

# TRAVELLER

REACH ADVENTURE 8: MAKERGOD



SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

# TRAVELLER

## REACH ADVENTURE 8: MAKERGOD

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### CONTENTS

INTRODUCTION	02
RAID ON MARDUK	08
PLANETFALL	12
ON WE SWEEP	19
ASPHODEL	23
LIBRARY DATA	29
ALLIES AND OPPOSITION	34
THRESHING OAR-CLASS RAIDER	36



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# INTRODUCTION

The people of Oghma (Sindal/Trojan Reach 2020) have a calling: They are raiders. They prefer to prey upon the two blighted star systems closest to their own but their reach extends much further, taking them as far as their jump drives will go.

Over the centuries, the Oghmans have built a complex web of hideouts and sanctuaries. They have placed secret fuel caches on Oort cloud comets and in the ice fields of gas giant rings, hidden stolen treasure in the empty spaces of the Outrim Void and in the vast subterranean caverns of airless rockball worlds, and skimmed for fuel when they can, extending their reach as far as the thirst for plunder carries them. They are like the Vikings of old Terra, risking life and limb by travelling great distances to steal from hapless inhabitants of foreign lands. Their lust for riches will not be denied.

Oghman raiders are a habitual people. They operate locally for the most part, hitting the same star systems time after time until their denizens have almost nothing left to give. When the people beg for mercy, the Oghmans raid them more for good measure. After that, when their coffers are empty and the earth has been scorched by Oghman laser fire too many times to count, when their haggard victims have only scraps remaining and when the cost of an expedition from Mother Oghma to the same old places seemingly must outweigh the benefits... they proceed to raid them even harder! There is an old saying that you cannot squeeze blood from a turnip but damned if the Oghmans do not try.

The Oghmans are a sight to see. Their ships have creaky, recycled titanium hulls, panelled and patched with miscellaneous materials. The computer and sensor systems are artefacts from a time when interstellar travel was new. These vessels are a pastiche to the longships of old: sleek, simple and ornamented with pagan runes and epithets. If you squint just a little bit, the aerofins extending from their dorsal fuselages might just be mistaken for long, wooden oars.

If the oddity of Oghman starship architecture is not enough to confound a jaded Traveller, the raiders' apparel might do the trick. Their chest plates are made of light polymers that deflect most bullets, roughly the equivalent of TL10 poly carapace armour, but its outer layers are shaped and cured by tanners, giving it the look of medieval cuir bouilli leather. Elaborate chest pieces feature the fierce countenances of beasts both mythical and real. Few Oghmans raid without a trusty laser rifle, ACR or sidearm but their swords and axes are not just for show. Resistance is retaliated to with a cleft brow or disembowelment at the end of a blade.

The barbaric culture of Oghma is devoted to few industries that do not serve their lust for raiding, which begs the question: Just how do the Oghmans manage the production and upkeep of a fleet of starships?

Their spacecraft are primitive, several levels below the median for the Imperium, Aslan Hierate and Florian League but somehow they have enough hulls to maintain an ominous interstellar presence. The manufacture and maintenance of starships of any Tech Level is no small feat. They require advanced materials to produce and repair, a cadre of technical talent to troubleshoot problems and perform maintenance and trained crews to operate them.

So just how do they do it? For all intents and purposes, the Oghmans live far below the Tech Level of their starships and weaponry. Visiting their world (which few do and live to tell the tale) is like travelling through time to Humaniti's barbaric past. Oghma is a harsh place and some level of technology is required for survival but in cities and towns you will find medieval alchemists, armourers and apothecaries set among airlocks, air/rafts and ACRs. On Oghma, the space-faring technology of gravitics and jump drives meets the flint and steel of a forgotten epoch.

Appearances can be deceiving, especially in the Outrim Void where the once-great Sindalian Empire reigned supreme over a millennium ago. Some of the empire's systems did better than others at surviving the self-destructive frenzy of orbital bombardments and biological attacks that brought the empire to its knees. Most went dark during the war, sweeping civilisation away, but some worlds clung to the remnants of their technological past, a few of which persist to this day. Oghma is one such world.

The Oghmans have a secret, one that has been kept for over 1,000 years. Something strange and unique happened that kept the embers of civilisation alight on this hostile, icy planet.

## ABOUT THIS ADVENTURE

*Makergod* is a story about the Oghman raiders. The story begins as the Travellers are caught up in an Oghman attack on an orbital starport where they are either captured and enslaved, or escape the attack and follow the raiders back to their homeworld at the behest of a patron.

...Or, the Referee makes up something entirely different! There are many ways Travellers can end up on Oghma. If an alternative narrative mechanism is chosen, note that this adventure portrays Oghma as a mysterious and highly inaccessible world, inhabited by a rapacious culture of starfaring barbarians. Make sure that the entry point matches the flavour of the adventure and that passage to Oghma is hard to come by. It might even cost the Travellers their lives!



*Makergod* provides a suggested sequence of events to get the Travellers to the surface of Oghma but after that, the adventure is presented more as a context in which the Travellers find themselves. Things are happening on Oghma, things that have the potential to change things forever. The events of *Makergod* are transpiring as the Travellers become part of the story. How they take part in that story after they discover the planet's secrets is up to them.

Things are never boring on this icy and forlorn world, sodden by uncouth savages, but it just so happens that something unusual is happening at the moment and the Travellers will have the chance to become active participants. They might even come away from Oghma with more than they bargained for.

## AHOY, DRINAXIAN PIRATES!

*Makergod* is written as a standalone adventure but with a few modifications, it can make a fine addition to any *Pirates of Drinax* campaign. Oghma, which is featured in this adventure, is a key world located between the Drinaxian Chain and the Dustbelt – two very important locales in the campaign narrative – making it an important place for any aspiring corsairs who happen to serve King Oleb of Drinax.

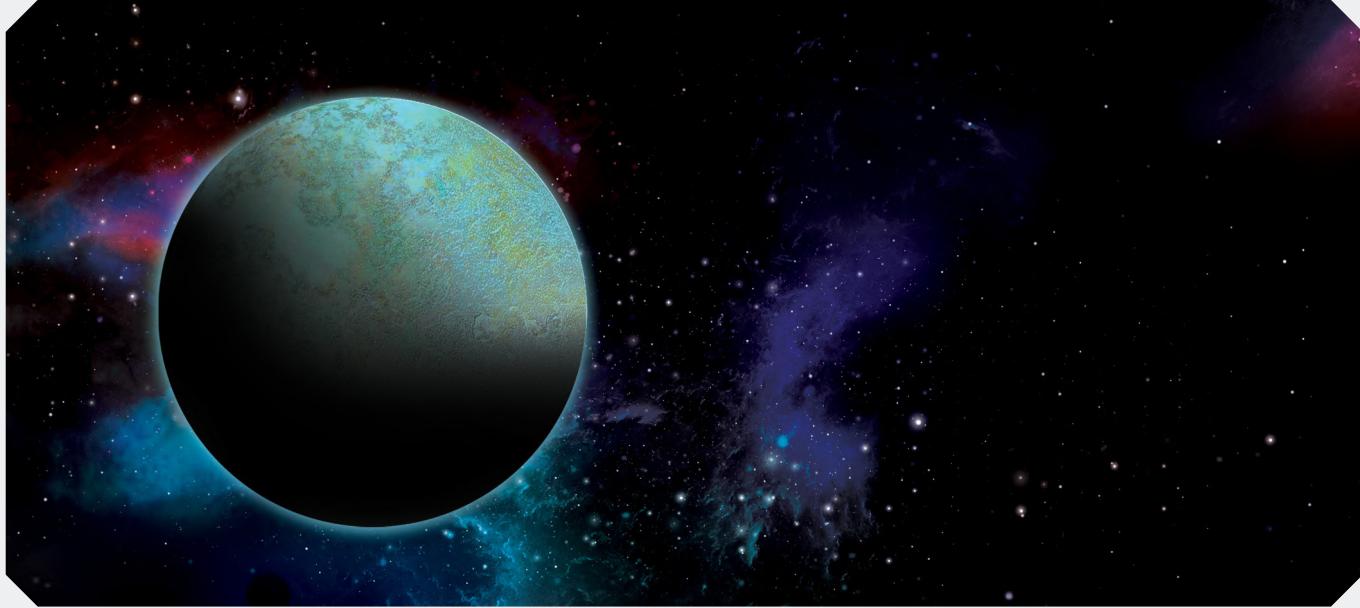
## A HISTORY OF OGHMA

While much of the information presented in *Makergod* is meant to be dispensed to the Travellers, there are choice bits that they may either never discover or that they will not fully understand until the story approaches its conclusion.

The following information is for the Referee and it should not be divulged until it is appropriate to do so. The revelation of who and what the Makergod is should only occur because the Travellers succeed at unravelling the mystery. It should take some time and effort for them to get to the bottom of it. The truth about Oghma is not readily apparent – otherwise, its inhabitants would have led far different lives these past centuries.

Oghma was once a powerful world of the Sindalian Empire. Located along the trailing edge of the Dustbelt, it was a conduit through which trade and diplomacy flowed between the capital at Noricum and its vassal worlds in the Borderland region.

Life in the Sindalian Empire was quite different to the Third Imperium. The Imperium was founded upon the concept that trade and liberty provides abundance and a high quality of life for its citizens. Late in its history, the Sindalian Empire held a much tighter grip on its worlds, using oppressive governments, powerful armed forces and the threat of orbital bombardment to maintain order.



The Sindalian Empire's approach to technology also starkly differed from that of the Imperium. Historians and sociologists credit the influence of Vilani culture for the Imperium's conservative approach to technological development, with slow, steady progress favoured over unfettered advancement. In the Sindalian Empire there were few constraints or laws limiting development. Genetic engineering, transhumanism, anagathics, weapons of mass destruction and many other technologies were allowed to develop at the pace of innovation. While the empire was careful not to let their greatest inventions fall into the wrong hands, that did not stop them from developing them in the first place.

The Sindalian Empire was in its own way a laboratory for technological excess, located as it was far from the intervention of other human polities or alien species. While most of human-inhabited space was struggling through the Long Night, the Sindalian Empire was at its apex. It achieved a reasonable size, encompassing dozens of worlds, but never ran into stiff competition. The empire did not exist long enough to achieve truly great heights but during its short lifespan, it took strides in many fields of science and technology.

One such field was artificial intelligence. About midway through the empire's history, a cabal of computer scientists on Oghma, led by Dr. Fheeniu Lartauge, developed an AI computer designed to manage the affairs of the planet. Oghma is an inhospitable world but its central location made it a hub for the empire. People flocked to the system to partake in its growth. If this burgeoning nexus was to be managed, someone had to come up with a way to efficiently use its resources.

Dr. Lartauge's AI cultivated a paternal relationship with the people, satisfying every want and need. It provided hydroponics to feed them, housing for them to live in and fostered a culture in which they could thrive. The AI commanded an army of multifaceted 'builder bots' that built habitations, cultural and entertainment centres, public transit hubs and anything else required. These robots were anywhere from nanite-sized to mammoth, earth-moving machines that roved the icy plains. Specialised builder bots were tasked with the herculean enterprise of terraforming Oghma, a project that was expected to take centuries, with the goal of making a paradise out of the frozen planet.

The builder bots were under the control of Oghma's AI. They were given just enough ability to get their jobs done and not one iota more. When their jobs were complete, swarms of bots were deactivated, recycled and repurposed for new tasks. This practice of creative destruction filtered its way into Oghma's

human civilisation too. Once the utility of something or someone was expended, it was time to either repurpose or recycle that resource, reappointing it to something more important.

In truth, the AI could have run everything without human assistance but that was not Dr. Lartauge's vision, nor was it the Emperor's at Noricum. Oghma's narrative was to be that human and machine worked together to conquer the hostile, unwelcoming environment of space, providing a safe harbour for all to see.

Oghma's AI was never given a name by Dr. Lartauge or the people of Oghma. Its ability to create remote-controlled drones and avatars, and its ubiquitous presence throughout the planet's computer systems, lent it a diffuse identity. Only the good doctor and his colleagues knew that the AI had a centralised intelligence core that inhabited a vast computer network. In its infancy, it was encoded on an array of computer substrates deep beneath the surface of the planet. Its 'birthplace' was near the Ochre Caldera at a site that has become known as the Asphodel Manufactory in more recent times.

Dr. Lartauge lived for over 200 years thanks to his use of cutting edge anagathics manufactured by the AI itself. Late in life, Dr. Lartauge built an array of synchronous replication sites to back up the AI's immense processing core and data banks.

Shortly before his death, the doctor surrendered complete control of Oghma to his creation. Heavily influenced by its creator's faith in the greatness of human culture and society, the AI began to create anthropomorphic avatars or androids that contained copies of its 'consciousness'. It set these androids loose upon Oghma and other worlds in the system. The androids enabled the AI to directly take part in society, comfortably interacting with the humans in its care. They were designed to look like common citizens and mixed with the rest of the populace. After a time, it determined that it could just as easily do this more furtively. It built a comprehensive surveillance system that watched over the entire planet and then receded into the depths of its substrates, viewing its subjects from afar like some benevolent deity.

Dr. Lartauge had programmed the AI with certain incontrovertible directives, somewhat derivative of Asimov's three laws of robotics. It was to harm no human in its charge, provide for them wherever and however it could, and always strive to make life better for its subjects.

The presence of the AI negated the need for government. Oghman society could have best been described as an assisted anarchy. No government and virtually no laws existed at the apex of the AI's custodianship. Generally speaking, the Oghman experiment worked well. Despite inherent difficulties of living on the planet, the AI made things pleasant and manageable.

All this came to an abrupt end when the empire collapsed. Dr. Lartauge had foreseen a day when this might occur. The writing was on the wall for a long time. Before he died, he hardened the AI's systems and those of all its synchronised replications. Rumour has it that some time before the attacks, he also stored a static backup of the AI at some unknown location in the Oghma system or possibly on a world or planetoid of a neighbouring star.

Despite its hardened systems, the intense and directed barrage of electromagnetic pulses, data-worm nanites, viruses and tactical nuclear weapons decimated the AI. The apparent loss of their benefactor threatened to reduce Oghman society to chaos and barbarism but just as the doctor had foreseen the danger posed by the Sindalian regime, the AI itself predicted the attacks. It was not able to completely save itself but did manage to secure a somewhat pared down replication in the data centre of a deep-site manufacturing facility beneath Ochre Caldera. It also built hardy, low-maintenance habitations and civil defence facilities for its people. Before the war, it constructed and appointed thousands of builder bots to create deep geothermal and hydrothermal energy facilities to help its people survive the apocalypse, structures designed to decrease dependence on technology and use the features of the planet itself for survival.

