

# TARTARUS

Tartarus, located near Clarke's World in The Cauldron sector, bills itself as the greatest space station in the galaxy. This may or may not be true, but the immense structure is certainly an awesome sight!

Home to nearly seven million beings from a thousand different races, Tartarus is a centre of trade. At Tartarus, anything can be bought, anyone can be hired, and no cargo is off-limits, whether it be illegal spices, drugs, slaves, or weapons.

Tartarus is an independent space station - it is considered a nation or state of its own, and maintains its own laws. Depending where you are on the station, it can be an elegant bastion of law and order, or a hive of scum and villainy. Indeed, the Scarra family has enormous influence at Tartarus, and entire sections of the station follows a more unofficial code - not a legal one, as such, but one enforced in the ways that only a crime family can.

## STARSCRAPERS

Both the upper and lower cities on Tartarus contain homes, businesses, shops, bars, and more. Great starscrapers jut out above and below the main docking ring, each dozens to hundreds of floors tall, and able to house tens of thousands of inhabitants. The starscrapers are large enough that most can function completely independently,

with their own infrastructure and ecosystems.

Starscrapers tend to have pleasant sounding names, like *Maple Grove*. Sometimes these meet expectations; other times, not so much. Other starscrapers include:

*Abbey Mews*  
*Albert Gardens*  
*Angel Towers*  
*Barbican*  
*Barton Rise*  
*Beaconsfield*  
*Belgrave*  
*Wyndham Court*  
*Liberty Point*  
*Burlington Mansions*  
*Beggar's Roost*  
*Vincent Place*

Others have more exotic sounding names, such as:

*Shengyou*  
*Fujiang*  
*Nanjusi*  
*Shangfeng*  
*Shangba*

The unofficial currency of the Cauldron is the Platinum Jot.

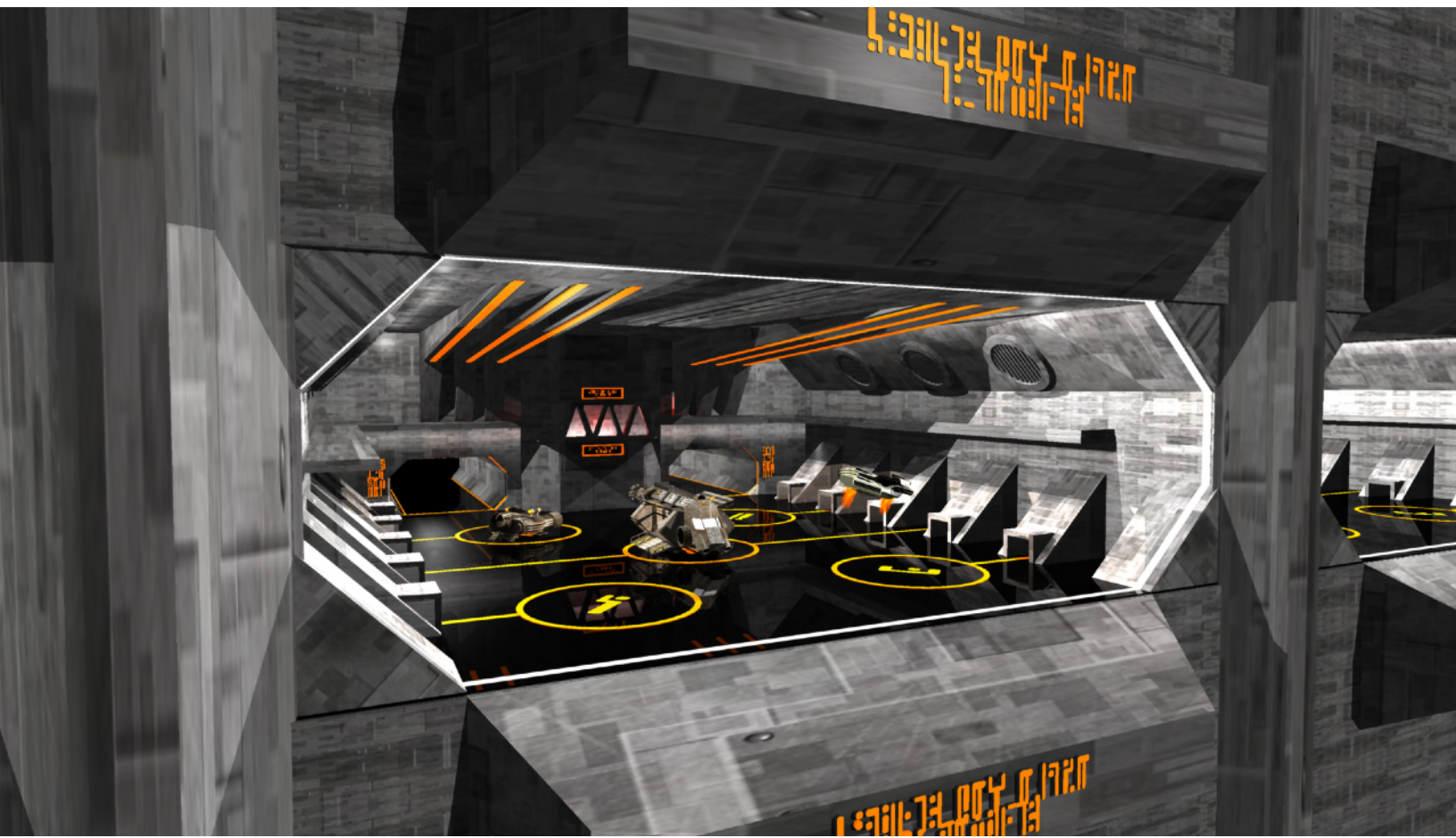
*Tianweiban*  
*Baishuitai*  
*Tai'an*  
*Tianchang*  
*Xiamen*  
*Zhangping*  
*Guangzhou*  
*Nanxiong*  
*Jinzhou*

