

21 Plots

# Planetside



SHARPSHOTS

**TRAVELLER**

Compatible Product

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

## **21 Plots: Planetside**

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***A Sourcebook  
From Gypsy Knights Games***

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## 21 Plots: Planetside



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# **21 Plots: Planetside**

## **About this book**

Using a familiar format for Traveller players, this book presents 21 possible plots for the Referee to use with a gaming group. These can be useful not only when planning a short diversion from the main campaign, but also on those occasions where the players go off the anticipated path.

All of the plots presented in this edition of 21 Plots are designed to be used on the surface of a planet. Gypsy Knights Games has plans for other books in our 21 Plots series which will concentrate on other situations. We hope you'll keep an eye out for those products as well.

Each of these plots has six possible variations. A Referee can follow the advice of the text and roll 1d6 to determine the course or he/she can simply choose among the presented options. Either way, we hope that some of these plots can be revisited by the Referee at different times with different outcomes.

Some of these plots, as presented, are intended to take place on worlds presented in our Quick Worlds series. Of course, while we would love for you to look into those books as well, it is not a requirement. The Referee should feel free to modify the location as easily as he/she might modify other events within the plot.

Like all of our products, the main intention of this book is to

provide an extra spark to the Referee's imagination. We hope to provide a quick boost to make things a little easier.

Most of the plots contained herein assume a group of characters traveling in a starship from place to place. Of course, this can be modified by the Referee as needed.

We at Gypsy Knights Games hope this product is used and reused by you many times and that it is an aide to you in coming Traveller campaigns.

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## 1. In Search Of.....

While visiting a planet on leave, the party hears about an amazing wilderness trip to search for a mythical creature. No one has ever been able to catch the creature or prove its existence.

The tour guide will explain that he has exclusive knowledge of the creature's habitat and, for 500 credits per character, can lead the characters straight to one of these creatures. Due to the local laws, the only firearms that can be carried on the trip are small caliber "camp guns".

Roll 1d6 and consult the chart.

1	The party enjoys a restful few days in the wilderness. They see several examples of local wild life. A good amount of time will be spent searching for the creature but the characters will come away empty handed. The Referee is, however, encouraged to throw several other challenges at the characters (rock climbing, other animals, etc).
2	The guide's entire story is an elaborate ruse. The guide will lead the party to a deep part of the wilderness only to have them ambushed. The group will total the number of characters + 3 and the group will be slightly better armed. The bandits intend to take everything they can from the characters and leave them in the wilderness. The party must then attempt to survive in the wilderness on their own as well as return to civilization.
3	The characters hike into the wilderness and after a few days of easily found tracking signs, they will come across several of these creatures. It will be become quickly obvious that this is a setup and that the creatures are badly formed representations. If pressured enough, the guide will give them their money back if they agree not to expose him. It is a tourist scam.
4	As 3, except that shortly after discovering the ruse, one of the characters actually spots the creature watching them from a distance.
5	As 3, except the characters are attacked by the actual creature and the guide is killed. The creature turns out to be far larger and more aggressive than the characters were led to believe. The camp guns have little effect on the creature. The characters must then survive the attacks and the wilderness as they try to return to civilization.
6	Deep in the wilderness, the guide will disappear. Soon after, the characters will learn they are the "creature". They have been tricked into becoming the prey in a hunting game where wealthy hunters have paid to hunt "the ultimate game". The characters will be hunted until they can resolve the situation either by confronting the hunters or escaping the wilderness.

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## 2. Sometimes Salvation

While the characters are in a bar drinking, they come across a local drunk being kicked out for not paying. The man will remind one of the characters of someone in their life (father, uncle, old drinking buddy, etc.).

The local will then sit and talk to the party about how he was once a huge success and if only he could get one more shot at it, he could be a legend again. His stories will be both entertaining and amusing.

At the end of the night, he asks the party for help reclaiming his former glory.

Roll 1d6 and consult the chart.

1	After several days of strange quest-like adventures throughout the town/starport the party will realize he is a troubled homeless man. He will turn out to be Toren Dickinson, a local who lost his entire family in an accident some years ago. Since that point, he has slowly lost his mind drinking while creating an image of a champion that could go back and save his family from the accident. The characters should be faced with a decision on how best to get Dickinson help or treatment.
2	The local will turn out to be a genius level serial killer going by the name of Frank Lu. Lu will lead the party to several locations and tell the characters they are helping him solve a crime. However, his goal is to set up the party to take the fall for his crimes and then disappear to another system.
3	The man is an escaped mental patient. He suffers from a bi-polar disorder. Throughout his time with the characters, he will absentmindedly play with a holocube he carries in his pocket. If asked about it, he will say that it is important, but he doesn't seem to know why and will ask the characters to help him with it. Eventually, the characters should discover that the picture is of a relative who is currently searching for him.
4	The man is a former member of local law enforcement. He was released from his position due to a corrupt boss. The characters will be asked to help gather evidence to clear his name and restore his position on the force. He will be very grateful and help the party out in any way he can after being reinstated.
5	As 4, except the man is lying. He is the corrupt one and he is gathering evidence to set up someone else.
6	The man was a wealthy merchant. He was robbed, drugged, and dumped on this world by his former business partners. These drugs have damaged his mind somewhat. The characters will be asked to help him get revenge on his former partners. Once he is able to do so, he will reward the characters handsomely.

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## 3. Test Drive

While visiting a planet, the characters run across a salesman who is adamant about selling them a new vehicle matching the highest technology available on the planet. The salesman offers the characters free use of the vehicle for a few days as a test drive.

The salesman says he feels certain the characters will want to purchase the vehicle after this use.

Roll 1d6 and consult the chart.

