participate in his show, roll 1d6 and consult the chart.

1	Jeebus entertains them for about 15 minutes during which time he has one of the characters forget the name of their ship, act like they are very drunk and do an impression of the captain (perhaps to their detriment.) Jeebus is a very engaging and entertaining performer and all participants are left feeling very awake and alert. Indeed, they are in such a good mood that they are not nearly as upset as they normally would be to find that some small easily stolen item is missing from their person.
2	Jeebus is fun and engaging but somewhat distracted. While the show is entertaining, he fails at one or more attempted suggestions (which he laughs off) and fails to undo the last one that worked. As a result, the character will continue to follow this suggestion until the next time they sleep. The Referee is encouraged to research hypnosis shows for inspiration. (The internet is awash with them.) This could be funny, annoying or even potentially dangerous. The Referee is encouraged to use discretion.
3	Jeebus is having a particularly bad day and, although there are moments of fun in the show, he's really just barely good enough to hold the crew's attention. During one skit, he tries to regress a character to a happy childhood event and accidentally regresses them to an unfortunately negative event leaving them in a foul mood until their next sleep. Should the character behave in any way as if they might wish to do harm to Jeebus he will cause them to forget how to run and disappear "magnificently" fast.
4	As 3, except the experience leaves the crew member so jarred that they will suffer a -1 difficulty for all mental tasks until their next sleep due to distraction.
5	Jeebus is in rare form! He is funny, engaging, and manages to make even the most stoic character at least smile. He is an amazing hypnotist and an exceptionally charming entertainer. Anyone who witnesses the show will be left in a very positive mood and anyone who actually participates will be given what he explains is a "hypnotic benediction" which makes them feel very positive about themselves. This will give them a +1 to all mental tasks until their next sleep.
6	As 5, except that the very last person to volunteer will suddenly unlock a previously forgotten skill. The character may take any previously untaken skill at level one due to Jeebus' "hypnotic benediction."

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3. When Hell Laughs

When visiting Tupolev Station (Superior 0710), the characters are approached by a man named Pardis Clancy. Clancy tells the characters that his wife was an engineer on the crew of the *MV Glendora Malone*, a Billings-class merchant ship, and that he has reason to believe that the ship has crashed onto the planet two weeks ago. He has approached the local Bridges Unlimited staff and he says that they were unhelpful in assisting with the recovery.

He says that he will pay the characters 25,000 Hub Federation credits to go to the surface of the planet and assist him in the recovery of the vessel. If the characters press Clancy, he will go as high as 32,000. He will provide up to seven hostile environment suits to assist the crew members in the recovery mission. He has no idea if the ship is intact or not but his limited scanning equipment leads him to believe that the ship has crash landed in a large sandy basin located in the northern hemisphere. If the characters choose to scan the area from orbit or the station, they will find a vessel of a similar size to a *Billings*-class merchant but will be unclear if the ship is the *Glendora Malone*. He will ask to accompany the character's ship to the surface but will not be able to go out in a suit due to his claustrophobia.

The characters will need to survive within the hostile environment (see **Superior Colonies** to find Tupolev and consult p.73-74 of *The Traveller Main Rulebook*).

If the characters agree to help Clancy, roll 1d6 and consult the chart.

1	All is as Clancy has represented. The ship is heavily damaged but portions have survived the crash and remained intact despite both the crash and the atmospheric conditions of Tupolev. Clancy's wife is among three crew members who have survived. They will be so pleased with the characters' assistance that they will pay them an additional 5,000 HF credits. The characters will gain Clancy and his wife as Allies.
2	As 1, except Clancy's wife was one of the crew who perished. She died making the repairs to the ship which saved the lives of the crew. The characters will gain Clancy as a Contact.
3	Clancy was correct about the ship being there but the ship is not intact at all. The entire crew, including his wife, is dead. If the characters work hard to scrounge, they will be able to obtain some useful spare parts within the wreckage. Clancy will pay the characters in full.
4	The ship is there and it is a <i>Billings</i> -class ship. However, it is not <i>MV Glendora Malone</i> . Clancy is dejected that he was unable to find his wife's ship and will attempt to pay the characters less due to not finding his wife. The characters may have to enter into a renegotiation.
5	The ship is there and it is the correct vessel. However, it will become clear that Clancy has been lying about his wife being a member of the crew. Once on the surface, he will appear in a hostile environment suit of his own and accompany the crew despite his earlier misgivings. He is intent on salvaging several cargo pods with gold coins from Sequoyah and water dragon from Vasylov. The <i>MV Glendora Malone</i> was a rival smuggling vessel and he intends to take as much of the ship's cargo as possible. If the characters allow him to keep the cargo, they will gain Clancy as an Ally. If they try to split the cargo with him, he will do everything he can to try to cheat the characters out of their portion. If they try to take it from him or something else goes bad, the characters will find that Clancy has allies waiting for him in an armed <i>Rucker</i> -class ship.
6	As 5, except that the <i>MV Glendora Malone</i> is fully intact. It is merely sitting on the surface of the planet and playing dead. The crew knows that they have been pursued by Clancy and his band of smugglers and they have laid a trap for them. The crew of <i>Glendora Malone</i> will believe that the characters are members of Clancy's gang and will attempt to kill them as well.

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4. *Redemption in the Making*

While on Vasynov (Franklin 0106), the characters are approached by a young woman named Victoria Olsen. She tells the characters that she has heard positive things about them, their trustworthiness and their ability to solve problems. She then informs them that her husband was once a person like them but that he was tempted to become a full pirate and, in the end, it got him killed.

In 2339, her husband, Carl Olsen, was part of a group of eight pirates, who are now also dead, which attacked and robbed an Egata Mining vessel which was traveling from Nyx (Franklin 0610) to Era (Franklin 0304) with gold which had already been mined and turned into coins for the Era government. Her husband and his accomplices took the coins and hid them in a location which she will only disclose once the characters have agreed to work for her. The coins are worth 500,000 Hub Federation credits and she intends to turn them over to Egata Mining in order to clear her husband's name. She explains that they had a son and she does not want her son to grow up with "a pirate for a father".

The Era government currently has a 150,000 credit reward out for the coins. She intends to give the characters the entire reward and a fuel voucher which she currently has in her possession. She will give the characters the fuel voucher up front and will give them the reward once they have turned the coins over to the Erans.

If the characters agree to her terms, roll 1d6 and consult the chart.

1	The gold is hidden in an asteroid in the Nikolaev Belt in the Vasynov system. She can lead them directly to the correct asteroid. Once there, they will find the coins in a small cargo pod. Unfortunately, word has gotten out that she is going for the coins. There will be an armed <i>Atlas</i> -class freighter waiting outside the belt which will attempt to follow the characters' ship and steal the gold from them once they have recovered it.
2	As 1, except it is two armed <i>Rucker</i> -class vessels sent to follow them.
3	As 1, except that, in addition to the <i>Atlas</i> , they are also being followed by a mercenary and several members of his mercenary company who are working for Egata Mining. They will also attempt to get the coins back once the characters have recovered them.
4	As 3, except that Olsen is not who she says she is. She is a brothel worker who was present when Carl Olsen was shot and killed by his accomplices. She followed the exploits of the remaining seven pirates and, once they were dead, has decided to take on the false identity of Olsen's wife. She will not be interested in taking the coins to Era but will instead take the first opportunity to leave with the coins.
5	As 4, except that Olsen is not a brothel worker but is the last of the eight pirates who robbed the Egata ship. As it turns out only three of the eight pirates were involved in hiding the gold. She has killed all of the other seven pirates and tortured the location of the gold out of the remaining member of the three pirates who hid the coins. She is extremely capable in combat and will do her best to kill the characters once the coins have recovered.
6	As 5, except that, when the characters arrive to get the coins, they will find that the coins are not there. The coins have actually been recovered by the mercenaries in option 3. Olsen will urge the characters to give chase to the mercenaries and steal the coins from them to give to the Eran government. If the characters steal the money from the mercenaries, they will gain both the merc company and Egata as Enemies. In any case, they will also gain Olsen as an enemy and she will be determined to kill them as soon as she can once either the coins have been recovered or they decide not to continue the pursuit.

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5. *Straight Outta Asari*

While on Osiris (Dade 0603), the characters are approached by four young men from the Thetes tier (see **Dade Colonies**). The young men have lived on Osiris for seven years after emigrating from Boone (Sequoyah 0305) and recently joined the Thetes tier. The men were approached by a man named Wilton Kent offering to sell them enough land so they could each join the Zeugitae tier. The land was located near Mount Petbah and Kent represented the land as not only being lush and verdant but possibly the site of the next sanctioned city. However, none of these things proved to be true.

The parcels of land were only two square kilometers and there is no intention of building the new city near the volcano. The land itself is covered in lava with a hard shell building over it. However, it remains dangerous to walk on much less try to build a home. In short, the land is useless as property and it is not enough to get all four of the men into the higher social tier.

The men desired a refund on the land but they could not locate Wilton Kent nor could they get the Osiran government to assist them. The men wish to hire the characters to track down Kent and force him to return their money. They can afford to give the characters 10,000 HF Credits and two fuel vouchers which they no longer need. The young men will remain and await the results.

If the characters assist the young men, roll 1d6 and consult the chart.

1	All is as presented. Kent is a shady businessman who preys on the desire of Osirans to possess more land and move to a higher social tier. A Difficult Streetwise skill check will find that Kent splits his time between Osiris and Dashwood. He is currently on Dashwood avoiding the many people he has bilked on Osiris. The characters can find Kent in the city of Brooks attempting a similar land scheme.
2	As 1, except that Kent employs a small team of ex-pirates as his security. The team is made of six reasonably capable fighters who will attempt to fight off the characters if they attempt to attack or coerce Kent.
3	As 2, except that his team consists of ten highly trained mercenaries. They will present a formidable challenge to the characters.
4	As 3, except, once the characters investigate Wilton Kent, they will discover that he is Costica Ferraz (see Plot 1). If the characters have already played out Plot 1, the characters may have positive or negative modifiers to dealing with Ferraz. If not, they will find that Ferraz has been working this scam in numerous places in Clement Sector and is on the run ahead of a great many enemies.
5	The young men are lying. Investigating Kent will easily find that he is an upstanding businessman in the city of Asari. The young men are actually members of an anti-Pentas group who have misrepresented themselves to get the characters to help them damage Kent's reputation. They intend to assassinate Kent and blame the offworlders.
6	As 5, except the young men are part of a rival business concern that wishes to get rid of Kent. When the characters attempt to approach Kent, they will find that he has already been killed by the young men. The characters, as "visitors", will be instantly distrusted by the Osiran government and the upper tiers of society. The characters will be forced to fight the charges or attempt to escape.

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6. Pigs In Space

The characters are hired by the Gentleman's Club of Dashwood (see **Grand Safari**) to travel to LXH-803 (Hannibal 0803) and pick up a number of pantoin to transport to Bowemiwak (Sequoyah 0103). The Club hopes to set up a safari range on Bowemiwak and the pantoin are to be the star target for hunters.

The party is told to contact Shamsiel, an uplifted bear in the Club's employ, on LXH-803 and he will give them coordinates to the exact location where the pantoin can be found. At the location, Shamsiel will supervise the loading of six cages of tranquilized pantoin. Each cage contains two pantoin and Shamsiel assures them that the tranquilizer will keep the pantoin knocked out for the duration of the trip to Bowemiwak. At Bowemiwak, they are to meet Georgios Ochirbat at the C-class downport at the city of Joplin. There they will offload the pantoin and be paid. The group will even be given passes for a safari hunt with the Club if they desire to do so.