More expensive or desirable starscrapers may require credit checks to even enter, or to reach certain floors. A credit check is a simple REP check.

## DOCKING

The primary docking ring contains thousands of football field sized docking bays. At any given time, hundreds of ships can be seen approaching or leaving the station - ships as small as shuttles and tiny freighters, and ships as large as the great *Trailblazer Heavy* vessels which

Ship Class	Docking Fees
I	5
II	10
III	20
IV	50
V	100
VI	150
VII	200
VIII	300
IX	500
X	750
XI	1,000
XII	1,250
XIII	1,500
XIV	2,000
XV	2,500
XVI	3,000
XVII	4,000
XVIII	5,000
XIX	7,500
XX	10,000



carve out trade routes throughout the Cauldron (see the adventure *EONS* #33: *Trailblazer 9 Heavy*).

Docking fees are charged per day, and vary according to ship size.

The primary docking ring is able to facilitate ships up to Class VIII. Large ships use external docks on the lower docking bay extension.

## LAW & ORDER

The upper city is regularly patrolled by **cops** in pairs. There's a 5-minute response time to most calls, after which 2d6 cops will turn up.

The lower city has fewer cops, and some starscrapers are not patrolled at all. These dens of iniquity are populated by **bandits**, **thugs**, and worse, who prey on the citizenry.

Tartarus maintains a unit of 100 **marines** for emergencies, commanded by Commander Rance Thunder (yes, that's his real name), a **veteran**. The station also has a unit of 8 **templars** for really serious situations, and one **inquisitor**, Inquisitor Jacquel Kaloo.

## NOTABLE LOCATIONS

Tartarus is enormous. It's the size of a large city, and as densely populated. The following section lists only a few of the tens of thousands of notable places on Tartarus.

**The Web of Beer.** A bar and casino in Maple Grove, this establishment is known for the giant robotic spider (fortunately decommissioned) which serves as a centrepiece to the room. Above it curves a large balcony with

private booths, and tiny portholes which look out over the primary docking ring.

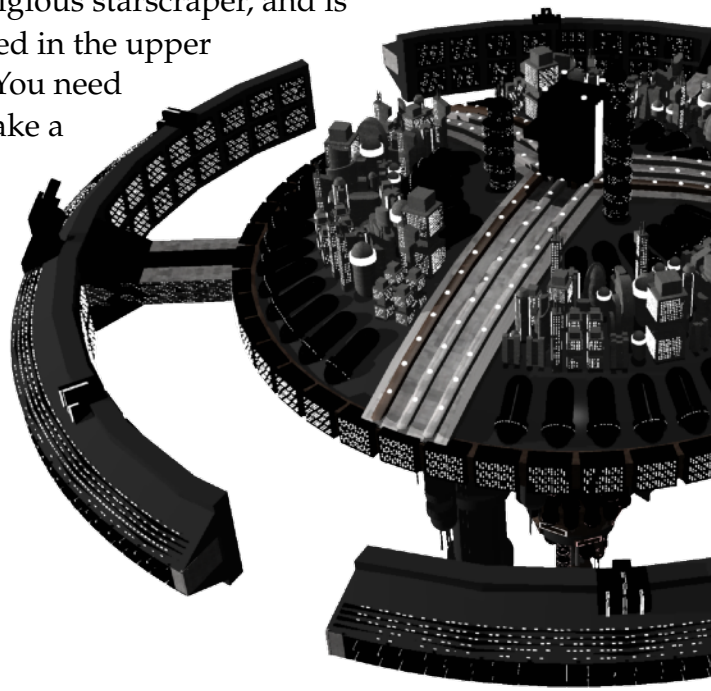
**The Pirate's Rest.** Siren Gallante, 'The Duchess', runs the Pirate's Rest, the roughest, toughest bar in the seedy underbelly of Tartarus Station. It's located near the top (or bottom, depending how you look at it) of Barbican, an extremely rough and ready starscraper. If you need dirty deeds done dirt cheap, the Pirate's Rest is where you'll find the dirtiest deed-doers.