1	The characters have happened upon the greatest salesmen on the planet. He will do his utmost to sell the vehicle to the party at an inflated price. Even if the characters choose not to buy, the vehicle drives well and the characters will likely enjoy their test drive.
2	The salesman is a con artist and preys on offworlders he believes are easy marks. The vehicle seems to drive well but experiences a catastrophic failure halfway through the test drive. The salesman will attempt to have the characters pay for the car and the characters will quickly discover that planetary law will be on the side of the salesman.
3	The salesman is, at best, an average salesman that needs the sale to keep his job. He will attempt to sell the car to the characters at a reasonable price and doesn't mind using his situation to lay a guilt trip upon the characters. The vehicle is a nice midline model and is reliable, so the characters may see fit to purchase it or even work him down to a lower price.
4	The salesman is desperate to sell the vehicle and as such, after the test drive, he will make an offer the characters will find hard to resist. The vehicle is a steal at this price. It may simply be a good deal for the characters or they may sell the vehicle elsewhere and make a profit.
5	The salesman is not a salesman at all, but a thief who is on the run from the local law enforcement. The authorities know the description of the vehicle, but not the driver(s). The characters will find themselves pursued through the test drive. If stopped, law enforcement will find some of the stolen in the cargo section of the vehicle.
6	The salesman is not a salesman at all, but a hit man. He has rigged the car to have a minor problem which will cause law enforcement to stop the vehicle. Upon inspection, the authorities will find a body of a wealthy business man in the cargo section. The hit man has disappeared in the meantime, leaving the characters in the lurch.

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### 4. Guard, Guard, Guard, Kill, Kill, Kill

While on planet, the party receives notice for job consisting of a nights worth of security work at a warehouse facility.

The characters will receive 500 credits each for the evening's work.

Roll 1d6 and consult the chart.

- 1 It is an uneventful night; the party makes it through with little problems. A few people come and try to gain admittance, but are easily turned away though the Referee is encouraged to make many of them seem more like a threat than they actually are.
- 2 About halfway through the shift, the party is approached by a group of men dressed in robes and chanting under their breath. They walk by the main gate, circle the perimeter of the warehouse three times then leave. The rest of the night is uneventful, but hopefully, this will cause the characters enough paranoia to have them jumpy.
- 3 As 2, but on the third trip around the building, the men in robes begin chanting louder and throwing stones. They will throw many items at the warehouse and, by extension, the characters. This is a protest against the company that owns the warehouse and the characters will have to attempt to keep it from getting out of hand.
- 4 During the night, a group of  $1d6+2$  professional thieves will attempt to enter and steal a valuable crate from within the warehouse. The thieves are lightly armed and will have to be stopped by the characters.
- 5 The shift will be uneventful. However, the next morning a valuable crate will be discovered missing from the warehouse. The characters will be accused of stealing it for themselves. In truth, the crate was missing before the characters even got there and they have been set up to be the patsies. The characters must then attempt to convince law enforcement they were not involved and perhaps be forced to investigate on their own to clear themselves.
- 6 After investigating a noise, the characters will discover that a fire has started. The fire will engulf the warehouse almost immediately. In addition, a valuable crate will be lost in the fire. The characters will be held responsible for the fire and the loss of the crate. In actuality, the crate was stolen before the characters arrived and a fire bomb timed to go off later was left behind. The characters must then attempt to convince law enforcement they were not involved and perhaps be forced to investigate on their own to clear themselves.



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## 5. Animal Incursion

While on Catalunya, the characters come across a request for help from a woman named Casey Sacasa. It would seem that she owns a small ranch several kilometers southeast of the Badalona starport. Her ranch has been the victim of several attacks from a local predator and she will pay each character 100 credits per day to hunt and kill the animal.

Roll 1d6 and consult the chart.

1	All is as presented. The animal is attacking several of the cattle she imported. The predator is a native animal called a Fast Cat. It resembles a large black and gray striped cat and hunts alone.																
	<p><b>Fast Cat</b></p> <table border="1"> <thead> <tr> <th>Type</th> <th>Habitat</th> <th>STR</th> <th>DEX</th> <th>END</th> <th>INT</th> <th>Instinct</th> <th>Pack</th> </tr> </thead> <tbody> <tr> <td>Pouncer</td> <td>Plains Walker</td> <td>8</td> <td>17</td> <td>8</td> <td>1</td> <td>10</td> <td>5</td> </tr> </tbody> </table> <p>Athletics-2, Stealth-2, Melee (Claws)-1, Melee (Teeth)-1, Survival-0, Recon-0 Teeth (1d6), Claws (1d6)</p>	Type	Habitat	STR	DEX	END	INT	Instinct	Pack	Pouncer	Plains Walker	8	17	8	1	10	5
Type	Habitat	STR	DEX	END	INT	Instinct	Pack										
Pouncer	Plains Walker	8	17	8	1	10	5										
2	As above, except the animal is training its young to hunt as well. The three younger cats use the same stats with a -3 penalty to strength.																
3	All is as presented. The animal attacking Sacasa's cattle is called a Crazy Chicken. It is a large chicken-like animal standing 2 meters (6 feet) tall. The male "rooster" is the culprit.																
	<p><b>Crazy Chicken</b></p> <table border="1"> <thead> <tr> <th>Type</th> <th>Habitat</th> <th>STR</th> <th>DEX</th> <th>END</th> <th>INT</th> <th>Instinct</th> <th>Pack</th> </tr> </thead> <tbody> <tr> <td>Killer</td> <td>Plains Walker</td> <td>21</td> <td>10</td> <td>10</td> <td>1</td> <td>7</td> <td>5</td> </tr> </tbody> </table> <p>Melee (Beak)-3, Recon-1, Athletics-1, Survival -0 Beak (3d6)</p> <p>The Crazy Chicken is native to Catalunya and lives on the plains. While the females, or hens, are docile creatures, the male "roosters" are killing machines.</p>	Type	Habitat	STR	DEX	END	INT	Instinct	Pack	Killer	Plains Walker	21	10	10	1	7	5
Type	Habitat	STR	DEX	END	INT	Instinct	Pack										
Killer	Plains Walker	21	10	10	1	7	5										
4	As 3, except there are 1d6+2 "roosters" with which to deal.																
5	As far as Sacasa knows, she is being honest with the characters. However, the true culprit is not an animal at all, but a neighboring rancher. The rancher, Ivico Espejo, hopes that the attacks will get Sacasa to sell her land to him. The real cattle killers are 2d6 armed ranch hands (daggers and shotguns) in Espejo's employ.																
6	Sacasa is lying to the characters. She is hoping the characters will believe that the roving ranch hands from Espejo's ranch are responsible and it will bolster a legal case she is planning on bringing against Espejo to take his property.																

