ODYSSEY

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TRAVELLER 20
www.TravellerRPG.com

Odyssey is a mini-adventure suitable for use with Traveller, and is quite adaptable for use with any campaign setting or Traveller Milieu. It was designed specifically for use with the *Traveller's Handbook* but may easily be adapted for use with any version of the Traveller rules or other science-fiction game.

STANDARDS AND ASSUMPTIONS

As with all published adventures for **Traveller**, the dates, characters, places, and events are written as part of the *OTU* (Official **Traveller** Universe) for purposes of continuity with previously published material. The Referee is free (and encouraged) to adapt part or all of these factors to better fit their own campaigns.

Dates: The beginning date for this adventure is 42-993, according to the standard Imperial calendar. 42 refers to the current day; i.e. the 42nd day of the standard 365-day year, while 993 is the current year of the Third Imperium. As the Referee of course, you are free to set the date for this adventure to any that suit your personal campaign needs.

Place: This adventure begins on any world within the Linkworlds Cluster, and eventually ends up on Liar's Oath (1021). The Linkworlds Cluster sprawls across 4 subsectors of Ley Sector at the junction of the Alpha and Gamma quadrants. A detailed supplement of the Linkworlds Cluster is available as a free download from the Traveller Universe website at www.TravellerRPG.com.

As with the dates, as referee you are free to rename and relocate the world within your own Traveller universe as you see fit.

REFEREE'S BACKGROUND

Edward Howard is a territorial governor-general on the nearby world of Liar's Oath. Almost five years ago, Edward was on a diplomatic mission to the sector capital at Dukh when the small liner he was on suffered a serious misjump and crashed upon the backwater world of Amlir (Ley/Osiris Deep – 2515 E87A472-3) some 15 parsecs off course.

Most of the crew and other passengers on the ship were killed either in the initial explosion that threw the ship out of jump space or when the ship crash-landed on a small remote island on the sparsely populated water

world. Fortunately for the nine survivors, the island had a freshwater stream and was home to a variety of edible plants and animals. Over the nearly four and a half years they were stranded on the island two more would perish in the last summer storms that would lash the island. Rescue finally came when the crew of a native deep-sea vessel, itself blown way off course by a recent storm, arrived at the island to replenish their depleted supplies before returning home.

One of the survivors was the ship's engineer who oversaw the vessel's annual overhaul less than two months before the misjump and who is absolutely positive the ship was sabotaged. He was able to save the engineering logs that he believes can prove his assertions.

Armed with his own suspicions after hearing the engineer's theory, upon his rescue Edward decided not to publicize his return until he could find out what was going on back home. Drawing on a few 'hidden' accounts, Edward had the engineering logs reviewed and it was confirmed that the explosion and subsequent misjump was most likely due to a small explosive charge set in a critical position within the drive.

Edward has since used most of the resources he was able to draw down, but is hesitant to draw more for fear that whoever made the attempt on his life would realize that he was still alive. He is not so much fearful of his own life as he is in fear of what this person might do to his wife or son. Thus Edward is making his way home as inconspicuously as possible, in most cases taking working passage on free traders under the pseudonym Edgar Hayward. His own youth as a merchant crewman allows him to fit in quite well with his crew mates, none suspecting that he is more than he portrays himself to be. Few would think to look for a person of his status working amongst the common crewmembers of a free trader.

CAST OF CHARACTERS

A bit of background is provided below for each of the principle NPCs encountered in this mini-adventure to provide some of the motivations behind their actions.

Edward Howard: A wealthy industrialist turned Governor for life of a subterritory on his homeworld. Edward began his career as a young merchant crewman and eventually worked his way up to captaining his own ship. From these humble beginnings, Edward carved out a small economic empire on Liar's Oath and finally coming to dominate the interplanetary trade within the system itself. He has since parlayed this into a political career, managing to have himself appointed/elected to his current lifetime post as governor some 12 years ago.