Siren, a **pirate lord**, is past her prime, and her no-nonsense attitude makes her a forbidding presence in the bar. But she'll welcome anyone into her establishment as long as they're not looking to cause trouble.

Siren knows everyone in the Cauldron's criminal underworld and even a few surprisingly 'reputable' individuals as well. She keeps her finger on the pulse of the comings and goings in the Cauldron - if something is kicking off, she'll know about it.

In this bar, **thugs**, **bounty hunters** and **smugglers** can be found. The bouncers are **orange monkeys**.

**Tianweiban.** This is the richest, most prestigious starscraper, and is located in the upper city. You need to make a







ALL SPACE LANES LEAD TO

TARTAN RIVER

Difficult [16] REP check just to get onto the ground floor, and every 10 floors (there are 250) the difficulty goes up by one point, with the top floor requiring a check of 41. Needless to say, if you're not a billionaire, you probably aren't getting onto the top floor, where luxurious apartments and restaurants which charge 5,000 jots or more for a meal can be found.

**Captain Wrigley's Starship Emporium.** Docking bays 364-370 have been bought and converted into a large used starship yard. Dozens of ships, mainly Class III freighters, transports, and similar vessels, can be found here at any time, being worked on in an active, sometimes hazardous environment. There are no new ships here - most are at least 20 years old, and Wrigley (a **trader**) drives a hard bargain. That said, you can usually get a used ship for 2% off the market price for each year of age (to a maximum of 90% off for a decrepit 50-year old ship).

**Nessus.** Pitfighting is illegal, even on Tartarus. That's why even approaching Nessus requires passing dozens of lookouts. Down in Nessus, the crowd bets on bloodsports - gladiatorial matches, often with deadly weapons. There's a raid about once a year, but Nessus continues. Numerous **gamblers** and **pugilists** can be found here, along with **heavyweights**, **martial artists**, and **thugs**.

**Bai-Nakamura Foundation.** An entire starscraper is owned by this powerful

In the Cauldron setting, one megacredit (MCr) is 1,000 credits, and referred to as a kilojot. Starships are priced like cars rather than houses. You can pick up a small used freighter for 20,000 jots.

technology company. Security is tight (**marines** rather than cops), and it is rumoured that weapons research takes place within.

**Docking Ring.** The primary docking ring contains thousands of football field sized docking bays.

**Maple Grove.** This starscraper is an edifice not nearly as attractive as its name might imply. Located in the lower city (although in space, "upper" and "lower" are just mental constructs), it is 323 floors high. Each circular floor contains about 40 units - apartments, shops, bars, other businesses, - with some floors containing entire floor-wide parks or other locations. An apartment can be had in this starscraper for 250 jots per month, and the business units run 1,000 jots per month. Maple Grove is usually full.

**Stellar Concepts.** Another corporate-owned starscraper, Stellar Concepts is currently run by Sarah "The Cleaner" Bennet (a **functionary**) - named such because she was single-handedly responsible for firing the corrupt board of the company and cleaning up it's act. Until 5 years ago, Stellar Concepts was a corrupt financially motivated corporation that placed its profits above the wellbeing of the people that worked for it. It was



run by the famously corrupt CEO William Murray.

**Shim-Joint.** Shim-Joint is a Cauldron-wide chain of fast food restaurants, catering to every type of cuisine. It's cheap and ubiquitous and has an undefined connection to the Fieyo crime organisation. In actual fact, it's a massive money laundering operation. One doesn't want say that the Feiyo reprocess the bodies of their enemies into meat samosas, but...