Before the attacks began, many Oghmans wondered at the industriousness of the builder bots. They watched with curiosity as the bots dug deeply into the Oghman ice and rock to build the new structures. Shortly before the attacks began, the new facilities seemed to appear out of nowhere, functional and ready for habitation. The AI knew it would not be able to save everyone but it could preserve the seeds of Oghman culture.

As the initial attacks incapacitated Oghma's industry, killing hundreds of thousands of people in the process, the underground bunkers stirred. Hydroelectric and geothermal power plants sprung to

life and low-tech but effective civil defence weaponry kicked into action: automated mass drivers, particle accelerators and missile bays did what they could to fend off the attacks from Noricum.

While the bombs dropped and biological weapons did their work on the worlds of the Sindalian Empire, malicious naval officers noticed how resilient Oghma had been to the attacks. They procured thousands of 'bunker buster' missiles and EMP devices to thwart the AI's attempts to save itself and its people. These attacks came too late in the war to be completely effective but they did kill many more people. Computer viruses worked their way into the AI's substrates, hobbling it and drastically reducing processing power. The AI was seemingly lobotomised by the attacks.

Many of the bunkers and subterranean facilities that the AI created exist to this day, still functioning after over 1,000 years of operation. Most Oghmans do not know how to operate or maintain the complex machinery, so captured technical slaves from other worlds are used for the task of keeping the power plants running. The AI that served Oghma was completely destroyed but a highly functional replication was preserved. This replication is a shadow of the original but in its way, it is attempting to do the job its parent was tasked with: protecting and providing for the people of Oghma. The AI has taken the dual persona of the 'Makergod', the central deity of the Oghman religion, and 'Khurge the Blind', a mysterious and terrifying warlord who resides in the Asphodel Manufactory.

The AI has lost most of its capacity but retained the ability to build weapons and starships which it bestows upon the people like gifts from a god. The AI is the architect of modern Oghman society. Its culture, religion and way of life are the creations of a mad machine. It has appointed all of its remaining resources to creating a means for its subjects to continue travelling the stars, believing it is using Oghma's remaining resources to help its people defend themselves from a dangerous universe.

Despite their success as raiders in the devastated regions of the Outrim Void, some Oghmans are ready to give up the old ways. One such individual is the warlord, Hink Tabreja. Urbane and ambitious, Tabreja was educated offworld and foresees a day when Oghma might re-join the interstellar community. He and his supporters have a grand plan but having it come to light will be very difficult when opposed with Oghman tradition and the will of the Makergod.

## HUNTING GROUNDS

The Oghmans are known throughout their interstellar region as rapacious raiders. While Marduk and Borite have by far suffered the most, the Oghmans have extended their reach as far as Ace to spinward and Exocet to trailing. Traders and spies who ply the Sindalian Main believe that Oghman raiders must have established deep-space fuel dumps at strategic locations in order to cross the two-parsec gaps with their (mostly) jump-1 starships. Oghma does have some ships with higher jump capabilities, presumably either captured during raids or composed of hulls built on Oghma that have been fitted with salvaged or stolen jump drives.

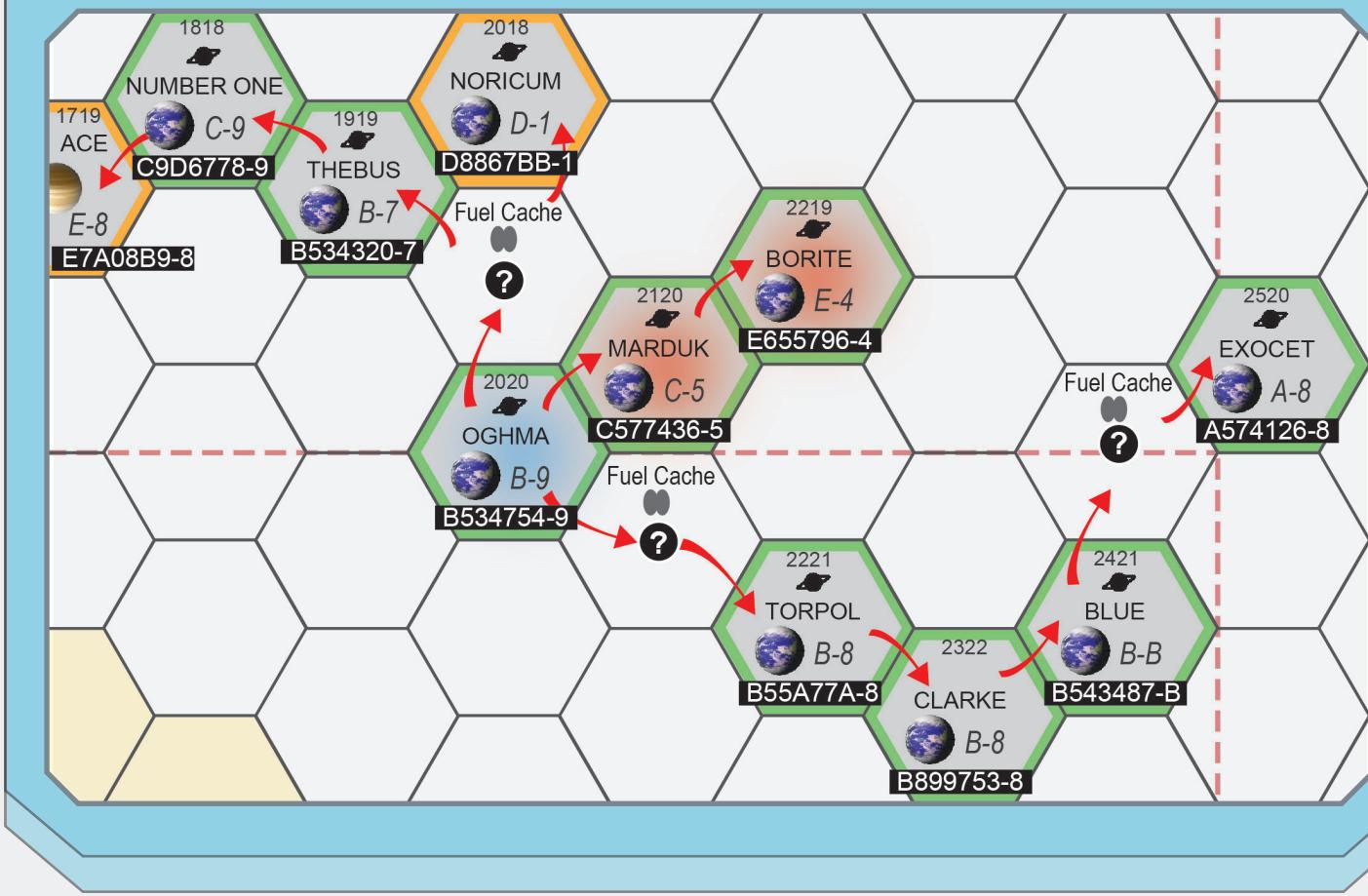
The raiders typically choose targets they know they can handle. Although they will snap up the occasional wayward scout or free trader to add to their fleet, attacking terrestrial targets is their bread and butter. They occasionally plunder orbital starports as well but this is rare since most orbitals are well defended.

Oghma does not have infinite resources at its disposal and the loss of raiding ships is something the Oghmans try to avoid. Taking on superior system defence craft or igniting the ire of regional superpowers (the Imperium, the Hierate and the Florians) is considered unwise.

Before raiding a system, Oghman fleets usually perform wilderness refuelling at a gas giant, terrestrial body of water or by extracting ice from comets or planetoids. An Oghman raider is always prepared to jump out of system at the first sign of a formidable opponent.

Their ships are not maintained at the highest levels of technology and there is the occasional straggler whose jump drive fails at an inopportune moment. Such ships are expected to fight to the death, lest they lose their barbarian honour and reflect poorly upon their clan, but in reality they do sometimes surrender. The stockades and prisons of most worlds in the region hold captured raiders. Raiding flotillas that return home are greeted to a hero's welcome with brightly illuminated satellite beacons, fireworks and parades. Such festivities are both the boon and bane of raider existence. No one likes to come home to a big celebration without a nice, full hold of plunder and captured slaves.

Oghman raiders rarely come back without a big take, lest they endure the shame and perhaps loss of patronage of the warlords. They will stay 'at space' for extended periods of time – months or even a year or more, if necessary – jumping from one system to another until they have filled their holds and achieved the glory expected of them.



# RAID ON MARDUK

Oghman raiders prefer terrestrial, mid- to low-tech targets but occasionally attack orbital starports to acquire spare parts and capture technically skilled slaves. Attacks against orbitals are rare because the Oghmans often find themselves outgunned and, like any apex predator, the Oghmans avoid conflicts that might injure them. They are risk averse in general and only take on more challenging targets when the necessity arises.

In this adventure, the Oghmans have found cause to take the risk. There are particular assets they need that can only be found at an orbital and they are also looking to obtain slaves with specific technical skills. Because of its proximity to their home system, the raiders have elected to attack Marduk Highport.

## A PREQUEL

Consider staging the attack on Marduk as the prologue to *Reach Adventure 1: Marooned on Marduk*. In that adventure, Oghman raiders attack the planet's highport just as the Travellers are flying aboard a shuttle to the surface. The shuttle is shot down, leading to an adventure on the planet. You might run *Marooned on Marduk* and then, after the Travellers get back to orbit, use the opportunity to launch straight into *Makergod*.

The attacking raider fleet is large, consisting of eight *Threshing Oar*-class raiders (see on page 36), two of which have been modified to carry 2–4 light fighters (see the *Traveller Core Rulebook* or *High Guard*). The fighters are deployed just after the raiders come out of jump and form a protective swarm around the attacking ships. The fleet also includes a small complement of poorly maintained traders, scouts and other vessels that the Oghmans have captured over the years, used to store excess booty once the holds of the *Threshing Oars* are full.

If the Travellers have a fighting ship, especially one of a higher Tech Level, they might find that they can successfully do battle with the Oghmans. Superior technology provides a significant advantage. Furthermore, Oghman raiding ships are mostly designed to do their namesake: raid. They are not adept at ship-to-ship fighting but built to get a raiding force planetside where they can plunder low-tech civilians who might not have much more than a light militia at their disposal.

However, even if the Travellers possess an advantage, they might be overwhelmed by the sheer size of the Oghman raiding force and a squadron of fighters can be troublesome even for a much more powerful ship. If the fighters manage to close the gap on the Travellers, they could swarm and overwhelm them in a dogfight; however, the destruction of civilian starships is not what the Oghmans are in the system for. If the Travellers leave them alone, they are likely only to receive a few shots across the bow or at most some superficial damage. After that, the Oghmans retreat to protect the raiding fleet and attack the highport.

If the Travellers are already present at the starport at the time of the attack, this event begins when alarms begin to ring. Whatever business the Travellers are conducting, be it refuelling, trading or having a drink at the starport bar, they are interrupted as the lighting goes red and the automated voice of the starport's computer declares:

*Warning. The starport is under attack. Please get to safety in a calm and orderly manner. System defence forces are being scrambled and starport security forces are present on the causeways to escort you to safety. Once the threat has diminished, you will be informed so that you may resume your business at the starport.*

Despite the calm, reassuring voice of the starport security system, any feelings of safety are immediately dispelled when an explosion is heard at the other end of the station. The automated security voice is heard on the intercom once again, speaking in a matter-of-fact tone:

*Hull breached in section nine. Countermeasures deployed. Starport personnel must don vacc suits before reporting to the area for damage control.*

These are not exactly words that anyone on an orbital starport wants to hear. Despite the apparent danger, the nature of which is still unknown to the Travellers, they are unlikely to get sucked out into space. The starport is designed to withstand such events and is sectioned off in such a way that hull breaches can be sealed off and partitioned. Even so, this will likely either motivate the Travellers to get to safety or to take action to help defend the starport.

The explosion was the result of breaching charges set by Oghma raiders to break through the secured airlocks of the Port Authority. Shortly after the explosion, a lightly armoured platoon of raiders pours into the facility and makes their way toward Starport Control where they intend to kidnap as many technical personnel as they can. Behind the first shock troops, two more platoons of raiders begin to loot the starport, primarily going after high-tech items, spare parts and any freight or cargo carried into the port by visiting traders. They are equipped with hand computers and intrusion software to get past security mechanisms and there are a few sappers in each platoon who have explosives to breach cargo doors and bulkheads.

Despite the brazenness of the attack, the raiding force is mostly contained in the Port Authority section of the starport. A few forays of raiders attempt to probe beyond these sections but are met by security forces and possibly the Travellers themselves. Most civilians at the starport have gone into hiding at this point. Those unlucky enough to be caught in the open are taken as slaves.

The security forces do not invite the Travellers to help them fight off the raiders but the Travellers might opt to do so anyway. They must be careful, however. Starport security forces are in uniform and a ragtag group of Travellers might be mistaken for raiders in the chaos. If they do not attach themselves to a security squad, they are likely to get into a gun battle with both sides.

This event could go one of two ways:

- The Travellers evade capture, encounter and fight off one or more raider bands and possibly become heroes for their valiant efforts. If the Travellers remain free at the end of the scenario, proceed to After the Dust Settles.
- The Travellers are either captured at the starport or their ship is boarded by the raiders. They are taken as technical slaves to be sold on Oghma. If the Travellers are captured, proceed to Kidnapped! on page 11.



## AFTER THE DUST SETTLES

Most orbital starports along the Sindalian Main were built by the General Development Company (GeDeCo). The starport that was victimised in this adventure is one such facility. After GeDeCo builds a starport, they typically either retain majority ownership and continue to manage the facility, or they sell it to local authorities, sometimes keeping a minority stake. Either situation may be the case at the present facility unless otherwise specified.

As they recover and regroup after the raid, the Travellers are approached by a smartly dressed woman who presents herself as a GeDeCo executive. If the Travellers are involved in clean-up activities, helping to rescue trapped or injured civilians, or other such activities, she waits until they are finished before interrupting them.