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## 6. Sport Security

The characters are hired by a man named Victor Manning. It would seem that Manning has worries concerning threats to a large scale sporting event. These threats have come from a group which opposes the current government on the planet. Manning is an advisor to that government and he feels the threat is real.

The characters will be paid 1000 Credits (for the group).

Roll 1d6 and consult the chart.

1	The threat is not real. However, the Referee should be sure to not let the players know this. Odd things should happen. Examples could include a person attempting to smuggle a weapon into the stadium, a drunken person causing mayhem, a stalker, fistfights between rival fans, or a vehicle crash outside. All of these things should be hyped by the Referee to cause nervousness on the part of the players.
2	The threat is real, but it isn't very talented. Referees should treat this just like 1, except that one of those things will turn out to be the actual threat. It will be 1-3 persons with weapons who will attempt to attack random people.
3	The threat is real. A group of anti-government protesters have arrived at the stadium and are attacking key areas with firebombs. There will be 3d6 of them. Once the fires are started they will yell slogans and try to stop anyone from putting out the fire. Half of them will be armed with clubs.
4	The threat is real. Treat as 1, except one of those events is a distraction. A group of angry fans of a sports team that the home team played days ago are here to exact revenge for a loss. There are 2d6 of them. They are carrying the largest weapon allowed by the law level of the planet on which the characters find themselves. They will not threaten anyone until they get near the star player for the home team. They will then attack that player and anyone who attempts to stop them.
5	The threat is real. Treat as 1. While they are dealing with one of the unrelated situations, they will be informed of a bomb threat. The Referee should decide on the location of the bomb, but it should be hidden from view. Characters should have to decide whether to disarm the bomb or evacuate the stadium.
6	The threat is not only real, but overwhelming. After dealing with several situations as in 1, they will discover an anti-government group intends to crash a medium sized flying vehicle into the stadium. The characters may have a way to stop it if they have their ship nearby. However, it is far more likely that they will not be in time. The characters should have to try to evacuate as many as possible and help tend to the wounded afterward.

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## 7. The Perfect Gentleman

While at their latest port of call, the characters seem to be followed by a well-dressed man about the same age as the oldest character. At one point, the eldest character notes that the man is John "Jack" Garceau, a man he/she knew at university or in their previous career.

Garceau is boisterous, loud, and fun. He will buy the characters food and drink, but will seem to have deeper thoughts on his mind. Garceau will not speak of it and will continue on in his boisterousness.

Following this, as night falls, he insists on leaving the characters. As he does, the characters see/hear/experience a report stating that there have been several murders in the area. The description of the murderer in question sounds much like Garceau.

Roll 1d6 and consult the chart.

1	Garceau is innocent. Indeed, his largest worry is that a young woman of his acquaintance could be in danger from this murderer. He has left the characters to escort her home. The Referee should, however, make this seem far more threatening as any character who is spying on or following Garceau should be made to believe his actions are far more sinister.
2	Garceau is, in fact, not the murderer. However, he is far from innocent. Garceau is here with the murderer, a much younger, stronger man. He is documenting the murders, how they are performed, and how the locals and law enforcement react. If the characters discover his involvement, he and the younger man will fight with bladed weapons and a sidearm (if law level allows).
3	Garceau is not the murderer at all. He has, in fact, found employment with local law enforcement aiding their search for the killer. His caginess earlier was to prevent the characters from attempting to steal his job or involve themselves for a partial payment. The characters and Garceau will find that there is not one, but six murderers who will be armed with weapons just slightly more powerful than allowed by the local law level.
4	Garceau is the murderer. He has honed several psionic powers which allow him to gain far more strength and dexterity than a normal human. He will attack anyone following him with an amazing ferocity. He will be armed with two blades and this uncanny physical augmentation.
5	Garceau is not the murderer, but is overseeing a group of six killers. He is exacting revenge on the wealthy, which he once was but is no longer. They are planning to not only go on their killing spree this evening, but then come back and attack the characters whom Garceau perceives as "knowing his secret".
6	Garceau is not the murderer. He is actually a masked vigilante who has been hunting the murderer. His recent studies have told him that the murderer is actually six murderers. He enlists the characters to "mask up" and aid him in his search. Garceau has developed several ingenious devices to aid them along the way. Their search will include rooftop hunts and other feats of derring-do.

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## 8. Deadly Catch

While on a world with a substantial ocean, the characters are approached by locals who offer a chance to join an “exciting fishing adventure”. The captain of the fishing vessel explains that he takes people out for both an adventure and also for profit. The cost of “the adventure” is 500 credits/day (for the entire group) for a three day voyage. The captain also adds that the characters will also share in the sale of the fish (and some can sell for high prices). He tells them that many persons who have gone on the trip not only make their fee back but also turn a tidy profit.

Characters who research conditions will find there are several storms moving through the fishing grounds. The captain of the fishing vessel will insist the desired fish can only be caught on the edge of the storm line. In addition, observant characters will note that the captain has a weapon onboard which exceeds both the local tech level and law level.

Roll 1D6 and consult the chart.

1	It is a rough sea. This should test the characters’ constitution. Characters failing an END 8+ check will become sick. Those who become sick will also grow weaker. The Referee should allow for several types of local marine life to be caught during the trip. However, they will not encounter the more expensive fish the captain mentioned. At the end of the trip, the fishing captain will return their money to them with his apologies for the sickness and the uneventful trip.
2	The characters encounter rough sea as in 1. They encounter one of the more expensive fish, a Blue Spear. The spear itself can be dangerous (1d6+3 damage) to those attempting to bring the fish into the boat. The characters are able to make 350 credits nearly covering the expense of the trip.
3	As 2, except the characters encounter a school (5) of the Blue Spears. The characters will make 1750 credits. The captain of the ship will want to press on for another day. If they do, the characters will discover that the captain only stocked provisions for the three days. Food will be short and so will the temper of the rest of the crew. Characters may find themselves in fistfights (or worse) with members of the crew who are angry at both the captain and the characters.
4	As 3, except the characters will also encounter a rival fishing boat (crewed by 4 people) following the catch of the Blue Spears. If firearms are illegal here, the rival fishers will be armed with clubs and spears. If firearms are available, they will be armed with rifles of an appropriate tech level.
5	As 4, except the characters will be attacked by two boats. These boats are seeking revenge against the captain for stealing their catch a few days beforehand. They will treat the characters, crew, and captain as pirates.
6	As 3. except during the catch of the Blue Spears, the captain spots a Rainbow Stripe. The captain will say he has only seen one of these. The payoff will be thousands of credits. The captain will seem obsessed and threaten to kill anyone who does not wish to press on with the trip. No one except the captain will see the Rainbow Stripe, and the crew will think him quite mad. The Stripe will not be seen, but the captain will not relent. The characters will be forced to try to stop the captain before he kills them all.