If the characters accept the job, roll 1d6 and consult the chart.

1	As long as the group researches local laws for Bowemiwak and don't try to carry guns on the planet's surface, the job is routine yet profitable. The pantoin slumber the whole time and the only sign they were ever aboard the ship is the remnant of a slight musky odor in the air of the cargo hold for a day or so. The characters will gain the Gentlemen's Club as a Contact.
2	As 1, except Shamsiel insists that a team of four veterinarians accompany the pantoin on the journey. They will fuss constantly over the pantoin and repeatedly mention to the crew that excessive maneuvering could disturb the slumbering pantoin or even damage the cages. The veterinarians prove to be more trouble than the pantoin in the cargo hold.
3	As 1, except the tranquilizer used on the animals wears off mere hours after the ship enters Zimmspace. While the pantoin remain locked in their cages, they are very loud, quite hungry and dangerous to anyone who gets too close to the cages. The pantoin will have to be fed something to keep them reasonably quiet. Luckily, pantoin will eat almost any food and are not picky at all. They will also make quite a mess by releasing their bowels. Once at Bowemiwak, Georgios Ochirbat will apologize profusely and offer the group a 15% bonus to their original payment for the additional trouble. In addition he will have the ship's cargo hold cleaned for them, however a rank odor persists in the air of the hold for several days.
4	As 3, except the pantoin also escape their cages, that weren't meant to hold awake pantoin. They will tear up any other cargo in the hold and eat any perishable items. In addition, they release their bowels all over the hold and create a giant mess. If the party can't figure out a way to get the pantoin back in their cages and secure them, they won't be able to enter the cargo hold at all. On Bowemiwak, Shamsiel will assemble a team of safari staff to subdue the pantoin and return them to their cages. However if the pantoin were left loose in the cargo hold the entire time, one of them will have been killed and eaten by the others.
5	As 1, but when the group arrives at Bowemiwak, they are met by a group of armed bandits who have taken Georgios Ochirbat captive and demand that the pantoin are given to them else they will kill Ochirbat. The number of bandits and their armament is to be determined by the Referee as needed to present a challenge to the group.
6	As 1, but on delivering the pantoin, Georgios Ochirbat offers the party 10% more than the fee of transporting the pantoin to Bowemiwak, to transport the same number of Shriekers back to LHX-803. The job has to be accepted immediately as the shriekers are ready and Shamsiel is awaiting their arrival. If the group accepts, the shriekers, also tranquilized, will be loaded onto the ship and the group encouraged to depart post haste.

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7. On The Master's Trail

If the characters are in possession of an armed vessel capable of wilderness refueling and on Winston (Winston 0208), they will be approached by a group of seven men dressed in white robes. The first, a man with a long white beard, will speak to them and introduce himself as Andrew Maitland. Maitland will explain that they are members of a new religion, the Obedient, who show their devotion to the Great Master by enduring not only enforced hardship but also by remaining solitary. These seven men, along with five others and members of their family, have an unarmed *Atlas*-class freighter named *The Master's Trail* which they are using as a colony vessel. They have as much equipment as they can store in the ship to set up a very small colony. The group has chosen CXD-305 as the location for this colony. Surveys of the world show a small island in the northern hemisphere which the group believes will be perfect for their solitary colony.

However, it is well-known that pirates and other dangers can lurk along the route which they would have to take from Winston to CXD-305. Pirate groups such as Parke's Raiders and The Snapping Gators are known to use the same route to move from Cascadia subsector to Peel Subsector without interference with system defenses in Franklin subsector.

Maitland wants to hire the characters to act as an escort for their freighter and ward off any attacks. The group can pay 60,000 Hub Federation Credits.

If the characters accept the deal, roll 1d6 and consult the chart.

1	As it turns out, Maitland was worried over nothing. The characters are able to escort <i>The Master's Trail</i> without any incidents. The characters will now be familiar with this route if it is ever needed and gain The Obedient as Contacts.
2	As 1, except <i>The Master's Trail</i> has some serious problems. The Obedient purchased the ship from a shady dealer on Nolan (Franklin 0805) and it is highly unreliable. When the ships arrive at CXD-508, the ship has a minor Zimm drive failure which will require four rolls at Difficult to repair. The members of the Obedient have only rudimentary ship skills.
3	As 2, except that the problems continue even after being repaired. The ship needs a full overhaul which is not something which can be done on the frontier. If the characters can find a way to limp <i>The Master's Trail</i> out to CXD-305, it will seem clear to the characters that the ship will likely never leave the planet again.
4	As 3, except that when the characters and the Obedient arrive at CXD-305, it would seem that the charts are incorrect. The island located in the northern hemisphere either never existed in the first place or has been destroyed in some of cataclysm. The Obedient will either need to locate a place on another world or try to get back to civilization. The characters must decide if they wish to help or how best to aid them.
5	As 3, except that Parke's Raiders appear to have set up a base at CXD-707. The pirates have two armed <i>Rucker</i> -class and two armed <i>Starlight</i> -class ships. They will attack while the characters and the Obedient are refueling. The characters will have to deal with an overwhelming attack as well as the problems with the Zimm drive of <i>The Master's Trail</i> .
6	As 5, except that the characters will find that The Snapping Gators have set up a base at CXD-504. They are armed with similar vessels as Parke's Raiders will attack as soon as they see an opportunity. This may become particularly challenging if the characters' ship or <i>The Master's Trail</i> has suffered any additional damage.

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8. Bushwhacked!

While in the Bicocca system (Dawn 0404), the characters receive a distress call from a damaged *Starlight*-class trader named *MV Percival*. If the characters decide not to respond, the Referee should remind them that the Bicocca system has little in the way of system patrols and they may be the only ones who can provide assistance.

When the characters arrive at the ship, they discover that two men aboard. Both men are seriously injured. They will tell the characters that they were set upon by pirates who stole not only their cargo but also their wives and children. The two couples operate the vessel as a joint venture and the children live aboard the ship. One of the men, before he falls unconscious, said that he overheard the pirates talking about heading off to their base in the TXE-707 system.

The remaining man will explain that his name Randolph Hayes and that his partner is Jacob Gann. Neither of them have very much in the way of funds but Hayes will plead with the characters to help them, to go to TXE-707 and aid them in rescuing their families. There is no time to lose! If Hayes' pleas are not enough to convince the characters, he will offer them ownership of the cargo. He says it is quite valuable and may be what the pirates desired.

If the characters decide to help, roll 1d6 and consult the chart.

1	Everything is as Hayes describes. The families have been kidnapped by a group called the Coming of Dawn. They are a group of pirates who attack ships in the spinward regions of Dawn subsector and the trailing regions of Cascadia. They then retreat to TXE-707 to regroup and repair. The <i>Percival</i> was just an attack of opportunity. Both the Hayes family and the Gann family are being kept by the pirates. The Coming of Dawn consists of two ships, both stolen <i>Palomino</i> -class armed runabouts, twenty armed men and a small base on a moon orbiting TXE-707's furthestmost gas giant. The cargo is three cases of rare and valuable Italian wines worth 100,000 Cascadian dollars.
2	As 1, except the Coming of Dawn has an additional ten men and an armed <i>Atlas</i> -class freighter.
3	As 2, except that the cargo is only two crates of bottled tea. The tea is mass produced on Cascadia, widely available and worth very little. Hayes will admit to lying to the characters to attempt to convince them to save his family.
4	The entire incident is a ruse. Hayes and Gann (not their real names) lure people to help them recover their "lost families". When the characters arrive in the TXE-707 system, they will find that the two men have spent the time in Zimmspace finding ways to damage their weapon systems.
5	The Coming of Dawn is actually a religious order and are, generally speaking, a peaceful group. However, Hayes and Gann, during a supply run to their community, kidnapped two women. The order caught up to them in the Bicocca system, attacked them and recovered their members. As it turns out, the pair are enlisting the characters in kidnapping the two women again.
6	As 2, except that the cargo is actually two dead bodies which have been taken from TXE-605 (see Dawn Adventures 2: Hell's Paradise). Neither Hayes nor Gann knew what they were carrying as cargo but were merely hoping that it would be valuable. When the characters arrive at TXE-707, they will find that the majority of the members of Coming of Dawn are dead as are all members of the Hayes family. The youngest son of Jacob Gann, who has proven immune, is still alive much to the rejoicing of his father. If the Referee wishes, the virus may now be unleashed on any character which boarded a pirate ship or entered their base.

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9. The Legend of the Santa Anna

During the next layover in the Cascadia subsector, a young lady contacts the characters. She is Stasia Alexandrovna Voronovescht from Kyiv (Cascadia 0503) and comes to them with an enticing tale that matches her stunning Slavic beauty. Her father had once been an explorer for the CCA, travelling across the sector and was even known as one of the first humans to step on worlds in the Winston and Dawn subsectors. It was somewhere in that region that he once found a crashed lifeboat abandoned on a barren planet, and from his stories it had supposedly been there for over a century. He salvaged many items and kept them for himself.

When cleaning out the storeroom after his death, she found a battered and damaged ancient handcomp, one of the relics from the lifeboat. With an interest in electronics, Stasia managed to get it working and discovered it contained portions copied from the log of the *MV Santa Anna*, a Portuguese-flagged galleon bound for Earth and lost with all hands. The galleon was reputed to be carrying a fortune in rare minerals, gold, diamonds, and alien artifacts. No trace has been heard of it since 2215 when it disappeared transiting through the Cascadia subsector and was believed lost due to a Zimm drive accident.

Stasia has heard of the characters, and knows their reputation as reliable adventurers. She now wishes to hire them to help her find the lost ship and take whatever remains of the treasure to Hub. She can offer to pay them a small charter fee now, with the promise of a large percentage from whatever salvage is found. The log file contains enough hints to determine some of the Santa Anna's transits, but it needs a good team to locate and salvage whatever might be found.

If the characters accept Stasia's proposal, roll 1d6 and consult the chart.

1	The characters travel across Cascadia to Dawn, Winston and Hub subsectors, and back again. Each time when they think they are getting closer to the lost galleon, it vanishes from sight like the legendary ghost ships of old. How long do the characters keep looking?
2	As 1, but the discovery of an alien artifact on an uninhabited moon triggers a rush. Stasia is certain it is the lost galleon because there is an abundance of gold and minerals found at the purported site that are not native to the moon. Can the characters get there before the treasure hunters and is a galleon really hiding in one of its caverns?
3	The route takes the players on a tour of several moons, planets, and systems used as naval stations and intelligence outposts by diverse regional polities in the Cascadia subsector. Stasia is actually an independent agent trying to sell secrets to neighboring powers and using the players as unwitting intelligence cut-outs. It all begins to fall apart when a customs inspection matches her identity to a former intelligence operative banned from the system.
4	As 3, however Stasia is working for the Grand Duke of Kyiv to spy on the local planets and powers in the region. Her icy beauty and feminine wiles have worked wonders to ease their passage across the subsector, but can she charm her way away from the characters?
5	As 1, except when they arrive in the suspected system and final resting place of the galleon, the players discover that it is used as a pirate base. Over the century and a half, pirates have looted the treasures and built up a base that so far has remained undetected. They don't look kindly to explorers or interlopers disturbing their cozy nest.
6	As 1, however the journey leads the players to Kyiv and it's restrictive security on outworlders. Even Stasia, a local, is limited in what she can do due to the cultural limits, and if she has commenced a relationship with one of the player characters, she will be taken away and imprisoned while the players are all exiled. Unluckily for the now exiled players, the log file hints indicate that the galleon may actually be resting in pieces on the bottom of the Lybid Sea or close by in the South-Eastern Kharkiv mountains.