His reign as governor has not always been a popular one. Edward considers himself a fair man, but also believes in using a heavy hand against those who might oppose him or his policies. He has built a small army of 'investigators' whose sole job is to keep him informed of any potential troublemakers in his domain. Prevention, Edward truly believes is worth a pound of

cure. (Add +5 to the world Law Level when within the borders of Edward's territory to reflect this 'security state' atmosphere).

In surprising contrast to his iron disposition as governor, Edward is a loving and caring family man devoted to his wife and son. This affection does not however extend to his cousin Charles Howard-Bales, who Edward considers cruel and sadistic even by his own standards.

Edward Howard: Human Male; Merchant 6, Professional 4; Init +1; AC 11; AR 0; Spd 9m; St/Lb 38/11; Atks +2 melee (unarmed); SV Fort +4, Ref +4, Will +10; SZ M; Str 10, Dex 12, Con 11, Int 16, Wis 13, Cha 14, Edu 15, Soc 14 (9 as Edgar).
Skills: Appraise +8, Astrogation +10, Bluff +8, Broker +15, Drive +3, Gambling +6, Gather Information +12, K/Interstellar Law +15, K/Trade & Commerce Law +14, Leader +5, Liaison +9, Pilot +3, P/Accountancy +5, P/Administration +17, Read/Write Vilani, Sense Motive +7, Speak Vilani, Survival +4, Swim +4, T/Communications +5, T/Computer +7, T/Electronics +5, T/Engineering +7, Trader +13.
Feats: Armor (light, vac suit), Barter, Connections (government, merchant), Credit Line, Iron Will, Legal Eagle, Market Analyst, Professional Specialty (P/Admin), Research, Skill Focus (P/Admin), Vessel (grav, ships boat, small boat, starship), Weapon (marksman).

Taylor Howard: Edward's only son and heir, Taylor is an adventurous young man of 19, much like his father in his own youth. Taylor has great respect for his father, and was quite distraught when he was declared missing. When he learned rumor of his father's ship being found he immediately set out on a quest to bring his father home.

Taylor Howard: Human Male; Professional 2; Init +1; AC 11; AR 0; Spd 9m; St/Lb 12/12; Atks +0 melee (unarmed); SV Fort +1, Ref +1, Will +4; SZ M; Str 11, Dex 12, Con 12, Int 15, Wis 12, Cha 12, Edu 12, Soc 12.
Skills: Appraise +4, Drive +3, E/Piano +4, K/Interstellar Law +6, K/Science +3, K/Trade & Commerce Law +6, Leader +3, Liaison +6, P/Administration +6, Read/Write Vilani, Speak Vilani, Swim +2, T/Computer +6, T/Electronics +3, Trader +5.
Feats: Armor (light, vac suit), Carousing, Credit Line, Hacker, Professional Specialty (P/Admin), Research, Skill Focus (P/Admin), Vessel (grav, wheeled).

Rachel Howard: Wife of Edward and mother to Taylor. Rachel is the opposite of the men in her life, a small and seemingly mild mannered woman devoted to her family. Rachel and Edward met as young adults when Rachel was a passenger on a ship recently purchased by Edward. She was smitten with the dashing young

captain and his unbridled passion to carve a name and destiny for himself.

Together the two have made a good team. Most underestimate Rachel, her quiet and demure public disposition belying a shrewd and analytical mind. Her training in Psychology has aided Edward on many occasions with insights and suggestions on dealing with his rivals.

Rachel Howard: Human Female; Academic 4; Init 0; AC 10; AR 0; Spd 9m; St/Lb 12/10; Atks +0 melee (unarmed); SV Fort +0, Ref +1, Will +3; SZ M; Str 8, Dex 11, Con 10, Int 14, Wis 15, Cha 13, Edu 16, Soc 13.