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## 9. Gridiron

The ship and crew are forced to land planetside on a lower tech level planet to make repairs. While talking to the mechanic they learn that he is also one of the largest contractors on the planet. If the crew is willing, he will set them up with jobs working on a new communications network in the planets largest city. If they agree, the mechanic will introduce them to his foreman and they will be put to work.

Roll 1d6 and consult the chart.

1	The crew finds the job is rough and exhausting. They will spend most of their time hanging cable lines, arranging mainframe hubs, and checking customer installations. The job labors on far longer than originally expected. In the end, the money earned will barely cover the cost of repairs.
2	The job is hard and very labor intensive, the work goes on for a few weeks with occasional outages and power spikes. The crew has a chance to improve their computer and electrical skills. The crew makes some extra money and is able to get the ship repaired.
3	The job turns out to be surprisingly easy. During the course of the job, the crew notices the contractor is using unreliable parts. The network will not continue to function over a long period. The characters must deal with the dilemma of exposing the mechanic or allowing him to continue. In addition, the characters should be reminded that the contractor may be doing the same with the repairs on their ship.
4	As 2, but the characters will discover the network can also be used to spy on the citizens of the city. If the characters investigate further they find out that the mechanic had no idea that the system could be used in such a manner. It should initially be a mystery as to who is doing this, but upon investigation, the characters can discover that it a local media corporation who is responsible. The organization intends to use the system to spy on entertainers and politicians to gain an upper hand in reporting upon them.
5	As 4, except when the characters investigate further they will discover the mechanic is also the planet's most dangerous crime boss. He plans to use the system to keep aware of the movements and activities of other criminals and the police. If the characters threaten to expose him, the mechanic will employ bribery and coercion. If those do not work, he will employ violence against them.
6	As 4, except if the characters investigate further they find that the local government is behind the network (and it violates local laws). The mechanic is a government operative and if anything goes wrong he will believe the characters are committing sabotage (whether they are or not). The crew will find themselves fugitives from a government that also has their ship in custody.

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## 10. The Backs Of The Bruised

While planetside, the characters are approached by an outspoken heavy set gentleman named Alfonso Vajda. Vajda claims to be the planets most wealthy and popular philanthropist. He has taken an interest in the characters because one of them (Referee's choice) reminds him of himself when he was younger.

He will offer to pay for the characters' dinner and drinks in exchange for a moment of their time. If they accept, Vajda will lead them on a tour of the city. During the tour, he will point out many places throughout the city where he has made investments, donated money, or aided a charity.

Following the tour, he will tell them that he has been threatened by a local militant group, Lucky 13, because of his wealth. He will boast that he has no fear for his own life, but he does believe these militants might attack one of his businesses or even his charity operations.

He will offer the characters 1000 credits/day for four days if they will simply look into this group and learn what their plan for mayhem might entail.

Roll 1d6 and consult the chart.

1	The characters spend the entire four days looking into Lucky 13, only to find that they have no intention of harming Vajda or his operations. In fact, Lucky 13 has an admiration for Vajda as a wealthy man who "gives back". The characters will gain both Vajda and Lucky 13 as contacts.
2	As 1, except Vajda will refuse to believe this. Vajda will offer the characters 5000 credits to go back to Lucky 13 and kill them all. If the characters proceed, Vajda will then seek to have the characters killed in order to keep them from implicating him later. If the characters balk at these orders, Vajda will become an enemy of the characters and do everything he can to hunt them down.
3	Following Vajda's tour, the characters will be attacked by Lucky 13. It seems the militants think that the character who reminded Vajda of himself has now been mistaken to be Vajda's son. Lucky 13 will attempt to kidnap this character and hold him for ransom. If the character is kidnapped, Vajda will offer to aid in recovering the kidnapped character in any way he can.
4	As 3, except Vajda planned this. He knew the character's resemblance would draw out Lucky 13. He has hired mercenaries to attack Lucky 13 and informed them to not attempt to spare the characters. Vajda will leave the system as soon as the character's kidnapping is attempted.
5	As the characters investigate Lucky 13, they find more and more evidence that Vajda is not as well-liked as he portrays. Most agree with Lucky 13 that Vajda made his wealth on the backs on the poor. Not only is Lucky 13 attempting to kill Vajda, but many of the people of the city support them in their efforts. Indeed, some will even attempt to hire the characters to kill Vajda. Characters should be pressured to make a decision on how to proceed.
6	After the tour, Vajda will release to the public that the characters are seeking to destroy Lucky 13. Vajda intends for Lucky 13 to attempt to kill the characters. He will watch through a network of holocameras installed all over the city. He is doing this for the sadistic glee of watching humans fight.

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## 11. The Lonesome Crowded West

The characters have arrived on a partially settled world. While there, one of the characters runs into an old friend, Jessica Tsongma. Jessica wishes to hire the characters for 200 credits/day to aid her with some trouble she is having.

It would seem that Jessica has invested in a large amount of untamed land on an unexplored continent. She would like the characters to survey the area she has bought, but insists they do so on the ground. However, planetary law forbids vehicles to land in that area. The characters will be forced to land over 50 kilometers away and walk onto her property.

Jessica has already sent two teams to her property, but they have not returned. She blames herself for this. She will insist that the reason those teams did not return is because she paid them before they left rather than that they ran into any real danger.

Roll 1d6 and consult the chart.