21 Plots Go Forth



21 Plots Go Forth

10. *The Mystery of the SS Sylvania*

In 2335, a Blue Star Line passenger liner, *SS Sylvania* collided with a large asteroid in Magnus' Belt, a planetoid belt in the Viteges (Hub 0207) system. The liner hit the 72 kilometer (44 miles) wide asteroid with such terrific force that most of the liner was pulverized. There were no survivors and the incriminations of ineptitude by the crew harmed Blue Star Lines in the system for many years.

Jakol Meier, contacts the characters when they are next in the Hub Federation or in Viteges. The small, wiry man with receding hair and deep stress lines on his face is a distant relative to the captain of the *SS Sylvania* and now a mid-level bureaucrat working for Blue Star Lines. He has new information about the loss of the liner and wants the players to discreetly investigate the lead he has found on behalf of the company. The evidence is from a series of recently discovered letters by one of the ship's officers to his mother, and although only fragmentary, it points to interference in the last voyage of the vessel by elements in a rebel group on Sophronius (Hub 0408).

If the characters accept, roll 1d6 and consult the chart.

1	Unfortunately, Jakol's lead is false. After the characters travel from Viteges to Sophronius, and begin to make contact with the rebel groups, it slowly dawns on them that the job is nothing but a wild goose chase based on a misconstrued letter. To make matters worse, during a meeting with one of the rebel groups, loyal government troops attack the hideout they are meeting in. This brings suspicion on the characters of drawing the rebels out as a target.
2	Jakol's lead is true, and during the investigation, the characters learn that a band of rebels linked to Sic Semper Tyrannis (SST) were responsible for causing the disaster in an ill-conceived assassination attempt on Governor Swanson's family. The information will be well received, although there is little the company can do to repair their tarnished reputation in Viteges.
3	As 1, however after gaining the ire of rebel groups on Sophronius, the characters discover that the ship's officer had left Blue Star Lines six months before the accident. Further investigation may reveal that Jakol was sacked by the company due to his never-ending conspiracy theories of alien intervention in the sector, and has an axe to grind against Blue Star Lines.
4	As 1, however the characters' action on Sophronius also draw the ire of intelligence operatives working for the Swanson government. The players must use all their legal, admin and diplomacy skills to avoid sparking a major diplomatic incident between Sophronius, Viteges and the Hub Federation.
5	As 2, but when leaving Sophronius, pirates sympathetic to the SST cause pursue the characters wherever they go in an attempt to stop them from sharing the truth.
6	As 5, but now an unnamed intelligence agency wants the characters to infiltrate the SST rebel group and seek out the ringleaders of the assassination and <i>SS Sylvania</i> disaster. If the characters refuse, they will never be permitted to transit through Sophronius ever again unless they cooperate and will be registered as rebel collaborators by the government.

21 Plots Go Forth

11. *From Fiume With Love*

Local import/export businessman Dragan Draganovich meets the characters in Fiume (Sequoyah 0304). He has a simple charter for them to travel to Boone (Sequoyah (0305) with himself and two 'nidos' members as passengers, layover in the system for two weeks and then return to Fiume. The characters are encouraged to take on cargo, but are discouraged from permitting any other passengers during the charter. Dragan will also pay extra for the characters to accompany him as bodyguards whilst on Boone.

Dragan prefers the company of his friends and offers an extra financial incentive if his party are the only ones on the characters' ship. His import/export business focuses primarily on importing Boone tobacco and in turn exporting frozen Fiume desert wine. He will have 2-dtons of cargo containing samples to take there and back. His gregarious nature during the charter will ensure the characters have a fun time eating, drinking and hearing wild stories of the Fiume uplands and sampling some of the desert wines.

If the characters accept Dragan's offer, roll 1d6 and consult the chart.

1	Dragan is a legitimate businessman. When on Boone, one of his 'nidos' members becomes lost in the desert and Dragan enlists the players to help search for them in the wilderness.
2	As 1, however the lost 'nidos' member isn't actually lost. They've been busy breaking into the corporate HQ of a major tobacco company in a bid to unlock the secret of Boone's tobacco success. If the secret can be brought back to the family's 'nidos', it could mean a commercial edge in the markets for Dragan's company. Dragan enlists the players to free his nidos member and bring the secret back to Fiume.
3	On the way back from his first meeting, Dragan is attacked and his personal equipment and sample are stolen. A rival company is attempting to hinder his business and the players are recruited to retrieve his equipment and samples. The rival is another nidos from Fiume attempting to gain Dragan's business by any means necessary.
4	At the end of almost two weeks hard bargaining and endless entertaining, it is almost time to return home. Dragan heads off to his final business meeting and waves off the escort, desiring time alone for reflection. Dragan never returns from the meeting and has been kidnapped by a local criminal gang wanting a ransom for the obviously wealthy foreigner. It is up to the characters to rescue him after the local law enforcement find no clues of who took their patron. A rival nidos with a blood feud against Dragan's nidos is actually responsible, and the characters are dragged into the middle of a feud between rival families.
5	During the first week, when Dragan takes the characters out for dinner to celebrate success in his ventures to date, an assassin strikes. Dragan is critically injured and the characters are drafted by the nidos to find and bring the killer(s) to justice. For the sake of the family's honor, they will pay almost anything to mete out justice on the guilty. A rival nidos with a blood feud against Dragan's nidos is responsible, and the characters are dragged into the middle.
6	As 1 except, after a successful week, Dragan declares the charter to Boone is a success. The only problem is that the short journey home is interrupted when pirates attack before leaving the Boone system. Rivals from another nidos are attempting to curtail Dragan's success. If the pirates are successfully evaded, more are waiting for them in Fiume with deadly intent to stop Dragan's business ventures.

21 Plots Go Forth

12. *The Great Roustabout*

Jake Winton is a simple man with nothing but an easy cargo charter for the characters. He has a small herd of pedigree ponies from Sigyn (Franklin 0408) that he urgently needs taken to Boone (Sequoyah 0305). All the characters have to do is take the cargo load of horses and unload them at his uncle's ranch, while he remains behind on Sigyn looking for more animals.

No matter the size of the characters' ship, Jake will have anywhere from one to three dozen horses that need transporting. As part of the haulage fee, he will provide a groom for the horses to supervise their care as well as ample food and water. His only demand is that the characters make haste in their travel as Sigyn ponies are known for not being good interstellar travelers, and to entice a speedy journey he will incur a 1,000 HFCr penalty fee for each day late after the recommended 65 day journey and a 5,000 HFCr penalty for each animal that perishes or is seriously injured.

If the characters accept the charter, roll 1d6 and consult the chart.

1	One week into the easy journey, with nothing untoward but the growing smell of animals and waste products emanating from the cargo deck, disaster strikes. One of the ship's stowaway vermin causes a stampede in the cargo bay when it bites a pony. 1d6 animals are seriously hurt and require emergency treatment from a vet.
2	The charter was going well, although it was becoming evident that the cargo bay would not be fit for purpose until a serious decontamination and scrubbing was completed. The smell from the ponies was growing, and when the ship's life support begins failing from the overload, it becomes evident the players will need to stop and perform some urgent maintenance. Delays at the shipyard mean that 1d6 days are added to the journey and a rising interest from local pirates at the rare and obviously unique cargo.
3	Who said this was going to be an easy charter? The ship reeks of stale manure and unwashed horses confined in a small space. To make matters worse, the ponies seem to be getting sick. With evident signs of distress and illness from 'horse flu' the groom recommends a short stop on a suitable planet to allow the horses to recover. How long was this delay going to cost the characters in their 'simple' charter?
4	Bethel Gunsmeyer enjoyed her job as horse-groom, but it certainly didn't pay much. That's why she liked the perks of this charter, being able to supplement her meager salary with a few smuggled goods hidden in the horse feed, even if they were illegal on some of the worlds they were stopping at. Unfortunately, customs find her stash of illegal cargo (caffeine or alcohol) and it means delays while the players demonstrate their innocence in court. To make matters worse, the courts are booked solid and it can take 2d6 days to face the judge, unless the players make excellent use of their skills to gain a quicker hearing.
5	Boone is a world that loves horses, since they form a major part of their world's longstanding heritage and culture. Unfortunately, a local lobby group has managed to gain an injunction on importing any equines from offworld for 5 years to ensure a burgeoning local market can be developed. It just so happens that the Sigyn breed is on the current injunction list, meaning it is now illegal to import them onto Boone. Can the characters gain a temporary stay in the injunction for their patron and cargo?
6	Jake's uncle died almost penniless one year ago. There is no ranch anymore as it had been re-posessed by the bank and sold in divided lots. Meanwhile, a major glue factory conglomerate is looking for more ingredients and local ranchers are showing interest in the cargo. Do the players sell or return them back to Sigyn? To make matters more urgent, a new bill is being voted on by the House of Representatives to ban importing equines for 5 years. The characters must decide quickly what to do about the cargo.

21 Plots Go Forth

13. *If It Does Not Fit, You Must Acquit*

Maad Lukose, a super-star quarterback for the Cascadian Football League's Fairfax Skeletons, is on trial for murder in McCandless on Fairfax (Cascadia 0105) and the verdict is about to be reached. The trial has been extremely polarizing to the local population and officials believe that riots will ensue regardless of the verdict. The characters have been offered free refueling and 50,000 Hub Federation credits to evacuate the judge and jury as soon as the verdict is announced and local law enforcement will deal with the riots. The characters are to take their passengers to Petersburg on Megara (Cascadia 0103) where the Megaran government has agreed to allow them to stay.

If the characters agree to evacuate and transport the group, roll 1d6 and consult the chart.

1	The fears of a riot were unfounded. While there is much wailing and protesting, no violence ensues. The characters will endure no more than hurled insults and signs being waved in their faces as they take their passengers to the starport and their ship. The characters will gain Judge Pierce Myamoto as a Contact.
2	As predicted, when the announcement of an acquittal is made, riots erupt in several cities on Fairfax with the worst being in McCandless. Local law enforcement is far too busy trying to restore order to aid the characters. The characters will have to contend with rioting civilians as they escort their charges to their point of departure.
3	As 2, but, in addition to the civilian populace erupting in riots, it would seem that many members of local law enforcement also believe that Lukose has gotten away with murder. Several of these officers have decided to take justice into their own hands. The characters will not only have to wade through rioting members of the public but also vindictive law enforcement officers seeking retribution on the judge and jury.
4	As 3, except that, in addition to local law enforcement being angry so are several members of Megara's law enforcement community. Someone in the Megaran government has leaked the characters' destination to the public. When the characters arrive, not only will they be met by angry fans of the Megaran Betas (and the Beta blood they throw at them) but they may have to deal with revenge seekers among the Megaran law enforcement.
5	As 2, except that once the characters have successfully evacuated their charges and made the jump to ZimmSPACE, one of the characters will overhear Judge Pierce Myamoto and a jury member, Mitchell Bowles, discussing how they rigged the outcome of the trial to suit their desires. This gives the characters the dilemma of whether to report what they heard to the authorities or just collect their credits and complete the job.
6	As 3, except Judge Myamoto has the stern belief that justice was done and he has nothing to fear from rioters or corrupt officers since he has "the weight of law and doing the right thing" on his side. The judge will refuse to evacuate and the characters may be forced to leave him behind and risk not getting paid or finding a way to get him to leave against his will. The characters will have to decide quickly though as rioters are moving quickly to their position.