Skills: Drive +4, Gather Information +3, Handle Animal +4, K/Anthropology +7, K/Biology +6, K/History +10, K/Psychology +12, Pilot +5, P/Administration +7, P/Psychoanalyst +9, Sense Motive +9, T/Computer +6, T/Medical +7.

Feats: Credit Line, Hobby (Sense Motive), Mental Discipline, Pseudo-Eidetic Memory, Research, Skill Focus (K/Psychology), Trustworthy, Vessel (grav, wheeled).

Charles Howard-Bales: Charles is Edward's cousin by marriage and was also the seated subgovernor, second in command of the territory after the governor. With Edward's disappearance, Charles was automatically vaulted into the governor's office.

Charles, ever jealous of his more successful cousin, has taken advantage of his absence to fully ensconce himself in the powers of the governorship. Many of those once loyal to Edward have long since been bought off. Even most of the Gubernatorial Police are on Charles' payroll now except perhaps for a handful of diehard Edward loyalists. Charles will do anything he can to stop Edward from reclaiming the governorship, and if he can embarrass, humiliate, or otherwise hurt Edward in the process he will gleefully do so.

Internal politics within the current government have prevented Charles from being formally appointed as governor, but those opposed to his appointment have also failed to have him replaced. The opposition has been arguing that Edward's body has not been found and under an old, obscure local law a person may not be declared dead without the presence of an identified body until a period of at least 5 years has passed since the person was officially declared missing. Only the spouse or nearest living blood relative may request an early declaration of death, and then only after at least 3 years has passed. Attempts by Charles to convince Taylor or Rachel to agree to an early declaration have been rebuffed.

Charles Howard-Bales: Human Male; Professional 8; Init 0; AC 10; AR 0; Spd 9m; St/Lb 31/10; Atks +2 ranged (body pistol, 1d8); SV Fort +2, Ref +2, Will +6; SZ M; Str 10, Dex 10, Con 10, Int 14, Wis 11, Cha 10, Edu 14, Soc 14 (13 as subgovernor).

Skills: Appraise +8, Bluff +7, Bribery +11, K/Interstellar Law +8, K/Trade & Commerce Law +12, Liaison +10, Pilot +8, P/Accountancy +7, P/Administration +10, T/Computer +10, Trader +6, Sense Motive +4, Swim +4.

Feats: Armor (light), Barter, Carousing, Connections (government, legal), Credit Line, Fast Talk, Hobby (bribery), Professional Specialty (P/Accountancy), Skill Focus (P/Administration, P/Accountancy), Weapon (marksman).

SCENE 1: A TRAVELLER IN NEED

Situation: During their travels the PCs meet Edgar Hayward, recently rescued after being stranded on a backwater world for nearly 5 years. The ship he was on suffered a misjump and was forced to set down on the world. Unfortunately the local industry was not developed enough to produce the tools and materials necessary to repair the ship's jump drive. Thus the ship, its crew and passengers were stuck until the next ship came along some four years later.

When his ship was originally reported overdue and missing after two weeks a search was begun of nearby systems, but the misjump threw the ship off-course some 15 parsecs, far beyond the scope of the search. The ship along with its passengers and crew were eventually declared missing and presumed lost with all hands and the search halted.

Edgar is now trying to make his way back home to his wife, family, and life. He has to travel via working passage as all of his accounts have been changed in the years he has been missing. He cannot pay the PCs anything now, but if they can help him return home and reclaim his life he promises to amply reward them for their efforts.

Referee's Information: If questioned about his background, he will merely say he is a fairly established businessman of modest means back on his homeworld of Liar's Oath. If he cannot get home before the end of the 5-year probate period under the laws of his world, he will be declared legally dead, leaving his business, assets, and family at the mercy of his greedy relatives and his business rivals.

He is willing to take on just about any work necessary that will move him one step closer to his home, including the most menial of tasks. He will remember how he is treated however and suitably reward those who have aided him when the time comes.

