

21 Plots

EXPANSION



TRAVELLER

Compatible Product

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

21 Plots

A Sourcebook

From Gypsy Knights Games

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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.

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.

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. In addition, several of the plots make reference to other Gypsy Knights Games' material. These plots reference worlds, corporations and technology referenced in our four subsector sourcebooks, **21 Organizations**, and **The Hub Federation**. Of course, while we would encourage you to look into our other products, the plots can be easily 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. *Need A Ride*

As they are leaving the starport, a man approaches the character party and asks if they are taking passengers. It seems he wishes to buy passage for his young son to the next system. He has family there and believes his son will have a better life there than here. He is willing to pay 10% over the normal cost of the passage.

Roll 1d6 and consult the chart.

- 1 All is as it seems. The father simply believes his son will enjoy better opportunities in the next system. The child is somewhat precocious but is not too much of a troublemaker. He will bond, if possible, to one of the characters. When the characters arrive in the next system, they will discover an anxious family awaiting their arrival. If the child bonded to one of the characters, they may add the child as a local contact.
- 2 All is as it seems, but the boy's uncle in the next system will be unwilling to take the boy in. The characters will be faced with the choice of simply allowing the child to operate on the streets or placing him in some sort of orphanage.
- 3 As 1, except the boy's uncle will be so pleased to see the boy, he will pay an extra 10% in gratitude to the characters for seeing the boy safely there. However, the child is not pleased to see the uncle and will attempt to stay with the characters. The characters must attempt to get the child to stay with the uncle, who seems to be a caring person.
- 4 The man is the boy's father, but it is not simply for increased economic opportunity that he is sending him away. The boy is a delinquent and a problem child and the father hopes his brother, a disciplinarian, can put the child on the straight and narrow. The child will be a menace to the characters forcing them to deal with him and his antics during the voyage.
- 5 The man is the boy's father, but it is not simply for increased opportunity that he is sending the boy away. The boy is a witness to a crime committed by a local crime boss and the father is afraid to go to law enforcement. The father is hoping the boy can escape scrutiny by leaving the system. 1d6+3 goons will be hunting for the boy at their destination with plans to take him back to the crime boss.
- 6 The man is not the boy's father. The man is simply transferring his slave to another slaveholder. Since this is illegal, both the man sending the boy and the man picking up the boy are posing as family members. The boy will be sullen and sad, but afraid to tell the truth. Compassionate characters might be able to get the true story from him... and hopefully do something about the situation.

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2. *Uncanny Resemblance*

Upon arrival at the starport of their next destination, the characters note that one of their party is being scrutinized heavily by the locals. Everywhere they go, people stop and stare with wide-eyed wonder. After a while, it is discovered that one of the crew bears an uncanny resemblance to a strong willed former dictator.

Roll 1d6 and consult the chart.

- 1 It is a remarkable resemblance and many people will comment upon it, but the dictator is known to be deceased. It will simply cause the character some small level of notoriety. Most will make jokes and some will hurl insults, but it seems to be good-natured fun.
- 2 As 1, except not only does the character gain notoriety, but also a level of fame. People who sided with the former dictator begin buying the character drinks and asking to have holophotos taken of them with the lookalike character. Those who liked the former dictator will have the character posing with babies and making wild gestures with his/her hands. Unfortunately for the character, there will also be those who hated the former ruler. These haters will be truly vindictive and while some will hurl insults, others will hurl objects.
- 3 As 2, except the current government takes a direct interest. Many within the current government will become convinced that the character could be someone siding with the deceased dictator or even a clone. They will place the character and the rest of the crew under surveillance and anything which requires local government assistance will run into delays.
- 4 As 2, except that the dictator was a brutal monster and was deposed violently. There will be no one who is pleased to see the character and what they feel he/she represents. The local populace will show true hatred for the character, despite the fact that he/she is not really the former ruler. This could take the form of physical violence or even weapons fire against the character. Anyone dealing with the character or anyone seen with the character will face problems. Any contacts the characters have locally will abandon them.
- 5 As 1, except that the real former dictator truly is in hiding. The character will be hailed as the returning ruler. Supporters among the people will begin to flock to him. Enemies will begin to mass.
- 6 As 5, except the opposition party leaders want the character to stand in for the former dictator until he can return. They will reward the character handsomely for taking the place of their beloved leader. Unfortunately, this also comes with risks of being found out to be a liar and, of course, being assassinated by the government which put the real dictator in exile.

3. *Boom! Winning!*

While lounging in a starport at their newest destination, the characters are approached by a man who seems to be somewhat paranoid. It would seem that this man is Carlos Estefan, a local celebrity. Estefan says he knows the characters are offworlders and could perhaps provide him with assistance.

Estefan asks them to be part of his security team. It seems he no longer trusts locals, as he feels they are all traitors to his “cause”. He offers a substantial sum to cover employment for two weeks.

Roll 1d6 and consult the chart.

