**Statuette of Zhar Baghra & Teranganu Valley Info**

**Coriolis**

* **Upon docking and entry to the station** the group must pass through immigration. Weapons are allowed on the station but ranged, explosive, or cell-powered weapons require a permit. Permits are 1000birr and last for an entire cycle, only 1x permit is required per person.
* **Merez is always waiting** at Wahib’s Canteena on the group’s arrival. He invites them to sit and will order any food or drink they want.
* He tells them what he is after:
	+ **A statuette**, not more than half a metre tall. It is one of the Dancer’s incarnations, the Shadow Monkey. It is hideous but very valuable.
	+ An archaeologist named **Lavim Tamm** has the statue but he has recently disappeared. He was known to hang around the Spice Plaza bazaar. Lavim has a **weakness for Miran Fire Kohol** from the White Tugur bar.
* At the **White Tugur**:
	+ Asking around at the bar, the staff do not recognise Lavim’s name but if they mention Miran fire Kohol they smile and direct them to the owner and premium escort, a woman named Abzira.
	+ Abzira is reluctant to share information on a client. After trying one or two times, one of the PCs notices someone (Jinna) not-so-subtly keeping an eye on them. As soon as anyone moves to talk to her she legs it.
* **Jinna** is Lavim’s friend and, after a chase through the bazaar, if she is caught she can tell the following:
	+ Lavim is hiding in an antiques shop in Archaeology Alley called Kaffrah’s Artifacts.
	+ Lavim thinks he is being following by someone.
	+ Lavim didn’t have any statuette as far as she knows.
* **CHASE** events:
	+ A man with a cart full of cabbages gets in the way.
	+ Judicators join the chase and catch up to one of the PCs. If they haven’t seen any violence then they let them go, otherwise they detain them until the rest of the group return.
	+ Invoke one of the PCs problems (sense of direction, addiction, risks)
* **Kaffrah’s Artifacts**: Kaffrah will try desperately to sell the party useless trinkets. If they buy anything she will be more forthcoming with information. If they don’t, she gets moody and only tells them information for money and successful Manipulation, or serious threat. She has the following information:
	+ Lavim asked for somewhere to stay and was carrying something wrapped in a cloth.
	+ She let him but after a couple nights her curiosity got the better of her. She snuck into his room at night but just before she got a look at the item he woke up and got furious at her before storming out. She hasn’t seen him since
	+ She heard he had gone to a cheap boarding house on the Promenade, The Quiet Eunuch.
* **The Quiet Eunuch**: The owner (Legionary veteran, Silca Burros) has no problem directing the group to Lavim’s room as the guy has been nothing but a pain (screaming at night, throwing up in plant pots, ec).
* **They find Lavim wasted** in his coffin room. He looks terrible (hair falling out, pale skin, muttering nonsense). With some Manipulation they can get the following information:
	+ He is being followed, was it the group?
	+ He doesn’t have the statuette, he hid it in a crack in one of the bridges across the Promenade. He can take them there.
	+ The statuette is just one of the many treasures left in the jungle. His patron, Zhar Baghra, and the rest of the team met a horrible fate there.
	+ He has the coordinates to the excavation site on a tag that he taped to the bottom of the statuette.
* **The Bridge**: Just as the group uncover the statuette from its hiding place, Merez shows up with 4x Syndicate thugs:
	+ He put a transmitter on a PC and is annoyed that they beat him to the bridge. He is willing to pay them their 5,000birr but only once they hand over the statuette.
	+ As soon as he has the statuette he sets the thugs on the group and tries to make good on his escape. If they do not hand it over he sets the thugs on them and hangs back until they get it done. He runs if things look bad for the thugs.
	+ The thugs try and push PCs off the bridge but will get lethal if it fails.
	+ If Merez gets away with the statuette, the tag with the coordinates falls off as he runs and one of the PCs can retrieve it easily.
* If the group want to do any **shopping**, now is the time.
* **Upon returning to the** **ship**, they have a message from Rick asking for a report. He will be waiting for their transmission and replies telling them to find the excavation site and bring back whatever treasures they can find.

