

TERABORG

The Book of Honor



A Source Book for

HIGH-SPACE.

WILDCARDS PROTECTING THE FUTURE



Teraborg: The Book of Honor

Authors: Patrick Taylor & Doc Joe Sweeney

Editor & Proofing: Ray Duell

Artists: Amit Dutta, Eric Williams, Markus Vogt, Roman Ninethart, Doc' Joe Sweeney

Dedication

To our fans and supporters, for the ideas and crazy times shared.

To Gary Gygax, for the inspiration that changed our childhood, and never left us.

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TAG!

Sgaus Nuk hung upside down from the lemnar branch. His steel rear claws – one of the few allowances to technology for this trial – had locked into the tough bark of the hardy tree some hours before, leaving him facing a 17-yard (metre) drop onto the forest floor. He'd covered his mostly-naked body in sap and pasted himself with foliage as a rudimentary attempt at camouflage. With retinal implants explicitly forbidden or set to bypass mode prior to entering the arena, the millennia-old ruse could work... but only if he kept still. So. Very. Still.

Of course, he'd baited a trap for his opposition, the cunning Sshija Nuk. Sshija had proved his metal with five previous wins in the area, and no losses. He was a formidable competitor. Far too intelligent to fall for such an obvious bait, like a footfall. Instead, Sgaus had set a trap inside a trap. He'd laid out a snapnet, carefully concealing it within the leaf litter, but guessing that Sshija was sharp-minded enough to spot it... and to consider deactivating it and reusing it himself.

Sgaus' lower knees had been locked rigid for hours, and even though his muscles were enhanced by oxygen-injecting carbon nanofilaments, the tension was taking its toll. The cramps had long since passed into a dull hum of background pain. When he pounced on his competitor, he'd only get one attempt at the takedown. He was sure his legs would be no more than 75.3% effective. Much less if he had to keep his position for another few hours.

Then he saw his competitor! Sshija was hiding almost invisible on an acid ant mound, no more than 10 metres (yards) from the trap within a trap. Waiting. How long had he been there? His body was covered in mud towers and swarmed with ants. No doubt the ants were busy spitting and burrowing into him. Yet he remained as still as Sgaus. It was one of the most surprising and tactically brilliant camouflage strategies Sgaus had ever heard of... let alone seen. Or almost not seen, truth be told.

Then Sshija moved, just a few centimeters (inches) at first, then dashing forward with blinding speed, sending ants scurrying in an angry cacophony. His cover broken, assuming that the area had been cleared, Sshija made for the snapnet's deactivation pad, and the fact he'd been able to make out where that was most likely to be was yet another testament to his cunning.

Sgaus dropped. Silent. Like a bird of prey.

He landed heavily on Sshija, foreclaws only partly extended to avoid serious injury. The satisfying crunch of his competitor slamming face-first into the mulch of the forest floor was glorious.

"NOOSAI!" yelled Sgaus. And ran off, legs stiff but getting a 3-minute head-start before Sshija would be allowed to return to the game.

Sshija watched him go, rubbing the back of his scaly neck, and vowed he would not be taken like that again.

Being Teraborg

From a human perspective, the Teraborg are a perplexing species. Technologically advanced, with a spacefaring history that predates humanity's oldest records, the Teraborg retain, and rigorously defend an ancient, clan culture. Even more puzzling, while not hungry for war, the Teraborg retain a warrior mentality and many of the trappings of a militarist, feudal society.

From a Teraborg's perspective, there is simply no other way a Teraborg can live. It is the preservation of their customs and culture – not their DNA – that defines them. Any Teraborg that rejects the traditional ways is simply no longer considered a Teraborg. They are an outsider wearing a Teraborg's body.

This sense of identity through culture rather than species is a result of the Teraborgs' millennia-long fondness for continual body modification through cyber-augmentation. It is not the body that matters, but the way the body lives.

Teraborg culture is a stark contrast to humanity, which is in a constant state of flux, internal ideological conflicts and riddled with fads. For mankind, just being born human is enough to define identity.

To be a Teraborg is to be the greatest culture and beings the universe has evolved. If nothing else, this fundamental belief in their evolutionary superiority defined the Teraborg and shaped their interactions with others.

Teraborg Outsiders

During character creation, a Teraborg Wildcard may take on the Outsider Hindrance to indicate that they shun the “stagnant cultural roots” of the Empire. The Wildcard may be an anti-monarchist (fightin' words), a neo-anarchist, or progressive. Whatever the reason, within Teraborg communities they will be treated with even more contempt than other visitors. It is not that they are viewed as traitors... they are just viewed as fundamentally flawed. After all, who would NOT want to be a cybernetically-enhanced pinnacle of evolution!



Guide to the Imperial Nest

Welcome to Teraborg Imperial Space

Welcome, Citizen, to Tsarox, the historically rich gateway to Teraborg Imperial Space and the Homeworld Cluster of the Nest. As a PanDominion Citizen, you have free right-of-passage throughout the sanctioned visitor zones of the Nest, and the honorable Teraborg Homeworld Services wish you a most pleasant, rewarding and un-maimed visit. You will find Teraborg hospitality is unrivaled within the PanDominion.

To make your stay as comfortable as possible, the honorable Teraborg Homeworld Services has prepared this guide for Human, Human-derived and Human-analogue PanDominion Citizens. Please ingest this guide, and supplemental data files, into your personal comp for later reference.

In particular, the honorable Teraborg Homeworld Services recommends you familiarize yourself with the Teraborg Culture file, to avoid socially-damaging faux pas. This is especially important should you wish to journey further into approved Teraborg Imperial Spaces for leisure or commerce.

It is important to recognize that even the most welcome visitors may not travel outside of the sanctioned visitor zones, or travel on ships into Teraborg Imperial Space, with pre-approval from Teraborg Homeworld Services. Non-approved Visitors found outside of the sanctioned visitor zones will have recognition of their Pandominion Citizenship revoked and be tried and penalized according to Teraborg Imperial Law.

Finally, please accept this complimentary translanguag datamesh, optimized for Teraborg-Human linguistic construction. Be sure to load it into your transvox while you await transport.

May your stay be beneficial and “Jivasla ki’ m’tella” (may your claws remain sharp and sheathed),

Ki’lssama ‘e Grulse,

Deputy Director,
Teraborg Homeworld Services

Arriving at Tsarox

Upon disembarking at the Tsarox Wormgate complex, all visitors are requested to register their identity codes with Teraborg Homeworld Services (THS) via the Sphere (address THS-ABVT-123). Registration will grant you access to the Inspections Hall and, should you wish, to continue on into the Nest, and the Teraborg Super-nodes. However, if you are simply transiting through to non-Teraborg space, this is not a requirement.

Inspections Hall

All individuals wishing to travel to the Nest via the Tsarox-NI Wormgate must first pass through the magnificent Inspections Hall, which was established in 575 (sol) and predates the establishment of PanDominion by nearly 2,000 years. Originally intended as a bulwark against potentially-hostile species incursion through the early Teraborg Wormgate Network, the Hall is now considered a shining example of the eternal persistence of Teraborg culture. It's vibrant pink marble floors gleam with the footsteps of over 5,500 years.

The automated gun emplacements remain just as they were when the Hall was constructed, and despite being just as effective as ever, can be considered purely ceremonial. Do not be frightened of them - just marvel at their elegant design and beauty.

Likewise, the Special Border Force Guardians stand along both sides of the hall with watchfulness, not in fear of the present, but in respect to the past (Please do not try to interact with the Special Border Force Guardians in any way, as tradition also dictates a robust response to provocation).