- 1 Estefan is an interesting sort, but a bit paranoid. He has no enemies and, in fact, few people seem interested in him. It is two weeks of easy living for the characters as Estefan insists on not only paying them but providing them with high quality food and drinks. The hardest part of the job for the characters will be for nursing Estefan through his bouts of depression. It should become quickly obvious to the characters that Estefan did not hire them as bodyguards but rather as friends. If the characters are kind or understanding with Estefan, the Referee should give them Estefan as a contact.
- 2 Estefan is correct: People are out to get him. However, it is just a small and dedicated group of admirers (2d6+1 per day) seeking autographs and other memorabilia. They are annoying but harmless.
- 3 As 2, except one is a dedicated fan willing to stop at nothing to get what he or she wants. This person is a dangerous and driven individual and the characters will have to stop him or her.
- 4 Estefan is a bit of a party animal. Not only will the characters have to protect the celebrity from his throngs of admirers, but also from himself. Estefan goes to several parties during the time the characters are with him and drinks heavily. The characters will have to keep Estefan from hurting himself as he stumbles about the city or starport.
- 5 As 4, except it is much more intense. Estefan is a sex crazed, drug fueled maniac. Not only will the characters have to protect Estefan from his throngs of admirers, but also the admirers from the celebrity himself. Estefan creates a path of destruction in his wake and the characters will have to deal with drugged up lovers, destroyed homes and hotel rooms, overdoses, and that Estefan enjoys driving a small grav vehicle at high speed through his home.
- 6 As 5, except one of the things in the path of destruction is the death of one of the admirers. The characters will be paid more and asked to keep this a secret and will have to determine if their morals override their sense of profit.

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4. *Daddy's Boy*

The characters are approached by a wealthy patron, Armand Zevon, whose son, Guy, has gotten into trouble on a world with a high law level and a corrupt government. The man has attempted to gain his son's release through legal channels, but all has failed.

The patron will pay 25,000 Cr for the retrieval of his son if the characters can return Guy alive and well. In addition, he will provide 10,000 Cr for the characters to use for bribery purposes. The characters may keep whatever remains unused from the bribery fund.

Roll 1d6 and consult the chart.

- 1 The local government is little more than a group of kidnapers and thugs. Guy Zevon was simply a tourist who showed off too much of his wealth on an impoverished world. The government officials will take a bribe of as little as 5000 Cr to allow the son's release.
- 2 As 1, except the minimum bribe is the full 10,000.
- 3 As 1, except the minimum bribe is actually 12,000. Hopefully, the characters will have enough to make up the difference. If they do not, the local government will simply kill Guy as a demonstration of their seriousness.
- 4 As 2, except Guy has come to see how repressive the local government is. Once Guy learns that the characters are there to give money to the government, he will refuse to allow the government to be funded by his release. The characters must either convince him or find an alternate solution.
- 5 As 1, except the son is not simply a tourist. He is a student activist at his university and has taken on the cause of a group of rebels against the government. The minimum bribe is 20,000 credits. However, the rebels will be willing to aid the characters in breaking the son out of the prison if they so desire. The characters will gain 2d6+2 armed rebels to aid them.
- 6 As 4 and 5, except the rebels are unwilling to help the son of a wealthy capitalist. The characters will have to come up with the 20,000 credits, break him out on their own, or come up with another solution.

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5. *The Evil Corporation*

While relaxing at a starport, the characters are approached by a man, Kosta Gunnerson, who is seeking help. It would seem that Gunnerson has angered a local corporation, Egata Mining.

Roll 1d6 and consult the chart.

- 1 Gunnerson simply wants passage out of the system. He is willing to pay the going rate +10% for a quick exit from the system and is willing to go anywhere the characters are already going, provided it features no stops in an asteroid belt. Gunnerson has eluded Egata's security but he is unaware of this. He will react with paranoia at any time he sees someone in a green shirt, as this is the official company color of Egata.
- 2 As 1, except he's really desperate and Gunnerson is willing to pay 20% over the going rate. He is jumpy and, as the characters quickly discover, armed and unfamiliar with weapons use. Gunnerson will discharge his weapon at the most inopportune time causing more trouble for the characters.
- 3 As 1, except no matter how fast they move, Egata's agents are already tailing him. There are 1d6 corporate agents and they are armed and armored to the fullest extent allowed by the local law level. They will attempt to capture Gunnerson alive but have no qualms about killing the characters to do so. The character party will have to decide how best to protect him.
- 4 As 2, except the reason Gunnerson is so desperate is because not only did he make the corporation angry, he is also carrying information damaging to them. Egata's agents have lost him for now, but have sent messages to all of their mining colonies to be on the lookout for him and the characters. The characters can count on Egata continuing to hold a grudge, even after they have parted ways with Gunnerson.
- 5 As 4, except it is not information, it's a prototype of a new industrial robot. It is large, unwieldy and bulky and will slow down the characters and their patron in their desire to leave.
- 6 As 4, except the corporate agents have not lost him. As soon as the characters make an agreement, the agents will get the drop on them. There are 1d6+1 agents armed and armored to the fullest extent allowed by the local law level.

