

Gämma Incel Cantina

By Venqer As'Nas Satanis

Cha'alt Playtest Preview Packet

20. March 2019

The Big Picture

Cha'alt is one of those out of the way fringe worlds that you don't hear much about. It's a planet that developed a long time ago, but something happened a century back. Since then, Cha'alt has been regarded as an up-and-coming "fly over" planet that is best to avoid.

However, there's been recent chatter about the natural resources on Cha'alt. In particular, several groups performed subterranean scans, finding significant deposits of a rare mineral that can be refined into mela'anj spice. This discovery has led to ecologically hazardous spice fracking across S'kbah (the open desert).

That's put Cha'alt back in the cross-hairs of every two-bit hustler, free-lancer, merc, smuggler, gangster, and spice miner. Needless to say, it's also on the Federation's radar, as well.

Gamma Incel Cantina is the one civilized and cosmopolitan night club on the whole backwards planet. All manner of interstellar scum hangs out here... drinking, gambling, whoring, and looking for opportunities to make it rich!

***This section
of the Cha'alt
campaign can be
used in conjunction with
Alpha Blue or all on its
own... with or
without the sci-fi
sleaze.***

Mela'anj Spice

The natives know it as "zoth." It's the bilious-green liquified remains of dead gods... monstrous, extradimensional titans who once ruled Cha'alt and various other planets. As Cha'alt has a plethora of deceased Ancient Ones rotting away far below its surface, there's lots of zoth to go around.

Of course, various mining companies would love nothing more than to suck Cha'alt dry of its zoth and turn it into electric-emerald mela'anj spice. The spice fracking has already begun - gargantuan machines blasting water deep into the planet, forcing zoth out of the ground and into waiting cargo freighters. At 437 cubits per day, it won't take more than a few standard months to rob Cha'alt of its most precious resource.

Zoth itself is considered magical and even divine by the primitives inhabiting Cha'alt, though few understand its true worth. After zoth has gone through the refining process, it becomes the spice mela'anj.

The raw quantum energy locked within mela'anj can produce wondrous effects - beyond powering starships and particle beam weaponry. Scholars consider the substance a fifth element, such as aether or quintessence which holds the universe together... but can also be used to destroy it.

Sustained intake of mela'anj spice can grant godlike powers. Like zoth, mela'anj is both physically and psychologically addictive. Currently, it's trading on Federation worlds at 1,000 credits per cubit, and is considered to be the most valuable substance in the known universe.

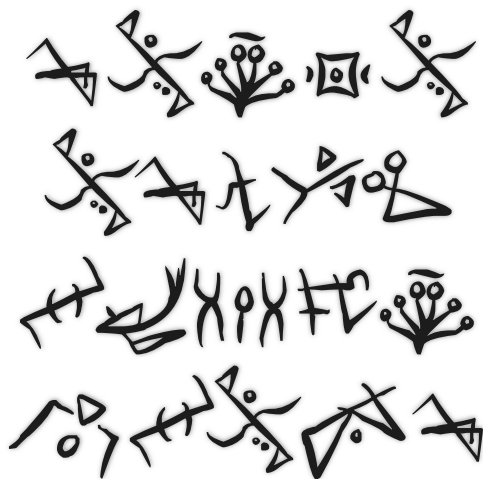
Entering The Club

Gamma Incel Cantina is camouflaged by a cloaking field, making it virtually indistinguishable from the surrounding desert. That way, pesky locals don't wander in unannounced, brandishing their spiked clubs and serrated dinosaur bones.

The same cloak covers not only the cantina itself, but the starships, sand-speeders, and horse-droids parked in the vicinity.

There's a neon sign glowing radioactive-orange outside that reads "Gamma Incel Cantina," along with a smaller sign just below saying "Park Big Ships in Rear!"

Electronic saloon-doors greet patrons just before they come face to face with the bouncer, Zor-jek.



