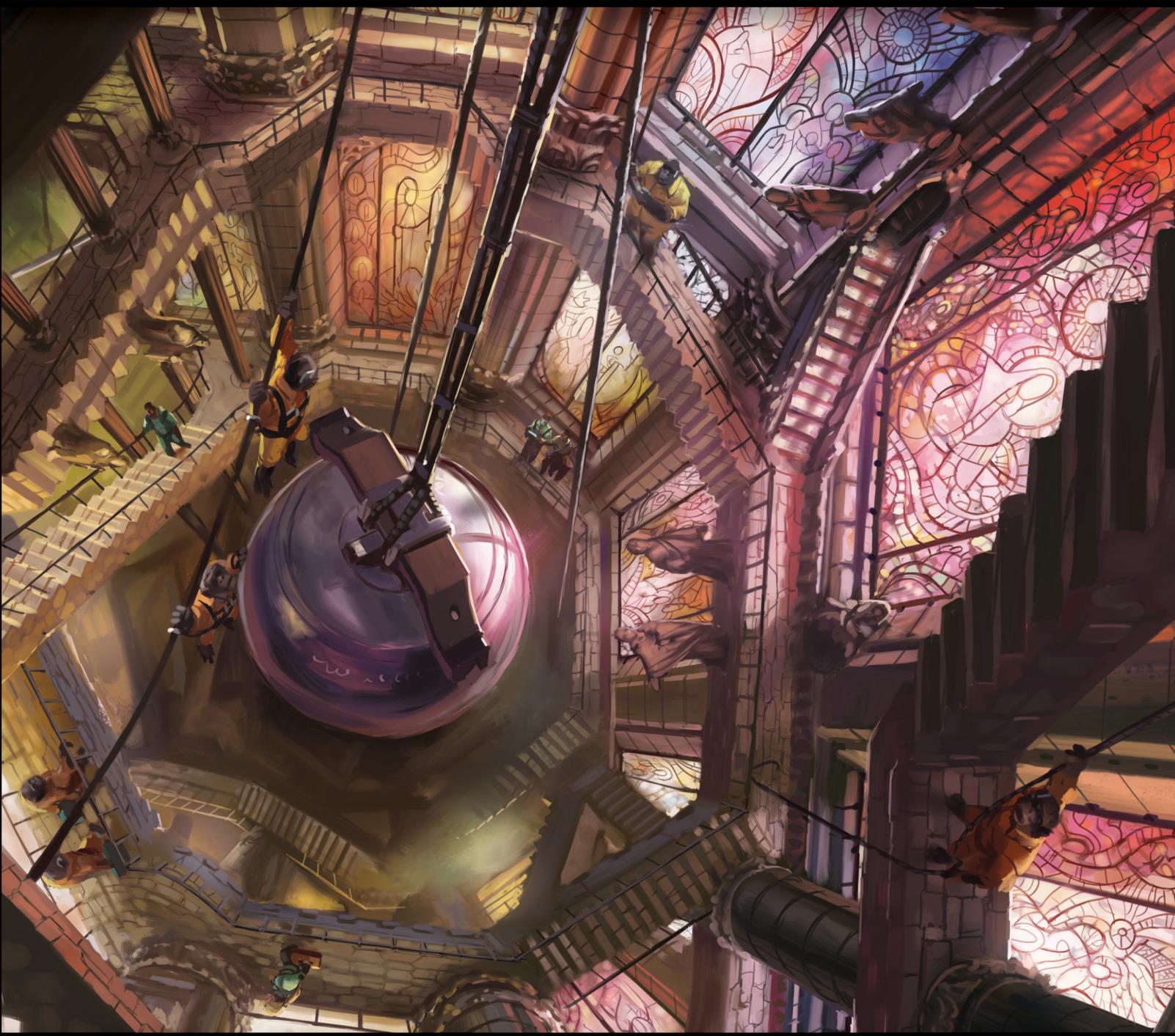


TRAVELLER

SOLOMANI ADVENTURE 2:
THE BELL OF ROCAMADOUR



SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

TRAVELLER

S O L O M A N I A D V E N T U R E 2 :
T H E B E L L O F R O C A M A D O U R

CREDITS

CLASSIC TRAVELLER

Marc Miller

Loren Wiseman, John Harshman, Frank Chadwick, Darryl Hany, Winston Hamilton, Tony Svajlenka, Scott Renner, Doug Poe, David MacDonald, Wayne Roth, Paul R. Banner.

MONGOOSE TRAVELLER

Author

Christopher Griffen

Editor

Matthew Sprange

Layout & Graphics

Sandrine Thirache

Illustrations

Quentin Soubrouillard (illustrations and cover)

Carlos Cenoz Bermejo, Diego Dominguez Diez, Maria Anisimova

TRAVELLER INNER CIRCLE

Andrew James Alan Welty, Colin Dunn, M. J. Dougherty, Rob Eaglestone, Sam Wissa, Joshua Bell, Maksim Smelchak

Special Thanks

Marc Miller, Loren Wiseman

Traveller ©2021 Mongoose Publishing. All rights reserved. Reproduction of this work by any means without the written permission of the publisher is expressly forbidden. All significant characters, names, places, items, art and text herein are copyrighted by Mongoose Publishing.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Game License, please go to www.mongoosepublishing.com.

This material is protected under the copyright laws of the United Kingdom and of the United States. This product is a work of fiction. Any similarity to actual people, organisations, places or events is purely coincidental.

Traveller is a trademark of Far Future Enterprises and is used under licence.

Printed in China

CONTENTS

INTRODUCTION	2
REFEREE'S INFORMATION	5
BEGINNINGS	7
REACHETH TO ZEBULUN	9
TROUBLE ON PIJO	13
ROCAMADOUR	23
THE PATRON SAINT	26
ZEBULON LOST	31
HALLELUJAH	34
ALLIES AND OPPPOSITION	35
THE FERRET	39



INTRODUCTION

This adventure starts in the Regulus subsector of Alpha Crucis, a sector dominated by the Solomani Confederation. The Travellers should have access to a starship, one with ample room for themselves, a crew of five uplifted Apes (well, five and a half, actually – more on that later), their equipment and an immense cathedral bell that consumes two tons of cargo space. A free trader or far trader would be ideal for the job but any ship with the requisite number of staterooms and cargo space will do.

If the Travellers do not have such a ship, they need not worry. The region they are travelling through is a busy corridor for commercial and military ships. If necessary, they should be able to charter accommodations and cargo space on an appropriate spacecraft. The Travellers' patrons expect them to be reasonably cost-conscious but want the job to be done well and are willing to spend the necessary Credits to get results.

The motivations for taking the job can be singular or many. *The Bell of Rocamadour* draws from many themes, each of which may serve as a viable hook for a group of Travellers. The first is financial: The Travellers are to be well paid for completion of the job. However, there are other potential motivators as well.

The Solomani Confederation is a racially charged environment in which sophonts of non-Solomani origin are often denied full membership and participation. In some cases, they are mistreated and oppressed. Travellers with empathy for the downtrodden are likely to find reasons to become involved with events described in this adventure regardless of the financial compensation they may receive. In addition, there is a spiritual element. The adventure takes the Travellers across the Regulus Quadrant into the Consolidation of Turin, an interstellar polity run by adherents of the New Solomani Bible whose religion dates back to pre-starflight Terra. Travellers of a religious or spiritual bent might find ample enticement to take the job regardless of other factors involved.

THE SETTING

The Solomani Confederation is an alliance of individual governments, most dominated by one or more factions of the Solomani Party. The majority are limited to

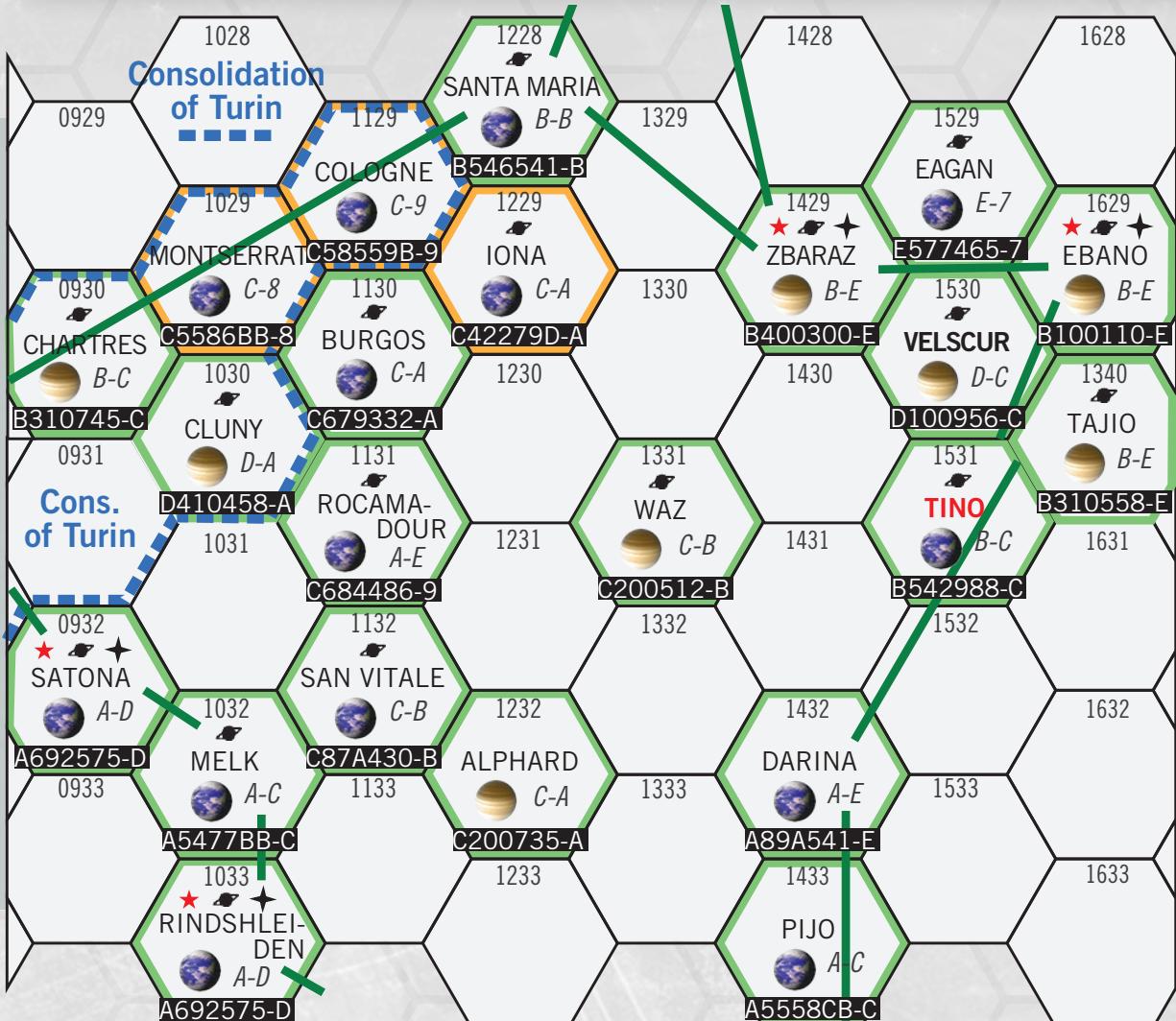
single worlds but the Confederation also has several interstellar polities within its borders, collections of worlds with regional capitals. The Consolidation of Turin in Alpha Crucis is one such state.

The Consolidation of Turin was founded by Catholic immigrants who left Terra thousands of years ago just before the Third Interstellar War. They settled several worlds in Denebola, Ziusudra and Veracruz, and eventually formed the Consolidation during the dark years of the Long Night. The worlds of the Consolidation are led by a variety of secular heads of state and religious leaders, guided by the principles and values of the Solomani Catholic Church, the Church of the First Cross and the Turin Church.

The worlds of the Consolidation typically vote as a bloc in the Solomani Secretariat despite having slight theological differences. All three churches adhere to the New Solomani Bible but each has a distinct political stance. The Solomani Catholic Church has become the most open of the three, accepting parishioners of all types including genetically pure Solomani, humans of mixed Solomani-Vilani heritage, other human Minor Races and any other aliens or uplifted species who pay obeisance to Catholic Christianity. The Church of the First Cross is more stringent, accepting only pure Solomani into its ranks. The Turin Church is more expedient and somewhere between the other two, preaching acceptance, but frequently altering its stance to fit the current political climate.

Many worlds just outside the borders of the Consolidation are satellites of its government, some of which would like to apply for membership. One such world is Rocamadour, whose provincial governors would like to elevate their status in the region. To appease the Consolidation, its leaders have refurbished their one and only cathedral, and invited Consolidation clergy members to lead a commemorative mass and reconsecration of its grounds. The cause célèbre of the updated cathedral is a 10-ton iridium bell called Zebulun, to be installed just before the ceremony.

Acquiring Consolidation of Turin client state status does not come easily and usually requires sponsorship from a member world. As it so happens, a sponsor-in-waiting has taken notice of Rocamadour. Assisi is a relatively



Gas Giant

B-6 Starport Class & Tech Level

Other Naval Base

Military Base/Garrison

Secure System

Amber Zone

Planet (dry)

Planet (water present)

Asteroid Belt

minor world in the Consolidation but has outsized influence in the polity's affairs. Despite the high-tech trappings of its starport – sponsored by the pontifical governorate of Turin – Assisi's 7,000 permanent inhabitants are mendicant monks and contemplative nuns, all members of the Fifth Order, whose heritage dates to the Interstellar Wars era. The Abbot of the monastery has offered to champion Rocamadour's cause provided its diocese accepts certain conditions. This is where the Travellers come in.

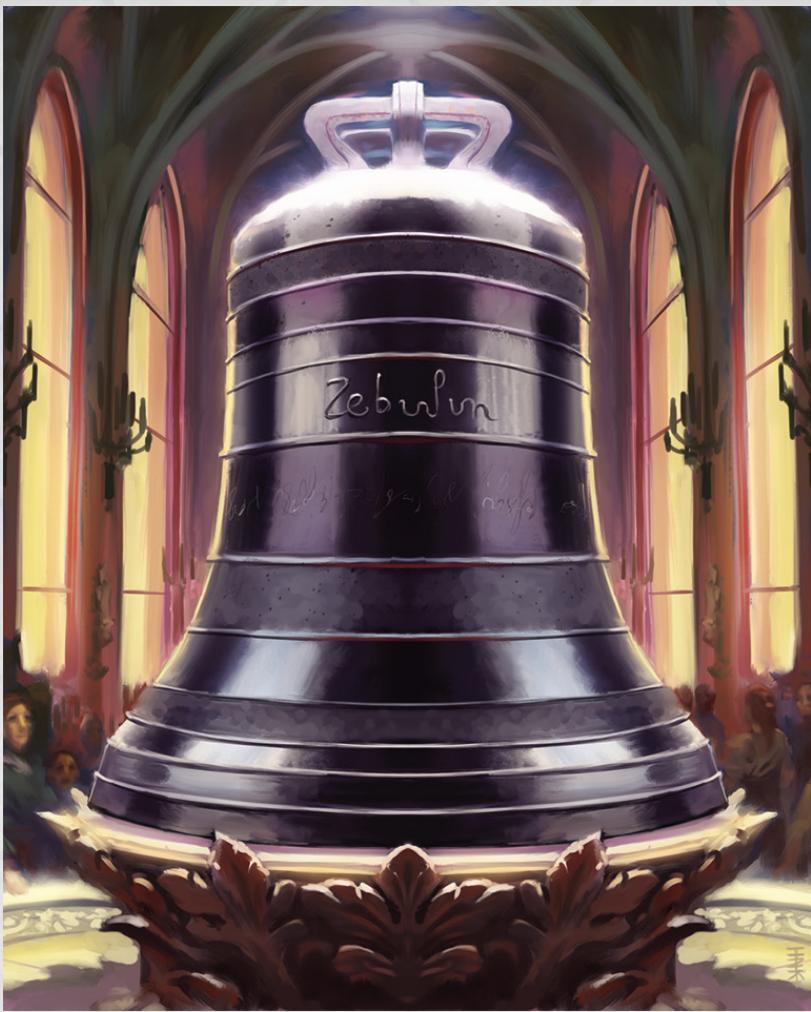
OVERVIEW

The Travellers must go to the Regulus subsector of Alpha Crucis where they have multiple objectives to complete. They are to receive the shipment of a mysterious artefact from the Solomani Rim and travel to Pijo to acquire the services of a reputable construction crew. The order in

which they perform these objectives is entirely up to them but there might be consequences for the order they choose.

The construction crew are uplifted Apes who live in the slums of Pijo's capital city. With bell in hand and the work crew in tow, the Travellers must then go to the obscure world of Rocamadour where the installation project is to take place.

Unbeknownst to the Travellers, they are being shadowed by the *Ferret*, a ship whose captain specialises in the theft of valuable antiquities, which they sell on the Imperial black market. At some point during the voyage, the crew of the *Ferret* makes their move to steal the priceless bell. They would prefer to use misdirection and trickery, avoiding the use of force, if possible. However, a diligent group of Travellers might figure out what is going on and force the thieves into a more direct approach.