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6. *Disaster!*

The characters have stopped at a system whose mainworld is a planetoid belt. The starport is a hollowed out asteroid in which they have to park their ship. During their stay there, a disaster strikes. Terrorists, claiming to be working with Solar Purity, have destroyed the fusion plants running the atmosphere recycling. Panic sets in as thousands begin trying to get to ships to escape with a lack of light and the air growing stale.

Roll 1d6 and consult the chart.

- 1 The damage is repairable. The characters end up stuck in the midst of the crisis though. They will encounter panicked crowds and injured people. This could be an excellent time for characters to help others by trying to institute calm, helping with repairs, or tending to wounded.
- 2 As 1, except they also have to deal with 2d6 unarmed looters who have decided now is the time to strike. These looters will go after anything of value, including items of equipment carried by the characters.
- 3 As 2, except 1d6 of the looters are armed.
- 4 As 3, except it is all of the looters who are armed.
- 5 As 1, except the terrorists are still on the starport. They are armed beyond the limitations of the local law level and wish to add to the death toll by randomly shooting civilians. The characters will encounter 1d6+2 of them.
- 6 As 1, except the damage is irreparable. The characters will not be allowed to leave the port until they have taken on a large number of refugees. They will be compensated upon arrival at the destination (another world in system or the next system).

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7. *Refugees!*

The character party is forced to take on refugees after a disaster strikes the world where they have stopped. The government will not allow them to leave without taking the refugees to the next system. The government promises compensation upon the characters' arrival at the next system.

Roll 1d6 and consult the chart.

- 1 The government is true to their word. The compensation is two "free fuel" certificates that may be used on the destination world. The refugees, while frightened and troubled, are also well-behaved on the trip. One of them, Theresa Bolat, is a wealthy woman who will pay the characters 5000 credits as thanks. The Referee may also make Bolat a contact for the characters.
- 2 As 1, except the compensation from the local government is 500 Cr per person who has been saved. Bolat is aboard as well and acts as she does in 1.
- 3 As 2, except the compensation from the local government is 1000 Cr per person. On the other hand, Bolat is not a thankful woman as she is portrayed in 1, but is nearly intolerable in her demands on the crew and other passengers. Bolat will demand better treatment due to her wealth and status and will attempt to browbeat the characters and other refugees.
- 4 As 3, except the compensation from the local government is the full cost for a middle passage per person. In addition to the situation with Bolat as described in 3, there is another passenger, Tekin Carlsen, who suddenly becomes overcome with claustrophobia and paranoia. Carlsen came aboard the vessel armed and if the characters did not scan or frisk him, he still is. He will begin causing problems as he rants, raves, and then begins waving a slug pistol.
- 5 The situation goes as 4, except the government bureaucracy is extremely slow about producing payment. It would seem they promised more to the rescuers as a whole than their economy will allow them to pay. If the characters are among the first to apply, they have better odds of being paid. However, at best, it will be 4d6+5 days before payment will be received.
- 6 The voyage goes as described in 4, however, the government is not true to their word. Indeed, the local government had no intention to ever pay. Upon arrival, the characters will receive appreciation and that is all.

8. *Divorce Is Forever*

A woman, Diana Lawson, approaches the character party and is seeking transit to a world two jumps away to rendezvous with a new lover. She is dressed casually, but the clothes are expensive. She offers the group 20% over the going rate for passage. A minimum of research will reveal that she is recently divorced from a member of local nobility.

Roll 1d6 and consult the chart.

- 1 Lawson seems to fear some sort of repercussions from her ex-husband's family, but her fears are unfounded. She is a kind person, retains her noble rank and the characters gain her as a wealthy and somewhat influential contact.
- 2 As 1, except she has lost her noble rank. The characters still gain her as a contact, but she is less wealthy and less influential. However, Lawson is still a kind and caring individual who will be happy to aid the characters in the future.
- 3 As 2, except she is now neither wealthy nor influential. Lawson barely has enough money to pay the passage. She is intensely embarrassed about this and offers to help out the characters aboard ship in any way she can. If the characters find a task for her to perform that is not too menial, she will feel she has earned her voyage and the characters will still gain her as a contact. However, if they find her nothing or find something far too menial, she will become angry, pout, and do little work. The characters may gain her as an enemy.
- 4 As 1, except she is far from being a kind person. Lawson is a spoiled brat and will make time aboard ship a living hell for the crew. As soon as it becomes too costly or the ship is unable to return to the starport, Lawson will change from being kind and innocent to being haughty and difficult. She will attempt to not pay the characters the promised amount and will find some minor flaw in the character's ship, service, or treatment of her to use an excuse.
- 5 As 1, except she is constantly followed by the media. She will regularly be followed by reporters and holographers wanting interviews and holos. The characters will have to protect her from this if at all possible.
- 6 As 1, except her fears are real. The local nobility have agents following her every move. The agents are determined to sabotage any attempt she makes at relaxation. While the agents have not been asked to harm her, they have no such compunction regarding the characters. The agents will be armored to fullest extent allowed by local law, however they will be armed somewhat better than local law will allow. There will be 2d6 agents at the port and an armed merchant vessel will pursue them to the destination, as the agents know about Lawson's lover.