Once Inside

Color Coding - Groups of NPCs are color-coded together both on the map and in the text. These NPC groupings (lifeforms sitting together) are by proximity and relationships (cantina staff).

Coat Check - This is where lifeforms drop off their coat, cloak, cape, robes, jacket, or whatever apparel is too cumbersome to keep on them. Patrons receive a ticket from the coat-check girl, Evix, and that's how they redeem their property before leaving the cantina.

Restroom - Roll 3d100 anytime you want to know who's in there. Rolls 70+ mean that's one less person in the restroom.

DJ Booth - This is where the DJ, Suta'an, spins his laser records when he's not doing lines of nyborg. Occasionally, he'll have a random THOT in the DJ booth with him, either snorting drugs, blowing him, or both.

Gambling Tables - Betting on... 1) three-dimensional chess, 2) q'uay-q'uar, 3) smuggler's quarry, 4) saba'ac, 5) truth or dare, or 6) the ever popular "How long can she hold it?"

Bar - This is where patrons get their drinks, everything from space tequila to pineapple-infused rum blasters to **Purple Prism**.

Kitchen - There's a full-scale kitchen behind the bar, out of sight. Gamma Incel makes the best fried chicken-of-the-asteroid (myna'ak) spicy BBQ wings in the entire system.

Main Stage - Exotic dancers strip, usually two or three at a time. Frequently, gawkers will slip them a few credits.

Side Stage - This area is only big enough for one exotic dancer and those in the VIP lounge have a perfect view.

VIP Lounge - This is where high-class villains relax in luxurious, blue star-satin. A two-way mirror laser-curtain allows the VIPs to see out, but no one can see in. VIP lounge includes bottle service.

The Patrons

Roll	Result
1	P'nis Queeg: Pilot; just parked his starship; yellow skinned banana / penis-headed alien with swollen ganglia. He's holding a brand new plumbus.
2	Neelon: Space Guild liaison; covered in brown fur; suckered tentacles; eye-patch; slumming as a spice raider on Cha'alt.
3	Na'ash: Gelatinoid; buzzed; withholding keys; spice fracking engineer; loves streaking.
4	Careena: Mela'anj-green humanoid female with tentacles; lavender thigh-high boots; looking for spacers who can haul mysterious cargo in their freighter (blue sky ultra-phetamine).
5	Treena: THOT, human; blonde hair, blue eyed space Muslim; smoking long, thin hookah; likes humiliation and spanking.
6	Larz: Serpentine humanoid with forehead ridges; deep purple; ambassador from Galaxy 5; has diplomatic immunity; blue balls.
7	Gaenz: Half black, half white skin tone split down the middle; kangaroo cargo flesh pockets; making a private phone call; Federation informant.
8	A-12: Assault droid programmed to guard starship; shiny red; heavy blasters; doesn't take any lip from organics.
9	Q'jas: Tan colored insectoid; drunk; asking for keys; supposed to be mediating borderland dispute in the morning.
10	Thalazo: Devilish looking humanoid; blood-red skin with horns and cat-eyes; sipping on jin and juice; just killed 9 lifeforms in Federation separatist raid.
11	Lea Alix: Female humanoid, navy blue skin; clear plastic dress; pink dreadlocks; nose ring; wants to be part of a barroom brawl; exhibitionist.

Roll	Result
12	Desh Noz: Leopard skin; distended eyes; long snout; forehead waves; was hired to fix tomorrow's Asska'ar race by degenerate gambler and crime lord Deez Na'ats.
13	RD-FU: Protocol droid; stainless steel; just arrived from his home planet New Aldera'an 2; hoping for skull souvenirs after successful night-hunting Cha'alt natives; abrasive personality; carrying thermal detonator.