1	The characters spend weeks surveying the land. The Referee should include random attacks by animals, storms, and other dangers. They will see no signs of the other two teams. See the animals listed on page 14.
2	As 1, except at some point during the survey, the characters will realize they are being followed. A large animal called the Rilawok (see page 14) will finally be spotted. The characters may be attacked or they may seek to follow the animal back to its lair. If they do go back to its lair, they will locate the remains of the previous two teams.
3	As 1, except the characters find remnants of a camp. The camp will have several pieces of damaged equipment and the bodies of people matching the description of the second survey team. The bodies show signs of injuries by slug throwers and laser weapons. If the characters press further into Jessica's property, they will be attacked by the first survey team. It would seem that the first survey team has decided to keep the property for themselves and will kill anyone who they feel is trespassing.
4	As 3, except that the characters find remnants of both survey team camps on the property. Someone has obviously killed both survey teams. If the characters continue to press on, they will discover that a group of government rebels have hidden on Jessica's property. They will believe the characters are scouts for the government and will shoot at them on sight. There will be between 10-15 rebels armed with laser rifles.
5	As 4, except the characters will find that these rebels have set up their own anarchistic society on the property. The rebels number approximately 100 (this includes children) and will be hostile to the characters on sight. The characters will be forced to either flee or attempt to bargain.
6	The characters will discover that Jessica's property is riddled with small caves. Characters entering those caves will discover that there are several odd drawings and artifacts from a previous low tech civilization. Jessica will not greet this news with joy, as she knows the government will now take her property without compensation. The characters will need to decide if they should inform the government or acquiesce to Jessica's wishes.

## 21 Plots: Planetside

### Plains Wolf

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Intimidator	Plains Walker	7	17	10	0	7	10
Athletics-2, Melee (Teeth)-1, Survival-1, Persuade-1, Recon-0							
Teeth (1d6), Number Encountered: 3d6							
These four legged animals are reminiscent of coyotes. They will attempt to form a semi-circle about their target and scare them away from any food they might possess.							

### Canyon Spider

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Trapper	Canyon Walker	16	15	8	1	10	0
Recon-1, Melee (Teeth)-1, Melee (Stinger)-1, Survival-1,							
Teeth (2d6), Number Encountered: 1							
With circular bodies, eight legs, and web abilities, this animal reminds one of a spider. However, the canyon spider is far larger and bulkier. It builds webs between the walls of tight canyons and then eats what it ensnares (including things as large as a plains wolf or a character).							

### Rilawok

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Killer	Canyon Walker	28	12	24	0	8	0
Recon-1, Melee (Spines)-1, Melee (Teeth)-1, Melee (Tail)-1, Survival-1							
Teeth (3d6), Spines (1d6), Tail (3d6) Number Encountered: 1							
This powerful animal resembles a large pig with monstrous teeth, a spiny back, and a long tail like a mace. They travel alone and will attack anything that moves.							



# 21 Plots: Planetside

## 12. Protecting The Boss

While on a planet with a law level 3-5, the characters will be offered a job by a local private investigator, Detlef Edlin, to guard a defendant, Siamak Savard, in an important court case. The job will be for the duration of the case and, if found innocent, will continue for another week to ensure there are no attempts on Savard's life. The case will last for two weeks.

During the case, the characters will find that Savard is being presented as a cruel crime lord. However, he is nothing but gracious to the characters at all times. He will claim he is innocent of the charges against him and the case is an attempt to destroy his business empire. His only crime, he will claim, is "success". His daughter, Bea, never leaves his side throughout the trial and is acting as president of his company.

When the trial is over, Savard will be found innocent of all charges. However, on the way out of court, there will be an attempt on his life. The assassin will fire one shot from one of the many buildings nearby.

Roll 1d6 and consult the chart.

1	Savard dies on the spot. The characters must attempt to find out what has happened. The assassin will escape the perch. Investigations will show that the assassin was a man named Gabriel Bhatt. Bhatt had been the brother of Luc Bhatt, an alleged victim of Savard's crime ring.
2	As 1, except Savard lives. He is rushed to a nearby hospital where he begins to recover. The characters must attempt to protect Savard from other Bhatt family members who have sworn revenge against Savard.
3	As 2, except Savard must not only be guarded against Bhatt family members but also vengeful rogue law enforcement members.
4	Savard lives and is loaded into an ambulance. The ambulance crew will refuse to allow the characters onboard. If the characters attempt to follow the ambulance, it will immediately begin attempting to lose them. If they do not follow, the ambulance will simply not arrive at the hospital. Investigation will show this was the plan all along and is Savard's method of going into hiding. The Bhatt family and Edlin were part of the ploy and the characters were hired to make it seem plausible.
5	Savard lives due to an armored vest under his suit. Savard will find local reporters and blame the assassination attempt on business rivals. He will ask the characters to spirit him away to another system. The characters will find themselves under attack until they can leave the system with Savard.
6	As 5, except Savard blames local government and intends to start a rebellion from the safe distance of another system. Government agents will attack the characters until they can leave the system.

# 21 Plots: Planetside

## 13. The Danger Zone

Shortly after arrival on a lower tech level planet (TL5-7 recommended), one of the characters receives a call from one of his/her contacts. The contact asks if the characters are willing to fly some cargo to the other side of the planet. It's a short trip for the characters and they will earn some spending money for the stay on planet.

There is a catch, the area that they will deliver to is considered to be the worst war zone on the planet. The contact will try to convince the character that it is perfectly safe as long they don't stay too long.

Roll 1d6 and consult the chart.

