

Signal GK



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The name Signal-GK is not intended to infringe upon the earlier GDW adventure of the same name. For review purposes, please refer to it as either 'GK', 'S-GK' or 'Signal-GK the fanzine'...

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Dedication

This issue is dedicated to the memory of the best father-in-law a man ever had. Gordon Brewster - died 29th December 1995.

Rest in Peace, Dad!

Jae Campbell

Editorial

The Editor Speaks

Welcome everyone to issue 11 of . . . Well 1995 has been a bit of a slow year for S-GK and it looks like we will only manage to get the two issues out this year. Deadlines slip as always and yours truly is as guilty as the rest of them (I'm not having a dig fellas)! It is not easy being creative to the strains of '...Daddy, my brother just hit me..!'

Anyway I think that the wait for this issue might be worth it - we have crammed two subsectors in this time round. Bolivar and Zeda. There are two in-depth Port of Calls, an adventure, Aslan character generation for TNE and a few other semi-regular items; Indiss and Legends & Lore.

It has to be said that my call for more contributors in last issue's editorial has worked. There are probably more contributors to this issue than any previous. Thanks to all who sacrificed their spare time and added to the variety of this issue.

Other things on the horizon? Not a great deal at the moment. The Dagudashaag Encyclopaedia is gathering pace, I think Jae feels he may be just approaching the home stretch. Jae and I would both like to hear from those who would like to add their entries to what will be the most complete Traveller sector resource. Tim Osborne is hard at work finishing off 'Wanderlust' although there are no firm dates as yet to when it will appear in print.

Signal-GK 12 (out in the new year) will concentrate on Khandi subsector.

The Oops Section

Leighton sent me the last of the magazine in November. All delays since then have been, unfortunately my fault. Pressure of work - I'm trying to raise a quarter of a million pounds to buy and renovate a new community centre - as well as trying to learn how to use this new DTP package. The end result is that the magazine has been delayed until the Christmas holidays. Bear with us, issue 12 will be out in April/May and we hope to be back on schedule after that!

Jae

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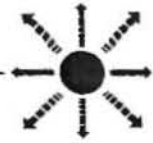
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PORT of CALL

Port Of Call: BOLIVAR

What follows is a brief summary of the world and system of Bolivar, extracted from the 'Travellers' Guide to Bolivar', 17e (1115), Chay et al, Shaw-Minerva Publishers, Medurma.

Planetary and System Geophysical Overview

Bolivar (Bolivar / Dagudashaag 0240 A78699D-F A Hi 814 Im K1V M9D)

Stellar Data -Primary Tischer (K1V) Mass: 0.774 Luminosity: 0.754 Secondary De Souza (M9D) Mass: 1.11 Luminosity: 0.07 Orbit 307.6 AU

Planetary Data -Diameter: 10,560 Km Mass: 0.643 Density: 0.96 (molten core) Gravity: 0.84 Axial Tilt: 24? Orb Distance: 104.7 MKm (0.7 AU) Orb Eccen: 0.005 Rot Period: 26.935 Std hours Orb Period: 105.03 Std days (93.6 local days) Base Temp: 13.85°C

Planetary hex grid width = 947 km, area = 820875 sq. km. Total surface area = 410437653 sq. km. Surface water cover 61% of surface area = 250366968 sq. km. (14% of this is in the form of polar ice-caps). Land = 160070685 sq. km.

Total population: 7.4 billion (total system population 8.4 billion) Racial mix - 96% humaniti, 3% aslan, 1% other races Major Cities: Starport Population (millions) Puerto San Juan - class A 342 Corrientes Orbital - class A 185 (main high port) La Caruna Orbital - class A 126 Rio Cuarto - class A 98 Dutra Orbital - class B 88 Sao Ramao - class B 79 Araxa - class B 65 Caparao - class B 53 Dia Mantina - class B 40 Banos - class C 35 Rio das Ostras - class C 32 Montes Claros - class C 28 Aracuai - class C 22

There are 42 cities of between one and twenty million inhabitants with F-class spaceports, and 332 towns with populations of between 100,000 and a million inhabitants with class G spaceports. There are numerous non-planetary settlements throughout the system with a handful or a few thousand individuals.

Introduction

Despite being a planet who's environment and biosphere is very amenable to human habitation, the Bolivar system remained only sparsely settled (by the Vilani) until the establishment of the Rule of Man. Even to this day the world of Bolivar remains relatively under populated despite the same obvious quality biosphere.

In -2.158 the Terran company, Camrii-La Paz Pan-American Industrial Consortium ('CLiP') established a manufacturing and mining base in the system. The system's planetoid belt was reasonably rich in the more valuable mineral ores. Processing of the ores was achieved in two orbital mining complexes that now form the heart of 'La Caruna' and 'Dutra' orbital habitations.

The majority of CLiP employees are of south and central American solomani extraction, a complex mix of Terran Spanish, Portuguese and native American cultures. As the industrial conglomerate became established on Bolivar, there was a further influx of solomani from the Americas and the European Iberian peninsula. A rich, latin colony developed and expanded on the world (and in the system as a whole). With it came the cultural, structural and political instability sometimes associated with the solomani South Americas. Control of Bolivar has been,

for long periods during its habitation, through a small, very rich and privileged elite with access to the majority of the systems wealth. This is in sharp contrast to the huge numbers of relatively poor and deprived under-class struggling to make ends meet. This has fuelled almost continuous resentment, leading to a number of vicious rebellions and bloody military coups.

History

The earliest record of the Bolivar system can be found in the AAB on Vland. The entry can be found relating to the ship's navigation and scientific logs of the Vilani survey vessel 'Bilandin Ziru', in -5,000. Within a hundred years a small Vilani agrarian colony became established on the world, known as Siimaakh.

The world remained a quiet, underdeveloped backwater for the next two thousand and a half years until the collapse of the Vilani Empire. The solomani triumph in the Interstellar Wars led to a new wave of exploration and colonisation from rimward. Many solomani groups (quasi-independent states, companies, religious sects, the desperate and dispossessed) rushed to fill the vacuum created by the Vilani departure from their frontier colonies. Even though some way from the vilani rimward frontiers of the time, the small colony on Siimaakh left in its entirety fearing solomani reprisals.

The world was abandoned for nearly a century before the CLiP-sponsored Terran Survey Ship 'Spirit of Columbus' arrived to begin a fresh survey. A favourable biosphere coupled with a moderate supply of important raw materials (ores in particular) persuaded CLiP to move its base from Terra to the renamed Bolivar. At the edge of the heart of an established star farming community, CLiP felt it would be in the right position to initiate a new phase of commercial expansion. Most analysts have concluded that the primary reason for CLiP's move to Bolivar is the availability of generous grants, given by the solomani government to companies willing to make a presence in vilani space. Also, the solomani government gave the go-ahead for many solomani companies to take-over vilani businesses for next-to-nothing in an alternate form of nationalisation.

Filing this gap left by the departure of a large proportion of vilani businesses CLiP was able to exploit its position (and the preferential treatment it received from solomani who preferred to deal with a solomani company) and exceed its growth targets. Within a decade Bolivar became a thriving commercial centre, attracting numerous other businesses and (mainly) solomani colonists. Camrii-La Paz soon opened up contracts with Cobija and Tarija to obtain large proportions of its food and raw material needs. Soon Tarija would become the property of CLiP where it set up a substantial mining concern and supply depot. Tarija was central in its trade with the new Imperial Core, the Solomani Sphere and other CLiP subsidiaries.

The beginning of the end of the Rule of Man saw an empire-wide downturn in the economy, a scenario forecast by some of CLiP's market analysts. With more foresight than many other worlds and institutions, Camrii-La Paz in conjunction with the newly established independent government decided to husband its resources and pull back many of its operations to Bolivar. It shut down

many of its smaller and medium-sized concerns, selling-off where it could and shutting down the rest, but not before it stripped away all the removable assets from the bases. Thus Camrii-La Paz and Bolivar were in an ideal position to last out the oncoming Long Night.

It is not to say that Bolivar did not suffer, but the degree to which it did was lessened by the actions it took prior to the widespread economic collapse. The influx of tied employees, refugees and the disappearance of interstellar trade put severe strains on the infrastructure of the world. Bolivar was built on interstellar trade. Yet most of this did not begin to have a real impact on Bolivar till -1,600 due to its location nearer the heart of the old Vilani empire.

Most of the arriving population were housed within two huge disused mining and production platforms hastily converted to accommodate three million immediate refugees. Three times as many were able to set up home on the outskirts of the Bolivarian capital Puerto San Juan and its environs. These areas quickly became shanty towns and with orbital 'enclaves'

became the lower class slums. Most of the planet was (and still is) uninhabited wilderness, marked as reserves where habitation or development is forbidden.

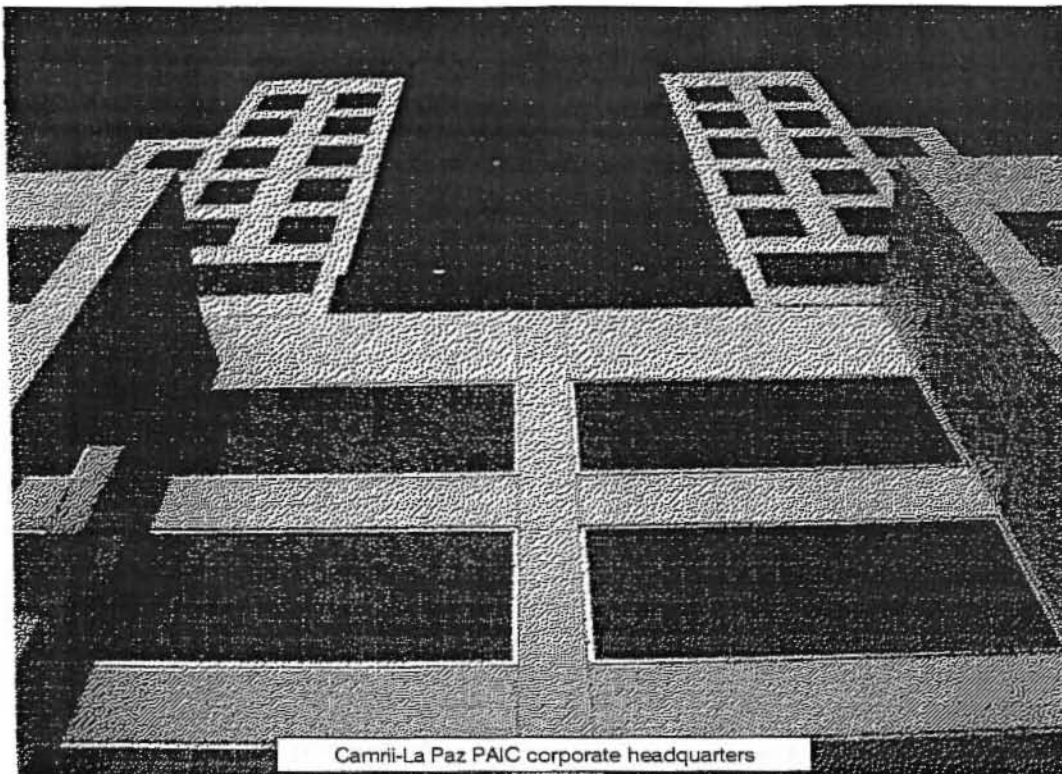
Bolivar 0240 Daguashaag

Primary Tischer KIV

- 1 San Gabriel Y500000-O
- 2 Bolivar A78699D-F A Hi
- 3 Maragojibe F55572C-F Fa Re Nv Sc
200 Vandelena F50042C-F Nv Sc
- 4 Fiera Igg
4 Antonio F31063B-F Re Nv Sc
10 Ipiranga Y500000-O
35 Esmeraldas Y401000-O
45 Mira H30131B-E Nv Sc
- 5 Reconcavo Igg
9 Jlipijapa F41046C-F Nv Sc
12 Candelas Y500000-O
- 6 Lensois Igg
1 ring YR00000-O
7 Chacha Pregos G53463B-F Nv Sc
20 Periperi Y100000-O
30 Sao Felix F65276A-F Co Re Mi Nv Sc
40 Mejicana G62040B-F Nv Sc
55 Ballmacedo Y404000-O
- 7 Miranga Igg
2 ring YR00000-O
7 Das d'Avila F4A276B-F Mi Nv Sc
9 Suya F60677B-F Nv Sc
30 Belen Y803000-O
35 Cuya Y500000-O
40 Recife F88776B-F Co Nv Sc
50 Palca Y628000-O
65 Enqueiga Y400000-O
325 Vermelho Y623000-O 13 De

Secondary De Souza M9D

- 0 Azuran F21043B-F Re Nv Sc
- 1 El Jaguel G53653B-F Nv Sc
- 2 Quito Y100000-O
- 3 Solomon G55376C-F Co Re Mi Nv Sc
- 9 Nazca H3A021F-F Sc



Camrii-La Paz PAIC corporate headquarters

The comparative poverty of the immigrants and the need to support these people with the basic necessities, and the world's own population expansion put an almost intolerable strain on the governments of the following three hundred years.

The rise to the political heights of Camrii-La Paz senior management was seen as the only method of solving the crisis. Sound business sense was seen to be needed. By -1,300 CLiP had become the de facto government of Bolivar, overtaking the gradually more ineffective impersonal bureaucracy which became paralysed with a creeping inertia. CLiP's hard-nosed, no nonsense, fiscal strategy brought its own set of problems. Draconian commercially-inspired austerity measures only led to further unsettlement of the underprivileged, although it has to be admitted that the majority of the measures saved the Bolivarian economy from near-collapse. Small but violent terrorist organisations sprang up, most notably the short-lived 'El Liberadores'. Their main targets were CLiP offices, installations and property. Camrii-La Paz began to close ranks turning most of their establishments, including residential areas of their employees, into island fortresses that were impossible to enter without the right passes and clearance. The company became more and more insular and paranoid, choosing to ignore the real world outside their shiny castles.

The turning point came in - 1242 when a terrorist car-bomb killed the CLiP company president Osvaldo Roldos. As the terrorists gained more and more media attention, as well as public sympathy, the military stepped in.

The military had suffered too under the auspices of CLiP, which had received a twenty percent cut in its expenditure over the first ten years of government/ management. On assuming power, the military (led by General Raul del La Cuevas who set himself up as the Caudilo of Bolivar) initiated a crackdown on the terrorists, and those that thought the military were going to far with some of their anti-terrorist activities. Personal freedoms and the independent press (which at this time was only nominally independent being either pro-CLiP or left-wing neo-revolutionary) were soon curtailed. In a very short time Bolivar had become a paramilitary state (the legacy of which still survives today in the world high law level). This only inevitably led to further popular unrest: protest, strikes, riots, the emergence of new and even more violent terrorists than those crushed by the military. There was even armed insurrection in some areas, the most notable of which occurred on 'La Caruna', which led to a bloody response from the military and the infamous 'Feast of Our Lady Massacre' in -1235. Following the ransacking of the marine security station on the orbital base where six marines were

killed, the Marines launched a reprisal raid. Within eight hours, seventeen hundred civilians lay dead with nearly five thousand more injured. The sheer volume of the public outcry led to the climb down of the Junta, fearing uncontrolled blood-letting and a full-scale civil war, after six years in power.

In -1234 the first full, free elections in nearly five decades were held. The resulting ballot was indecisive however, with an uneasy coalition of centre-right parties emerging to control Bolivar. It was control that pandered to minorities, extremists and the wealthy without addressing the real economic and social problems. Minority governments held sway for the next two centuries, their reign interspersed with half a dozen military coups and CLiP-sponsored 'corporate take-over of government'. During this time those in power could barely keep the world fragmenting, and none could prevent the continued slip in the economic and industrial manufacturing base. The sustainable tech level dropped from an initial high of twelve to nine.

It was only the emergence of a direct descendent of the legendary terran South American liberator Simon Bolivar after this period that helped to ensure the stability of the planet and hence its survival more or less intact.

Duke Ramon Simon Bolivar the Second owns his prominence to his family name and associations with libertarian ideals. The Bolivar family owned a small stake in CLiP since its earliest days, and the eldest son always held an honorary executive position with the company. It was a more recent ancestor of Ramon Bolivar II, Duke Ramon Jesus Bolivar who had led the solomani entry into the region and had helped CLiP in its explorations of the subsector, that secured the position for his family in perpetuity (and the largely ceremonial title given by the Second Imperium) and the name of the planet and the region. Since the deepening of the Long Night in -1.600 however, the Bolivar's had distanced themselves from the activities of the company, often publicly criticising their objectives. The CLiP hierarchy many times debated the ousting of the Bolivar on the board, but repeatedly failed to act out of fear of losing their last piece of public respectability.

Ramon Bolivar's call for a 'government of Unity and Consensus' met with large popular

appeal and bowing to this pressure the various political elements finally agreed on a coherent and common sense course of action. The spirit of compromise was good enough to see the world through the remainder of the Long Night, with only a few further minor drops in the economy and social stability.

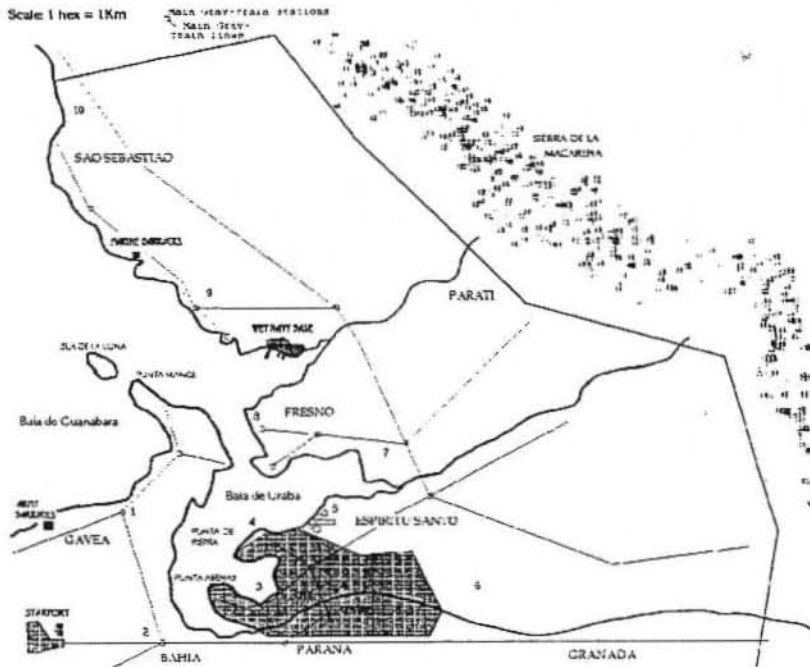
That is not to say that there were not moments of instability, with at least four attempted coup d'etats, led by middle ranking officers with some suspected corporate involvement. Fortunately these attempted take-overs were ill-planned and did not have backing from the majority of the armed forces.