At the far end of the of the hall lies the famous Tsarox Link Gates, forged from the plating of the Naus La Kasla Mpiratas, the venerated Colonial Starship which brought the initial Teraborg colonists to Tsarox. These remain open unless someone walking through the 750 yards (metres) of the Inspections hall is carrying an item that contravenes Teraborg Imperial Law or P.T.I.L.E. regulations. If such items are detected, the doors will close automatically and THS personal will appear to redress the situation. If the item in question is a weapon, please DO NOT attempt to touch it, even if to hand it to a THS agent. This is considered extreme provocation and will result in a ceremonial response by Special Border Force Guardians. All TSE agents are to take any non-approved weapons or other items. These will be stored and may be returned upon request when you exit the Nest.

Wormgate Travel

Most beings and cargo travel through the Wormgates in transport carriages on maglev rails. This allows orderly and controlled passage, and is the norm for all Wormgates in the PanDo. Moving starships through Wormgates requires special permission, and rules for starships' use of the gates vary depending in local system dictates.

While Wormgate can be dialed up and down in size, all Wormgates within the Nest (Tsarox, IN-1, IN-2 and IN-3) limit the size ships to d6 displacement most of the time. These smaller ships are carried through the Wormgates on special maglev carriage platforms. However, for 1 hour (sol) out of every 20, the Teraborg allow larger ships (d8 and d10) to be led through the Wormgates by grav-tugs. Of course, there are always queues for this limited window to move bulk carriers. Imperial Fleet ships receive priority.



Arriving at IN-3

The first thing that arrivals on IN-3 notice is the loss of monitoring coverage by the Sphere. The three planets that constitute the Imperial Nest have all restricted Sphere access from public sites to be 'read only,' in that the Sphere can be used to search and display information, but public terminals and areas have no monitoring facilities.

There are official buildings and areas on IN-3 that the Sphere is allowed to monitor, for the purpose of facilitating trade and official communications, but that is the extent of it.

Instead of being monitored by the Sphere, citizens of the Imperial Nest are monitored by an isolated expert-system known as Cla.S.S. (Clan Support System, sometimes called ClaSS, or 'claws' for short). The system functions similarly to the Sphere, except that it does not have the ability to support artificial intelligence, and thus it cannot evolve or support the self-evolution of Minds. ClaSS is a good example of how the Teraborg have organized the PanDominion to support their own self-sufficiency. Put simply, the Teraborg believe that they have no obligation to report anything that happens inside the Imperial Nest to the U.G.P..

However, visitors who access the ClaSS will be surprised by what they find. There is no pro-Teraborg propaganda. No anti-U.G.P. sentiment in either official news or public sentiment. It is simply that the Teraborg's natural protective instincts surrounding the Imperial Nest have never wavered or been watered down by any means, and remain as strong as they ever were.

Although some elements of the U.G.P. might feel that this segregation is opposed to the spirit of cooperation

and sharing that binds the PanDo, the fact that the Teraborg produce starships capable of countering the Nuclarine threat provides them all the political currency they need to maintain the sanctity of the Imperial Nest.

The second thing that new arrivals will become aware of is that the processing time before they can be allowed to venture beyond the Wormgate exit is uncharacteristically long. In effect, without explicitly saying so, they are being quarantined. Even within the processing facilities they are separated from other arrivals (and departures) through the use of bio-safe chambers and airlocks. This de facto quarantine is useful not only for stopping biological threats, but also nano-threats, and even the 'masquing' technologies that can be used to temporarily change a person's appearance for a limited time.

The official reason for a quarantine is not documented anywhere; it is considered normal procedure for those who wish to enter the Imperial Nest. It is important to note that this screening applies to Teraborg, and non-Teraborg alike.

The Imperial Fleet

One of the prime reasons for visiting IN-3 is the Imperial Fleet. This fleet, being the largest collection of Teraborg starships in the PanDominion, is dedicated to the protection of the Imperial Nest alone.

The fleet's destroyer class and smaller ships - which number in the thousands - can be deployed at a moment's notice via Wormgate in an emergency. Since the largest ships (d12 displacement) cannot fit through the Wormgate network, and may take weeks to reach other systems within the nest, many have already been deployed to the key systems of Tsarox, IN-1 and IN-2.

Arriving at IN-2

As well as being a massive military force, the Imperial Fleet also provides the testing platforms for new developments by Teraborg commercials. However, test fire never takes place within sensor range of the system, and is strictly restricted to an area outside the system, mapped out by deep space navigation buoys.

The largest single structure of the Fleet is the Jikkal Formas (Shovel of the Gods) naval Astatine processing facility, just beyond the edge of the IN-3 system. This facility is managed under contract by Smaw Commercial.

Although there are numerous, well-defended caches of Astatine across the Nest dedicated to the Imperial Fleet, Jikkal Formas ensures that the supply pipeline to the Fleet is never limited to just the stockpiles of Astatine on hand. Given the potential shortage of Astatine in the PanDominion, more broadly due to the loss of the Lantern Nebula, there has been heavy debate in the Council on Janssen regarding diverting Astatine from these facilities to Armada.

The importance of Jikkal Formas to the Imperial Fleet means that entry and exit into IN-3 through the FIZ and FEX points is tightly controlled. Only the most foolish captain would even consider entering the system from a point other than the FIZ.

Unlike IN-3, there is no Teraborg-dominated system that separates the Wormgate on IN-2 from the PanDominion at large. This raises the natural anxiety levels of most Teraborg, because theoretically the Janssen Wormgate opens the Imperial Nest directly to other (non-Teraborg) systems.

When the PanDominion was established, the three founding races (Human, Teraborg, and Soamata) agreed to be bound by a set of rules and conventions that meant that they had to maintain open borders (inspections and quarantine notwithstanding). Whether by accident or design, there exists within the charter of the PanDominion a clause that each species must '...ensure that all reasonable efforts are made to maintain communications and transport links...'

At the time of signing the Charter that formed the PanDominion, the Teraborg could not deny that they had to maintain redundant links, at least to IN-2 and IN-3. Therefore, the Imperial Nest decreed that although Wormgates would be operated on IN-2, the power-generators that supplied them would be limited to the capacity to operate a single wormgate (IN-1 or Janssen) at any time. In this way, the risk to IN-1 was minimized because there could never be Wormgates simultaneously open between IN-1 and Janssen. IN-2 effectively became an 'air gap' in the Wormgate network that kept IN-1 isolated.

Furthermore, in an act that was diplomatically provocative at the time, and still causes resentment amongst other races, the couplings that were to connect the Wormgates to the sole power-generator were placed ten-kilometers apart, and only a single power-conduit was installed to power both wormgates. This means that it now has to be manually re-routed each time one wormgate is shut down and another is

Teraborg Population Estimates

Official PanDominion estimates place the figures for Edu-Hatch-1 at 30%, although no one knows for sure how many Teraborg are hatched 'in the wild' in uncontrolled environments such as the Great Forest of IN-1. The PanDominion is also unaware of the full extent of the Teraborg Imperial Nest, See page 18.

activated. Every half-day, a labor force of a thousand Teraborg and related drones disconnects one wormgate, and carries the enormously heavy power cable ten kilometers overland, past the power-generator, and connects the alternate wormgate. This reconnection takes over 2 hours and ensures that IN-1 is not only 'air gapped' from the PanDominion, but it is also 'time gapped.'

When this fact was realized it caused an uproar in the newly established U.G.P., but the Teraborg defended themselves well on legal grounds, which forced the rest of the PanDominion to realize how strong the cyber-saurians protective instincts are towards their Nest.

Edu-Hatch-1

The Airlite HatcherClan has the honor of preparing all future generations of Teraborgs, from birth until their first steps into the universe. IN-2 houses the single largest Teraborg hatchery - or Yullandad - known to the PanDominion. Called Edu-Hatch-1, it is estimated that 30% or more of Teraborg are hatched in the complex of underground tunnels, hygienically-controlled sand pits, and towering temperature moderation spires.