**Shalimar.** Probably the most expensive and luxurious casino in the Cauldron. Thousands of gaming machines, card game tables, dice tables, restaurants, bars, and more occupy the top 7 floors of Nanxiong, a starscraper in the upper city. The minimum bet here is 1,000 jots, and even that is frowned upon. The casino has three **Havoc Class Assault Droids**, and a complement of 12 corporate marines.

**Nanxiong.** A luxurious star scraper full of casinos, restaurants, and private clubs.

## OTHER BEINGS OF NOTE

**Shims.** Shims, or Shimmies can be found in all parts of the Galaxy, and all over Tartarus, but there's a much higher concentration of them in the Cauldron. They're a race of tiny, monkey like creatures who scavenge around the Galaxy in barely space-worthy ships. They don't appear to speak any language that anyone can understand. No-one knows where they originated. They don't seem to have the technical ability to

*Jane 'Jackhammer' Devries, the CFA heavyweight champion, recently skipped out on a title fight. There's a 5,000 jot reward out for her.*

maintain, let alone build their own ships, so no-one's quite sure how they seem to be so ubiquitous.

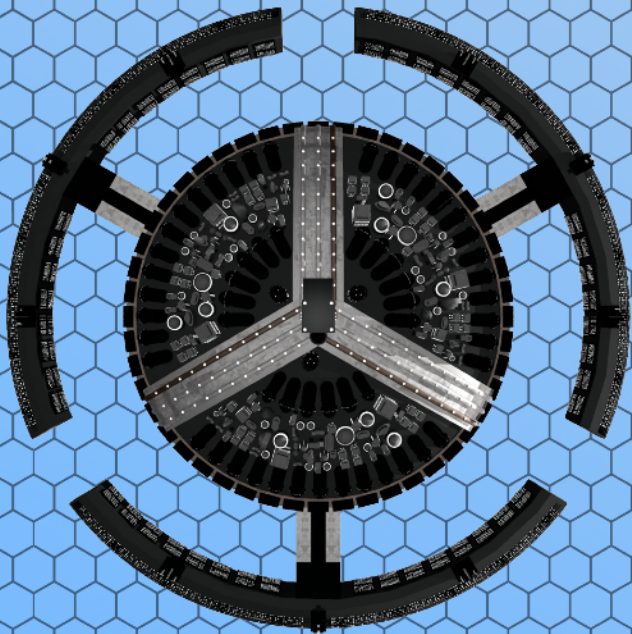
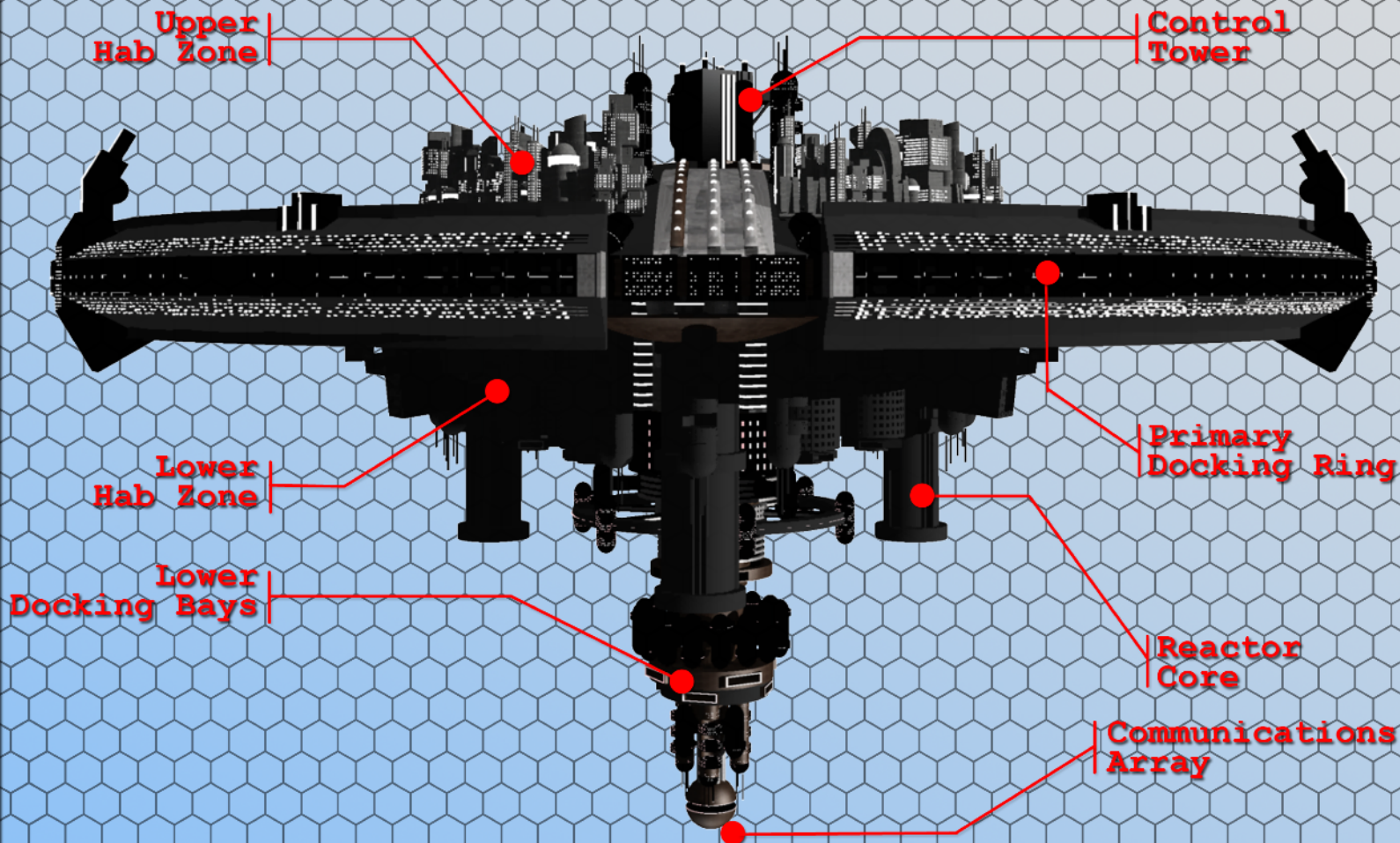
That said, if you come across a Shimmie ship in your travels, they almost always have something useful that you can trade with them. Many see them as vermin, while others have a vague fondness for them. There is a theory that they're an ancient race which, thousands of years ago, were dominant in the Galaxy before something awful happened to them, reducing them to the slightly stupid, furry creatures we know today.