During this time there was little off-world trade, the number of serviceable starships had dropped in number - those spaceworthy were assigned to either the gathering of essential resources or defence against the growing number of pirate raids. One notable raid in -413 coincided with one of the aborted coups, leading to speculation that elements of the military were in league with the corsairs. For many this was highlighted by the increased loss in shipping, put down to pirates, at this time. The economic instability caused by these attacks was slight but led to a certain degree of panic amongst the populous who wrongly believed that an 'invasion' was imminent. The likelihood is that the leaders of the -413 coup attempt built their hopes of power on this fear.

Within a hundred years the financial and social conditions had improved, driven by the increase in trade with the re-emerging worlds of the region. The industrial base had recovered some of the ground lost during the deepest part of the Long Night and the technological level had risen by an index point to ten. By -265, Bolivar had become an associate member of the expanding Sylean Federation and acted as the de facto capital of the subsector. By the founding of the Third Imperium by Cleon, Bolivar was economically the most important world within a diameter of fifteen parsecs. Cleon officially designated Bolivar the capital of one of his outlying territories once it had agreed to join the fledgling Imperium.

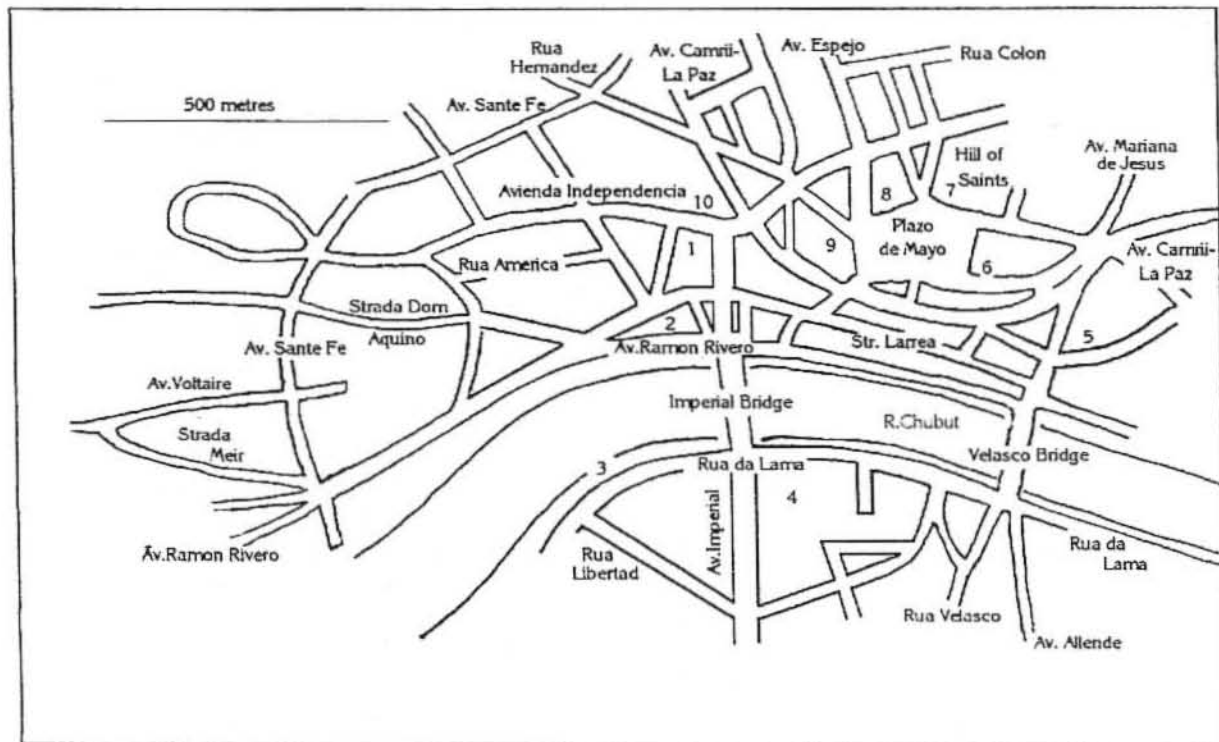
As part of the recognition of the world's importance, the Bolivar family was officially given the hereditary Ducal office of Bolivar subsector following popular lobbying, and despite some resistance from CLiP.

Scale 1 hex = 1Km



Key to area map:

- A - Hill of Saints
- 1 - Ducal Country Residence
- 2 - Museu Aerospacial
- 3 - The Waterfront
- 4 - Dockyards
- 5 - Industrial centre
- 6 - Orinocco barrio / 'shanty town'
- 7 - Creole Quarter
- 8 - Mestizos Quarter
- 9 - Marquis of Bolivar's Country Residence (Sao Sebastiao District)
- 10 - Playa Guayaquil beach resort
- 11 - City's hydro-electric power station



Key to city centre map:

- 1 - Ducal Offices and official residence
- 2 - Museo de Fauna e Flora
- 3 - Museo de Arte Hispanoamericano
- 4 - Parque Universitario / Santa Catalina University
- 5 - Aranchxa University main campus
- 6 - Camrui-La Paz PAC Inc. central offices
- 7 - Papal Palace / Church of the Virgin and the Child
- 8 - Luxor Regente Hotel
- 9 - Marquis' Offices and official residence
- 10 - Biblioteca da Cidade

This resistance was because the family continued to be outspoken against the company even as it was becoming the major economic (and hence political) force in the area. In 615, the family lost the Ducal title following its agreement to the founding of the Amec Trade Protectorate.

Again CLiP were seen as the instigators of the downfall of the Bolivar family for they stood to lose substantially. The House Bolivar still holds the title of Marquis to the planet of Bolivar itself and this has led to an unusual situation in that the current holder of the Ducal office (Duchess Jalandri) her offices within a fiefdom of another.



Society and Culture

The society on Bolivar is stratified, with a well defined class-system. At the top of the pyramid is the upper class, composed of senior management, executives, governmental bureaucrats, staff officers of the military, the politicians and the aristocracy. Next are the middle management, semi-professionals and semiskilled, and the lower ranking officers. The lower classes include the majority of the unskilled workers of the world, and represent most of the employed population of Bolivar.

Some twenty percentage of the population of the world (including the orbital stations) are part of the unemployed underclass. Most of these live in relative poverty surviving by any means that they are able. The under classes can be found on the periphery of the major cities, especially within the capital of Puerto San Juan, La Caruna and Dutra. In these areas deprivation and an uncaring administration has ultimately led to a community where crime is rife. Often these zones are no longer patrolled by police. Dutra has the highest rates of murder, assault, robbery in the subsector, closely followed by the shanty town of Orinocco on the east side of the capital.

Geography

There are six major continents, eight minor continents and twelve major islands. There are also twelve major archipelagos evenly spread about the planets surface. The largest continent is Natal which sits mostly within the southern hemisphere, the equator cuts through the north-western Olmedo peninsular. The major continents cover over 55% of all available dry land.

- Major continents Natal 23 million sq. km., Amaru 17 million sq. km., Inderena 14 million sq. km., Antioquia 12 million sq.km., Tolima 11 million sq. km., Tierradentro 10 million sq. km.

- Minor continents Carbo 9 million sq. km., Inambu 7 million sq. km., Osorno 5 million sq. km., Neuvo Argentina 3.6 million sq. km., Charana 2.5 million sq. km., Ascension.. 2.2 million sq. km., Roraima 1.8 million sq. km., Tefe 1.5 million sq.km.

The water of Bolivar's oceans in composition is much like Terra's. There are 2 major oceans described, five minor oceans and seven small saltwater seas. There are six land-locked seas and eleven scattered major lakes. There are thousands of smaller bodies of fresh water.

The largest ocean is Neuvo Pacifica which accounts for 130 million sq. km stretching from the north polar regions and down between Amaru and Tolima, to straddle the equator and wash against the western coastline of Natal, eastern Tierradentro and northern Charana.

Social and racial make-up

Of humaniti, three quarters are of south American descent, predominately of Spanish and Portuguese extraction. Amongst this 'Iberian' population there are pronounced south American native Indian and West African influences. The West Africans originate from the large slave population introduced into the south American continent shortly after its colonisation by the Europeans. The remaining quarter of the human population, most have either Dutch, English, German, Irish, Italian and even Scandinavian ancestry. Only five percent are non-terran human races - most of these have Illeish origins. There are only a few thousand vilani true on the world, and an equal number of Ziadd.

There is no typical 'look' to a Bolivaran due to the complex mix of races as noted above.

Many do however exhibit general features of those from the western Mediterranean area: moderate build, dark hair, darker eyes and darker skin tones. These do vary greatly, the most notable of which is skin colour which range through 'classic' white north European through light brown of Indian and Asian extraction to chocolate brown of those of West African origin.

The Iberian population is also divided on its 'racial purity' as well as class where overall appearance and having the 'correct' ancestors can say a lot more and open more doors than ones socio-economic class. At the top of the scale you have the 'pure bred' Iberians (south American vintage) known as 'Creoles'. Next are the Iberian-native Indian or African mix known as 'Mestizos' or 'Mesticos'. Finally there are those who are predominately of native Indian origin or African heritage, the latter being known as 'oscuros'.

- Language

The predominate language, known simply as 'Sall' (a galanglic acronym of South American Latin Language), is a complex mix of Spanish and Portuguese, with significant Indian, West African and Anglic additions. The majority of the words are of Spanish origin, followed by Portuguese and then a there are a collection of words which are a convenient hybrid of two or more of the ancestral tongues. Sall is the first language of the population, but it is estimated that seventy percent can also speak galanglic in varying degrees. The better galanglic speakers can be found in the major urban centres. The reversal is true of rural areas. At the orbital stations (and colonies at other sites in the system) Sall is spoken fluently by less than fifteen percent. All street signs, public notices and display terminals are dual language. Language translator chips can be found at most good book shops and electrical stores at around Cr.50 each.

Most of the other racial groups keep their own 'archaic' languages alive and it is quite a surprise for many visitors that a trip to one of the open air markets or bars in the capital there can be heard up to a dozen different Terran languages at once. Here speakers of even the relatively uncommon Terran languages can be found, where the young wealthy socialites try to outdo each other by mastering more and more obscure languages.

Amongst the more popular 'rare' gems are Basque, Breton, Manx, Estonian and Welsh.

- The Media

Bolivar hasn't the best record when it comes to freedom of the press. There have been many years of restrictions and banning of the media, by government ignorance, through corporate greed or military fear.

It has only been in the last two hundred years that the people of Bolivar have been able to feel free enough to openly express their opinions.

Unlike many high-tech worlds newspapers are still very popular on Bolivar. There are several planet wide daily and weekly publications, as well as many regional newspapers. The most highly respected of the newspapers are the 'Independencia' and 'El Republica', which have unmatched reputations for honesty, integrity, unbiased reporting and the quality of its investigative journalism. The papers are not always popular with the politicians because of this.

More than one high ranking official has been forced to resign through intelligently, accurately crafted criticism and exposure of shady dealings or corruption. Unlike many 'paper' products in circulation these days, the newspapers of Bolivar are actually made of real paper, from real trees. There are a small number of forests that are specifically maintained to provided the raw materials for the printing and publishing houses, coupled to a highly efficient recycling scheme it means that there is virtually no impact on the native woodlands.

Television, or more accurately 3D- or holoTV, has recently enjoyed an explosion of popularity due to the deregulation in the new broadcasting laws. There are about thirty planet-wide broadcasters of hTV programmes, and probably forty times more regional hTV channels. The output is very varied with many special interest channels even if the majority of programming is imported. The planet-wide channels give multiple language broadcasts. There are four channels that are essentially information-only text-based transmissions but are linked up to the extensive planet-wide interactive communications network. This is just beginning to provide the full access to the

huge store of data collected from the Imperium and beyond. All new hTV sets are being offered with the option to link with the 'Information Dimension', as it is being called on Bolivar. To many visitors all this seems like old hat but to the Bolivarans this is a significant advance in their personal freedoms.

Despite the recent much publicised deregulation of the hTV airways and the much vaunted progress with the information revolution on Bolivar the most popular means of disseminating information is by radio. There are thousands, if not tens of thousands, of stations on the planet. Many only transmit over a few kilometres while some broadcast over the entire globe. Portable radios are probably best selling small consumer items on Bolivar.

Major towns and cities now have public-access data terminals linked to the public telephone systems. There are also free standing terminals to found in most public libraries. Cost at time of writing were Cr.5 log on charge plus Cr.5 per minute (or part of a minute). The data terminals (and telephones) take nearly all Imperial bank cards and local 'comm' cards.

These comm cards can be bought in virtually any shop, bank, library, etc. in various denominations. The cards are inserted into the terminals and as the terminals (or phones) are used the cost is electronically deducted from the card - by burning out the storage area on the card.

- Cultural Events

Some of the most important social events in the Bolivar calendar are the various 'Festivals of the Saints' days. These originate from the celebrations of the saints' days of the Terran Roman Catholic church. These special days have been carried over into the Universal Church and are now celebrated globally across Bolivar. The most 'important', prestigious and spectacular is the Festival of Light, held on Foundation Day. The festival lasts from dawn to well into the night, and includes a huge carnival-like procession through the Puerto San Juan, ending at the 'Church of the Virgin and Child' on the Hill of Saints with a massive open air mass and concluding fireworks display. During the day millions line the streets, roads, avenues and boulevards watching the parades, the roving

street-theatre, buskers, fair booths and other entertainment's. These events can be found occurring in almost every city and town on Bolivar. Even the orbital establishments join in the activity often at the expense of stellar trade and traffic. Visitors should note that accommodation and transport is booked many weeks in advance of the main festivities, but the whole experience is well worth the time, trouble and expense.

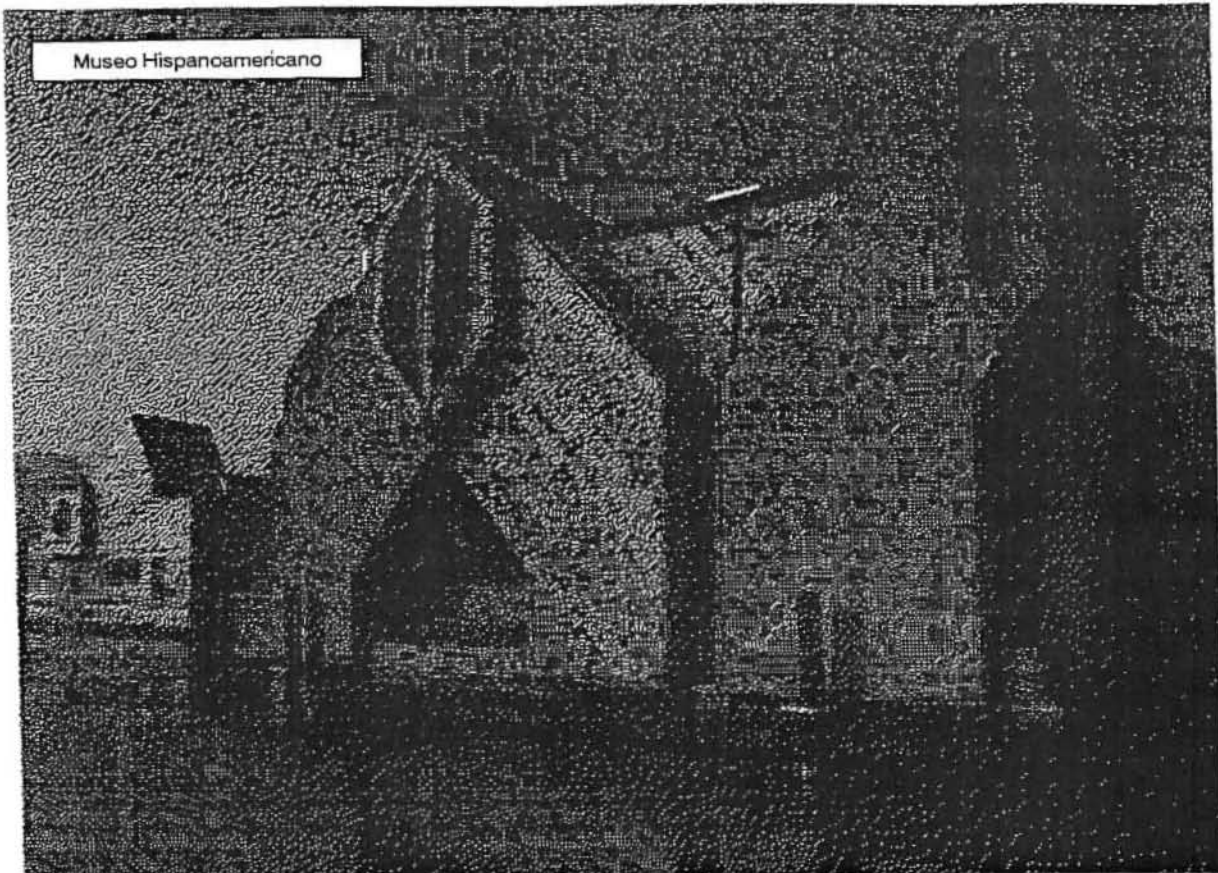
Every second year the Festival lasts for two whole days (see local calendar later).

Another notable event is the annual 'bull run' at Felix Torro. Here, semi-domesticated Sublo are released at one end of the town and stampeded through the streets to a collection point on the opposite side. Locals (and many visitors) viewing the run spend their time dodging the bodies of the huge beasts as they rampage through the town. This is an extension and local adaptation of events held in Spanish-influenced areas of Earth over 4,000 years ago. There is considerable danger, to the watcher on the streets, each year there are at least three fatalities and a score of serious injuries amongst the crowd. This has led to continuous attempts by safety and animal rights lobbyists to get the 'bull run' banned.

- Sport and Leisure

Sport plays an important part in the psyche of the average Bolivar. All the classes are involved in some sporting activity or other. Amongst the lower classes it tends to be team sports that predominate. Popular sports include 'Sokar' (or Association Football giving its ancient solomani name) and 'Pelota de Guanta' (stone ball, a variation on the solomani baseball, although the current name is believed to derive from another South American sport). There are planetary and regional professional leagues in industry worth several billion credits.