Arriving at IN-1

Arriving via one of the IN-1 Wormgates (from any direction) is unlike arriving at any other Wormgate. Instead of being situated on the planet of destination, the IN-1 Wormgates are both situated on 'Tyra,' the moon that orbits IN-1. The moon is tide-locked to the planet, and the Wormgates open out onto the 'far side' of the moon. Thus no unwanted object or device can exit the Wormgates and be aimed directly at the planet!

The buildings that house the Wormgates on Tyra act as 'cages:' structures designed to contain anything that emerges. Ground crew of Imperial Infantry search all arrivals and tech-engineers scan for bio- and nano-hazards. Not only is the military cordon tight, but it is also closely monitored and any suspected breaches immediately activate failsafes that cause the power to both Wormgates to fail, and as a backup they also configure the gates (should they still for some reason continue operating) to dial down to the size of a singularity.

There have been security incidents (all 'false-positives' to date) where this has led to the Wormgates closing unexpectedly, with limbs being severed from travelers, and several fatalities have also occurred. However, none of these incidents have ever caused the Teraborg to consider removing the failsafes: the protection of the Imperial Nest comes above all else.

Imperial analysts have also considered the idea that the Wormgates could be used as weapons, by deliberately triggering the failsafes. Subsequently, none of the senior nobility ('feathered') Teraborg are allowed to use the IN-1 Wormgates. When they travel outside the system, which is rare, they must travel via starship, usually protected by an entire Imperial Fleet Battle Group.

Going Planetside

Travel from Tyra to the surface of IN-1 is conducted via specialized shuttles that are dispatched and retrieved from the defensive-matrix that encircles the planet. None of the shuttles have any maneuvering capability, and are launched/collected via short range haulers that operate from the surface of Tyra and IN-1. Thus the shuttles can never be used as 'guided missiles.'

The defensive-matrix also maintains constant sensor lock on all starships within the system, which are maintained using Quantum-locks, allowing the matrix to launch volleys improved-HvMBs at a moment's notice, expected to overwhelm and destroy any suspect craft.

Prior to any non-Teraborg starship being allowed to land at Ground Zero (see below), they must first dock with an 'Aero-pilot' vessel that will either harness the starship and guide it in to land, or send a pilot aboard who will take over the starship for the final approach.

Cultural Inspection

As part of the 'piloting' procedure, all shuttles and starships also need to undergo a 'cultural inspection.' This is entirely non-military in nature, and designed to go over the arrivals (both starships and individuals) in a detailed inspection for anything that might dilute or distort 'Teraborg culture.' This includes anything from unauthorized reproductions of members of the Imperial line, to works of fact or fiction that portray protagonists that fail to exhibit a discernible degree of honor. The current PanDo best seller 'NeoRonin,' a retelling of the story an honorless Samurai on ancient Earth, is currently number one on the cultural inspectors hit-list.

Ground Zero

The only place that non-Teraborg are allowed to land on the surface of IN-1 is the reinforced caldera of a hollowed out volcano. The official name of this site is 'Ground Zero,' because of the thousands of orbital weapons that are constantly targeting it from the defensive-matrix.

The outer walls of Ground Zero are the natural, craggy, basalt walls of the volcano that formed the site. The inner walls are twenty yards (metres) thick, chromium-coated ceramic, designed to internally reflect and contain the orbital laser fire from above, and any weapons discharged within. Inside the walls, the inhabitants live in prefabricated buildings that are constantly being replaced and removed (to be destroyed by incineration). All of these pre-fab units have clear, polycarb ceilings, ostensibly to enhance the ability of Imperial Security to monitor the occupants. The only areas offering any privacy are the bathroom and toilet facilities, and the roofs immediately above sleeping areas. Aside from this, the occupants need to get used to living 'inside a fishbowl.'

There is only a single landing area, and no land-based exit from Ground Zero. Indeed, non-Teraborgs have never been permitted to exit the site except to return to the Wormgates on Tyra.

Within Ground Zero, the Sphere does not exist in any form. News from the outside must be delivered by physical courier. Even the Clan Support System does not operate at Ground Zero: it is replaced by the best, multi-spectrum, surveillance and behavior-prediction software that the Teraborgs have been able to develop. It is a security system that can literally detect when (insufficiently trained) living beings are entering the state of preparing to engage in a crime or any other questionable behavior. Of course, the perpetrator

must consider the act questionable for it to trigger biological responses, and there are several categories of sociopath and/or anti-social elements that will not be spotted by the system.

.....
Wildcards are a constant threat to the accuracy of the surveillance system monitoring Ground Zero
.....

Teraborg commercials and Ambassadors and Senators are readily accessible outside of the Imperial Nest, so the reasons for wanting to do business at Ground Zero are very few and all involve getting closer access to the Imperial line. That fact alone is enough for every Teraborg on the planet to treat arrivals with a degree of suspicion that would verge on hostility if not held in check by fundamental protocols regarding the sanctity of life in the PanDominion at large.

While it has been know for Imperial Teraborgs to visit Ground Zero to hear petitions and sometimes broker sensitive deals, this is an infrequent occurrence, and it leaves the occupants of Ground Zero (who do not leave often, due to the lengthy time it takes to enter) with substantial free and unmonitored time on their hands.

Which can lead to substantial mischief.

Aside from dealings with the Teraborg, Ground Zero naturally lends itself to being safe, neutral territory for potentially heated negotiations between parties that have no interest in the Teraborg at all. In effect, it is a galactic speak-easy, where the rules of the house are maintained by the vigorous and impartial Imperial Security forces. It is believed that it was never the intention of the Teraborg to establish such an environment, but it is how things have worked out.

Outside technologies are banned from entering Ground Zero, yet a great deal of information can be physically

carried in, including anything from trade secrets, to patents, to strategic plans.

Also, because of the enforced 'peace' at Ground Zero, it is also a refuge for those who need protection - even protection from the forces of the PanDominion itself. Commercial and political spies can and do seek refuge here, and due to its isolation from the Sphere and it's Minds, many believe that not even the unstoppable Intervention agency could infiltrate weapons into the place.

A View of the Imperial Nest

There is a single viewing platform at Ground Zero, known locally as 'the edge of the world,' which offers a view of the Nest. Although most visitors spend some time at the platform at least once in their stay, most of the time it is unoccupied (but heavily monitored). Those who use the platform are able to see an enormous, semi-translucent, hemispherical dome, larger than the tallest mountains of old Earth, that rises out of a primordial jungle which looks totally undisturbed.

In fact, the jungle literally bustles with native Teraborg, all engaged in tests of honor, and who act as a natural safeguard of the land between the Nest and Ground Zero. Even the jungle itself is a natural defensive structure, due to the fact that it is infested with genomodified, killer plants, and voracious insects that can bite through steel!

The skin of the Nest is covered with sensor and weapon towers that themselves constitute massive skyscrapers, which glitter in the bright sun that bathes the planet. Starships occasionally enter the Nest, and the sky directly above can be so full of Imperial security vessels as to shade the Nest from the midday sun, and blot out the stars above it at night.

The Nest is considered one of the 'wonders of the universe,' and a chance to gaze upon it, even once in a lifetime and from a distance, is not to be passed up.

Leaving the Nest

Leaving IN-1

Visitors who have passed the bureaucratic and security gauntlets that the Imperial Nest has thrown up will find it surprisingly easy to catch a shuttle back to Tyra, and (as soon as it is open) hop a wormgate back to IN-2 or IN-3.