DATA POINTS

- If the PCs wish to check his possessions, a successful Search skill check (DC25) will reveal a set of identification carefully hidden in a secret pocket within the lining of one of his bags. The ID appears to be for one Edward Howard, the governor (for life) of a territory on a nearby world. The picture on the IDs is that of a slightly younger Edward.

  If confronted with the second set of identification, Edward/Edgar will become quite cross that the PCs searched his gear. He will offer them each Cr1000 if they forget they ever saw him when he gets off at the next world.

  If pressed he will admit that his story is true but he believes that a political rival of his caused the original crash of his ship and fears that if he learns

that he is still alive he might try to stop Edward before he can get home.

- A library data or news search (T/Computer, DC15) on Edgar Hayward will turn up a small news article covering the rescue of the survivors of a crashed ship that misjumped almost five years ago.
- A library data or news search (T/Computer, DC10) on Edward Howard will turn up a number of various political articles with reference to an Edward Howard and his position as governor of a territory on his homeworld.
- Further research (T/Computer, DC20) on Edward Howard in relation to his homeworld will turn up a number of complaints and suits filed against him by the ICLU (Imperial Civil Liberties Union), none of which have been particularly successful. The charges range from unjustified spying and monitoring of Imperial citizens, to harassment and brutality among his Gubernatorial Police Forces, to wrongful imprisonment of political rivals. All in all the reports paint the picture of a fairly violent and repressive regime under Governor Howard's rule.

SCENE 2: FAMILY REUNION

Situation: While in port, the PCs are approached by a young man who looks vaguely familiar. He asks to speak with the PCs about a passenger on the ship they arrived in port on, who may have gone by the name Edward Howard or possibly Edgar Hayward. He is willing to pay Cr1000 for any information they can give him on his current whereabouts.

The man he is looking for, he explains, is his father whose ship was though lost and presumed destroyed almost 5 years ago. Recently though, he has heard rumors that his father's ship was discovered and he decided to follow up on them as see if they were true. He managed to arrived at the world where his father had been stranded on less than a month after he began his journey home, as has been trying to catch up to him ever since.

Referee's Information: If Edward is still with the PCs and they tell Taylor, he will be ecstatic and eagerly ask to be taken to see him immediately. Edward himself will be quite surprised but well pleased at seeing his eldest son, now a man, after nearly 5 years.

If Edward has parted company with the PCs for some reason and they tell him about their last meeting with him and anything he may have said about his next destination, Taylor will pay the Cr1000 as he promised. He will then ask if the PCs would be willing to help him catch up with his father and transport them both home. He will cover all expenses and standard salaries, plus a Cr10,000 bonus each if they manage to find his father, and an additional Cr100,000 bonus if they get them both home safely. The last bonus is a single payment to be divided among the PCs. If the PCs do not have a ship of their own, Taylor will have arrived in his own ship. Otherwise he will have arrived as a passenger and will join the PCs on their ship.

DATA POINTS

- Unless Edward is there to prevent him from revealing it, Taylor will explain to the PCs who his

father really is. If Edward is present, a successful Sense Motive skill check (DC15), will let the PCs know that they aren't getting the full story on what is going on.
- Charles, the acting governor and Edward's cousin has been pressing Edward's wife Rachel to agree to an early declaration of death, at which point he would inherit Edward's former position. She has been avoiding this as long as possible, but by local law after five years he will automatically be declared dead by the government.

SCENE 3: HOMEWARD BOUND

Situation: The PCs finally arrive at the starport on Liar's Oath. Taylor and/or Edward are both nervous about returning home, fearing that Charles will have posted lookouts to watch for them. They have done their best to disguise their appearance as much as possible, dying and restyling their hair, removed or grown facial hair, and altered their style of dress.