The middle and upper classes tend to be involved in leisure activities that involve only one or two participants. A very popular pastime is hunting, in the higher echelons of polite society. Many of the larger companies, corporations and wealthy individuals run private hunt days and weekends on their estates, as well as open events. The competition is quite fierce and rewards are large for those involved in the run-off for victory. Many important business deals are initiated or completed on the shooting field.



Invitation to one of these meetings is a public recognition of one's acceptance into the upper classes.

The Terran Equus species (common name = horse) was introduced early in the solomani colonisation of Bolivar, and it has been successfully bred all over the world. The wealthy often keep stables for use in riding, jumping events, racing and hunting.

Horse racing is enjoyed by all classes and there are many large organised meetings, especially on Simon's Day. On track betting is the only form of gambling allowed outside of state sponsored lotteries. All other gambling activities are illegal and subject to heavy fines and imprisonment.

No honest account of Bolivar can ignore one sporting pastime that despite its popularity is illegal: bullfighting. Again this spectacle originates in Spain, on Terra, and has been adapted to the local conditions using the Sublo as a substitute for the bull. The 'bullfights' are organised and held in an air of great secrecy, only those trusted by the sponsors of event will stand a chance of being invited. The police frequently break up these meetings and make plenty of arrests but are unable to stamp out the practice. Tourists are warned to stay away from such events if they here of one or invited to one.

Puerto San Juan

Puerto San Juan is a typical high population capital city of the Imperium but with several distinctive features: the very high solomani population percentage, the generally cheery and polite disposition of the people and the lively social and artistic atmosphere. Most of these good features can be applied to Bolivar as a whole.

But like any large city, there are its darker sides: it has its own share of poverty, pollution and crime. For example the shanty-towns bordering Bahia and Gavea districts should be avoided unless with a knowledgeable guide, especially during the night. It is not that people of the towns are intrinsically of a criminal disposition but the majority of the planetside drugs trade passes through the area and upsetting a local cartel can have serious consequences. Law-enforcement in these areas is minimal during the day, and non-existent during the night. There are semi-regular raids on drug traffickers by the Police, backed up by the army, and in their enthusiastic sweeps many innocents have been rounded-up, injured or even killed in the inevitable gun-battles.

All the Imperial Megacorporations and most of the larger regional companies run offices here.

The business that dominates the commercial skyline (physically and metaphorically) is Camri-La Paz Pan American Industrial Consortium which has been established here over 3,000 years. The headquarters of CLiP can be found on Avienda Camri-La Paz (adjacent to Plazo de Mayo), a huge modern skyscraper some 300 metres high and 100 metres broad at its base. It has subsidiaries in most major cities throughout the system.

- Places to Visit/Stay

It should be noted that nearly all places are closed on the holidays and many on sixday of each week.

Hotels - there are over 170 large hotels listed for the Puerto San Juan and an almost equal number in Corrientes orbital. There also numerous smaller hotels and motels that offer a cheaper alternative to the larger well-known chain establishments, prices start from Cr.25 for a bed at the lower end to Cr.1,000 a night at the Imperial Luxor Regente, on Plazo de Mayo. Similar hotels can be found in every town and city. For availability and the best prices contact the Bolivar Tourist Accommodation Office on 1334-5890-453987, or the OnLine Business Directory(tn) 1334-6477-911432 through the Orbital Traffic Control.

Libraries, Museums, etc. - Biblioteca da Cidade (Library of the City), Avienda Independencia, Espiritu Santo, open 0700 - 2400 hrs every day except New Year, the library has extensive computer search facilities which are linked to the planet-wide information network. Museo de Fauna e Flora, Av.Ramon Rivero, Espiritu Santo, open 0900 - 2100 hrs oneday to fiveday. Museu Aeroespacial, Rua Cruz Machado, Gavea (adjacent to Puerto San Juan Downport), open 1000 - 2100 hrs oneday to fiveday.

Museo de Arte Hispanoamericano, Rua da Lama, Parana, open 0900 - 2100 open oneday to fourday. Planetarium, Strada Padre Leonel Franco, Sao Sebastiao, open 1200 - 2000 hrs oneday to fourday.

- Night Life

The rich cultural mix lends itself to some of the finest entertainment of not only the subsector but also the whole of the Vland Domain. Local variations of Latin and South American art in all its forms is a primary attraction for many tourists.

Scala, Av. Lanza, Parati (on the banks of the Rio Parana). open 2000 - 0300 hrs every day of the year. it is probably the best known club-restaurant on Bolivar.

Its in-house music-style, a fusion of Samba, Cumbia and 'modernist -folk' have become legendary. Its authentic latin cuisine (fish a speciality) is also highly regarded. Expect to wait at least a week for a table to become available, and a you can wait for a month around festival time.

If you go for just the music you had better start out early for on a typical night it can take a couple of hours worth of queuing to get in unless you are a Gold Card member of the club or are on the guest list. Entrance to the club costs Cr.50 (Gold Card members free but pay Cr.1,000 annual subscription) with drinks costing thrice that of most bars. Meals in the restaurant start at Cr.200.

Club Casada, Rua Hernandez, Espiritu Santo. open 2000 - 0800 hrs six days out of seven.

It is a large nightclub which showcases a lot of different modern music styles and live bands. It is very popular accommodating up to two thousand guests on four interlocking levels. Each level will be playing a different type of music on any particular night, and has its own well-stocked bar and incumbent house DJ (there are also regular guest DJ spots). The club is open till dawn when a good breakfast can be bought on the third balcony level (which overlooks Baia de Uraba / Simon's Bay). At the time of writing the entrance charge is Cr.15. Drinks and breakfast prices are reasonable.

- Other Sites In Puerto San Juan

A very popular place to relax and take a breath of fresh air within the city is the Parque Universitario, a large open park that is part of the Santa Catalina University of Bolivar on Rio Chubat in the Parana district. The University uses the park for many of its sports activities having both an indoor and outdoor sports arenas. Lunchtimes during the summer is probably the busiest time in the park as many students and nearby office workers eat their midday meals. There are often open-air theatres, street performers, buskers and the like giving the park a very light, colourful and exuberant atmosphere.

There are a number of boat yards along the three rivers that run from Sierra de la Macarena (through the city into the Canao Ocean) where pleasure craft can be hired to travel the inland waterways or sail on the open sea.

The Ricardo Furan track, located just outside the capital, is one of the top horse race venues on Bolivar. There are half a dozen races run on five days of each week, over different lengths and different courses. The majority of races are open (all races and sexes) subject to the horse and riding passing



Shanty Town

certain health checks and have registered. Horse racing is very popular with large numbers of tracks all over the world. Its popularity is owed to a large extent on the fact that it is only one of the two forms of legal gambling, even betting on horses is restricted. Betting is only allowed on the trackside through licensed bookmakers. There is usually a limit on the size of a bet and the maximum winnings. There are many who do not keep to the law.

The official city residences of the Marquis and The Duchess are fine buildings in the Spanish colonial style are open to visitors on five days during the month of Iris. The country estates of the Marquis and Duchess (in Sao Sebastiao and Gavea districts respectively) are open from two days to four days during Iris.

Other Tourist Attractions

For those seeking a bit of rest, relaxation and sun there are plenty of fine beaches along the southern coast much of the main continent of Natal. Playa Guayaquil is the most popular tourist beach just outside Puerto San Juan. The more remote, quieter beaches can be found further up the west

coast near Taganga, Playa El Emir being a fine example. At the more popular resorts there are a whole range of water-based activities including water-skiing, power-boating, scuba-diving, etc.

There are also many beautiful lakes throughout the world - the Ice Lakes of Antioquia receive the most visitors. The Ice Lakes number some three hundred, spread over a glacier-scoured plain. The largest of these lakes is Laguna Grande, followed by Lago Rapel and Laguna Blanca. Spectacular mountains break the skyline in many regions, the best known of which is Sierra de la Macarena. There are many ski-resorts along the range which provide all-year round winter sports. Fashionable resorts included those on the mountains of El Ruiz, El Cisne, Cayambe, Imbabura and Alpayayo.

As noted above most of the land is held in reserves owned and run by a number of organisations, from the government to private companies and individuals. Access is restricted to many of the parks, especially those owned by corporations which are operated as private hunting grounds. The parks cover the whole range of Bolivar

environments and offer the interested naturalist a wonderful opportunity to study. As visits to these reserves are controlled, usually the only means to entry these areas is through an officially sanctioned tour or 'safari'. The Bolivar Tourist Office runs camping trips into Parque de los Nevados for six or twelve days at around Cr.1000 a week. The Parque de los Nevados is the largest of all the nature reserves, covering some 110,000 square kilometres, on the continent of Inderena. The park includes the majestic Casacada de Paguche, the highest waterfalls on the planet, 1023 meters from top to the bottom of the drop. Other notable parks include Parque Machalilla on Natal, land owned by the Marquis of Bolivar, Parque Pasochoa (the fief of the Duke of Bolivar) and Parque Jardin run by CLiP.

There are many other towns and cities worth visiting outside the capital and its environs. Barranlabermija and Petora are two fine towns on Amaru which retain much of the original colonial flavour, preserving many of the original buildings of the first wave of settlers. The most of the buildings are of the early eighteenth and nineteenth century (Terran calendar) Spanish colonial style. An excellent example of which is the Hosteria Arrayan, a fifty-bedroom hotel, once the private country residence of the former Duke of Bolivar Kendall Jalandri-Shaamish. These towns offer a slower, more relaxed pace than the hustle and bustle of the big cities. Most of the big tour operators run excursions to these peaceful and sleepy towns where fishing and hiking are popular pastimes.

Flora and Fauna

Bolivar has extensive native lifeforms. There is a largely Earth-compatible biosphere with many local Terran equivalents. The major difference between Bolivar and Terran equivalents is the possession of the former of an extra pair of limbs. Most of these creatures usually have only a vestigial third pair. Many have been domesticated for food, sport and as pets by the locals. The interested botanists has also much to look and study. Twenty percent of recorded plant species are edible for humans and humanoids. Some are grown as replacements for traditional Terran crops such as wheat, barley, oats, corn, millet, yams, potatoes and many others. Although farming is quite extensive in certain regions the output falls

far short of the planet's needs and imports a fifth of its food needs. Many local plants are grown for simply decorative purposes. By and large the indigenous lifeforms have survived well due to the establishment of extensive nature reserves and sensible land management, even if the basis for this has been greed and the need to exclude undesirables.

One of the bigger land-dwelling animals is a six-legged herding omnivore, the Sublo, akin to the Terran bison. This creature is hunted for sport and kept for meat. It is native to the plains and open forests of the northern continent of Inambu where it herds in groups approaching two or three thousand during the migration season.

The planet is particularly rich in local aerial and aquatic life. Many 'birds' and 'fish' are caught for food although a strict quota system, backed up by the Navy, limits any impact on the creatures' survival.

The most popular marine life from a culinary point of view are the Setwan Eel (usually known as just Setwan) and the Henengar.

The Setwan is a local eel-like lifeform that schools in its hundreds of thousands in the warm equatorial waters. The 'eels' migrate to the colder polar seas to spawn (producing countless millions of young) before returning to the equator. They alternate from north to south pole in consecutive years. The young (or 'elvers' as they are conveniently known) live in the cold oceans of the north and south for a year before they reach maturity and begin their journey to the join their parent generation. There are many lifeforms, especially in the polar regions, that rely on the Setwan as their essential food supply. It is the older eels that tend to be caught for consumption for as the Setwan ages its flesh becomes sweeter. Usually cooked over an open smoking flame and covered with fermented spicy sauces derived from local beans.

The Henengar is a shellfish found on many temperate and sub-tropical coastlines. They are disk-shaped, bivalve filter-feeders that grow up to 30cm in diameter. They possess hardened outer shells of various carbonaceous materials which protects the softer living flesh inside. They anchor themselves to rocks on the sea surface that lie just below the normal waterline. They are now a multitude of coastal sea-farms that

cultivate the Henengar and other shellfish for the wholesale and retail food markets. Best eaten blanched and served with lemon and garlic.

Transport

Bolivar is well-supplied with transport. There are regular daily shuttle runs between the orbital stations and the planetside cities, by spacecraft, and sub-orbital grav-liners between planetary destinations. There are good grav-rail links and quality highways for ground-vehicles.

As the majority of the population centres are coastal there is better-than-average sea mobility with large grav-cruise liners making journeys over most of the planetary oceans.

Prices: Orbit - Planetary passage Cr.250 Grav-Airliners from Cr.25 / 50 km for economy class Grav-Rail from Cr.10 / 50 km for economy class Air raft hire from Cr.100 a day (min 3 days), plus deposit and insurance Ground Car hire from Cr.60 a day (min 3 days), plus deposit and insurance Taxis from Cr.5 + Cr.5 / km Ocean-going cruise ships from Cr.20 / 50 km for economy class plus berth costs

There are usually three classes available when booking transport aboard aircraft, trains and ships - economy, standard and Premier (First) class. The prices of the latter two classes are two and three times the price of economy respectively. The better the class of ticket the better the travelling comfort and the inclusion of additional services i.e. meals included, baggage allowance, etc. Hire vehicles can be obtained from all reasonably sized towns and cities, although the selection available may be reduced at the smaller locations. There are restrictions on the use of air rafts, there are strict controls on flight paths which are subject to heavy fines if the hirer drifts into prohibited areas. Most towns and cities are well-served with local buses, coaches, taxis and trains and tend to be of intermediate technology rather than the latest cutting edge vehicles.

Local Time-keeping and Calendar

The local day is four and a half minutes short of twenty-seven standard hours. All local timepieces are set so that at 2655.5 the time is reset to 0000 hours, local midnight. Midday is set at 1400 hours. The local year is 93.6 local days and is divided up into three months of thirty days with three holidays.

Each month of thirty days is divided into five weeks of six days each. Most businesses are open from oneday to fiveday, with sixday taken as a rest day. The calendar is thus: New Year, Mayo, Simon's Day, Iris, Foundation Day, Hivre. Every second year there is an additional year added to the calendar at Foundation Day and every ten years a further day is added at New Year. This is to keep the rotational period in step with the orbital period.

Approach, Landing and Entry Requirements

On entry into the Bolivaran system all vessels should make contact with Corrientes Orbital for clearance to dock with any of the orbital stations or land on Bolivar itself. Those passing through the system are advised to approach Recife with its F-class spaceport where fuel at ten percent less than normal rates are charged. This discount is to discourage ships from skimming fuel from the system's gas giants which exhibit unusual meteorological features making atmosphere entry hazardous.

Corrientes Orbital is the primary system starport with facilities that can match any of those in the Imperium. It is the control centre for a large majority of the system's commercial traffic, dealing with the large freighters and transports especially. Many smaller merchants make Corrientes Orbital one of their regular stops as it offers virtually everything that a trader could hope for. Holding times waiting for a landing window and a berth are minimal, usually lasting no more than five minutes but can rise to several hours during the holiday/festival season. Berthing costs are moderate at Cr.150 for the first day and Cr.250 for each subsequent seven days (or part thereof). Refined and unrefined fuel can be bought at standard rates. There are several ship repair and construction yards with all that is necessary to cover almost every known Imperial ship make and model (there are even capabilities to cover aslan ship repairs). There are a score of brokerage firms that have facilities within the starport extrality zone. Their main offices are usually found in the Business Quarter on AlfonsSix deck, which is adjacent to starport itself. The Imperial Navy and Scout Service also maintain their primary bases within

Corrientes Orbital, but have several facilities scattered throughout the system as a whole.

Visitors wishing to move out of Corrientes Orbital starport extrality zone (it is the only starport in the system with an extrality zone with the exception of Recife) must pick up a visitors visa. This is an electronic identification card, with basic personal information within it and lasts for one local month (the holidays are not counted against the time) and costs Cr.100.

The carrying of ID cards is a legal requirement of all, locals and visitors, and failure to produce the card on request by police or other officials will result in a Cr.500 fine. repeating offenders are usually jailed before deported.

A work-permit is required for those wishing to gain employment (or conduct business) and includes those engaged in interstellar trade whose activities takes them outside the extrality zone. The work-permit is similar to the visitors visa, but is valid for one local year and costs Cr.1,000. Again there are fines and prison terms found operating without a valid permit - those who deliberately try to avoid payment will have all goods and moneys forfeit. An application for a work-permit should be accompanied with evidence detailing a means of generating an income to support the applicant. Visitors on visas or work-permits do not qualify for any State financial assistance in case of ill-health, unemployment, etc., unless it can be proved that through actions of the State the individual suffered or will suffer financially. The paper-work can take a little time to clear but on application the individual will be given a temporary permit to allow trading or work until the full permit is issued.

- Health Advice

There is little to worry about in the way of serious medical problems on Bolivar. There are local infectious diseases that are potentially very dangerous but are easily treatable and generally do not pose a threat to either natives or visitors.

All major towns and cities are well-served with hospitals and clinics, many are state-

of-the-art or have interstellar reputations for excellence of their work. The capital, Puerto San Juan, has a well-respected medical school as part of the Aranchxa University where there are some excellent research units.

It is advised that entrants to Bolivar take on medical insurance on arrival. This cover can be obtained at starport offices of a number of insurance companies at a reasonable rate, generally Cr.200/month. This will pay for all medical attention.

- Legal Advice

The people of Bolivar are polite and friendly, and respect those of a similar disposition, but have a reputation for possessing a short and fiery temper. Even though there is little trouble in the city centre and the better suburbs, but there is frequent minor trouble in some of the rougher districts. As a consequence of the high law level one can expect to be stopped by police for even the smallest infraction, or on the slightest pretext. The police are polite but firm and will detain if there is a possibility that a crime has been committed. Thus it is as prudent to get legal insurance as it is medical insurance. It costs about Cr.400 /month and a lawyer will be provided if needed. The scheme covers all legal costs including bail, but not fines and or other court imposed penalties.

Religion

The people of Bolivar are on the whole a religious society descended from staunchly fervant solomani Roman Catholics. Most are now members of the Universalist Church, one of the two main establishments that grew out of traditional Catholicism when the Solomani began to have contact with other alien races.

The current ArchPope, Pope Callistus V originates from Bolivar, his home dioces being the parish of The Church of the Virgin and Child, in Puerto San Juan. Interestingly the church site on the Hill of Saints is owned by CLiP.



A few things to be careful of - there are several penalties for the unlicensed import or export of animals, and unprocessed plant based food, and gambling away from the race track or the government sponsored lottery.