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9. *Dirty Tricks*

A local political opposition group is looking for offworlders to make up part of a crowd to protest a local politician, Hideo Bryzka, who is running for re-election. The opposition group will pay 100 Credits per person to any of the characters willing to accept. Bryzka is making a speech at a local park and the protest will take place there.

Roll 1d6 and consult the chart.

- 1 The characters are given some anti-incumbent signs to carry and a few slogans to shout. They are required to spend a few hours at the rally. It goes smoothly and, in the end, they can collect their credits.
- 2 As 1, except that the political group attempts to escape paying them. The leader of the group will not only attempt to not pay, but berate the characters for asking for monetary gain for supporting "their just cause".
- 3 As 1, except the characters become involved in a minor skirmish with members of a political group opposing the position taken by their patrons. Pro-Bryzka slogans will be shouted at the characters. Some fisticuffs may ensue, but mostly it is a lot of competing sign waving and screaming.
- 4 As 3, except it becomes a major skirmish. Someone leading the pro-Bryzka group will incite his followers to attack the anti-Bryzka group containing the characters. This quickly escalates to a major brawl with fists, claws, rocks, signs and bottles being used as weapons.
- 5 As 4, except soon the pro-Bryzka forces are joined by local law enforcement who are armed and armored above that allowed to the local citizenry. The local enforcement will first use shields to press the forces apart and then begin pushing back the group containing the characters. Resistance will meet with attacks by stunners and clubs and possibly arrests.
- 6 As 3, except during the speech, Bryzka is assassinated. Local law enforcement will consider the characters suspects as they are both offworlders and protesters. The characters will have to prove their innocence.

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10. *Search and Rescue*

While on Hendershot in the Cascadia subsector, the characters are approached by a couple, Remigio and Beata Massenbach who want to hire the characters to look for their missing children, Ozaki and Erkin. The two children have gone missing on Gutierrez, a planet in the same system. It seems that they were involved in an intercity shuttle accident in the mountainous region between cities. While the local authorities have found the wreckage, there was no sign of the children. The local authorities have given up their search and thus the parents wish to hire outsiders. The parents are willing to pay 5000 credits for the expedition.

The characters will be required to provide their own survival equipment.

Roll 1d6 and consult the chart.

- 1 Sadly, the children were killed in the crash. Their bodies were mangled beyond visual recognition, but the Gutierrez crash investigators are positive the bodies are theirs. Although the local authorities have told the parents this, in their grief they cannot accept it. If the characters attempt to tell the Massenbachs this, they will react violently against the characters. The Massenbachs will insist the characters go into the mountains to search for the children and if the characters refuse, they will gain the Massenbachs as enemies. If the characters do go, they will discover nothing and the Massenbachs will refuse to pay. It will be a Very Difficult task to convince the Massenbachs to relent, but they will only do so if the characters attempt the search.
- 2 As 1, except the local government is hiding some information connected to the crash. If the characters examine the crash site, they have a chance to discover that it might have been an attack rather than an accident. It would seem that dignitary from the Hendershot government was on board the shuttle. The attack was initiated by a group of Gutierran rebels intent on winning independence from Hendershot.
- 3 As 2, except the Massenbachs are not who they claim to be. They are independent reporters investigating the true cause of the crash.
- 4 As 1, except the parents are correct in their belief that the children survived the crash. Ozaki and Erkin are wandering around the mountains trying to survive. The characters must brave the elements and try to locate them.
- 5 As 4, except only Ozaki survives. Erkin also escaped but died from injuries sustained from the crash.
- 6 As 4, except the children were kidnapped by the rebels who shot down the shuttle. It seems the rebels were attempting to recover something on board the shuttle and are now holding the children hostage. They contact the parents for ransom after the parents contact the characters.

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11. *Distress Call*

While traveling through the outer reaches of a system, the characters receive a distress call from *MV Ellis Tobias*. *Tobias* is a *Rucker*-class merchant vessel whose transponder states that it is owned by Diamond Enterprises.

Roll 1d6 and consult the chart.

- 1 *MV Ellis Tobias* reports that it is having engineering problems. *Tobias*' owner, Kayla Lawrence, will be thankful for any assistance the characters can provide. *Tobias*' lone engineer was injured in the accident and will require medical assistance as soon as possible. If the characters can help, the party will gain Lawrence as a contact.
- 2 Same as 1, except Lawrence also insists on paying the characters' fuel bill for this system. She will speak highly of them to Diamond Enterprises and the characters may gain the company as a contact.
- 3 *MV Ellis Tobias* is having the same problems, however it was no accident. *MV Ellis Tobias* was attacked by a pirate vessel. The pirates are also in a *Rucker*-class ship which is armed with lasers and missiles. The pirates will attack the characters' ship as soon as they attempt to help *Ellis Tobias*.
- 4 Same as 3, except *MV Ellis Tobias* was attacked by an Egata Mining Corporation ship. It would seem the rivalry between Diamond Enterprises and Egata has heated up again. The Egata ship is an armed *Rucker*-class vessel and will attack the characters' ship when they attempt to aid *Ellis Tobias*.
- 5 As 4, except there are two Egata vessels.
- 6 The vessel is not *MV Ellis Tobias* at all, but a pirate vessel with a false transponder installed. When the characters' ship moves in to aid the vessel, the pirates will attack. The pirates' ship is an armed *Rucker*-class ship.