Referee's Information: If only Taylor is with the PCs, there will be two agents hired by Charles to watch for his return. Unfortunately they spot Edward first, who coincidentally arrived at almost the same time the PCs did. They will follow Edward out to the air/cab stand where he hails an air/cab and leaves. The agents flag down what is obviously a waiting accomplice in a nearby air/raft. They get in and follow Edward.

If Edward and Taylor are with the PCs, Taylor will suggest that he proceed out of the starport first to draw off anyone who might be watching and waiting. Edward is reluctant to place his son in danger, but is reluctantly agree. Sure enough, two agents hired by Edward's rivals will follow Taylor out to the air/cab stand and follow him in their own waiting air/raft as he departs.

If the PCs find a more creative way of getting Edward and/or Taylor out of the main area of the starport where the agents aren't watching, then skip this scene and move onto the next.

TACTICS

Once the air/cab containing Edward or Taylor crosses the extrality line the agents, following in their own air/raft, will attempt to force the air/cab down by threatening to shoot the cabby. It is up to the PCs to deal with events from here.

If the PCs want to try and spot any possible lookouts before they themselves are spotted requires a successful Spot skill check (DC20), followed by a successful Sense Motive skill check (DC15). Spotting the watchers early will allow the PCs an opportunity to set up an ambush of their own instead.

If Taylor has been killed or severely injured in this scene, Edward will attempt to kill the agents in a fit of revenge if not stopped by the PCs. Otherwise he will agree to turn them over to the authorities.

Regular Thug (2): St/Lb 32/12, AC 13, AR 2, +4 Autopistol (1d10). *Regular Thug.*

Veteran Thug (1): St/Lb 57/14, AC 13, AR 2, +7/+2 Autopistol (1d10). *Veteran Thug.*

DATA POINTS

- If the agents are captured, they will readily admit it was Charles who hired them, but adding that it really doesn't matter as it is too late for them. Charles has convinced Edward's wife that he holds Taylor hostage and she has agreed to allow an early declaration of death to be filled. Charles is holding her hostage at his villa until the court date in three days.

LIBRARY DATA

- Extrality Line

SCENE 4: SAFE HOUSE

Situation: Edward leads the PCs to a remote villa in a neighboring territory, the home of an old and trusted friend by the name of Basil, where they are greatly warmly, but with unhappy news. If they have not already learned of Rachel's kidnapping by Charles, Basil will sadly break the bad news (see Scene 3).

Referee's Information: Basil, Edward's former shipmate, will do everything in his power to aid the group but is far to old and frail to participate in any sort of dangerous activities. He can supply and will supply any cash, information, or supplies he can reasonably obtain for them.

In the meantime, Basil's home offers a reasonably safe location from which Edward and the PCs can regroup and plan their next steps. They can't delay too long however, the court date is only three days away.

DATA POINTS

- A successful T/Computer skill check (DC10) will come up with a fairly detailed map of the area around the villa where the villa that Rachel is being held.
- Floorplans of the villa can be obtained from two sources; the local building department or from the original builder/architect. Discovering the identity of the builder or architect requires a successful T/Computer skill check (DC10).

  In either case, obtaining a copy electronically requires a successful T/Computer skill check (DC25 if remote; DC15 if the PCs have access to a computer in the builder/architect's office). Trying to talk them into releasing a copy will require a successful T/Administration (DC15), Fast Talk (DC20), or Bluff (DC25) skill check. If this is being attempted across a comm unit rather than in person, apply a –2 circumstance penalty to the roll.

SCENE 4: DAMSEL IN DISTRESS

Situation: Rachel has been kidnapped and his being held hostage at one of Charles' villas. Charles has convinced Rachel that he holds Taylor hostage and will kill him if she does not authorize an early declaration of death on Edward.

Referee's Information: Charles' villa is located on the outskirts of the capital city as befits a person of his status within the community and government. All external lines of communication have been disabled, but other than that Rachel is being well cared for and has

run of the villa. A team of agents hired by Charles guards the grounds and ensures she cannot leave and that no one can get access to her.

