

**STAR WARS**  
**AGE OF**  
**REBELLION**

**PROCOPIAN INTRIGUES**



**SPHERE'S FATE SERIES**

**ADVENTURE #04**

**JEFF GREENING**

**STAR WARS**  
ROLEPLAYING



# STAR WARS

Lord Vaskel and the other Melantha conspirators are anxious to erase all connections between their house and the plot to destroy the torpedo sphere. Their first step in doing so is to lure Calandra to Procopia, where she can be made to disappear without a trace.

The second step is to assassinate High Lord Bal Jaset. Lord Vaskel has worked for years to strengthen House Melantha, and waited for the chance to elevate his house in the eyes of the Empire. Now that the plot to bring the Empire into the sector in force nears fruition, he is ready to make changes within his own house. Though Jaset is pro-Imperial, Vaskel and his co-conspirators have doubts he would approve their plan, so he has to go.

Can the players save Calandra and turn her against her former co-conspirators?

Will the team acquire the evidence required to convince Jaset that he is being targeted by his own inner-circle?

Or will Vaskel succeed in clearing his tracks and seizing power for himself?



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## **CREDITS**

Converted from "Hunting Grounds" by West End Games

Conversion by Jeff Greening



## Introduction

Now the meeting with the conspirators is over and everything is progressing well, Vaskel decided to advance his own agenda. Since Calandra has completed everything he needs her for, she's more of a loose end than an asset. He's arranged for her come to Estelle Island to attend the annual Raelli Ball, after which she will meet her end at the hands of Lord Barleos and his team of Saber Rakes.

He has also been working on ensuring he becomes the next High Lord of House Melantha following the eventual death of High Lord Bal Jasset, but he's decided not to wait for nature to take its course. He has got hold of Lord Jasset's travel schedule and has planned to assassinate him during Capital season.

Two of his co-conspirators are Lord Sef Falken and Lord Barleos. They each have their own reasons for going along with Vaskel's scheme and very different roles to play. Sef Falken has the political power Vaskel needs to ensure his own succession once Jasset has been removed, while Barleos is Vaskel's personal hitman, tasked with eliminating Calandra.

## QUICK START OUTLINE

### Episode 1:

The players scout Maigrin Palace, while evading the security measures and guards. They then arrange gaining access to the Ball.

### Episode 2:

During the Ball, the players break in to Vaskel's office and discover his intentions to assassinate High Lord Bal Jasset. Vaskel then dispatches Barleos to assassinate Calandra.

### Episode 3:

The players save Calandra during a chase on a high speed train line high above the city. She then gives them some clues on how to locate the JAN strike team.



# PROCOPIAN INTRIGUES

## Episode I

How the players end up back on Estelle Island depends on which character they end up following at the end of "Hunting Grounds".

If the team has been following Calandra, read the following to them:

Calandra heads back to her office on Calipsa and returns to work. She conducts several meetings over the next two days. These meetings consist of employee reviews, status updates, budget planning and other routine matters.

Four days after returning to Calipsa, she receives a message from a courier droid. She abruptly drops everything, packs a small suitcase (including a dress gown), and books an express flight to Procopia on a commercial liner.

The characters manage to read the message, it simply says: "Urgent developments require immediate attention. Meet at the Raelli Ball, Malgrln Palace, V." The Raelli Ball is a traditional party thrown every capital season, every Telona 9<sup>th</sup>.

Your House Cadriaan contact, Knumai, asks you to infiltrate the ball and gather hard evidence on whatever Vaskel is planning.