21 Plots Go Forth

14. *Three Dead on Minerva*

The characters are contacted by a trusted associate who asks them to meet a Mr. Otto in Waller on Minerva (Franklin 0401). Once there, they will find that Mr. Otto is a Kraken. He has contacted the group in hopes that they will investigate the deaths of three Kraken found dead with a slightly curved five-pointed star carved into their chest. He doesn't trust the local authorities and wants the characters to conduct their own investigation into the Kraken's deaths.

For this, Mr. Otto will pay the characters 25,000 Hub Federation credits.

If the characters decide to work for Mr. Otto, roll 1d6 and consult the chart.

1	It would seem that the Kraken were killed by a miner named Chris Perry. Perry is new to the area and had never encountered a Kraken. Perry is unstable and has an unhealthy obsession with 20th century horror fiction. This led him to believe that the Kraken were some kind of otherworldly monsters that would bring about the destruction of the universe. Perry carved the symbols into their chest believing that they were protective wards that would ensure the Kraken didn't come back to life. Perry will still be found working the mines because, since he thinks he killed monsters and not people, he has no reason to hide.
2	The Kraken were killed by Miles Estrella, one of the foremen with the local mining company. Estrella had been hearing rumors among the workers in the mine that the Kraken were considering organizing a union. In an effort to protect company profits, Estrella decided to take matters into his own hands. He picked three of the weaker Kraken employed there and killed them. He carved the symbol into their chests for added effect. He then vocally blamed an "unknown assailant" and promised that as long as the kraken stay loyal to the mine and not try to unionize that he as the mines representative could protect them.
3	The Kraken were killed by another Kraken named Sebastian. Sebastian bristles under what he considers the Kraken's indentured servitude to the mines and wishes for the Kraken to be free to do as they wish. Sebastian killed the three Kraken, who were leaders within the kraken society that advocated unity between Kraken and humans. He then carved the symbol into their chest as an added effect. Sebastian then, in a bid to build anti-human sentiment, proclaimed loudly to any that would listen that humans killed the three Kraken and that the kraken should unite, leave the mines and, return to the ocean to be with their own kind. Sebastian regrets killing the three Kraken, but considers them martyrs to the greater cause of freeing his brethren from servitude.
4	As 3, except that Sebastian has gained a following of fellow Kraken who will resist violently if the characters accuse him in any way.
5	The Kraken were killed by Robert Pham who is a member of a local anti-uplift hate group. He killed the trio in order to intimidate and scare the remaining population so that only humans remain to work the mines. He carved the symbols into their chests as an extra flourish. In addition, he will warn of further attacks to come from his group.
6	The Kraken were killed in a mining accident. In an effort to avoid an investigation, Dennis Lee, a mine foreman had the bodies shot and the symbols carved into them by some of his most trusted workers to make it look like a ritualistic murder. Lee figured that there was no harm done, considering the kraken were already dead and even more people would be hurt by the lost wages from the mine being shut down by an investigation. Lee isn't really a bad guy, just misguided in his loyalty to the mines. If turned in, Lee will be fired from the mining company and arrested for fraud and desecration of corpses. He will accept all the blame himself however and not reveal his accomplices.

21 Plots Go Forth



21 Plots Go Forth

15. *The Mountain Monster of Bowemiwak*

When visiting Bowemiwak (Sequoyah 0103), one of the characters' contacts will request their assistance. Reports have been coming in from the continent of Pease that scientific expeditions are coming under attack by unknown creatures. Although no one has yet been hurt, equipment has been stolen and numerous vehicles damaged. The BEA has sent teams to the unexplored region in the Ward Mountains to search for the mysterious creatures to no avail. There is a growing fear that an alien presence might be on the planet or even a previously undetected native creature.

The contact begs for the characters' help for old time's sake, as well as trading on their reputation as trouble-shooters and trustworthy persons. The BEA will supply a local guide that has been on several expeditions, as well as basic wheeled vehicles and equipment in order to preserve the pristine nature of the area. In turn, they want the players to identify and capture the creature causing the attacks, starting the search at the site of the most recent attack. One startling fact is revealed during questioning of the contact; rudimentary stone axes, arrowheads, and knives have been found in the area.

If the characters decide to help their contact, roll 1d6 and consult the chart.

1	After a series of misadventures and dangerous encounters in the deep, dark forests of this wild region, no trace of any intelligent creature is found. All facts begin to point to a series of individual accidents and mistakes blamed on a fictitious creature inhabiting the area to avoid recrimination. If interrogated, the guide admits the stories are all fabrication.
2	As 1, but finding more samples of rudimentary stone-age tools may pique the characters' curiosity. On a dark, stormy night, the characters' camp comes under attack with large boulders landing amongst their tents, vehicles scratched with long rendered claw marks and enormous dents as big as a human head. The attackers will never be seen, no matter what equipment is used in the attempt. Further searching reveals nothing more.
3	As 2, however the players find traces (enormous footprints, IR heat signature, or genetic markers/DNA) indicating a humanoid presence. A search brings them to a deep cave system burrowing into the spine of the Ward Mountains. Delving into the caverns leads to many narrow escapes from avalanches and cave-ins, but no creatures.
4	As 3, but through luck, the characters stumble upon a campsite amongst the caverns. Among the garbage, they find discarded scientific equipment, food-packs, and spare human clothing. If the players continue their exploration, they eventually find the culprit. It is a single uplifted Yeti, trying to make a home for itself away from human interference. For the last few months, it has been scaring away intruders in an attempt to keep humans at bay. Left here when it's previous owners died, the once enslaved uplift has eked out a living in hiding.
5	As 4, but the characters find a mixed group of humans and Yeti that may act aggressively against them. The humans saved the Yeti from enslavement on Campbell (Cascadia 0408) and brought them to Bowemiwak in the 2320s. Living in caverns since then, they have been eschewing human contact for safety and in fear of being enslaved again by a large corporation.
6	After much searching, the characters stumble upon a hidden pirate camp. In an effort to discourage scientific expeditions in the area, the pirates have formed an 'alien' brigade in an attempt to scare away anyone lingering too close to their camp. Numbering close to 30 pirates with dependents, they will fight fiercely to protect their hidden refuge.



21 Plots Go Forth

16. *Journey to the Center of Boggs*

On Chrieda (Sequoyah 0204), the characters are offered a contract to assist a research team heading into the Barrier Mountains. The scientists need security and specialized assistance that the players can provide with their offworld experience. The expedition is planning to venture into the active stratovolcano, Mount Boggs, in an attempt to understand the volcano's eruption cycle and learn exactly how dangerous it is and when it will erupt in the future.

Dr. Yannis Le Boro, a local volcanologist, is leading the expedition and is accompanied by research assistants Sarah Lawson and Hal Sinon, with several laborers. His equipment includes instruments to establish a baseline measurement of the stratovolcano, some of which need to be planted deep inside the crater and lava tubes.

If the players decide to assist the research team on this once in a lifetime chance to enter a volcano, roll 1d6 and consult the chart.

1	There are mild tremors as the characters ascend Mt. Boggs. Blasting open one of the lava tubes, Le Boro and the team enter to find a wondrous cavern that takes them to the heart of the volcano. The closer to the core they get, the hotter and more wondrous the surroundings. Lava pillars, broken geodes, natural diamonds, the wonders never cease. The team plant sensors and move on to the next location to do the same while avoiding cave-ins from the increasing earth tremors. The characters gain Dr. Le Boro as a Contact.
2	As 1, however while descending the crater, steam and ash begin to erupt from vents around the outside. Le Boro assures the group that all is fine and they must hurry to a natural opening at the base of the crater and plant instruments. He will remain behind and delegates the operation to the players and his assistants.
3	As 2, except the volcano is awakening from its slumber. A minor eruption is occurring while Lawson and Sinon are inside a fissure deep inside the crater. With boulders dropping around them, streams of superheated gas erupting from the crater base and rubble causing the crater sides to be like glass, the characters must rescue the assistants. Le Boro meanwhile is making his own escape from disaster by descending down the side of the volcano to safety.
4	As 2, except when at the base, the ground collapses and the characters are trapped inside the crown of a semi-active volcano. Their only hope is to find an old lava tube to take them back out before life support equipment fails and bubbling lava finds its way into the tube. To make matters worse, bad weather has closed in and any hope of emergency support from outside is gone.
5	As 2, but the eruption begins at the same time the bad weather arrives. A massive hurricane is heading for the region and all flights are cancelled. The only way out is on foot through treacherous terrain in a hurricane. Can the characters escape the pyrotechnic explosion, landslides, lava flows, and poisonous gas without being swept away in the devastating winds?
6	Le Boro knows the volcano is active and soon to erupt. He has a plan to detonate a high yield explosive device disguised as a geothermic sensor inside the crater in what he believes is the best way to stop the eruption and save the region from another catastrophic series of lava flows, landslides and flooding. With his career on the rocks, he sees this as an easy way to gain fame as a volcano killer and savior to the region. He also has no qualms about sacrificing the players in his aim of stopping the pending eruption.

21 Plots Go Forth

17. The Dade Run

While on Arnemuiden (Dade 0402), the characters are approached by a man named David Andrews. Andrews is part of a colony which has recently established itself in the CXE-305 system (Dade 0305). Andrews is the captain of the *Red Skies*, an unarmed *Billings*-class trader which is the colony's only lifeline back to civilization. If the characters have an armed vessel, Andrews will ask that they escort him back to CXE-305 due to the recent piracy in this area. In addition, if the characters have any spare cargo space, he will ask them to carry additional supplies to the colony.

Andrews is carrying supplies for pre-fab shelters, rifles, farming equipment and mining equipment. If the characters can take anything else aboard their ship, he will ask them to take the pre-fab shelters.

Andrews is offering 25,000 HF credits for the journey. He assures the characters that they will have an abundance of interesting and unique fruits and vegetables from CXE-305 (or Meriwether as he insists on calling it). He feels that they should be able to sell these fruits and vegetables in other markets for a premium.

The trip will require frontier refueling at CXE-203 and CXE-305, so it is important that the characters' ship be able to enter an atmosphere.

If the characters agree to aid Andrews and the Meriwether colony, roll ad6 and consult the chart.

- | | |
|---|---|
| 1 | Andrews is as good as his word and there is no trouble on the journey. Once the characters arrive at CXE-305, Andrews pays them the agreed upon sum of 25,000 HF credits. In addition, he has the people of the colony load a variety of naturally occurring fruits and vegetables onto the characters' ship. Anyone who tries them will find them to be quite tasty and the characters should be able to turn a good profit on these at a port in the Sequoyah subsector. The characters gain Andrews as a Contact. |
| 2 | As 1, except the fruits and vegetables seem quite bitter. They are edible and could reach a niche market but it seems unlikely that they will be an easy sell. |
| 3 | As 1, except that it becomes obvious that these fruits and vegetables are not growing in the large numbers in which Andrews led the characters to believe. It would appear that, in giving the characters as much of the colony's food as he has loaded on their ship, he may be subjecting the colony to hardship. It is up to the characters as to whether or not they still want to take the food. |
| 4 | As 2, except the characters run into a group of pirates using CXE-203 as a base. The pirates are using two armed <i>Rucker</i> -class ships and will be hiding inside the gas giant. |
| 5 | As 4, except the pirates in question are using two armed <i>Jinsokuna Chirashi</i> -class armed yachts. |
| 6 | As 1, except it becomes apparent to the characters at some point during the journey that the "mining equipment" which Andrews is carrying includes a group of enslaved altrants. These altrants are a group of Aquans that the colony intends to use in order to reach some precious metals they have located in the local ocean. Andrews will only offer in his defense that the colony intends to give the Aquans their freedom once the metals are recovered. The characters will have to decide what to do with this moral dilemma. |

21 Plots Go Forth

18. The New Modesty

While on Tal'Kalares (Franklin 0105), the characters are approached by a woman who states that she is an official agent of Queen Luana I of Tal'Kalares. The Queen wishes to meet with the characters to make them an unofficial offer. It would seem that the Queen is familiar with the characters' previous work as "troubleshooters" and would like to speak with them about doing something special for her. The characters will be taken to her palace at Ledford's Landing and led to a small room near the rear of the estate. They will wait for over half an hour before the Queen and her personal bodyguard will enter the room.