Arriving at Rocamadour, the Travellers discover it has only one major settlement that is carved into the side of a mountain. The structure was built during the Rule of Man and resembles the famous Rocamadour village of Terra. The Travellers and their Ape associates arrive just as renovation work on the rather unique Cathédrale Relativité is nearly complete. The final task is to insert Zebulun into the belfry before an assemblage of Turin Church officials arrives to reconsecrate the structure. Doubtless thinking their task done, the Travellers and work crew may be surprised to discover that their patrons failed to mention a crucial part of the mission. Before work can be completed, the Travellers, the work crew and Zebulun itself must be blessed by the Abbot of Assisi, three parsecs away. The journey takes them into the Consolidation of Turin where they get a sense of what life is like in an interstellar religious polity. At the monastery on Assisi, the operation runs into a bit of a hitch when members of the Ape crew are offended by the

implications of the ceremony. The Travellers and their associates face a faith crisis of sorts and must find a solution to the problem so they can get on with the job.

Meanwhile, by hook or by crook, the crew of the *Ferret* does what they can to acquire the bell. If they manage to steal the artefact surreptitiously, the head of the work crew notices it has been replaced with a counterfeit. If the thieves are forced to take a more direct and violent approach, the Travellers and Apes must try to fend off the attack. Should the thieves manage to steal Zebulun, the Travellers are faced with a quandary; do they lie to the church and simply install the false bell? Or are they motivated – by a sense of divine justice or otherwise – to go on a wild goose chase in the region, trying to find where the real bell has gone before the thieves take it across the Imperial border. If they pursue the thieves, it all comes to a head in the remote Haimrl system where the nefarious *Ferret* crew prepares to take Zebulun into Imperial space.

To make matters worse, SolSec takes notice of the skulduggery that is going on and assumes the Apes are somehow complicit. As if fending off the thieves were not enough, the Travellers must also deal with Solomani spies who believe that they – and their Ape cohorts – might be involved in a conspiracy to smuggle the valuable bell into the Imperium.

Recommended Materials

This adventure occurs in the Regulus Subsector of Alpha Crucis sector. Regulus is entirely within the confines of the Solomani Confederation, covered in great detail in *The Solomani Front*. While it is not required, a complete reading of this book provides the social and historical context in which the adventure occurs.

Conventions

The text of this adventure refers to apes and Apes; likewise, dolphins and Dolphins. When used in lowercase, apes refers to pre-uplift ape species from Terra. When capitalised, Apes refers to those who have been uplifted and integrated into human society.

REFEREE'S INFORMATION



The following information is for the referee and contains information that may or may not be made available to the Travellers. Much of this data can be made available through public information systems, a ship's Library software or by interacting with individuals from various star systems. Keep in mind that the information the Travellers discover could be out of date, biased or obscured by forces beyond their control. Partial information or misinformation can be stumbling blocks on the road to becoming fully informed. Furthermore, the process of putting together pieces of the puzzle can be an enjoyable and fulfilling experience.

This adventure begins with the Travellers in the Regulus subsector. Regulus has a relatively low population compared with many of its neighbours but there are several factors that lend it greater importance to the Confederation than it might otherwise have had. It is a conduit through which traffic from high-population worlds such as Scathe and Turin flows to the trailing subsectors of Alpha Crucis. In addition, it is home to the squadrons of the Regulus Fleet Reserve, which patrol the central portion of the subsector and are ready for rapid deployment to the Solomani-Imperial border at a moment's notice. The flow of commercial and military traffic creates a vibrant environment in the starports and cities of the subsector's worlds.

Regulus is one of four subsectors that comprise the Regulus Quadrant, which also includes Denebola, Veracruz and Ziusudra. This region is primarily inhabited by genetically pure Solomani citizens with some Vilani and uplifted animal minorities as well as a few Selenite worlds. The Selenites are genetically engineered humans uniquely suited to living in low-gravity environments.

The Consolidation of Turin sits astride three of these four subsectors. Missionaries from the three primary churches represented in the Consolidation are frequently encountered on worlds of the Regulus Quadrant and beyond.

SOLOMANI ANTIQUITIES

Solomani space has many artefacts obtained from Terra and other key worlds of the Terran diaspora that have become historically or symbolically significant over the millennia. While artefacts of Terran origin fetch the highest prices in certified auctions, historical items from Dingir, Prometheus, Easter, Arcturus and even Muan Gwi can also be exorbitantly valuable.



As the tide began to turn against the Confederation during the Solomani Rim War, thousands of artefacts were transported further rimward in an effort to keep them from falling into Imperial hands. The bulk of these made their way to the Confederation capital at Home in Aldebaran but many others were taken to other systems for safe keeping, most on display at galleries and museums throughout Confederation space. However, with little consistency in the security systems used to protect such items, many have inevitably fallen into the hands of antiquities thieves.

Once stolen, these artefacts find their way into the private ownership of wealthy collectors or make their way across borders into Imperial, non-aligned and sometimes Hive Federation space.

UPLIFTED ANIMALS OF THE SOLOMANI RIM

The earliest animal uplift programmes date back to pre-starflight Terra when experiments on various species were performed, mostly for military purposes. Most of these were eventually abandoned in lieu of technological solutions to the same problems. Drones were deemed to be a more effective – not to mention ethical – solution than using genetically altered animals.

A resurgence of uplift programmes occurred during the Interstellar Wars. The Terrans were desperate to use every tool at their disposal in the effort to conquer the massive First Imperium. Uplifting various species – including apes, dolphins and bears – gave the Terrans – and their descendants, the Solomani – the edge in certain environments and hastened the pace of conquest. Other less savoury experiments were allegedly performed on orangutans and gibbons but the details, which predate the Long Night, have been lost in history.

In modern times, uplifted species form minority communities on many worlds with individual uplifted citizens found throughout Charted Space. However, among uplifted species, only Dolphins have been known to establish world governments. While there are a few worlds in the distant rimward portions of the Solomani Rim whose only sophonts are uplifted Apes, none of these can truly be said to have a government, at least not in the traditional sense. Apes typically do not see value in organised government, tending instead towards more instinct- and tradition-based societies.

GO APE!

The Bell of Rocamadour allows the Travellers to get to know members of an uplifted species. Dolphins and apes were among several species that the Solomani uplifted thousands of years ago, giving them human-level intelligence and other adaptations. In modern times, uplifted sophonts are encountered individually and as members of communities throughout Solomani and Imperial space. The Apes of Pijo and Dolphins of Darina are two such groups.

This adventure provides the referee with an opportunity to portray a species that is alien and yet also very familiar. The Apes have been gifted with human-level intelligence but are still very much guided by the behaviours and instincts of their pre-uplift ancestors. Chimpanzees are highly tribal and can be violent but they are also affectionate, family-oriented and known for their sense of humour. Likewise, Gorillas are kind-hearted but also male-dominated and powerful. When roused to action, they instinctively beat their chests and engage in other behaviours that hail to their evolutionary origins. Apes are capable of doing any job a human can but often relegated to lower castes of human society.

This might also be an opportunity for one of the Travellers to play the role of an uplifted Ape. An Ape Traveller might be part of the work crew from Pijo or perhaps another member of the Travellers' group. The Traveller might even be the one who connects the work crew with the job on Rocamadour. Refer to 'Minor Races and Uplifted Animals' in *The Solomani Front* for more information on creating uplifted Ape Travellers.

Most Ape communities are composed of chimpanzees or gorillas but rarely both. While the two species have a shared history, they are behaviourally and socially quite different, nor do they share the same dietary requirements; chimpanzees are omnivorous while gorillas are herbivorous. The Ape community on Pijo is an exception. The two species have learned to live in relative harmony, mostly out of expediency but also due to their shared predicament of having been relegated to the lower tier of Pijoan society. While the differences between the two species result in conflict from time-to-time, they live mostly in peace with each other.

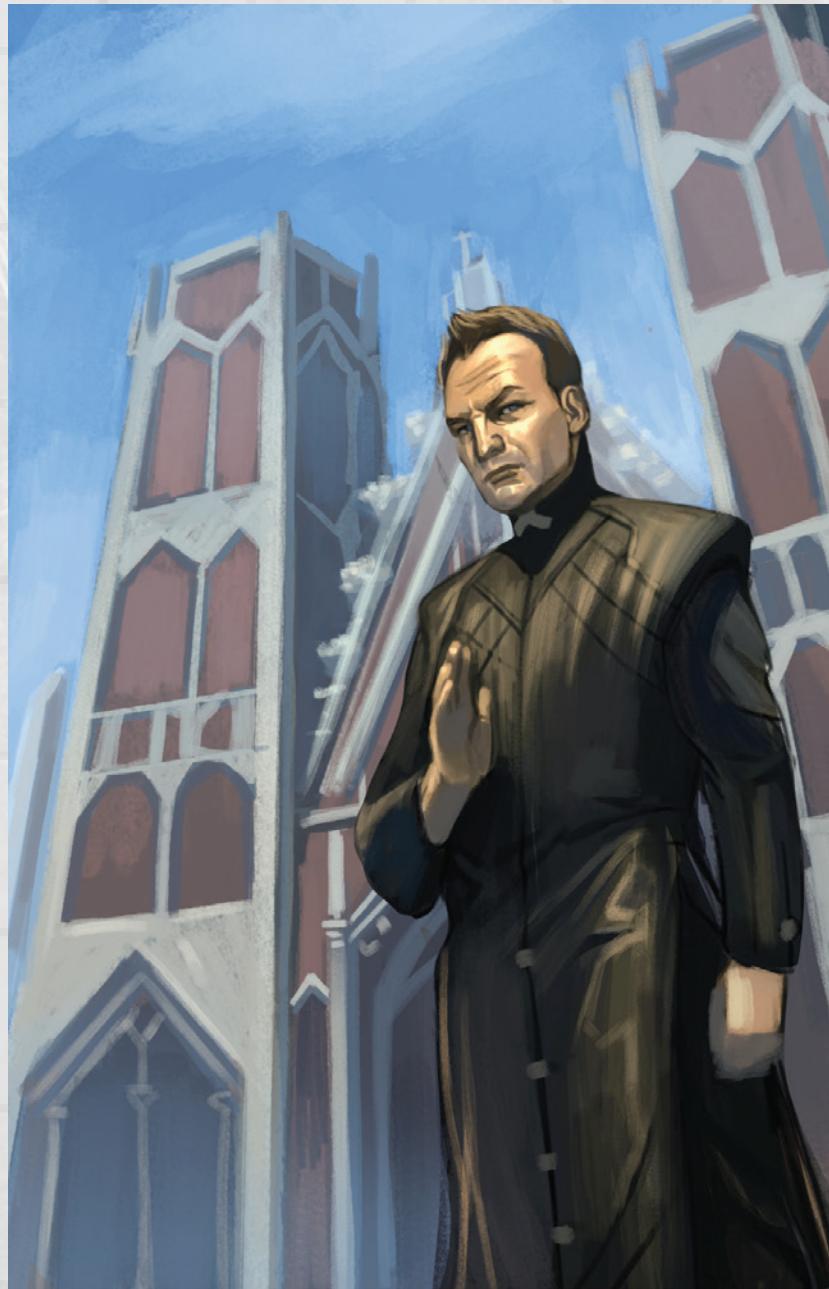
BEGINNINGS

The Travellers are contacted by Vahn Dallabiri, rector of the Cathédrale Relativité of Rocamadour, ‘the most magnificent and astounding cathedral in all of Confederation space’ as he claims. He certainly looks the part. When he meets the Travellers, Rector Dallabiri wears the distinctive garb of a Solomani Catholic Church rector; a black cassock. He is travelling with other members of the clergy but meets the Travellers alone. The meeting may occur anywhere in the Regulus subsector but ideally it takes place in the cluster of worlds bordering the Consolidation of Turin. Satona, Melk or San Vitale are possible locations for the meeting but other nearby worlds may be substituted as desired.

Dallabiri was appointed rector of the Rocamadour cathedral recently, having occupied a role lower in the Solomani Catholic Church administration on Chartres prior to promotion and reassignment. He may be a Contact or Ally of one of the Travellers, or might simply have sought them out due to their reputation, earned or otherwise. Regardless of the hook that draws the rector into the Travellers’ sphere, he must be certain they are a group whom he can trust to carry out a mission of the utmost importance.

He informs the Travellers that the Cathédrale Relativité is being renovated in an effort to appease the powerful clergy of the neighbouring Consolidation of Turin. While most of the work has been completed, the final steps must be undertaken by outsiders... a very specific group of outsiders. The Travellers are asked to complete two objectives, in whichever order they desire: collect a specialised work crew from Pijo and obtain an artefact that is making its way into Regulus aboard a freighter from the Solomani Rim. The work crew are partners in a company called

Archimedes Construction Solutions and they may be found in Pijo’s capital city, Manjou Talioko. The artefact is making its way towards its final destination of Alphard but may be intercepted by the Travellers at any of the



systems along its shipping route. The rector has been assured of safe transit but security can be spotty in Regulus. The subsector is near the Imperial border where piracy is not unknown.

Rector Dallabiri and his entourage were initially dispatched to complete both objectives, but a number of things have happened, resulting in a change of plans. During the journey, he received word that political instability on Pijo has made the world a dangerous place. His contacts in the Regulus Fleet Reserve Zone have warned him that it is no place for an inexperienced group of offworlders at the moment. Likewise, while the artefact has been guaranteed safe passage, he would feel much better if it were transported by more capable hands than his own as it makes its final way toward Rocamadour.

Compensation for the mission varies depending on the group of Travellers. If the rector is a Contact or Ally of one of the Travellers, he seeks their aid without promising any form of compensation. However, he assures them that completing the deed will enhance their standing in the region and no doubt enable them to make important contacts in the Consolidation of Turin, whose coffers are much deeper than those of Rocamadour. Nevertheless, the rector is not naïve. He realises that interstellar travel is an expensive enterprise and promises them that they will be compensated for their expenses. If the Travellers are more mercenary – or just fiscally prudent – the good rector can offer enticements including double freight costs for the shipment of the artefact; the rector and his church are frugal by necessity. The freight expenses are based on shipment from Alphard to Rocamadour and do not

account for its diversion to Pijo if the Travellers opt to obtain the artefact first. If the Travellers do not have Dallabiri as a Contact or Ally, or if they simply demand appropriate compensation for the job, he promises them a bonus of Cr250000 upon completion, payable by his sponsors in the Consolidation of Turin.

As the rector sits with the Travellers, discussing the mission, a fellow clergyman brings him a sealed envelope containing a Papal Bull from Turin itself. The letter confirms that the reconsecration of the Cathédrale Relativité is to be overseen by an archbishop of the Turin Church. The rector is nearly overcome with joy and informs the Travellers of the wonderful news. Rocamadour's standing in the region will be greatly enhanced. He assures the Travellers that the involvement of Turin implies a significant financial investment in the cathedral. Should they complete the mission, they will be able to make additional contacts in the Consolidation, which might very well result in future employment opportunities.

The Travellers begin the adventure with a choice: They can obtain the artefact first or reach out to the work crew, whom the rector assures them are fated by divine providence to help him – and by extension the Travellers – to do the good work of the Lord. The following two chapters are presented in arbitrary order but the Travellers may choose which task to complete first. They may intercept the artefact first or travel to Pijo to hire the crew before retrieving it. If they do the former, proceed with Chapters 2 and 3 in the presented order. If they opt to go to Pijo first, simply flip the order of the two chapters and skip to Chapter 3 first, returning to Chapter 2 after.



REACHETH TO ZEBULUN

Upon acceptance of the mission, Rector Dallabiri gives the Travellers encrypted codes that enable them to intercept and receive the artefact on any world along the shipping route, all the way to its final destination at Alphard. The artefact is being transported aboard a secure Transstar freighter to Yano where it is to be transferred to an interface ship, a Solomani free trader.

If the Travellers move to intercept the shipment at Yano before it is transferred to the interface line, the process requires two days to complete after they initiate contact with the freighter staff. Transstar security is quite stringent and one of their policies is to provide a two-day waiting period in order to perform a background check on the prospective recipients and wait for any late-arriving messages from neighbouring systems that might indicate foul play. Communication is limited to the speed of jump and insurance statistics have shown that by simply waiting 48 hours to hand over goods and valuables, the vast majority of fraudulent claims are discovered.

Shipment

Date	Location	Events
Start of Adventure	Daboyel	Dolpoluba learns about the artefact and starts stalking the shipment aboard his ship, the <i>Ferret</i> .
Start + 7 days	Dimpo Iu	Dolpoluba investigates the Transstar freighter's security and determines that attempted theft at this juncture would be unwise. His computer specialist hacks Dimpo Iu starport control and confirms that Doko Ba is the freighter's next destination.
Start + 17 days	Doko Ba	After failing to hack into encrypted starport data files, Dolpoluba disguises himself as a starport administrator, works his way into the Starport Control offices and obtains the freighter flight plan and transfer log.
Start + 27 days	Yano	Disguised as police officers, the <i>Ferret</i> crew tracks the shipment during its transfer to the interface trader. If the Travellers are present, they might notice something fishy going on. To detect the stalking thieves, they must make a Very Difficult (12+) Recon or Streetwise (INT) check. Regardless, Dolpoluba gets cold feet and does not attempt the theft. The Travellers might come close to catching the thieves red-handed but the <i>Ferret</i> gets away.
Start + 31 days	Speyer	This is the weak link on the route. If the Travellers have not intercepted the shipment yet, Dolpoluba and his crew disguise themselves as customs inspectors, work their way aboard the interface trader and steal Zebulun, inserting a counterfeit in its place. If the Travellers are present, Dolpoluba aborts the operation.
Start + 41 days	Alphard	If the Travellers allow the shipment to go all the way to its final destination at Alphard before going to pick it up, Zebulun has already been stolen and the counterfeit piece is in its place.