The reason for this is pretty simple; any discovery that a departing person or persons have conducted illegal or improper activities is also proof that the Imperial Security forces have been out-manuevered and out-witted. And no good can come of this. To the Teraborg, it is completely acceptable to invade a travelers privacy if it will prevent them from doing anything improper in the Nest, but once a breach of security is committed there simply is no interest in making public the weaknesses of the Imperial Nest... what is done is considered done, and it cannot be retracted. Subsequently, there is no reason to search departing visitors from IN-1 for proof that the Imperial Nest has been breached.

Leaving IN-2

Leaving IN-2 is not as simple as leaving IN-1. First, the departing traveler must wait for the power to the

Janssen wormgate to be connected, which by design will take anywhere from 2 to 14 hours! Secondly, during this delay the Imperial Security forces deploy countless numbers of 'intelligence gatherers' to engage the departing traveler and use social-engineering attacks to determine if they are worth investigating, or pulling in for questioning. Literally anyone a departing traveler talks to could be an Imperial Security spy - from the customs officer, to the sweet-meats vendor in the transit lounge, to fellow travelers.

Any suspicious or evasive answers can lead to official questioning, and although there is always a 'presumption of innocence,' the fact is that the socially inept (of which wildcards make up sizable numbers) will be more prone to official inquiry than others. However, unless there is solid evidence of wrongdoing, rarely is a traveler held for questioning for longer than 24 hours.

Leaving IN-3

Leaving IN-3 is not as difficult as leaving IN-2. There is little in the way of social 'attacks' on travelers; the bulk of checks performed are technical and involve direct inspection. Thus it can be harder to sneak goods out of the Imperial Nest via IN-3, but easier to sneak people out.

Upon arrival in Tsarox from IN-3, a traveler is once again back on a 'normal' PanDominion planet in terms of monitoring and assistance from the Sphere. However, Tsarox does have a majority population of Teraborg citizens with strong loyalties to the Nest, so celebrating narrow escapes or trying to on-sell Teraborg technology on Tsarox is still fraught with its own dangers!

Teraborg Culture

Teraborg Society

Teraborg society is highly structured and regimented. Every Teraborg has a place and every Teraborg knows the role they play in society.

Teraborgs' social conditioning begins from the moment they are hatched within the Yullanad, which are giant, communal incubators. Female Teraborg place their fertilized eggs into a Yullandad after completion of ritualized mating. (Indeed, the female's process of 'winning' the right to have eggs fertilized by the 'best' Teraborg males is worthy of an academic tome in its own right.) At the time of fertilization and placement into a Yullanad, a formal record is made of the parents.

The eggs are carefully cared for during the 6 months it takes for them to mature into hatchlings. During this time they may be visited by their registered parents, as well as authorized family and friends.

Registered parents try to ensure that they are at the hatching of the eggs and may even spend time helping the Airlite nurses to orient and feed their hatchlings for at least the first few days.

After the first two or three weeks familial oversight of the rearing process often becomes remote, with registered parents remotely-viewing and communicating with their hatchlings via the Clan Support System, while the Airlites nurses fulfill the function of engaging in physical contact and nurturing.

All Teraborg retain a fondness for their hatchery, and often remain in contact with their nurse for the rest of their lives. The 'birth day' of a Teraborg is marked by honor-gifts not only to the parents, but also to the Airlite nurses who nurtured them.

Education is universal and largely self-paced. Even while still in their pre-cybernetic stage, Teraborg infants choose their own learning regimes, often swapping between different clan mentoring crèches, until they find focus. By the age of three years (sol), most Teraborg infants have already selected the clan they wish to join. By the age of seven, Teraborg children will have specialized cybernetics required for their ongoing learning and duties within their chosen clan.

Moving up through Teraborg society, or moving laterally into different roles, is a highly-competitive process. For the average Teraborg, education is a never-ending process. Teraborg exams are both theoretical and practical in equal measure, and always tied to the demands of the clans.

Teraborgs in positions of influence or respect will often mentor a number of 'understudies.' All of the clans have a formal, millennia-old educational practices and ranks. So even while the content of education is constantly evolving as Teraborg science marches on, the educational frameworks for advancing within Teraborg society have not changed in thousands of years.

Interestingly, Teraborg see no shame in failing an exam or not gaining a new ranking. All Teraborg consider

themselves the peak of evolutionary development, and each has their role to fill. Failure is therefore not a matter of 'self worth,' but rather a reinforcement of their mastery of their current evolutionary niche. Humans have a very difficult time understanding the paradox of the Teraborg's hyper-competitive nature, yet their ability to divorce any sense of 'personal meaning' from the competition.

Greetings

Teraborg greetings are many and varied, and convey a great deal more information compared to Human customs. While Teraborg give visitors a great deal of leeway when it comes to cultural misunderstandings, choosing the right greeting goes a long way to setting up cordial relations.

- ▶ Between non-acquaintances, where seniority is unknown: A short head nod, eyes continually meeting the gaze of the other. Hands by side with claws withdrawn. The shorter/weaker of the two should speak their name and social/positional data first as follows: "I am Samus Fillows, Director Third-Class, representing the Trading Interests of St.Cloud." The taller of the two then repeats the actions and responds in kind. Note: it is considered rude to look up a being's social status on the Sphere - even though it is a common practice. If you do look up a Teraborg's details prior to the first meeting and there has been no formal introduction, use the form of address to avoid an unintended insult.
- ▶ Between non-acquaintances, where social seniority is known: The superior will greet the other with a short head nod, eyes fixed on the face of the other and state the other's name. The other will keep their head bowed and state the superior's name. No social/positional data should be uttered unless the speaker's social position has changed since the previous engagement.
- ▶ Between acquaintances, formal, non-friendship and non-combative: The socially-superior will wait for the inferior to meet their gaze, then nod. At this point the inferior may address the superior. However, if the superior has a request, they may address the inferior by name, then open conversation.
- ▶ Between acquaintances, formal, non-friendship and combative: The socially superior (or both if this is in question) stand with the left claw/hand held behind their back, nod to the other and then state, the greeting in the form "Samus Fillows, I see you!" It is not uncommon for both parties to speak at the same time.
- ▶ Between acquaintances, formal, friendship and non-combative, non-clan affiliated: Both parties will 'bob' their head and shoulders, and (if possible) clap their hands once. Both parties should call out the others name in the form: "Well met, Samus Fillows! Have you fed?"
- ▶ Between acquaintances, formal, friendship and non-combative, clan affiliated: Both parties ignore each other until the superior taps the other on the elbow and says, "Samus Fillows! I am glad you exist here, in this time."
- ▶ Between acquaintances, informal, friendship: Both parties take a mild combat stance and call out each other's names.

Observances

The Teraborg have a vast historical lineage, with records going back more than 6,000 years to the Pre-Dawn of the Empire. Teraborg customs are rich, complex and give meaning to existence.

As you travel through the Nest, you will note that Teraborg Society obey a myriad of observances. Visitors may join in, and in some cases will be expected to join in. Here are some of the rituals you may encounter, or wish to seek out.

Huu Skol Past

(Waking Hour Sun)

The circadian rhythm of Teraborg naturally awakens them some 90-120 minutes prior to sunrise - the perfect time for hunting nocturnal mammals. In modern Teraborg culture, hunting has been (mostly) replaced with a regime of morning exercises and socialization. As the sun rises, the majority of Teraborg will give thanks for their bounty, and then feast upon a sizable, communal breakfast. Such breakfasts are freely provided everywhere: in hotels, streets, orbitals, small villages, etc. The breakfasts feature slow-roasted meats, often prepared over several days. (The smell of slow roasting meats is a constant background of many Teraborg settlements.) These breakfast feasts are considered a reinforcement of the Imperial Social Contract, whereby the Matriarch sustains her people, as they sustain the Empire. Travelers are encouraged to join daily the feast, and in less-cosmicopolitan locals of the Nest, refusing to partake is considered bad manners (at best) or an insult to the Matriarch (at worst)! The Huu Skol Past is one reason why Teraborg do not eat throughout the day, and only have minor sustenance at dusk.