Shimmies use **worker** stats. They can be used to crew a starship as a poor (3d6) crew, and they only cost half the 100 jot monthly cost of a human crew of the same quality.

**Din Scarra.** The first son of the Scarra crime family (Bilda Scarra is the family head and operates out of Collako) is a fiendishly clever young man of 26 years who is extremely highly educated for his age and looks set to take over his father's empire. He's a dilettante playboy with a lot of money, and makes his home on Tartarus. Din Scarra is a **patrician**. He throws the best parties in the sector,

# TARTARUS

## INDEPENDENT SPACE STATION



Location: Clarkes World,  
Empyral Basin

Population: 7,000,000

Volume: 950,000,000  
cubic metres

Docking capacity: 2000 std  
berths in docking ring, plus  
unspecified number of non-  
standard docking facilities  
in upper, lower and core  
zones.



donates generously to charity and hogs the limelight in the celebrity news with his latest squeeze.

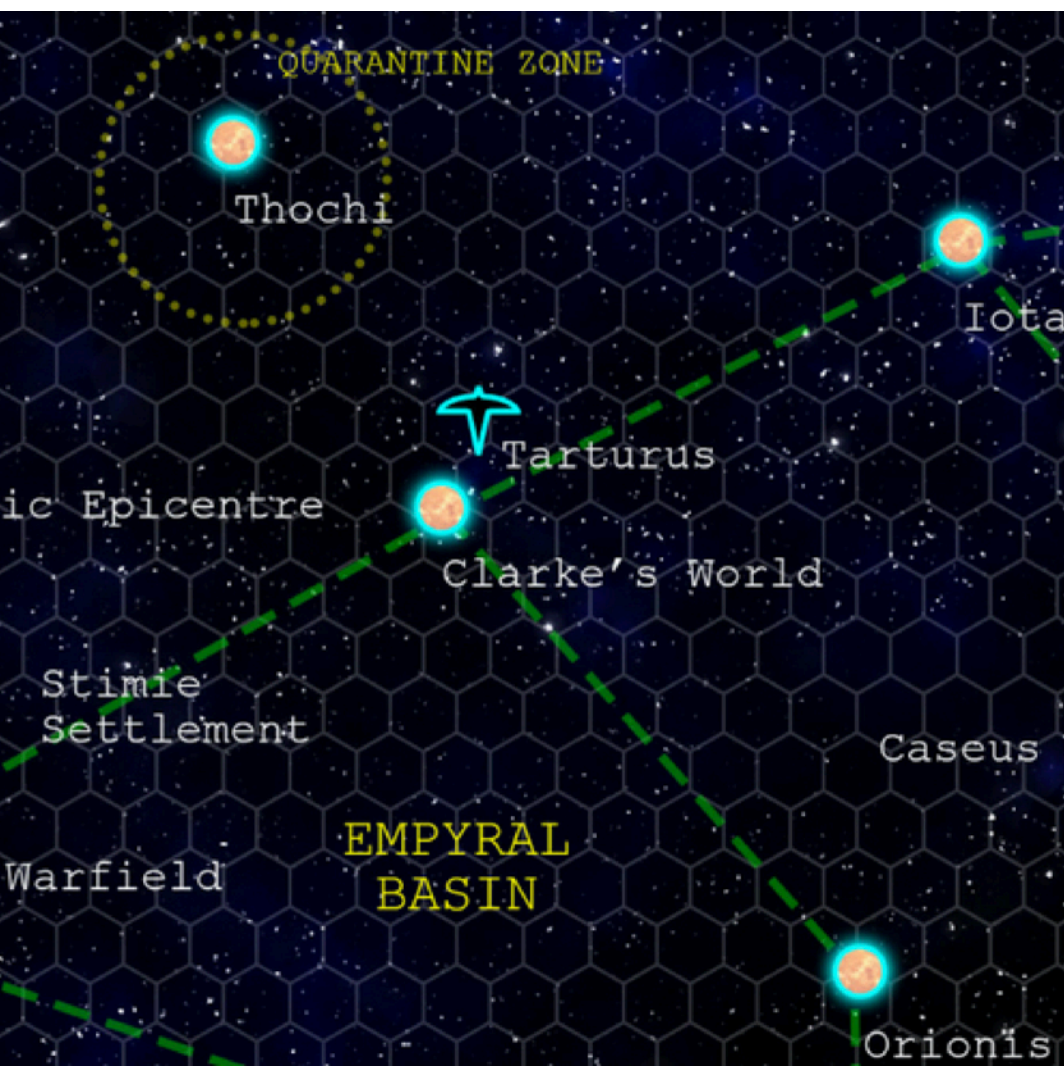
**Mion Scarra.** Mion, Din's younger sister, is a psychotic and vicious 24-year old woman who speaks very little and is rarely far from her brother's side and would kill you as soon as look at you. Scarra probably spends a significant percentage of his considerable income cleaning up after his daughter. Both children are of mixed race and from different mothers, so look physically very different. Mion is a **killer**.

**Jane 'Jackhammer' Devries.** The unofficial Cauldron heavyweight champion often competes in the Chen-Wen Arena, which is located in the upper city.

**Cirrus Aruga.