DO NOT OPEN

The Travellers have been given strict instructions not to remove the artefact from its cargo module until they reach Rocamadour. The rector does not insert any clause in their contract to prevent them from doing so but they get the feeling that he would not be pleased if they preview its contents. If they do not abide by his instructions and open it early, see page 24 for a description of what is inside.

Despite the rector's prohibitions, the work crew will want to preview the module's contents. If they are going to install it, they want to have as much information about their assignment as possible before they arrive at the work site.

Once in the hands of the interface line, transfer becomes simpler and can be accomplished by simply making an appointment with the ship's purser, showing their credentials and having it placed on a gravitic pallet for transfer to their own ship.

Unfortunately, the Travellers are not the only interested party. The clandestine shipment originated from the Solomani Rim a few months ago but information about its contents was leaked shortly after it departed the Laputa system. Most of those privy to the leak were members of Solomani Security (SolSec) but an unscrupulous agent sold the information to a data miner, who then sold it for top Credit to an antiquities thief by the name of Sylvio Dolpoluba in the Daboyel system.

Dolpoluba has been shadowing the shipment ever since. He has already made several large paydays in the past, stealing Solomani relics and artefacts and shipping them across the border into the Imperium via the interface world of Haimrl and intends to do the same with this one. Dolpoluba is an expert at identifying weak points in security. There are moments of laxity during transfers, worlds with political instability, corrupt customs officials and many other factors that clever thieves know how to exploit. Dolpoluba has a contingency plan for each world along the route and intends to steal the artefact before it reaches Alphard.

See the Shipment table, previous page, for Dolpoluba's actions at each stop.

REGULUS SUBSECTOR

The map here shows the path of the artefact shipment as it makes its way into the subsector at Daboyel and on to its final destination at Alphard.

If Dolpoluba steals the artefact at Speyer, he begins his journey to Haimrl. See page 31 for the route he takes.

If the Travellers intercept the shipment at any of the stops before Speyer, they obtain the artefact without issue. Dolpoluba and his crew hope to avoid confrontation and do not directly challenge them. They are thieves, not pirates. However, as noted above, the thieves are stalking the shipment which means they are in the vicinity. If the Travellers are diligent about security, allow them to make a Very Difficult (12+) Recon or Streetwise (INT) check. At this point, the Referee should use successful checks to ratchet up the tension. Success with Effect 0-2 gives the Travellers a feeling of uneasiness. In addition, they should notice

one or two things are amiss: a maintenance hatch that should be closed and locked has been left open, the security robot outside the cargo bay is offline, the shipment transfer records have been tampered with or something similar. If the check results in success with Effect 3+, they may actually come into contact with a member of the *Ferrat*'s crew, perhaps physically bumping into one of them just outside the port authority building and getting a bad feeling about the encounter. Something in the person's demeanour just gives the Traveller the willies. Describe the crew member with a fair amount of detail so that when the Traveller sees them again after a few more jumps, they will know they are being followed... and the tension ratchets up another notch.

WORLDS ALONG THE SHIPPING ROUTE

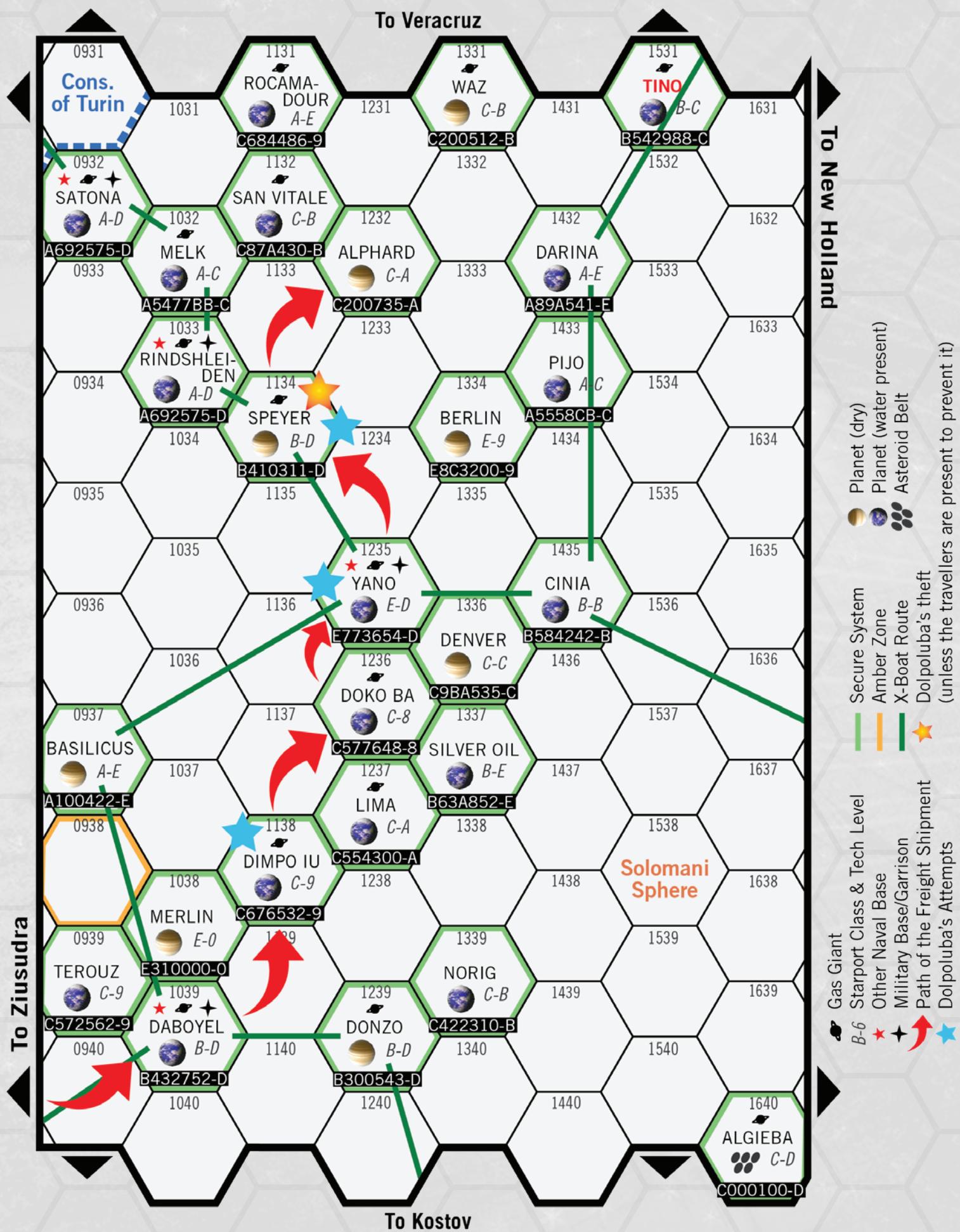
Depending on their starting point, the priority they place upon obtaining the artefact and the jump capability of their ship, the Travellers might be able to intercept the shipment on one of several worlds. The following sections give a brief description of each world on the route.

DOKO BA

Like most worlds that orbit red dwarf stars, Doko Ba is tidally locked. Many such worlds have extreme temperatures in each of their hemispheres with a blazing hot side and a freezing cold one. If they are habitable at all, their denizens live in the narrow, temperate 'twilight zone' between the hemispheres. Doko Ba is unusual in that it has a much broader habitable area with nearly the entire star-facing side basking in reasonably comfortable temperatures, cooled by convection winds and oceanic currents from the dark side. This means that they live in eternal daylight, which might explain the sunny disposition of their religion and philosophy.

Doko Ba is the origin of Doko Baism, which draws its principles from Terran Buddhism and Sufism. Doko Baists are devoted Embracers, preaching peace and acceptance of the many races of the Solomani Confederation. They have paid the price for their progressivism over the course of history, having suffered attacks from offworlders – purportedly pirates but more probably Solomani extremists.

When the Travellers arrive, an Embracer summit is taking place at the Cathedral of Sentience, the primary Doko Baist place of worship. Members of various progressive Solomani Party groups are present for the



convention, including the Pan Earthers, Brotherhood of Man and Dolphin Embracers from nearby Darina. The influx of offworlders makes the Doko Ba starport unusually busy, resulting in hiked up docking fees and a delay in any commercial activities, including transfer of the shipment to their possession.

YANO

Yano orbits an orange subgiant star, at the beginning of its progression along the red giant branch. Yano itself was once an outer-zone world with a much larger hydrosphere. As the star swelled to its current size, it burned away much of the world's oceans, in the process releasing sulphuric compounds into the atmosphere and necessitating the use of a filter mask outdoors.

The Solomani navy and military bases are frequented by the Regulus Fleet Reserve, the diligent squadrons who protect the Confederation from potential attack by the Imperium. When the Travellers arrive in system, there is an unusually high amount of military traffic, forcing visitors and commercial traffic to the downport.

SPEYER

Pan Galaktischer Transport AG is the alleged governor of the Speyer system but actually does little more than run its starport, which connects the Fleet Reserve Zone with the Melk Cluster and Consolidation of Turin. The highport is top notch but the downport barely rates a Class D facility. Speyer is a resource-poor world, leveraged as a convenient gravity well, but otherwise draws little interest. Solomani megacorporation Transstar has offered to purchase the operation outright, promising to upgrade the downport after completing the transaction but Pan Galaktischer has been unimpressed by the terms offered to them thus far.

Belter co-ops have leased most of the starport's shipyard bays, using them to produce and maintain small craft which mine the system's planetoid belt. Seekers and other belter craft are often berthed there as well.

The denizens of Speyer are a hardscrabble bunch and not very social. Most are there to work or are simply passing through. With no official police force present,

disputes are resolved with what can only be described as 'frontier justice'. The absence of proper security makes Speyer the ideal place to conduct a heist and is therefore the place where safe transit of the shipment is most vulnerable.

ALPHARD

Alphard is conveniently located on the trailing fringe of the Melk Cluster, making it a conduit for commercial traffic between Tino and Pijo. The Alphard Resource Management Committee (ARMaC) has been under pressure to enhance the world's standing in the region. For decades, leading members of the Committee have promised to upgrade the starport and spur greater investment in technology.

Up until recently, Alphard was a non-aligned world; therefore, a non-participant in Solomani Party politics. However, over the last several years just over half of ARMaC has become politicised, with the affected members aligning themselves with one Party faction or another. As a result, efforts to advance Alphard's agenda have become stalled. The Purist caucus currently dominates but scrappy members of the Embracers and the Friends of Turin have prevented them from enacting extremist measures. Most disputes are resolved without undue acrimony but the situation might change for the worse if the balance of power shifts any further towards the Purists.

The heightened state of tension has resulted in a more militarised culture. Accustomed to more freedoms, grassroots movements have begun to take shape, many of which are demanding the dissolution of ARMaC. This does not sit well with the Solomani Party, who are eager to gain a foothold in this neutral system and believe that an alliance with ARMaC is the way to make it happen.

Travellers to Alphard might note the presence of the military at starports and other key facilities. The Alphard Planetary Navy (APN) conducts regular inspections of incoming starships but their crews seem more concerned with the political affiliations of visitors than what cargo they might be carrying.

TROUBLE ON PIJO



When the Travellers arrive at Pijo to fetch the construction crew, the world is suffering from an array of problems. The situation is complex but can be summed up as a dynastic crisis, an insurgency and the violent oppression of a minority species all rolled into one.

The dynastic crisis was inevitable. Unlike most Solomani worlds, Pijo is ruled by a monarchy and has been since deep into the Long Night. However, when the most recent king died in 1104, his sole heir was Bryony, his 11-year-old daughter. Because the young queen is unfit to rule at her age, the kingdom is currently managed by close relatives, the monarchic bureaucracy, high-ranking military officers and, allegedly, a cabal of SolSec officers pulling the strings of all the rest. While Pijo has no free press, it does have multiple dissident groups that broadcast and publish diatribes against the monarchy. The more extreme among them support the notion of violent revolution.

In truth, the monarchy cannot mount much in the way of a reasonable defence. Even before the death of the king, Pijo had been mismanaged for generations. Its economy has been reeling for the past decade and the previous king successfully offended the majority of his subjects by oppressing them and curtailing personal freedoms. The dynastic crisis has only shone a spotlight on all of the problems the world has been dealing with for some time. Like so many faltering governments in the history of Humaniti, the Pijoan monarchy has resorted to one of the classic refrains of a failed state; blame an oppressed minority for its problems.

Approximately 30 percent of Pijo's population are uplifted Apes, Chimpanzees and Gorillas in roughly equal proportions. The Apes have been a part of Pijoan culture for centuries. Almost without exception, they are relegated to the lower tier of society, taking labour and servant roles that no Pijoan human would be caught dead doing. The Apes are not slaves. They are compensated for their work – although unfairly – and most do not make much fuss about it. Ape minorities are found on many Solomani worlds but there are relatively few as large as that of Pijo. Despite their limited prospects, Pijoan Apes have a well-developed culture complete with their own politics, arts and linguistic dialects. The Apes live in their own boroughs and ghettos but do so in peace for the most part.

The oppression of Pijo's Apes caught the attention of the Dolphin Embracers, specifically Dolphin activists from Darina and Vogar. The Embracers support racial equality for all Solomani species. Since the death of Pijo's king, the Embracers have developed a presence in Ape society, urging them to stand up for their rights. The Dolphins claim they have the support of key Solomani factions at the subsector government level but many Apes are dubious. Too many times in their long history, the Apes have seen the carrot extended only to be subjected to the sharp whack of the stick.

Agents of the monarchy have twisted the Embracer story, reframing it as a full-blown insurgency. State news depicts Apes as the source of Pijoan unrest. Pundits profess that 'if the Apes would only accept their place in society, Pijo might return to the peace and prosperity of its golden age'. Propaganda posters and other media



depict Apes as violent and dangerous members of society. While the Apes certainly possess more brawn and agility than their human peers, they are in fact more peaceful than Pijoan human society on the whole.

MANJOU TALIOKO

Upon arrival in the Pijo system, the Travellers are directed to the highport, where their ship undergoes a cursory inspection by customs officials. If the Travellers are on a trader and have cargo or freight to offload, customs helpfully directs them to the brokerage offices. The highport is a thoroughly modern facility, complete with a shipyard that builds both civilian and military spacecraft. Upon arrival, the Travellers receive a recorded message from Rector Dallabiri on their comms, informing them of the particulars of their mission:

If you are receiving this message, that means you made it to Pijo. Please proceed forthwith to the city of Manjou Talioko and enlist the aid of Archimedes Construction Solutions. Present this electronic contract [attached] to Mr. Archimedes himself and render aid unto him, making space for his employees and their equipment aboard your starship. Please accept my humble apologies for all the secrecy. We have been informed that the political situation on Pijo is quite sensitive and we could not afford any leaks at this nascent stage of your mission.

The Travellers' ultimate destination is the downport, to which they may proceed after the customs inspection is complete. They are permitted to take their own ship or use the state-run shuttle system.

After docking at Pijo Downport, the Travellers may accurately surmise that they have come to a police state. The starport is heavily guarded by armed and armoured police officers, most of whom are human with a smattering of Gorillas. Pijo is an important port, linking the Turin, Tino and Yano Clusters by jump-2 connections. Like the highport, the downport is a modern, well-appointed facility with dozens of docking bays for starships of up to 1,000 tons.

As they pass through the starport, they see that most of the sophont traffic is human with perhaps five percent of the passers-by composed of Apes and Dolphins, the latter in travel suits (see page 36 of *Behind the Claw*). Many of the newly arrived are attended by luggage-carrying or tour-guide robots. The police harass Apes and Dolphins, checking them for weapons and other contraband. The Apes tolerate it but the Dolphins are resistant to such treatment and argue their rights with the police.

Manjou Talioko is the capital of Pijo, a big city with over 10 million inhabitants. The city is ensconced along the banks of the Aliababatto, the world's longest, most extensive river system. Just to the east of the city is a delta with dozens of tributaries feeding Pijo's southern continent. Within the boundaries of the city, canals draw water from the Aliababatto to nourish its extensive, well-tended agricultural sector. Over the centuries, Manjou's human inhabitants have moved inland along the canals while Ape society remains nestled close to the riverbanks.

The Travellers have no additional information about the company they are looking for and must use their skills to find it.

To find Archimedes Construction Solutions: Make a Difficult (10+) Streetwise or Investigate (INT or SOC) check.

Success with Effect 0-2 only informs them that the company is somewhere in the Ape boroughs, in which case they must go there first to get an exact address. Effect 3+ informs them that the company is in Lituto Borough towards the western edge of the city. Lituto is said to be a rough-and-tumble part of town and the Travellers are warned to 'watch their backs' when entering the Ape ghettos.