Roll	Result
14	Zor-jek: [Bouncer]; reptilian with shark-mouth; bat wings; glad to be out of the sanitation field.
15	Evix: [Coat-check girl]; human; strawberry blonde; boyfriend is a spice raider on Cha'alt; her sweat is sweet like honey.
16	Suta'an: [DJ]; romulyn; hot-pink feather boa; crystal runner; snorting lines of nyborg; always with one or more women.
17	T'wass: [Security guard]; gigolo; amphibian; snazzy dresser; used to be with Ra'aj Blake before he disappeared.
18	Pleth Novar: [Exotic dancer]; lavender skin; clear stripper heels; part-time Alpha Blue satisfier; drug mule for Crimson Da'awn.
19	Destiny: [Exotic dancer]; human; big tits; high-end escort; likes golden showers.
20	Vanessa: [Exotic dancer]; prostitute; three breasts; magenta skin-tone; has worked for Caliphate jiha'adists.
21	Trent: [Bartender]; za'akier (green-skinned tentacled humanoid); outspoken individualist; tries to stay out of drama but just can't do it.
22	Sodo: [Cook], hammer-head shark humanoid; wants to open his own restaurant someday.
23	Feyd: [Dishwasher]; chartreuse skin; forehead tentacles; supposed to fight some dude in the rear parking lot at midnight.

Roll	Result
24	Kaleb: Human with laser-blue face tattoos; replicant; mercenary; looking for action.
25	Net'kai: Alien 3' tall; 22 crimson eyes; munching on bowl of space pretzels; interpreter.
26	Obi Wan'k: Humanoid with elephant trunk; skin covered in transparent orange slime; degenerate gambler; loves the taste of human; voyeur.
27	Halvern: Sentient chartreuse vapor inside environmental suit; fake mustache painted on helmet visor; uncontrollable giggling – that's why they call him "laughing gas."
28	Vasch: Worm-like humanoid with multiple side-tentacles; doesn't believe in tipping; in possession of a treasure map leading to chest full of Venuzian doubloons somewhere on Cha'alt.
29	Ugleff B'zz: Noble; humanoid with cactus-skin; drinking oversized goblet of smoking periwinkle liqueur.

Roll	Result
30	Danzeb: Iridescent scales; wormlike facial contours; snake eyes; Crimson Da'awn Syndicate; his boss will pay top-credit for salvaged high-tech gear or magic items on Cha'alt.
31	Aryd: Human; eye-patch; smuggler; smoking hookah; looking for cargo to transport; no questions asked.
32	Wernz: Local drunk who does menial labor for the mining corporations; yellow-ochre skin; no nose; back spines; blue balls.

Roll	Result
33	Tziryk: Human / vulkyn; mauve skin tone; robotic arm; first-mate on a starship; homesick for Zeta Minor.
34	Yerck: Human; scruffy; stained overalls; tech specialist; has done side-work for sexual performance art and terrorist cell Tangerine Wet Dream.
35	Sabrina Vaj: Human female; red, blue, and purple hair; 44-DDD breasts; bisexual; asked to keep an eye on satisfiers from Alpha Blue.



Roll	Result
36	Vom Fa'as: Planetary ecologist; dark-green skin; magenta and teal flesh-mohawk; looking for love; has been known to assist spice raiders.
37	Markuz: Humanoid without mouth; antennae; wearing Pee-Wee Herman suit; blaster-for-hire; telepath.
38	Samantha: Executive assistant; sexy red dress; she's smoking blue-raspberry vape-juice; replicant; works for one of the mining companies.
39	Zolomah: Navigator; pure-energy form; death-sentence on 3 systems; once killed a man for not snoring loud enough! She's single.
40	Seed'ka: Beautiful brunette; works for Grabba the Butt; has expensive butt-implants; likes bad boys; wants to extort zoth for protection against spice raiders.
41	Lom-Lom: Cat-like humanoid with gold whiskers; wears calico spacesuit; looking for a female humanoid to kidnap and sell to the Jade Tiger Brothel that borders the Hunan empire.
42	Colonel Zwib: Federation officer; has massacred thousands of civilians; keeping tabs on illegal activity on Cha'alt; in love with Destiny [#37].
43	Rykar: Human; scar across his neck; wears ceremonial robes made out of enemy skins; bounty hunter; looking to trade a few cubits of zoth while he's working on Cha'alt.
44	Eyvend: Human; mercenary; addicted to the spice mela'anj; bank robbery went pear-shaped... several dead and one critically wounded; wants to join a crew of spice raiders.