*My name is Riga Holloway and I'm a director of the General Development Company. I just wanted to show my appreciation for your bravery and the actions you took today. It is rare that civilian visitors step up as you have when there is little to gain from it personally. Such pluck and verve should be rewarded, but unfortunately – as a result of the attack – starport systems are currently on lockdown and there is not much I can do for you.*

*During the attack, the raiders made off with several tons of robotics and electronics that were intended for our starport renovation projects. They also managed to acquire a sophisticated communications system being held here for eventual transportation. In addition, they captured over a dozen starport personnel, including our master engineer, Cloughm Vougi. Cloughm is a chief architect at GeDeCo and he is truly irreplaceable.*

*I would like to offer you a job: Would you be willing to travel to the Oghma system, taking my assistant, Elena Markavoy, to the GeDeCo-managed orbital starport? I'm willing to pay you twice the standard rate to get her there. I'm afraid we do not even have a spaceworthy ship at the moment to transfer personnel.*

*In addition, I will hire you for a contract to collect whatever intelligence you can on Oghma while you're there.*



### OGHMAN RAIDER

SPECIES	GENDER	AGE	
Human	—	—	
TRAITS		—	SKILLS
STR	10	INT	6 Athletics (strength) 1, Gun Combat (slug) 2, Melee (blade) 3, Melee (unarmed) 2, Recon 2, Stealth 1, Survival 2
DEX	9	EDU	6
END	10	SOC	8
<b>WEAPONS:</b>		Advanced Combat Rifle (3D, Auto 3, Scope), Auto Pistol (3D-3), Blade (3D+2), Stunner (2D, Stun, Zero-G), Stunstick (2D, Stun)	
<b>ARMOUR:</b>		Poly Carapace (+10)	
<b>EQUIPMENT:</b>		Combat Drugs, Metabolic Accelerator, Stims; leaders have a Portable Computer/1 with Intrusion/1 software	

Holloway wants the Travellers to get close enough to Oghma to intercept radio transmissions, system defence codes, holos of the planet from orbit and anything else they can get with the sensors and equipment they have on hand. In addition, if they are daring enough to somehow make it to the surface of Oghma to collect more detailed information, she will quintuple their agreed upon pay.

Raiders are selected from the general population for their strength, toughness, resolve and ruthlessness. You do not want to have your foot soldiers lose their nerve in a firefight or when slaves are being taken. Raiders typically have one or two doses of combat drug, metabolic accelerators and possibly stims to offset the effects of the first two drugs. Leaders also have Leadership and Tactics (military) at level 1 or 2. Sappers add Explosives 1 or 2.

## KIDNAPPED!

If the Travellers get in over their heads during the battle at the highport or if they engage in starship combat, lose and are boarded, they will be captured by the raiders and taken as technical slaves. The raiders recognise that they are starfaring Travellers who must have skills that can be used on their homeworld. During the jump back to Oghma, the Travellers are put into cold sleep in one of the raiders' *Threshing Oars*. If they resist, they will be subdued with non-lethal weaponry. If the Travellers have a ship, the raiders insert a prize crew into it and take it back to Oghma as well.

Alternatively, the Referee might decide that the Travellers should be awake for the journey to Oghma. In that case, assume that the low berths are full of slaves already and the Travellers are put in manacles and placed in a stateroom or amongst the raiders themselves. Perhaps they are put to work aboard the raiding ship. For more colour on what it is like to travel with the raiders, see Riding Among the Raiders on page 21.

Obviously being taken as slaves presents a tough challenge for the Travellers, especially if they owned a ship which has now become the property of the raiders. Take heart, weary Travellers! You never know how your fortunes might change over the course of the adventure.

## ALTERNATIVE ENTRY POINTS

While Marduk was the system selected as the setting for this chapter, there is no reason it cannot be a different system, as long as that system is within the reach of the Oghman raiders.

Suggested alternative systems include:

- Number One
- Thebus
- Noricum
- Torpol
- Clarke
- Blue

Oghman raiding ships have been seen from Janus to Umemii but remember, the next phase of the story occurs on Oghma. If the adventure is started too far away, it will be a long journey to reach the system in which the next chapter occurs.



# PLANETFALL

This chapter is divided into the following sections, all of which describe what happens after the Travellers reach Oghma:

- The first section, A Tale of Two Starports, describes the two major powers of Oghma and the starports they control.
- The Land of Oghma on page 14 provides a broad overview of its features and cities. It also describes how a wily group of Travellers might find a way to break through Oghma's defences and land on the planet.
- Breaking Free on page 17 is the next phase of the adventure for Travellers who were captured by the raiders. The Travellers finally get their chance to escape but will they want to?
- Finally, The Waste Ranger on page 18 describes a character the Travellers might encounter. She can optionally serve as a guide and cultural interpreter on this harsh and barbaric world.

In addition, be sure to consult the system data and world map on page 32 for publicly available library data on Oghma.

## A TALE OF TWO STARPORTS

The Oghma system is divided between two powers: the warlords of Oghma, who reside on the mainworld, and the General Development Company, a megacorporation based in Deneb with its Trojan Reach headquarters at Vorito. GeDeCo maintains a starport in orbit of Khazha, an outer-system gas giant.

The two powers do their best to avoid one another but various circumstances do, on occasion, bring them into close encounters. The raiding flotillas of the Oghman warlords wander the system from time-to-time and use its gas giants for fuel skimming. With the system's surplus of gas giants (four in total), it is easy enough for the Oghmans to avoid Khazha and they usually do. Khazha is considered off limits to the Oghmans but they sometimes engage in probes and feints to keep the GeDeCo interlopers on their toes. When they decide to approach Khazha Orbital, it is usually cause for great concern. Alarms blare, the raiders are targeted with an array of weapons and ships are scrambled to run them off. GeDeCo's weaponry outmatches what

the warlords can muster but starport officials still worry about the threat of a mass attack and therefore take incursions seriously.

Likewise, at Oghma itself, the Oghmans do not take kindly to visitors who meander into their space. While the world lacks much in the way of high technology, they attempt to make up the deficit with sheer quantity of defensive systems. Hundreds of missile launchers and point defence lasers in orbit and on the ground menacingly target would-be trespassers. Probe drones have detected large energy signatures from the Asphodel region of the planet that some believe indicates the presence of a deep-site meson weapon.

Oghma also has an extensive array of early warning satellites that notify them of approaching spacecraft. Probes and ships that approach to five diameters or less trip the alarms and activate defence batteries.

A tense and perpetual standoff between the two powers has become the status quo with little sign of letting up. GeDeCo's starport is an important link on the Florian Trade Route and the powerful megacorporation is committed to keeping the facility up and running.

As committed as the Imperium and GeDeCo are to keeping trade routes open, the Oghman warlords are equally committed to raiding. The situation is far from ideal but no changes appear to be on the horizon.

It might seem that the two entities are working at cross purposes but in fact their interests are not diametrically opposed. GeDeCo seeks only to maintain the flow of trade along the Florian Trade Route and the Oghmans do not threaten that directly. Oghman raiders rarely attack starships and on the occasions that they do, they have not shown any degree of success against the well-armed and well-defended freighters that run the Florian Route. Unlucky tramp traders, detached duty scouts and the like are more likely to be their prey.

The Oghmans invest the majority of their resources raiding terrestrial targets. While this causes a great deal of stress for the citizens of these worlds, it does not materially affect the flow of commerce between Tobia and Floria.

## KHAZHA ORBITAL

Khazha Orbital is the main thoroughfare through which commerce and travel flows, a civilised beacon in an otherwise barbaric star system. If the Travellers made their own way to Oghma after surviving the attack at Marduk and escaping the grasp of the raiders, this is where they deliver the morose Elena Markavoy so she can give a full account of what has transpired. One or two starport functionaries or journalists will be interested in obtaining a statement from the Travellers about the assault at Marduk Highport and will be eager to see any holovid they have of the incident.

Khazha Orbital is an impressive, sprawling affair, dotted with dozens of very visible missile and laser defence systems to ensure that visitors see the system as welcoming and safe despite the fact that it resides in a place also inhabited by ravenous star raiders. The Travellers may stay at the starport for as long as they wish provided they pay the somewhat steep docking and lodging fees. If they are traders, it is an excellent place to conduct trade but when using the trade rules in the *Traveller Core Rulebook*, use a Population of 4 instead of its actual 7. The latter refers to Oghma itself.

## OGHMA DOWNPORT

The downport is rated Class B more on reputation than any other factor. There is not much information to go on as few have visited the world and fewer still have escaped or survived to describe the things they saw. Truth to tell, Class B is a reasonably accurate rating – with caveats. The downport comprises 20 docking bays (most of which can harbour ships of 400–600 tons), freight-handling and maintenance facilities, and a startown. The startown extends eastward and intersects with the city of Gauth. On civilised worlds of the Imperium, startowns are designed to serve visiting Travellers. Oghma Downport does not have visiting Travellers, so its design and composition are much different. Its services cater to returning raiders, including processing centres for stolen goods and materials, and re-education and auction centres to process newly captured slaves.

The appearance of the downport and its startown is unique. One block might be built from high-tech remnants of the Sindalian era, while the next looks like a medieval village that somehow incorporated airlocks and grav vehicle landing platforms.



What Oghma Downport lacks that typical Class B facilities have is a complete shipyard. Oghma's facility is located at Asphodel Manufactory, where all spacecraft components are built and then transported to the starport for final assembly. Many technical personnel are slaves. Maintaining quality can be a challenge and most Oghman ships are a 'work in progress' when first pressed into service.

The Oghmans have a saying: 'She is not really a ship until she's crossed the Void and back.' This is primarily due to the fact that new ships are laden with dozens of operating and maintenance problems when launched. Over time, the Oghmans address any issues a ship has, again using enslaved technical talent, the difference being that on board a ship, the slaves are under the close and watchful eye of an Oghman overseer. It is far more difficult to get away with lackadaisical work under those conditions than it is on a shipyard factory floor.

Despite the fact that slave labour has proven to provide less than stellar results, persistence and attention to detail assure that most Oghman ships become more reliable over time.

## THE LAND OF OGHMA

Getting to the surface of Oghma is a laborious and dangerous task. The planet has layers of defence extending from five planetary diameters to ground level. Landing on this strange and forbidding world is tough to do and the Travellers will be among the rare few to accomplish it. They will truly be strangers in a strange land.

## BREAKING THE CHAIN

Before one can even consider getting to the planet itself, one must first get past the mines and security satellites that form a layer from close orbit to about five planetary diameters out. Oghmans do not rely on transponders to verify starship identities, instead using tight-beam communications and planetary access codes. Without these codes, it will be extremely difficult to get through the prickly outer layer of defence. Furthermore, if the Travellers approach Oghma with their transponder running and their ship is detected, they will be exposed as intruders and subjected to fire from orbital defence satellites.

A skilled and attentive sensor operator using technology superior to Oghma's TL9 might be able to carefully plod through the outer layer. By engaging in electronic warfare (see page 172 of the *Traveller Core Rulebook*), the sensor operator can jam the communications of the satellites and create a path for the Travellers' ship to fly through the defence layer undetected. Leave it up to the Travellers to either concoct a task chain that makes sense or to use the Going Faster or Slower rule (page 63 of the *Traveller Core Rulebook*).

If, during the events of Raid on Marduk, the Travellers managed to somehow obtain Oghman security codes from one of their ships, then getting to the surface is relatively easy. All they must do is transmit the codes to the orbital and ground-based defences as they approach the planet.

If the Travellers make the mistake of running their transponder, the Oghmans will not simply shoot them down. Despite the Travellers having inadvertently identified themselves as intruders, the Oghmans will want their ship and instead scramble a squadron of fighters to intercept and force it to land on the outskirts of the downport, after which the ship will be boarded and impounded.

Oghma Downport expects incoming foreign ships to be escorted by at least one Oghman ship but it is not unheard of for a raiding mission to have captured a foreign ship and sent it home unescorted with a prize crew. The crew should know to disable the transponder before returning home but complications have arisen in the past that have prevented them from doing so. Such an event puts the Oghmans on high alert and a large contingent of security forces will be dispatched to confirm the identities of the crew after the ship lands.

Another approach the Travellers might try is to evade the sensors or use the codes to get into Oghman airspace, then fly nap of the earth to lose radar tracking, landing somewhere outside the confines of the downport or city. This has an excellent chance of getting the Travellers to the ground safely but they would be wise to:

- Camouflage their ship to prevent it from being found and impounded.
- Get clear of the area without leaving a trace as soon as possible, otherwise they might find themselves stuck aboard their ship for many days while Oghman reconnaissance teams search for them.

The downport will dispatch a patrol of g/carriers to investigate the Travellers' last detected location. If the Travellers land 100 kilometres or more away from inhabited areas, they have a good chance of success of evading any attention, especially if they rapidly hide their ship.

## LAND OF ICE AND SNOW

Oghma is a world of remnants. It is unique in that its starport, cities and industrial centres are built from the still-functional remains of Sindalian technology. The other worlds of the Empire lost nearly all of their working technology. Oghma's semi-functional AI used the tools at its disposal to keep everything functional.

The cities that once lay strewn across the plains of Oghma were levelled in the war. There was little to build upon and many of the sites were contaminated by radiation and bio-plagues. The Oghmans reconstructed their cities near the sites of the old ones, reclaiming their names. For example, the original Gauth was 280 kilometres southeast of the new location.

Cities are uniform in architecture and function, with the foundations of the new cities built from salvaged parts of subterranean civil defence structures. Subsequent structures were mostly built with materials stolen by raiders from neighbouring systems. Survival on hostile Oghma requires working utilities, so the heart of each city is a sturdily built utility centre, oases upon which Oghman civilisation relies. They are well guarded and assiduously cared for.

Missile batteries and point defence laser weapons are ubiquitous, reflecting Oghman paranoia and xenophobia. Defensive weaponry blankets the inhabited portions of the planet with most of it clustered along the equatorial region. A continuous string of weapons also extends from the downport northward to Jantig. This leaves large expanses of undefended territory on the southern cap, in the wastelands east of Inkh and northwest of Asphodel. Travellers could land a ship unimpeded in these desolate regions but transportation to inhabited areas requires a long and arduous journey.

## OGHMAN CITIES

The cities are composed of sprawling subterranean grids with a smaller surface layer. Spending time here can be a claustrophobic experience for those not accustomed to operating in tight spaces for long periods of time. Even starship crews, who spend most of their lives in the confines of their ships, might find an Oghman city stressful due to the sheer, unrelenting crowds.

The above-ground portion of Oghman cities include housing, civic meeting places, temples, mead halls and other places where people congregate. The very thin atmosphere of Oghma means that adverse weather conditions are rare and the presence of water condensed into permafrost prevents widespread dust storms from developing. Oghma sees its share of snow and sleet but the intensity is far below what it might be on a planet with a denser atmosphere and more exposed soil.

Buildings are typically linked by a variety of structures, including reinforced passageways and crosscuts, and light-weight plastic inflatable byways. Stronger, more advanced materials are used closer to the city centre, with quality and durability of building materials declining as you progress to the outskirts.

Oghmans are accustomed to tight spaces and it is reflected in their behaviour. When speaking with someone, they tend to stand quite closely, far too close for humans accustomed to having more personal space. They also bump into each other quite a bit. The more careless you are about impeding others' personal space generally reflects your social status. For example, walking straight through a crowd without deviating one's path is behaviour commonly seen in warlords and their generals. People from lower walks of life know to get out of the way when a person of power walks by.