1	The contact appears to be correct. The Referee should have a lot of firepower on the ground (and in the air), but most of it won't harm the characters' ship too badly. A few tense moments with hits that cause the ship to shudder might keep the characters on their toes.
2	War zone is right; the ship will hit resistance as soon as they enter the area. Although the hull will stand up to most of the initial shots from the ground, as the characters get closer to their destination the weapons get more powerful. These weapons could cause real damage to the ship. When (or if) the characters arrive at their destination, the people receiving the cargo will distrust them. Many will say that the characters are simply a ruse from the enemy. It will take all of the characters' social skills to convince them to not attack the crew or the ship.
3	As 2, except when the characters arrive at the landing zone, the forces they are going to meet are not there. The crew will have to wait through mortar and artillery fire until the recipients arrive. When they do arrive, the recipients will have the enemy right behind them. They will attempt to convince the characters to fly them to safety.
4	As 3, except the characters will discover that the enemy has weapons of a tech level even with their own. The enemy intends to cut through the recipients and capture the characters' ship.
5	The landing zone is a refugee camp. The cargo is medicine, food, and equipment. After talking to the leader of the camp, the characters will learn that a recent raid resulted in the capture of several doctors by the enemy. The camp leader asks if the characters can ferry a strike team (and even provide air cover) so they can recover the doctors.
6	The war zone will turn out to be a huge resort for the wealthy of the planet. They have created a fictitious war to keep out unwanted attention from the common people of the world. The characters will be greeted with a week's stay as the guests of the contact. Further exploration may reveal certain facts about the resort such as that the war is real enough for the participants (and many have died), they are harvesting the organs of the dead, and/or they are committing genocide by ensuring the troops are of a certain ethnicity or background. (Referee's choice. One or all three.)

## 21 Plots: Planetside

### 14. What's So Civil About War Anyway?

The characters have been sent to a nearby world with a lesser tech level to offload medical and food supplies at the request of an aid society. When the characters arrive in the system, they are quickly surrounded by several armed vessels. The characters' ship will be forced to land at a downport near the equatorial region.

When the characters arrive at the downport, they are informed that the world is in the midst of a planet-wide civil war against the ruling government. The war has been going on for decades.

In addition, the characters will learn that, in order to get paid, they will have to deliver the supplies to 4 different camps (2 for each side). Due to a government placed "no-fly" zone, the characters cannot use their ship or ships boat to make the deliveries. The characters will have to pose as locals and use ground transportation.

Roll 1d6 and consult the chart.

1	The characters quickly learn "War" is a loose term on the planet. In reality, it seems to be 2 armies staring at one another across an open field. This is odd, but made stranger by the fact this has been going on for more than 20 years. If the characters investigate, they will learn this is a local custom for armies to behave this way. Each is now waiting on an excuse to attack the other, however, so far, no excuse has been given. Provided the characters avoid the main lines, they can deliver the supplies without problem and leave the planet without incident. However, if one of the characters gets too close or any error in protocol is made, the shooting will begin.
2	As 1, except one of the soldiers will become offended that offworlders have arrived to "take pity" on them. He will attempt to pick a fight with one of the characters and any reaction will become the spark that sets off the war.
3	The war is a bloody conflict which has gone back and forth over the same ground for decades. When the characters arrive, the locals will be enjoying a rare cease fire. By the time the characters reach the second camp, there will be rumors of a lasting peace and withdrawals of forces. Unfortunately, when the characters reach their third stop, they are mistaken by the soldiers in the camp to be enemy forces. The soldiers will fire on the characters and it will now be up to them to not only survive but also keep the peace process intact.
4	As 3, except this mistake will be made by both sides.
5	This conflict is one of the worst the characters have ever seen. The entire planet smells of burning death and refuse. The characters will be required to make occasional END checks to keep moving. While the deliveries themselves go according to plan, the characters will be asked at each stop to take bodies away from the camp. In addition, there are several other dangers such as land mines, bandits, and other marauders.
6	This war will, in fact, prove to be quite civil after all. It is merely a collection of duels fought by certain individuals. They have met on the four "fields of battle" four times each year for the past 20 years. Upon arriving on one of the fields, the characters will be forced to duel as well to get their payment. No one is allowed to leave until all of the characters have fought one duel (to first blood). If more of the characters lose their duels than win, they will not be paid.

## 21 Plots: Planetside

### 15. Sailing

The characters arrive at Ararat and are asked by the local government for assistance. It would seem that the government has contracted for several buoys to be placed in key locations. These buoys emit pulses which aid in preventing hurricane formation.

Recently, the buoys have begun deactivating. Unfortunately, this seems to have come at such a time that a hurricane is currently forming. The city of Japeth is in the potential path of the storm.

The characters will be hired to ferry out a man who the government says is an expert on the system.

Roll 1d6 and consult the chart.

1	Upon arriving at the first buoy, the expert determines there is a design flaw in the system which is causing the shutdown. If all of the buoys are not fixed, they will all shut down within a day. Fixing the buoys might slow (or even dissipate) the building hurricane. The characters must then fight the storm and fix the buoys. See the weather rules in <i>The Traveller Main Rulebook</i> pages 74 and 137.
2	As 1, except the hurricane has already formed and has destroyed many of the buoys. The characters must get to the next line of buoys before (or during the first stage of) the arrival of the storm.
3	As 2, except the expert reveals that he is the son of the inventor of the buoy system. The buoys are not shutting down, but operating in reverse. The characters must fight to get to the buoys and shut them down before they cause widespread destruction.
4	As 3, except the expert's father is actually controlling the beacons. He will contact the government and the characters with an extortion demand of 14 gigacredits or he will continue to pound the one continent on Ararat with storms until everything is destroyed or they decide to pay.
5	As it turns out, the buoys aren't malfunctioning at all. They are being stolen. Seaborne pirates are stealing the buoys, sneaking them offplanet, and selling them for a profit. The characters will discover some of the pirates in the act. The pirates will fight to protect their scheme.
6	There are no buoys. The representative from the Ararat government who hires the characters works for a group of ship thieves. The "expert" is a plant to keep the characters focused on the hurricane problem (which is real). When the characters land at the site of the first buoy, a much larger starship will surface from The Deep. The "expert" will reveal himself and the characters will have to fight to keep their ship from being hijacked, stolen, and/or turned to scrap.

# 21 Plots: Planetside

## 16. Even Dave Knows.....

When the characters arrive at their next destination (a world with a downport), they note that the city is strangely quiet. There are people walking about the city, but no one is speaking. The locals will refuse to speak to the characters until they start to walk away from them. Then (and only then) the local will speak and say "Even Dave Knows". The locals will absolutely refuse to say anything else or even repeat the phrase.

Roll 1d6 and consult the chart.