 **Terenganu Valley**

* **Landing in the valley** in precarious due to the wild jungle that stretches as far as the eye can see. A sensor scan will reveal the area and generate a map for the group. There are four landing places:
	+ The large, flat area beside the waterfall is the safest bet.
	+ The Plateau > A large flat rock with extremely sheer sides that would prove difficult to climb.
	+ The Excavation site > Likely to be received with suspicion. It is possible to hail the Diggers and obtain permission but they must be screened by the security there before being able to move about freely.
	+ The Sogoi Village > The huts look flimsy and easily damaged from turbulence. the arrival of a spaceship so close will likely be met with hostility and there is no way to hail the people.
* **The Tower Ruins**: Beast in the jungle: Dirhad / ‘Shell Cat’: Any of the settlements in the valley would warn travellers not to venture here. The ruins are full of sinkholes and ravenous mosquitos that are enough to keep the Sogoi and Diggers away. The Loggers would say that one of their men was dragged off into the bushes by an unseen beast. The only thing of value here are ancient ‘cave paintings’, a collector might pay handsomely for images.
* **The Sogoi Village:** The two leaders, Ixra the matriarch and Kubu the warrior, are upset with the activities of the Diggers and Loggers. A blood fever has taken hold in a child and the villagers believe it to be the Zenithians fault. Ixra thinks the Zenithians can be reasoned with but is yet to make any contact, Kubu thinks sabotage is the way to go and he wants to get his hands on the rifle the scout (Gathor) has at the Digsite.
	+ Kubu will happily join forces with the group if they get him the rifle.
	+ Ixra will delay and delay and never take any action. If the group visit for a third time, the blood fever has spread and the villagers are about to sacrifice and eat her. Ixra pleads for the group to save her, she can bestow Mystic powers in 1x person as a reward.
* **Excavation Site 9:** Professor Ilhana is very low on supplies but she is certain they are close to a major discovery. Scout Gathor has started an affair with one of the assistants, Fara, and is overly protective of her. The digging drone, Sysfos, has a Thermal Pistol attachment as well as a Trauma Kit and digging tools, it has AI but only responds to a cybernetic implant embedded in Prodessor Ilhana.
	+ Gathor has noticed the Sogoi spying on the site and is eager to blast one of them so they back off.
	+ If the group return for a second visit, or help with the dig, they can uncover numerous works of ancient art that can be sold for a very high price to the right buyer. The professor will never give a single one of these up willingly.
* **The Logging Station:** The Prospector Herrah is hardy and has respect for toughness. She has 20x brutish men at her disposal and will take care of any threat to the station but would rather capture than kill.
	+ They just want to get on with their work. Any interruptions will be met with swift resistance.
	+ Herrah serves a very wealthy, high ranking member of the Legion, a man named Mustar. A misunderstanding led to fight with the Sogoi where both sides lost 2x men. She is worried there will be retribution. If the group can make assurances that there will be no further disturbances, she will put in a good word (+1 Reputation) with Mustar which could be a highly valuable ally.
* **The Marsh:**
	+ A Nahang dwells nearby the downed Legion fighter. The fighter is mostly destroyed but 2x Grav Bikes (requires repairs) lay nearby, having been thrown from the cargo hold, and the Autocannon module is completely intact.
	+ There are the bodies of 4x Legionnaires nearby, all equipped with Vulcan Carbines and Light Armor, and 1x that has been chewed up beyond recognition.
	+ Other loot from the ship includes; 2x Energy Staffs, 1x Dura Sword, 1x Grenade Launcher (with bandolier; 2x Smoke Grenades, 3x Stun Grenades, 1x Thermal Grenades), 2x Vulcan Pistols, 10x Reloads (O), 1x Environment Scanner, 1x Jet Pack, 6x Spare Parts (4x (A), 2x (O), 5x M-Dose, Library Database (Beasts).
* **The Plateau:** This is where Zhar Baghra’s expedition met their fate. The cave system underneath The Plateau is vast but there are plenty of signs of recent activity from the expedition to lead the way. All the cave corridors lead to one place, the Chamber. This area is huge and Portal-Builder symbols and artefacts litter the area.
	+ Sugar Globes light the entire cavern. They are heavy but can be easily removed and are worth a decent amount of money.
	+ There are 2x bodies lying next to eachother, mangled and deformed, but each of them holds a Causality Stone in one hand.
	+ In a bas-relief on one of the walls there is a Disintegrator with enough charge for two shots. After this, it must be recharged using a Cadaver Clock (none present), or with enough knowledge, the highly dangerous recharging cycle can be activated. There is a Vortex Grenade next to it.
	+ A large urn-looking artefact, a Healing Swarm, sits on a pedestal with 3x Healing Scarabs placed decoratively around it.
	+ An alien statue stands 8ft tall in the centre of the room. The statue is holding a Morphic Spike.
	+ At the far end of the room sits a hideous corpse at the base of what appears to be an empty pedestal. This is where the Statuette used to sit upon the Sentinel Stone. The corpse has 6x arms, 2x heads and bat-like wings folded around it, but it is the clothing that grabs attention. The clothes are clearly Zenithian and the name tag on it reads Zhar Baghra, the lost archaeologist.
	+ Removing any of the artefacts (except the Sugar Globes) in this room will activate the Sentinel Stone. This is what happened when Lavim Tamm stole the Statuette and the Sentinel killed everyone else in the expedition.