12. *Bucket List*

The group is approached by an elderly man, Pedro Kuliniac, who wishes to be taken to a system one jump away. It seems he has always wanted to see one of the gas giants in that system, reputed to be a beautiful sight, and he never has. Local doctors have told Kuliniac that he has only a short time to live and he wants to see the ringed gas giant with his own eyes before he passes away. He will pay, up front, the going rate for a middle passage +10% for both himself and his personal nurse, Rina Palasin.

Roll 1d6 and consult the chart.

- 1 All is as it is presented to the characters. Kuliniac is quiet and reserved. He is quite thankful to the crew and both he and his nurse cause little trouble during the voyage. When they reach the gas giant, he stands silently at an observation point for two hours and then asks to be returned home. Kuliniac passes away on the return trip.
- 2 As 1, except Kuliniac is moved to the point of tears and offers the characters an extra 10% in exchange for the emotional experience. Kuliniac dies on the return trip, but Palasin can now be considered a local contact for the characters.
- 3 As 1, except Kuliniac is overcome with emotion and dies while standing there observing the gas giant. The characters will need to return Palasin and Kuliniac's body to the origin world.
- 4 As 1, except Kuliniac is in need of constant attention from the crew. Though he is a pleasant man and quite good-natured, he instantly begins telling the character long stories which ramble from one topic to another. While it may cause problems, Kuliniac means well and the truth is that he is simply sad and lonely. Kuliniac will live through the journey and the characters may later learn of his death.
- 5 As 1, except Kuliniac is a cantankerous old curmudgeon. He complains constantly and is a drain on anyone who deals with him. He will hurl insults at the characters and constantly complain about their methods. However, when he gets to the gas giant, he will treat it with reverent awe. Following this, he will be genuinely thankful to the crew and be embarrassed by his earlier display. He will live through the journey and the characters may learn of his death a few weeks later.
- 6 As 1, except Kuliniac dies during the jump to the system. He never makes it to see the gas giant. The characters should then be pressed by the Referee as to what they wish to do with the passage fee Kuliniac paid. Upon speaking with her, they find that Palasin will be destitute without Kuliniac as her patient. If they can find her a job or aid her in some way, she can become a local contact.

13. *The Statue*

The characters are asked by a woman, Stefania Kara, to transport a small statue to a world that is located four parsecs away. The statue is a small (2 feet tall (60 centimeters)) representation of a beautiful nude woman. Kara offers to pay the characters the going rate for freight + 20% if they will deliver the statue directly to a woman named Erika Vartok. Kara insists that the statue must go to Vartok and be delivered to her personally.

Roll 1d6 and consult the chart.

- 1 The statue is simply cheap décor. Erika Vartok is Stefania Kara's sister and the statue belonged to their mother who has recently died. The statue has no intrinsic worth except sentimental value. Vartok is somewhat difficult to locate and the Referee is encouraged to throw minor obstacles which fit the local world such as transit strikes, high costs of transportations, and offers by locals to purchase the statue.
- 2 As 1, except Erika Vartok is so pleased to see this possession of her dead mother that she will offer a further 10% to the price.
- 3 The statue is a representation of a regional deity. Both Stefania Kara and Erika Vartok are priestesses of this deity. Kara has asked the characters to transport the statue as part of a transfer of religious artifacts from one temple to another. When the characters arrive on the destination world, many who see the statue in the care of the characters will be in awe of them. The characters will be offered free meals and treated as if they are messengers of the deity.
- 4 As 3, except the worship of this deity is outlawed on this world. While some will react as noted in 3, others will react violently. The local government may harass or arrest the characters for possessing the statue.
- 5 The statue's nudity is considered risqué by the locals at the destination world. According to the whim of the Referee, this can be anything from highly illegal to simply embarrassing for the characters. Erika Vartok is simply a collector of such art and will be extremely pleased to add it to her collection of similar statues.
- 6 The statue has a hidden compartment which is filled with a substance illegal on the destination world. The substance may be found by starport law enforcement or by the characters during an inspection.

14. *Gone to Market*

While on an agricultural world, the characters are hired by local farmer Manas Sallust to haul a load of produce from this world to a high population world four parsecs away. Sallust wishes to accompany the produce and then be returned to the origin world. Sallust is willing to pay the standard shipping rate for thirty tons of produce as well as the cost for a middle passage for himself.

Roll 1d6 and consult the chart.