### Annora Calandra

<b>3</b> <small>BRAWN</small>	<b>3</b> <small>AGILITY</small>	<b>4</b> <small>INTELLECT</small>	<b>3</b> <small>CUNNING</small>	<b>2</b> <small>WILLPOWER</small>	<b>3</b> <small>PRESENCE</small>
<b>4</b> <small>SOAK</small>	<b>16</b> <small>WOUNDS</small>	<b>12</b> <small>STRAIN</small>	<b>0 0</b> <small>DEFENSE</small>		<b>0 0</b> <small>MELT RANGED</small>

**SKILLS:**

Negotiation	●●●	Computers	●●●●
Leadership	●●●	Astrogration	●●●●
Piloting (S)	●●●	Ranged [Light]	●●●●
Streetwise	●●●	Perception	●●●●
Survival	●●●	Vigilance	●●●●

**TALENTS:** Adversary 1

**EQUIPMENT:** Datapad  
Heavy Clothes (+1 Soak)  
Holdout Blaster, (6 Dam, Crit 4, Range Med)  
Comlink

Hunting Ground

## Episode I

How the players end up back on Estelle Island depends on which character they end up following at the end of “Hunting Grounds”.

If the team has been following Vaskel, read the following to them:

After the Vor-Cal, Vaskel leaves for Soterios and sends the next three weeks hunting with Lord Barleos, who is clearly a close friend.

During this time he also holds several meetings with large numbers of Melantha Lords, including another friend, Lord Sef. The three send huge numbers of messages and communiques all over the sector, mainly from Vaskel’s custom encrypted datapad.

Next, the three head to Procopia for Capital Season, where they begin to make arrangements for the annual Raeli Ball in Malgrin Palace, held every Telona 9<sup>th</sup>.

Vaskel brings his personal datapad with him, but the team doesn’t get an opportunity to attempt to copy or steal the pad during the trip.

Perhaps the Ball will provide the window of opportunity the team has been waiting for.



### Lord Vaskell Savil

4	3	3	4	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK 6	WOUNDS 20	STRAIN 12	DEFENSE 1 1
			MELEE    RANGED

**SKILLS:**

Negotiation	●●●●	Brawling	●●●●
Leadership	●●●●	Ranged [Heavy]	●●●●
Piloting (S)	●●●●	Ranged [Light]	●●●●
Streetwise	●●●●	Melee	●●●●
Survival	●●●●	Stealth	●●●●

**TALENTS:** Adversary 1

**EQUIPMENT:** Datapad  
 Armoured Vest (+2 Soak, +1 Defense)  
 Sporting Blaster, (8 Dam, Crit 4, Range Long)  
 Comlink  
 Camo Cloak (●● on stealth checks)

Hunting Ground



# PROCOPIAN INTRIGUES

## Lord Barleos

Lord Barleos is a young saber rake and protégé of Lord Vaskel. Lord Barleos is pretty to the point of being effeminate, and is extremely vain about his good looks. He has numerous admirers among the ladies of the court. He is ambitious, and sees Lord Vaskel as his quickest way to the top. Unfortunately, he is also emotionally unstable, and cannot abide insults. He can be provoked into a fight or duel with childish ease. Since he is a talented and deadly warrior, his tantrums can be deadly. His primary task in the plot is to kill Calandra.

He is almost always accompanied by his gang of Saber Rakes. These are a group of young Melantha nobles who regularly train with Barleos. They are loyal to him and have no qualms committing murder either as a thrill or to further their own political aims.



### Saber Rake

4	2	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE	MELLEE	RANGED
5	15	15	-	-	

**SKILLS:**

Brawl	●●●	Melee	●●●●
Cool	●●●	Ranged [Light]	●●●●
Perception	●●●	Vigilance	●●●
Streetwise	●●●		

**ABILITIES:** Parry 3, Bodyguard 2.

**TALENTS:** Adversary 1

**EQUIPMENT:** Comlink  
 Dueling Clothes (+1 Soak)  
 Light Foil (Damage 6, Crit 2, Pierce 5, Defense 1)  
 Heavy Blaster Pistol (Damage 7, Crit 3, Range Medium, Stun Setting)

Hunting Ground

### Lord Barleos

5	3	2	3	2	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE	MELLEE	RANGED
7	20	12	1	1	