Moot Wash

(Maintenance Meditation)

Teraborg have many minor rituals regarding their cybernetics. A daily ritual for many (not all) is the Moot Wash. At least once a day, a cybernetically-enhanced Teraborg (and that is almost all of them) will set time aside to 'close down' for a full battery of diagnostic tests, both cybernetic and biological. During this time (which ranges from 3 to 15 minutes, depending upon the extent of cybernetic augmentation) the Teraborg will be unresponsive - quietly reciting the Moot Wash as a way to signify to others they are not to be disturbed.

Minor Hindrance Moot Wash Ritual

Minor Hindrance: If a Teraborg's Moot Wash is interrupted they will be (a) rather grumpy about it, and (b) suffer a -2 for any actions that involve their cybernetic edges.

Lanmas Kansol

(The Oneness, or Joining of Mind Through Machine)

This ritual is limited to beings with implanted AIs and synthetic lifeforms. It is considered the strongest pledge of friendship that any two beings can have. The ritual involves the merging of two being's mental schemas via their AIs, creating an blended intelligence for a few seconds. However, those few second are enough: all memories, pleasures, fears, and secrets merge, and all sense of self is nullified, yet amplified. Upon disconnecting the union, the two beings retain trace memories and personalities engrams from the other, giving each an almost precognitive knowledge of the other's actions. While not strictly limited to Teraborg, the rituals and careful planning needed for a successful

merger and decoupling of minds are generally only available via an accredited, high-ranking Teraborg CyberTechnician of the Airilites HatcherClan.

Edge Common Bond

The Lanmas Kansol is represented by the Common Bond edge.

Ksjas Grell Nom (Barter of Promises)

Teraborg are just as sly and devious as any other PanDominion species. However, if a Ksjas Grell Nom is enacted, two beings exchange counter offers until a set of mutual promises are agreed upon. These promises are logged with the Grell Nom, which is roughly analogous to a Terrain court. If either party breaks a promise without the permission of the other party, then their life belongs to the other. In past eons, this involved ritual suicide. In these more enlightened times, it generally involves voluntary servitude to the other being. The agreement of a Ksjas Grell Nom may only be terminated by the fulfillment of both parties' promises, or by the agreement of both. Unlike 'contract law,' a human-derived concept that exists within the PanDominion legal system, the Ksjas Grell Nom is not subject to legal wrangling. A Teraborg would never betray the sanctity of the Ksjas Grell Nom by engaging in wordplay or trickery, and if any being that attempted to do this could find themselves challenged to the Wishnoa.

Ksjas Terashao (Clan Bonding Ritual)

Each Teraborg clan has a ritual of initiation. While these vary greatly, they all involve a Ksjas (promise/agreement) to serve Teraborg society through the specific activities and practices of the clan. It is important to note that the promise is not to the clan itself - but to Teraborg society and the Matriarch. After Ksjas are given, the ceremonies often involve digital uploads, cybernetic retrofits and other activities to provide the initiate with the essentials they will need to perform their duties within the clan. While rare, it IS possible for a non-Teraborg to be accepted into a clan via the Ksjas Terashao.

Wishnoa (Final Determination)

While rare, Teraborg maintain the right of the Wishnoa. In short, the Wishnoa resolves a disagreement by a fight to the death - or at least to the incapacitated. The Wishnoa is a holdover custom from pre-Imperial times and is considered a last resort. Even though a victor of a Wishnoa is said to be in-the-right for the disagreement, culturally they may lose respect as an intellectual. For Teraborg, intelligence is just as important as brute strength.

Jal Faarl (Meditation to Temper the Hunt Lust)

For Teraborg, hunting is more than just a pastime - it is a continual, deep urge. Much like humans' sexual desire, A Teraborg's mind often wanders towards tactics, looking for opportunities to ambush, and - if the truth be known - cause bloodshed.

Although Teraborg have also applied genetic conditioning to their own species, and have largely controlled this primitive urge for bloodletting, it is

not uncommon for Teraborg wildcards to struggle to control of their primitive, predatory nature.

Teraborg society recognizes this primal instinct is almost overwhelming for some, and understands the needs for restraint and focus, while also appreciating the need to let the desire be realized in a controlled and healthy manner. The Jal Faarl is a meditation ritual to allow Teraborg wildcards to engage their predatory nature through 'a guided daydream.'

To external observers, a Teraborg practicing the Jal Faarl will look to be napping. The practitioner of the Jal Faarl will drape itself over a rest-log and close their eyes. Their claws may extend and their legs twitch as they enter the meditative state, running through an imaginary hunt to satiate their mind's deepest desire.

Many members of the Jal MilitaraClan practice this form of meditation. It is never a good idea to disturb a Teraborg practicing the Jal Faarl...

Minor Hindrance Jal Faarl

The character must engage in 30 min of Jiasu Faarl each day. Failure to do so results in them receiving -2 charisma through compulsively aggressive, grumpy behavior, until such a time as they can meditate.

Behind the Iron Cloud

The Teraborg Empire predates the Pandominion by at least 10 millenia. Historical records show that the structure of Empire remains largely unchanged since inception. It is headed by a feudal Empress, directly descended from the Royal genetic line. The clan structure has remained functionally intact over the millennia. Civil and commercial laws have altered only to encompass new technologies, but the base principles remain consistent. In short, one could be forgiven for thinking that the Teraborg Empire has stagnated. Yet it is this very legal and political consistency that has provided the foundation for the Teraborg's impressive gains in science and engineering.

Teraborg are spread wide and far throughout the Sagittarius Arm of the Pandominion. Though individual Teraborg colonies are not always populous - sometimes with fewer than several thousand colonists - their influence is always significant due to their highly efficient agriculture, industry, and technological prowess.