1	It would seem this world has a superstitious culture in which they believe an evil demonic force (named "Dave") is watching them at all times on a certain day. Today happens to be the first day in a seven day long cultural event. It would seem that "Dave" can take any form thus the characters will be highly distrusted. The phrase is to be uttered at the end of an interaction both to ward off the demon and to assure the demon that the individual knows that he is always watching. The characters will be plagued by this and will have a very difficult time with going about their time here.
2	As 1, except the characters have arrived on the final day of the cultural event. The next day the planet is scheduled to erupt into a celebration called "Demonic Delights". The day is said to be a day long no holds barred party. However, the characters will soon find that the celebration will include activities which will go beyond the characters' moral boundaries (Referee's discretion.) In addition, the festival also entails a level of violence and prejudice against offworlders. Characters will be forced to navigate their way through this and survive unscathed both mentally and physically.
3	The characters will discover that this planet was once invaded by a rival world. The biggest hero in the defense of the planet was a man by the name of David Bell, or simply "Captain Dave". "Captain Dave" died defending the world, but his actions helped repel the invaders. The local populace shows their reverence for "Captain Dave" by remaining silent and only speaking the phrase in question. However, they also choose this day to show their intense hatred of offworlders. Characters must remain on guard for possible attack by crowds of angry xenophobes.
4	As 3, except that an anti-government faction has discovered evidence that most of the stories about "Captain Dave" have been fabricated. They intend to use these facts as the beginning of massive uprisings against the current regime. The characters will not only have a xenophobic crowd, but now two crowds fighting both each other and the characters (and any other offworlders as well).
5	The phrase refers to the local city-state leader who is a ruthless dictator. To avoid any troubles with the all-seeing dictator, the populace has given to remaining silent in public. The phrase is a sign of resistance and anyone overheard saying this to the characters will find the security forces hauling them away. The characters will immediately be suspected of plotting against the dictator and will need to extricate themselves from legal difficulties.
6	As 5, but the phrase is a passcode as well. When the characters do not respond properly, the locals will feel the characters are with the government. As the revolution begins, the characters will be attacked as agents.

## 21 Plots: Planetside

### 17. What's The Matter? No bullets?

The characters arrive at a planet with a cargo of weapons and ammunition. The planet is renowned to be a place of relaxation and the characters could certainly use some. However, when they arrive, they find the government has changed since their last visit and both weapons and ammunition is illegal.

The characters must decide whether or not to go ahead with the delivery. Their contact on the world is a man called Matt Simpson.

Roll 1d6 and consult the chart.

1	During the character's absence from the planet, Simpson has gone from being a shady character to becoming the chief of the planet's security force. He will give the characters a fair price for the cargo. Simpson will ensure that the characters have a pleasant shore leave by offering to pay for any food and drink they might want.
2	As 1, except several of the local laws have changed. Any drink with alcohol in it is now also illegal. However, there are several locations which still serve it illegally. Characters will not be warned of this and any character exhibiting drunkenness will find him/herself in legal trouble. Simpson will do nothing to help them and will refuse to pay the bill they may have incurred.
3	As 1, except Simpson is now a local noble. He will attempt to ingratiate himself to the characters by offering them a variety of items which are now illegal on the planet (Referee's discretion). Before the characters can leave, a counter-revolution will have started to overthrow the new government and Simpson's home will be a target.
4	As 1, except the change in laws has allowed Simpson to become a powerful crime boss. He will attempt to enlist the characters in an attack on a rival crime boss. However, before the characters can accept or refuse, Simpson's home is attacked by the other crime boss.
5	As 1, except Simpson has become the leader of the counter-revolution as opposed to the security chief. The characters will be met at the port by Simpson's compatriots and will be instantly attacked at the starport by security forces. The characters will be asked to aid the revolution by joining an attack on the palace of the recently installed dictator.
6	As 5, except Simpson is both the leader of the revolution and the security chief. The attack at the port is an attempt to get the weapons without paying for them. If the characters survive the attack, they will be asked to join the revolution. However, Simpson will double-cross them as soon as the palace attack is over. If the attack fails, Simpson will blame the "foreign imperialists" and attempt to arrest them. If it succeeds, he will say they were working for the past government and arrest them. In any case, Simpson will take all of the credit for any success and none of the blame for any failure.

## 21 Plots: Planetside

### 18. Midnight City

The characters, upon unloading their cargo at Vasynov, are approached by an old friend of one of the characters from one of their past careers, Chloe Stone. Chloe claims to have possessed an alien artifact from Tal'Kalares. However, it was recently stolen from her and she believes the responsible parties are a gang of thieves living in the lower underground levels of the city of Grosheva.

The artifact is a cylinder which is 2.54 centimeters (1 inch) in diameter and 1 meter long (3 feet). Chloe is unsure what it does, but she claims the ADF people who found it were quite afraid of it. She will pay the characters 25,000 credits to recover the item.

Roll 1d6 and consult the chart.

1	Shortly after leaving Chloe (whether they accept the job or not), the city is shaken by a massive shudder. It is unlike anything which has happened here since the colonization, but the tremor is natural in origin. Several tunnels collapse and the characters must find a way to get themselves, Chloe, and anyone else they choose to help to safety. Most of the people who live in the lowest levels do not survive the collapse. Chloe assumes the artifact did not either, but is thankful for the assistance.
2	As 1, except the tremor was caused by a blast engineered by a group wishing to overthrow the Vasynov government. The rebels will attack anyone attempting to leave the city.
3	The characters investigate and discover that a local crime leader, Dagri Mironov, has the artifact. He is a personal friend of the Grosheva Controller and thus has escaped justice. He believes the artifact is a weapon he can use against a rival crime boss from the Baranova crime family. He will ask the characters to help him carry out a raid against the Baranova Family, and if they do, he will sell them the artifact for 10,000 credits. Otherwise, he will not relinquish the artifact. During the raid on the Baranovas, he will use it against them and discover it is alien in origin, but is a simple piece of conduit. He will give it to the characters for free.
4	As 3, except the artifact is a weapon. However, it is no more powerful than a laser rifle. He will sell for 10,000, but can be talked down to 5,000.
5	As 3, except the artifact causes the effects of #1 during the raid. The characters will now have to escape both the Baranovas and the disaster.
6	As 2, except the blast was the result of the rebels using Chloe's artifact. It opened a portal to an alternate universe and a group of insectoid creatures pour out of the portal. They consume all organic material in their path. The characters (and the criminals and other residents) must fight their way out of the city.