Law Enforcement and the Military

The Police

All the regions of Bolivar have their own police force, each enforcing the same planet-wide laws. Like most police forces they have their well-marked functional divisions - 'beat' cops, criminal investigation, drug and vice sections. Although all officers are armed (autopistols) each force has a special Armed Response Unit which is used as a backup (or indeed as the spearhead) on special operations. The police patrol in twos either on foot or air-capable ground vehicles. When the police raid the slum-areas, usually targeting organised drug gangs, they will be accompanied by the army who supply the heavy firepower.

In the main, the police have a good reputation with the populace, unlike the army. They are for the most part, professional, polite but firm. There are though persistent rumours of corruption in the higher ranks of the police which repeated investigations have failed to quell. To counteract any claims that the police are not truly trustworthy the system-wide Bolivar Intelligence Bureau has been given the job of investigating complaints against the police. The BIB is primarily concerned with investigating crime that stretches beyond police authority boundaries and into the system itself. The BIB co-operates with Imperial security and intelligence forces on crime that is interstellar in scope.

The Army

Any discourse on the political and social situation on Bolivar must include commentary on the Army, a prime mover in many of the planet's troubles. But these days the Army is a shadow of its former self, primarily concerned with supporting Police actions. There are occasional training and active operations with the Imperial Army, when there is a need of local support. The Army and the orbital Marine attachments maintain small bases throughout the system.

Their heavy handed approach has won them few friends - they are always viewed with suspicion by the general population, especially the poorer section.

The Wet Navy

The Bolivar government maintains a small aquatic naval force, the Bolivar Aquatic Navy. Grav-propelled patrol boats are charged with upholding law and order on the seas, keeping a watch on the merchant traffic, and with other security agencies trying to stop the drug smuggling. A popular route for the smugglers is from the remoter regions of Tierradentro to Natal, and the big cities along the coast from Dia Mantina to Araxa, including Puerto San Juan.

Most of the BAN is concerned with the defence of the planet having a squadron of huge fusion-powered submarines that carry orbit-capable anti-ship missiles. They patrol the deeps of the Bolivar oceans on secretly-planned routes.



Legends & Lore

Urban Legends - Ch. 27 (b)

We have all heard legends of people trapped in the extrality zone of a starport for several years, unable to leave. Most of us have probably assumed that such a bureaucratic nightmare could only happen on the far frontiers of the Imperium. Not so, as this tale will testify.

In 927 Chalicu Huaxtec and Jesús Emmanuel Ramirez fled the Amec Trade Protectorate. Officially they were charged with committing adultery, a crime which carried the death penalty on Anshaar. In reality, Chalicu was a Sun-Born widow; her husband through an arranged marriage, had died six months before on Eddum while participating in a local War of the Flowers. Jesús was a local gardener, bonded to the House of Huaxtec, who arrived on Anshaar about a month after the funeral. Exactly how the two met has never been made clear. What is known is that they fell in love. A love forbidden by the husband's family who preferred their daughter-in-law dead rather than living in disgrace. They claimed that the couple had been conducting a clandestine love affair while the husband, Tlacui had still been alive. Even had this been true, something they both denied throughout their lives, this should have been nothing more than a legal technicality. House of Huaxtec used their influence to have the couple condemned without trial. In fear of their lives, the couple bribed a Pochteca (an Amec independent merchant) to transport them outside the Protectorate to the safety of Imperial Space.

On 75-927 the couple arrived at Khaguu/Bolivar (0535). The Pochteca persuaded them to hid out in the reception area until she had left port. That's when their trouble began. When they revealed themselves to the starport officials they were declared illegal immigrants. They had no identification and quite clearly were not Imperial citizens. The planetary government refused to allow them to settle on-planet and demanded their repatriation back to the Protectorate. The normal means for accomplishing this was to order the ship that brought them to take them back onboard but she had already left.

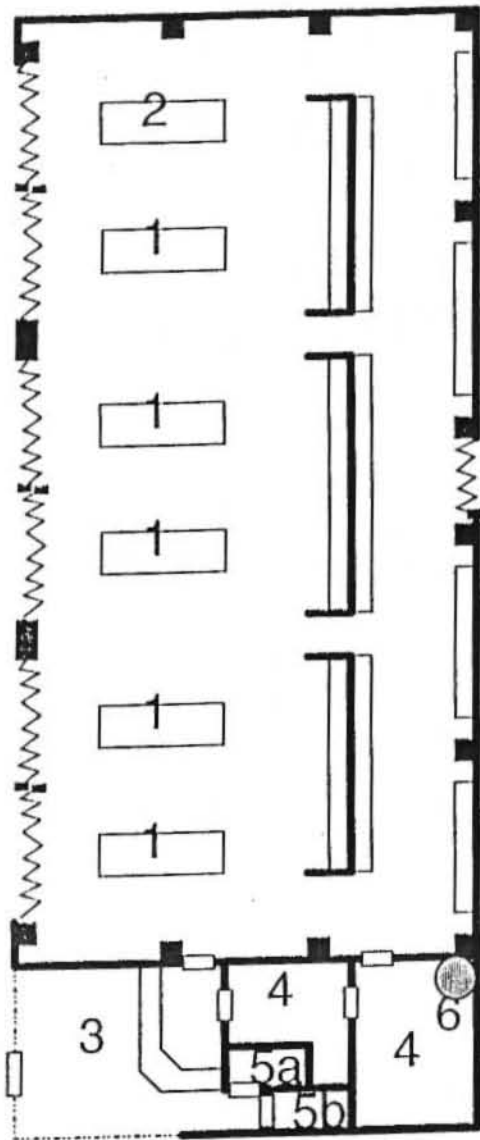
never to return to Imperial space. The couple could not afford to pay the costs of repatriation and both the Khaguan and Protectorate governments refused claiming that the transportation costs were the other's responsibility. The couple found themselves stuck in the starport's extrality zone - an area 1km square!

For the first year, Chalicu and Jesús slept on benches and lived off thrown away food. They took upon themselves to keep the lounge area clean. Chalicu in particular took great pride in beautifying the building, begging exotic plant cuttings from passing traders. In year two of their exile the local Scout base decided to adopt them. They got permission to build a small flat within the lounge area and the Scout Commander presided at their wedding ceremony. A year later Chalicu gave birth to the first of six children to be born in the extrality zone.

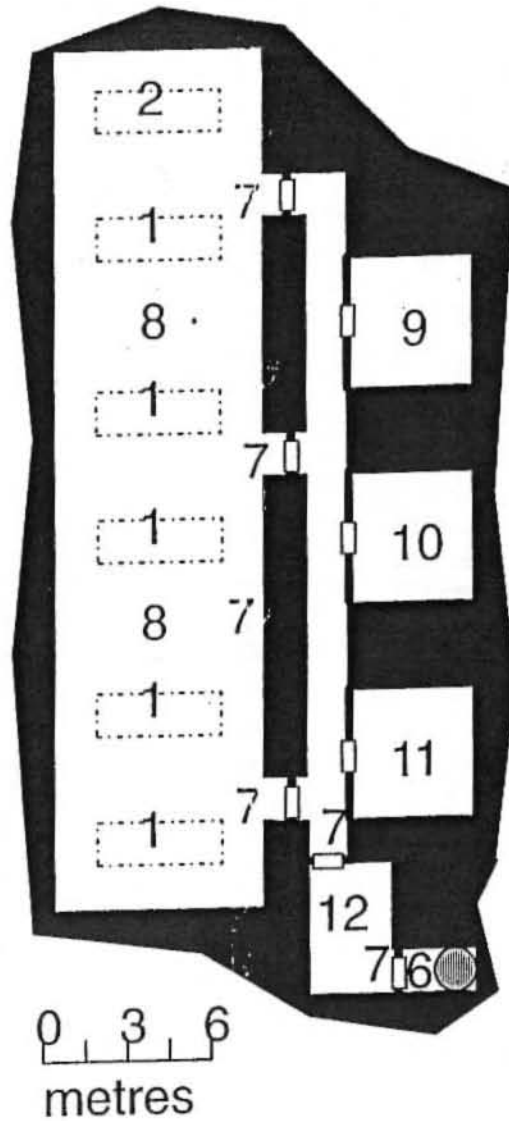
Today twenty eight Ramirez live in Khaguu Starport. Four generations have lived there, forbidden to leave the Port. Chalicu died in 975 surrounded by her children, grand children and great grandchildren, Jesús having died two years previously. Her descendents had gone on to marry Starship crew and Scout Service personnel. Several of her sons-in-law had offered to arrange her patriation to any planet in the Imperium she desired but she refused. Khaguu Lounge had been her home for almost fifty years and she was not willing to leave it now. When she died, the IISS applied to the Subsector Court to have the Ramirez family declared legal citizens of Khaguu Starport; by right of colony.

The claim was initially thrown out but finally, in 1003 was granted as a result of an appeal to the Ducal Court on Medurma. The Ramirez family now own the 1km square plot of land on which the starport stands and receives a ground rent of Cr. 300.000 a year in perpetuity providing a Ramirez always lives in the starport and maintains the lounge. Angelo Ramirez is now patriarch of the family and lives in the small pre-fabricated flat that the Scouts provided for his parents so long ago.

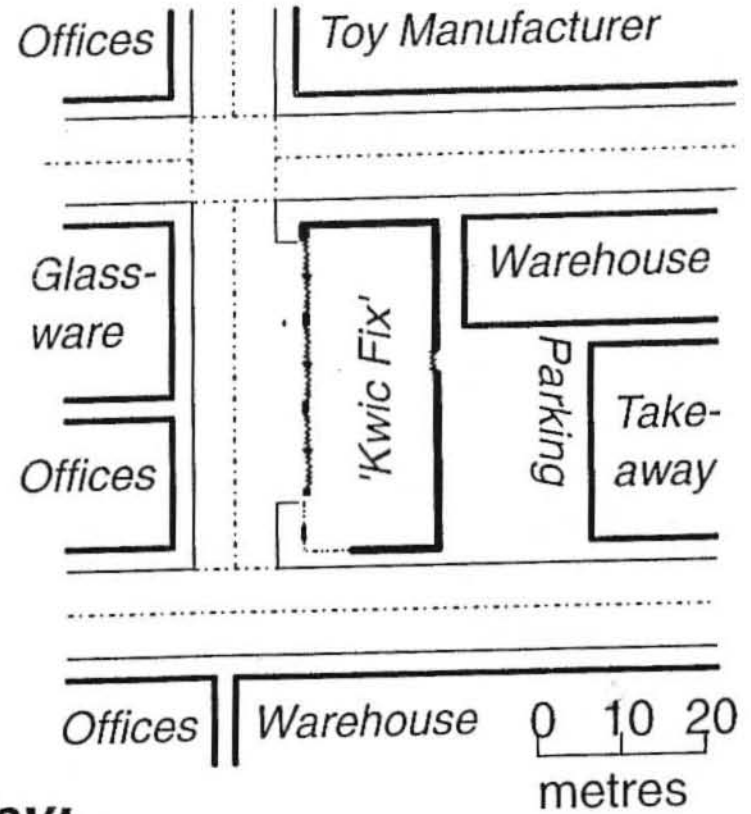
Ground Floor



Basement



Surrounding Area (Wastelands)



Key:








-  Sliding door (metal, 5 metre high)
-  Opening above
-  Window-wall (safety glass)
-  Wall (breeze-block)
-  Hinged door
-  Reinforced-concrete pillar
-  Wall with shelving

Figure 1: The "Kwic Fix" Temple

THE MAGICIAN

by Andy Lilly Thanks to Sarah Lilly, Pat Leach and Phil Edgeworth for play-testing

[1] INTRODUCTION

This adventure can be played using any of the Traveller rules systems and is adaptable to any almost any world or time. The player requirements for the adventure are given below, as is the background of villain Ferian. Having acquired 'magic' he gained followers. He has refined his powers although they require sacrifices which are conducted at a hidden 'temple' (see page 20). His latest victim Sara was less carefully chosen than usual; Sara's parents want to hire investigators to find her.. Research will lead to the bar at which she worked and some men who knew her, including the villain although he will deny it. Now strange accidents start to befall the party but they should be able to track down the source of the evils. A man with doubts about his leader might help, temporarily... Can the players reach the temple before Sara is killed? Alternative lead-ins to the plot are given at the end.

[2] PLANETARY SETTING

The planetary requirements for this adventure are: Starport: Any. Size: Any (could be set in an asteroid colony or a normal Earth-type city). Atmosphere: Any (if thin or vacuum, assume the city has pressurised dome(s)). Hydrographic: Any. Population: 6+ (disappearing persons are neither easily traceable, nor a major concern of the local law enforcement agency). Government: Any (as long as citizens have extensive personal freedoms - not a restrictive religious regime, for example). Law Level: Any (suggest 4-6: the players will not be heavily armed and the villains will be more challenging to defeat. If set on a low law level world, increase Ferian's powers accordingly and give his followers more armour and weapons). Tech Level: 6+ (to support the city and the villain's job type. If set at a lower level (e.g. mediaeval town), Ferian's job would have to be something appropriately respected, e.g. a jeweller, and he would be even more secretive, assuming that lower tech civilizations might hunt out 'witches' and 'wizards').

The sex and race of all NPCs can be altered as desired by the referee.

[3] THE PLAYERS

This adventure can be undertaken by almost any size or type of party, by adjusting the villain's powers appropriately.

[4] THE PROGRAMMER

Paul Ferian is a partner in a firm of five computer programmers, mostly doing contract work for small electronics companies. He is a rich, eligible bachelor who holds the respect of his colleagues. He used to rarely entertain female company, preferring to socialise with his colleagues (seemingly his only close friends). However, the past six months he has almost stopped seeing his fellows, spending most of his free time dating young women. His friends have put this down to a sudden rebellion against his rather sheltered childhood. His parents are both dead, killed in a car accident five years ago.

[5] THE MAGICIAN

Ferian is a latent psionic, untested and untrained. A year ago, driving back late from a client, he took a wrong turning and ended up in the 'wrong' part of town. When his ground car blew a tyre on broken glass he resigned himself to walking to the nearest police station. Instead, he encountered a knife-wielding mugger. Ferian ran for it but the youth chased him into a run-down housing block and up to the roof. The few passers-by made themselves scarce except for one elderly woman. Ferian's cries for help went unanswered.

Trapped on the roof, Ferian almost fainted from fear, his heart bursting, blood rushing, adrenalin pumping. He raised his hands defensively... and the felon stopped, still several metres away... the man, amazement spreading over his face, took a step back, then another, then ran backwards and 'threw' himself over the parapet. Ferian was stunned, unable to take in what had happened until the police finally arrived. It looked as though Ferian would be arrested for murder but the old woman passer-by (Sarina Everard) appeared and vowed that the other man had tripped and fallen. Given Ferian's background and Sarina's evidence, the police dismissed the case.

Ferian was so thankful that he treated Sarina to expensive meals and trinkets. She confided that she was a witch and had seen he had magical powers too. For a small fee, she could train him...

[6] BREAKTHROUGH

Ferian was intrigued and spent several nights a week visiting Sarina. She gradually instilled in him the 'arcane rituals' necessary to 'focus' his powers. Yet after 2 months Ferian could not perform a single act of 'magic'. Sarina, realising she might lose the steady income Ferian now provided, decided more extreme measures were required. That night she and Ferian drew magical sigils on her apartment floor... and a local cat became their first sacrificial victim. The shock of the bloody dismemberment caused Ferian's powers to re-emerge, unfocused, knocking over the candles around the pentagram and hurling the knife into the wall.

[7] THE COVEN

In the following months, Ferian's powers increased in line with his new-found confidence but not without the regular sacrifice of living creatures. Sarina encouraged some old acquaintances to join and create a 'coven', with Ferian as chief wizard (read "puppet") and Sarina as chief witch (read "string-puller").

Paul Ferian

(Male Human Scientist/Programmer, age 35) Str:7 Dex:9 End:5 Int:10 Edu:4 Soc:9 Chr:12 Administration-1, Brawling-1, Communications-1, Computer-4, Electronics-1, Liaison-2, Small Blade-1, Wheeled Vehicle-0

Ferian rose from a poor background and bad education to his current wealthy position through his wit, charm and natural computing ability. Sarina's gruesome ceremonies and his untrained psi use have made him increasingly unstable although he usually conceals this, appearing shrewd but genuine and likeable. In truth he is cunning, devious and paranoid.

He has an automatic pistol at home (licensed for home defence) and now carries a small dagger (to fend off street thugs). He can access up to CR 30,000 in cash from his personal accounts whenever necessary.

Sarina Everard

(Female Human Retired Bureaucrat, age 58) Str:2 Dex:2 End:5 Int:5 Edu:9 Soc:7 Chr:6 Herbalism-1, History-2, Instructor-1, Interrogation-1, Leader-2, Legal-1, Recruiting-1, Small Blade-1

Sarina is a superstitious old spinster who spent many years researching the arcane arts. Now retired, she has spent her pension travelling the stars, searching for the 'true way'. She believes she is a witch, but she has no true powers - any 'magic' that does succeed is pure chance except for a small skill in herbal medicines: she can prepare minor poisons and sleeping drafts although her 'love' potions (etc.) do not have any genuine effect. She now relies heavily on Ferian's powers and money.

Her time as a training officer for local government has given her the ability to recruit followers, instill her beliefs into them and lead them with her stern words. To outsiders, she acts innocent, naive and frail but she is cunning (although not very bright) and always carries a cheap bejewelled (sacrificial) dagger hidden on her person. If threatened, she will look to Ferian and the other coven members for help. If alone and threatened, she will fight tooth, dagger and nail, gaining surprise on her victims unless they have previously seen her in such an aggressive state.

Alan Freeman

(Male Human Scientist/Programmer, age 31) Str:8 Dex:6 End:6 Int:6 Edu:7 Soc:6 Chr:6 Brawling-1, Carousing-1, Computer-2, Communications-1, Linguistics-1, Mechanical-1, Steward-1, Rifleman-1

Alan is the newest member of Ferian's computer firm, providing linguistic translations of their software for foreign customers. Naive and easily led, he quickly fell prey to Sarina and Ferian. He believes them both to be incarnations of demons and will obey them implicitly, being both awed and terrified. He does rifle-shooting (hunting and competition target practice) in his spare time and has a licensed hunting rifle at his house. He has CR 6,000 in his bank account should he need it.

'Fixer'

(Female Human Rogue, age 26) Str:10 Dex:3 End:3 Int:10 Edu:5 Soc:3 Chr:3 Gambling-1, Small Blade-1, Streetwise-1, SMG-2

A small-time thug who angered a bigger thug and ended up bleeding to death in an alley. Sarina found her and took her in. Amazingly, her poultices healed 'Fixer' who is now indebted to Sarina. She gladly joined the coven, partly in the hope of revenge against her attacker. Although physically strong she cannot exert herself for long without getting the 'shakes'.