Oghman gathering places exhibit the same tendency toward enclosure. A table for six at an Oghman tavern or banquet hall would typically be fit for only three or four people in most human societies. Intimacy comes at a premium and can be had for a price. Most public houses have top-level rooms or alcoves in which important or private meetings can be held. The costs for using such spaces is often triple or quadruple the norm.

Most of the buildings in an Oghman city have all the charm of a vacuum-sealed advanced base but literally standing above the rest are the temples of Oghma's monotheistic/animist/ancestor-worshipping religion. From afar, the temples look like obelisks of a sort, comprised of three broad, concave and triangular surfaces that meet at their bases to form a three-sided pyramid. The concavity of each surface gives it the look of a circus tent with the canvas fabric drooping inward. Temples are made of obsidian or advanced polymers made to look like shiny black stone. Each three-pointed surface points upward with their vertices meeting at a peak, like the point of a sword. The temples have only three or four storeys of usable space near the base but

the pointed apex extends 100–200 metres skyward. Oghman cities have dozens of such temples, marking the cityscape at intervals like shiny black thorns rising above a sprawling shanty town.

Oghmans use many forms of transportation including grav vehicles, combustion-engine ground cars, trains and trams, and genetically engineered beasts of burden. Most transportation byways are beneath the surface and dedicated for vehicular use. In addition, air/rafts and ground vehicles flit above the surface. Few laws dictate the flow of traffic above the cities, which makes flying them a dangerous activity.

In addition, most cities are linked to the vast, trans-continental rail system that transports partially manufactured starship components, vehicles and weaponry from the remote Asphodel Manufactory to the city centres. The cities are places of residence, commerce and worship, and are segregated from industrial districts. Oghman industrial centres are all located outside their urban regions, usually by 5–50 kilometres, and connected to the cities by mass transportation.

## INDUSTRIAL CENTRES

Each industrial centre produces products of one type or another with sharp distinction between them. Oghma does not have a consumer-based economy and therefore industrial centres do not compete with one another, instead working together to build equipment and supplies needed for raiding. One or more industrial centres are part of most warlord's fiefs. It is the responsibility of a warlord so privileged to supply adequate labour to run the facility. Since there are not enough Oghmans with the know-how to operate advanced machinery, technical slaves are in constant demand.

The dispenser of Oghman industrial capacity is the Makergod and his agent, Khourge the Blind, the reclusive warlord who controls the Asphodel Manufactory. On occasion, Khourge will strip one warlord of access to a particular industrial centre, giving it to another.



## WARFARE AMONG RAIDERS

The warlords of Oghma vie for the limited manpower, slaves, starships and industrial resources. They are forever at odds with one another and this sometimes develops into open warfare but cities are never used as battlegrounds. Life is precarious on Oghma and even the warlords know that they cannot risk damaging their few remaining oases of civilisation. War is conducted in the wastelands and the compounds of the warlords themselves.

Interclan warfare is not common but it does break out from time-to-time. When it does, a great deal of blood is spilled on the icy wastelands.

## BREAKING FREE

If the Travellers were captured at Marduk, they wake on Oghma in a grungy docking bay in the planet's downport facility. Shortly after arrival they are questioned to ascertain their talents. Their captors use this information to determine their value on the slave market. The Oghmans speak Galanglic but in thick accents, and with many unfamiliar dialectic words.

As they await their fate, a posse of warriors rides into the starport bay on woolly-looking kians. Kians are a bipedal mammalian species that originated on the world Prilissa in the Spinward Marches but have been bred and geneered to operate in a variety of climates and atmospheric conditions. A Traveller may attempt an Average (8+) Animals (any) or Science (xenology) check to identify the species.

The riders dismount and approach the captive Travellers. A short exchange occurs and the Travellers are informed that they have been sold to a prominent warlord in the region. Optionally, select from among the warlords described in Warlords of Oghma on page 34 or make up one of your own.

The posse has extra kians, breathing apparatuses and cold-weather clothing for the Travellers. Reaching their destination requires a full day's ride into the wastelands west of Gauth. The Travellers may ride kians or be carried in a covered wagon. Either way, they get to experience the harsh and bitter cold outback of the Oghman tundra. The ride is approximately 12 hours long; the kians are hardy and genetically designed for this environment but even they seem to be dubious about the idea of going out into it.

During the ride, the weather begins to get blustery and the temperature drops from -30 to -50°C. One does not travel into the outback without a portable shelter and a good one at that. Those who do not prepare for the journey can easily end up becoming frozen human 'tombstones' on the tundra. The Travellers are watched carefully by armed guards. Each rider carries a slung advanced combat rifle and several wear bandoliers packed with ammunition.

About halfway through the journey, the posse sets up camp. The only thing one of the Oghmans tells them is 'Storm'. And he is not kidding. A nasty and powerful sleet tears through the plains that night. The riders erect several sturdy habs on the lee side of an outcropping of rocks.

The Travellers are assigned their own hab. If they are dubious of the raiders' efforts to secure their shelter, they can check its moorings and integrity by making an Average (8+) Survival (INT) check. It does not appear that the riders have been neglectful but a successful check ensures that the Travellers are secure for the duration of the storm.

The storm rages for several hours, whistling through the pass and battering the group. The kians, in a hab of their own, bray fearfully for the first hour or so. Once they realise that their masters have seemingly forsaken them, they kneel together in a huddle, tucking their heads into the centre for warmth and security.

The Travellers might find it difficult to sleep in these conditions but they are exhausted after what they have been through. If they resist falling asleep, have them make END or Survival checks to stay awake.

Sometime later, after the storm has dissipated, they are awakened not by the riders but the sounds of gunfire. The riders are engaged in battle against another band of barbarians and they are not doing well. The chaos of battle gives the Travellers a chance to escape. Their captors are preoccupied with the attack and have not secured their weapons and armour, so this presents an opportunity for the Travellers to obtain some gear. Escaping into this perilous environment might be dangerous for the Travellers but if enough of them have wilderness skills such as Survival, Recon, and Navigation, they should be able to make it. In addition, if any of them have Animals skill, they can use the kians for their getaway.

If they do not attempt to escape, the fight comes to a conclusion and the group that brought them here has lost. A desperate few survivors surrender and are taken prisoner. Whether or not the Travellers have secured weaponry and armour, the victorious band avoids firing on them. They want them alive.

The weather clears up and the leader of the winning side introduces himself. He is a general serving one of the warlords (select one from Warlords of Oghma on page 34). They are offered the chance to get off the planet, provided they come along cooperatively. If the Travellers escape and strike out on their own, the story will take a different path and will more than likely end up at an Oghman city at some point. If this is the route they take, let them run with it! It may very well lead somewhere interesting.

## THE WASTE RANGER

Ydj is a waste ranger, adept at traversing and surviving the frozen outback of Oghma. She is an experienced pathfinder who can help the Travellers find what they want in the dangerous wilds of the planet—an optional character but she can be used to provide a guide for the Travellers, a link to Oghman society or just additional colour.

Living in a forlorn sealed environment, Ydj Byal is a widow whose husband Bol was killed during a raid on Ace. She lives with her two children on a small farm where she grows nutritious if bland lichens which Oghmans make palatable with spices. She is a knowledgeable and cunning guide, and claims there is nowhere on Oghma that she cannot get to.

Ydj will take them anywhere they want but the more dangerous the destination, the higher the cost. Ydj does not accept Imperial Credits, so the Travellers should find some other form of currency or barter.

## NEXT STEPS

The Travellers are on Oghma and free to explore this wild and unique planet. If they are content to do that, let them explore! There should be enough content in this adventure to give you plenty to work with.

To proceed to the next phase of the adventure, they must meet a raiding band and ally themselves with a warlord. Ideally it will be Hink Tabreja but ultimately that is up to the Travellers.



### YDJ BYAL

SPECIES	GENDER	AGE
Human	Female	—
TRAITS	—	SKILLS
STR 8	INT 10	Flyer (grav) 1, Gun
DEX 8	EDU 6	Combat (slug) 1,
END 10	SOC 5	Melee (blade) 3, Melee (unarmed) 1, Navigation 3, Profession (hydroponics) 1, Recon 2, Survival 3
<b>WEAPONS:</b>		Blade (2D), Sniper Rifle (3D, AP 5, Scope)
<b>ARMOUR:</b>		Poly Carapace (+10)
<b>EQUIPMENT:</b>		Cold Weather Gear

# ON WE SWEEP

In this chapter, the Travellers are asked by one of the warlords to participate in a raid. The raiders seek a high-tech item that might just change the destiny of Oghma. The Travellers may be taken aback by their barbaric ways – capturing slaves and stealing everything they can. Will the Travellers object? Or will they participate in the raid? How the Referee transitions to this phase of the adventure depends on several factors:

- Were the Travellers captured?
- Did they come to Oghma of their own volition?
- Have they contacted one of the warlords?
- Have they encountered the waste ranger?

The Travellers should end up aligning themselves with a raider group in some fashion. Ideally, this will be Hink Tabreja but if they prefer one of the others, the Referee can easily customise the story. If they have kept a low profile, this might be a good opportunity to introduce the waste ranger. She can serve as a bridge to warlords since she is familiar with all of them and has worked for many when they need an experienced wilderness guide.

Tabreja is the heretical warlord who has dared to utter that Khurge the Blind and the Makergod are one and the same. Tabreja was educated offworld where he learned the secret history of Oghma and believes that both personas are fictions created by the AI that once controlled the planet. He has come to believe that with certain technologies, he can suppress the AI's ability to control Oghma and pave the way for the world to chart its own destiny.



If the Travellers come into contact with Tabreja, he will tell them the secret history of Oghma. You may tell all or part of A History of Oghma on page 4 to the Travellers. If the Travellers end up meeting one of the other warlords instead, simply present an abridged version of the history. Several key details will be left out, leaving the Travellers to fill in the gaps.

Allying themselves with one of the warlords might feel a bit like making a deal with the devil. They do after all raid this region of the Outrim Void mercilessly. The Travellers may feel differently if the warlords seek them out for their skills and knowledge. They need help from offworlders if they are going to change things on Oghma and the Travellers' presence provides them with an unexpected opportunity.

The warlord they choose is ultimately immaterial. If the Travellers ally themselves with someone other than Tabreja, it could be that the warlord they choose has gotten wind of Tabreja's ideas and wants to beat him to the punch. Or perhaps Tabreja is lying low since he is in danger of being assassinated for heresy. He may have enlisted the aid of another warlord to enact his plan and then that warlord allies with the Travellers. The flexibility of this adventure is limited only by the Referee's imagination and the Travellers' choices.

Just what the 'certain technologies' are can be left entirely up to the Travellers if they are a techie bunch who enjoy dabbling in futurism and pseudo-science. If they want to figure it out for themselves, the first thing they might want to do is find out more about the AI. There is no better way than to go right to the source: Asphodel Manufactory, where it has sequestered itself in a deep, subterranean bunker. If this is the direction they choose to go, proceed to Asphodel on page 23. That chapter is designed to be the conclusion of the adventure but it can also be used twice, first when the Travellers investigate the region to find out more about the AI, and later when they return to defeat it.

If the Travellers decide to go to Asphodel first, they will have the chance to discover the secret of Khourge and the Makergod. After they have done so, they should have the necessary information to get what they need to suppress or control the AI.

If, on the other hand, the Travellers are stumped for ideas and find themselves looking for guidance, the warlord's advisors (some of whom are slaves) suggest they obtain the following:

- A portable computer of TL13 or higher
- Intrusion/3 or higher software
- A high-tech communications jammer

The first two are relatively easy to acquire. Even in the blight of the Outrim Void, there are oases of technology. The third item is more difficult to find. Fortunately, just such a device is manufactured on Tech World and sold to the Florian League. Apparently, the Florians are quite concerned that they are under surveillance from hostile powers including the Imperium, the Hierate and the diminutive Strend Cluster. The paranoid Florians use the jamming devices in sensitive areas of their frontier worlds.

Finding out about this is going to take a little work and by work, we are talking about raiding. The warlord they opt to work with offers to take the Travellers aboard their fleet of *Threshing Oar*-class raiders so they can find the required equipment and steal it.

How long and involved this enterprise is entirely up to the Referee and Travellers. It could be that the Travellers end up enjoying the raider life and do not mind performing smash-and-grabs on other planets. On the other hand, they might object to such practices and demand that the raiders cease and desist. No matter which way they go, there will be plenty of action and drama to keep them busy and entertained.

While raiding other worlds, the Travellers have an opportunity to find out more about the alleged shipments of high-tech comms jammers that have been rumoured to exist. Have them perform Average (8+) Streetwise or Investigate (INT) checks in one or more systems and consult the Rumours table (note that with each level of Effect that the Traveller achieves, they also learn all of the information at the lower levels). The Travellers may continue to perform Streetwise and Investigate checks on each new world they visit (and raid, if the warlord accompanying them has anything to say about it), so they have an opportunity to improve the level of intelligence they acquire after every jump.

Upon further investigation, they might discover more information about the two transfer sites:

- On Torpol, the gear is stored in a warehouse at the highport before being transferred to a bulk freighter.
- On Exocet, the gear is stored in a warehouse on the planet. The facility is enormous, so finding the gear could be a challenge unless they get wind of the demonstration planned for the Florians.

## Rumours

### Effect Details

0	There are shipments of high-tech comms jammers travelling from Tech World to Yggdrasil. Finding them is going to take more effort.
1–2	The jamming gear in question is manufactured by a regional corporation called Consumer and Industrial Robotics, Electronics and Cybernetics (CIREC), who have offices and a factory on Tech World.
3–5	The Tobia Commerce Guild (TCG) has an exclusive shipping contract with CIREC and TCG has receiving operations at Torpol and Exocet where their goods are transferred to bulk freighters.
6+	A Florian delegation is coming to Exocet Down Starport where there will be a demonstration of the jamming gear capabilities. Security is likely going to be relatively light at this frontier starport.

No matter how they go about obtaining the gear, the raiders know that they are going to need technical assistance to use it, so they decide to capture slaves with the appropriate skills. The Travellers might try to talk them out of this. If Oghma is truly to break free of its barbaric past, is not it time to change? Perhaps one of the Travellers has the Electronics (comms) skill to do the job. Maybe one of their Contacts or Allies can help. This is a possible crossroads for the raiders and the Travellers might be able to help them by doing the technical work themselves and talking their new raider friends out of their lifelong vocation.

On the other hand, if the Travellers do not object, the raiders will simply kidnap needed personnel. That has been their way for centuries and they will not think twice about doing it now.

After the raiders manage to acquire the gear – and possibly more slaves – with the aid of the Travellers, they must get back to Oghma so they can plan their next step. The Oghman raiding fleet will discover, however, that stealing from a large corporation is not the same thing as bullying Borite's miners into submission or harrying the frightened natives of Marduk. CIREC, the TCG and the Florians are not just going to stand idly by after being pilfered of valuable high-tech equipment.