**SKILLS:**

Brawl	●●●	Melee	●●●●
Cool	●●●	Ranged [Light]	●●●●
Streetwise	●●●	Perception	●●●●
Survival	●●●	Vigilance	●●●

**ABILITIES:** Parry 5, Dodge 3.

**TALENTS:** Adversary 2

**EQUIPMENT:** Datapad  
 Dueling Clothes (+2 Soak, +1 Defense)  
 Light Foil (Damage 7, Crit 2, Pierce 5, Defense 1)  
 Comlink

Hunting Ground



## Lord Sef Falcon

Lord Falcon and Vaskel were childhood friends. He is one of High Lord Bal Jasset's most trusted advisors. He is reluctantly going along with the plot – because Lord Vaskel has convinced him it is for the good of the house.

Lord Falcon currently holds the position of House Advocate General. He is a legal expert and has vast knowledge of the history, laws and traditions of the House and political system of the Expanse. All Lords in House Melantha will defer to his expertise in legal matters. Therefore he has enormous political power and influence.

Of course anyone with this level of power is constantly a target of rivals, which has left Lord Sef slightly paranoid and very cautious. He does very little with Vaskel in public and hold almost all of his meetings in private. He attends the ball as a calculated move, since being absent would also raise suspicion.

His main role within the plot is to arbitrate the line of succession in Vaskel's favour, once High Lord Bal Jasset has died.



### Lord Sef Falcon

<b>3</b>	<b>2</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>4</b>
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
<b>4</b>	<b>15</b>	<b>14</b>	<b>-</b>	<b>-</b>	<b>-</b>
SOAK	WOUNDS	STRAIN	DEFENSE		
			MELEE	RANGED	

**SKILLS:**

Melee	●●●●	Cool	●●●●●
Ranged (Light)	●●●●	Charm	●●●●●
Perception	●●●●	Negotiation	●●●●●
Vigilance	●●●●	Deception	●●●●●

**ABILITIES:** -

**TALENTS:** Adversary 1

**EQUIPMENT:** Comlink  
Heavy Clothes (+1 Soak)  
Light Foil (Damage 6, Crit 2, Pierce 5, Defense 1)  
Heavy Blaster Pistol (Damage 7, Crit 3, Range Medium, Stun Setting)

Hunting Grounds



# PROCOPIAN INTRIGUES

## Objectives

The players probably have a few days to scout the palace and prepare to infiltrate the ball. Make sure at this stage that they have a clear set of objectives in mind. If necessary have Knumai (their NPC House Cadriaan contact) provide further guidance due to intell reports he is getting from his other agents, ie the information they would have got if they'd followed the other conspirator. While the players only need to succeed at one of the two main objectives for this adventure to further the plot, its easier for the GM if they succeed at both. The main objectives are:

- Obtain the information on Lord Vaskel's datapad.
- Observe any interaction between Vaskel and Calandra (this will result in the players hopefully saving her life and then interviewing her).

## Infiltrating the Palace

How the next part of the adventure plays out is largely dependant on how the players gain entrance to the Ball. While there are almost infinite possibilities, the most likely are:

### 1. House / Personal Contacts.

House Cadriaan can get them two invitations if the characters are still working for them. Any other House who owes the team a favor could be persuaded to part with its invitation, depending on the size of the debt.

Also, since one of the characters is himself a noble (from Adventure #1 Blood Inheritance) they will likely receive an invitation themselves, with maybe an extra guest invitation (for a destiny point). Have a member of their staff contact them about it if necessary.

### 2. Forged Invitations.

If the characters can get an authentic invitation, they can forge duplicates for everyone else who needs to go. They would first need to obtain the materials for the forgeries, a **Hard** [◆◆◆] **Streetwise** check. Even then, they will have to bluff their way past the gatekeeper, who checks each invitation against a list of invited guests, an **Opposed** [◆◆◆◆] **Deception** check. This check is reduced to [◆◆] if the players first add themselves to the guest list, requiring a **Daunting** [◆◆◆◆] **Skulduggery** or **Computers** check depending on the method used.