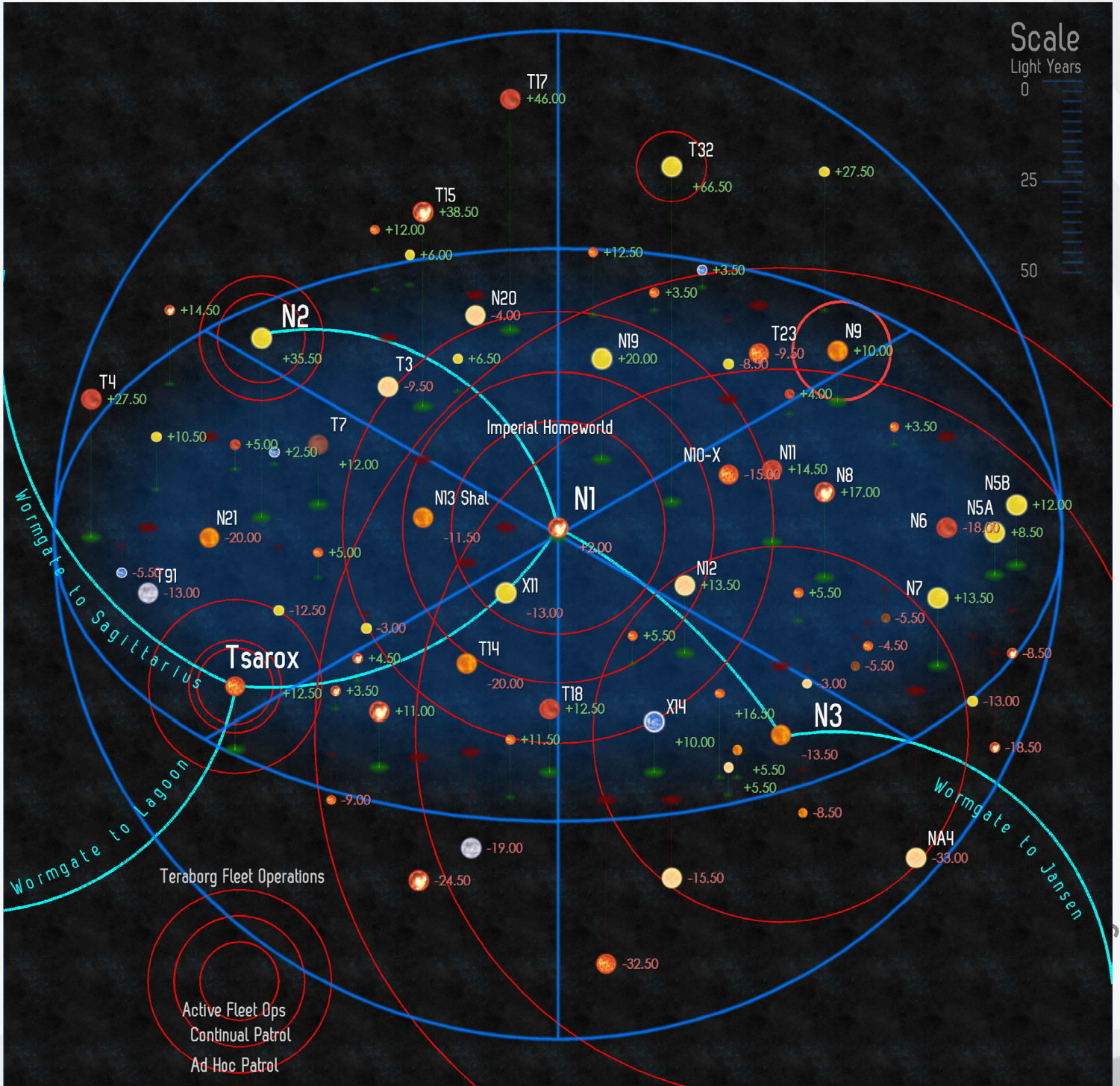
It is well known that the bulk of Teraborg citizens live within the densely-populated Imperial Nest, in the Carina Nebula. However, unlike most other sectors within the Pandominion, The Imperial Nest maintains its own government and legal structures. In theory, both the Pandominion laws and Imperial laws apply throughout the Nest. In practice, the Empire has jurisdiction.

The Imperial Nest is semi-restricted territory. Travel by non-Teraborg, even other PanDo citizens, is limited to designated areas around Tsarox, N1, N2 and N3.

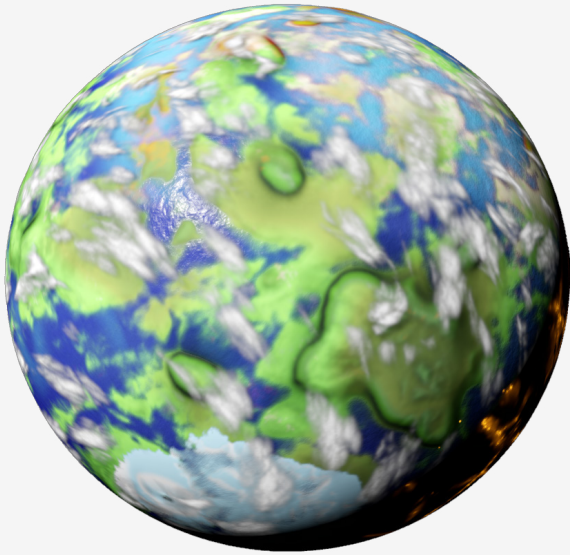
Many Pandominion scholars attribute such restrictions to the Teraborgs' renowned resistance to change. The legislation governing free movement within the Nest predates the formation of the Pandominion by millenia.

TOP SECRET: Intervention Dossier #MAC9181-SPA

Teraborg Imperial Nest Sector Map (Planar Projection)



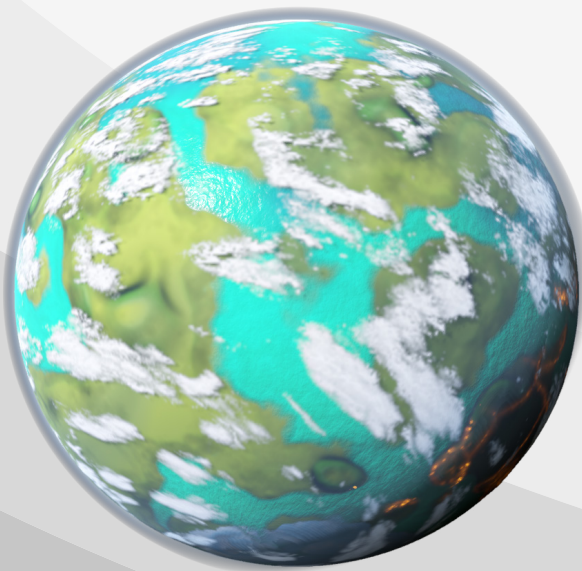
Teraborg Primary Worlds



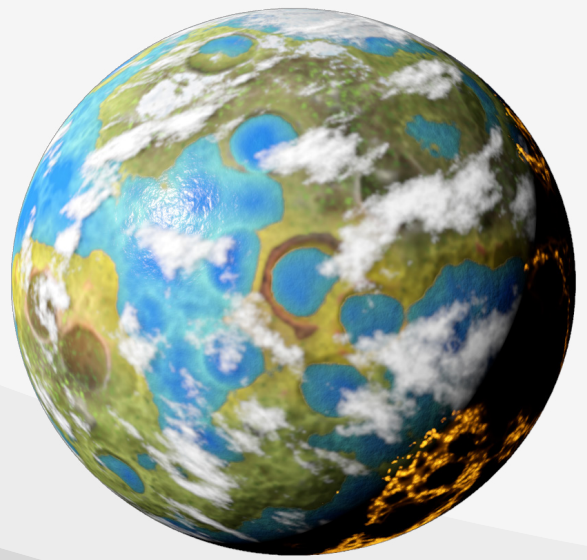
N1: Seat of the Imperial Nest



N3: Gateway to the UGP



N2: Teraborg Fleet Yards



Tsarox: Gateway to Teraborg Space and beyond

However, there is another reason the Teraborg restrict access to the Imperial Nest – they have never revealed the true size of the Empire to their fellow Pandominion Members.

Most people assume that the Teraborg have just four, well-known, primary systems supported by Wormgates, and perhaps twenty or thirty other systems in surrounding space. In reality, the Teraborg have 134 densely-populated worlds hidden within the Carina Nebula, and thousands of other space habitats, including super-orbitals around the resource-rich, gas giants of the Nebula. These hidden worlds are not connected by Wormgates, and all employ planet-scale stealth tech that limits their energy signatures. This is not technology the Teraborg share.

This civilization-wide ruse is typical of the Teraborg mindset: keep strength hidden and use it only when needed.

The ultimate seat of Teraborg power rests in the claws of hereditary Empress – which many Teraborg call Ahsua Shee (roughly translated to The Divine Matriarch). The Teraborg Clans have a large degree of autonomy, though their leaders report to, and take advice from, the Empress.

The announcement of the Empress S'kisia's abdication, after centuries of rule over the Empire, has been met with shock. Though it is not unheard of for an Empress to abdicate, it is considered a foreshadowing of ill tidings, even among the most rational of Teraborgs.

The upshot of her unprecedented public announcement is that the Teraborg Empire is on edge. Not only is there confusion over who will take the Empress' place, but there is a growing belief, throughout higher echelons of Teraborg society, that a dual-front war with the Strozi and the Nuclarine is inevitable... and that the Pandominion is woefully under-prepared.