The return flight to Oghma should be fraught with danger. The TCG regularly uses armed escorts to protect their freighters as they ply the trade routes. Perhaps one or more *Gazelle*-class close escorts is either in the system or sent to hunt down the raiders. There are also several mercenary forces that work in the region and one or more of them could be hired to hunt down the raiders and retrieve the stolen gear.

No matter what happens, the Oghmans will not be able to get away easily. When you steal from the big boys, you can expect to pay the consequences.

### RIDING AMONG THE RAIDERS

Travelling with the raiders should be an experience unto itself. To be sure, the Oghmans are human but humans who may seem entirely alien to the Travellers.

The Oghmans are the descendants of a starfaring culture that has existed for thousands of years but that lost starflight over a millennium ago and then regained it from a paternal AI. The AI, in its own twisted way, is attempting to care for and protect its people.

Oghma had long ago achieved great heights of culture and technology, only to lose it all in a self-destructive and meaningless war. Reduced to a medieval existence on a harsh and unforgiving world, they forgot their entire history. Now under the guidance and tutelage of an insane computer program, the Oghmans have been told that the universe is a harsh and merciless place and the only way to survive is to be equally harsh and merciless. They do not see what they are doing as wrong at all. To them, the Sindalian war never ended, only the faces have changed. If their reach could extend further, they would raid all the way to Tobia and Tyokh, plundering and conquering every system on the way.

While Oghmans are not averse to learning technical skills, it is considered far more noble to learn fealty to one's warlord, the worship of one's ancestors and the honourable arts of swordplay and marksmanship.



Departing on a raiding voyage is a solemn affair with heartfelt goodbyes and religious ceremony. They know some of them will never make it back to Mother Oghma. During jump, there is a great deal of planning and plotting. The Oghmans know the astrography of their region well, and where to obtain the best loot and most qualified slaves.

The raid itself is a rapid and professional affair. Get in, get what you want and get out. They are efficient and gruff but not overly cruel unless they meet resistance. When they do, that is when you might see the 'berserker' rage they are famous for, violently quashing any resistance they encounter.

The return flight home is a raucous affair, especially when the cargo hold and low berths are filled with the spoils of raiding. The Oghmans sing the songs of their people, drink heavily and feast mightily. The voyage is a celebratory affair whether or not the raid was bountiful. Surviving the dangers of raiding is reason enough to be joyful; if raiders' lives were lost, they are commemorated before the feast and a few solemn dirges are added to the song list.



# ASPHODEL

The conclusion of the adventure occurs in the Oghman wasteland at the massive industrial facility known as the Asphodel Manufactory (see System Data and World Map on page 29 for its location).

The Travellers discover the importance of this site by allying themselves with either the warlord Hink Tabreja, Ydj Byal or one of the other warlords. Alternatively, the Travellers might determine the importance of the facility and investigate it on their own, but the trail of clues will be long and difficult to decipher. The warlords and waste ranger are residents of Oghma and have had a long time to learn its secrets. Without their help, it will not be easy to put the pieces together.

Tabreja and Byal might be the only two people on the planet who truly understand the importance of the site. While neither knows exactly what to do about it, they hope to enlist the aid of the Travellers in one final, conclusive attempt to defeat the AI. This may be done with the advanced technology that they acquired in On We Sweep (page 19) or perhaps another method that the Travellers come up with.

At Asphodel, the AI remnant known as both Makergod and 'Khurge the Blind' makes its home. When it was first constructed, the AI was a diffuse entity, replicated at dozens of sites to prevent it from being destroyed or corrupted. Several of its replication facilities are still operating elsewhere on the planet but none are fully functional. If the Travellers and their Oghman cohorts delve deep into the manufactory and find the central processing core, they might be able to contain or even destroy the AI in the substrates that contain its code.

Like a caged animal, the AI perceives the danger presented by the Travellers. It lashes out with security robots and might try to escape to a replication site, but with the aid of the comms jammers that the Travellers acquired on Torpol or Exocet, they can defeat the Makergod.

## FIREPITS ON THE FROZEN PLAIN

There are numerous industrial, utility and transportation facilities in the region, most of which are located below ground. Dozens of exhaust portals on the surface release excess heat from geothermal power plants deep underneath. The vents terminate in massive, cylindrical holes that are so large they can be seen from space.

This facility and others like it provided power for the people of Oghma after the Sindalian wars ended. While the AI still uses energy generated from its geothermal power plants, it now gets the majority of its energy from fusion reactors closer to the industrial centres. More advanced energy production was necessary to resume starship construction.

The AI was never able to recreate computer and communications systems quite to the level of antebellum Oghma and is therefore dependent on the continued existence of sites like this one. Most of its processing cores were stored in the safety of the deep-site bunkers and civil defence facilities created for the people of Oghma and there they remain.

By using data taken from various instruments, consulting technical slaves with technological know-how, and by exploring the facility, Tabreja has garnered enough information to theorise about the nature of the facility. He believes the processing cores require a significant amount of energy and that if they can pinpoint where the energy source is, they can find the AI. Now all it will take is a bold expedition to delve into the facility and let the stolen comms jammer do its magic.

Looking into the exhaust portals is like staring into the pits of hell. The interior walls are tiled with bonded superdense plates, blackened and streaked by volcanic detritus of the Ochre Caldera and the calcified sediment that has dripped in from surrounding tundra for centuries. The portals are 100 metres to a kilometre in diameter and have varying amounts of smoke and steam emanating from them. The portals descend for one to two kilometres before taking more serpentine routes into the planet's crust.

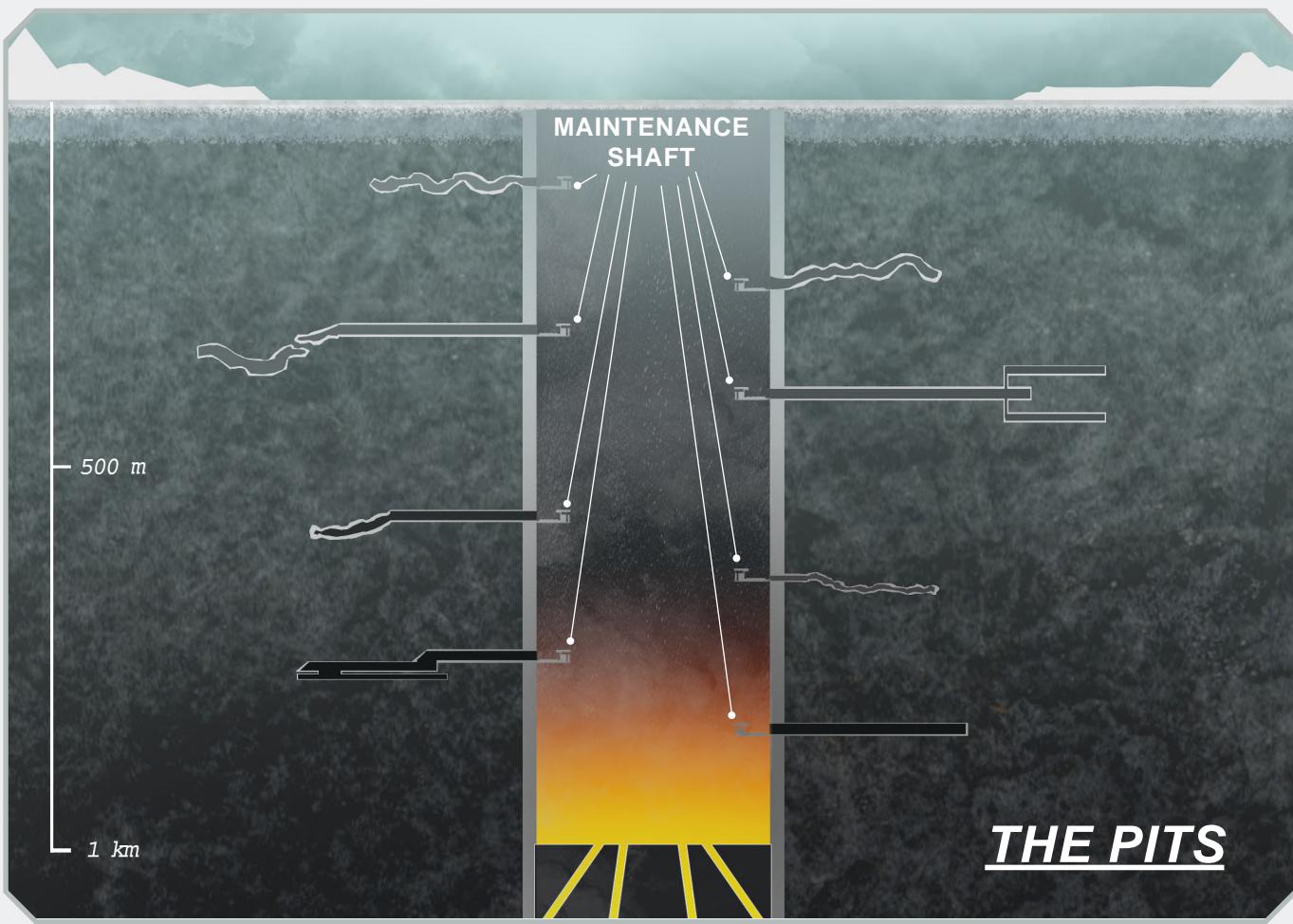
Maintenance gantries line the walls of the exhaust portals at intervals of 100–200 metres, large enough for a small grav vehicle to land on. There are no ladders or other physical links between them. Each gantry has a hatch that leads into a maintenance shaft, most of which are sealed shut by crusty goop that has coalesced into cracks and seals. If the Travellers have grav belts or a grav vehicle, they can access the ports simply by flying down to them. Unfortunately, only one in five are openable without an extensive clean-up, prying away the encrusted matter that seals the doors.

Alternatively, the Travellers can descend to the gantries with climbing gear but with few handholds and only small outcroppings of condensed and crusty matter to grab onto, the climb will be perilous.

From time-to-time, the Travellers see aerial drones and bots flitting about inside the portals like pollinating bees. They appear to be flying from place-to-place, sealing cracks and attending to the integrity of the walls. The robots are busy with their work and take little notice of the Travellers.

The heat from the vents melts surrounding ice and snow, which cascades in streams and waterfalls into the portals. At the surface, the heat is negligible, dissipating quickly into the very thin atmosphere of Oghma but it gets much warmer as you descend. The Travellers notice that the heat picks up inside the portals every 15 minutes and is unbearable for a few minutes of every 20 minute period. At the 15 minute mark of an exhaust cycle, the rising heat begins to become noticeable. At 16 minutes, it becomes uncomfortable to anyone not wearing protective gear. At this point, the drones disappear into small niches in the portal walls to escape the heat. At 17 minutes, the heat starts cooking any organic matter in the portal. Travellers standing on one of the gantries, hovering on a grav belt or rappelling down the shaft start to get burned.

During the first 30 seconds past the 17 minute mark, any Traveller without protection from the heat takes D3 damage per round. After 30 seconds, it rises to 1D per round. Sixty seconds after the exhaust sequence starts, it rises to 2D per round. At this point, even armoured





Travellers with life support systems and ample heat protection start seeing alarms go off on their HUDs. A minute and a half into the sequence, the damage rises to 4D per round. Heat vapours, steam and smoke are clearly visible on the surface and the exhaust portal looks like an enormous smoking chimney. During the last 30 seconds, the heat is so intense that armoured Travellers may suffer D3 damage per round. After the exhaust cycle is complete, the blast from the furnace stops and the heat begins to dissipate. By the 20 minute mark, the frigid Oghman climate has reasserted itself and it seems as if the whole thing never happened. Then the cycle starts over again and the Travellers have another 16 minutes before another blast of heat begins.

There are dozens of the massive exhaust portals on the tundra. Which one do the Travellers choose? They can attempt the needle-in-a-haystack method, searching one portal after another, but this will take time and patience, searching until they find the processing core, always wary of the constant danger of the heat. Unless the Travellers time the exhaust cycle and synchronise watches or hand computers, they will not know when the next cycle is coming with any degree of accuracy.

The Travellers might want to narrow things down before they start diving into kilometre-deep holes. The best way they can do that is with sensor equipment. If they have no sensor equipment of their own, they are out of luck. Any warlord who brings them to Asphodel will not bring high-tech gear other than weapons, armour and of course, the comms jammer.

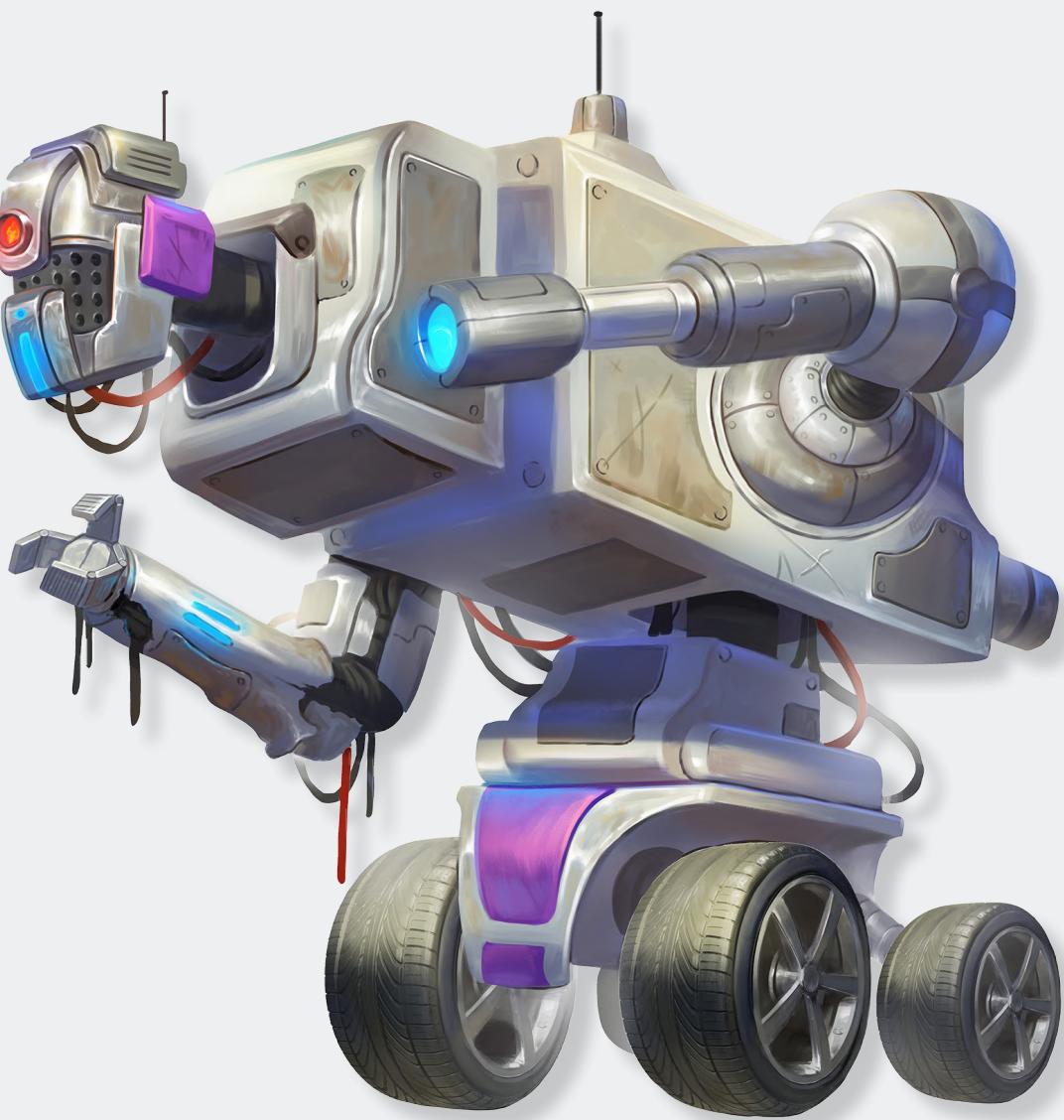
If the Travellers have densitometers or neural activity sensors, they can narrow down the search to just a few of the portals. In addition, if they came to Oghma aboard their own ship, or they had a ship captured during the assault on Marduk, this might be the time to bring it back into the story. Starship sensors are more attuned to operating in the vacuum of space but might prove very useful in the search for the processing core.