### 3. Slipping onto the grounds.

Characters can slip through Lord Vaskel's security, (requiring one or more **Opposed** [◆◆◆◆] **Stealth** checks and **Hard** [◆◆◆◆] **Skulduggery** checks), and blend in with the guests inside. This isn't as difficult as usual, since many security measures around the grounds are turned off during the party so guests can wander about without setting them off. They can try knocking out a few attendees on the way and taking their place, but this strategy carries obvious risks, since most nobles travel with bodyguards.



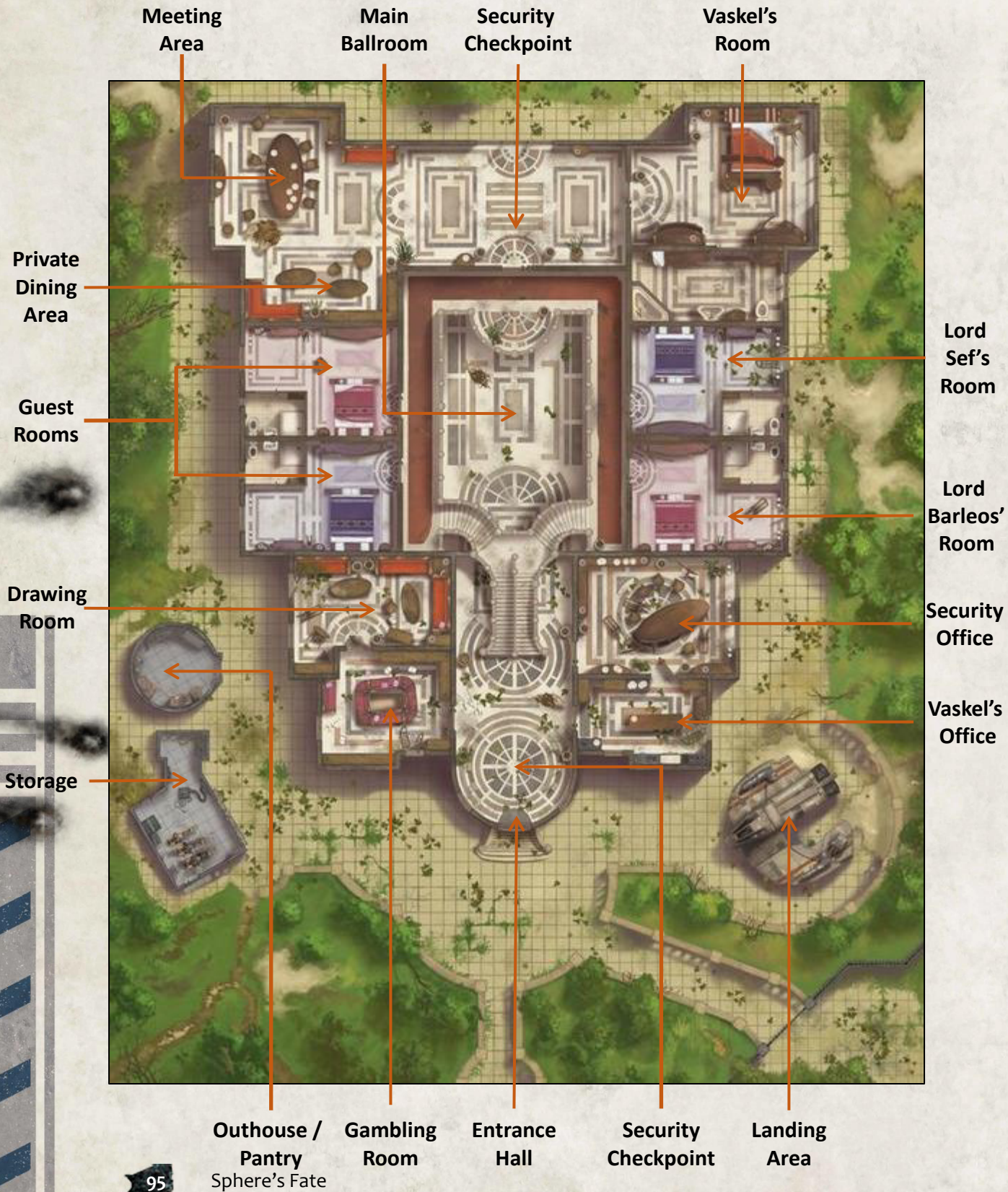
## Staking out the Palace

The players will likely decide to stake the palace out during some of their preparation time. This is a good idea and can yield the following intel depending in the time of day and the characters style of reconnaissance.

- Vaskel does not own the palace, but has set up his base of operations here for Capital season. The Palace is owned communally by the Free Worlds. Use of it rotates annually, in line with responsibilities for hosting functions like the Raelli Ball.
- The entire palace is a single level. It has a vaulted roof with exposed beams, meaning there are no loft/crawl spaces or similar ways of easily getting around the palace undetected, or of easily monitoring people remotely (historically this is by design, so deals can be made here without fear of being recorded or monitored).
- Security features include cameras, door / window contacts, guard patrols and a full body scanner setup in the entrance foyer to the hall. An observant player can deduce that all the security is coordinated from the Security Offices.
- It is clear that any weapons (other than sidearms and dueling swords) will be picked up by security and confiscated.
- Vaskel spends the week leading up to the ball having an almost continuous stream of meetings with Melantha nobles. Getting into the office and retrieving / accessing the datapad during this period would be almost impossible.
- Vaskel isn't hiring any additional security staff for the event, preferring instead to use people he knows and trusts.