- 1 All is as it seems. Sallust takes his crop to market and the characters make a tidy profit. Sallust is a friendly and outgoing man. Female characters may get to experience Sallust's attempts at charm which, while well intentioned and polite, are often somewhat ham-handed.
- 2 As 1, except Sallust makes a much larger profit from the trip than he expected. If the characters have been friendly and helpful to him, he will decide to share some of this bounty with the characters.
- 3 As 1, except some of the produce is rotten or has gone rotten during the journey. Sallust is immediately distraught when he discovers this. His family needs the profit from this run to keep their home. Sallust will plead with the characters to try to lower the shipping cost or the middle passage in an effort to keep the loss at a minimum. If the characters help Sallust, they can gain him as a contact. If they refuse, they gain Sallust as an enemy.
- 4 As 3, except Sallust is armed and desperate. His family and their home are on the line and Sallust is devastated and sees no other option except violence. He will attack the characters and demand some of his freight costs or passage costs returned. If Sallust has had his weapon removed from his person, he will attempt to locate one or use a makeshift weapon such as a bottle or chair.
- 5 All is as it seems with Sallust; however a rival farmer, Jeoung Konarski, sees an opportunity to strike at the farmer by sabotaging the crop. The entire crop is bad by the time the characters reach the destination. The farmer will be devastated, as in 3, and will ask for the entire shipping fee to be returned. By the time the characters return to the origin world, Sallust will be angry rather than sad. His rage will be focused on seeking revenge against Konarski. If the characters did not return any portion of his passage or shipping, he will be dismissive of them and speak little. If they did return any portion of the costs, he will include them in plans to attack Konarski. The characters must decide to help him or try to stop him.
- 6 As 5, except the rival farmer is a small corporation. Instead of sabotaging the crop, the small corporation has hired 2d6+2 local ruffians to attack the characters and Sallust when he arrives at the destination world. The ruffians will be armed and armored to the maximum allowed by local law.

15. *The Recovery Job*

The characters are approached by Jakob Trasker, who tells them he represents Sorenson Metals, a small mining company in the Franklin Subsector. Sorenson recently lost their lease to mine in Moirai, an asteroid belt in the Nyx system. The system government gave them permission to continue warehousing some of the ore they had previously mined until it could be shipped away. They left one armed merchant vessel, *MV Sarah Sorenson*, to guard the warehouse.

However, when the last ore carrier arrived to pick up the cargo, the ore was gone and so was *MV Sarah Sorenson*. The ship has great sentimental value for the company as well as the obvious monetary value. Trasker believes that one of the other mining companies (either Blaylock Mining Corporation or Egata Mining) stole the vessel and the ore. Trasker will pay 5,000 credits for information concerning the vessel's fate and 25,000 for recovery of the ship.

Roll 1d6 and consult the chart.

- 1 Searching the area near the asteroid with the warehousing facility located on it will be fruitless. However, a determined search in the entire belt will discover the remains of *MV Sorenson* scattered across an asteroid in the belt. Oddly, this asteroid is located in a part of the belt which is nowhere near the asteroid with the warehouse facility. Detailed analysis of the wreckage will show that the ship exploded rather than simply crashing. Unfortunately, this only raises more questions, though Trasker will assume that one of the other corporations were responsible. If the characters learn all of this information, Trasker will be impressed and give them 10,000 credits for their trouble.
- 2 *MV Sorenson* is not in Moirai, but is in the system. System control logs will show that the ship is currently in Erinyes (a nearby asteroid belt). Erinyes is currently being leased by Egata Mining. The ship is well-guarded and has a full crew on board. The ship will leave Erinyes, go to the main Nyx starport, and then leave the system. If the characters attempt to board the ship, they will be met by the ship's new crew of six. They are a talented shipboard crew but not combat oriented. The Sorenson crew was taken prisoner and released at the Nyx starport yesterday.
- 3 As 2, except, in addition to the regular crew, there is an additional six armed mercenaries on board the ship.
- 4 As 2, except the ship is being escorted by a vessel similar to *MV Sorenson* and armed with lasers and missiles.
- 5 *MV Sorenson* is not difficult to find. It is parked on the landing pad next to the warehouse facility. However, when the characters arrive at the ship, the interior has been stripped of most of its equipment, stores, and the crew's personal items. The walls of the ship are covered in graffiti stating that the ship was looted by a new pirate group calling themselves "The Sons of Drake". The characters will find that the fusion drive is left intact and rigged to explode within 10 minutes of an opened airlock. The characters can either attempt escape before the detonation or attempt to save the ship.
- 6 *MV Sorenson* is found intact near the warehouse asteroid. However, the crew has gone mad. When the characters arrive, the ship has only recently returned to normal space. The crew is crazed and will attack any stranger on sight, both with the ship's weapons and in person. The characters will be forced to subdue the crew.

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16. *Distress Call II*

While in the outer reaches of the system in which they have arrived, the characters receive a distress call. The distress call is coming from a Blue Star Lines cruise ship, *SS Abyssinia*, which was touring one of the outer gas giants.

Roll 1d6 and consult the chart.