It is therefore no surprise that Teraborg wildcards are volunteering their services to the Imperial Nest en masse. The Jal MilitaraClan is undergoing a surge in recruiting the likes of which have not been seen in thousands of years.

The Teraborg Clans

Niajs AgriClan

The AgriClan is one of the largest and most influential clans in Teraborg society. It's effectively 'owns' all Teraborg lands and has the final say on how land will be used. Agriculture and hunting grounds are the most obvious of the AgriClan's holdings, but the clan also dictates colonial expansion, mining, and economic policy.

The AgriClan is currently led by a cabal of 37 Primaries, each of which represent the development of particular resources. Each Primary has almost total discretion for the development of their resource base. In many ways, the Primaries resemble Directors of human-run businesses. Most represent their interests as Commercials within the Pandominion – though the majority of their time is dedicated to their managing their monopolistic and altruistic role within the Teraborg Imperial Nest.

Along with the ArtifiClan and MilitaraClan, the AgriClan attracts a disproportionate number of Teraborg wildcards. Such wildcards are drawn to the clan's exploration activities, and many earn command of Teraborg's First Contact scout ships, either formally seconded to the Pandominion's First Contact Agency

or directly on the behest of the AgriClan.

Airilites HatcherClan

While the smallest of all the clans in terms of members, the HatcherClan holds a position of almost-reverential respect in Teraborg society. The clan is directly run by the Matriach – all the other clans report to her. It is also the most conservative clan, with very few Teraborg moving from it once they settled on it's path.

Very few HatcherClan members leave their monolithic Airilites Temples, which are part hatchery, part hyper-tech medical facility. Instead, the members rely on other Clans and volunteers to bring them whatever they need.

There are two exceptions to the above rule: the establishment of a new Temple and the rare Airilite Ahshal Jenshu (Errant Airilite Templars).

When a new Airilite Temple has been built by the ArtifiClan, a contingent from a well-established Temple will be appointed directly by the Matriacrch to travel and take command of the new hatchery temple. Such events are treated with much ceremony, often with full military escort and lavish donations from the other Clans.

An Airilite Ahshal Jenshu is a battlefield medical practitioner, but over the eons without any significant warfare, the role has become largely ceremonial. However, with the growing threats of the Nuclarine and Strozi, the role has regained relevance and the HatcherClan is rebuilding it's ranks of Ahshal Jenshu. This vocation is one of the few roles within the HatcherClan to which wildcards are drawn.

Una DiplomClan

Humans, and even Soamtas often mistaken the Una DiplomClan for being the 'ruling class' of Teraborg society. In reality, they are more a combination of a historical society and press arm of the Imperial Court. While the DiplomClan studiously avoid shaping Imperial policy, they are called upon to adjudicate on matters of tradition and record (a role similar to human judges of old).

The bulk of DiplomClan members are scholars, and like their Soamata counterparts, many research with other species and cultures. Other are involved in the heady matters of philosophy and 'alternative consciousness' (modeling new forms of AI).

It is not uncommon to see wildcard DiplomClan scholars outside of the Nest. Of late, there has been a rush of such scholars into the Fringeworlds, and Galatrimus in particular.

Other DiplomClan members act as the representatives of the Imperial Court, negotiating on its behalf. In reality, the bulk of these diplomatic roles are little more than spokesbeing or propogandists – which is not considered a negative role in Teraborg society, as it only serves to strengthen the bonds of culture.



Maisjal ArtifiClan

The Maisjal ArtifiClan lead all research, development and artistic endeavors in Teraborg society. Teraborg do not differentiate between pure and applied research, nor artistry. To the Teraborg world-view, all are the application of intellectual curiosity, and intellectual curiosity is a hallmark of any evolutionarily-advanced species.

The Teraborg aesthetic blends cutting-edge science and engineering in equal measure. Much Teraborg art is equal parts motive and emotive. And all Teraborg products – from cityscapes to microscopic neuralnodes – reflect the Teraborg's preference for natural minimalism. Surprisingly, Teraborgs also enjoy Humanity's haphazard approach to the creative arts, seeing it as perpetually fresh and surprising... though obviously not as refined as Teraborg aesthetics.

Wildcard ArtifiClan members may be radical scientists, wandering artists seeking inspiration from the greater universe, battlefield engineers engaged with Force or Armada, or even 'mercenary constructors.'

Jal MilitaraClan

When most humans imagine a Teraborg, what they see in their mind's eye is a Jal MilitaraClan warrior. Just the thought of an apex predator, bristling with weapon systems and encased in stealth armor, sets a human's mind racing! In reality, the MilitaraClan is one of the small clans, and only the smallest fraction of Humanity would ever get to see a Teraborg Jal (warrior) in the flesh!

However, what the MilitaraClan lacks in numbers, they make up for in effectiveness. Trained for years, and enhanced to fill a wide range roles, Jal's are unarguably the most dangerous soldiers in the Pandominion. All Jal are trained as hunters and infiltrators, and many opt for life-long roles as Scouts within Field. Others Jal favor the brutal cunning of battlefield mech, meshing themselves in AI-augmented 'war-suits' that pack devastating firepower.

The MilitaraClan has remained tiny when compared to the other clans for the simple reason that there has been little need for it since the formation of the Empire. However, during times of turmoil and external threat, the MilitaraClan grows quickly to counter any risks. During these times, the MilitaraClan sees a natural influx of member from other clans, resulting in not only more 'claws on the ground' but also a vastly expanded skill base.

Such an expansion is underway right now.

The threat posed by the mysterious Strozi and aggressive Nuclarine are becoming well known. Many Teraborg wildcards are postponing their own interests and doing their duty to serve the Matriach by switching to the MilitaraClan.



Teraborg Gear

ClASS 'Neo2' HUD

- ▶ Rank: Seasoned
- ▶ Wt: 1

The Neo2 is a civilian-grade helmet with an augmented-reality HUD, specifically tailored to the Teraborg spectrum of senses, that can overlay information from the ClASS or the Sphere to assist in the performance of tasks.

While within reach of the ClASS, any Teraborg wearing the HUD will receive a +2 to rolls with cybernetically connected systems, and electronic information retrieval, and all Knowledge(computer) rolls.

While beyond the ClASS but within the Spare, this bonus is reduced to +1, due to the difference in the data interfaces.

Imperial Security A/M Carbine

- ▶ Rank: Seasoned
- ▶ Range: 10/20/40
- ▶ Dm: 2d6+4
- ▶ RoF: 1
- ▶ Wt: 5
- ▶ Shots: 12
- ▶ Min Str: -
- ▶ Notes: Accurate, Reliable, Heavy Weapon

The A/M Carbine is a short-range, electro-kinetic sidearm that is easy to operate, reliable, and packs an impressive kinetic punch. It is the standard issue weapon to all Imperial Security within the Nest. It is illegal for the weapon to be sold to non-Teraborg, and the return of lost weapons to Imperial Security is highly rewarded - a transfer of 25 CPUBits per weapon.

Glory Feathers

When a member of the Teraborg Imperial Family passes away, a single feather is bound using an electrom cap, and the feathery material is coated in a preservative. In this state the feather can last for a millennia, and becomes a valuable treasure in the eyes of the Teraborg. Rarely traded, the Glory Feathers have sold for several thousand CPUBits at auction, and the more important the source the more valuable the feather. It is estimated that when the feather of the current Empress is capped it will have a starting market value of ten-thousand CPUBits. For a feather to be officially auctioned the seller must also be the current registered owner according to the register of ownership stored in the ClASS. Feathers can still be traded on the black market, but usually for less than half their normal value.

When a Glory Feather is worn/displayed by its registered owner, they gain +2 in all commercial negotiations with Teraborgs, and their effective rank for the acquisition of personal items is increased by +1 while they are on an Imperial Nest planet. They will also draw a lot of attention and be mobbed by adoring Teraborgs who all want to touch the feather for good luck!