** Cirrus Aruga, a member of the Bragi race, a race of cephalopods with a hard chitinous exoskeleton, is a celebrity racing pilot most famous for winning the Cross Burn two years ago. Whereas most participants skirt the Burn, passing as close as they dare to the lethal black hole, Aruga plotted a course straight through the middle, and using a daring slingshot manoeuvre around the hole in order to gain enough speed to escape the crushing gravity. He barely made it and limped across the finishing line in a wrecked racing yacht with no life support... a full hour ahead of his closest competition

The following year, all but five participants attempted to replicate Aruga's win by crossing the Burn. Only five completed the race.

This epic win shot Aruga to the top of the celebrity who's-who list and he now lives off his fame and the substantial prize money, spending his time attending fabulous parties and giving after dinner talks. This year, a movie is coming out, telling the story of his win. It is expected to be a box office smash.





## **RANDOM ENCOUNTERS ON TARTARUS**

Roll on the tables below to populate an area. For a bar or similar, roll once or twice. If you roll the same result a second time, roll instead for a result from one of the other tables.

For most bandits, thugs, civilians, and other generic stat blocks where a race is not specified, assign or randomly select a race.

See the Bestiary for stat blocks.

### **Lower City**

1. 2d6 civilians.
2. 1d6 bounty hunters.
3. 1 cutpurse.
4. 1d6 gamblers.
5. 1d6 smugglers.
6. 2d6 thugs.

### **Docking Ring**

1. 1d6 workers.
2. 1 trader.
3. 1d6 smugglers.
4. 1 functionary.
5. 1d6 civilians.
6. 1d6 industrial robots.

### **Upper City**

1. 1d6 civilians.
2. 1d6 functionaries.
3. 1 medic.
4. 1d6 scientists.
5. 1d6 cops.
6. 1 psi-cop.