- The company dealing with the catering for the event might has a waiter and/or a chef vacancy (for a destiny point each). Getting hired requires a simple interview with either a **Hard [◆◆◆] Charm or Deception** check depending on the characters interview technique. Give the player ■■ on the check if they first forge some credentials and references, **Average [◆◆] Computers or Skulduggery** check.
- Staff are required to attend training the day before the event, but security is more relaxed for this, providing an excellent opportunity to conceal gear and weapons around the palace grounds before the scanners are setup, especially if a player has been hired.
- Supplies are being stored in an outbuilding, so there is likely to be occasional foot-traffic here during the ball. (Possible ambush point for replacing a member of staff with a PC).



# PROCOPIAN INTRIGUES





## The Palace

A map of the palace can be obtained from City Records. If the players try to get a copy it will take either an **Hard** [◆◆◆] **Charm or Deception** check depending on what they tell the office clark, with ■ or ■ added, depending on how good the story is. Alternatively they can try to hack the system, a **Hard** [◆◆◆] **Computers** check.

While not in use, the palace is locked down and the area is routinely patrolled by local law enforcement. While in use, that House's own security forces take responsibility for the property.

On the night of the ball, security will patrol the perimeter of the building and will have at least four guards at each checkpoint. Use the following profile for any encounters the players have with security.

### Security Officer

3	2	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK 5	WOUNDS 14	STRAIN -	DEFENSE -   -
MELEE		RANGED	

**SKILLS:**

Coercion	●●●●	Melee	●●●●
Discipline	●●●●	Ranged (Heavy)	●●●●
Vigilance	●●●●	Ranged (Light)	●●●●

**TALENTS:** Adversary 1,  
**ABILITIES:** None  
**EQUIPMENT:** Riot Armour (+2 Soak)  
Riot Gun (Ranged Heavy, Damage 7; Crit 3;  
Range Med; Auto Fire; Stun Setting)  
Truncheon (Melee; Damage 5; Crit 5; Engaged;  
Disorient 2)

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## WHERE IS THE DATAPAD?