Honorings

When a Teraborg accomplishes a great deed that is recorded in the ClASS, it is accepted that they will commission an artisan to craft an item of jewelry to commemorate the event. Usually, this is an arm, wrist, or neck band made of precious metal, engraved with the name of the event and the person(s) involved, and the serial-number of the even as record in the ClASS. There can only ever be a single Honoring for each

event, and the design and name of the artist is also logged under the details of the event.

The most valuable Honoring on record is the 'Noo'sak Maneuver,' named after tactical starship maneuver that defeated a Nuclarine ambush of an Imperial Family transport en-route to Janssen, just over a decade ago.

When an Honoring is worn/displayed by its registered owner, they gain +2 in all social interactions with Teraborgs.

Trial Kits

- ▶ Rank: Novice
- ▶ Wt: 4

These kits are sturdy, utility belts with pouches and containers for a collection of tools, medical supplies and pharma products that are optimized for jungle survival. Most often they might be worn by junior Teraborg undergoing their first several tests of honor.

Trial Kits provide +2 to Survival rolls within jungle type environments. When worn by a Teraborg they also impose a -2 penalty on all social interactions with other Teraborg, because they symbolize that the wearer considers themselves weak and a novice and is not yet fully mature. Non-Teraborg can wear them without the penalty.



Plot Hooks

Playing Tag

A simple game of 'tag' may seem like a fun game for children to play, until you see the way that Teraborg play it!

For the Teraborg a good game of Tag follows these laws-of-the-game:

- ▶ No attempts to kill, or allow your opponent to be killed are allowed.
- ▶ Tag must be played in a potentially hazardous environment. Areas such as the Great Forest of IN-1, or the vast 'toxic wilderness' of Earth, are all suitable options.
- ▶ The first player has a three minute head start.
- ▶ No technology can be brought into the game (Trial Kits for novices are the exception).
- ▶ The winner is the first player to pin the second player, even if it is momentary. Pinning a sleeping opponent is an easy way to win.

In terms of Savage Worlds rules, Tag is an extended competitive Task using one of several competing skills, where the first player to accumulate 5 points is determined the winner. Players draw initiative to decide who goes first each round.

- ▶ If the first player elects to use their Fighting skill, the second player can counter with Fighting or Stealth.
- ▶ If the first player elects to use their Stealth skill, the second player can counter with Stealth or Survival.
- ▶ If the first player elects to use their Survival skill, the second player can counter with Survival or Fighting.
- ▶ Each player rolls for their respective skill, and each success provides a single point towards winning the task. The first player to accumulate 5 points is the winner. If two players both reach 5 points in the same round, then the points from that round are discarded and the game continues.
- ▶ Receiving outside assistance is considered unacceptable, and a grounds for lodging a formal complaint that must be adjudicated by the ClaSS or a 'cultural inspector.'

Cultural Repatriation

A valuable Glory Feather has been claimed to have been stolen from its rightful, registered owner, while visiting Ground Zero. No record of either a theft or sale of the item was recorded on any system, and the current possessor of the Feather is claiming that they

acquired the Feather through an honest exchange.

The Feather has now left Teraborg space, and the registered owner is seeking out the heroes to redress the situation.

However, the Glory Feather was stolen by a wildcard who is also the head of a small but resourceful Commercial, and they will stoop to any means to protect their ill-gotten prize!

The Noo'sak Maneuver, Part II

A lesser member of the Imperial bloodline is traveling between systems on important diplomatic negotiations, when their cruiser is attacked by a Nuclarine starship. The heroes pick up the Imperial distress signal.

However, the Nuclarine are not after a diplomatic hostage, they are after the plans to a new Spinal Lance system that the diplomatic mission is carrying. If they can move adjacent to the Imperial cruiser they will ram it, and board the vessel using several Nuclaroid forms that search the vessel and kill any witnesses they encounter!

Spy Hunt

Imperial Security on Tsarox have been embarrassed by a spy that has managed to elude their ground-based troops, and who appears to be attempting to reach the northern Supernode of the Sphere that is currently shut down for maintenance between the winter seasons.

In their desperation they seek out help from several sources of wildcards (the Merc List, Intervention, and even solo contractors) to locate and stop the spy.

However, the spy turns out to be a Strozi agent, who has been offering competing wildcards alien nano-tech that amplifies their natural abilities, at the expense of making them forever dependent upon taking continual doses of the Strozi nanite drug (as well as slowly going more and more insane!). Now the heroes not only have to find the spy, but also the traitors that are helping them.

The Lost Egg

A rogue Teraborg from the Airiltes HatcherClan has stolen an Imperial egg from the Tsarox Ambassador to the U.G.P., who laid the egg at a small hatchery on Janssen during the course of serving their diplomatic duties.

The matriarch of the Janssen Edu-Hatch Set has sought wildcard assistance to deal with the rogue Teraborg, which involves a hunt in the 'concrete jungles' of Janssen.

An Imperial Security agent is assigned to 'assist' the heroes, however, the fact that they are honor-bound and unwilling to turn a blind eye to any laws being broken to get the job done eventually makes them a greater threat to the mission than the thief themselves!

The end-game for the HatcherClan nurse is to make contact with a human agent on Galatrimis, who is acting as an agent for one of the Nuclarine.

Game of Honor

A Teraborg player-character is challenged by another of its clan to an arbitrary game-of-honor, as a means of increasing their personal status. The test involves

defeating the opponent in a game similar to Go... where each move has a short time-clock of 3 seconds per round, and each opponent is allowed to physically attack the other with claws, and even steal and run away with the game board (in fact there are no formal rules, except regarding non-lethality of attacks between players, and a pre-agreement on the weapons/armor that can be used).

The game is an Extended Task. Each round includes an exchange of physical combat. If a player does not suffer damage that round then they can attempt a Gambling roll, and for each success they gain 1 point. The first player to reach five points wins the game.

If the game is of significant duration, or intensity, or ingenuity, then the winner of the game may record the score in the ClaSS (the next time they are in the Imperial Nest), and commission an Honoring to mark the battle.

Mount Gloom Night-hunt

It is the night that the Deathbeetles of Gloombridge crawl out of the cliffs of the magnificent Mount Gloom, to breed and lay their eggs and then die. This is a once-in-a-hundred-year event, and Teraborg from across the PanDominion come to Gloombridge to register for the hunt across the terrifying, vertical drops and crevices of the mountain, using only their natural abilities, and possibly a safety rope (for the novices!).

The winner of the Night-hunt is the Teraborg who can capture as many Deathbeetle eggs as possible before sunrise - however, note that the adult Deathbeetles will defend their fertilized eggs until sunrise (when the sun kills them!). Each Deathbeetle nest will contain 1d4 eggs, and be defended by a mating pair!

Deathbeetle

Attributes:

- ▶ Agility d6
- ▶ Smarts -
- ▶ Spirit -
- ▶ Strength d4
- ▶ Vigor d8
- ▶ Pace: 6
- ▶ Parry: 6
- ▶ Toughness: 10

Special Abilities:

- ▶ Fly
- ▶ Pincers (Str+d6, AP2)
- ▶ Armor +2

Microlances at Dawn

Two breeding-lines of Jal MilitaraClan have pledged to fight-to-the-death in starships over a question of honor... for who will be the sworn protector of the IN-2 Ambassador to the U.G.P.. However, someone (such as Intervention, or one of the Minds) has decided that such destruction is wasteful and they want it stopped, even if it costs both parties to lose face!

The only thing that will prevent battle between the two lines is for the Ambassador from IN-2 to appoint a completely different protector. Not just any old Merc will do, for someone with the title of Ambassador, but surely the heroes can find someone who wants the job?

Teraborg Interceptor