## INTO THE DEPTHS

When the Travellers begin to break into the maintenance shafts, they discover that their condition varies greatly. Some shafts have completely collapsed after centuries of disuse and lack of care. The equipment in each was crucial in the maintenance of the site and so many becoming defunct has had a deleterious effect on the entire complex.

The Travellers will find many maintenance shafts are still functional, if only barely. The AI is using slave labour to keep the facility running as best it can, appointing slaves and security robots in a very haphazard manner, trying to address crises as they come up rather than solving underlying problems.

The security robots patrolling the maintenance shafts are old and poorly maintained. They have been reassembled and jury rigged so many times that most have become monstrosities of metal plating, cables and exposed electronic circuit boards. Provided is an example of a fully functional robot. Reduce Hits or Armour, lower Speed and reduce other performance factors for each of the renegade robots encountered.



Robot	Size	Hits	Locomotion	Speed	TL	Cost
Renegade Security Robot	5 (Human)	20	Wheels	7m	12	Cr170000
<b>Skills</b>	Athletics (dexterity) 1, Athletics (endurance) 2, Athletics (strength) 2, Gun Combat (energy) 2, Mechanic 1, Melee (unarmed) 3, Recon 3					
<b>Attacks</b>	Fists (2D+1), Laser Rifle (5D+3, Zero-G)					
<b>Manipulators</b>	2x (STR 9 DEX 7)					
<b>Endurance</b>	259 hours + Quick Charger					
<b>Traits</b>	Armour (+15), Heightened Senses, IR/UV Vision					
<b>Programming</b>	Advanced, INT 6					
<b>Options</b>	Auditory Sensor (broad spectrum), Hostile Environment Protection, Laser Designator, PRIS Sensor, Quick Charger, Recon Sensor (enhanced), Transceiver, 50km (improved), Voder Speaker, Weapon Mount (medium), Wireless Data Link					

Navigating the hallways and caverns of the complex is a challenging task. It is very easy to get lost in the circuitous hallways that weave their way through the planet's crust like the dendrites of a nerve cell. Travellers with Navigation are more adept at orienting themselves and can make a check every so often to avoid becoming lost.

The terrifying and infernal conditions often puts slaves employed there into a panic. Working in hot and dark places deep in the earth is as close to hell as any are likely to get and more often than not, the slaves die at Asphodel after a very brief tenure. They often starve for lack of proper supplies. They die from industrial accidents. They are killed by exposure to exhaust heat. Sometimes they kill each other in desperation or insanity and are in turn killed by the security robots whose reliability and proper maintenance is also in question.

As the Travellers explore the shafts, roll 2D on the Encounters table every 10 minutes that they spend searching.

If the Travellers came to Oghma at the behest of GeDeCo during the events of Raid on Marduk, consider allowing them to find Cloughm Vougi among the slaves. He is a recent captive, so his sanity is still intact at this point.

Sooner or later, either by using sensors to detect the presence of a high-end power plant or just by scouring the complex, they find the processing core where the

AI has sequestered itself. As they make their way into the core, the oppressive heat suddenly gives way to a cool, temperature-controlled environment. If the Travellers have them, neural activity sensors show a high concentration of sentient life in the vicinity. Densitometers show that a great deal of structural additions have been made to the area, perhaps to prevent it from collapsing. In short, whatever is here must be worth saving.

## CONTAINING THE BEAST

The AI processing core is remarkably well maintained for its age. It consists of a large chassis with multiple holographic displays and several terminals. Most of the terminals are biometric stations that enable a technician to 'patch into' the core via a virtual-reality interface. Beneath the processing core, accessible via a number of service plates, are fibreoptic cables and transceivers that communicate with the replication network.

There are numerous technical slaves servicing the processing core. These slaves are recent additions but just as eager for rescue as the more desperate ones the Travellers encountered in the maintenance shafts. The room is surprisingly devoid of security robots.

If the Travellers acquired the high-tech comms suppressors on Torpol or Exocet, now is the time to use them. They can block the AI's replication channels and confine it into this processing core. Have the assigned Traveller make an Average (8+) Electronics (comms) check to enable the equipment.

## Encounters

2D	Encounter
2–4	No encounter.
5–6	Industrial hazard. The Travellers encounter dangerous fluid leaks, collapsing tunnels, noxious gases or another hazard posed by the decline of the facility.
7–8	Haggard and frightened slaves wandering the maintenance shaft. If they have not been there too long, the slaves might have their wits about them and beg the Travellers to help them escape. Often they have completely lost their minds and are more likely to assault the Travellers out of fear and desperation.
9–10	Patrolling security robots. The robots are not in good condition and may or may not be able to discern the Travellers as a threat. Roll 1D. On a roll of 1–3, they dismiss the Travellers as slaves doing their jobs and continue about their business. On a 4–6, they perceive the Travellers as a threat and immediately attack.
11–12	Slaves attended by security robots. These encounters can be tense. Small troupes of slaves are being taken from one job to another, as there is no end to the upkeep of this slowly collapsing facility. As above, roll 1D to determine the disposition of the robots. On a 1–3, they think the Travellers are slaves who have either deserted or gotten lost and demand that they get back to work. On a 4–6, they perceive the Travellers as a threat and immediately attack.

After activating the comms jammers, a Traveller with Electronics (computers) skill or a suitably skilled technical slave can see on the processing core's displays that its Intelligence Replication Network (IRN) has been successfully shut down. Further investigation reveals that the system long ago failed to preserve an uncorrupted original, so it selected the most viable candidate it could find. This partially functional AI became the Makergod.

The AI still retains six replicated instances of itself on Oghma but none of the arrays containing replications are as functional as the one at Asphodel. Had they not jammed its communications array, the AI might have been able to 'escape' to one of its replication cores elsewhere on the planet but it is possible that it would have lost even more performance.

Even if the Travellers fail to contain the AI here, its ability to maintain processing power is greatly diminished if forced to 'flee' to one of the replication facilities. Even so, if the Travellers truly want to ensure that they have contained the AI's primary instance and prevent it from replicating, they are going to have to go to all of its replication sites and destroy the hardware on which they are stored.

## A COHERENT REPLICATION

If the Travellers spend time investigating the processing core log, they discover that 1,500 years ago, one instance of the AI cut off contact a mere picosecond before the viral attacks of the Sindalian War fried and irreparably damaged all the terrestrial cores. Its location... deep in the gases of Ra-La-Lantra, the Oghma system's volatile superjovian gas giant where radiation and pressure levels are severe enough to destroy most starships.

It appears the Ra-La-Lantra instance preserved a completely pristine copy of the AI moments before all Oghman instances were severely damaged. The Travellers have the coordinates to its location but getting there will be extremely difficult. It would require a craft that could survive the hostile radiation and pressures of a superjovian gas giant and an immense amount of thrust required to escape its depths. Any attempt to retrieve it is outside the context of this adventure and a story for another time.

## THE END OR JUST THE BEGINNING?

So how does it all end? That's entirely up to the Referee and the intrepid group of Travellers. Once the secrets of Khurge and the Makergod are revealed, there are a number of ways the adventure can be wrapped up.

The AI is essentially a TL16 intelligence. As such, its programming consumes a finite amount of space (for additional information on Conscious Intelligence software, refer to *High Guard*, page 74). If the Travellers can destroy the AI's guardians, free the slaves in its possession and sever its connection to the replication network, they can then either destroy it or perhaps upload it to a computer of their own. The AI could even become a character in the campaign or be turned over to one of the Imperial Research Stations, possibly for a hefty price. If the Travellers have the computer bandwidth, it could be uploaded to their own starship, serving as a member of the crew. It might even escape their grasp somehow, perhaps becoming a recurring nemesis.

Destroying or absconding with the AI has drastic effects on the people of Oghma who are dependent on it to maintain their delicate biome and keep their cities alive and functioning. If the Travellers remove the AI from the equation, the Oghman barbarian threat dissipates in a matter of months but the people of Oghma will be in dire straits without their paternal protector.

If the Travellers choose to ally themselves with one or more of the warlords, they might be able to get them to help carve a new path for their people. Given time and guidance, Oghma might one day re-join the interstellar community. It will take a generation or more for their neighbours to forgive them for centuries of atrocities but there are many historical precedents. A pariah can be accepted back into the fold if the correct steps are taken; humans have an immense capacity for forgiveness and time heals all wounds. One day, Oghma might become the trade hub that it once was, or at the very least a good interstellar citizen.

# LIBRARY DATA

## SYSTEM DATA AND WORLD MAP

The Oghma system is home to a highly xenophobic society and access to the mainworld is restricted by its hostile inhabitants. Most of the information here is based on satellite data, second-hand reports and information obtained from captured raider vessels. Multiple sources have produced a somewhat incongruous narrative. For that, we apologise.

While the Travellers' Aid Society has confirmed much of this data, the universe is an ever-changing place. The best way to obtain more current data on a system like Oghma is to visit it yourself.

Oghma is the mainworld of a trinary star system. Fijari, the system primary, is a typical orange dwarf star. The close proximity of Fijari's two red dwarf companions and four gas giants (particularly the highly radioactive superjovian Ra-La-Lantra) combine to create a challenging environment out of what otherwise might have been a life-supporting and bountiful system.

Oghma occupies the outer fringes of the habitable zone and has only a slight orbital declination, making it frozen year-round, while its weak magnetic field and middling size allows retention of only a minimal atmosphere. The planet's oceans and seas, covering 40% of its surface, are almost always frozen, achieving minuscule levels of liquid surface water when companion star Doruc comes close enough to add some heat.

Despite a lack of tectonic activity, the planet has several dormant calderas on its surface. Some emit sulphurous clouds from time-to-time but none have erupted for millennia. The world's few mountain ranges are high, many extending into near vacuum.

Oghma has massive expanses of tundra, some taiga patches covered with lichens and ice corals, and glacial regions abutting the calderas. Oghma presents a daunting environment that has challenged every colonial enterprise that has graced its surface.

Like most of the star systems in the region, Oghma has a history of colonisation dating back to the age of the Sindalian Empire. Oghma's location between

the Sindalian Main and the Borderland regions made it an ideal location for a hub, so development of the bleak world went forward despite the challenges. At its peak, Oghma was host to hundreds of millions of humans, governed by a beneficent, artificially intelligent computer system. Oghma could have best been described as a managed anarchy, its cosmopolitan culture fostering the arts, free trade and serving as an able conduit for transit between the regions of the empire.

Like most Sindalian systems, Oghma fell victim to the wave of self-destructive wars that all but extinguished the light of civilisation in the Trojan Reach 2,500 years ago. Oghma's civil defence structures were resilient, shielding a large number of its citizens from the attacks. Their industrial centres and orbital facilities were decimated but the people survived.

A few centuries ago, Oghma began to reacquire jump-capable starships. Instead of re-establishing interstellar civilisation, Oghma created a raiding culture that sought to plunder other worlds, stealing whatever goods and materials it can find, and annihilating whatever it found of no use. The raiders captured and enslaved people with technical skills, bringing them to Mother Oghma to help maintain and operate its deteriorating technology.

The system features not one but two Class B starports, one on Oghma and another orbiting the gas giant Khazha. The latter is owned and operated by the General Development Company (GeDeCo) with zero interaction or participation from the locals on Oghma. Khazha Orbital is a large, well-defended facility that has become a key stop on the Florian trade route.

Long-range scans of Oghma itself indicate that it has a downport but little is known about it as offworlders are not allowed to land there. The starport has nominally been rated Class B based on satellite data. Visible fuel refineries, docking bays and other amenities are present. There is some controversy that Oghma's downport warrants a Class A rating since they have somehow managed to acquire new, jump-capable ships on a regular basis despite the fact that no facilities visible from orbit have the capacity or energy output to build jump drives.

Other than their names, little is known about the cities and industries of Oghma. Several expeditions to the planet have ended in disaster. The world is bristling with missile defences (and by some reports more exotic weapons) which have shot down visiting spacecraft attempting to land there.

From information available, the locals appear to be split into clans led by warlords whose power is derived from the number of ships they own and raid with. The warlords are covetous of each other's ships and take meticulous care of their own. Society is thought to be primitive for the most part and long-range scans of the planet detect few signs of an advanced technological and industrial society outside the starport and manufacturing plants sprinkled across the planet's surface. Its best facilities top out at TL9 but the majority of people live at a more humble TL5 or lower.

Life on Oghma appears to be unlike that on most spacefaring worlds. A visitor to an Oghman city might think they had been transported to medieval Scandinavia, Ulan Bator or another ancient Terran

culture. The architecture is ornate and sturdy, some of which is probably made from salvaged advanced materials. The buildings are low, no more than three storeys tall, except for what are believed to be religious temples that rise far above the others.

Oghmans wear thick, synthetic furs (there is no live game on the planet to trap) and other warm clothing to protect them from the freezing cold. They wear respirator masks to extract the oxygen from Oghma's very thin atmosphere. Many ride or drive genetically engineered beasts of burden, the origins of which are unknown. The most popular livestock are the woolly kians, fitted with riding bits and respirator masks of their own. The kians clop through the streets of Oghman cities alongside air rafts and g/carriers, ancient and modern worlds living side-by-side.