It would seem that members of what the Queen will refer to as her "law enforcement" had discovered that a person who had sold an alien artifact from Tal'Kalares was hiding out in the city of Benton on Franklin (Franklin 0506). Two female agents from the Queen's Alpha Delta Force were sent to retrieve the man. Not considering the local customs, the two women were wearing their usual skinsuits within the city. These women were then arrested by the local constabulary for being too "immodestly dressed". Since it would be seen as an interstellar incident if the Franklin government were to learn of an Tal'Kalaran incursion into their system, the ADF agents have not divulged their identity to the Franklin officials and, obviously, the Queen cannot be seen to aid the agents. In short, the Queen would like the characters to find a way to free her agents. The characters may do this in any they like (buying off officials, using violence to break them out, coming up with some sort of heist are all suggested by the Queen) but they cannot reveal that they are working for Her Majesty's government.

In payment, providing the characters can return the agents and not cause an incident, the Queen will offer the characters 100,000 Tal'Kalaran credits as well as making it possible to use any Tal'Kalaran port with no fees and free refueling.

If the characters accept the Queen's offer, roll 1d6 and consult the chart.

1	All is as presented. The ADF agents are being held in a "modesty prison" located just outside the city of Benton along with other local residents who have transgressed. The prison is low security, can be easily breached by a talented team and the guards are pliable and accepting of bribes.
2	As 1, except the ADF agents will inform the characters that they were falsely accused. They were wearing clothing over their skinsuits and they had their clothing stripped off them to make it appear that they were "immodestly dressed". It would seem that many of the women imprisoned here have had similar experiences. The local priest, Seth Mikros, seems to have a history of such attacks. The ADF agents will insist on taking other prisoners along as well.
3	As 2, except that it seems obvious that Mikros may also have permission to falsely accuse these women from higher with the church/government.
4	As 1, except it also seems clear that the Franklin government was aware of the presence of ADF agents on their planet. The characters will find that their arrival has been expected. The security on the prison is increased and avoiding an incident may be impossible. There will be 3d6+3 armed agents of the Church waiting on the characters.
5	As both 2 and 4. The characters will need to rescue all of the imprisoned women as well as defeat the Church agents without causing an interstellar incident.
6	As 5, except the artifact stolen from Tal'Kalares was not sold by the thief. The thief was a Church agent and the artifact was a powerful energy weapon. The artifact appears to be a golden baton but will fire energy bursts that do 6d6 damage to anyone it hits. Mikros is in possession of the baton and will happily use it against the characters. However, it only has 1d6+2 shots before the energy within it is spent.



21 Plots Go Forth

19. *Spinward and Down*

While on Chance (Cascadia 0405), the characters are approached by a man and an uplifted bear. They are wearing matching white tuxedos. The man introduces himself as David Horner and his personal bodyguard, Stryker. Horner states that he represents a group of persons who would prefer to remain unnamed. The group consists of residents of the city of Qubbet on Atargatis (Franklin 0109). The unnamed group throws an annual party each year in which they do something extraordinary to entertain themselves. Horner believes them to be wealthy and powerful individuals and can attest to the amount of wealth they throw around each year on their parties.

This year, however, they want something special brought to the party. The group has decided that they want 25 kegs of Slaren Select brought to their party. Slaren Select is widely regarded as the best beer in Clement Sector and Horner has secured the beer. They simply need someone to transport them to Atargatis. However, there are two problems.

First, all alcohol is illegal on Atargatis. Second, the party takes place in exactly 58 days. Meaning that not only do the characters have to smuggle the beer to the group once in the Atargatis system but that they will also have to move quickly to get there. No time for dawdling. Horner will provide fuel vouchers for every stop along the way. The group will pay the characters 350,000 credits if they arrive on the day of the party. They will pay an additional 100,000 credits for every day previous to the party that they arrive.

If the characters decide to take Horner up on his offer, roll 1d6 and consult the chart.

1	Everything is as presented. The characters should run into few external threats on the trip to Atargatis. The Referee is encouraged to throw in hurdles for the characters to handle but if they press hard, they should be able to meet the deadline. As it turns out, smuggling the beer onto Atargatis is not nearly the problem they expected as the group meets them in orbit. They are paid promptly in Hub Federation money and asked to leave. The group will gain Horner as a Contact.
2	As 1, except it is not so easy to get the beer onto Atargatis. The characters will have to find a way to get past both the customs patrols near the Zimm point as well as any inspections at the downport. The characters will then have to transport the beer across the planet to Qubbet.
3	As 1, except the <i>Rucker</i> -class ship which meets them in orbit is not really a representative of the group. The money they pay the characters is counterfeit. It would seem that group has rivals. The characters will now have Horner as an Enemy.
4	As 2, except that when the characters arrive at the party, they find that the party was cancelled. It would seem that the Atargatis government caught on to their scheme and arrested most of the group. A lone member is present to give them the bad news. He will offer to buy the beer for 5,000 credits.
5	As 2, except the group is made up of General Cochrane, his wives and his military staff. They find it amusing to see if people can smuggle things onto their planet. They will pay as agreed but will warn the characters to never come back to Atargatis again or they will be arrested and shot.
6	As 5, except that in addition to testing their security measures, the group is also throwing a wild party in which they attempt a great many illegal and immoral acts. Unfortunately for the characters, one of those acts to hunt humans through the grasslands. They will give the characters who deliver the beer a head start into the grasslands and will then chase them with rifles. The characters must escape without being the targets of this insane dictator.

21 Plots Go Forth

20. *The Bridge to Nowhere*

While on any of the Hub Federation worlds, the characters are approached by a man calling himself Arthur Durant. Durant introduces himself as a logistics officer for Bridges Unlimited. It would seem that currently all of his armed escort vessels are in use on other projects. He would like the characters to escort his three unarmed *Atlas*-class freighters from this system to the location of a new station project being built by Bridges Unlimited.

The catch? The new project is located at CXK-702, an open space region in the Anhalt subsector. It would seem that the company is embarking on the first stages of building a way to bridge the darkness without carrying a double load of fuel. Apparently, the other people he has approached have all turned him down due to the fear of being caught in the void. If there are problems, this could spell doom for the characters.

There will be an unmanned *Dromedary*-class tanker at CXK-702 to refuel the characters' ship and the *Atlases*.

Durant offers them 100,000 credits, refueling vouchers at each of the locations where they will stop for fuel, and a further voucher for fifteen free refuels at any of the Bridges Unlimited locations (such as Selu and Tupolev).

If the characters agree to aid Durant, roll 1d6 and consult the chart.

1	Everything is as presented. Durant will do everything he said he would do and, provided there are no accidents, everything should turn out well for the characters. The characters will gain Durant as a Contact.
2	As 2, except that the convoy is attacked in the Hotei (Hub 0710) system by a group of pirates. They are using a pair of armed <i>Rucker</i> -class ships. If it appears that the characters are getting into too much trouble, the Hotei system defense force will send their lone customs cutter (see Ships of Clement Sector 9: System Defense Boats) to assist the characters. Takuma Okada, the local dictator will explain that he is pleased that the route will come through the Hotei system. He looks forward to increased commerce with potential colonies in the Anhalt subsector.
3	As 2, except the pirates are using three <i>Jinsokuna Chirashi</i> -class yachts (see Ships of Clement Sector 6: Jinsokuna Chirashi-class Yacht).
4	As 3, except Okada is not pleased that Bridges Unlimited is bringing more traffic into his system. He fears that more commerce may cause the people under his rule to desire more openness and that is something he desperately wishes to avoid. The system defense force will not come to their aid.
5	As 1, except when the characters arrive, the <i>Dromedary</i> -class tanker has experienced problems with containment. There will not be enough fuel for all of the ships to return and if someone doesn't repair the <i>Dromedary</i> quick, there may not be enough for any of the ships to get back to Hotei.
6	All appears well until the characters arrive at CXK-702. Once there, they will discover a graveyard of ships, many of which are stripped of vital components. It would appear that the <i>Atlases</i> are, in fact, armed with hidden pop-up turrets which they will now use on the characters. Durant is not working for Bridges Unlimited at all but is the leader of a clever band of pirates that lure ships here to their deaths. The characters will be forced to fight for their lives while on little fuel. However, the <i>Dromedary</i> is in system and can be used by the pirates or the characters to refuel.

21 Plots Go Forth

21. *Starlight and Dewdrop Are Waiting For Thee*

While on Tulrakh (Hub 0603), the characters are approached by a man named Idrissa Thiam. Thiam claims to be a representative of Ezio Diabate, the dictator who rules Tulrakh. He informs the characters that he has an excellent opportunity for them to earn not only money but also the love and respect of the great Diabate.

Thiam states the Diabate wants the characters to carry two large cargo pods from Tulrakh to Erlik (Hub 0509). He advises the characters to not open the cargo pods as they may be extremely dangerous. However, he states that the cargo bay of the characters' ship must never be depressurized and must remain at a constant 30 C (86 F).

If the characters agree to these terms, then Thiam tells them that they will pay them 150,000 credits and will provide fuel vouchers for each stage of the journey to and from Erlik. In addition, while on Erlik, the characters are to pick up two large cargo pods and return them to Tulrakh. If the characters will do this, he will pay an additional 150,000 credits. The characters are told that they must follow the same procedures regarding the temperature and air pressure within their cargo bay.

If the characters agree to these terms, then roll 1d6 and consult the chart.

1	All is as presented. The cargo pods actually contain a large amount of the drug Starlight which is created from the latex of a plant called Dagri Grass. The drug is a powerful hallucinogen that is highly addictive. It is illegal on most worlds between Tulrakh and Erlik, particularly within The Hub Federation. The characters will have to be careful to not have those cargo pods searched. If the characters pick up the return cargo pods, they will contain a large quantity of Torla Syrup, a potent byproduct of a local tree. It is also illegal in some locations. For information concerning these, consult Subsector Sourcebook 3: Hub .
2	As 1, except that one of the cargo pods has sprung a leak. The characters will have to find a way to not fix the leak without exposure to the drug but also to make sure there is no loss of product or evidence made obvious to cargo inspectors.
3	The cargo pods going to Erlik contain Dagri Grass. It would seem that The Seven of Erlik have greatly angered Ezio Diabate. He intends to have the dangerous plant not only attack those who open it but to also begin to spread its way around Erlik. Hopefully, the characters will not be the ones who open it. The Erlik authorities will not be pleased with the characters either. There will be no pods returning to Tulrakh.
4	As 3, except that one of the cargo pods has been compromised. The dangerous plant is now spreading throughout the characters' ship. The characters will have to deal with this and decide if they wish to continue the mission.
5	The cargo pods contain Diabate's two sons and supplies for them to make the journey. Diabate fears a coup and he has arranged that The Seven of Erlik will watch over his sons. The return cargo pods will be filled with Torla Syrup.
6	The cargo pods contain Diabate himself. Diabate's fear of a coup appears to be taking shape and he has decided to go into exile until things are settled. He intends to hide out on Erlik and pass as a fisher living in Orluk. The Erlik authorities have no idea that he is coming. The characters, if they figure out what is going on, may be forced to make some serious choices as to whether or not to aid the dictator or to take advantage of what is now in their cargo bay.