### **Control Tower**

1. 1d6 functionaries.
2. 1d6 cops.
3. 1d6 cadets.
4. 1 captain.
5. 1d6 workers.
6. 1d6 functionaries.

### **Special**

1. 1 pirate lord.
2. 1 psi-cop.
3. 1 star knight.
4. 1 Venetian ranger.
5. 1 Drahzik manhunter.
6. 1 Houseki.

### **Aliens**

1. 1d6 Gobbers.
2. 1d6 Greys.
3. 1 Changeling.
4. 1 Jamila.
5. 1d6 Pajak.
6. 1d6 Saurians.

### **Expensive Casino/Restaurant**

1. 1d6 civilians.
2. 1d6 traders.
3. 1d6 gamblers.
4. 1 hologrammatic servitor.
5. 1 patrician.
6. 1d6 traders.

The Burn is a gigantic soup of hot gas surrounding the black hole of the same name. Strange and terrifying things happen in the vicinity of the hellish black hole.

## FLOOR 323 MAPLE GROVE

This is an example floor of a single starscraper in the lower city. The circular floor has 40 businesses, including the Web of Beer, a bar and casino with a giant mechanical spider as its centerpiece. Exterior walls tend to have small portholes which look out over the docking ring.

The following businesses can be found on this floor. The address is Maple Grove - 323 - X, where X is the unit number.

1. **Web of Beer.** Bar and casino. The Felan owner is a **trader** named Krixx.
2. **Comms4U.** Communicators, scanners, and other small electronic devices.
3. **Ultragraphics.** 4D holographic displays and projectors.
4. **Suits You.** One-man tailor shop run by Evan March, who is actually a **spy** called Izek Alleyne.
5. **Post Office.** Regular post office branch. Send messages and post/collect bounties. Has two **sentry droids**.
6. **Shim-Joint.** There seems to be one of these on every floor. Fast food. Fast.
7. **Corrigan's.** Small, local bar used by old-timers.
8. **Jetsuit Larry's.** Hoverboards, jetpacks, magboots, parachutes, and other items for sport and leisure.
9. **Mousedroids.** Various types of non-sentient mechanoids.
10. **Nirvana Center.** Sensory deprivation and alpha-wave realignment booths for the stressed wage-slave.

This floor is dingy and dirty. Lights flicker, graffiti is abundant, and terminals and elevators have a 1/6 chance of being inoperative. It has a grungey, lived-in look. Think Mos Eisley.

11. **Cred Converters.** High interest short term loans. See "Loan Sharks" in *EONS #40: Reputation, Contacts, & Credit*.
12. **RentYou Booths.** A quick facelift, shave, haircut, exfoliation. You need to look good for that meeting!
13. **Atomic Brandies.** A selection of exotic liquors from across the sector.
14. **Eatz.** Replicator cafe that can produce a bland approximation of thousands of different alien dishes with a biomatter printer for under 5 jots.
15. **Minute Sonic-Wash.** Cleans your and your clothes at the same time i under a minute. Just 1 jot.
16. **Gertrude's Shooting Range.** Practice your target skills here. No sonic weapons allowed.
17. **Republik.** A bar/club which is too cool for school. The latest synth jazz. You need a *Challenging [13]* REP check to get in. It's probably not worth it.
18. **Artifakt Inc.** Seeker of alien goods. Really Human-made knockoffs and fakes. A good search might turn up one or two genuine relics, though.
19. **Dilineated Electronics.** Electronic repairs.
20. **Monochrome Security.** Always seem to be hiring.
21. **Zeemo's Magic Castle.** Stage magic supplies, costumes, and supernatural paraphernalia.