There are two agents inside the villa at all times guarding her closely, though they are lax in their vigilance having become complacent and bored with their duties. They are usually more absorbed in what is currently playing on the holovid that what is happening around them. Two other guards are asleep in the upstairs guestrooms in the villa. Guarding the grounds themselves are another half-dozen agents. One is at the main gate, one at the front door, one at the rear entrance, and three others randomly patrolling.

TACTICS

Any loud noise at the gate will attract the attention of the patrolling guards who will arrive in 2d6 rounds (roll once for each). The front door guard will attempt to radio to the guard inside for help before moving toward the gate to investigate. He will arrive in 6+1d6 rounds.

The rear door guard will hear the radio call for help and begin moving toward the front of the house, circling around the left outside of the house. It will take him 3+1d3 rounds to reach the front door and an additional 3+1d3 rounds to reach the gate from there.

Fortunately for the PCs, the only radio for the inside guards was accidentally carried to bed with one of the sleeping guards. He is sound asleep and does not hear the call for help. The two guards awake downstairs are absorbed by a holovid show and will only notice gunfire outside on a Listen check (DC15) for each round fired. If they do hear shots fired, they will waste 2d6 rounds looking for the radio to call to see what is going on before they realize what must have happened to it. It will take them another 20 rounds to go wake the other guards and retrieve the radio. If they cannot contact their compatriots, they will grab Rachel and make a run for the garage and attempt to flee in a vehicle.

Gate Guard (1): St/Lb 32/12, AC 13, AR 2, +4 Autopistol (1d10). *Regular Thug.*

Patrolling Guards (3): St/Lb 32/12, AC 13, AR 2, +4 Autopistol (1d10). *Regular Thug.*

Front Door Guard (1): St/Lb 32/12, AC 13, AR 2, +4 Autopistol (1d10). *Regular Thug.*

Rear Door Guard (1): St/Lb 32/12, AC 13, AR 2, +4 Autopistol (1d10). *Regular Thug.*

Guard Lieutenant (in villa): St/Lb 57/14, AC 13, AR 2, +7/+2 Autopistol (1d10). *Veteran Thug.*

Guard Leader (in villa): St/Lb 78/17, AC 13, AR 2, +10/+5 Autopistol (1d10). *Elite Thug.*

Sleeping Guards (2): St/Lb 32/12, AC 13, AR 2, +4 Autopistol (1d10). *Regular Thug.*

SCENE 5: SHOWDOWN

Situation: The time has come for Edward to present himself publicly and refute the claims of his death. Edward will have to present himself to the judicial authorities at the local courthouse before the declaration of death can be approved and his position and life become forfeit.

Referee's Information: If the PCs have not rescued Rachel, or if somehow Taylor is in the custody of the rival, he will have brought them along to the

courthouse to ensure their cooperation. If he spots Edward, he will threaten to have one or the other killed unless Edward disappears off-world forever and does not try to contest the declaration of death.

If the PCs have both Taylor and Rachel safe, the rival will make one last attempt to stop Edward from appearing before the court and stopping his plans once and for all.

TACTICS

If faced with no other plan of action, Edward will agree to save his family from harm. If Edward and those with him pose a serious threat to Charles and his forces, Charles will let his hostages go without further action other than escorting Edward out of the territory, but only after the declaration is signed and properly registered.

If Charles and his forces have the advantage over Edward and his compatriots, Charles will wait until after the declaration is signed and filed and then order Edward along with his family and compatriots arrested and imprisoned. The referee will have to determine subsequent events from here.

Gubernatorial Police (1): St/Lb 33/11, AC 15, AR 4, +8/+3 Autopistol (1d10). *Regular Guard.*

EPILOGUE

If Edward is able to appear before the court and tell his story, his position and assets will be restored and a warrant issued for the arrest of his rival. He will be suitably pleased with the aid the PCs gave him in his efforts and will generously reward them.