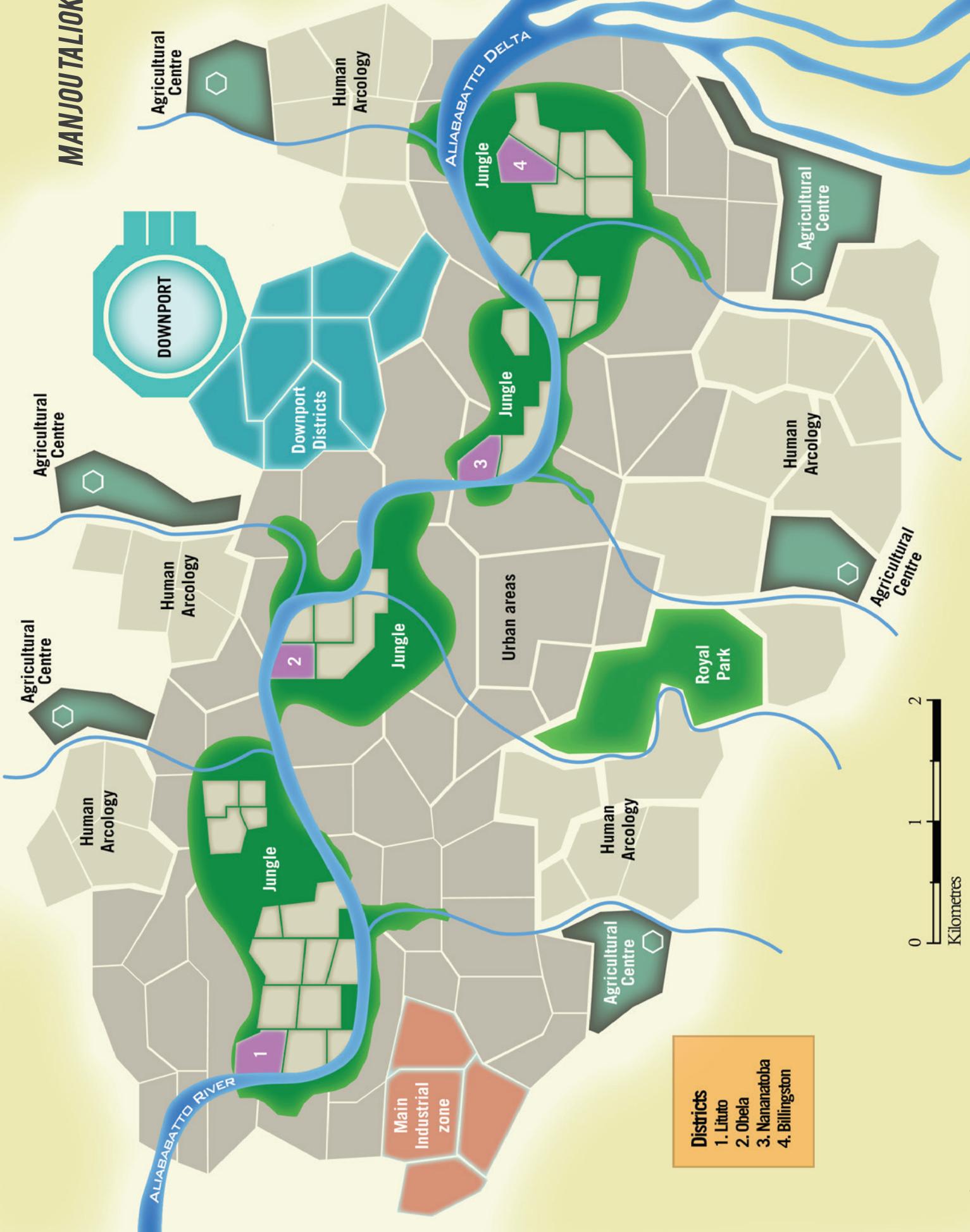
The Travellers may wish to explore Manjou before they seek out the construction company. As humans, they may freely move about the city with little interference. Human and Ape cultures are largely segregated but many Apes must go through the human districts to get to their jobs as labourers, servants and groundskeepers.

There is little cross traffic between humans and Apes. Most humans drive grav vehicles, which flit about in the sky, their movement regulated by a sophisticated traffic control network. Meanwhile, the Apes walk or drive through the city in ground cars or leathery green and brown vehicles that float just above the ground. The vehicles are strange in appearance and seem almost... alive.

EVENTS AND ENCOUNTERS

While working their way through the city, the Travellers experience events and encounters. Roll 1D and consult the Events and Encounters table. If they take a more proactive approach, also allow them to make Average (8+) Carouse or Streetwise (SOC) checks and then roll 2D on the table, adding the Effect of the check. As they

MANJOUTALIJKO



Districts
1. Lituto
2. Obela
3. Nananatoba
4. Billington

Events and Encounters

1D/2D Event/Encounter

1	Gravitic taxi drivers refuse to fly over the Ape ghettos along the river. They have heard there are snipers in the jungle waiting to take shots at vehicles as they fly over. (False but this shows how propaganda is frightening the human population.)
2	A squad of Royal Guard soldiers stop the Travellers for questioning. If they express sufficient loyalty to the monarchy, they are invited to a well-known loyalist tavern where they meet officers of the guard and administrators from the queen's court.
3	Pijo has a rich ecosphere and many native and imported animals are allowed to wander the streets provided that they cause no trouble. Select an animal from the <i>Traveller Core Rulebook</i> or <i>Traveller Companion</i> for an encounter. Things might get out of hand or the referee may simply use the event to add colour.
4	The restaurateurs of Manjou aggressively solicit passers-by to eat at their restaurants. To get a delicious and exotic Pijoan meal, make an Average (8+) Carouse (SOC) check. With Effect 3+, it might be the best meal they have ever had. Hosts and solicitors are all human. The cooks and servants are all Apes.
5	The Travellers are mistaken for demonstration-busting mercenaries and given riot-police gear. They are instructed to break up the Embracer rally downtown.
6	The border between the human districts and Ape ghettos is established by the canals. On the human side, the Travellers encounter a group of loyalists loading a small boat with explosives to detonate on the Ape side of the canal. Weapons and explosives are highly illegal on Pijo. Where they got them is a mystery.
7	A group of youths – two Apes and four humans – are firing projectiles from blowguns at patrolling police air/rafts. They do not do any actual damage but the patrol officers descend and pursue them. The youths beg the Travellers for help.
8	Dolphin Embracers recognise that the Travellers are offworlders and invite them to participate in a pro-Embracer march from the city centre to the Royal Park.
9	A troop of Apes encounter the Travellers on their side of the river and mistake them for pro-monarchy loyalists there to stir up trouble. Have the Travellers make a Difficult (10+) Diplomat (SOC) check. Failure results in a melee, broken up by Pijo police if things get out of hand. If successful, the Apes befriend and help them.
10	Wandering deeper into the Ape ghettos, the Travellers discover businesses and light industry a few kilometres from the canal border. Recognising them as offworlders, a Chimpanzee business owner introduces himself and asks if they have anything to trade. Obtaining offworld goods is difficult for the Ape community.
11	Several leads point to the construction firm being in the Ape ghettos. Delving into this part of town, they see it is impoverished and underdeveloped but do not encounter any direct danger. However, several boisterous Ape groups take interest in their presence. There is no trouble unless the Travellers start it.
12+	The Travellers discover the location of Archimedes Construction Solutions in Lituto Borough on the southwestern edge of the city. Getting there might be difficult. Pro-monarchy loyalists are marching through the streets, blocking the Travellers' path.

make their way through Manjou, insert a mix of random encounters (1D) and more directed encounters (2D) for those who make the effort to use their skills.

ARCHIMEDES CONSTRUCTION SOLUTIONS

One way or another, the Travellers eventually find the offices of Archimedes Construction Solutions, far on the west side of the Ape ghettos in Lituto Borough.

Their offices consist of a small warehouse, a habitation unit converted into administrative offices and an open carport in which a strange biotech vehicle is parked. The vehicle has several pieces of equipment mounted, including a crane and manipulator arm. Across a small paddock and just along the riverside, there are residential apartments. The apartments are essentially a collection of fenced-in shanties, built from miscellaneous construction materials, and tree houses made out of indigenous woods.

The Travellers are initially greeted by any member of the group listed on page 35. The Apes are surprised to have offworld visitors, especially given the current political climate, but after introductions are made, they invite the Travellers into ‘the compound’ where they are offered food and drink. Archimedes himself makes their acquaintance and willingly listens to the offer they have brought from the rector. The Travellers notice that his employees call him Archie and he invites the Travellers to do the same.

Archie cannot imagine why his company has been selected to do an offworld job, especially one as far away as Rocamadour. Star-hopping Travellers might be surprised to discover that a world only four parsecs away is considered ‘far away’ but the Apes rarely leave their homeworld. Archie says that he has done offworld jobs before and two of his employees are former Confederation marines, so the concept of interstellar travel is not entirely foreign to them but jobs on other worlds are rare.

Knowing as they do that hiring the construction crew is essential to the mission, the Travellers may attempt to persuade Archie to take the job. Archie and his crew seem reluctant for a number of reasons:

- The political climate; Pijoan police forces are on high alert. It is dangerous for Apes to move about the city at the moment and they might be mistaken for Embracer troublemakers.
- Several of Archie’s crew have joined the Embracer movement and are not present. He only has a skeleton crew at the moment.
- Archie is dubious that the Travellers will be able to get them offworld and believes it is unlikely that they can get his gear shipped, including his rather unique construction vehicle, which he claims is essential.
- Archie’s foreman, Kankako, is curious about why they, of all people, have been selected for the job and asks many questions about the job and their prospective employers.

Ultimately Archie and his crew accept the job. ‘So what’s our cut of the whole take then?’ asks Archie.

KOKORO

As vehicles go, a kokoro is about as unusual as they come. It is a hybrid animal/machine, a biotech vehicle of sorts. The Apes have bred and modified a large insectoid creature called the iluminiduyo, keeping some of its basic features, such as foldable wings and long antennae, and installing low-tech controls, electronics and other gear onto its carapace. Sensors

REFEREE’S NOTE

Archie and his team are actually enthusiastic, if conflicted, about taking the job. The political situation on Pijo is not good for Apes and leaving the world for a while is not entirely unappealing to them. However, the Apes have a tight-knit community and the thought of abandoning their people at this time gives them a degree of guilt.

There are a few added complications that stir them to accept the offer. First is the fact that Olea – the daughter of Archie’s cousin – is pregnant. Her mate disappeared just as the troubles began and Archie is looking out for her safety. In addition, Kankako’s apprentice, Odobo, who is also present, has been in trouble with the law before. Kankako has an almost paternal bond with Odobo and would like to see him taken offworld until things cool off.

and navigation gear are wired to the creature’s ganglion, enabling the Apes to manoeuvre the creature and give it basic instructions.

A kokoro has a large, malleable dorsal surface out of which Apes carve seating space and slots for equipment. Out of respect and care for the animal, they are careful to avoid nerve endings during the procedure. Once equipped, the creature may be flown like a primitive ornithopter. It has inflatable gas sacs on its underside that enable it to steady itself and hover in place on command.

Kokoro are treated like pets and allowed to graze and consume small insects when not in service. Archimedes’ kokoro is named Oreian. The Apes in his company dote over the creature and often feed it the insects and mosses it seems to prefer. Note that the cost of the vehicle is the value of a kokoro on the market. In fact, Apes only pay for the installed equipment, making it an economical vehicle. In any case, Apes rarely sell their kokoro as doing so would be akin to selling a family pet.

RED TAPE

Archie is right about the challenges in getting them offworld. The monarchy is heavily restricting the movement of the Ape population and the Travellers are going to have difficulty getting the crew to the starport with all of their gear, and obtain permission to take them aboard their ship.

KOKORO

TL	12
SKILL	FLYER (ORNITHOPTER)
AGILITY	+1
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	350 (525)
CREW	1
PASSENGERS	2
CARGO	—
HULL	9
SHIPPING	10 TONS
COST	CR350000

ARMOUR

FRONT	16
REAR	16
SIDES	16



EQUIPMENT AND WEAPONS

Biotech (Endothermic, Invertebrate), Crane (medium), Cutting Tool, Folding Wings, Inflatable Gas Sacs, Manipulator Arm (improved), Navigation System (basic), Sensors (basic)

No weapon

*Kokoro are not camouflaged against IR detection and attempts use it receive DM+1.

Autopilot (skill level) —

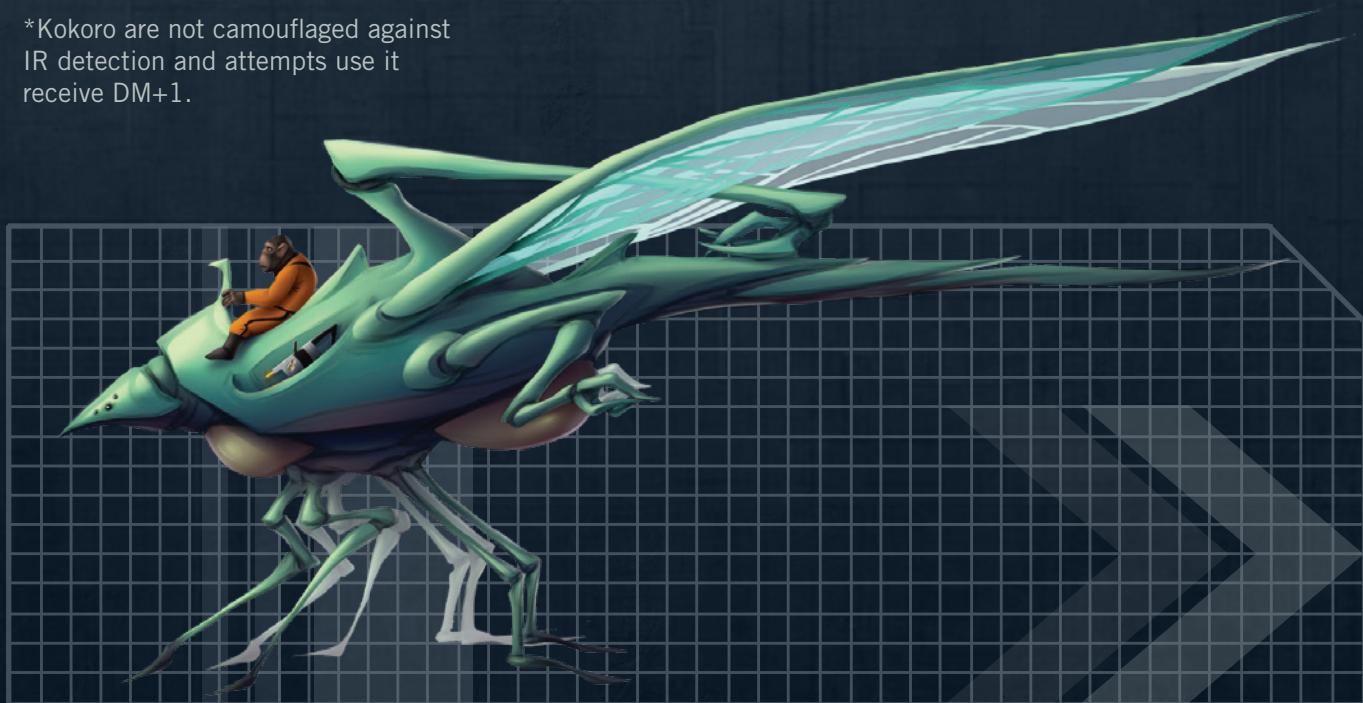
Communications (range) —

Navigation (Navigation DM) +2

Sensors (Electronics (sensors) DM) +0

Camouflage (Recon DM) -1*

TRAITS



Getting Through the City

The Travellers will not be able to stealthily get out of the Ape ghettos, through human districts and to the starport without notice. Manjou is virtually under martial law with police and military patrols blanketing its surface and airspace. There are a number of ways to get past the patrols; unfortunately, most of them require the Travellers and Apes to endure a certain degree of scrutiny and harassment.

They must get through several checkpoints in order to reach a maglev train that travels to the starport. When dealing with the police or military, the Travellers must make a Difficult (10+) Advocate, Deception, Diplomat or Persuade check, depending on how they go about it. The characteristic DM depends on how they put the skill to use. For example, it might be INT if they are being clever, DEX for being sneaky or SOC if they pull rank, employ diplomatic immunity or some other ploy that involves status or connections. If they fail the check, they are detained at a checkpoint for 1D hours before being cleared to proceed.

There is also the matter of Oreian, Archie's living, breathing construction vehicle. Each time the group is stopped, roll 2D. On a result of 9+, the police or military attempt to impound the vehicle. Allow the Travellers to make a Difficult (10+) Advocate or Deception (INT) check to talk them out of it. If the vehicle is impounded, it is taken to a nearby scrapyard, where it is to be held for 1D days. Archie insists that they must have the vehicle for any job they perform and besides, Oreian is like a pet. There is no way he leaves it behind on Pijo, where the creature would most likely die in the scrapyard. They must either wait out the impound period or steal it back from the yard.

Optionally, use the Events and Encounters table on page 16 during the return trip through Manjou, using any events that have not yet occurred. The entirety of their experiences should paint a mad, chaotic picture of a city about to blow. Tensions are running high and by the end of their journey, the Travellers should feel as if they cannot get out of Manjou soon enough.

As they get closer to the maglev station, they see more violence between the police and mobs in the streets. It becomes increasingly clear that the insurgents are mostly human and the Apes have been made scapegoats all along.

After several such encounters and a harrowing passage through the city, they make it to the maglev. Archie deposits Oreian in an empty cargo car and off they go. The Travellers and their newfound friends seem to be home free.

UNDER SURVEILLANCE

The peculiar group of Travellers and Apes making their way to the starport catches the attention of a group of SolSec agents. The agents follow them all the way to the starport and then attempt to figure out where they are going next so they can inform the appropriate field office. The Travellers and Apes might detect that they are being followed by winning an opposed Recon vs. Stealth check. If they notice they are being followed, they might attempt to lose the tail but it will be very difficult given the size of their group.