- 1 *SS Abyssinia* has experienced catastrophic engineering failure and the immense gravity is pulling the ship into the gas giant. When the characters get there, the ship has ample time to be evacuated. However, there are a much larger number of passengers than the characters can take with them. Help is on the way, but many of the passengers are panicked and will need calming.
- 2 As 1, except the time is much less. While help is on the way, there is no way that all of the passengers will be saved before the liner goes to crush depth. Most of the passengers of the liner will not be able to get on board the characters' ship or the handful of other vessels rushing to the area. Decisions as to who the characters take with them will be forced upon them. While some of those who will have to be left behind do so with grace and nobility, others become violent and angry.
- 3 As 2, except *SS Abyssinia* is too far down for more than one rescue attempt and it will be up to the characters' ship to do it. By the time the other vessels arrive it will be too late. The moral decision will be that much more intense for the characters. Referees are encouraged to make sure that the players realize that each person left behind is a life cut short.
- 4 As 1, except the ship's engine failure was caused by a pirate (or other enemy) attack mounted from a *Rucker*-class ship. The ship that fired on the cruise ship will be in the process of boarding *SS Abyssinia* when the characters arrive. The characters will be forced to not only mount a rescue of the passengers but also stop the pirates from stealing their valuables.
- 5 As 4, except that two other armed *Rucker*-class ships are lying in wait for rescuing ships. The two pirate ships will attack the characters' ship and any other ship engaged in the rescue. If these pirates can defeat the characters' ship weaponry they will attempt to board the ships and take any cargo or valuables.
- 6 As 3, except the characters arrive at the scene too late to save anyone from being crushed in the gas giant. The characters will face a board of inquiry as to why their assistance arrived too late.

21 Plots

17. *Fight Club*

While on a starport (preferably in a bar), a local approaches one of the more sturdy characters in the group and asks them if they would like to earn some extra credits. It seems he is in charge of a local fighting ring and thinks the character stands a good chance of winning. It costs 500 credits to enter. Losers get nothing but bruises. Winners get 1500 credits.

The character will have to fight three bouts over three days.

Roll 1d6 and consult the chart.

- 1 All is at it seems. The character and any other character who wishes to join may go to the fighting ring. It is being held in a back room of a local bar. Fighting is hand to hand and the opponents are quite tough. The Referee should make the first bout simple, the second an even one and further bouts more challenging.
- 2 As 1, except the first bout is evenly matched. The second and third are much more challenging.
- 3 As 1, except the first two bouts are challenging and the third is nearly hopeless.
- 4 The local is secretly a member of law enforcement. He was suspected of being law enforcement and was kicked out of the club. However, he now sees the character as “new talent” and “his ticket back to the inside”. When he arrives with the character, the club will wish to see some of the character’s talents before they allow him/her into the bout. As the character is showing his/her talents, the club will force the local (and any of the characters who attempt to help him) out of the clubhouse violently.
- 5 As 4, except the local is not law enforcement. He is a gambler who was kicked out of the club for not paying his debts. He is merely using the character to get back into the club’s good graces. The gambler will be allowed in with the character, but it will be made clear to both the gambler and the character that any winnings will have to cover the gambler’s 600 credit debt first.
- 6 The fight club is actually a recruiting device for a local criminal gang looking for toughs. If the character does well, he will then be approached for work by the crime boss.

18. *Mysterious Winnings*

After winning a large jewel in a game of chance the group heads back to their starship and once there notice that the jewel is starting to shift colors.

Roll 1d6 and consult the chart.

- 1 The jewel is an alien artifact that displays star configurations leading to some long forgotten world on one of its many facets.
- 2 Scans determine that the jewel is of synthetic manufacture and is actually some sort of focusing crystal for a weapon of some type...possibly a stolen military prototype?
- 3 The jewel in question is a rare crystal and not a jewel. It has been fashioned by a long dead alien artist with rare holograms that are displayed from the various facets when certain light wavelengths are passed through it. Certain "art collectors" are looking for it.
- 4 The jewel is a new type of focusing crystal developed by a small corporation. A rival corporation has "eliminated" the competition and is seeking the prototype to reverse engineer it. Unbeknownst to them, the device is somewhat flawed.
- 5 The jewel is actually a semi sentient alien life form that resembles a jewel when dormant. Contact with something on the characters has awakened the creature and it reacts from there.
- 6 The jewel contains a hidden message that the loser of the game was trying to give the characters. It tells of a dynastic struggle on a nearby world. One of the lords is currently trapped on another nearby world and needs help.

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19. *Ghost Station*

The characters are asked to take cargo and supplies to a nearby system where the main world is an airless rock. There is a small port where there is only a refueling and repair station. The entire population of this world is less than a thousand. When the characters arrive insystem, there is only an automated beacon but no human communication. It would seem that the station has been completely abandoned.

Roll 1d6 and consult the chart.