Her face is scarred and her body hunched where broken bones have healed incorrectly. Through her black-market connections, 'Fixer' has obtained a SMG (no licence) with 2 clips of ammo. She has only a few credits, relying on Sarina and Ferian for money.

Jenna Armstrong

(Female Human Retired Army Lieutenant, age 30) Str:10 Dex:6 End:8 Int:4 Edu:9 Soc:7 Chr:7 Brawling-1, Combat Rifleman-2, Grav Vehicle-1, Medical-1, SMG-3, Tactics-1, Wheeled Vehicle-1

Sarina used Jenna a couple of times as a strong-arm helper when her occult research ran into legal or other difficulties. The brawny (but stupid) lieutenant was an easy recruit for the coven. Jenna has a natural sense for tactics and deployment but in civilian situations may seem confused, being slow to react and uneasy in the presence of people she doesn't know.

Richie Kirkpatrick

(Male Human Beltar, age 30) Str:7 Dex:11 End:11 Int:10 Edu:7 Soc:5 Chr:4 Handgun-1, Mechanical-1, Prospecting-2, Vacuum Suit-1, Zero-G Environ-2

Richie's partner's ship blew its drives up two months ago. Richie began blowing CR 100,000 profits around the city until he found Jenna in a bar. Being rather taken with her, he followed her entry into the coven. He is convinced that Ferian is a trickster, using high tech gadgets to mimic magic in order to gain power and money. He doesn't realise Sarina is the true power in the group. He attended his first full ceremony a few days ago, which included the sacrifice of a young boy. This scared Richie, who now thinks the others (including Jenna) are mad. However, he knows he can't go to the police.

[8] SACRIFICE

As Sarina encouraged Ferian's power lust so the sacrifices grew greater until only human deaths were sufficient to sustain him. Ferian suggested prostitutes as the safest source of victims but Sarina insisted on young virgins. To this end, Ferian has dated a succession of women. He spends a few days with each, finding out their address and personal details. Those with few relatives and friends, especially likely suicides or run-aways are chosen as victims since their disappearance will excite less police interest. Ferian waits 3-4 weeks after his last contact before sending the coven to kidnap the person.

In truth, the virginity of the sacrifices, even their age, race and sex, don't really seem to matter - Ferian merely needs to feel the surge of power when he kills.

[9] SPELLS

Sarina has devised 'spells' for Ferian. Waving his hands and chanting, possibly preceded by an appropriate sacrifice, appears to focus his psi powers. Ferian truly believes he must follow her instructions to the letter. If prevented from performing this rigmarole, his 'spells' tend to fail. Only in times of dire stress will his powers be available without preparation.

Ferian has a nominal psi rating of 12 with an equivalent skill of Telekinesis-10. Count this as 12 'spell points' (SP) to expend on spells. Sacrificing a small mammal regains him 6 SP, an 'impure' adult or child 10 SP and a virginal sacrifice (in Ferian's eyes - reality doesn't matter) will regain him 16 SP.

Sacrifices may boost Ferian's powers above his initial 12 SP, to a maximum of 18 SP. The excess SP (above 12) are lost at 1 SP per hour after the sacrifice. Each time excess SP are gained, roll 2d6: if the roll is less than or equal to the number of excess SP then Ferian has finally cracked and gone totally bananas!

Some suggested 'spells' are given below, with suggested SP costs per round of use. An '*' indicates extra SP are required according to the target's mass:

Mass (kg)	Extra SP	Mass (kg)	Extra SP
<1	0	51-75	4
1-10	1	76-125	5
11-25	2	126-200	6
26-50	3	201-300	7

i.e. 7 SP would allow a significant effect on a car! When used 'gently', i.e. to nudge a switch or topple something that was already unstable, halve this extra point cost. Remember, all the 'spells' require several seconds chanting and tracing sigils in the air. Ferian can only perform one spell at a time.

Physical attacks can be dodged by a target if they have prior knowledge of the type of attack (e.g. by observing Ferian's hand gestures) but this is quite difficult - probably 3d6 against Dex.

Repel (1 SP/round*) Ferian points his palms outwards toward target (up to 100m) and in one (combat) round the target is repelled away up to 18m (0.1g acceleration). If continued for second round the target would be pushed a further 50m, etc.

This could be used at a distance to topple heavy items onto an enemy or even alter the motion of a vehicle, e.g. nudging it into the path of an obstruction or oncoming vehicle.

Shield (1 SP/rnd) By continually drawing a circular shield in the air before himself, this appears to deflect any attack! In truth, his whirling arms cause a circling telekinetic effect which deflects punches, blades, etc. Thrown weapons (spears, grenades, etc.) are deflected in flight while all other distance weapons miss because the force deflects the weapon itself (not the bullet or laser beam). However, in the latter case the weapon must be within 50m of Ferian and he can only focus on 2 or more opponents if within 4-5m of each other. He cannot defend against simultaneous attacks from multiple directions, near misses by high power energy weapons nor area effects (explosions, shrapnel, etc.).

Strike (2 SP) By stabbing with fist or outstretched fingers at a target within 50m, this concentrates Ferian's psi into a momentary physical strike. Damage is 1 (d6) plus 1 (d6) per extra SP expended. The effect is similar to blunt trauma but starts at the target's surface, negating all armour (unless psionically shielded). Such attacks rarely kill but can stun or knock-out. Ferian automatically hits unless the target dodges. Efficient usage, e.g. a poke in the eye to a victim driving a vehicle, can be more devastating than a full-scale assault on a target!

Blades (2 SP) Ferian tosses a handful of sharp items (e.g. daggers, razor blades, sand or grenades) into the air between him and the target. These are then propelled toward the targets over an area as small as a single

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target or as wide as a 30° arc. Damage from this 'shrapnel' attack is at the referee's discretion, depending upon the missiles used.

Guard (1 SP) By closing his eyes and visualising the door (within 100m but not necessarily in sight) and its lock mechanism, Ferian can lock or unlock it. Multiple bolts can be moved at once as can the relays of an electronic lock. Tumbler locks are a little slower. Unfamiliar locks require Ferian to make a Difficult Intrusion roll (count him as Intrusion-1) once per minute until successful or interrupted. If unsuccessful he could use Strike on the lock to try to force it open.

Fall (1 SP/rnd) Ferian flaps his arms gently to reduce his rate of fall as he approaches the ground. He can thus 'fall' up to 10m per SP, without taking damage. Alternatively, he can hover or levitate 3m up per SP expended. This can be used for a dramatic escape out a top-storey window/balcony!

Zombie (1 SP/rnd*) Ferian kisses a body and animates it, making suitable gestures to control it. The body may be any unconscious or dead creature. Ferian believes he is animating the dead but in reality he is just moving it by telekinesis. A 'walking corpse' will appear 'immune' to attack and even if blown apart, will rejoin or float onwards, in bits. This is guaranteed to cause NPCs to panic and run away. PCs should be suitably scared by the approaching 'zombie', swinging its arms menacingly. The corpse can't move fast enough to hurt anyone but if the referee plays this well, they're unlikely to wait around to find out!

The referee should feel free to make up any other 'spells' that fit with Ferian's telekinetic ability.

[10] THE TEMPLE

Several square miles of abandoned industrial site await demolition on the west edge of the city. Youth gangs hang out here and 'Fixer' knows the site well. When the coven needed a well-concealed meeting place, she found a deserted vehicle repair yard with a suitable basement (Figure 1). Ferian pays a local gang to give the coven access while keeping intruders away.

The building is 8m high with "Kwic-Fix" hanging over the drive-in service bay. All items of value were removed when the building was vacated. Interior locations are dusty but throughout the entire building footprints (coven members) are obvious to the trained eye. Entering the basement a whimpering cry may be heard from (9).

(1) Drive-in bays. Each bay has hydraulic ramps (inoperable) and a service pit (8). There is a musty oily smell and racks for tyres, exhausts, etc. against the walls. Useless left-overs (bits of wire, broken tools, rusty scraps of metal, holed exhausts, reject tyres, etc.) litter the floor. (2) Scorched Bay. This bay has scorch marks around it and charred rubble strewn at its bottom. Corpses are burned here after each ceremony - hence the smell.

Bones are taken back into the temple (10) but some charred splinters can be found and a careful search will reveal a scorched silver ring and some teeth which Forensic skill indicates were from a young boy. (3) Reception. Service counter. Seating for clients. (4) Offices. Rickety old desks and thinly padded chairs. A waste bin has yellowed paper in it but these are ancient order forms and bills. (5) Toilets for men (a) and women (b). Wash basin, etc. but no running water. (6) Stairway. Every metal rung has tin cans tied underneath which jingle at the slightest movement, alerting anyone in (7). The air here is too still to cause the tins to move due to wind, etc. (7) Heavy doors. Locked from the inside with 3 bolts. Ferian is very familiar with the temple and can use Guard spell to retract the bolts (on entry) or throw them (once outside). There is no other way of opening these heavy fire doors from the outside without explosives although the bolts are easily operated from the inside. The coven always checks these doors are locked before starting their ceremony. (8) Service under-bay. Strong concrete arches support the floor 2m above. The service holes above let some light in but otherwise it's very shadowy. The floor under each hole is stepped up 50cm to provide access to the underside of a vehicle positioned over it. Litter as per (1). (9) Storage room. This holds future sacrifices. Sara Harper is hand-cuffed securely to one of several metal rings set into the wall by Freeman some months back. Against the other wall are cages containing rats, birds, rabbits and other small fluffy creatures. There are boxes of mixed foodstuffs and a bucket of water. The accumulated smell is awful and may cause nausea. Sara is often crying. She is fed every evening by Jenna but has no idea why she is here. She has seen Sarina and 'Fixer' but has no idea Ferian is involved. (10) Storage room. The coven temple. There are sigils on the door, walls, ceiling and floor. The floor has an engraved pentagram with dark liquid running in its grooves. At the centre is a heavy table of dark wood. 2m by 1m. The table itself seems to exude evil - its legs show marks where victims have been tied or chained across it and there are blood stains on its top as well as splashes on the floor around. The walls have bones piled against them and candles along the shelves.

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When the coven is present the candles are lit and a human skull (with candle inside) placed at each corner of the pentagram. The liquid in the grooves is actually petrol and is lit at the climax of the ceremony, when all the coven are within the circle and out of the way of the flames (which leap to 1m in height then die down quickly). This could be used as a distraction should the players confront the coven here. (11) Workshop. Stripped of all but the wall benches, this is Sarina's lab. There are glass vials, burners, strange coloured liquids and bottles of herbs. Concoctions here are either harmless or poisonous. Best not to try any! (12) Staff rest room. Sofas and coffee table. The walls are daubed with mystic sigils in silver, gold, red (paint) and brown (dried blood). The coven meet here before and after ceremonies. During ceremonies they leave excess clothing, weapons, etc. here. If the coven is afraid of discovery one of their number will always be on guard here during ceremonies.

[11] ANOTHER MISSING PERSON

Ferian has finally made a mistake. 22 days ago, he met his latest victim - Sara Harper, a 17-year old working part-time in the Red Orchid bar. She took an immediate liking to him and they spent a couple of nights going out - Ferian acting like a gentleman and (quite deliberately) avoiding going back to her place for 'a coffee'. She claimed to have no family and few friends so a few days later, Ferian claimed an old girl-friend had returned (his standard excuse) and thus he could not meet Sara. Sara was distraught but Ferian refused to see her again.

Sara was an ideal victim and over the next 2 weeks Ferian went out with several other women, biding his time before kidnapping her. Late at night, the coven lay in wait on the route Sara took from the bar to 'her' apartment. 'Fixer' distracted her while Jenna knocked Sara out behind. Sara was put in the car (where Freeman waited), driven around the city to ensure they were not being followed, then taken to the temple.

At the start of the adventure, Sara is captive in the temple, unaware that her death will occur in a few days time when Sarina thinks the heavens will be in a particularly fortunate configuration for her sacrifice.

[12] THE MISTAKE

Perhaps thankfully, Sara lied. She is a college student, spending her holiday in her parents' apartment (while they are away on their own holiday), and earning a few credits from a bar job

Two days ago her parents returned and found Sara missing. They knew she enjoyed pretending to be grown up and free of parental obligations, but she always left a note to say where she had gone, for she knew her mother to be an abject worrier.

Having waited 24 hours and heard nothing, her parents contacted the police who, helpfully, said they would put her name on the missing person list but, "Let's face it," said a cheery sergeant, "There's an awful lot of kids who just leave home and don't want to be found." Mr. and Mrs. Harper think they know their daughter better and thus decide to hire some private investigators...

[13] A PLEA FOR HELP

The following advert is the players' introduction to the scenario and can be found in local papers and at the Travellers' Aid, under the 'Urgently-required jobs', 'Investigation' and 'Miscellaneous' sections:

"Urgent. Investigators required to find missing daughter. Excellent salary. Call 8783-762-234 any time."

Mr. Harper will answer the comm call (at any time of day or night). He sounds tired and upset but will arrange to meet the players as soon as possible.

[14] FIND OUR DAUGHTER

Mr. Harper looks as tired as he sounded on the comm. He will explain the background, mention the lack of police interest and plead with the party to find his daughter, for he fears something dreadful must have happened to her. His wife is practically having a nervous breakdown.

Harper will offer to pay up to CR 20,000 (total) for the safe return of his daughter, on a success-only basis. In truth, he can afford only CR 4,000 - the rest he will raise by loans

or by re-mortgaging their apartment. Any research into Sara or the Harpers (even a quick look around their apartment) will quickly reveal their poverty. 'Good' characters ought to reduce their fee as it is clear the Harpers cannot afford CR 20,000. Additionally this indicates that Sara has not been kidnapped for ransom, nor is this a set-up of some kind: the Harpers' backgrounds are 100% solid.

[15] THE SEARCH BEGINS

There are several possible avenues of investigation and the referee should decide how easily each method will reveal information. Mr. Harper will gladly let them have a look at Sara's room and can tell them Sara was working at a bar in the centre of the city but he's not sure which one. He does know the names of some of her college friends who live around the city.

The Harpers have a small apartment in the poorer city suburbs. There are two bedrooms (the parents' and Sara's), bathroom, kitchen, lounge/dining room, each room being barely large enough for its purpose. The decorations are old and the facilities clearly need some repair work ('good' players might volunteer...). Players may realise that the Harpers may have disturbed some evidence when searching for a note or other indication of Sara's current location.

Sara's mother will tell the characters her daughter hasn't taken a thing from her room - not even a toothbrush. Then she will break into tears and have to go and lie down.

Search the Harpers' Apartment

(Streetwise, Forensics)

A search of Sara's bedroom will: (a) confirm her mother's assertion: Sara has left all her clothes and belongings except for a black jacket, jeans and T-shirt. Mr. Harper can confirm her wallet and make-up kit are gone since she normally carries these in the jacket. (b) There is no evidence of a struggle, nor of intruders. (c) Sara has photographs of herself and various friends (but not Ferian). The party may borrow or copy them. (d) A forensic examination will discover a couple of hairs (short black) which do not match Sara's (long brunette). These are from Ferian - although he avoided visiting Sara's apartment, some hairs got caught on a thick jacket of hers and have fallen on the floor here. Forensics can confirm there is no sign of anyone other than Sara having been here within the last few weeks.

Locate the Red Orchid

(Streetwise, Carousing, Liaison)

A tour of city centre bars will take several hours. For each hour spent searching, roll one task. Exceptional failure leads to a run-in with a particularly unhelpful group of bar staff or customers who are deliberately uncooperative (and may appear to be hiding something).

They will be aggressive and a brawl may ensue (but this should merely scare or wound the characters). Failure gives no result. On Success, the bar-keep thinks he recognises Sara and can give directions to the Red Orchid. On Exceptional Success the players happen upon the Red Orchid by chance

Talk to Sara's College Friends

(Carousing, Liaison)

The Harpers know 10 of Sara's college associates who live in town - their comm' codes and addresses can be found in the local comm' index. Five of them haven't seen Sara in the past few weeks. Three know Sara had a job evenings at the Red Orchid while the remaining two (Jane and Frank) used to get cheap drinks from Sara and know she dated a few of the clients.

Interview or Interrogation skill may reveal Jane is holding back. If pressed she will privately confide that Sara picked up a rich guy 2-3 weeks ago but he 'threw' her after a few days and after that she seemed to go off men.

[16] THE RED ORCHID

The Red Orchid is a reasonable quality bar hidden in a quiet back street, visited mainly by regular clientele - almost exclusively high level paper-shufflers who like to pretend they can still 'hang out'. Asking for Sara by name at the bar will produce blank looks - the staff assume the players are police or a disaffected boy-friend. However, if the group show Sara's picture to customers, some will confirm she worked here. Alternatively they can try to prove they are genuine investigators searching for Sara on behalf of her parents. If they make a real (violent) nuisance of themselves the police will be called.

Once Sara's presence here is confirmed, the manager Mr. Higgins will appear and usher them into his office behind the bar. He confirms Sara worked here for 3 weeks but hasn't turned up for 4 days and has been sacked in her absence. He assumed she had moved on without bothering to tell him. He seems genuinely concerned but will say he cannot help further.

If pressed about which bar-staff or clients Sara knew well, Higgins will call in each member of staff in turn and ask them. The only one who will volunteer information is Tim who had a crush on Sara and was jealous of her liaisons. He can describe 3 men Sara dated recently, revealing names (from their credit cards) and details 'overheard' from their conversations. If Mr. Higgins does not acquiesce this same information could be acquired by bribing the bar staff. Tim will volunteer to spend his free time helping the party. He can do minor tasks for them, act as a guide, etc. and is suitable 'cannon fodder' for later on.

Tim Avery

(Male Human Barman, age 25) Str:5 Dex:6 End:5 Int:7 Edu:4 Soc:5 Chr:5 Brawling-1, Grav Vehicle-1, Mechanic-2, Streetwise-1, Wheeled Vehicle-1

[17] INTERESTED PARTIES

The Banker

Mr. Sakari showed interest in Sara just after she started work 4 weeks ago. Tim knows Sakari works at North West bank - the branch just round the corner from the Red Orchid. James Sakari will deny all knowledge of Sara.

However his embarrassment will clearly indicate he is lying. If pressured he will beg them not to tell his wife - he simply bought the girl a few drinks but she wouldn't go out with him.