The Starport

The last challenge the group must face to get off of Pijo is Starport Security. Archie books Oreian on a grav pallet for transfer to the Travellers' ship. It might be surprising to discover that passage through the starport is simpler than getting past the checkpoints in Manjou. Have the group face D3 security inspections while making their way through the terminal building towards the docking berths.

If the Travellers have their own ship and show proof of ownership, they are allowed to pass quickly through the starport. However, if they are booking passage on another ship for the duration of the mission, they are momentarily detained at one of the checkpoints. Use the delay to increase tension but ultimately the group is allowed to pass. At last, they are free to leave Pijo.

TRAVELLING WITH THE APES

Leaving Pijo is emotionally difficult for the Apes. Their lives had been swept into uncertainty and chaos even *before* the Travellers showed up at their doorstep. They feel a certain level of 'survivor's guilt', leaving friends and relatives behind when their community is suffering through a difficult and chaotic time. They have good reasons to leave their world for the time being but that does not make it any easier.

Ideally the escape should result in a bond between the Apes and Travellers. By this time, they have gone through a trial by fire together. Archie and most of his crew show appreciation to the Travellers for efforts on their behalf. Kankako and Odobo are more solemn and inscrutable, their male Gorilla natures making them more aloof than other Apes. The fact that both served in the Solomani military might also be a factor.



While in jump and during one or more stops, the Travellers get to know the Apes better. The Apes are working-class sophonts with similar hopes and dreams to those of any Solomani citizen. Truly getting to know and understand them is difficult. While both Humaniti and Apes originate from the same world along branching evolutionary paths, in many ways they are quite different. Humans evolved over millions of years and were allowed to develop at nature's pace; Apes were gifted a massive and unbidden step up the evolutionary ladder a few short millennia ago. Their existence as a self-aware species is the blink of an eye compared to that of humans.

During their journey, certain events may be played out with as much detail as the referee and Travellers desire. Archie spends much of his time designing what he describes as his 'retirement manor' on the banks of the Aliababatto. The Gorillas get together once per week to worship and perform religious rites; they are animists who believe the spiritual essence of all things, living and deceased, pervades them. They honour the spirits of the dead and close out their prayers with a song or poem that commemorates 'the Prime', the first uplifted Gorilla. The Travellers might also notice that Tiku, Bambata's child, is eager to explore the ship and gets into trouble from time-to-time. He has a penchant for wandering into tight spaces that he must then be guided out of.

If the Travellers show curiosity about Oreian, the biotech construction vehicle, the Apes teach them how to use it. Travellers with the Flyer skill quickly grasp the basic concepts; those without the skill find it complex. If there is ample space in the cargo hold or they take Oreian out for a flight at one of the stops on the way to Rocamadour, the Apes instruct any interested Travellers the basics of flying an ornithopter, even allowing them to take the stick if they want. In addition to its installed controls, Oreian responds to an array of verbal commands that Archie or one of his crew teach to the Travellers.

SURREPTITIOUS PURSUIT

After all of the excitement, the Travellers might not have noticed that they are being followed, possibly by multiple parties. If the Travellers recovered the artefact before coming to Pijo, they are being pursued by the crew of the *Ferret*, who want to steal it from them.

There are some things for the referee to consider here. If the Travellers came in their own ship and left the artefact unattended in their cargo hold, then Sylvio Dolpoluba and his team make an earnest attempt to steal it from their cargo hold, replacing it with a counterfeit. If the Travellers came to Pijo by other

means, possibly aboard free trader or similar starship, the theft of the artefact might be more difficult. Such a ship is likely to have staff aboard at all times to secure cargo and freight. Nevertheless, if the referee determines that security is lax, the *Ferret* crew makes an attempt to steal it anyway, possibly posing as customs officials, teamsters or employing some other deception that enables them to get aboard the ship to make the switch. While it makes the theft operation more complex, Dolpoluba is insistent on leaving a counterfeit in the artefact's place. He believes that doing so will buy him time needed to get to his hideout on Haimrl.

There is also the possibility that the Travellers are being followed by SolSec as described on page 19. The SolSec agents are reasonably competent but laden by their biases. As the plot unfolds to steal the artefact, SolSec becomes increasingly suspicious that the Travellers – and more so the Apes – might be complicit in the affair. For now, they follow the group as stealthily as possible, collecting evidence and waiting to pounce when the time is right.

ENROUTE TO PIJO

Travelling to Pijo requires two or more stops. If passage goes through Alphard, use the world description provided on page 12. Additional world descriptions are provided here for other systems.

Darina

The Solomani Party attempted to insert a pliable human-led government on Darina but the Dolphin Embracer faction dominates the world's politics. In fact, it is one of very few worlds in the Solomani Confederation that is effectively run by Dolphins. The human government acts as a rubber-stamp upper house in the world's parliament, which is popularly dominated by Dolphins. Darina's Dolphins are evangelists, travelling amongst Solomani worlds with non-human minority populations, propagating the Embracer faction and stirring up sophont rights movements.

Darina is rich in untapped resources but has somehow never been the recipient of large-scale colonisation. The world's dense atmosphere and mildly poisonous atmospheric taint pose challenges but nothing that cannot be overcome by technology. The Dolphins wear harnesses that mask their blowholes in order to filter out the contaminants.

San Vitale

The small society on San Vitale was formed by dissidents from Melk. Melk unofficially claims the world as a colony but San Vitale suffers from none of the

draconian legal constraints of its alleged parent system. The San Vitaleans were granted Solomani Confederation membership by the Secretariat and the Purist faction currently dominates its politics. Melk's dictator has threatened to rein the system in but high-ranking members of the Secretariat have expressed their desire that San Vitale remain a free and independent system.

Waz

Waz is a popular stopover for traders making their way between the Tino Cluster and the various groupings of worlds in Regulus. There are accommodations present for Selenite travellers from Velscur. While the Selenites are not known to travel extensively, they do make their way into the greater interstellar community from time-to-time in order to obtain supplies for their paraterraformed world.

PAYING IT FORWARD

Archimedes and his crew introduce the Travellers to the concept of 'paying it forward'. Unfortunately, Apes are often looked upon with fear and mistrust by their fellow Solomani citizens. In spite of this, they have a policy of always doing something to help others at each place they visit. On Pijo, this can be as simple as helping someone fix a leaky roof or building some children a tree house after completion of a larger construction job. During interstellar travel, it takes on a much broader meaning. Fixing someone's air/raft, helping out a distressed spacer or just giving a stranded Traveller a lift to the starport are all forms of paying it forward.

Paying it forward is a big part of Pijoan Ape culture and something the Travellers witness – and possibly participate in – over the course of their journey together. This aspect of Ape culture can be used to create additional side adventures during the group's voyage to Rocamadour.

MAKING THEIR MOVE

If they have not managed to acquire the artefact at this stage of the adventure, the crew of the *Ferret* are becoming increasingly desperate. They make their move at one of the systems the Travellers pass through en route to Rocamadour.

Dolpoluba disguises the *Ferret* as a ship of the local system defence squadron. To carry out the ruse, he adorns his ship with the logo of the planetary navy and the crew applies false patches and markings to their vacc suits to make them appear to be standard naval issue. He even alters the *Ferret*'s transponder, giving it a typical designation such as 'PV-401, Fleet Escort, System Defence Squadron'.

As the Travellers' ship makes its way from the 100-diameter limit to refuel at the starport, the *Ferret* closes on their ship and demands they pause for inspection. If the Travellers consent, the imposters board their ship, playing the role of inspectors and gradually make their way to the cargo hold to obtain their prize. If only one or two of the Travellers escorts the boarding party to the cargo hold, the *Ferret* crew attempts to incapacitate them with stunners, dump their unconscious bodies in the hallway, puts on their vacc suit helmets, opens the cargo hold and shoves the artefact cargo module into space to be picked up by the *Ferret*. They saw the artefact's unique cargo module when it was being transferred on Yano, so can identify it quickly. Dolpoluba has left a pilot and gunner aboard his ship, so if the Travellers override the cargo hold door controls, the *Ferret* threatens to open fire at close range.

If a large number of Travellers are present for the inspection with some of the Apes, Dolpoluba requests they be sent away. He claims that he is 'uncomfortable around their kind' or something similar. Of course, the real reason is to reduce the number of opponents he must face. If the Travellers refuse to reduce their numbers or otherwise detect something amiss, the *Ferret* crew simply maintains the ruse, finishes the job

and then returns to their ship, hoping against all odds that they have another opportunity to snatch the artefact later on.

There are several ways that the Travellers can prevent this encounter from going awry. If they contact the starport about the inspection, they are informed that no inspectors have been sent. Furthermore, the starport may be willing to dispatch fighters to investigate these so-called inspectors. In addition, the Travellers might simply see through the ruse. Have the Travellers make an opposed check, their Recon (INT) vs. Dolpoluba's Deception (SOC). If the Travellers win the check, they notice something is wrong before the cargo hold incident occurs. If the Travellers succeed and then challenge the imposters, the *Ferret*'s crew attempts to fight their way back to their own ship, using stunners if possible, but resorting to laser pistols if the Travellers use lethal force.

If this plays out successfully for Dolpoluba and his band of thieves, the Travellers lose possession of the artefact and must decide what to do next. See page 31 if this occurs. If the Travellers prevent the theft or ward off the attack, they may proceed to Rocamadour. If the *Ferret*'s crew comes away from this encounter intact, they plan one last even more desperate attempt to steal the bell.



ROCAMADOUR

Rocamadour is one of those worlds that never quite got its due during the Solomani expansion. After the Vilani were defeated in the Interstellar Wars, the primary focus of the Rule of Man was to occupy worlds that had been held by the Ziru Sirka. However, the prospect of settling conquered worlds did not appeal to all Solomani. Many wanted to venture into uncharted territory and colonise untapped worlds. The sector just to trailing of the Solomani Rim, which the Vilani called Amkarim – later renamed Alpha Crucis – provided a vast region of unvisited star systems. In the rush to settle Earth Prime worlds, the waves of colonists swept past worlds with more challenging environments. Rocamadour was one such world; subsequent waves of colonists have settled many of these less-appealing worlds over the centuries but Rocamadour has never been deemed worthy of the effort.

Warmed by the dismal heat of a red dwarf star, Rocamadour is a cold world whose liquid water oceans are mostly ice-capped. Despite its middling size, the world has a large and dense iron core, giving it higher gravity than would otherwise be expected. Worlds orbiting in the habitable zone of red dwarf stars are usually tidally locked. Not so with Rocamadour. It is believed that the planet was struck by a planet-sized object during the last 50 million years, giving it a slow rotational period of 60.4 standard days. Its dense atmosphere and high atmospheric pressure make it difficult to inhabit at lower altitudes, so all settlements to date have been in the mountains and plateaus of the planet's largest continent. The ruins of failed colonies are present at several locations but the only current settlement is built upon a sturdy mountain called La Bête. The settlement bears the same name as the planet: Rocamadour.

Rocamadour looks like a medieval Terran city but is in fact a modern TL9 society of 80,000 inhabitants and a reasonably sound Class C starport. Traders stop by periodically to resupply the community and engage in trade with the locals. There is some light industry and a few cottage resource-extraction enterprises but nothing that indicates prospects for a bright future.

Even after thousands of years of intermittent settlement, Rocamadour has only minor value to the region. The meagre colony present during the Rule of Man died out

during the Long Night, unable to sustain itself without an influx of goods from interstellar trade. The world was not resettled until the 400s and has since changed hands a dozen times, most recently falling into the possession of the ambitiously named Alpha Crucis Development Agency (ACDA). The ACDA hopes to make something of the world by appealing to its neighbours in the Consolidation of Turin and developing its eccentric cathedral into a site that will attract visitors and increase interstellar traffic through the system. The ACDA enlisted the Solomani Catholic Church to their cause and appointed Rector Dallabiri to manage the project.

CATHÉDRALE RELATIVITÉ

Rocamadour's Cathédrale Relativité is both a place of worship and homage to the works of a somewhat obscure Terran artist by the name of Maurits Cornelis Escher. Escher used mathematics to produce strange, thought-provoking pieces of art in the early 20th century.

The exterior of the cathedral looks like many other Turinian churches, inspired by the medieval cathedrals of ancient Terra. However, its interior is highly unusual. Similar to the structure shown in Escher's lithograph print, *Relativity*, the church side aisles, transept, chancel and ambulatory have stairwells, hallways and doorways orthogonal to the planet's gravitational plane. The cathedral was designed to use grav plates to enable visitors to walk on each plane, resulting in a disorienting experience that is like no other in Charted Space. Unfortunately, none of its gravitic technology is currently operational, so the odd architecture is only for show. No one actually knows if its grav plates have ever been operational but in theory the system should work.

The Cathédrale Relativité was intended to be a celebration of the mysteries of the universe and Humaniti's place in it, using technology to convey the enigma of God's will. The early colonists of Rocamadour hoped to petition for membership in the Consolidation of Turin. Alas, it has attracted little interest from the clergy and Rocamadour never acquired the hoped-for overt.



ZEBULUN

After landing at Rocamadour Downport and making their way to the cathedral, the Travellers are greeted by Rector Dallabiri, who is present to receive the artefact. At long last, it is time to open the cargo module and see what is inside. The rector asks them to carefully transport the module into the church nave using the Apes' kokoro construction vehicle. Its crane may be used to withdraw the bell from the module by grasping brackets on the bell's exterior. Archimedes asks the Travellers and some of his crew to steady the bell as he sets it down.

The bell, which Rector Dallabiri refers to as Zebulun, has travelled a great distance, having come all the way from Laputa in the Solomani Rim. The rector provides as much detail about its history as the Travellers desire. It was once the grand bell of an Old Earth Union-era cathedral and is intended to fill the same role at the Cathédrale Relativité where its F sharp notes will ring out magnificently in Rocamadour's dense atmosphere.

Referee's Note

If Zebulun was somehow stolen prior to opening the cargo module on Rocamadour, Archie notes that its specifications are off. The Travellers must then figure out what happened to the real bell and how to get it back. See page 31 for what to do next.

Provided the Travellers still have the real Zebulun, the Ape crew begins to survey the site. Installing the bell will be a challenge with only a skeleton crew at Archie's disposal so he asks the Travellers for help. The stone columns around the bell tower make it impossible to reach from the cathedral exterior, so it must be lifted and installed from within the building. Oreian serves as a lift, bringing the bell just below the belfry. Oreian's wingspan makes it impossible to reach the upper levels of the transept, the access point to the bell tower, whose floorboards have been opened up to receive Zebulun. Solving this problem is largely Archie's province since he is the construction expert but he enlists the advice of the Travellers and asks them to accompany his crew for their initial survey of the site.

Oreian takes the group as high as it can, its wings beating the air within the cathedral but from there they must ascend independently, using ropes that hang from the bell tower unless the Travellers have another conveyance, such as grav belts. Have the Travellers make an Average (8+) Athletics (strength or dexterity) check to get to the top. The unusual cathedral architecture is disorienting and the Travellers might have to make additional checks to avoid becoming dizzy or unbalanced. In any case, Oreian is watching their progress carefully; if anyone falls, the creature quickly flies to their rescue, catching them before they fall to the cathedral floor.

The survey work requires 2D3 days. Involve the Travellers, allowing them to make appropriate skill checks to help with the process; hanging additional access ropes, building scaffolding and bringing an array

THE CATHEDRAL GRAVITIC SYSTEM

Interested Travellers might want to examine the defunct gravitic controls that enable its orthogonal planes to operate. Any Traveller with the necessary skills can determine what is wrong with the system and the parts required to make it work. Allow the Travellers to make a Difficult (10+) Engineer (life support) or Mechanic (EDU) check. Consult the Gravitic System table for the results.

Gravitic System

Effect	Result
0	The Traveller understands the system, knows what is missing, what requires replacement and can do the job with TL14 parts costing Cr250000.
2+	As above but the job can be done with TL12 parts costing Cr175000.
4+	As above but the job can be done with TL10 parts costing Cr100000.

of tools into the belfry for the installation. Just as they are prepared for the final step of the project – lifting and installing Zebulun – Rector Dallabiri rushes into the cathedral, attended by members of the Rocamadour clergy and informs them that circumstances have changed. Rocamadour's sponsors have requested the presence of the Travellers, Archie's crew and Zebulun itself for a pre-installation ceremony. Unfortunately, they must put Zebulun back into its cargo module, load it into their ship and depart for Assisi, where the ceremony is to take place.

THE PENITENT MONK

If the pesky antiquities thieves have not managed to steal Zebulun yet, their leader sneaks his way into the Cathédrale Relativité grounds in order to make one last attempt. Disguised as a visiting monk from the Consolidation of Turin, Sylvio Dolpoluba hovers around the survey operation. He blends in with other monks and clergy, and should not be easily discernible from the crowd. There is no reason to think that he is anything other than another monk, welcoming Rocamadour's guests and praying for the success of the construction project.