How challenging you wish to make stealing / copying the Datapad is really up to you. The most obvious places for the pad to be hidden are:

- A desk drawer in Vaskel's office, **Easy** [◆] **Skullduggery** check to open.
- The safe in Vaskel's office hidden behind a painting, **Average** [◆◆] **Perception** check to find, then **Hard** [◆◆◆] **Skullduggery** check to open.
- A hidden compartment in Vaskel's room, a **Daunting** [◆◆◆◆] **Perception** or **Skullduggery** check to find.
- On Vaskel himself, requiring the players knock him out or pick his pocket, an **Opposed** [◆◆◆●] **Skullduggery** check.

Once the team has acquired the pad, they can either copy the data and return it, a **Formidable** [◆◆◆◆◆] **Computers** check, or else simply steal it. If the pad goes missing, Vaskel moves up his plans to assassinate Lord Jasset Bel to the day after he notices the pad is gone.

The amount of data on the pad is vast, the players won't have time to go through it all at the ball itself.



# PROCOPIAN INTRIGUES

## Episode II: The Ball

The Raelli Ball is a ritzy affair, one of the crowning triumphs of the capital season. Everyone who is anyone is there. Lord Vaskel spends most of the evening with a clique of young saber rakes, though he does make the rounds of the palace twice, greeting guests. At one point Calandra approaches him and speaks to him briefly, but doesn't appear at all happy with his curt reply. She seems upset, but stays at the ball until late.

Toward the middle of the night, Lord Vaskel meets with Lords Sef and Barleos and a few of the saber rakes in his private office. If the characters eavesdrop, they hear Lord Vaskel ordering Lord Barleos to take care of Calandra. It is possible by this point that the conspirators are aware of the characters, and know that they pose a threat. If so, they include the characters in their list of targets.

After this meeting, Vaskel leaves the office with his entourage. He approaches Calandra and offers her a single black rose. Her eyes turn white in terror and she immediately flees the ball, heading directly for the train station just outside the palace grounds. Barleos and his Saber Rakes quietly and calmly leave behind her.

## Optional Encounter:

A party wouldn't be a party unless a brawl breaks out, and this ball doesn't disappoint! Fortunately the players have already come across a number of nobles who might decide to pick a fight with them once they've had enough to drink, depending on how the players handled them the first time around. Possible options are:

- Themion Hejaran  
(The spoilt nephew who duelled the entitled player in *#01 Blood Inheritance*)
- Lord Alric Adannon  
(The Lord supposed to represent House Cadriaan during the Vor-Cal hunt in *#03 Hunting Grounds*)

Either of these making a re-appearance could be highly entertaining and create some real drama, especially if the players are trying to avoid attention!

Otherwise, at some point before Vaskel's main meeting, another noble over drinks and loudly gets offended by some action or mistake on the part of a player.

**Politician**

2	2	3	2	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE	MELEE	RANGED
3	12	14	-	-	-

**SKILLS:**

Charm	●●●●	Melee	●●
Cool	●●●●	Ranged (Light)	●●●●
Perception	●●●●	Vigilance	●●●●
Negotiation	●●●●	Deception	●●

**ABILITIES:**  
-

**TALENTS:**  
Adversary 1

**EQUIPMENT:**  
Comlink  
Heavy Clothes (+1 Soak)  
Light Foil (Damage 6, Crit 2, Pierce 5, Defense 1)  
Heavy Blaster Pistol (Damage 7, Crit 3, Range Medium, Stun Setting)

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## OTHER GUESTS

Dr Arkeld is not invited to the Ball. He is busy preparing the strike team in Mrlsst, and dealing with any agents who are currently following him.

However the ball does have some familiar faces, most notably ISB Agent Brak. Although he spends the evening mingling and cultivating new assets among the gentry, (and possibly again taking an interest in the players) he actually has a purpose to being here. Brak is supposed to coordinate the response from Local Law enforcement to Calandra's murder. This may mean containing the situation if it involves too many witnesses, or possibly aiding Barleos and his team to escape arrest if necessary.