The Clubber

"He fancies himself something rotten." is Tim's comment on Dez - a stockbroker who frequents the Red Orchid every evening with several colleagues, 'on the pull'. Dez is a real 'ladies man' and will openly attempt to seduce any female players. Initially he boasts about seeing so many girls all the time he can't remember a 'Sara'. If pressed he will take one player to the bar (to buy drinks) then, while out of earshot of his colleagues, he will admit he spent 4 days with Sara about 3 weeks ago. "Nice kid. But immature. I'm not the settling type, so I don't hang around - know what I mean?" Dez seems genuinely upset if told about Sara's disappearance; he will offer to help if he can.

The Bad Guy

The last man to date Sara was a Paul Ferian. "This guy threw his cash around to impress her," grumbles Tim. He vaguely remembers Ferian is involved in computers but the man only visited the bar once and picked up Sara that night - she was on the 'rebound' from Dez's rejection. For a couple of days she was really happy but then she became depressed again; Tim guessed Paul had dumped her. Tim tried to console her but got snapped at, so he gave up.

[18] TALKING TO FERIAN

Ferian can be located in a local comm' index. If contacted he will ascertain the group's purpose and sound as helpful as possible. He admits he knew Sara briefly; he took her to a disco several nights running because he felt sorry for her (lack of money,



friends and family). If the players query the latter, Ferian will be genuinely surprised to know she has parents, etc. Ferian says he didn't really 'date' her and after 2 days a long-time girlfriend of his came into town. It was only when he told Sara he couldn't see her, and she broke down in tears, that he realised she must have had a heavy crush on him. He hasn't seen her since and hopes that she hasn't done anything stupid.

Ferian will avoid meeting the players but if forced, he will arrange a short lunch-time meeting at which he will use his charm and smooth-talk to reinforce his innocence. If really pressured he will snap back: *"Look! It's not my fault if the young lady couldn't face rejection."* If accused or insulted, Ferian will call the police - who are guaranteed to believe the charismatic local businessman rather than the players. The players won't be able to do much investigating from jail...

However the party contacts Ferian, accidents will start the next day.

Should the party investigate Ferian's background, they will find little of use. A prolonged search of old news records or local police files will reveal the incident with the mugger and mentions Sarina Everard. Both reports indicate something a little strange occurred.

[19] ACCIDENTS

As soon as the players contact Ferian, he will warn Sarina (by comm') who will alert the rest of the coven. As soon as possible, Jenna will begin tailing the party (e.g. from a meeting with Ferian) to find their base and typical movements.

When possible (outside working hours) Ferian, protected by Jenna and the coven, will try to get close to the group to use his spells. The coven prefers to remain hidden (e.g. inside a vehicle with silvered windows). There may be a sudden spate of disappearances as Ferian takes nightly sacrifices to enhance his powers, attacking the party in the early hours of the morning while he still has the bonus spell points. Coven members (except Richie) believe themselves magically protected and will fight to the death. Ferian will always have an escape route (e.g. using Fall to leap from a high window or to levitate onto a roof out of sight of pursuers). The following is a list of suggested accidents in ascending order of violence. The referee should feel free to create additional events:

(a) A player's computer unplugs itself (straight Telekinesis) losing data at an inconvenient time.

(b) In a bar or back-street, a passer-by (preferably one or more ruffians) gets shoved (Strike) as the players pass. This is intended to start an argument or fight.

(c) A knife embeds itself in the wall beside a player's head. There is no sign of the person who threw it.

(d) Something lethally large (roof-top statue, stacked cargo crate, etc.) topples or falls off an overhang, just missing a player.

(e) A player's gun goes off unexpectedly. The safety is off although the character may be certain it was on. If holstered, the shot might injure the character. If pointed near anyone else, this may hit them (injuring a fellow character or starting a gunfight in a bar).

(f) As (d) but the item crushes a player or NPC.

(g) A grenade (carried by a character) has its pin pulled. Give the character a fair chance to get rid of the grenade before it goes off!

(h) The players see a grenade (obtained by Jenna) hovering towards them in mid-air. The grenade will chase them for a while and then its pin will flip out (as if by magic)... BOOM. Ferian is controlling it but it cannot go out of his sight (and he won't leave his hiding place).

(i) While driving along a fast stretch of road (which they use regularly) the players' vehicle suddenly swerves into oncoming traffic (uh oh!)

[20] TRACKING COVEN MEMBERS

If the players realise they are being watched they may then try to track the watcher! Jenna, Sarina and Ferian are all wary and would be difficult to follow, but not impossible for someone with Stealth and Streetwise. Richie, Alan and 'Fixer' would be easier targets.

In each case this will lead the players to the member's home. In all cases except Ferian this is a cheap room or apartment in a poor area of the city. Ferian's exclusive flat near the town centre has a manned reception and access would be very difficult (he has nothing incriminating there anyway). If encountered at home each member will deny all knowledge of the coven. If pressured they will agree to phone a 'contact' (actually the police, who will arrive in 5 minutes and probably evict the players). Only Sarina will admit to an interest in magic as she cannot conceal the shelves full of occult literature in her back-street hovel. If possible she will pretend to have been tracking this evil 'magician' for years and will offer the party her aid. She is hoping to lead them into a trap in the waste grounds

Each night the coven meet at their temple. If followed from their home, each drives or takes a bus to one of the many back streets near the deserted industrial area before entering the zone down a particular alley...

[21] THE WASTE GROUNDS

The coven use a single alley to enter the old industrial area: it is guarded by a gang, paid by Ferian, who know the coven members by

sight and will repel intruders. 1-2 new faces escorted by a coven member will be allowed through after questioning. Larger numbers (or a coven member who is clearly acting against their will) will alert the gang - they will allow the group through then attack with surprise.

Wasteland gangs are 15-20 strong, with no armour but an assortment of daggers, flick-knives, garrotes, chains, iron bars and even machetes. 4-6 thugs will have pistols (of various sorts) and 1-2 rifles or submachineguns. The gangs don't produce firearms unless expecting trouble; open display would guarantee too much police interest.

If bribed, the gang will accept but then attack the players anyway. An offer of weapons or ammo might convince a gang to let the players through, particularly if it is clear that the players are heavily armed.

The wasteland can be entered via other roadways and alleys but the players are guaranteed to meet one of the local gangs (who guard their territory fiercely). An aerial approach will interest the gangs sufficiently that several groups might be attracted to wherever the party land. Low-flying persons or craft may be subject to sniping from bored gang members.

The temple is 300m into the wasteland and cannot be seen from outside the industrial area. It may be approached along (open) roadways or (more stealthily) through buildings and back-alleys.

[22] CONFESSION

If, after several days of investigation, Richie has not been captured by the players (while following them or protecting Ferian) he will approach them anyway (taking care not to be followed by another coven member). He wants a guarantee of protection (against Ferian) and CR 5.000 in cash. In return he will tell them about Sara.

He knows Sara is to be sacrificed in a few nights time when the stars are in a favourable configuration. He can tell the players details of the coven members (he is now convinced that at least Ferian and Sarina have genuine magical powers) and about the temple (although he will refuse to go near it). He will say he got involved as a joke a few weeks ago but (sounding as brave as possible) as soon as he realised Sara was

to die, he resolved to save her. He knew the police would think him mad so the players seem ideal comrades. Richie is a lying coward: as soon as he has the cash, or thinks that Ferian is on to him, he intends to run for it. It's unlikely he will live that long...

[23] DEAD GRASS

Jenna (or another, coven member) will report Richie's desertion. As soon as possible (e.g. the night Richie goes to the players), Ferian will use something gruesome (e.g. Blades) to murder him. A message "Leave or die" (in rabbit blood) will be slipped under a door and telekinised to a central point within the players' abode - a clear implication that nowhere is safe! The players might want to call in the police... but how will they explain Richie's mangled corpse?

[24] THE CLIMAX

The party should reach the temple the night of Sara's sacrifice and saving her should be the culmination of the adventure. If the coven realise they have visitors they will grab their firearms and fight ferociously. Ferian will hang back, animating corpses or throwing ranged spells. If the situation looks bad he will take Sara hostage (if she is still alive). Assuming the party back off (or appear to), Ferian will take Sara out of the temple and across the wasteland, still using spells (e.g. Shield) if necessary. He will try to get the paid gang and coven members to delay the party. Once outside the wasteland, he will go to his nearby car and escape (possibly with the party in pursuit). If he cannot make it to the car he will try to sacrifice Sara on the spot (giving him a 6 SP boost).

If Ferian does escape he will return to haunt the players over the following days. Lying low in cheap rented rooms he will go out only at night to regroup his followers. Ferian will murder innocent victims in the early hours of the morning and then visit the party (while his SP are boosted). He will try to catch each person alone and slaughter them nastily. By this point he will be quite insane! If she has survived, Sara will now be quite safe since he has the insane concept that she must become his bride... until the next favourable star configuration, of course...

[25] ALTERNATIVE SCENARIOS

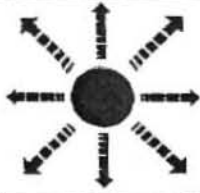
The following are alternative ways to introduce the scenario:

(a) Sara is a long-time friend or associate of a player. When she fails to meet them at the starport (as agreed in her last mail) they may wonder what's happened...

(b) The players visit the Red Orchid and Sara, still on the rebound from Ferian's rejection, becomes acquainted (intimately?) with one of them. Just hours later she is kidnapped by the coven....

(c) Sara's role is taken by a player. While running another adventure (involving this planet), Ferian becomes acquainted with this female character then fades away after a few days. One morning several weeks later, the female character has disappeared...

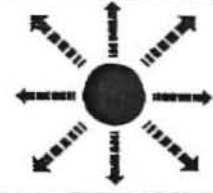




Cr. 3

INDISS

Information DISsemination Services



SECTOR-WIDE NEWS

DagMet Buy-Out Confirmed

Today, on Bolivar, it was announced that the Camrii-La Paz mining and storage-distribution facility in the Tarija system has been sold to DagMet. Business analysts are at a loss to explain the commercial logic behind the acquisition by DagMet as the ores have nearly all been worked out, and the distribution and warehousing facility has been making a loss for years. Some see this as a prelude to a merging between the two companies, or more accurately a take-over by DagMet. The companies are involved in a number of joint ventures within and without the subsector. Shares in both CLiP and DagMet have jumped by six percent in the following twenty-four hours.

Financial Report P. 28

Ripper Jack Found Dead - Coroico

The mass serial killer, Ripper Jack has finally been identified after he attempted to attack a Ziadd female on Coroico. Ripper Jack was believed responsible for 67 reported murders throughout the Sector over the last ten years. Each victim was brutally raped then slashed to pieces. Only one other victim, also a Ziadd female, is known to have survived his vicious attack.

According to local authorities, Jack made the mistake of targeting a Zhiavr (Ziadd assassin) who killed him during the struggle. The Authorities have withheld the name of the victim. The body of the attacker has been identified as Hebron Deveraux, 68 of Medurma. Deveraux was a Naval Medic and is survived by his daughter, Ailsa Deveraux, 37 a Chief Medical Officer recently resigned from the Imperial Navy, and an adopted daughter, Kh'aisaa Dryaez Deveraux, 27.

Kh'aisaa Dryaez is a Ziadd halfbreed adopted by Deveraux at birth. Indiss has just discovered that Kh'aisaa (or Aisa as she prefers to be known), was born to Ripper Jack's other surviving victim and was put up for adoption, on Gwi, by her mother. The baby was a diirect result of her assault. Indiss has attempted to interview both daughters but so far without success.. How was the Ripper able to adopt his own offspring? **Full story P. 3**

AzTec Translator caused Duel - Danse

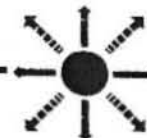
Earlier today, the Danse Coroner, Fr. Ghal, stated that Kharl Wilhelm, 32, died as the direct result of faulty programming on the part of AzTec Plc. Three days ago Wilhelm had a duplex translator fitted into his skull.

The program was designed to translate between Galanglic and Trokh but, due to apparent poor programming, it was only capable of translating certain phrases and concepts in gender-specific language. While Wilhelm was negotiating with Teauearl of the Seieakh regarding the importation of A s l a n w e a p o n s he unintentionally used female dialect which understandably caused a major offence. When challenged, the translator continued to access female-specific Trokh which directly resulted in his death. AzTec have refused to comment.

***** FLASH *** FLASH *** FLASH *** FLASH**
***** FLASH *** FLASH *** FLASH *****

289-1115 The Amec Trade Protectorate freighter 'Quichinche' was lost with all hands in the Anshaar system when it was believed to have been attacked by a pirate vessel as it approached the gas giant Sarla. In a hastily convened press conference, the director of the Amec Trade Office on the mainworld blamed '...ruthless and criminal commercial interests...who are set upon the undermining of our sovereign and financial independence..' - an undisguised attack on Camrii-La Paz. CLiP quickly countered this accusation, fiercely denying any involvement. Camrii-La Paz and Amec have been engaged in a bitter trade dispute since the creation of the protectorate. Both sides have blamed each other for various acts of sabotage, but this the first time there has been a (known) loss of life attributed to the trade conflict.

Cont. Page 2



Port of Call: EDDUM

EDDUM 0531 D797978-6 Hi In 1Q2 Imp M4 V M0 D

Nahuatl - Epantla

PRIMARY: Tulatec, Spectral class M4 V, mass 0.363, luminosity 0.32, Feoa, Spectral class M0 D, Mass 1.110. Luminosity 0.08.

Eddum: Mean orbital radius 0.20 AU. Period 46.3 Std Days. Diameter 11,680 Km. Mass 0.73 terra. molten core, Density 0.94. Mean surface gravity 0.86g. Rotation period 39h 11m 31s. Axial inclination 11°1'07". Energy absorption 0.70.

Surface atmospheric pressure 2.31. Composition oxygen-nitrogen mix with high atmospheric taint composed of sulphuric compounds. Hydrographic percentage 76.1%. Mean surface temperature 29.96°C. Native life present - classified non-intelligent. Total system Population 4.43 Billion.

Primary cities: orbitals; L5 Aymara - 120,000, Starport B (restricted port access). Exodus TransPort - 500,000, Starport A, (Imperial transfer port)

Ground; NahlTeotihuacan - 1.3 Billion, Capital, (no public starport access facility). Tetrahuitcalpu - 95.5 million, (no public starport access facility). Chicometli - 8.5 million, Starport D. Tana eh'timkaat - (Ba'Menelik colony), 1.5 million. All other cities are restricted access.

Satellites: One. Exaar, Size 1,655 km, orbit 120,300 km. City: Xlapec Port, 1,320,000, Starport A, Primary Port.

World Government is classified as a charismatic oligarchy headed by the Tlatoani and the Council of the Sun-Born. The Eddumite government also acts as the ultimate court of appeal for all planets within the Protectorate.

Law Enforcement The law is enforced by either Amec Quauchic, Church (House of Inquisition representatives) or private security. Note, Amec laws are considered harsh but just. The higher the status of the offender, the more severe will be the sentence handed out.

Population Breakdown: 87% Humaniti, Afro/South American (Universalist) 5% Humaniti, African (Ba'Menelik). 2% Humaniti, Ziadd. 2% Humaniti, Imperial. 1% Humaniti, Scanian. 1% S'mrii. 2% Others, various races.

Social Outlook: Conservative, stagnant, expansionistic, militant, harmonious, aloof.

Technology Profile: 97-98999-9999-9A-A.

HISTORY

Little is known about Eddum prior to the Third Imperium as few records were kept of the initial colonisation period. Settled sometime during the Rule of Man, by Mexican and South American refugees fleeing the deprivation of Terra, Eddum was ripe for exploitation by Industrial companies who found the poverty-struck settlers easy to manipulate. Several major manufacturing companies established themselves around the city of First Landing and, within a few decades, Eddum had become a major industrial base in the region. The planet was self-sufficient in agriculture and rich in mineral resources. Unfortunately the exploiters gave little thought to the long term future of the planet and would have been exhausted the planet had not the Long Night intervened. As the corporations left, the settlers were once more left to fend for themselves. The Eddumites took it upon themselves to create more sustainable industries, specifically agricultural genetic engineering.

This made the planet extremely valuable to the emerging Ushran and Aakhri Empires and several wars were fought over the system, with Eddum changing hands several times over the centuries.

Ethiopian Migration

No records exist of the second migration from Earth. What is known is that approximately 200,000 Africans (primarily from the Sudan, Uganda and Northern Ethiopia) arrived on Eddum to settle the Southern Continent. No-one knows exactly when this occurred but it is assumed to have been shortly before the Long Night period. Most led an agricultural lifestyle and there were very little cross-fertilisation of cultures until about 300 - 400 Imp.

Third Imperium

With the absorption of Bolivar subsector into the Third Imperium, Eddum once more became a major industrial power in the region. Many of the lessons learnt during the Long Night appear to have been forgotten. Strip-mining for resources were

recommended and over the centuries the atmosphere became heavily contaminated with pollutants. Eddum was a rich world, however less than 1% of the population owned 98% of the wealth. In addition to its own resources and its expertise in bioengineering, Eddum established trade relations with several major Cybertech corporations in Gushemege and acted as the Dagudashaag agent for their technology. While the Imperium was at peace, Eddum prospered.

Mexicatl Cultural Revolution

In the early 500's several planets in Bolivar grew disillusioned with the 'Interstellar' culture - Cultural identities were being forgotten as everyone attempted to copy the latest fashions from Core. Given Bolivar's distance from court, most fashions were already out of date before they had even arrived.

It was the Eddumite, Ramon Tule (498 - 534) who started the ancestral fashion craze that swept through the region. The streets of Eddum were filled with exotic fashions and designs based on ancient Terran cultures. While historians refer to this period as The Mexicatl Cultural Revolution, the fashions and art were based on a number of ancient Terran cultures including Egypt and Africa. Even everyday objects were designed to resemble ancient artifacts, with pseudo carvings of ancient gods decorating the casing. A fashion that has continued to this day.

Marquis Ixtlilpopoca Sanchez

The Marquis of Eddum (534 - 655) had already begun to grow disillusioned with an Imperium that constantly drained the system's resources while giving little back in return. The final straw occurred when Civil War broke out. Bolivar subsector was quickly stripped of resources to power the various factions. While the Subsector managed to avoid the worst of the fighting, it seemed as though every Admiral in the fleet, with pretensions of grandeur, was laying claim to the throne. Sanchez had had enough. In 605 Sanchez called for independence for Eddum and Shumuu (a major source of mineral resources in the subsector). He spoke of the ancient ancestors and the glories they had achieved and called on the people to find pride in themselves once more.