# 21 Plots: Planetside

## 19. A Night At Brookhaven

The characters have arrived on a backwater planet with a cargo for a wealthy eccentric that can be best described as "sensitive". The buyer, Norville Kasem, insists on meeting the characters at a remote manor house called Brookhaven.

Looking into planetary lore will reveal that most of the locals believe the place to be haunted. If asked, locals will reveal that many years ago, a great many people died within the walls that surround the manor of a plague. Most who have been there can also give a personal experience with some sort of spooky behavior at or near the home.

Air travel is prohibited by the local government, so the characters will have to travel for many hours by ground vehicle to arrive at the remote location. When they arrive, they will find no one to meet them and the sun is setting.

Roll 1d6 and consult the chart.

1	Nothing substantive happens during the overnight stay. However, this is a perfect time for the Referee to have some fun with the players. Creating a scary situation with lots of bumps in the night, creaking floors, squeaking doors, accidental holographic projections and the like scaring the characters. Shortly after sunrise, Kasem will arrive and offer 10% extra for the cargo due to his tardiness.
2	As 1, except a fog will begin forming near the manor house. The fog has a minor hallucinogen in it and anyone breathing in the fog will begin to see odd things. This is the actual explanation of the "haunting" and the Referee is encouraged to keep this truth from the characters for as long as possible.
3	As 2, except some of the sounds within the house turn out to be real. Not ghosts, but rather a group of ghost hunters who are recording/filming/holocapturing the experience. This can become a problem as Kasem chose the location so no one would know about the cargo or his purchase of it. The characters will have to find a way to deal with the ghost hunters before Kasem arrives.
4	As 3, except the ghost hunters are not who they seem. They are, in fact, members of local law enforcement. They will act like crazy teenagers chasing ghosts until Kasem arrives. Then they will attempt to arrest both the characters and Kasem.
5	As 4, except they are actually Kasem's rivals. They will attempt to gain the characters' trust and try to kill them one by one. If this fails, they will attempt to kill the characters and ambush Kasem.
6	As 2, except there are real noises coming from the basement. It would seem that Kasem and the characters are not the only ones who have chosen to make this the location of their meet. The people in the basement are hardcore smugglers who will be more than willing to use violence to protect their stash.



# 21 Plots: Planetside

## 20. Sweep The Leg

*(Note: This entry is intended to be used as a follow-up to "Two Gentlemen" which appears in 21 Plots Too)*

While at a downport, the characters are approached by two gentlemen. They seem out of place from their surroundings. They are quite eccentric and seem endlessly wealthy.

The men approach the characters and ask them to steal something for them. Specifically, they want the characters to steal a statue which they claim was stolen from them by a man named Larry "The Legend" Barrett (though, they call him "The Leg").

Barrett is a wealthy man who lives in a well-protected home. The two men will describe the statue only vaguely ("Looks a bit like a fish. Bluish. One of a kind. Can't miss it!"). However, they are willing to pay the characters 100,000 credits for its return.

Roll 1d6 and consult the chart.

1	Stealing the statue is a difficult prospect. However, security is not as tight as it seems. If the characters are able to succeed, the two gentlemen will pay them the promised money.
2	As 1, except when they arrive at Barrett's home, they will discover that he has hundreds of statues of blue fish. The one the two gentlemen want has a yellow stripe across the bottom, but they never specify this. Only if the characters manage to find the correct statue, the two men will pay them.
3	As 2, except security is very tight. The characters will have a very limited time frame in which to determine which statue is the correct statue.
4	As 3, except when they break into the home, the characters will discover there is no statue matching anything close to the vague description given by the men. In fact, the two men were running a check of Barrett's security system for him and using the characters as guinea pigs. The two men will laugh and offer them 50,000 credits for their time.
5	As 4, except the two men are using the characters to cover for their own theft of the statue. The statue has been Barrett's from the beginning and the gentlemen are using the characters as decoys. The gentlemen will quickly flee the system.
6	As 3, except the two gentlemen will, upon receipt of the statue from the characters, pull out weapons. Other men will quickly surround the characters. The two men will inform the characters that they will not pay and "the wages of sin is death". They will fire their weapons at the characters only to have flags come out of the guns which say "BANG!". The gentlemen will laugh and pay the characters 150,000 instead for providing the big laugh at the end.

# 21 Plots: Planetside

## 21. Ishtar And The Setting Sun

While at a starport, the characters encounter four beautiful women. The women seem very interested in the characters (both male and female) and will be quite willing to spend time with them over the course of the evening.

The next morning, the women will inform the characters that they must return to their convent. They will request that the characters accompany them or give them a ride to the convent. The convent, they say, will cover any travel expenses and pay them for their time.

Roll 1d6 and consult the chart.

1	All is as presented and the convent is more than happy to pay the characters for reasonable travel expenses and add 20% for the effort. The convent is dedicated to a local goddess of fertility and the characters will be well-fed from the bounty of the local harvest.
2	As 1, except all of the male characters will be dosed with a neurotoxin in their food and the female characters attacked. Fortunately, the toxin is slow acting, but the male characters will be heavily impaired.
3	During the trip back to the convent, the women will explain that they are to be the sacrifice to their goddess this evening. They were allowed one day to "enjoy the world" and now must return to be killed. They are adamant that they are perfectly willing to give themselves for the cause. However, after the women leave the vehicle, the characters will see a note left by one of the women that says "Help Me".
4	As 3, except the entire thing is a falsehood. The characters are being conned by the women and if they mount a rescue, will discover the women and several compatriots lying in wait for them. If the characters are defeated, the women and their friends will steal all of their possessions (including, possibly, their ship).
5	Two of the women they have met are agents of local law enforcement who have infiltrated the convent. They have mistaken one of the characters for another law enforcement agent. They will expect help in freeing the women trapped in the convent.
6	As 5, except the women are not members of law enforcement but of a rival religion. Both they and the members of the convent will believe that the characters are members of the rival religion. The characters will be forced to confront a convent of angry zealots.

# 21 Plots: Planetside

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