21 Plots Go Forth

The following is an index for not only this book but also our entire **21 Plots** series of books. All four of the current books are covered by this index. Locations, themes, organizations, corporations, and objects found within certain plots are listed in alphabetical order below. These are listed by giving the name of the topic followed by the abbreviation for the book containing the plot. The number of the plot follows in parentheses.

In addition, the titles of all the plots are listed as well. Titles are listed in italics, followed by the abbreviation for the book and the number of the plot in parentheses.

ABBREVIATION KEY

21P = *21 Plots* **21P2** = *21 Plots Too* **21P3** = *21 Plots III* **21P4** = *21 Plots Go Forth*

21PP = *21 Plots: Planetside* **21PM** = *21 Plots: Misbehave* **21PS** = *21 Plots: Samaritan*

A

A Love Song For Jeebus Slang **21PS** (8)

A Night In Brookhaven **21PP** (19)

Abandoned **21P** (19)

Add It Up **21PM** (17)

Alatas Crime Family **21PS** (12)

Alien Artifact **21P** (18); **21P2** (5, 7); **21PP** (18); **21P3** (5); **21PS** (21);
21P4 (9,18)

Alien Attack **21P** (19); **21PP** (18)

Alpha Delta Force (ADF) **21PP** (18); **21P3** (5); **21PM** (9); **21PS** (4); **21P4**
(18)

Alternate Universe **21PP** (18)

Altrants **21P4** (17)

Animal Incursion **21PP** (6)

Animals **21P2** (6); **21PP** (1, 6, 8, 11); **21P3** (1, 5, 17, 19)

Antryl (Cascadia 0704) **21P3** (7); **21PM** (8, 21)

Aquans **21P4** (17)

Ararat (Hub 0608) **21PP** (15); **21P3** (1)

Archaeology **21P2** (7); **21PP** (11)

Are You Ready For Some Football? **21P3** (6)

Arnemuiden (Dade 0402) **21PM** (11); **21P4** (17)

Art **21P** (18)

Art's Used Starships and Repair **21PM** (5)

Assassination **21P** (1, 9); **21P2** (10, 13); **21PP** (10, 12); **21P4** (11)

Asteroid Belt **21P** (6, 15); **21P2** (17, 18); **21PS** (19)

Asteroid Strike **21P** (19)

Atargatis (Franklin 0109) **21P4** (19)

Atlas-class freighter **21PM** (1, 6, 14); **21PS** (18,21)

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Avicenna (Franklin 0704) **21PM** (10)
AXO-201 (Peel 0201) **21PS** (21)

B

Backs of the Bruised, The **21PP** (10)
Bananas **21P2** (3)
Bandits **21P2** (20); **21PP** (1, 5, 11)
Bandits **21P2** (20)
Bank Robbery **21PM** (1)
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Bastiat (Franklin 0807) **21PM** (13); **21PS** (6)
Bear, Uplifted **21PM** (3)
Beast, The **21P2** (6)
Beer **21P2** (11)
Betas **21P2** (6), **21PM** (2)
Bicocca (Dawn 0404) **21PM** (2); **21PS** (3); **21P4** (8)
Big Orange, The **21P3** (13)
Big Stick Brigade, The **21P3** (10, 11); **21PS** (16)
Bigotry **21P2** (15); **21PP** (13, 16); **21P3** (9)
Blaylock Mining Corporation (BMC) **21P** (15); **21PM** (12)
Blitzkrieg Bobby The Pirate **21PS** (15)
Bloch Pharmaceuticals **21PS** (5)
Blue Star Lines **21P** (16); **21P3** (16); **21PM** (9); **21P4** (10)
Blues **21P3** (3)
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Bomb **21P2** (6, 11, 12); **21PP** (4, 6, 18); **21P3** (9, 21); **21PS** (10,13,18)
Boom! Winning! **21P** (3)
Boone (Sequoyah 0305) **21P3** (14, 15, 18); **21PS** (10,12); **21P4** (5,11,12)
Bounty Hunting **21PM** (11, 16)
Bowemiwak (Sequoyah 0103) **21PM** (4)
Bribery **21P** (4)
Bridge to Nowhere, The **21P4** (20)
Bridges Unlimited **21P3** (21); **21P4** (1,20)
Broken Sword, The **21P3** (16)
Bucket List **21P** (12)
Bugs In The System **21P2** (8)
Bureaucracy **21P2** (10)
Bushwhacked! **21P4** (8)

C

Campbell (Cascadia 0408) **21P2** (3); **21P4** (15)
Captain For A Day **21PS** (10)
Cargo **21P** (7, 13, 14, 15); **21P2** (1, 3, 4, 6, 7, 10, 14); **21PP** (13, 14, 17, 19); **21P3** (1, 5, 6, 7, 10, 13, 14, 21)
Cascadia (Cascadia 0705) **21P3** (7), **21PM** (1); **21PS** (7)
Cascadia Colonization Authority **21P4** (9)
Cascadia Football League **21P3** (6); **21P4** (14)
Cascadia Intelligence Bureau **21PM** (1)
Cascadia Subsector **21P** (10); **21P2** (2, 3, 6, 7, 10, 11, 14); **21PP** (5); **21P3** (4, 6, 7); **21PM** (1, 8, 21); **21PS** (1,7,9); **21P4** (9,14,15,19)
Catalunya (Cascadia 0202) **21PP** (5)
Cats **21P3** (17, 19); **21PS** (6)
Cats, Uplifted **21P3** (19)
Cattle **21PM** (2)
Cattle Job, The **21PM** (2)
Catoosa (Sequoyah 0709) **21PS** (11)
Caxtonists **21P3** (3, 13, 20, 21)
Celebrity **21P** (3); **21P2** (2, 13, 18); **21PP** (2); **21P3** (4)
Chance (Cascadia 0405) **21P2** (2, 3, 11); **21P3** (4, 6); **21PM** (8); **21PS** (7) ; **21P4** (19)
Charteris Crime Family **21PM** (8)
Children **21P** (1, 10); **21P3** (3); **21PS** (1,10)
Chocolate **21PM** (8)
Chriseda (Sequoyah 0204) **21P3** (15, 18, 19); **21PM** (3, 5, 11); **21PS** (10,19); **21P4** (15,16)
Chun Crime Family **21PM** (1)
Class Rivalry **21P4** (5)
Cider **21P2** (11)
Clement Sector **21P** (10, 11, 15, 16); **21P2** (2, 3, 6, 7, 10, 11, 15, 17, 18); **21PP** (5, 15, 18); **21P3** (1, 3, 4, 5, 6, 7, 9, 10, 11, 12, 13, 14, 15, 16, 18, 19, 20, 21); **21PM** (All); **21PS** (All); **21P4** (All)
Coffin **21PS** (8)
Colonization **21PM** (14); **21PS** (5,21); **21P4** (1,7,17,20)
Con Artist **21P2** (16, 17); **21PP** (1, 3); **21P3** (2, 12); **21PM** (4); **21PS** (17); **21P4** (1,5)
Concert **21P3** (3, 15)
Conspiracy Theory **21P2** (11); **21P4** (10)

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Corporate Corruption **21P** (5); **21P2** (4, 11, 15, 18); **21PP** (9, 10); **21PM** (10); **21PS** (15)
Corporate Espionage **21P** (5, 15, 18); **21P2** (11, 15); **21P3** (2); **21PM** (13); **21PS** (20)
Corporate Rivalry **21PM** (12, 13); **21PS** (20)
Cosmetic Changes **21PS** (13)
Court Case **21PP** (12)
Crash **21P** (10, 15, 16); **21P2** (16); **21P3** (16); **21PM** (6, 14); **21PS** (21); **21P4** (3)
Crawford Foundation, The **21P3** (14)
Cream Filled Pastries **21P3** (7)
Cruise Ship **21P** (16); **21P2** (16); **21P3** (16); **21PM** (9)
Cutov Arms **21P3** (2, 21)
CXA-410 (Delmarva 0410) **21P4** (1)
CXB-309 (Superior 0309) **21PM** (14)
CXD-305 (Winston 0305) **21P4** (7)
CXD-504 (Winston 0504) **21P4** (7)
CXD-508 (Winston 0508) **21P4** (7)
CXD-705 (Winston 0705) **21PS** (5)
CXD-707 (Winston 0707) **21P4** (7)
CXE-305 (Dade 0305) **21P4** (17)
CXK-702 (Anhalt 0702) **21P4** (20)
Cyborg **21P2** (15)

D

Daddy's Boy **21P** (4)
Dade (Dade 0704) **21PM** (3, 15)
Dade Run, The **21P4** (17)
Dade Subsector **21PM** (3, 11, 15); **21PS** (15,19); **21P4** (5,6,17)
Dagda (Franklin 0602) **21PM** (20); **21PS** (20)
Dagri Grass **21P4** (21)
Danger Zone, The **21PP** (13)
Dashwood (Dade 0401) **21PM** (3, 11); **21PS** (15); **21P4** (6)
Dawn (Dawn 0106) **21PM** (2, 6)
Dawn Subsector **21PM** (2, 6); **21PS** (3,8); **21P4** (8)
Dazed And Confused **21PS** (20)
Deadly Catch **21PP** (8)
Death **21P** (12); **21P2** (7, 14)
Deep Six **21PM** (10)

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Delmarva Subsector **21P4** (1)
Demarco Shipping **21PM** (13)
Desperate Times **21PS** (17)
Diamante-class freighter **21PM** (13)
Diamond Enterprises **21P** (11); **21PM** (13)
Diamond In The Rough **21PM** (13)
Diamonds **21PM** (20)
Diamonds Are Forever **21PM** (20)
Dictator **21P** (2); **21P2** (12); **21PP** (16)
Dimme (Cascadia 0605) **21P3** (4); **21PS** (1,7)
Dirty Tricks **21P** (9)
Disaster **21P** (6, 7, 10); **21PP** (18); **21P3** (14); **21P4** (16)
Disaster! **21P** (6)
Disaster Assistance **21P3** (14); **21PS** (5)
Discrimination **21P2** (15); **21P3** (9)
Disease **21PS** (3,5,11); **21P4** (8)
Distress Call **21P** (11)
Distress Call II **21P** (16)
Divorce Is Forever **21P** (8)
Doctors Across The Stars (DATS) **21P3** (11)
Dog **21PS** (2)
Dolphins, Uplifted **21P3** (9)
Don't Mess With The Duck **21P3** (15)
Double-cross **21P3** (5, 7, 11)
Dragon Job, The **21P3** (5)
Drake, Colin **21P2** (17)
Dream World Productions **21PM** (10)
Drug Abuse **21P** (3); **21P2** (13); **21P3** (20); **21PS** (20)
Drug Smuggling **21PM** (6, 15, 19); **21PS** (12); **21P4** (21)
Duckies **21P3** (15)
Ducks of Death, The **21P3** (15)
Dueling **21PP** (14); **21P3** (12)
Dukagjin (Sequoyah 0407) **21P3** (21)

E

Early Bird, The **21PM** (14)
Earthquake **21PP** (18)
Eccentric **21P** (3, 21); **21P2** (1, 5, 16, 17); **21PP** (20); **21PS** (8)
Egata Mining **21P** (5,11, 15); **21P2** (18); **21PM** (7, 11, 17); **21PS** (20);

21P4 (4)

Elderly **21P** (12)

Entertainment **21P** (17, 21)

Era (Franklin 0304) **21P4** (4)

Erlik (Hub 0509) **21P3** (1, 12); **21P4** (21)

Escape **21P** (1, 5, 7, 20); **21P2** (4, 10, 12, 14, 15, 18); **21P3** (20)