Dolpoluba has all but given up at this point. He does not intend to perform some bold and violent heist, stealing Zebulun from the cathedral nave. That is not his style. What he is looking for is an opportunity to swipe the great bell out from under the Travellers' noses. Spying on the rector and other clergymen, he finds out

Should the Travellers fix the gravitics before the reconsecration ceremony, their standing with Rocamadour and the ACDA ascends dramatically. During the ceremony, they are adorned with unique midnight blue copes and named 'Distinguished Friends of the Cathédrale Relativité'. In addition to enhanced standing with the church, this grants them lifetime free docking privileges and accommodations at the Rocamadour Grand Hostel.

about the impending journey to Assisi for the blessing ceremony. Dolpoluba believes this new wrinkle could afford him one last shot at Zebulun.

If the Travellers have gotten wind by now that thieves are trying to steal Zebulun, possibly even surviving the aggressive attempt described on page 21, they may be taking additional steps to ensure its security. Recon checks of the cathedral grounds reveal nothing unusual but there are two ways that the Travellers might discover something is up. First, visitors to Rocamadour are relatively rare. Traders stop by from time-to-time, but an examination of the starport traffic logs might reveal the recent presence of the *Ferret* or its launch. Dolpoluba has changed his ship's name and transponder code but clever Travellers might be able to discern it from other visiting ships based on its arrival time, power plant signature and other factors. Allow them to make a Difficult (10+) Investigate (INT) check to identify the *Ferret* or its launch if they have encountered either spacecraft before arriving at Rocamadour.

In addition, suspicious Travellers might be paying close attention to the clergymen and monks who are observing their work. Have them make an opposed Investigate (INT) vs. Dolpoluba's Deception (SOC) check. If the Travellers win, they notice some irregularities in the 'penitent monk's' disguise and can expose him. However, Dolpoluba is a slippery one and might notice the Travellers are eyeing him suspiciously. As so often before, he will attempt to make his escape before they can corner him.

THE PATRON SAINT



The journey to Assisi takes the Travellers into the Consolidation of Turin, a political and military alliance under the auspices of the Solomani Catholic Church and its offshoots. The Consolidation is a loyal member of the Solomani Confederation, defended by its own fleet and armies.

The Consolidation is an adherent of the Solomani Cause but expresses its commitment differently than other member governments. Religious values are a key component of society. Important decisions are believed to be not only in the realm of worldly politics but are also under the authority of a Higher Power. While there are secular governments on many Consolidation worlds, religious authorities are involved in all levels of decision making with the most important accords and judgments made by the pontifical authority on Turin.

ENROUTE TO ASSISI

On the way to Assisi, the Travellers might make stops at one or two of its worlds, depending on the course they take. Archie and the other Apes have never travelled to Consolidation space and most are very interested in its unique culture. Referees should be sure to include 'paying it forward' behaviours by the Apes at any stops along the way.

CLUNY

Cluny is a virtually airless desert world that receives little notice or attention from the greater Consolidation and this is by design. Several of the stricter monastic orders and nunneries have made their home on this desolate world, where they worship in peace and privacy. The system is defended by members of the Knights of the First Cross, mercenary soldiers who have taken holy vows of poverty and obedience to the church.

CHARTRES

Despite its location in the Consolidation interior, Chartres is considered by many to be the gateway to Consolidation space, especially for Travellers making their way in from trailing. Progressive politics and acceptance of non-pure Solomani make it a welcoming environment for visitors of all kinds; its neighbouring systems, Montserrat and Cologne, are significantly more conservative and less welcoming to offworlders. Chartres

is dominated by the Solomani Catholic Church, which professes that all sophonts are equal provided they accept Jesus Christ as their saviour and adhere to the teachings of the Solomani Catholic Bible. The world's most hallowed cathedral is adjacent to the downport and its priests offer blessings to any and all Travellers who visit their world.

PLANETFALL: ASSISI

Assisi is a place of worship and meditation for 7,000 mendicant monks and contemplative nuns but is also a resort of sorts, a place of rest and relaxation for members of the Consolidation church hierarchy. In addition to its quaint abbey, well-appointed hostelry, renowned vineyard and fine dining facilities, the paraterraformed village is famous for its mud and mineral baths, spa and an immense theological library with a rich collection of ancient Bibles and other tomes. It is also home to an immense animal preserve, where the dedicated monks and nuns care for hundreds of endangered species from throughout Alpha Crucis.

Despite its size, Assisi is a resource-poor world with a weak magnetic field and toxic contaminated soil. The planet is tidally locked with an overly hot star-facing side and bitterly cold dark side. The abbey settlement is located in the twilight zone. Despite the fact that its atmosphere is breathable with the aid of a filter mask, its city and starport are fully contained in a sealed environment that provides a comfortable temperature and standard oxygen-nitrogen atmospheric mix.

Upon arrival, the Travellers are permitted to land their starship in one of the starport's two docking bays. The other currently contains a pontifical yacht from Turin. They are greeted by Abbot Merrill-Maurice of the Fifth Order. He is attended by two monks, two nuns and a collection of domesticated exotic animals. The Abbot assures them that the animals are fully vaccinated and do not bite.

BLESSINGS UPON THE CHOSEN

Once at the abbey, Abbot Merrill-Maurice describes the particulars of the blessing ceremony. The Travellers have come to Assisi to spiritually prepare them for the

installation of Zebulun into the belfry of Rocamadour's Cathédrale Relativité, the final step of a long renovation project. The involvement of one of the Solomani Confederation's principal sophont species – its uplifted Apes – is being heralded as a momentous occasion, one that has caught the attention of the Turin Church. While it may have been somewhat inconvenient to have the Travellers make a detour to Assisi, the Fifth Order are sponsoring the Rocamadour renovation project and they want their moment in the spotlight.

The original St. Francis of Assisi was the patron saint of animals. One of the credos of the Fifth Order is the protection of vulnerable animal species. As the upcoming blessing ceremony is described, the Gorillas in the Ape party become uncomfortable with its meaning. The Fifth Order, who are under the auspices of the Turin Church, seem to believe that Apes are animals. Olea, the most educated member of Archie's group, informs everyone that the Fifth Order believes that animals have souls but is ambiguous about whether or not they can transcend to Heaven, the Christian afterlife.

Archie and Olea are secular and merely find the concepts of the Fifth Order curious. They might find the notion that they are animals mildly offensive but the Chimpanzees are unfazed. They have a job to do and if it means going through a ritual that ultimately has little actual meaning to them, then so be it. However, the

Gorillas, who are practicing animists, are offended by the implication that their souls might not be worthy of transcendence. While their beliefs are obviously quite different to those of Solomani Catholicism, the Gorillas' creed espouses that all religions are interrelated and merely interpret the spiritual aspects of the universe in different ways. The idea that they might somehow be unworthy in the eyes of the Fifth Order is extremely offensive to them and they refuse to participate in the ceremony. Unfortunately, anyone who does not participate will not be allowed to perform the installation of Zebulun on Rocamadour.

The Travellers face a conundrum. They have travelled so far and the job seems to be nearly done but now everything hinges upon a conflict between faiths. If the Travellers have the necessary Mechanic and/or Profession (construction) skills, they might be able to substitute for the Gorillas when installing Zebulun but the point of the mission was to have the uplifted Apes serve as the featured guests of the reconssecration ceremony. The refusal of the Gorillas to participate severely reduces the importance of the ceremony. Rocamadour needs this event to go off as planned, otherwise they are not likely to enhance their standing in the region. In addition, any requests to become a client state or full-fledged member of the Consolidation of Turin are certain to be rejected.



The Travellers may attempt to persuade the Gorillas to participate in the ceremony for the good of all but they respectfully decline. The Gorillas are as devoted to their religion as the people of Turin are to theirs and any actions that compromise their faith are rejected out of hand. Nevertheless, there are things the Travellers can do to make amends between the two parties.

If the Travellers involve Abbot Merrill-Maurice, he explains the differences between the three main denominations of the Consolidation of Turin. The Church of the First Cross are adherents to the Purist faction, which believes only pure Solomani humans can become parishioners of the church. On the other hand, the Solomani Catholic Church welcomes all sophonts to its faith and believes that all have souls. The Turin Church, to which the Fifth Order belongs, is more politicised and hence more ambivalent. Turin has switched its stance multiple times over the course of history, depending on which way the political wind blows in the Solomani Secretariat. At the moment, the Turin Church has no official stance but making a commitment one way or the other will not be trivial.

As luck would have it, Archbishop Sirgin Telemon of the Turin Church is present on Assisi, as are archbishops from the other two major denominations. The Travellers might be able to obtain an audience with the archbishop to discuss a clarification of the Turin Church's current stance on non-human sophonts. Such a decision will not be made lightly. The Consolidation of Turin is an interstellar state in its own right but also a member of the Solomani Confederation. Unlike the Solomani Catholic Church and the Church of the First Cross, the Turin Church is much more closely tied to the Consolidation government. Any decision made by members of the church hierarchy must be given careful consideration lest they offend important members of the Secretariat.

The Travellers can try to convince the archbishop that Rocamadour is a very important project. Keep in mind that Rocamadour is petitioning the Consolidation for membership, not the other way around. While the reconsecration of a cathedral on a border system is important to Turin, ultimately Turin sees itself as the benefactor here and Rocamadour as the supplicant.

There is no one way to solve this problem. It falls into the realm of roleplaying and an appropriate array of tasks to get the two sides on the same page. For example, the Travellers might make a Difficult (10+) Diplomat (SOC) check to get the archbishop to consider their proposal. Should the check succeed with a high enough Effect, they might even be able to convince the archbishop to conduct a synod with the other archbishops on Assisi. Ambitious Travellers might even want to petition their case on Turin itself.

Ultimately, the archbishop wants the blessing ceremony on Assisi and subsequent reconsecration on Rocamadour to occur, so if the Travellers can make a convincing argument and find their way to an outcome that works for everyone, the mission can proceed as planned. Finally, the Travellers must make an appropriate Persuade check with the Gorillas to get them on board. Without their consent, the mission is lost.

CANTICLE OF THE CREATURES

If they have not been dealt with yet, Sylvio Dolpoluba and the *Ferret* crew make their final attempt to steal Zebulun during or after the events described in Blessings Upon the Chosen. Dolpoluba has once again disguised himself as a member of the Turin clergy but this time keeps his distance from the Travellers. He has not been a successful thief by being a fool and does not want to risk being recognised after so recently wearing a similar costume on Rocamadour.

With both of the downport docking bays occupied, Dolpoluba has parked his launch just outside the enclosed settlement and made his way in, along with two of his crew, via one of the service entrances, initially posing as members of a resupply mission from Turin. The crew have left the *Ferret* in orbit with two crewmembers keeping her engines warm.

After spying on the Abbot and getting the lay of the facility, Dolpoluba has hatched what he believes to be an ingenious plot, one which will finally enable him to acquire Zebulun. Just before the blessing ceremony, while the bell is in transit from the Travellers' ship to the abbey, he has one of his crew members release hundreds of indigo hexillas from one of the enclosed wildlife preservation paddocks into the public area, inflicting the nasty little creatures on the general population. In the ensuing chaos, Dolpoluba and his other crewman pose as monks whose objective is to take Zebulun to safety. With hundreds of monks, nuns and clerical guests being pounced upon by the indigo hexillas, he expects the Travellers – insufferable heroes that they are – to go to the rescue of the people. There is no one present more qualified to solve the problem of the free-roaming creatures, which provides an ample distraction for Dolpoluba to abscond with Zebulun.

The chaos begins with the sound of strange, melodic chirping in the distance. Indigo hexillas communicate by calling out to one another with this sound. Upon their release into the facility, most instinctively chirp until they manage to mass into groups of four to eight individuals and then begin to hunt for prey.

INDIGO HEXILLA

ANIMAL	HITS	SPEED
Indigo Hexilla	6	8m
SKILLS	Melee (natural) 1, Stealth 2	
ATTACKS	Claws (D3), Bite (D3)	
TRAITS	Amphibious, Armour (+2), Small (-1)	
BEHAVIOUR	Carnivore, Hunter	

Indigo hexillas are small, dark-blue six-legged reptilioids that mass in small groups in order to take down larger prey. While an individual human is larger than creatures they are accustomed to hunting, they make a go of it on Assisi since there are no alternatives. They will probably not succeed in killing many people but with hundreds of them running about in a confined area, they are likely to inflict minor injuries on dozens of victims.

Unfortunately, hexillas may leave a more lasting effect in other ways as they carry numerous viruses that affect humans. Anyone bitten or scratched contracts a



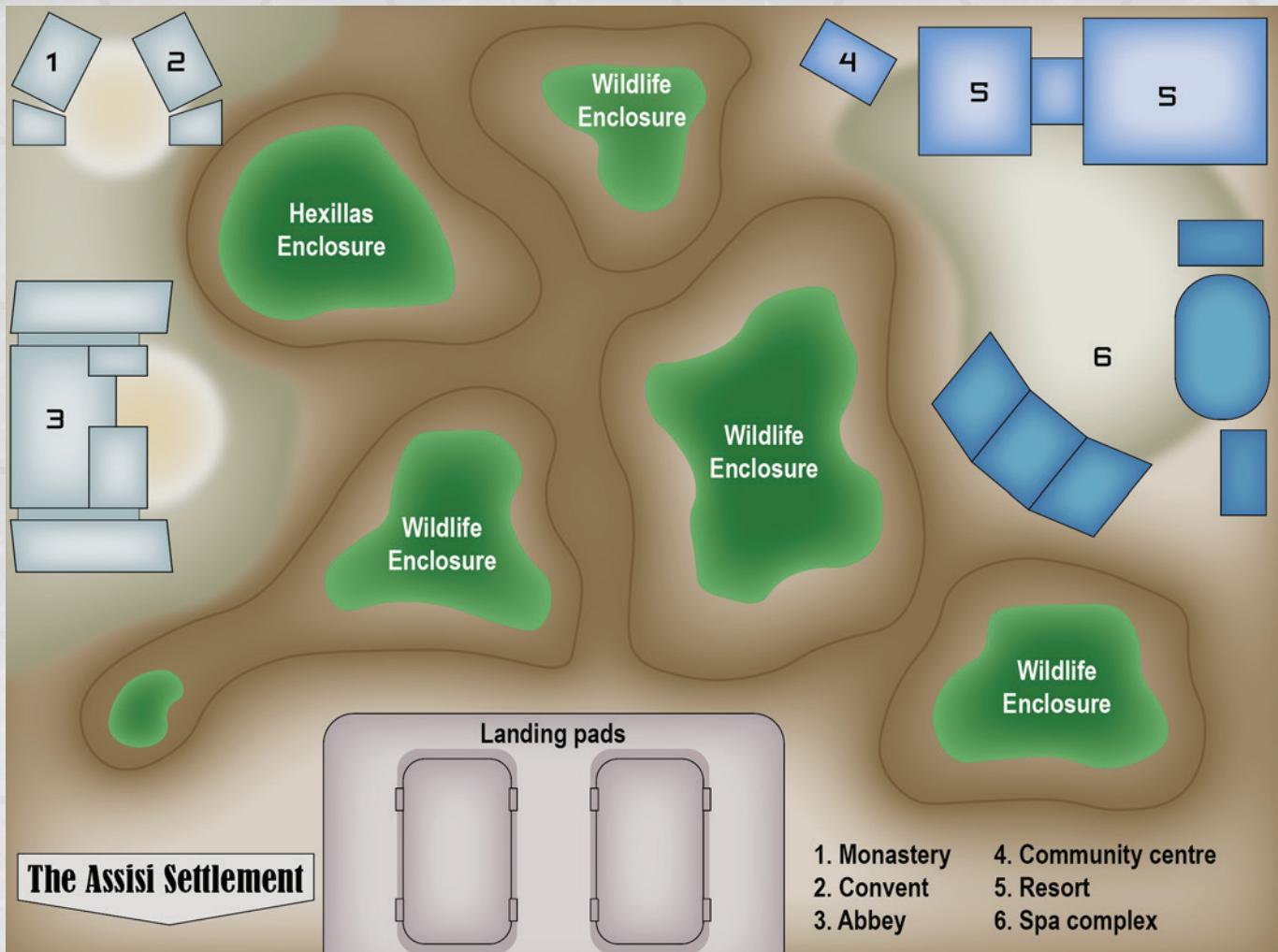
severe illness on a 2D roll of 8+. The first signs of the virus typically occur 1D days after exposure, starting with a fever and proceeding with aches, chills and eventually vomiting. Victims must make a Routine (6+) END check or the virus results in death within 1D days of the initial symptoms. Those who survive the check recover from the virus naturally within a few days. The virus is treatable but requires access to a hospital or other medical facility where a proper medicine can be synthesised.

There are a few ways to round the hexillas up and lure them back into captivity. They are easily distracted by light and can be drawn to large sources of it, such as a spotlight or other device. In addition, they cannot discern artificial versions of their chirping sound from the real thing. Should someone use a device to imitate their chirp, belting out hundreds of false calls, the hexillas will interpret this as a distress call from the nest and immediately respond to the calls. The monks and nuns who manage the preserve know about these tricks but most are attending the blessing ceremony and not in a position to provide help. The Travellers can figure out these tricks by making a Difficult (10+) Animals (EDU) check or by consulting their Library Data software.

SolSec is still hot on the trail of the Travellers and they make their move as well. SolSec still believes the Apes are complicit in the whole affair and arrest them on charges of conspiracy against the Confederation, placing them in makeshift holding cells at Assisi Downport. This adds more chaos to the situation, giving the Travellers one more problem they must solve. Meanwhile, Dolpoluba and his associates might have Zebulun in their launch and be heading to the *Ferret* in close orbit.