However since the players are likely to try to prevent Calandra's death, how Brak responds will depend on the players course of action. Brak will try to avoid directly moving against the players if he can, as he needs to maintain his ability to deny all knowledge of the plot if questioned.



### Special Agent Brak Dunell

4 DRAWN	3 AGILITY	4 INTELLECT	4 CUNNING	3 WILLPOWER	3 PRESENCE			
6 SOAK	20 WOUNDS	14 STRAIN	1 1 MELEE RANGED DEFENSE					
<b>SKILLS:</b>		Charm	Deception	Melee	Vigilance	Coercion	Ranged [Light]	Streetwise
<b>TALENTS:</b>		None						
<b>ABILITIES:</b>		None						
<b>EQUIPMENT:</b>		Datapad, Comlink Armoured Clothes (+2 Soak, +1 Defense) Disruptor Pistol, (Dam 10, Crit 2, Vicious 4, minimum Critical Result "Crippled")						

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# PROCOPIAN INTRIGUES

## Episode III: Train Jumping

Late in the same night as the ball (actually early in the morning of Telona the 10th), Calandra runs out of the ball and heads, straight to the train station opposite the palace, on her way back to her suite at the Tapani Imperial Hotel. Lord Barleos and his team pursue.

Since Calandra is running and has a head start, so she will almost definitely get to the waiting train first. (A map for a possible encounter in the train station is in the Index in case the players somehow stop her from reaching the train).

Once on board the train, the train immediately leaves. However it pulls off slow enough for Barleos and his team to jump onto the roof of the carriages from a bridge over the tracks. The pursuing players can also jump onto the train, or might be able to steal speeders from the station in order to give chase (allow them to spend destiny for a speeder to be available, but it has no armaments).

This fight is likely to be very tense and exciting. The players have to eliminate all the Saber Rakes and Lord Barleos before they reach Calandra, who is in first class in the front carriage. The train is a non-stop service directly to the main hub, so won't stop at intervening stations, but slows enough for more allies to join as necessary.

## TRAIN TOP FIGHTS!

- All participants need to make athletics checks as part of any move manoeuvre, to represent the danger of falling.
- Each station they pass through provides an opportunity for more foes to join, or law enforcement to stop the train.
- Lord Barleos could summon flying droids to assist in the fight if the players deal with his team too quickly.
- Lord Barleos will alternate between dealing with the players heading for Calandra.
- Every few rounds the train passes under a bridge, all participants must pass a vigilance check to notice it, then must either jump it (athletics) or drop prone as their manoeuvre. Failure will result in 5 wounds (ignoring soak) and being knocked prone.
- Either side entering the carriages will cause mass panic on the travellers. If Lord Barleos is losing, the GM could spend destiny to have some local security on board, who he convinces to attack the players.
- Once someone for either team enters the train, at least one of the passengers is likely to comm for help and hit the emergency stop button. How long the train takes to stop is up to you. What security force is waiting at the next station is also up to you.





Malgrin  
Palace

Train  
Direction

Tapani  
Imperial Hotel

Main  
Hub

### Saber Rake

4	2	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
5	15	15	-	-	
<b>SKILLS:</b> Brawl ●●● Melee ●●●● Cool ●●● Ranged [Light] ●●●● Perception ●●●● Vigilance ●●●● Streetwise ●●●					
<b>ABILITIES:</b> Parry 3, Bodyguard 2					
<b>TALENTS:</b> Adversary 1					
<b>EQUIPMENT:</b> Comlink Dueling Clothes (+1 Soak) Light Foil (Damage 6, Crit 2, Pierce 5, Defense 1) Heavy Blaster Pistol (Damage 7, Crit 3, Range Medium, Stun Setting)					