Escort Duty **21P4** (7,17,20)

Espionage **21P2** (15); **21P3** (2, 11); **21PM** (13, 18); **21PS** (10,14);
21P4 (9,18)

Etxarte (Franklin 0203) **21PM** (11)

Even Dave Knows.... **21PP** (16)

Evil Corporation, The **21P** (5)

Expedition **21P4** (15,16)

Exploration **21PP** (10)

F

Fairfax (Cascadia 0105) **21P2** (7); **21PS** (9); **21P4** (14)

Fairfax Stone, The **21P2** (7)

Family **21P** (1, 4, 8, 10, 13); **21PP** (12, 15); **21P3** (3,4, 20); **21P4** (8)

Farming **21P** (13); **21P2** (3, 20); **21PP** (5); **21P3** (4)

Fence (Stolen Goods) **21PM** (9)

Festival **21PP** (16); **21P3** (3, 15)

Fight Club **21P** (17)

Fighting **21P** (17)

Film **21PM** (12)

Fimbulvetr (Sequoyah 0606) **21P3** (15)

Fire **21PP** (4)

Fishing **21PP** (8)

Fiume **21PM** (15); **21P4** (11)

Follow The Tune **21P2** (5)

Football (Canadian) **21P3** (6); **21P4** (14)

For Love **21P** (20)

Foreign Nobility Computers **21PM** (7, 12); **21PS** (20)

Franklin (Franklin 0506) **21PM** (13); **21P4** (18)

Franklin Subsector **21P** (11, 15); **21PP** (18); **21P3** (5, 9); **21PM** (7, 9, 10,
12, 13, 19, 20); **21PS** (4,6,20); **21P4** (4,12,13,18,19)

From Fiume With Love **21P4** (11)

From Hell's Heart **21PS** (14)

G

Gagnon (Cascadia 0308) **21PS** (1)
Galawdewos (Sequoyah 0603) **21P3** (20)
Galaxy Entertainment **21PM** (10)
Gambling **21P** (17, 18); **21P2** (1, 2, 19); **21PM** (7); **21PS** (7,11)
Gang Activity **21P** (17); **21P2** (9); **21PP** (18); **21PS** (12)
Gansagi (Sequoyah 0404) **21P3** (14)
Gas Giant **21P** (12, 16)
Generic World **21P** (1, 2, 3, 4, 5, 6, 7, 8, 9, 12, 13, 14, 16, 17, 18, 19, 20, 21); **21P2** (4, 5, 8, 9, 12, 13, 16, 19, 21); **21PP** (1, 2, 3, 4, 6, 7, 8, 9, 10, 11, 12, 13, 14, 16, 17, 19, 20, 21); **21P3** (2, 8, 17); **21PS** (14,18)
Genocide **21PP** (13)
Gentlemen's Club of Dashwood **21P4** (6)
Get This Party Started **21PM** (16)
Ghost Station **21P** (19)
Ghosts **21P2** (8); **21PP** (19)
Ghost Ship **21P4** (9)
Giganthon **21PS** (8)
Gionetti Crime Family **21PM** (5)
Gladiators **21P3** (3)
Going Bananas **21P2** (3)
Gone To Market **21P** (14)
Government Corruption **21P** (4, 7, 10, 21); **21P2** (9, 11, 12, 15, 18); **21PP** (9, 12, 16, 17); **21P3** (7); **21PM** (7, 15, 18, 19); **21PS** (15); **21P4** (14,19,20)
Grand Killers, The **21PM** (11)
Great Roustabout, The **21P4** (12)
Great Vengeance and Furious Anger **21PM** (3)
Gridiron **21PP** (9)
Guard, Guard, Guard, Kill, Kill, Kill **21PP** (4)
Gutierrez (Cascadia 0208) **21P** (10)
Gypsy Knights **21PS** (16)

H

Hacking **21P2** (11, 18)
Hannibal Subsector **21P4** (6)
Hard Rocker **21P2** (13)
Harbringer Productions **21PM** (12); **21PS** (16)

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Harrison (Sequoyah 0805) **21P3** (3, 15); **21PS** (2,13)
Haunting **21P2** (8); **21PP** (19); **21P3** (17)
He Called Me A Dog! **21P3** (12)
He Still Owes Me Beer From Ten Years Ago **21P3** (2)
Heir, The **21PS** (1)
Heist **21P3** (16, 17)
Hellhounds, The (Mercenary company) **21P3** (15)
Hendershot (Cascadia 0208) **21P** (10); **21P2** (10)
Here Kitty Kitty **21PS** (6)
Here To Help **21P2** (16)
Hiallt (Franklin 0102) **21PM** (19)
Hijacking **21P2** (9, 10, 20); **21PP** (15); **21PM** (1, 15)
Holiday **21PP** (16)
Holy Land **21PS** (21)
Homeless **21P2** (9); **21PP** (2)
Horses **21P4** (12)
Hotei (Hub 0710) **21P4** (20)
Hottinger (Hub 0401) **21P3** (9); **21PS** (4)
How The Gods Kill **21PM** (18)
Hub (Hub 0405) **21P3** (6)
Hub Federation **21P3** (11, 13); **21P4** (20)
Hub Subsector **21PP** (15); **21P3** (1, 3, 6, 9, 10, 11, 12, 13, 16, 21); **21PS** (4,16); **21P4** (9,20,21)
Hunting **21PP** (1, 5, 11)
Hurricane **21PP** (15); **21P3** (10)
Hypnosis **21P4** (2)

/

I've Got Friends In Low Berths **21PS** (18)
Identity Theft **21PM** (21)
If It Does Not Fit, You Must Acquit **21P4** (14)
Imprisonment **21P** (4); **21P2** (4)
In Triplicate **21P2** (10)
Industrial Espionage **21P** (5, 15, 18); **21P2** (11, 15); **21P3** (2); **21PM** (13)
Infidelity **21P** (8); **21P2** (13, 18); **21PM** (9)
Infiltration **21PP** (10)
Infestation **21P2** (8)
Ingratitude **21P3** (14)
Insanity **21P2** (5, 11); **21PP** (2); **21P3** (8)

Insects **21P2** (8)

Ishtar And The Setting Sun **21PP** (21)

It Never Rains On Chance **21PM** (8)

It Should Be Right Here! **21PS** (5)

J

Jangir Food Processing Corporation (JFPC) **21P3** (1)

Jeebus The Fairly Magnificent **21P4** (2)

Jewels **21P** (18); **21P2** (18); **21P3** (17)

Journalist **21P** (10); **21P2** (18)

Journey to the Center of Boggs **21P4** (16)

Just What The Doctor Ordered **21PS** (12)

Justice **21P4** (14)

K

Karnataka (Franklin 0310) **21PM** (7)

Kidnapping **21P** (4, 10); **21PP** (21); **21P3** (3, 11); **21PS** (1,2,10,13);
21P4 (8)

Kill Them With Cuteness **21P3** (19)

Kilroy Was Here **21PM** (21)

Kingston (Hub 0106) **21P3** (3, 20, 21)

Kishore Holographics **21PS** (20)

Kraken **21P4** (13)

Kyiv (Cascadia 0603) **21PM** (21); **21P4** (9)

L

Last Days Of May, The **21P3** (20)

Late To The Party **21PS** (19)

Laylah (Peel 0204) **21PS** (21)

Legend of the Santa Anna, The **21P4** (9)

Leonidas Sector **21P4** (6)

Liberty Ships Corporation **21PM** (13)

Like A Blue Whale **21P3** (9)

Listen Closely **21PS** (2)

Little Orphan Angel **21PS** (4)

Lonely At The Top **21P3** (18)

Lonesome Crowded West, The **21PP** (11)

Long Term Job **21P** (3); **21P2** (13); **21PP** (9, 10, 11, 12, 14)

21 Plots Go Forth

Looters **21P** (6); **21P3** (14)
Lost In Space **21PS** (3)
Love **21P** (8, 20); **21P2** (13); **21P3** (2); **21PS** (20)
Lucky 13 **21PP** (10)
Lunar Prisoners **21P2** (4)
Luxury-class Yacht **21PS** (19)
LXH-803 (Hannibal 0803) **21P4** (6)
Lying Eyes **21PM** (9)

M

Mail Call **21P2** (14)
Mafia Boss **21PS** (1,4)
Malfunctions **21P2** (8); **21PP** (9)
Magic Show **21P4** (2)
Man Who Sold CXA-410, The **21P4** (1)
Manning, Admiral Christine **21P3** (11)
Maracas **21P** (21)
Medical Assistance **21P** (11); **21P2** (4); **21PP** (13, 14); **21P3** (4, 10, 11, 14); **21PS** (5)
Megara (Cascadia 0103) **21P2** (6); **21PS** (9); **21P4** (14)
Mercenaries **21P2** (12, 20); **21P3** (15); **21PS** (5,14)
Message **21P2** (14)
Messiah of Megara, The **21PS** (9)
Midnight City **21PP** (18)
Military Testing **21PM** (19)
Minerva (Franklin 0401) **21P4** (13)
Mistaken Identity **21 P** (1, 21); **21P2** (14, 19); **21PP** (3, 7, 10, 12); **21PM** (21); **21PS** (2)
Moby Dick **21PS** (14)
Moffett (Franklin 0307) **21PM** (9)
Money Ship, The **21PM** (1)
Monroe (Cascadia 0107) **21P2** (10)
Moral Decision **21P** (7, 14, 16); **21P2** (4); **21PP** (11, 21)
Mountain Monster of Bowemiwak, The **21P4** (15)
Mountaineering **21P** (10), **21P3** (18); **21P4** (15)
Movies **21PM** (12)
Movie Snobs, The **21PM** (12)
Mrrrtau **21P3** (19)
Murder **21PP** (7); **21P3** (2); **21PM** (3, 18); **21PS** (7); **21P4** (13,14)

21 Plots Go Forth

Murder Mystery **21PP** (7); **21PM** (3); **21PS** (7), **21P4** (13)
Music **21P** (21); **21P2** (5, 13); **21P3** (3, 15); **21PM** (8)
Mustang, The **21P3** (21)
Mutiny **21PP** (8); **21PS** (19)
Mysterious Winnings **21P** (18)
Mystery **21P** (18, 19, 21); **21PP** (2, 7, 9, 16); **21P3** (18); **21PS** (7)
Mystery of the SS Sylvania, The **21P4** (10)

N

Need A Ride **21P** (1)
New Modesty, The **21P4** (18)
Nightclub **21P3** (8)
Nine Feet Of Water **21P3** (1)
Nineveh Shipping **21PS** (15)
No Good Deed Goes Unpunished **21P3** (14)
No Qualms **21P3** (11)
Nobles **21P** (8); **21PP** (17); **21P3** (13, 16)
Notoriety **21P** (2); **21PP** (2)
Nuclear Bomb **21P3** (9)
Nyx (Franklin 0610) **21P** (15); **21P4** (4)

O

O'Bannon Crime Family **21PM** (20)
O'Malley Crime Family **21P2** (2, 3, 11); **21P3** (4)
Obedient, The **21P4** (7)
Obsession **21PP** (8)
Old Age **21P** (12); **21PS** (11)
Old Friend **21PP** (7, 18); **21P3** (2)
On The Master's Trail **21P4** (7)
Orange Rocket **21PM** (8)
Organ Harvesting **21PP** (13)
Organized Crime **21P2** (2, 3, 11, 14, 19); **21PP** (9, 12, 18); **21P3** (2, 8, 21); **21PM** (1, 5, 7, 8, 9, 16, 20)
Osiris (Dade 0603) **21PM** (15); **21P4** (5)
Outer System **21P** (11)