As a bonus, Edward will repay the PCs double and costs they incurred in seeing Edward home safely. Any equipment lost or damaged while with Edward will be replaced or paid off from the territorial treasury.

A few months following this adventure, the PCs will eventually learn that Edward has recently been installed as leader of his entire homeworld, and his son is now governor of the territory Edward once ruled.

If Edward is forced to leave the territory having been declared dead, he may not be able to repay the PCs for all of their expenses. Most of his ability to pay will have disappeared with his position as governor. All he has left is his own personal funds that while not small, are not all that deep either. What he has left is what he will have to rebuild his life with. As such he will be able to pay no more than Cr100,000 to cover any expenses and/or bonuses in this case.

A few months following the end of this adventure, the PCs will learn that Charles was killed in a freak accident and Taylor Howard, Edward's son has replaced him as governor.

If either his wife or son is killed during the adventure, he will refuse to pay anything and will be suicidal enough to attack and attempt to kill anyone who might belabor the point.

A few months following the end of this adventure the PCs will learn of Edward's death, apparently of a broken heart.

Experience: Divide a total XP award of 1000 x the average party level. If they rescued Edward's wife, add 250xp to the total. If they prevent Edward or his son from being kidnapped, add an addition 250xp to the total.

TAS BULLETINS

The bulletins are designed for use as sources of information that may become available to the PCs during the course of this adventure.

Liar's Oath/Matarishan (1021-C4247A7-8)   212-988

Representatives of MAE Lines today announced that the search for the missing starship Marlon has been called off after weeks of extensive efforts by the company and its agents to determine its fate.

The Marlon was on a routine jump from Liar's Oath to Sentry but failed to arrive as scheduled. In addition to the 12 crewmembers and 14 passengers on board, Territorial Governor Edward Howard of Liar's Oath was travelling aboard as part of a diplomatic mission to Sentry on behalf of the government of Liar's Oath.

The ship, its crew and passengers have officially been listed as missing and presumed destroyed.

Amlir/Osiris Deep (2515-E87A472-3)   314-992

According to a press release from MAE Lines, the missing starship Marlon, thought destroyed after failing to emerge from jump space some four years ago, was discovered on the backwater world of Amlir earlier this month.

In the release, MAE Line officials are quoted as saying that the ship apparently misjumped and ended up crash landing over 15 parsecs off course. A list of survivors is being withheld until the next of kin can been notified.

LIBRARY DATA

Extrality Line: The Extrality Line or XT Line is the edge of a starport's authority and control marking the boundary between the sovereign Imperial territory of the starport and the jurisdiction of the planetary authority beyond. Within the area encompassed by the XT line, Imperial authority holds sway usually under the jurisdiction of the local Port Master.

AUTHOR'S NOTES

This adventure was designed to be as generic as possible to allow its use in most any setting or milieu. Except for the principle NPCs involved in this adventure, most everything else has been left intentionally vague to allow the referee to fit it easily into their own campaigns.

Edward is titled as governor of a single territory on his homeworld of Liar's Oath. Depending on where you place this adventure in your campaign, Edward may be the despotic ruler of a sovereign nation-state on a balkanized world, or merely the absolute governor of a lesser province of a world government of almost any type.

While the scenes presented in this adventure should be run in the order given, it is not necessary that they be run immediately following one another. In particular it is quite possible to run the first three scenes over the course of several weeks or even months, with other adventures or escapes occurring in between.

You should try to keep the fact that Edgar is really Edward Howard from the PCs as long as possible,

though if they discover this early on it should not seriously alter the course of the adventure much. Indeed, it should be obvious to the players that given his real status he will be even more likely to be able to cover their expenses and provide a suitable reward for their aid.

The stat blocks used for most NPCs in this adventure are taken from 76 Gunmen, a great NPC supplement for referee's from our Traveller's Aide PDF line. Visit www.TravellerRPG.com for more information.

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