- 1 It turns out there was a fear of being hit by a rogue asteroid. The inhabitants were evacuated to another system. Unfortunately, an error has caused the automated message to incoming ships to fail. When the characters arrive at the port, they will find everything left stored properly. The information concerning the asteroid can be gleaned from the station's computers upon arrival. The characters should be encouraged to perhaps repair the automated message so others will not face the same reception.
- 2 As 1, except the inhabitants did not leave the system, but have simply moved to another of the orbiting iceballs in the system. They sent someone to repair the automated message, however, he has not yet reported in and the message is still not repaired. They will find that the repairman has died of natural causes as he was attempting to repair the message. Referees are encouraged to frighten character parties without medical expertise as the true cause of the repairman's death.
- 3 The station has been evacuated due to fear of an attack by a local group of pirates or a rival military power (whichever fits your campaign). The attack, however, has not come.
- 4 As 3, except the attack is coming. The attack will come as the characters are starting to leave. The pirates are using three armed merchant vessels.
- 5 As 4, except the attack comes shortly after the characters arrive and before they can refuel.
- 6 The station has been attacked by an unknown alien race. The race has abducted, eaten, or is using the station inhabitants as hosts for breeding in an underground passage (Referee's choice).

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20. *For Love*

The characters are approached by a local priest, Angelos Kaplan, who wishes to leave the system they are in and travel to a nearby system four parsecs away as soon as possible. Kaplan tells the characters that he is in love with a woman, Nyam Brucher, who lives on this other world, but his religion prevents him from having such a relationship. Kaplan is willing to pay double the normal cost for passage provided that the characters leave quickly.

Roll 1d6 and consult the chart.

- 1 All is as it appears. Kaplan has simply fallen in love with this woman and he intends to break the vows of celibacy. This sort of thing happens frequently. Though his church and religious friends and family will be disappointed, his fear of retribution from the church is unfounded. Of course, this will not stop Kaplan from being extremely paranoid and worried at all times when the ship is in port.
- 2 All is as it appears; however, a group of 3d6+1 priests dressed in their finest robes catch up to Kaplan and the characters before they leave. They try passionately to get him to stay and not leave his vows. Although they are loud in their attempts to persuade Kaplan, they are not violent. Referees are encouraged to keep the characters on edge concerning the intention of these priests.
- 3 As 2, except the priests are violent in their attempts at coercing Kaplan to stay. They will have no weapons but will try to use their greater numbers to grab Kaplan and pull him away from the characters. They will use threats of further violence and retribution from their deity as they fight Kaplan and the characters. If the characters are able to overcome the priests and leave the port, the priests will pursue them no further.
- 4 As 3, except Kaplan and the characters leaving port will not be the end of it. They will be harassed and fired upon by a church controlled armed *Rucker*-class ship. The priests will attempt to stop them from leaving the system by damaging the characters' ship. The priests will try not to destroy the ship. If the priests are able to disable the characters' ship, they will board and attempt to take Kaplan by force. They will not attempt to harm Kaplan, but will have no qualms about harming the characters. The priest will be armed with slug pistols and wearing cloth armor.
- 5 As 2, except the real problems start when the characters and Kaplan arrive at the destination system. Brucher is a priestess of a rival religion. The religion will not only attempt to bar Kaplan from seeing Brucher, they will hold a grudge against the characters for giving the priest passage.
- 6 The entire story is a lie. Kaplan is not a priest. He is, however, posing as a priest and wants to leave the system quickly. It seems that he broke into a local place of worship and stole many items worth thousands of credits. Kaplan merely wishes to use the characters and their ship as a means of escape.

21 Plots

21. *Red Maracas*

While shopping at the starport, the characters enter a shop off of the main corridor. After one of the characters is asked several "odd" questions, the store clerk gives the character a pair of red maracas. As he does, the clerk wishes the character well on "the mission".

Roll 1d6 and consult the chart.

- 1 They are, in fact, a pair of red maracas. They are decently crafted, but there is nothing unusual or unique about them. The store clerk was just a very odd man.
- 2 As 1, except the maracas are well constructed and finely crafted. The character can easily sell them for a decent profit.
- 3 As 2, except the maracas were stolen from a local entertainer, Vatsayan Hammer, who wishes to have them back. Hammer will pursue the characters and demand that they return them. If the characters refuse, Hammer will contact local law enforcement who will take issue with the characters for accepting stolen property.
- 4 As 3, except the entertainer is the favorite performer for the local crime boss. 2d6+1 thugs have been sent to recover the stolen maracas for Hammer. The criminals will repeat, as if it is a mantra, that Hammer is "the favorite of the boss".
- 5 The store clerk had mistaken the player for a courier with the local underground. The maracas contain hidden information with details of an upcoming attack against the local government. If the characters do not discover this before they leave, they will be accosted by security at the starport. The characters will have to explain to the local authorities why they have such plans.
- 6 As 5, except the real courier (who does bear a slight resemblance to the character) arrives as the characters exit. The courier, once he discovers the mix up, will begin tracking the characters. He will initially attempt to purchase the maracas and if this fails, he will attempt to steal them. If he cannot steal them, he will attempt to kill the characters and take the maracas.

21 Plots

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