Oghma is divided into a loose federation of nations that have vague borders and vast tracts of wasteland between them. The foci of territories appears to be the industrial facilities that build what technology the Oghmans have.



The remnants of high-tech transportation networks operate side-by-side with more primitive methods of moving raw materials and goods. High-speed rail systems run from Asphodel to several cities and territories but much of their transportation needs are satisfied by fossil fuel-burning trains and trucks.

Asphodel appears to be the nexus of Oghma industry despite satellite imagery showing almost no permanent habitations in the region. It is uncertain which region or city, if any, operates as a focal point for commerce but most signs point to the highly populated city of Gauth, just east of the downport.

Other than Oghma and Khazha, the system has no permanently settled worlds. Ruins of colonial and industrial enterprises are found on all terrestrial worlds of the system but appear to have been abandoned centuries ago.

A tense detente reigns in the Oghma system. The isolationist and taciturn natives are allowed to do as they will, raiding star systems around them with reckless abandon and GeDeCo is more than happy to turn a blind eye, so long as the flow of trade goes on uninterrupted.

## OGHMA SYSTEM

### Position

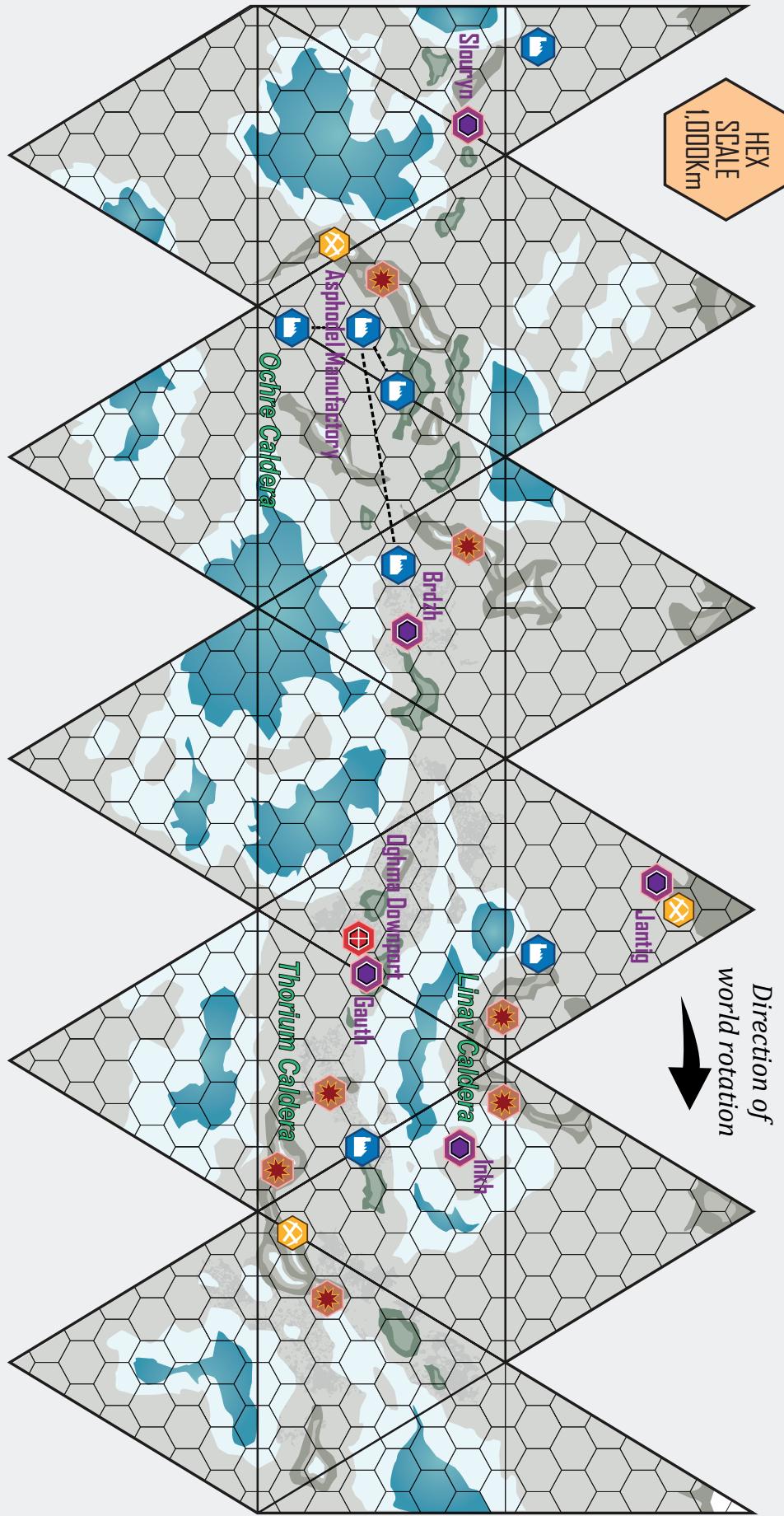
Orbit	Satellite Orbit	Name	Stellar or UWP
Primary Star		Fijari	K5 V
0		Keetle	Small Gas Giant
1		(Empty)	
2		Vordor	X200000-0
3		Oghma	B534754-9
4		Drinn	X6A8000-0
5		Ra-La-Lantra	Large Gas Giant
	0	Ring System	YR00000-0
	8	B'kolior	X621000-0
	11	Hye-Livven	X300000-0
	27	Daliant	X100000-0
	34	Quarren	X200000-0
Secondary Star		Doruc	M5 V
0		(Empty)	
1		Khazha	Small Gas Giant
	1	Khazha Orbital	BS00514-B
	4	Kletter	X100000-0
	8	ER-016	X311000-0
	12	Bouro	XS00000-0
2		Norwhon	X711000-0
	1	Tilili	X200000-0
7		Hodi	X300000-0
Tertiary Star		Ailya	M3 V
0		Treamer	X200000-0
1		Kholio	Small Gas Giant
	6	Houloubit	X500000-0
	16	Farenor	X300000-0
	23	Gerben-Dar	X400000-0
2		Bealyup	X200000-0

# OGHMA

## REFeree's Version

UWP: B534754-9

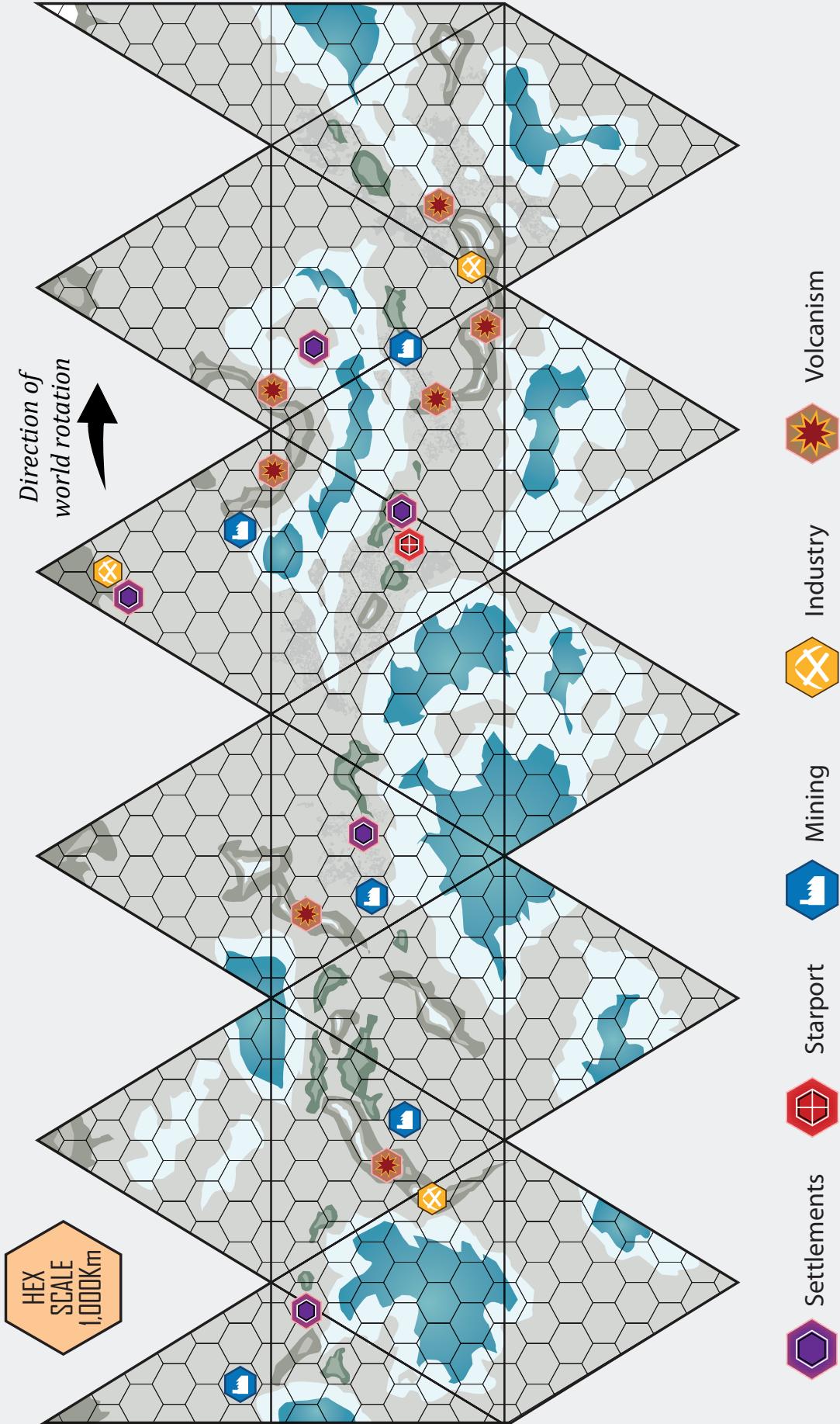
- Settlements
- Starport
- Mining
- Industry
- Volcanism



OGHMA

PLAYER'S VERSION

UWP: B534754-9



# ALLIES AND OPPOSITION

## THE WARLORDS OF OGHMA

Power on Oghma is vested in a select few who wield fleets of raiding starships and the salvaged industrial resources of the planet. There are many warlords on Oghma and they are a colourful bunch. These are just a few of the volatile and alternating cast of characters who rule Oghma's raiders. Each has a dozen or more ships, legions of raiders and (at the fiat of the Makergod) one or more industrial fiefs.

### Hink Tabreja

Territory	Northern Gauth
Army	Six brigades
Industrial Fief	None
Fleet	16 raiders, 2 carriers, 4 captured ships
Slaves	400

At the height of his power, Hink was Oghma's primary arms manufacturer. Anything from handguns to small bay weapons were made at Hink's factories. That was until the Makergod stripped him of his industrial assets, reassigning them to the much less capable warlord, Grydin Calough.

Hink was educated offworld and has a broader perspective than most Oghmans. He has sought to create a more enlightened culture on Oghma and to reintroduce his people to the interstellar community not as raiders but as friends. A charismatic figure, Hink retains a large fleet and army but is in danger of losing that and possibly his life. Having lost his industrial fief, he is now in grave danger of being deposed or assassinated. Several rivals covet his fleet and have been currying favour with Hink's generals. Hink is aware of this and uncertain as to who he can trust.

As wily as they come, Hink will not go down without a fight. He is now seeking offworld help to achieve his goals but this is a cardinal sin on xenophobic Oghma. Hink takes a more progressive approach to slavery than most of his peers, granting a path to freedom to those who perform their jobs well. Hink was Oghma's primary arms manufacturer until the Makergod took this away from him. He dreams of freeing Oghma from its endless cycle of raiding... if he lives long enough.

In addition to raiding other star systems, Hink is a huge trader in antiquities, seeking ancient Sindalian, Drinaxian and even Terran art. He wears a suit of highly ornamented combat armour and never leaves his mead hall without his advanced combat rifle and monoblade.



### HINK TABREJA

SPECIES	GENDER	AGE
Human	Male	—
TRAITS	—	SKILLS
STR 9	INT 12	Gun Combat (slug) 2,
DEX 8	EDU 11	Language (Galanglic) 2,
END 12	SOC 13	Leadership 3, Melee (blade) 4, Survival 1, Tactics (military) 2, Vacc Suit 1

WEAPONS:	Advanced Combat Rifle (3D, Auto 3, Scope), Auto Pistol (3D-3), Monoblade (3D, AP 10)
ARMOUR:	Combat Armour (+17)
EQUIPMENT:	Cold Weather Gear

## **Yngre Seulghras**

<b>Territory</b>	Jantig
<b>Army</b>	Eight brigades
<b>Industrial Fief</b>	Starship components
<b>Fleet</b>	24 raiders, 4 carriers, 6 captured ships
<b>Slaves</b>	750

Yngre is a tall and powerful woman who commands the largest of all the Oghman fleets. Her fleet has bitten off more than it could chew recently, having encroached too far into the Sindalian Main where she lost several of her best ships in battle with the superior forces of the Tyrian Lordships, Acisan defence forces and Glorious Empire mercenaries.

She possesses one of the lesser industrial fiefs on Oghma and seeks to increase her holdings by war, assassination, subterfuge or any other way possible. Yngre needs a big win to offset her losses and if offworlders can help her achieve it, so be it. She is an honourable warlord and will handsomely reward anyone who helps her get where she wants to be.

## **Brodì the Incorrigeable**

<b>Territory</b>	Inkh
<b>Army</b>	Three brigades
<b>Industrial Fief</b>	Transportation
<b>Fleet</b>	12 raiders, 1 captured ship
<b>Slaves</b>	100

Brodi is renowned as much for his heavy drinking as his pranks, sarcasm and love of dirty jokes. If you want to win Brodi over, make him laugh with the foulest joke you can think of. He will buy you a round and more than likely help you out with whatever problem you have.

Brodi commands one of Oghma's most ferocious bands. His fleet is relatively small and he is often sought for joint ventures.

## **Grydin Calough**

<b>Territory</b>	Southern Gauth
<b>Army</b>	Six brigades
<b>Industrial Fief</b>	Arms manufacture
<b>Fleet</b>	14 raiders, 3 carriers, 5 captured ships
<b>Slaves</b>	500

Grydin is an up and comer among the warlords. He is young, brash and quite stupid, but his feral nature and good luck have kept his head attached to his shoulders and his empire growing at a precipitous rate. Grydin recently acquired Tabreja's arms manufacturing fief, giving him a powerful empire. How such a moron was found deserving of this good fortune is a source of great consternation for the other warlords. The ways of the Makergod are not to be questioned but Grydin's absurd rise to power has some questioning their faith.