22. **The Bang Bang Bar.** A bar and strip club, where other “services” (alien and human) may be purchased for a price.
23. **E-Med-1.** Basic medical supplies at twice the normal price.
24. **Antiagiatics.** Sells standard antiagiatic drugs.
25. **Time Stop Arcade.** Retro-futuristic pinball machines and walls of VR arcade games. Old fashioned.
26. **Holosins.** Rent a holobooth for an hour. Do whatever you want. Clean up after yourself.
27. **CyberSelf.** Cybernetics up to 25K.
28. **Empty unit.** This unit is usually occupied by 1d6 **thugs**.
29. **The Gene Genie.** Minor genetic modifications while-u-wait. You bring the code, we build the codons.
30. **Sal's Sweetcorn Bar & Grill.** The local franchise of this galactic eatery serving the best grilled synthetic Sweetcorn with sides of the best (well, best they can afford) vat grown steaks! Sal's fame is second to only their charismatic mascot - a seven foot tall robotic Sweetcorn called Captain Corn (although also comes with a feminine version called Sally Sweetcorn) who has a full protocol package enabling him/her to greet customers in all the major (and many minor) languages currently known.
31. **Shamal's Alien Burger Bar.** Burgers made from several alien creatures across the galaxy. Some endangered species and some not. The special burger on the menu is the '*Alien Burger Surprise!*' - the surprise is, it's still alive!
32. **Maple Grove Pawnbrokers.** This unimaginatively-named establishment buys gear for 10% its normal value. It has a wide range of things for sale, but most are of poor quality.
33. **Daeli's.** Weef Daeli is the alien proprietor of this small art gallery.
34. **Stimcenter.** A pharmacy which also carries a number of recreational drugs.
35. **Plansupsoe.** Humans are not very welcome in this dingy alien-only bar. The two **orange monkey** bouncers at the door help to keep it that way.
36. **Gnarley's Droid Repairs.** Gnarley can repair androids and robots for 100 jots per point of damage. It takes him ten minutes per point.
37. **Topheavy Toy Store.** This store sells a variety of toys and gadgets.
38. **XXX-Ammo.** A gun shop, you can pick up various weapons and ammunition here, as well as custom modifications and armor. This store is very secure - two **pajak** guard the door, no weapons may be taken into the store, and in the ceiling there are also two automated **sentry turrets**. This store, unsurprisingly, tends to be immune to any local trouble. Any weapons or armor below 500 jots are in stock; items between 500 and 1,000 jots have a 50% chance of being available, and the store only has one item above 1,000 jots prominently displayed as a “special”.
39. **Drug den.** This unit is occupied by a bunch of synth-heads.
40. **Security Post.** Manned by two **cops**, the security on this floor is a joke. Their presence is a nominal gesture, but they won't interfere in anything dangerous.

# Floor 323 Maple Grove





## PLOT HOOKS

Use or adapt the following plot hooks for events on 323 Maple Grove.

1. The Bang Bang Bar is currently the watering hole of choice for the Sing Gang, which is running an extortion racket on this floor. Sing is a **kingpin** who employs 20 **thugs** and 4 **veterans**, as well as a reprogrammed **robopractor**.
2. The mechanical spider (a **robocat**) in the Web of Beer activates, attacking patrons at random.
3. A few days ago, a young woman went to E-Med-1 complaining of chest pains. Now there are two **xenomorphs** loose on the floor. Floor 323 is on lockdown, and everybody is hiding away.
4. The post office has three current bounties on display. There's Izek Alleyne (1,000 jots) who is currently using the identity Evan March and running Suits You; Jamila Unsworth-Kumar (2,000 jots); and Jane 'Jackhammer' Devries, the unofficial Cauldron Heavyweight Champion, who has skipped out after not throwing a fight. She can be found on *Trailblazer 9 Heavy*, should the PCs play that adventure.
5. A Houseki named Polk is first mate on *Trailblazer 9 Heavy* and can be found in Sal's Sweetcorn Bar & Grill. Polk is a 7 foot tall, 6 foot wide wall of crystalline muscle. He's blue in colour and moves with the same tinkle/grind noise all Houseki do. He's perennially in a

## OTHER ADVENTURES

Numerous ads play constantly on various holoscreens. In addition to ads for all the local businesses, three others are prominent.

**Join Trailblazer 9 Heavy!** Help blaze a trail across the Cauldron! Adventure and good pay await! If the PCs are interested in this, see the adventure *EONS #33: Trailblazer 9 Heavy*.

**The Great Cross Burn Race!** This event is in one month, and ads are playing for it constantly. The Scarra family holds the Cross Burn, a race every year, from Collako to Ivvin Tor, crossing the Burn and taking the participants dangerously close to the black hole. It's a dangerous race, which makes it highly popular - and the prize is enough to retire on. See the upcoming adventure in *EONS, The Great Cross Burn Race* for more information!

**Dino Safari!** On Clarke's World, there's a grand dinosaur safari. The dinosaurs are cloned and are hunted by those who pay for the (expensive) permit.

- muscle vest that reads I KNOW I'M PRETTY and a pair of combat trousers.
6. Tartarus has a real problem with synth, a nanotech based narcotic which allows groups of synth users to link empathically and in some cases actually form localised hive minds. Unfortunately, over time it erodes a user's individuality and renders them incredibly susceptible to suggestion. Obviously the less scrupulous elements of the Cauldron are happy to take on synth-heads as cheap or even free labour.