### Lord Barleos

5	3	2	3	2	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
7	20	12	1	1	
<b>SKILLS:</b> Brawl ●●●● Melee ●●●●● Cool ●●● Ranged [Light] ●●●●● Streetwise ●●●● Perception ●●●●● Survival ●●●●● Vigilance ●●●●					
<b>ABILITIES:</b> Parry 5, Dodge 3,					
<b>TALENTS:</b> Adversary 2					
<b>EQUIPMENT:</b> Datapad Dueling Clothes (+2 Soak, +1 Defense) Light Foil (Damage 7, Crit 2, Pierce 5, Defense 1) Comlink					



# PROCOPIAN INTRIGUES

## Aftermath

Even with Lord Barleos defeated, the characters will still have to escape the train (or train station) before security detains them (especially if Agent Brak is waiting at the next station with a contingent of troopers). Calandra will go with them after seeing her betrayal, fearing anyone who has any connection to Vaskel.

There may be a chase scene between the characters and security. This is best played out cinematically using the map of Estelle Island. If this island is the current home of the characters, they will know it well, so are likely to be able to give security the slip. This could either be tense, or a lighthearted way to wind down at the end of the session.

Once safe, the characters can try to get some information from Calandra. Since the players have clearly saved her life, she will be quite cooperative, possibly even agreeing to owe the team some future favour if they let her go. If they do, she'll head straight for the spaceport and leave for her home on Calipsa.

What information they get out of her depends on how long they have and what questions they ask. Make sure they leave with at least the first two points though.

## WHAT CALANDRA KNOWS

- The JAN strike team has already begun training, but she doesn't know the camps exact location.
- Dr Arkeld is likely training the strike team on Mrlsst, probably near the university, so he can supervise them directly.
- If the team asks about meeting Dr Arkeld, she suggests playing to his interest in political science and to finding nobility he can recruit (the entitled player could be an asset here).
- Dr Arkeld recently discovered he was being followed and eliminated the spies. He has tightened his own security as a result.
- She has already given the pirates their timetable and payment in full. She now cannot contact them or call them off.
- She clearly knows all of her co-conspirators among the mining guild, but is unwilling to give them up.
- She knows nothing about the plot to assassinate High Lord Jasset Bal.



## The Datapad

Once the dust settles, the characters are likely going to want to examine the datapad. Sadly the encryption on it is extremely good. An attempt to copy or access the data requires a **Formidable** [◆◆◆◆] **Computers** check.

If the players succeed in the check, they discover Vaskel's large number of messages being sent out to Melantha Nobles across the sector.

If the check generates ☹☹☹, they also decrypt High Lord Bel Jasset's travel schedule, along with blueprints and schematics for specific areas he is staying on and visiting. A 🎯 result also produces the exact date and time for the assassination (Telona 13).

If the check generates 🌀🌀🌀, the datapad activates it's homing signal, alerting Vaskel to it's exact location. A 🗑 result indicates the data is completely wiped by the security software and now cannot be retrieved.

**If the players did not save Calandra, ensure they get the information they need about the Mrlsst strike team from the datapad, perhaps from a message sent to Dr Arkeld, directed to Mrlsst.**

## Campaign Results

With the players now aware of where the strike team is, and that the other spy team is dead, it seems they must go to Mrlsst themselves and deal with the JAN there.

### WHAT TO DO WITH THE PAD

The characters may be unsure of what to do with the evidence they have gathered. They may determine from the messages alone that Vaskel is planning to take over the House. If they know of the assassination for sure, they may simply want to prevent it. While they are welcome to try, all this will accomplish is to alert Vaskel as to who has his pad, or that he has a security leak (if the pad was simply copied and not stolen).

They may turn it over to local law enforcement, who will promise to look into the matter, but Agent Brek will then take over the investigation and bury it.

The best course of action is actually to have the entitled player to present it to Bel Jasset himself. Jasset will then deal with Vaskel (permanently) and give the player his land and title as a reward (making the player a Lord rather than a Baron).

Of course, Vaskel's death will not stop the plot to destroy the sphere at this stage.

If the players do nothing, the assassination goes ahead as planned.