Detention of the Apes is likely to slow the Travellers down should they desire to pursue the real thieves. Inspector Awndra Cloud (see page 38) intends to





conduct a full investigation, taking 1D+4 days to question the Apes, examine the Travellers' ship for evidence and investigate the hexilla affair to determine what role the Apes had in it. The Travellers are also under suspicion but the inspector does not arrest them... for now. Although she cautions them to tread lightly, they might be able to expedite the investigation by informing the inspector of the Apes' rights while on Assisi, questioning SolSec's jurisdictional limitations or enlisting the aid of the clergy. Depending on the method the Travellers employ, allow them to make a Difficult (10+) Advocate or Admin check (INT or EDU). Reduce the duration of the investigation by a number of days equal to the Effect. Despite their inclination against the Apes, the SolSec agents are not corrupt and do not fabricate evidence to support their charges. After finding no reasons to detain them, the Apes are released.

DEPARTURES

The Travellers' departure from Assisi depends on a few factors. Firstly, if Dolpoluba and his den of thieves were able to slither their way into the settlement and succeed with their boldest attempt yet to steal Zebulun, then

the Travellers can either go after them or give up on the mission. Should they do the latter, Archie and the Apes do their level best to get the Travellers back on track. They remind the Travellers of the philosophy of paying it forward. Sure, things look bad now but all is not lost. The Apes are ready and willing to help the Travellers track down the stolen church bell. If the chain of events has led to this, then proceed to Zebulun Lost on page 31 for what comes next.

If Dolpoluba was not a factor because the Travellers defeated him previously or they managed to prevent him from pulling off his caper on Assisi, then there is still the matter of the blessing ceremony. If the Travellers managed to get Archbishop Telemon to hold a synod with the other archbishops and come to an accord that accepts the notion that Apes are worthy of any and all of the benefits of the Solomani Catholic religion and the Apes themselves are also on board, then the blessing ceremony is carried out as planned by Abbot Merrill-Maurice. The Travellers may then return to Rocamadour to perform the installation and take part in the reconsecration of the Cathédrale Relativité. In this case, proceed to Hallelujah on page 34.

ZEBULUN LOST



The professionalism of Sylvio Dolpoluba and his crew has to be admired on some level. They tracked the shipment of Zebulun from its entry point into Regulus at Daboyel, following stealthily and biding their time, devising schemes to steal the priceless artefact and willingly going all the way into the Consolidation of Turin, if necessary. The multi-month operation is fraught with risks and the price of failure is a life sentence on a prison planet such as Eldritch or Newcomb.

If the Travellers are on their toes, they can prevent the theft from happening but these thieves are persistent and might just get away with the crime of the century. If Dolpoluba obtains Zebulun, his next objective is to reach Haimrl, a backwater world where he has a hideout. Upon invitation, Dolpoluba's network of fences make the jump from Koz to Haimrl to look over his 'acquisitions' and purchase those which might have potential buyers in Imperial space.

Should he succeed in stealing Zebulun, Dolpoluba makes his way back to Haimrl, avoiding populous, well-defended worlds and taking the long way around if he must. The course he takes depends on where he steals the bell.

En route to Haimrl, Dolpoluba avoids systems with Confederation military bases in an effort to dodge patrols and inspections. He also avoids docking at starports when possible, performing wilderness refuelling if gas giants are present but makes exceptions in non-aligned systems where the likelihood of Confederation naval patrols is reduced.

Berlin is a challenging stop since it has no gas giants to speak of and an insidious high-pressure atmosphere to contend with at the mainworld but, with some effort, ice can be extracted from the system's planetoid belt for hydrogen cracking. The *Ferret* spends a few days there performing the labour-intensive task of wilderness refuelling from dirty space rocks.

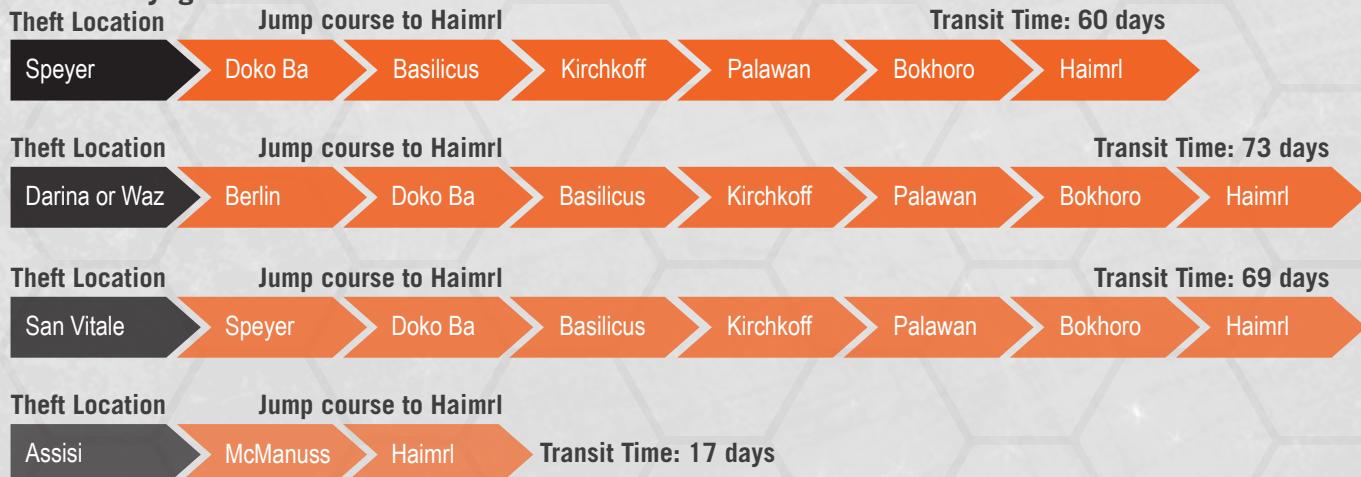
The world of Kirchkoff is a reasonably safe haven. Its Class A starport attracts too much traffic for Dolpoluba's tastes but its neutrality, low population and location in a stellar gap makes it fairly discreet. After several jumps, the *Ferret* is in dire need of maintenance and unaligned Kirchkoff is just the place to get that done. In each of the listed routes that include Kirchkoff, the *Ferret* stops for three days to have the ship serviced.

The *Ferret* makes the final sprint from Kirchkoff to Haimrl as quickly and efficiently as possible. By this time, its crew cautiously believe they have succeeded and are eager to return to their home system.

When and where Zebulun is stolen dictates when the Travellers begin their pursuit of the *Ferret*, if indeed they decide to do so. Discovery of the theft is also a factor since the bell might be taken without the Travellers noticing.

If Zebulun is stolen before the Travellers even receive the shipment, then it has been replaced with a counterfeit bell. If Archie is allowed to open the cargo module before they reach Rocamadour, he verifies its

Ferret's Voyage



LOOSE LIPS SINK SHIPS

Dolpoluba is a professional and can be counted upon to maintain the secrecy of his operation during the return to Haimrl. However, certain members of his crew are less disciplined. On Kirchkoff, one or two of them boast about the caper they pulled off while drinking at the starport bar. They do not directly describe what they stole, but do say they made a big score and provide more than a few details about how they did it. Should the Travellers go to any world within three parsecs of Kirchkoff a week or later, their investigations might uncover this lead.

Have the Travellers make a Difficult (10+) Carouse or Investigate (INT or SOC) to obtain the lead. If they succeed with Effect 2+, they also discover where the *Ferret* jumped next after Kirchkoff. Success with Effect 4+ reveals that the thieves' ultimate destination is Haimrl.

Similar leads may be dropped in other systems but they are much harder to come by since the *Ferret* avoids populated worlds and performs wilderness refuelling whenever it can. However, with some effort and cooperation from local authorities, the Travellers might be able to acquire recorded radio conversations, sensor readings and strange or conflicting transponder codes that put them hot on the trail of the thieves.

specifications and discovers the measurements are off. Archie announces that they have a fake in their possession. Obviously, if it is taken from them forcibly, the Travellers are aware of when the bell is taken. In either case, track the progress of the stolen bell using the *Ferret's* Voyage table, assuming that seven days are required for each jump and three days for each wilderness refuelling operation. The stop at Kirchkoff takes six days since the ship undergoes maintenance and Dolpoluba's crew takes a much-needed break from being cooped up in the *Ferret*.

HAIMRL

The history of Haimrl is murky. There are many questions about the world and few easily obtainable answers. Haimrl was first colonised during the great Solomani Expansion into Alpha Crucis but its

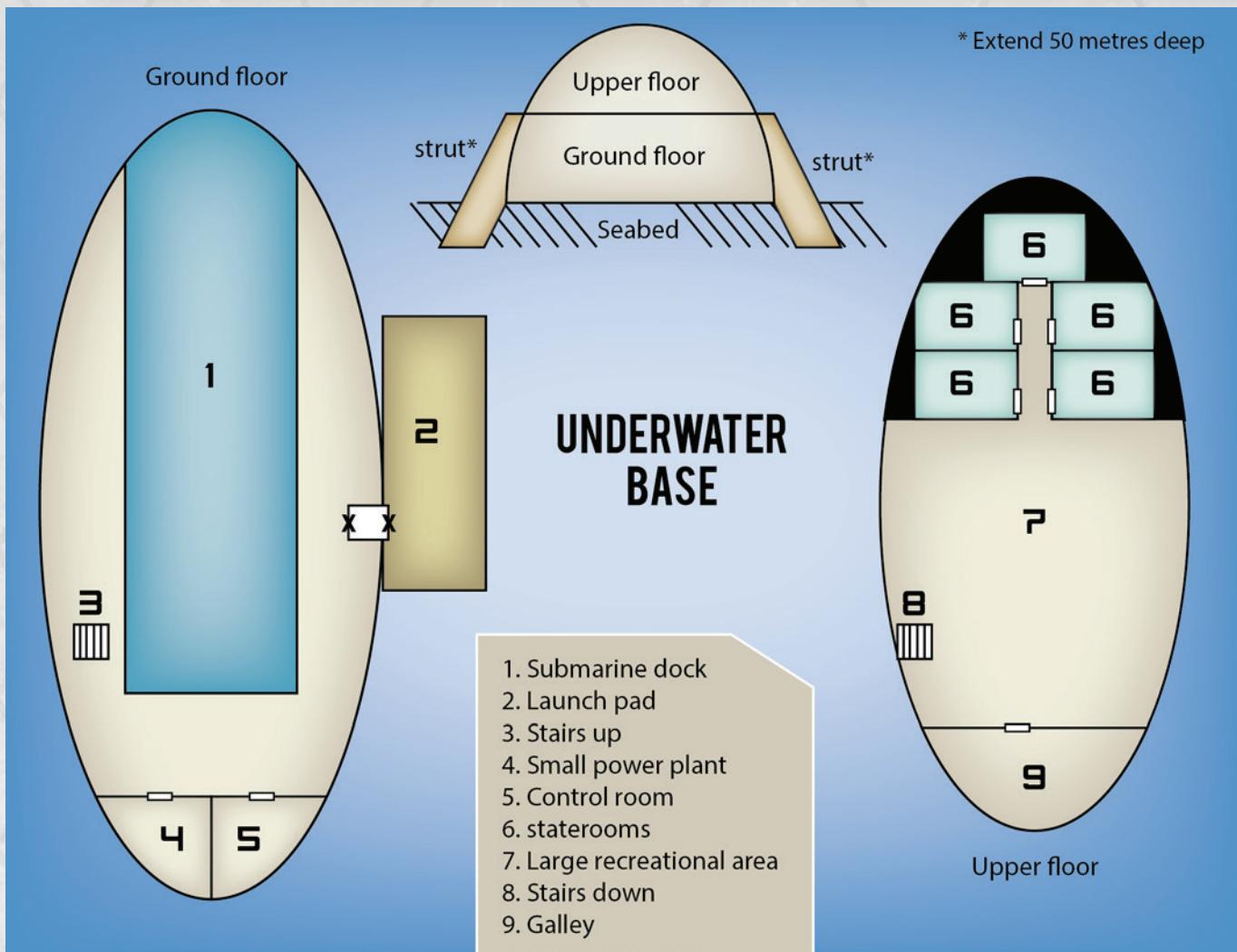
challenging environment was too much to bear during the Long Night and its colonies died out. Haimrl is a water world with exposed land on less than one percent of its surface. The few islands it has are highly unstable and have never been permanently settled. The world's dense atmosphere, poisonous gas taint and dangerous microbial life forms make high-grade filter masks and sealed pressure suits essential when outdoors.

Just before the Solomani Rim War, a subsector-wide resource-extraction firm called Miehwan-Rivas LIC established dozens of sub-surface mining platforms and a small starport on seamounts whose peaks were from 100 metres to one kilometre below the ocean surface. Facilities that extend above the surface are not cost effective due to the common occurrence of rogue waves, which sweep across the planet's oceans sometimes up to 500 metres high.

After its industrial sites were bombed during the war, Miehwan-Rivas went bankrupt when post-war aid from the Confederation never came. The company's assets were purchased by a shady conglomerate of shell corporations, none of which attempted to revitalise the planet's industry. The conglomerate maintains a rudimentary Class D highport, which receives little traffic. Most of its submarine seamount platforms are abandoned but some have been leased to various parties. Some use them as a base for small-scale resource extraction operations and others for unknown uses. Sylvio Dolpoluba is among the latter.

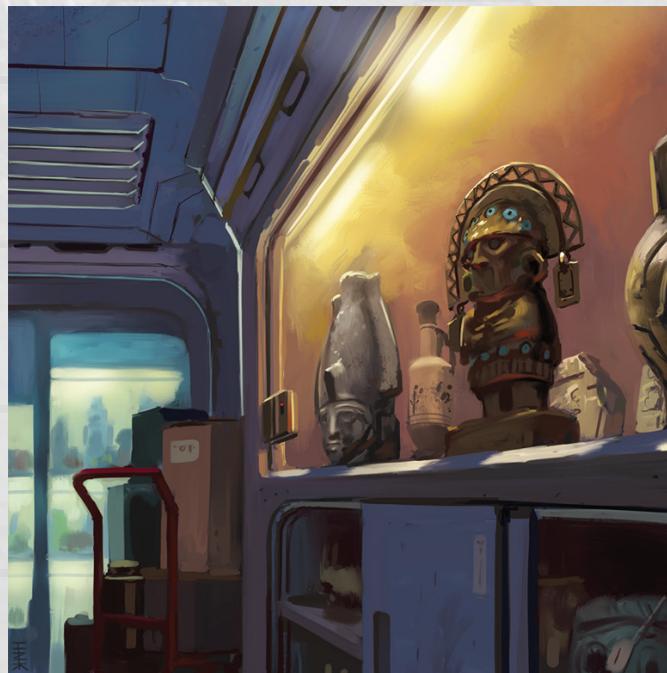
Dolpoluba's platform is a mere 30 metres beneath the surface. It is rarely affected by tidal waves due to the presence of a natural seamount wall to the west that mitigates wave height and power. The platform's docking bay is only large enough for small craft and is used by the *Ferret's* launch. If Dolpoluba has stolen Zebulun, he is storing the bell within the facility when the Travellers arrive, possibly keeping it in the launch cargo bay. If he has had time, he may have dispatched members of his crew on the *Ferret* to the Imperial world of Koz where they are to begin negotiating with fences and illegal antiquities collectors.

The location of the hideout is difficult to discover but the Travellers can find it if they gain access to the computer of the *Ferret* or its launch, or bribe the conglomerate for the coordinates. The conglomerate might balk at first but if the Travellers have come with members of SolSec or the Knights of the First Cross, they might be persuaded. In addition, merely invoking the threat of an incursion by Confederation or Consolidation forces could convince them to provide the location of the hideout. The conglomerate likes its



privacy and does not want to have its space violated by the Confederation Navy. Have the Travellers make a Difficult (10+) Deception or Persuade (INT or SOC) check to make a convincing argument.

Should the Travellers manage to gain access to Dolpoluba's hideout, they can recover Zebulun, which has not yet been sold. However, Dolpoluba and his remaining crew members will arm themselves and attempt to fight off any incursion. If the battle is turning against Dolpoluba, he flees to his deep-sea submersible (see page 99 of the *Vehicle Handbook* for a ready-made design) and attempts to make a getaway to a storage facility 5,000 metres beneath the ocean surface. The facility has short-term life support and a collection of valuable stolen art and artefacts that Dolpoluba has either kept for himself or simply not sold yet.