In a masterful stroke he called his people Amec - a play on the African, Mexican and South American origins of his people. On 133-605 Sanchez declared independence from the Imperium. The fury of the Civil War meant that the Imperium was powerless to act. Duke Ghani Bolivar sent personal representation to Sanchez begging him to reconsider his actions. Sanchez replied by capturing the messenger ship and refitting it as part of his ever growing navy. It took Sanchez a further year to build up enough of a fleet to set out on his conquest of neighbouring systems. The people on those worlds were behind him. His only task was to destroy the Imperial defences which were already undermanned. By 608 Sanchez had 'liberated' Kinhe, Anshaar and Mimku. He had built up a war machine that would have rivalled the Subsector Fleet at full strength; a situation that hadn't existed for several years.

Rumours abounded that Sanchez was carrying out human sacrifices of captives to the ancient Aztec and Mayan Gods. Whether or not the stories were true it was enough to cause Imperial Naval personnel to desert in droves. The only thing that stood between Sanchez's conquest of the entire subsector was Duke Bolivar and his small fleet of privateers backed up by two war cruisers. Time and time again Bolivar would appear, destroy Amec shipping and disappear. Sanchez was forced to retreat back into friendly territory to consolidate his forces. Both sides realised that they were in a no-win situation. The Civil War had moved its fury into Dagudashaag and Duke Viisarikkaa had been forced to completely ignore the situation in Bolivar. Duke Bolivar felt he had no other choice but to try and negotiate with Sanchez.

Treaty of Chicometli

on 12-615 Duke Bolivar arrived at the renamed city of Chicometli on Eddum. Apart from his personal bodyguard, he came alone to the negotiation table. Over the next thirty days the Duke was to design a treaty which he hoped would be sufficiently attractive to both sides. Sanchez would gain *independence for Kihhe, Eddum and Shumuu on the understanding that the three planets would remain allied to the Imperium, that the Imperium would dictate a common defence policy for the region and would retain its control of the starlanes.*

The Amec Protectorate, however, would have full control over local trade policy, and cultural development. On 44-615 both parties signed the treaty. In reality, neither side knew whether the Imperium would accept the compromise.

On 175-615, Duke Viisarikaa arrived in system to meet with Duke Bolivar. Three days later the House of Bolivar was officially stripped of its office. At the press conference Duke Viisarikaa announced the loss of office but immediately declared that the Imperium would honour the treaty and stated that he would consider petitions from Anshaar and Mimku governments to rejoin the Protectorate.

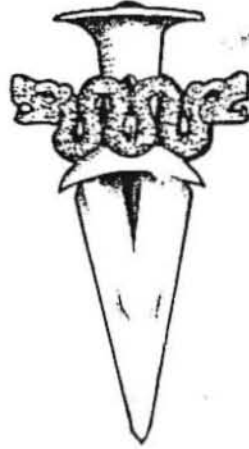
It was better than Sanchez could have hoped for. He knew that the Duke had a reputation for both honesty and ruthlessness. In a speech broadcast throughout the Sector, Sanchez as the supreme representative of the Protectorate, swore allegiance to the Imperium.

Amec Trade Protectorate

Twenty years passed while Sanchez consolidated his power and built up a specific cultural identity for his people. Local history was rewritten to show the continuity of power from the ancient American civilisations direct to the Amec Protectorate. Sanchez also changed the the name of the region to the Amec Trade Protectorate and established the first trading houses. Each planet and trading house payed the Tlatoani a regular 'tribute', currently equal to 12% of overall production. (6% retained by the local bureaucracy and the other 6% is sold through the AzTec label to maintain the Court and Protectorate-wide resources such as the Navy.) Since the merchant houses paid their tribute in merchandise, Sanchez also established the Qualimala (merchant-scouts) to ensure the continued expansion of trade and to maintain the government's share of the profit. Sanchez knew that the Protectorate, like many political states, needed to continually expand or it would collapse in on itself. To Coreward were a cluster of worlds ripe for conquest. Independent worlds with little or no apparent economic value.

The Treaty of Chicometli had set the precedent for allowing other worlds to join the Protectorate, all Sanchez had to do was persuade the local government to do so.

Tlatoani - Nahuatl: Revered Speaker
(for the People).



AzTec Logo

Expansion

Over the next few hundred years the Protectorate used many different techniques to bring the unaligned worlds into the Union. Several worlds joined on invitation, others required an incentive such as trade advantages. War was only used as after all other methods had failed. Since the Imperial rules of war prevented outright military conquest, the

Protectorate became expert in using internal dissention to destabilise the existing government. At this point, the Amec-backed rebels would invite the Protectorate to come in as a peace-keeping force. Once their forces were legally on-planet the rules of war no longer apply and outright military conquest could begin in earnest. The Imperium initially tried both military intervention and trade embargoes to prevent the Protectorate's continued growth but to little avail. *Shashankhu* (0832), *Iushush* (0928) and *Lemimamur* (0930) have all recently elected to ally themselves with the Protectorate.

Initially the Protectorate only wanted trade and tribute, and did not impose their religion or government on the new planets. This began to change however when the State elected to form close links with the Universalist Church.

One of the Protectorate's first acts as a regional government was to publically announce that the state religion of the region would officially be Universalist. Sanchez went on to declare that that time on the Mexicatl gods would only be 'cultural symbols' and now was the time for the Amec people to fully and devoutly declare their allegiance to Universalism. A few rebelled at this sudden turn around, but these riots were publically and ruthlessly put down. Sanchez wished to present a people unitedly worshipping a God of peace. A year later, in 621, Sanchez began work on the Cathedral

of the Madonna carved into the Well of Souls and managed to persuade the Arch-Pope to come and bless the building personally. It was the Universalist Church, through Arch-Cardinal Phillipe Cuaucoatl-Tzin, who began the ongoing purge of 'unbelievers' from within the Protectorate boundaries. The first major example was at *Kinhe* in 636. House of Aymara, had taken over the planet's main industries and were now running the government. The local population worshipped a mixture of Scanian philosophy and Nkisi. Cardinal Cuaucoatl-Tzin 'persuaded' the new government to pass a law declaring all religions, other than Universalism, illegal. When the local's decided to ignore the law, the government, under pressure from the Church, declared an Inquisition backed by strict penalties for contravening the Worship Laws.

The local people rebelled but were swiftly and ruthlessly dealt with by the Amec military. *Kinhe* was forced to become a Universalist planet. The failure of Sanchez (and subsequent Tlatoani) to bridle the Church led to further purges as the Protectorate grew in size. Religious freedom, one of the basic tenets of the fledgling state was to be completely and utterly forgotten.

The Ba'Menelik people were initially left isolated but free to live in the Pridelands of the Southern Continent, but, in 855, the Universalist church elected to undertake a forced conversion. Many of the Ba'Menelik died and Tana eh'timkaat remained under seige until the time of cleansing when the repression was removed, by default. The disaster caused millions of Ba'Menelik to die, but led the current Tlatoani to agree that they should have religious freedom, provided that they remain in isolation to prevent their beliefs 'contaminating' the faith of the rest of the people.

Ba'Menelik - Karanga: People of Menelik (legendary son of King Solomon and the Queen of Sheba) used to refer to worshippers of the Church of Ethiopia.

The Psionic Suppressions

The Psionic Suppressions (772 - 798) were to further isolate the Protectorate in the eyes of the Imperium. While the Imperium systematically abandoned psionic training, the Protectorate continued to maintain its own institutes though Zhodani advisers were asked to leave in accordance with the joint

defence policy. The institutes, co-ordinated by Calmecac Quauhtlatoa, continued to search out and train individuals with psionic potential. Many Imperials are still afraid to visit the Protectorate as a result. It should be noted that CalMac make a regular income out of selling psionic shields to visitors despite the fact that the chances of them even meeting a psionic is extremely unlikely. To ease tensions with its neighbour, the Protectorate developed the Sleeper Treatment (which consisted of a powerful psionic damper drug administered monthly) which it supplies to the Imperium, as well as using it to control any psionics that refuse to come under the control of its own 'psi corps', the Quauhtlatoa.



All known Psi's in the Protectorate must wear an identchip in the middle of their forehead, to identify them at all times. These chips are shaped as eagles in flight.

Calmecac - Nahuatl: Noble School or Institute.

Quauhtlatoa - Nahuatl: (Quau) Speak [to] (Tlatoa) Eagles.

The Cleansing

The Time of Cleansing occurred in 895. Eddum had reached the classification A797A78-E. The Northern continent was covered in hundreds of medium sized cities surrounded by suburbs and chanty towns. Then, in 895, a medium-sized meteor struck Exaar (Eddum's only moon). The impact caused a slight fluctuation in Exaar's orbit which in turn caused Eddum to suffer a minor tilt in its planetary axis. Although the planet moved less than 1° it was sufficient to cause Eddum's unstable chain of volcanoes to burst into life. The skies turned black with soot and smoke. The atmosphere was unbreathable with the stench of sulphur. Entire cities were buried beneath the seas of lava. This was followed within days by severe earthquakes. Almost overnight 6 billion people died. The Tlatoani was persuaded to move to Syrna (0329) while the Protectorate mobilised all its forces into a massive recovery operation.

The Restoration

By 898 the resources of fifteen planets had been applied to the task of reclaiming the planet. Thankfully the volcanic dust had failed to permanently blanket the planetary atmosphere though the surface temperature had risen by over 5°C and the atmosphere now had a permanent sulphuric taint. Tlatoani elected to return the Turquoise Throne to Eddum. He went on to redesign all the cities along Synan lines; garden cities surrounded by floating gardens and estates. He decreed that the people would return to a more idyllic life style and banned the majority of shipping from landing on the planet, deplating the systems major starport to Exaar. Each city is designed as a mortal paradise. All high technology (outside the work environment) is banned by law. The poor were either deported off-planet so as to not be a blemish on the classic beauty of the architecture or live in the underground cities only surfacing when their duties require it.

The Ba'Xipe Totec Corsairs

From 1014, there were several attacks on ships while in Protectorate space. In each case the entire crew was killed and the ship gutted. The pirates also left a unique calling card - the crew was found pierced and skinned, probably before they died! Could the pirates be worshippers of Xipe Totec; the Mexicatl flayed god of suffering? Under the conditions of the Treaty, piracy was the responsibility of the Imperium. For five years Imperial Navy attempted to catch the pirates but were defeated at every turn.

Then in 1018 the Ba'Xipe Totec's attacked the Aymara ship, 'Ilhuicamina'. Unlike previous attacks, one of the crew survived. Pablo Tízoc had been severely injured in the attack and required major surgery. It took three months before the doctors would allow him to be psionically 'interviewed' as to his experiences. During the probe, Pablo was able to recall the boarding action and was able to notice that most of the Corsairs were apparently Shogun 'Tecuhtl'. In particular, Pablo was able to remember one particular Ba'Xipe Totec, a scarred individual with a ruby tooth who laughed as he fired the shot that destroyed most of Pablo's face. The Amec Quauchic elected to keep the information and act upon it themselves rather than turn it over to what they saw as the 'inefficiency' of the Imperial authorities.

Tlacateccatl-Nauhyotl *Tlacahuepan Khidhir-Tzin* (the second son of the then Tlatoani) was selected to deal with the problem. Tlacahuepan tracked the individual Ba'Xipe Totec to a small settlement on Chimalli, a moon orbiting the gas giant. Tlauiztli, in the Shogun system.

Tlacahuepan personally went in undercover as a disgruntled fighter pilot with information to sell; flight plans of shipping carrying vital heavy metals. The Ba'Xipe Totec, Kimoto Auítzotl-San befriended him and eventually led him to the pirate base on the asteroid, Macauitl.

At great personal risk to himself, Tlacahuepan successfully sabotaged the pirate fleet and called in the Amec Navy. Out of eight ships, only one escaped and it was so badly damaged that it was never heard from again. The Council of the Sun-Born was so impressed with Tlacahuepan's handling of the situation that, on the death of his father, they elected him to the office of Tlatoani over his older brother.

STARPORT PROCEDURE

Eddum is capital of the Amec Trade Protectorate and classed as a protected conservation area with off-worlders access to the surface severely restricted. Since the attempted assassination of Tlatoani Chumanoatl in 788, Imperial visitors have been severely restricted as to where they may go on the planetary surface. Visitors are strongly recommended to stay with authorised tours especially during visits to NahlTeotihuacan.

Landing Pattern

Ship's are generally contacted within 15 minutes of entering the system by ATAC, the Amec Trade Administration Co-operative. They will assess priority and arrange for Imperial shipping to be transferred through to Exodus. The majority of Amec shipping is dealt with either through L5 Aymara or through Xlapec Port on Exaar. Private ship's wishing to land on Eddum should note that they will be required to undergo a full customs and security check at Xlapec first which may take up to 40 hours. Priority is always given to Protectorate and Church sponsored shipping. Once a window has been allocated, the ship may land only at Chicometli.

The A-class starports at NahlTeotihuacan and Tetrahuitcalpu are for official Protectorate use only. Once landed the ship should receive clearance within 45 minutes of arrival. The party will normally consist of an officer from the Port Warden's office, a Port Engineer and a health officer. Eddum, like most planets within the Protectorate, enforces a statutory 40 hour quarantine period for all livestock. Customs and immigration requirements are both thorough and strict.

Starport Facilities

Only the Imperial Consulate on Exodus has extrality within the system. Traffic in the system is currently at 117% with 25% of system traffic handled through Exodus. Starship construction and repairs are available at all ports to Tech 10 capability. There are extremely efficient independent Search and Rescue facilities in-system and the Protectorate Trading Houses have their own salvage facilities which are available for hire. Exodus TransPort has a 4 star and Chicometli Port a 2 star INDISS rating. All amenities are available within the system, for a price.

Port Costs - Exodus

Refined Fuel Cr. 500. Unrefined Fuel unavailable. Berthing Costs Cr. 100 for the first two days, Cr.150 per additional day. Warehousing Costs Cr.50 per tonne per week. Security Costs Cr.10 per week. CalMac maintain a regular shuttle service to and from Xlapec Port.

Port Costs - Chicometli

Refined Fuel Cr. 250. Unrefined Fuel Cr. 25. Berthing Costs Cr. 120 for six standard days and Cr. 100 per additional day. Warehousing Costs Cr. 20 per tonne per week. Security is maintained by the Quauchic. Eddum has a trading tithe of 5% on all goods imported and a one-off, tourist tribute of Cr.200. House of Aymara run a regular shuttle route between Xlapec Port, L5 Aymara and Eddum at a cost of Q. 100 (Cr. 254) per leg - all other transport is either official Protectorate shipping or by charter only. Transport costs vary. Transport between the city of Xlapec and the port is generally by mag-lev link which costs Q. 5 (Cr. 13) per person. Regulations

All standard Imperial laws and regulations apply on Exodus. While the Imperium monitors the starlanes, all planets within the Protectorate are under Amec law and travellers are warned that the Imperium will not interfere should an Imperial citizen be found guilty of a crime while within Amec territory. Drunkenness is considered a serious offence except during specified festivals. Imperial citizens should note that Psionics is legally practiced within the Protectorate though all citizens with psi-ability must be registered with the Psi-Institute who monitor their own to prevent any abuse of power. Amec Psi's are forbidden to leave Protectorate space on pain of death.

Imperial Transshipment Port XDS 0531

Exodus TransPort - Eddum

Imperial Enclave established in orbit round the Gas Giant Tezcatlipoca in 790. Exodus was built to fulfil a double mission; to remind the Amec Protectorate that, under the Treaty of Chicometli, space is the province of the Imperium and to provide a safe harbour through Protectorate space for Imperium shipping.

Exodus is a Class Seven Space station designed for permanent habitation in deep space. It skims fuel from the nearby gas giant, has a fully equipped Class A starport, a self contained life support system and houses a naval squadron.

Each section was initially named after a colour designation but shortly after it entered service some were named the 12 primary sections after books in the Universalist Bible and the titles stuck.

Genesis - Environmental Systems (incl. Hydroponics & Life Support)

Lilith - Alien Environmental Sector

Moses - Habitation Support Systems (incl. medical)

Numbers - Computer Systems

Enoch - Operations Management (incl. Space dock services)

Judges - Command Systems (incl. Main Bridge & Flight Control)

Proverbs - Communications Systems

Songs (of Solomon) - Entertainment Sector

Ezekiel - Engineering

Daniel - Diplomatic Corps

Lamentations - Emergency Operations

Wisdom (of Solomon) - Sensor and Remote Sensing Systems

Currency

The Protectorate has its own form of currency - the Quetzal (Q.) with an exchange rate of 2.54 credits per unit. There are no restrictions on the amount of Imperial currency visitors are allowed to take down to the surface. This must be exchanged into the Protectorate's own currency prior to use under pain of imprisonment. There is no charge for exchanges of five hundred credits or less per day provided it is for personal use. Business transactions face a 5% duty on currency exchanges.

Religion

Eddum is predominantly Universalist. While visitors will find many examples of art dedicated to the ancient Mexicatl gods, it is important to remember that these are purely cultural symbols and are not worshipped by the Amec people. The Amec are a highly religious people with strong Universalist ethics.

Eddum has, in the past, been the birth place of two Arch-popes; Pope Innocent V and Pope Aliskhandar II.

Although rigorously denied by the Amec government, Eddum is also home to the Ba'Menelik faith; a Christian variant established in ancient times in Ethiopia. This faith centres around worship of the 'Vessel of God' or *Tabot* which the people claim to have brought with them from Terra. The Ba'Menelik do not officially exist and visas to visit their homeland of Tana eh'timkaat are extremely hard to obtain.

The Universal Church - Descended from the ancient Catholic faith of Terra and retains a great deal of its theology. In many ways the Universalist faith emulates medieval Catholic traditions and practices which various of its Arch-Popes have reintroduced over the centuries since it split from the mother Church.

Languages

The primary language of Eddum is Nahuatl. Karanga is also spoken by the various Ba's and Sall is considered a second language. Both Xlapec and Chicometli ports have Galanglic and Galaach speakers but these languages are rarely spoken outside the Ports. Visitors should note that using a translator program to speak Nahuatl to a member of the Sun-Born is considered extremely rude and should be avoided if at all possible.

Human translators are available for hire at most trade houses.

Nahuatl has two forms, the common tongue and a formalised variant used to address nobility. It should be noted that it is a legal requirement to address any noble (not Cuaupilli however) in the formal version of Nahuatl and to address all Amec nobility using the suffix - Tsin - which means Lord or Lady. The only exception to this rule is when addressing the Tlatoani or Cihuacoatl.

Cuaupilli - Nahuatl: Noble by merit of their own actions, non-hereditary.