P

Panic **21P** (6); **21PP** (18); **21P3** (14)
Pantoin **21P4** (6)
Parke's Raiders **21P4** (7)
Party **21P** (3); **21P2** (1); **21PP** (16); **21P3** (15); **21P4** (19)
Passenger **21P** (1, 7, 8, 12, 14, 20) **21P2** (1, 5, 6, 7, 11, 13, 15, 16, 17, 18); **21PP** (12, 15); **21P3** (1, 4, 8, 9, 15, 19, 21); **21PS** (4,9,11,17)
Pastries **21P3** (7)
Patrol **21P2** (21)
Peel Subsector **21PS** (21)
Penn (Sequoyah 0801) **21P3** (20); **21PM** (18)
Perfect Gentleman, The **21PP** (7)
Philanthropy **21PP** (10)
Pigs in Space **21P4** (6)
Piracy **21P** (11, 15, 16, 19); **21P2** (17, 21); **21PP** (15); **21P3** (6, 19); **21PM** (1,5,6, 11, 15, 17); **21PS** (2,3,15,18,21); **21P4** (3,4,7,8,11,15, 17,20)
Plague **21PS** (3)
Plea For Help **21PM** (6)
Poison **21PP** (21)
Police Corruption **21PM** (16, 20, 21)
Police Sting **21PS** (2)
Politics **21P** (2, 8, 9); **21P2** (9, 11, 12); **21PM** (7, 21)
Practical Joke **21P3** (17)
Precognition **21P2** (16)
Prejudice **21PP** (16)
Prison **21P2** (4); **21P4** (18)
Private Dancer **21P3** (8)
Protecting The Boss **21PP** (12)
Protest **21P** (4, 9); **21PP** (4, 10); **21P3** (1, 9)
Psionics **21P2** (5, 7, 8, 16); **21PP** (7); **21P3** (1)
Pursuit of Mr. James, The **21PM** (11)

Q

Quick Recovery **21PM** (15)

R

Racism **21P4** (13)

21 Plots Go Forth

Random Target **21P3** (10)
Ransom **21P** (4, 10); **21P3** (11)
Razorshark **21P3** (1)
Razz Casino (Chance) **21P2** (2, 3); **21P3** (4); **21PM** (8)
Reality Show **21PM** (10)
Rebels **21P** (4, 9, 10, 21); **21P2** (12, 14); **21PP** (6, 10, 11, 14, 16, 18);
21PS (14)
Recovery (Stolen Items) **21PM** (15, 20)
Recovery Job, The **21P** (15)
Red Maracas **21P** (21)
Red Sun Casino (Chance) **21P3** (4); **21PM** (8)
Redemption **21PP** (2); **21PS** (17); **21P4** (4)
Redemption in the Making **21P4** (4)
Refugees **21P** (7); **21PS** (16)
Refugees! **21P** (7)
Religion **21P** (13, 20); **21P2** (3, 5, 9, 12, 13, 14); **21PP** (16, 21); **21P3**
(3); **21PM** (4, 18); **21PS** (9, 21); **21P4** (7)
Repair **21P** (11, 19); **21P2** (8, 9); **21PP** (9, 15); **21P3** (10); **21PS** (3, 18,
19)
Repossession **21PM** (4, 15)
Resort **21P3** (18)
Retired From The Game **21P3** (4)
Retirement **21P3** (4)
Revenge **21P2** (11); **21PP** (6, 12); **21PM** (3, 8, 11, 17); **21P4** (21)
Revenge of the Cidermen **21P2** (11)
Revolution **21PP** (16, 17); **21P3** (13)
Reyes Cosmetics **21PS** (13)
Rilawok **21PP** (11)
Riot **21P3** (14); **21P4** (14)
Ritual **21PP** (16, 21)
Roadies **21P2** (13)
Robbery **21P2** (2, 9); **21PP** (20)
Robot **21P2** (6, 11); **21PM** (6)
Roskilde (Cascadia 0205) **21P2** (10)
Rubber Alchemy **21P2** (13)
Rucker-class Merchant Ship **21P** (11, 16, 20); **21P3** (16, 19, 21); **21PM**
(4, 5, 11, 14, 15, 17); **21PS** (15, 18, 19, 21)
Ruse **21P2** (2, 6, 7, 10, 11, 12, 13, 16, 17, 20); **21PP** (1, 2, 3, 5, 15, 20,
21); **21P3** (5, 10, 19); **21PM** (11, 18)

S

Sabotage **21P** (14); **21P3** (16); **21PM** (10)
Sad Ending **21P** (12); **21P2** (7)
Safari **21PP** (1, 5, 8)
Sailing **21PP** (15)
Salesman **21PP** (3)
Salvage **21PM** (5, 14)
Sandstorm **21P3** (13)
Santiago Crime Family **21P3** (4); **21PM** (8); **21PS** (7)
Say It Three Times **21P3** (17)
Search and Rescue **21P** (10, 11, 15, 16); **21P3** (18)
Search And Rescue **21P** (10)
Security Play **21P2** (2)
Security Work **21P** (3); **21P2** (2, 13, 20, 21); **21PP** (4, 6, 12); **21P3** (16, 17)
Seek Ye Not The Treasure **21P2** (17)
Serapis (Franklin 0108) **21PS** (4)
Sequoyah (Sequoyah 0605) **21P3** (15), **21PM** (4, 5); **21PS** (11,12,13)
Sequoyah Subsector **21P3** (3, 14, 15, 18, 19, 20, 21), **21PM** (4, 11, 15, 18); **21PS** (2,10,11,12,13); **21P4** (1,5,6,11,12,15,16)
Seven Sisters **21PS** (12)
Sexism **21P4** (18)
Shamika's Luck **21PM** (4)
Sheba (Hub 0209) **21P3** (16)
Shuffle Up And Deal **21PM** (7)
Sic Semper Tyrannis (SST) **21P3** (10, 11); **21PS** (16); **21P4** (10)
Siege, The **21P2** (12)
Sigyn (Franklin 0408) **21P3** (9); **21P4** (12)
Slaren (Cascadia 0307) **21P2** (11), **21PM** (8)
Slaren Brewing Company **21P2** (11)
Slavery **21P** (1); **21P3** (21); **21P4** (17)
Smithson Crime Family **21PS** (7)
Smuggling **21P2** (14); **21PP** (17, 19); **21P3** (3, 5, 7, 13, 21); **21PM** (6, 8, 21); **21PS** (19); **21P4** (11,19,21)
Snakes **21PS** (8)
Snapping Gators, The **21P4** (7)
Solar Purity **21P** (6); **21P3** (1); **21PS** (13)
Sometimes Salvation **21PP** (2)
Sophronius (Hub 0408) **21P3** (10, 11); **21PS** (16); **21P4** (10)

21 Plots Go Forth

Sorensen Metals **21P** (15)
Sounds of Silence, The **21PM** (19)
Speedy Delivery **21P3** (6)
Spinward and Down **21P4** (19)
Sport Security **21PP** (6)
Sports **21PP** (6); **21P3** (3, 6)
Squatters **21P2** (9)
Stalker **21P3** (8)
Starlight (drug) **21P4** (21)
Starlight and Dewdrop Are Waiting For Thee **21P4**(21)
Statue, The **21P** (13)
Sternlight (drug) **21P3** (7, 20, 21); **21PS** (20)
Storms **21PP** (8, 15); **21P3** (3, 10)
Street Performer **21P4** (2)
Straight Outta Asari **21P4** (5)
Suicide **21PS** (17)
Suicide Bomber **21P2** (11); **21P3** (3, 9)
Superior (Superior 0509) **21PS** (17)
Superior Subsector **21PM** (14); **21PS** (4,17); **21P4** (3)
Superstition **21PP** (16)
Survival **21P** (10); **21PP** (1); **21P3** (18)
Sweep The Leg **21PP** (20)
System Defense **21P2** (21)

T

Tal'Kalares (Franklin 0105) **21PP** (18); **21P3** (5); **21PM** (9); **21PS** (4);
21P4 (18)
Terrorism **21P** (6); **21P2** (12, 14); **21PP** (6); **21P3** (3, 9); **21PM** (10);
21PS (13)
Test Drive **21PP** (3)
Test of Loyalty **21P3** (18)
Theft **21P2** (11, 12, 18); **21PP** (2, 3, 4, 20); **21P3** (4, 12, 17, 21);
21PM (5, 7, 9, 12, 13, 15, 17, 20)
Three Dead on Minerva **21P4** (13)
Thrill Seekers **21P3** (12)
Time Travel **21P2** (16)
Tisdale Mining Corporation **21PS** (11)
Tlix (Cascadia 0706) **21P2** (14), **21PM** (1)

21 Plots Go Forth

Tobacco **21P4** (11)
Torarentsacorsus (Sequoyah 0509) **21P3** (21)
Torla Syrup **21P4** (21)
Tour **21P2** (13); **21P3** (15)
Transhumanism **21P2** (11)
Tranquility Sector **21P4** (8)
Treasure Hunt **21P2** (17); **21P4** (4,9)
True Identity **21PS** (15)
Tukaroi (Sequoyah 0207) **21P3** (21)
Tulrakh (Hub 0603) **21P4** (21)
Tuploev (Superior 0509) **21PM** (14); **21PS** (4,17); **21P4** (3)
Turn of the Card **21P2** (19)
Two And A Half Men **21P2** (15)
Two Gentlemen, The **21P2** (1)
TXE-605 (Dawn 0605) **21P4** (8)
TXE-707 (Dawn 0707) **21P4** (8)

U

Uncanny Resemblance **21P** (2)
Uncle John's Band **21P3** (3)
Used Parts **21PM** (5)
Uplifts **21P3** (9); **21PM** (3); **21P4** (13,15)

V

Vandalism **21PM** (10)
Vasynov (Franklin 0106) **21PP** (18); **21P3** (5); **21PM** (9, 12, 19);
21PS (4); **21P4** (4)
Vigilante **21PP** (7); **21P4** (14)
Virus **21PS** (3); **21P4** (8)
Viteges (Hub 0207) **21P3** (13, 16); **21P4** (10)
Vodka **21PM** (21)
Volcano **21P4** (15)
Von Bierstein, Drenken **21P2** (11)

W

War **21P2** (20); **21PP** (13, 14); **21P3** (10, 11); **21PS** (11,16)
War Crimes **21PS** (11)
Water Dragon (drug) **21P3** (5); **21PM** (9, 15, 19)

21 Plots Go Forth

Wealthy Patron **21P** (4, 8, 15) **21P2** (1, 2, 13); **21PP** (10, 19, 20); **21P3** (6, 17, 18); **21PM** (20); **21PS** (6)
Weather **21PP** (8, 11, 15); **21P3** (3, 10, 13, 18)
Wellington (Hub 0406) **21P3** (10, 13, 16)
What's So Civil About War Anyway? **21PP** (14)
What's The Matter? No Bullets? **21PP** (17)
When Hell Laughs **21P4** (3)
Wine **21P4** (11)
Winston (Winston 0208) **21P5** (7)
Winston Subsector **21PS** (5); **21P5** (7)
Winterkorp **21P2** (15)
Woman On The Run **21P2** (18)
Wreckage **21P** (10, 15); **21P2** (17); **21P3** (16)

Y

Yangon (Cascadia 0808) **21PM** (1)
Yeti **21P4** (15)
You Can Take The Boy Out of Ringgold.... **21PS** (11)
Your Huddled Mass Yearning To Be Free **21PS** (16)
You've Got The Wrong Guy! **21PS** (7)

21 Plots Go Forth

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