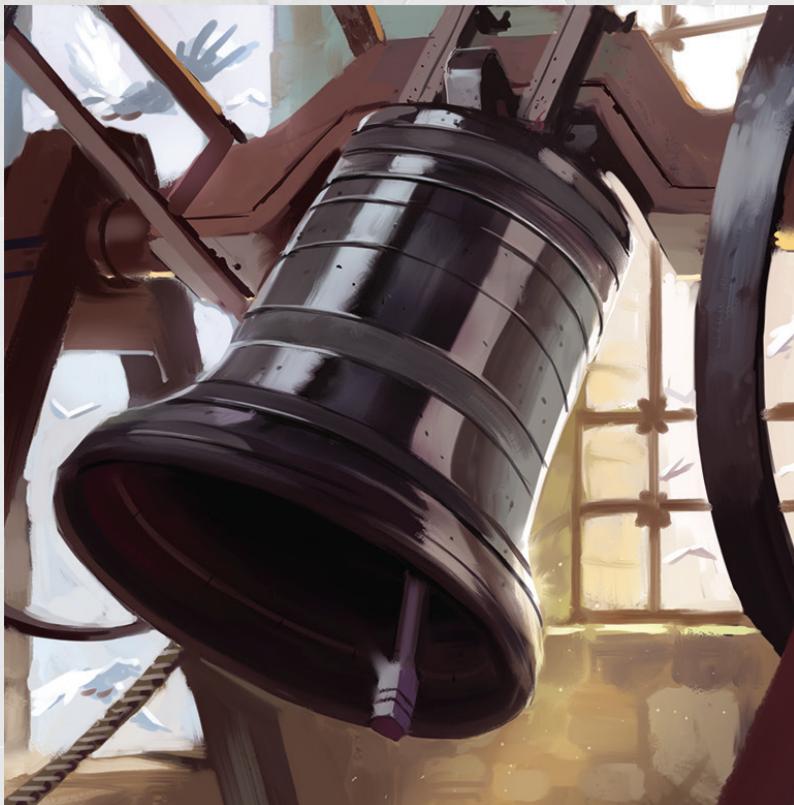


HALLELUJAH



Depending on the course of events, the Travellers are hopefully able return to Rocamadour to install Zebulun and experience the reconsecration ceremony. Their mission, which may have seemed fairly straightforward at the beginning, became significantly more complex as they sallied forth into the worlds of Regulus and beyond.

Rector Dallabiri welcomes them upon their return and informs them that he managed to delay the reconsecration ceremony for several weeks to accommodate their mission to Assisi. Archie and the Ape crew request the aid of the Travellers to install Zebulun a few days before the ceremony. The referee should have them make the requisite Athletics and Mechanic checks to get the job done well and the agile Apes might teach the Travellers a thing or two about the joys of swinging around a belfry with a hard stone floor 70 metres below them. Fortunately, Oreian is there to catch anyone if they fall.



The reconsecration is a gala affair and the guests of honour are the Travellers and the Apes. Many church dignitaries are present, including Abbot Merrill-Maurice, Archbishop Telemon, Rector Dallabiri and thousands of other visitors from the Consolidation of Turin. There are also wealthy financiers present looking for new projects to invest in. If Rocamadour acquires client state status or even full membership in the Consolidation, an upgrade to its starport might be in the offing or so goes the gossip. For a few days, Rocamadour enjoys all of the pomp and circumstance of an interstellar capital.

The ceremony itself is a joyous affair, presided over by Rector Dallabiri who has donned the colourful vestments of a rector of the Solomani Catholic Church; a white cassock, purple cope and dainty black biretta upon his head. Mass is delivered by the Archbishop Telemon, followed by a performance of Beethoven's Consecration of the House Overture by the Lourdes Symphony Orchestra. Finally, Zebulun, housed at last in the belfry of the Cathédrale Relativité, rings out for

the first time, announcing the conclusion of the reconsecration ceremony and beginning of a great feast to be enjoyed by all. The cathedral grounds are opened up to the citizens of Rocamadour and the Travellers are honoured by the public for efforts on their behalf.

If the Travellers managed to get the orthogonal gravitic plates to work, the unique architecture of the Cathédrale Relativité supersedes Zebulun as the cause célèbre of the event. For their part, the Apes do not mind at all. They are just pleased to be welcomed to the party and included in the greater Solomani Confederation community. Archie and the Apes thank the Travellers for their help and support throughout the adventures they shared together.

As Archie embraces each of the Travellers, he smiles and says to them, 'Payin' it forward, my friends. Payin' it forward.'

ALLIES AND OPPONENT



ARCHIMEDES CONSTRUCTION SOLUTIONS WORKERS

Archimedes had a fully staffed construction company with a great reputation before the unrest on Pijo. After several of his employees became involved with the Embracer Insurrection, he is left with a skeleton crew. Archie is a master builder and architect. The Gorillas in his employ are all from Kankako's troop, including his

mate, Bambata – attended by their youngest child, Tiku – and Odobo, a young male whom Kankako prevented from joining the insurrection. Both Gorilla males served in the Solomani Confederation Marines before apprenticing to Archie. Olea, a Chimpanzee like Archie, is a recent hire who is showing great promise.

ARCHIMEDES 'ARCHIE'

SPECIES	GENDER	AGE		
Chimpanzee	Male	56		
TRAITS	Heightened Senses, Small (DM-1)			
STR	6	INT	11	SKILLS
DEX	9	EDU	6	Animals (veterinary) 2, Athletics (dexterity) 2, Electronics 0, Flyer (ornithopter) 3, Jack-of-All-Trades 2, Leadership 2, Mechanic 3, Melee 0, Profession (architect) 3, Profession (construction) 4
END	8	SOC	6	
PSI	—			
EQUIPMENT	Work Uniform, Mechanical Toolkit, Hand Computer/1 (Expert/1 Profession)			



BAMBATA

SPECIES	GENDER	AGE		
Gorilla	Female	35		
TRAITS	Heightened Senses			
STR	10	INT	7	SKILLS
DEX	7	EDU	6	Athletics (strength) 2, Carouse 1,
END	9	SOC	4	Electronics (remote ops) 2, Flyer (ornithopter) 1, Mechanic 2, Medic 2, Melee (unarmed) 1, Profession (construction) 2, Streetwise 1
PSI	—			
EQUIPMENT	Work Uniform, Mini Builder Bots x4			



TIKU

SPECIES		GENDER		AGE
Gorilla		Male		4
TRAITS		Heightened Senses, Small (DM-1)		
STR	5	INT	5	SKILLS
DEX	9	EDU	4	Mechanic 0, Survival 0
END	4	SOC	2	
PSI	—			
EQUIPMENT		—		



KANKAKO

SPECIES		GENDER		AGE
Gorilla		Male		44
TRAITS		Heightened Senses		
STR	12	INT	5	SKILLS
DEX	8	EDU	4	Athletics (strength) 3, Drive (wheel) 1, Electronics 0, Gun Combat (slug) 1, Heavy Weapons 0,
END	11	SOC	2	Leadership 2, Mechanic 0, Melee (unarmed) 2, Profession (construction) 3, Recon 0, Stealth 0, Tactics (military) 1, Vacc Suit 1
PSI	—			
EQUIPMENT		Work Uniform, Multi-Tool		



ODOBO

SPECIES		GENDER		AGE
Gorilla		Male		34
TRAITS		Heightened Senses		
STR	13	INT	7	SKILLS
DEX	9	EDU	6	Athletics (strength) 3, Gun Combat (slug) 1,
END	10	SOC	5	Heavy Weapons 0, Leadership 1, Mechanic 2, Melee (blade) 1, Melee (unarmed) 2, Profession (construction) 2, Recon 1, Stealth 1, Tactics 0, Vacc Suit 1
PSI	—			
EQUIPMENT		Work Uniform, Mechanical Tool Kit		



OLEA

SPECIES		GENDER		AGE
Chimpanzee		Female		28
TRAITS		Heightened Senses, Small (DM-1)		
STR	7	INT	12	SKILLS
DEX	12	EDU	11	Athletics (dexterity) 3, Electronics (computers) 1, Flyer 0, Jack-of-All-Trades 1, Mechanic 1, Melee 0, Persuade 2, Profession (construction) 1
END	8	SOC	5	
PSI	—			
EQUIPMENT		Work Uniform, Mechanical Toolkit, Hand Computer/1 (Expert/1 Profession)		



THE CREW OF THE FERRET

The *Ferret* is a run-down Marathon fleet courier, possibly more than a century old, that has somehow fallen into the hands of the dastardly antiquities thief, Sylvio Dolpoluba. Captain Dolpoluba's criminal crew are not terribly adept combatants or spacers but

are experts at fraud, deception and misdirection. In addition to the skills shown below, each member of Sylvio's crew has level 0 or 1 in one of the following skills: Astrogation, Engineer, Gunner, and so forth, enabling them to operate their ship.



SYLVIO DOLPOLUBA

SPECIES	GENDER	AGE
Human	Male	—
TRAITS		Heightened Senses, Small (DM-1)
STR	INT	11
DEX	EDU	8
END	SOC	9
PSI		
SKILLS		Art (performance) 2, Athletics (dexterity) 2, Deception 4, Electronics (computers) 1, Gun Combat (energy) 1, Melee (blade) 2, Pilot (starship) 2, Recon 2, Stealth 3, Vacc Suit 0
WEAPONS		Stunner (3D), Laser Pistol (3D), Rapier (2D)
ARMOUR		Vacc Suit (+8)
EQUIPMENT		Hand Computer/3 (Intrusion/3)

FERRET CREW MEMBERS

SPECIES	GENDER	AGE
Human	—	—
TRAITS		Heightened Senses, Small (DM-1)
STR	INT	6
DEX	EDU	6
END	SOC	6
PSI		
SKILLS		Athletics (dexterity) 1, Deception 2, Drive (wheel) 1, Electronics 0, Flyer (grav) 1, Gun Combat (energy) 1, Melee (blade) 1, Recon 1, Vacc Suit 0
WEAPONS		Stunner (3D), Laser Pistol (3D), Blade (2D)
ARMOUR		Vacc Suit (+8)

SOLSEC

Unless the Travellers and Apes are extremely lucky, they end up catching the watchful eye of SolSec while making their escape from Pijo. The same group of

agents does not follow them the entire time; rather, surveillance of the group is handed off between SolSec cells as they proceed from system-to-system.

INSPECTOR AWNDRA CLOUD

SPECIES	GENDER	AGE
Human	Female	—
TRAITS	—	
STR 9	INT 9	SKILLS
DEX 10	EDU 8	Athletics (strength) 1,
END 7	SOC 8	Deception 1, Electronics (comms) 1, Flyer (grav) 1, Gun Combat (slug) 2, Investigate 2, Melee (unarmed) 1, Recon 1, Stealth 1
PSI —		
WEAPONS	Light Laser Pistol (2D+3, Zero-G2)	
ARMOUR	Cloth (+4)	
EQUIPMENT	—	

Awndra is a humourless public servant who has spent most of her SolSec career in the organised crime and border control divisions. She is a member of the Purist faction and suspects all non-pure humans and other species of being complicit in anti-Confederation activities.



SOLSEC AGENTS

SPECIES	GENDER	AGE
Chimpanzee	Male	56
TRAITS	—	
STR 8	INT 8	SKILLS
DEX 9	EDU 8	Athletics (dexterity) 1, Deception 1, Drive 0, Electronics 0, Flyer (grav) 1, Gun
END 9	SOC 7	Combat (slug) 2, Melee (unarmed) 1, Recon 1, Stealth 1
PSI —		
WEAPONS	Light Laser Pistol (2D+3, Zero-G2)	
ARMOUR	Cloth (+4)	
EQUIPMENT	—	

Mk VII Light Laser Pistol

SolSec agents operating in urban areas are assigned easily concealable weapons that do not lack lethality.

The Mk VII is standard-issue for agents in such environments. The Mk VII uses an internal magazine in lieu of a power pack.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Mk VII Light Laser Pistol	14	10	2D+3	1	Cr3000	16	Cr400	Zero-G

FERRET

XX

TL14

TONS COST (MCR)

Hull	200 tons, Streamlined	—	12
Armour	Bonded Superdense, Armour: 6	9.6	5.76
M-Drive	Thrust 3	6	12
J-Drive	Jump 3 (early jump)	20	33
Power Plant	Fusion (TL12), Power 126	8.4	8.4
Fuel Tanks	J-3, 4 weeks of operation	61	—
Bridge		10	1
Computer	Computer/10bis	—	0.16
Sensors	Military	2	4.1
Weapons	Triple Turret (pulse lasers)	1	4
	Triple Turret (sandcasters)	1	1.75
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	—	—
	Aerofins	10	1
	Concealed Compartment	11	0.22
	Docking Space (10 tons)	11	2.75
	Launch	—	2.367
Staterooms	Standard x7	28	3.5
Software	Manoeuvre/0	—	—
	Jump Control/3	—	0.3
	Library	—	—
	Evade/1	—	1
	Fire Control/2	—	4
Common Areas		7	0.7
Cargo		11	—

TOTAL: MCR 396.37875

POWER REQUIREMENTS

60

MANOEUVRE
DRIVE

40

BASIC SHIP
SYSTEMS

60

JUMP DRIVE

2

SENSORS

14

WEAPONS

3

FUEL PROCESSOR

CREW

PILOT, ASTROGATOR,
ENGINEER, GUNNERS X2

RUNNING COSTS

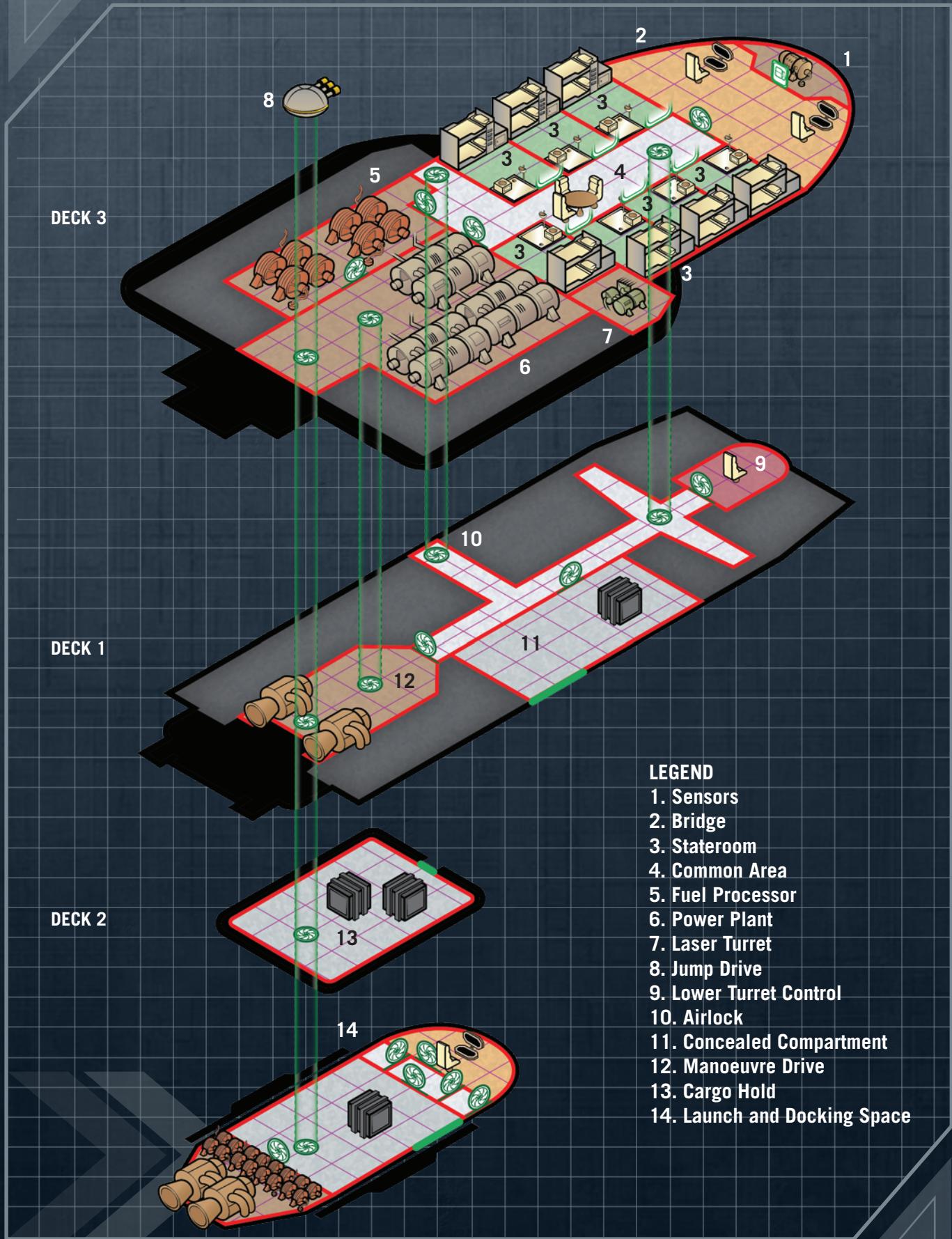
MAINTENANCE COST
Cr7858/month

PURCHASE COST
MCR96.657

400

HULL POINTS





TRAVELLER

SOLOMANI ADVENTURE 2:
THE BELL OF ROCAMADOUR

Alpha Crucis was the site of the second great Solomani expansion, its uncharted worlds were fallow ground for generations of explorers and colonists. In the rush to snap up Earth Prime worlds, many lesser systems were left behind. Rocamadour is just such a place.

So what do you do when your world is a backwater? Overlooked for centuries, the people of Rocamadour have an idea. Appealing to the religious empire known as the Consolidation of Turin, they plan to upgrade their cathedral, a bizarrely architected structure like no other. The final addition is an immense church bell called Zebulun, a relic from ancient Terra.

The Travellers are hired to transport the bell and a renowned uplifted Ape construction crew to Rocamadour to get the job done. Unfortunately, there are other interested parties. Ancient relics are worth untold millions of Credits and thieves will stop at nothing to steal them.

The Bell of Rocamadour includes the following:

- Detailed maps and descriptions of worlds in the Regulus subsector in Alpha Crucis
- The Kokoro, a biotech construction vehicle
- The *Ferret*, a customised Marathon Fleet Courier



MGP 40056
ISBN 978-1-913076-45-0

9 781913 076450
US \$19.99