Local Time

Given the axial tilt of the planet, seasonal and climatic variations are generally quite extreme. A rotation period (local day) lasts 39.2 hours and a local year lasts 46.3 standard days. Despite the centuries, the local population has failed to adapt from a 24 hour lifestyle to match the local 40 hour day. Most have accepted an eight hour sleep period followed by a 12 hour working day. Most then have the next twenty hours off. Eddum has a three shift system to ensure its industries continue around the clock.

Portside Facilities

Exodus - as well as several Sleep Chamber Dormitories ('coffin' hotels), Exodus maintains three top quality hotels consisting of a Makhiir-Hilton, an Aztlán-Royále and a separate TAS facility. Songs Sector hosts an extensive McKhan Entertainment Module (the only one known to exist within Protectorate territory) as well as casino's with separate bedroom facilities for big spenders. The Brethren maintain a small mission on Deck 7. The station is policed by Internal Security backed up by the Imperial Marine attachment who are inclined to act first and ask questions after.

Air Bars - An Eddumite tradition that has found popularity onboard Exodus; Given the stale smell of the internal atmosphere, people have proven willing to pay for pure non-recycled air. Cost is Cr. 5 for four minutes and each booth can seat two.

Xlapec - The port lacks many of the facilities you might expect of such a large city though the port itself houses eight 'coffin' hotels and an Aztlán-Royále which also houses the local Imperial Consulate.

Most visiting Amec's will stay in a Calpulli (clan house) belonging to either the visitor's own or a closely related family. Occasionally the Calpulli dormitories will allow outsiders to stay but this is discouraged. The city does have several Tecpan (community centres) and a Calpultéotl (small cathedral) dedicated to the cities' patron saint. Xlapec is extremely fond of its zoo which houses the largest collection of birds in the sector. Quauchic

Policing is handled by the Amec's own police force, the Quauchic. They are generally armed with stunstaffs, Macauitl and Gauss Pistols. All have been fitted with Cyberpath links to enable them to remain in constant communication with headquarters. Visitors should note that their legal system is based on the concept that a suspect is guilty until proven innocent and that it is the suspect's responsibility to prove their innocence not the police. Visitors should note that Amec laws are just but extremely harsh and no-one is considered exempt, least of all a visitor. The higher the offender's status the more severe will be the final penalty. Amec courts are administered by the Tlaminime (wise men or ombudsmen) who act as both lawyer (there are no lawyers in Protectorate space) and judge.

Macauitl - Nahuatl: weapon unique to the Protectorate consisting of a carbine laser pack and handle with a series of focusing lens set to channel laser beams into each other at a set length where they neutralise each other - the distance is generally adjustable from between 20 cm and 2m in length. Used like a sword, the beams (which use visible light as a safety precaution) are capable of cutting like a laser carbine.

Chicometli - While not designed for tourists, several independent hotels have sprung up round the port, most of which rate a minimum of 2 star comfort. Due to the theological dispute between the Universal faith and the Brethren, there are no Traveller's Mission's in the system. Imperial nobility will automatically be able to receive basic food and lodging in the palace of the local Tetecutin (hereditary noble or landowner). Situated near the equator, the city experiences high temperatures (38 - 45°C), extreme wind conditions, primarily from the northeast, and almost unbearable humidity (see medical recommendations). The city is filled with lakes and is considered extremely colourful with its brightly

decorated buildings and the explosion of colourful plants found in the many floating gardens or Chinampa that surround each building. There are a few bars near Temple Square which primarily cater for the Festival trade though none of the bartenders will refuse to serve anyone who requests alcohol.

Planetary transport between the various settlements is handled by an underground mag-lev link which charges Q. 1 per kilometre travelled.

Food

Most people eat twice a day - staple foods are Maz (a local grain), various local vegetables (such as Chatl, Omniai and Xtalt), insect larvae, pond algae, tree moss and a wide variety of local fruits, all flavoured with honey. Atoli is a common breakfast dish and consists of a porridge made from ground Maz, flavoured with Honey or Chacho (a bitter tasting root that is dipped in alcohol).

Meat is primarily eaten by the nobility and generally consists of native fowl, cat's hearts and livers, fresh shellfish eaten raw and Itzcuintli (a giant larvae - which resembles a blind, limbless puppy - which lives its entire life underground). Also eaten are cacao covered ants, stewed newts, snails, tadpoles and Ahtu (water flies rolled in dough and boiled). Amecs refuse to eat the actual flesh believing it to be a type of cannibalism - they will eat only specified internal organs and give the rest to their domesticated cats to eat.

Chalti is a local dessert consisting of Bahi tripe soaked in fermented Burraberry juice and cooked for six hours. Served on a bed of Rhahu granules.

Local Alcoholic Drinks

Laws concerning the use of alcohol are very strict. A limited amount of alcohol may be administered to the sick and the elderly. The Amec's do allow themselves the opportunity to drink during festivals of which there are 15 each Imperial year.

The most common local drink is Octli which is fermented from the juice of the Ualli plant. The drink is believed to be the original Scout's Brew - it smells foul but tastes great and is drunk quickly from small bowls. Octli is no stronger than Beer and you would have to drink a great many small bowls to become drunk.

Nopatl is a strong alcoholic drink made from the pads of a local cactus-like plants that lines the beaches. An extremely sweet tasting drink, this syrup is extremely alcoholic. Most Imperials find the taste too sweet (though two small glasses are sufficient to get a normal human totally drunk) but is highly favoured by Hamaran.

Nobles are exempt from the laws concerning drinking alcohol outside of the festivals provided they do so in private (public drunkenness, except on festival days, is punishable by death on most worlds within the Protectorate).

Air Bars are also popular since this is about the only time you can breath down here without having to filter out the stench of Sulphur. Even top of the range filter masks have failed to totally eradicate the smell of sulphur. Each personal booth costs Q. 2 per five minutes. At the end of that time the booths are flooded with air from outside which often results in severe vomiting. It is strongly recommended that you leave the booth before the amber light signals that your time is up.

A VISITOR'S GUIDE TO EDDUM

Medical Warning:

High humidity can make Eddum an extremely dangerous place. Due to sweating, the body is often seriously dehydrated and low in body salt. Make sure you drink plenty of fluids every chance you get and ensure you take your salt tablets each day. Failure to maintain fluid and salt levels in the body can result in severe cramps, heat exhaustion and even heat stroke. Visitors are recommended to purchase a medi-alert talisman to monitor their condition during their stay on planet. All buildings are legally required to be fully air conditioned. However, within seconds of stepping outside into the natural environment, you will find yourself bathed in sweat and your lungs will feel as though they are on fire. The visitor's condition is further hampered by the sulphuric contaminant in the atmosphere which manages to infiltrate most commercially available filter masks within minutes.

Filters - Many Eddumites use a special type of filter system which must be implanted in their necks. This is much more efficient system than external masks though the filters do need to be replaced every month. Should the wearer fail to replace the filter, its efficiency reduces down to 50% of its original capacity.

Amec Filter Implants are specially designed to remove the taint of sulphur and can be less efficient in dealing with other contaminants.

Geology:

Eddum is extremely mountainous except for the great plain of Huitzilopochtli. Volcanoes abound and every city lies within the shadow of a smoking, active reminder of the Time of the Cleaning. The mountains are surrounded by an amazing diversity of environments: deserts, tropical jungle, arid plains, forests, valleys and canyons. The shoreline



consists of innumerable stretches of fine sand beaches and, offshore beautiful coral reefs.

Fauna:

Acóatl - an eel-like creature that can grow to 20 metres in length. They are aquatic burrowing creatures that hide themselves beneath the seabed all around the coast. Acóatl release a fluid which attracts shellfish to congregate above its hiding place. When other creatures come along, enticed by the wealth of shellfish gathered above the den, the Acóatl springs out and sinks its fangs in and injects a deadly poisonous toxin in to its victim which causes total paralysis in seconds. The creature then drags its victim under the sands where it is left, trapped under the creatures body, for several days until its ready to be eaten.

Tzitzime - a nocturnal bird-like creature with dark blue feathers common to the Southern Continent. The Tzitzime or 'Harpy' grows to a length of 1m high and hunts in packs of about a hundred adults.

They are extremely carnivorous and have been known to attack grown adults, killing them with their horned beaks and razor-sharp claws. The feathers are highly prized by the Sun-Born who use them in their cloaks.

Mazamitli - a carnivorous deer-like creature much favoured for hunting. The Mazamitli combines the speed and dexterity of a deer with the ferocity and cunning of a tiger. It uses extendable claws in its fore-legs to slash out and drag its victim within range of its sharp jaws which are capable of slicing a limb off in a single bite.

Auízotl - an aquatic cat-like creature that lives in fresh water. It uses its front claws to grab its prey from the riverbanks and pull them under the water where upon they drown, as well as using animals as food the Auízotl also uses certain of its victims as food for its young. It lays its eggs under the skin so that its young can feast on the decaying corpses. These hatchlings eat the flesh and bones but leaves the skin intact. After two weeks the young leave through the natural body orifices to hunt for themselves leaving nothing of its host but an empty skin.

CULTURE

Tlatoani - An absolute ruler or Emperor who governs all aspects of the Protectorate. In theory, the Tlatoani is selected from a pool of talented and competent individuals. In reality, all Tlatoani have been directly related to the Sanchez family and Marquis of Eddum. The Offices of planetary Marquis and Tlatoani are considered totally separate. On the death of the previous Tlatoani, the Council of Tlatocan, headed by the Cihuacoatl (representing the whole Council of the Sun-Born) meet to select the new Emperor. Generally the position falls to the eldest son provided the Tlatocan believe the heir has the talent and competency to rule. Otherwise it will pass to the next male descendant. Imperial visitors should note that women can not inherit offices or positions within the Protectorate. If the heir is too young to rule, an older male relative is selected to become his regent - a lifetime position which prevented the heir from ruling until the relative's death.

The Tlatoani is considered to be an example to his people, of how to live and worship. His prime mission is the defence and protection

of his people and the expansion of the Protectorate. He must command the respect, loyalty and obedience of all his people and as such is subject to his own laws (and is subject to the death penalty the same as everyone else).

Tlatocan ~ Nahuatl: Great Council of Succession, consisting of six members of the Council of the Sun-Born elected by his peers and presided over by the Cihuacoatl.

Cihuacoatl - The second most powerful position in the Protectorate is a type of elected vice-emperor, an ordained Arch-Bishop of the Faith. The title Cihuacoatl translates as 'Women Snake' though it has always been a male office held by members of the House of Tetrahuitl since the Mexicatl Cultural Revolution. One of the posts prime responsibilities is to oversee diplomatic relations with the Imperium, to forge alliances with neighbouring worlds and to arrange strategic marriages with important regional powers. He is the Emperor's prime advisor and is considered the supreme judge. On the Tlatoani's death he acts as Emperor until the new Tlatoani is elected by common consent.

The Flower Wars - Ceremonial battles between cities. All Amec males must participate at least three times throughout their adult life. On Eddum the Flower Wars are shown on hTV and take place each week in a sacred valley known as Xochitl. Each city must field a team of about a thousand participants who are expected to fight the other team using nothing but blade weapons. While technically the battles are to first blood, many deaths do occur. At dusk, the city with the most enemy captives is considered the victor and gains great honour. A dead opponent is worth no points. Each warrior fights as an individual not as a team and many Amec's have become professional warriors fighting in every battle for their city. Many have become celebrities and have become extremely rich as a result. This does make them an obvious target and many die due to the inexperience of their opponents who may team up to take him out. Deaths that occur during the Flower Wars are considered death by misadventure and many feuds are dealt with in the Flower Wars. Those Amec who find themselves captured may never again participate in the Flower Wars and lose all titles, rights and privileges.

Test of Worth - all male youth at 12 years old are taken to the local House of Youth where, over the next three years they are tested both physically and intellectually to establish their future station in life. These House of Youth are divided according to the parents status, nobles children attend a Calmecac while the children of commoners attend the Telpochcalli while all female children attend the Ichocacalli. The males are taught warrior and trading skills and rigorous assessed as to their final calling. Once the board has decided whether a male youth has failed the Test of Worth only great prowess as a warrior or as a merchant can earn that person status as a Sun-Born. Females are not judged and earn their status through their parents or partner. The Ichocacalli teaches educational skills as well as the traditional skills expected of a woman. Surprisingly the majority of pilots, navigators and medics in Amec space are female and both the Pochteca or independent merchants and the Quauhtloa or Psionic Institute accord females the same status as males.

Genetic Engineering - Despite its widespread use in both plants and animals, Amec culture rigorously imposes an injunction against any form of human geneering and androids are forbidden in Protectorate space.

Psionics - As noted earlier, psionics is an accepted part of the Amec culture. Merchants frequently hire freelance telepaths to monitor trade agreements. While they are legally restrained from passing on information discovered during a scan, they are legally allowed to inform their employer if they discover the other party is lying. Quauhic's may also legally use Psi-trained personnel, Quauhtloa, to verify information during interrogations. While Amec law does not consider testimony gained through a telepathic scan to be admissible as evidence in a court of law, physical evidence uncovered as a result of a scan, is.

Quauhic - Nahuatl: Speakers (of the Law) - local planetary police.

ENTERTAINMENT

Despite its status as a Universalist planet, Eddum is by no means a puritanical place and the visitor to the system will find much to amuse and entertain.

There are fifteen festival days when the local people celebrate the saints - these often include parades, sports contests and city hunts. Visitors should try and time their visits to include the annual Festival of the Dead which includes the 'Hunt' when undomesticated predators are released into the city to roam at will and the hunters try and capture them or be killed. Visitors and non-participants are advised to remain above street level on the walkways during this period as the cats will attack and kill.

What is beautiful to the Amec is sometimes seen as macabre by the visitor who may not be used to statues or idols covered in congealed blood. Most of the shines on Eddum are home to either statues of the saints or of the Virgin or may contain some holy relic. Both the statues and relics are treated with enormous reverence. The statues frequently have rooms full of beautiful clothes, feathered cloaks and jewellery and their outfits are changed regularly. These statues and holy relics are paraded with great ceremony on feast days.

Another festival greatly favoured by visitors is the Ceremony of Sanctification when the auianime (courtesans of the Sun-Born) are selected. The day begin with a procession where the new auianime-to-be walk naked through the city as penitents. The crowds sprinkle coloured ashes over them as they walk. Each procession is accompanied by a statue of the Virgin mother and a statue of Saint Paul both decked out in jewelled and heavily embroidered vestments. The procession proceeds to the nearby cathedral amid clouds of flowers and glittering candles where the auianime are blessed and dressed in bridal gowns. Meanwhile the Sun-Born gather at the rear entrance of the cathedral where they confess their sins and are covered in sackcloth and ashes prior to entering the cathedral to choose their second brides. No-one may ever have more than one wife and three auianime. The Sun-Born select their future auianime during the parade and now move in to tie the bracelet of flowers around the wrist of their chosen partner. Fights often break out and in the case of a dispute over selection, the parish priest decides as to which man is most worthy. Once the Sun-Born has selected their partner (only one may be selected in any single year) the union is blessed in a mass

marriage ceremony presided over by the Bishop. Those girls not selected are married into the Church as Nuns.

Visitors should note that prostitution is illegal on Eddum and anyone found participating in unauthorised sex will be put to death.

PLACES TO VISIT

Exodus TransPort - The main Imperial presence in the Eddum system, the space station is a major transshipment point for Imperial shipping passing through Amec space. The port is fully equipped as a city and has a variety of entertainment available, some of which is only available onboard or outside Amec space.

McKhan's - The only entertainment module of its kind in Amec space, McKhan's has made the most of its monopoly and has imported 'quality' vices from throughout the known universe. Psi's are banned from entering. The bars are extremely well stocked, all 'services' are medically monitored and a wide variety of food are available. Expect to pay about twice normal prices for all services however.

NahlTeotihuacan - Despite the restrictions placed on visitors, NahlTeotihuacan is well worth a visit even if its just to view the massive temples and palaces at dusk. Every building in the city is covered in mosaics and surrounded by lakes, gardens and nature preserves. The city itself is dwarfed by the Great Temple, a great dome covered in gold which covers the entrance to the the Cathedral of the Madonna carved into heart of the Well of Souls. Next to it stands several buildings formed into a square stands the Tlatoani's palace and behind that by the Cathedral of St. Paul stands the Cihuacoatl's palace. Each previous Tlatoani has had their palace carefully preserved. Foreign dignitaries are often housed in these museums as a reminder that the Amec culture has been around for some time and is not to be dismissed easily. Palaces currently vacant can be visited and regular tours are conducted daily at a cost of Q. 5 per person.

Veil of Tears - Massive waterfall cascading into the centre of the royal city from the volcano lake. The base of the waterfall is the site of the cities Heartstone.

The HeartStone - The HeartStones are living silicon creatures. Their home planet is a closely guarded secret known only to a few. Each city on Eddum, as well as each planet within the Amec Protectorate, is given a heartstone. These giant red crystals are immobile and require blood to survive which is poured onto the stone daily and is absorbed through the outer shell. Heartstones are extremely empathic and can reflect the mood of the people around by changing colour. The leaders of the city use the stone to monitor the mood of the people, trying to ensure the stone always reflects a deep blue-purple colour which indicates well being in the cities population. To date only the capital's stone has budded.

Visitors should be aware that Heartstones are extremely valuable and should not allow themselves to be fooled into paying out for Heartstone shards or buds which are generally nothing more than heat activated mood stones.

Well of Souls - situated in a 2 kilometre high canyon wall. The Well of Souls is a cathedral excavated into the canyon wall ½ kilometre down. The entire building was carved by hand out of the granite. It is reachable only by means of a narrow walkway from the top. At the base of the canyon is a small lake that is rumoured to be bottomless. What is known is that no-one has ever been able to get an accurate reading as to its depth and its murky waters have made it difficult to navigate by submersible. The Cathedral of the Madonna consists of massive arched halls and is covered in sacred relics which must be seen to be believed.

Tetrahuilcalpu/First Landing - site of the first colony had been built around the crater of a water-filled 'extinct' volcano. First landing is the most ancient city on the planet and, although badly destroyed during the Cleansing, is still occupied.

Hill of Huehuetlatolli - famous for its speech festivals which are held every day, the contests cover speeches, poetry reading, drama and riddles. Most are spoken in Huehuetlatolli. (ancient word) which is a formal mode of Nahuatl designed for eloquence of speech. Each days winners are automatically entered for the annual Contest of Tlathuetla where the overall winner wins great prestige and becomes Court poet for a year.