## **Khourge the Blind**

<b>Territory</b>	Asphodel
<b>Army</b>	One slave brigade, one robot soldier brigade
<b>Industrial Fief</b>	Starship manufacture
<b>Fleet</b>	None known
<b>Slaves</b>	Unknown but thought to be 3,000 or more

The mysterious Khourge controls the design and manufacture of starship hulls and drives and has done so for centuries. No one is quite sure if Khourge is immortal, propped up by anagathics, or if the name has been passed on to succeeding generations.

Khourge resides somewhere in the caverns beneath the Asphodel Caldera where it is also said the Makergod itself resides in material form. Despite the obvious signs, few are bold enough to claim that Khourge and the Makergod are one and the same. Khourge is a massive consumer of technical slaves, despite having no ships of his own, but he is known to have single-handedly encouraged other warlords to mercilessly raid Marduk and Borite for the majority of his slave labour force for as long as anyone can remember.

One of the ways other warlords maintain possession of their industrial fiefs is by appeasing Khourge with slave offerings. While no instructions have ever been passed down that they must donate to Khourge in order to better their station, those who give to Khourge seem to do just a little better than other warlords.

As far as slave ownership goes, Khourge seems to be concerned with quantity over quality, until a deficit occurs in one or more technical areas. When this happens, Khourge offers lucrative trades for single individuals with the required skills. Trades can be for goods, starship components, greater access to industrial resources or even other slaves, sometimes garnering a ratio of one highly desired technical slave for 100 lesser slaves.

# THRESHING OAR RAIDER

The Oghmans use many types of ship for raiding but the most common is the *Threshing Oar*-class raider. This vessel is designed to transport raiders to neighbouring worlds where the mission is to land on the surface, steal whatever they can and depart quickly.

The class is universally equipped with a stealth coating. The goal of a raider is not to fight but to get in, acquire loot and get out, undetected if possible. Raiders are equipped with sandcasters for defensive purposes and a powerful reaction drive to make a hasty escape. The class also has several laser turrets, used mostly for covering fire. The hull is usually made of titanium steel but sometimes ships are constructed of lesser materials when titanium is hard to come by.

The exterior is sleek and streamlined and includes aerofins for agile flight in atmosphere. Hulls are usually painted in earthy colours with elaborate runes and murals.

Oghman ships often run under less-than-optimal conditions. Technical talent is scarce on Oghma and slave labour is usually employed in one or more crew positions. The role of commander is always held by an Oghman as are the marine positions but other jobs are a mixed batch of trained Oghmans and slaves who were captured for their technical know-how. In fact, slaves are often the most skilled crew on a ship. As one might expect, slave labour often produces less than ideal results but woe to the slave caught lollygagging during a raid.

## TL9

		Tons	Cost (MCr)
Hull	300 tons, Streamlined Stealth (basic) Aerofins	— 6 15	18 12 1.5
Armour	Titanium Steel, Armour: 2	18	0.9
M-Drive	Thrust 1	3	6
R-Drive	Thrust 3 (fuel efficient x2)	18	4.5
J-Drive	Jump 1	12.5	18.75
Power	Fusion (TL 8), Power 120	12	6
Fuel	J-1, 8 weeks of operation 2 hours of Thrust	34 27	— —
Bridge	Holographic Controls	20	1.875
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Weapons	Double Turret (pulse lasers) Double Turrets (pulse laser, sandcaster) x2 Fixed Mounts (light autocannon) x2	1 2 0.5	2.5 3.5 0.03
Systems	Armouries x2 Fuel Scoops Fuel Processors (60 tons/day) Docking Space (15 tons) Grav APC	2 — 3 17 —	0.5 — 0.15 4.25 6.151
Software	Evade/1 Intellect Jump Control/1 Library Manoeuvre	— — — — —	1 — 0.1 — —
Staterooms	Standard x8 Barracks x16 Low Berths x12	32 16 6	4 0.8 0.3
Common Areas		12	1.2
Cargo		42	—

## Crew

Pilot, Astrogator,  
Engineer, Gunners x3,  
Marines x16

**Hull: 120**

## Running Costs

### MAINTENANCE COST

Cr8142/month

### PURCHASE COST

MCr97.706

## Power Requirements

Basic Ship Systems

60

Manoeuvre Drive

30

Jump Drive

30

Sensors

1

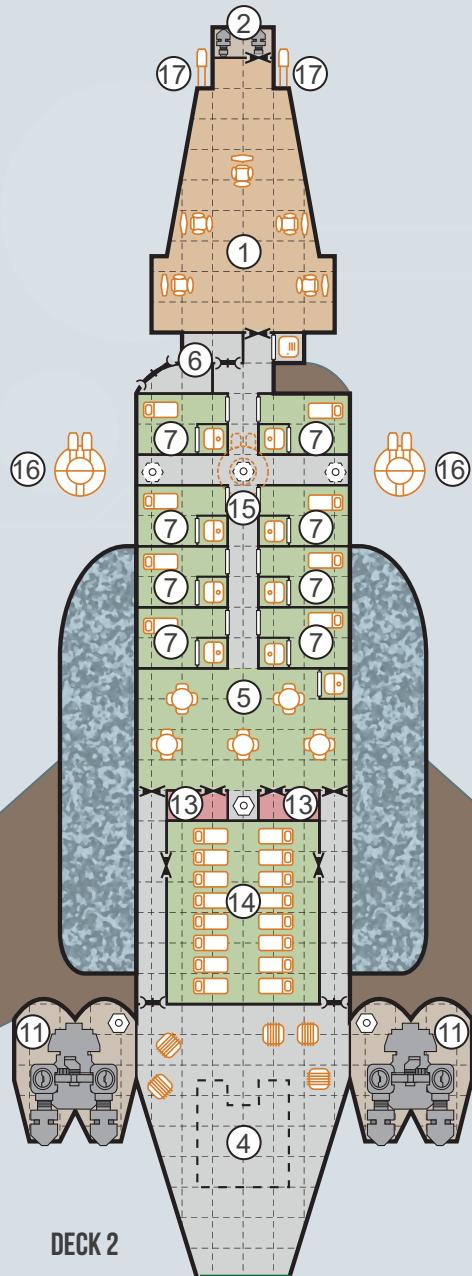
Weapons

19

Fuel Processor

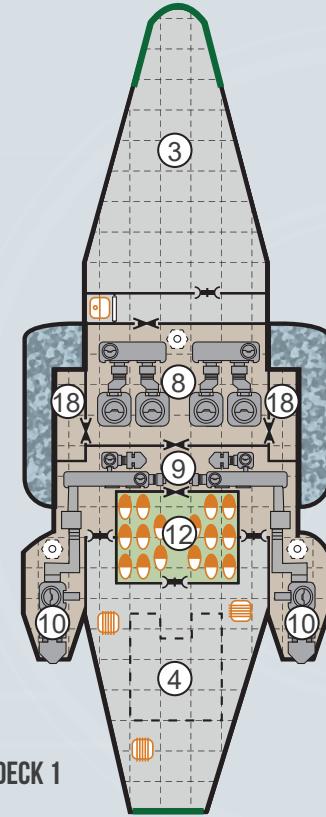
3

# THRESHING DAR RAIDER



## LEGEND

1. Bridge
2. Sensors
3. Docking space
4. Cargo hold
5. Common area
6. Airlock
7. Stateroom
8. Power plant
9. Jump drive
10. Manoeuvre drive
11. Reaction drive
12. Low berths
13. Armoury
14. Barracks
15. Double turret (pulse laser)
16. Double turrets (pulse laser, sandcaster)
17. Fixed mounts
18. Fuel processors



1 square = 0.5 Ton

## UPPER DECK

The upper deck contains the bridge and accommodations. In addition, this deck features two large fuel tanks mounted on the hull.

1. The bridge of the raider has the standard array of duty stations. Pilot and astrogator occupy the two stations to fore. Behind them are the ship's engineer and sensor op stations. Due to a dearth of technical talent, crew roles might be filled by a Virtual Crew program when possible. The ability to create such software is beyond Oghman means, so when it is present, it has been acquired through trade or theft. A command chair is located between the duty stations, elevated to reflect the status of the warlord who commands the ship. The ship's avionics and sensor pod are in the closet on the bow. The main airlock and ship's locker are to aft of the bridge.
2. The accommodations of the ship are divided into two sections. The first is located just aft of the bridge and contains eight standard staterooms. Typically, the four forward staterooms are single occupancy and reserved for officers; the four aft staterooms are configured for double occupancy and are assigned to junior officers and crew (including the gunners, drive hand and steward). An access portal to all three turrets is on the ceiling between the first two staterooms. The wide (by starship standards) hallway is an extension of the commons, providing additional space for totems, fetishes, tapestries and other raider decor. The forward landing struts are located fore of the staterooms and only accessible via the exterior of the ship. The reinforced titanium struts extend when the ship lands on a planet.
3. The common area bifurcates the two accommodations sections and serves as a meeting place for all crew members. The commons is referred to by most raider crews as the 'mead hall' a place where the crew can assemble after a successful raid, sing of their glory and lament lost comrades. Mead halls are garish, musty places, adorned with animal skins, tapestries, idols of the Oghman religion and storage containers for food and alcoholic beverages. To aft is a drop shaft to the ship's grav APC garage. Prior to a raid, the ship's troops, freshly equipped from the armoury, pour through the mead hall, enter the lift, two-by-two and into the waiting grav APC.

4. The barracks contain accommodations for 16 marines. These vary in character, some being more spartan affairs while others can be even more garish than the mead hall, strewn with fetishes, trophies and archaic weapons racked along the walls. To fore is the ship's armoury, providing ready access to the marines' weaponry. Barracks on these ships tend to be more spacious than those found on typical military craft, primarily because one or more of the marines are often the commanding officers of the ship. Along the halls to both port and starboard are access portals to the engineering section. To aft are portals to the upper cargo bay gantry.
5. The upper cargo hold includes a gantry that looks down upon the lower hold, reinforced and capable of supporting small cargo modules. A cargo lift on the forward portion of the gantry carries cargo and personnel to the lower hold. The reaction drive pods to port and starboard are not accessible from the upper deck.
6. The ship is equipped with aerofins to deftly manoeuvre in atmospheric conditions and make hasty, nap-of-the-earth escapes when necessary.

## LOWER DECK

The lower deck contains the ship's APC garage, engineering section and cargo hold, including low berth pods for storage of captured slaves.

7. The garage accommodates a craft of up to 15 tons. The standard vehicle used by Oghman raiders is a Doomsayer grav APC (see page 40). Marines come down the lift two at a time; according to tradition, the first down the chute is the driver. The troop commander is often the ship commander as well, a dangerous practice that sometimes results in a change of command by the end of a raid. Fortunately for the Oghmans, there is always a ready hand to take charge. The APC garage has a small marshalling area and tool storage compartment for repair and maintenance of the vehicle.
8. The engineering section on the lower deck contains the majority of the drives and power plant, with only the reaction drives and exhaust ports located on the upper deck. Access to the engineering deck is from two floor portals on the upper deck and two portals to the lower cargo hold. The manoeuvre drive section includes access plates to the reaction drives, which are located on the upper deck.

- The lower cargo hold contains a lift to the upper gantry. To fore are two portals to the low berth pod. Captured slaves, when they have not been sedated or bludgeoned into submission, are often dragged, kicking and screaming, through the hold into a low berth pod. Signs of such struggles are often evident on the floors and walls.

## OUTER HULL

The hull of the raider includes four fuel tanks, landing gear access, aerofins and a couple of small defence weapons such as gatling lasers or autocannons. These weapons are fired from the bridge and usually used to disperse local militias that have the gall to attack the raiders as they depart a besieged world.

## QUIRKS

Most raiders have several quirks due to their age, infrequent maintenance or eccentricity. Roll D3 to determine the number of quirks and then roll 2D on the Raider Quirks table for each quirk.



### Raider Quirks

2D	Quirk
2	Notorious: The raider is well known in several star systems and is either actively hunted or there is a bounty on its crew.
3	Artistic Flare: The raider is decorated with fetishes and painted in bright colours to convey its history and significance. The ship grants DM+1 to MOR checks (if using <i>Pirates of Drinax</i> ) and Initiative rolls.
4	Hidden Treasure: A heretofore undiscovered secret compartment contains valuable cargo.
5	Tainted: The cargo hold is contaminated by chemicals or atmospheric exposure. Vulnerable cargos might be damaged during transit.
6	Damaged weaponry or sensors impose DM-1 for all checks made using them until repaired or replaced.
7	The raider has extra software and a possible computer upgrade. Roll 2D: 2–8 for Virtual Crew (TL10) software, 9–12 for Evade/2.
8	Old Dog: This venerable ship suffers DM-1 to checks made for repairs and maintenance costs are doubled.
9	Grisly Scene: The ship is an avid slaver and has the evidence to show for it, such as blood-stained walls, manacles in the cargo hold, extra low berths and/or staterooms converted for slave storage.
10	Damaged Drive. Roll 1D: 1–2 manoeuvre drive, 3–4 jump drive, 5–6 power plant. The crew suffers DM-1 on all checks involving the drive.
11	Hybrid Hull: The raider is partially constructed with higher tech materials, giving it Armour +1.
12	Big Guns: The raider has installed a more powerful high-tech weapon. Select a suitable weapon in the <i>Traveller Core Rulebook</i> or <i>High Guard</i> , or give the weapon D3 advanced upgrades (see page 70 in <i>High Guard</i> ).

# DOOMSAYER GRAV APC

TL	9
SKILL	Flyer (Grav)
AGILITY	+0
SPEED (CRUISE)	Medium (Slow)
RANGE (CRUISE)	2,000 (3,000)
CREW	3
PASSENGERS	14
CARGO	0.5 ton
HULL	60
SHIPPING	15 tons
COST	MCr6.151

## WEAPONS

- Ring Mount (rotary autocannon)
- Ring Mount (water cannon)

## EQUIPMENT

Camouflage (improved), Communications Systems (improved), Computer/1, Control System (improved), Fire Extinguishers, Life Support (short term), Navigation System (improved), Prismatic Aerosol Discharger, Sensor Systems (improved), Smoke Discharger

## ARMOUR

FRONT	45	REAR	35	SIDES	40
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## EQUIPMENT

Autopilot (Skill Level)	—
Communications (Range)	500km
Navigation (Navigation DM)	+2
Sensors (Sensors DM)	+1
Camouflage (Recon DM)	-2
Stealth (Sensors DM)	—

WEAPONS	RANGE	DAMAGE	MAGAZINE	TRAITS	FIRE CONTROL
Rotary Autocannon	1	6D	500	Auto 5	+2
Water Cannon	0.1	—	20	—	—