Roll	Result
45	Thonda: THOT; pink skin; Alpha Blue satisfier; prefers blowjobs to handshakes; carries box of transparent aluminum condoms (1d12 remaining).
46	Plakz: Templar; buying strangers drinks; just won 10,000 credits in the lottery; indigo balls; loves ass-to-mouth.

Roll	Result
47	Swekna: Fuchsia spider (size of dinner plate); Cha'alt tour guide; hot-head; doesn't want to get mixed up in any revolution; messily eating shrimp cocktail.
48	Bry-Tune: Crystalline-humanoid; wears mysterious glowing ring; anti-Federation revolutionary.
49	Zerlin: Humanoid with laser-eye; zebra pattern orange and blue skin; tattoos; hermaphrodite; trained several standard months with a dark zedi.

Roll	Result
50	Leezu: Light-blue skinned alien female; weird eyes; prostitute; she loves ass-play and BDSM.
51	Elden Bish: Lovecraftian entity; drinking Purple Prizm in a penis-shaped glass – “das penis”; non-binary; made the White Castle Run in under 12 parsecs.
52	Varrick: Federation agent; human; looking for a fight; pilot.

Roll	Result
53	Josah Dune: Human male; medical officer on shore leave; wearing acid wash jean jacket and sex panther cologne; telepathic.
54	Koan: Reptilian; pilot and smuggler; just escaped from penal colony; portable rape-machine in his stolen Federation uniform.

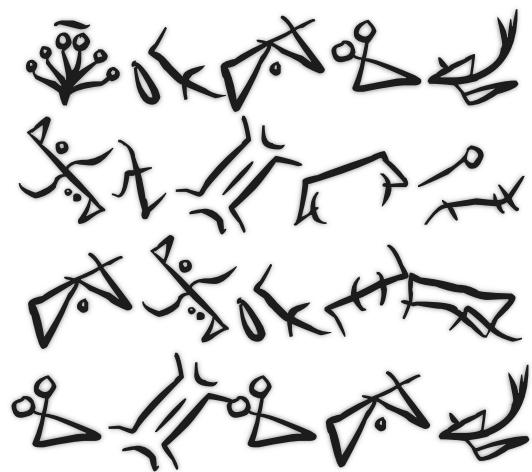
Roll	Result
55	Blufex: Brain in jar attached to a spider-droid; gambler; lucky; makes fake IDs so compromised lifeforms can “disappear.”
56	Myg Ria'at: Drug dealer; purple skin with a dozen tentacles; personal security for Blufex.
57	Zoat: Pimp; sentient purple gas; sniffing nyborg off girl's ass-cheeks; always recruiting.
58	Rannick: Centipede-oid; sipping Purple Prizm ; assassin; has “No fat chicks” rule.

Roll	Result
59	Q'wan: Klyngon male; obsidian-black skin; six-fingered; warrior; gay; loves hand-to-hand combat.
60	Bolo: Droid; bounty hunter; camouflage and rust-colored; spritzing WD-40 on plate of myna'ak wings; head of engineering on nearby space station.
61	Sunlyt: Human/plant hybrid with pastel-green and pink skin tone; prostitute; flower vagina with sensitive petals; she's been with many men who've traveled to The Black Pyramid .
62	Ha'an Duo: Gambler; q'uay-q'uar champion; acute sense of smell; wants to investigate the pylons of Cha'alt, believing them to be trans-dimensional nodes.
63	Weeza: Shadow being; black cloak; ladies' man; guy sitting next to him is smelling his fingers; assassin.

Roll	Result
64	Krig Asa: [VIP]; reptilian; factory worker; not drinking – comes here for the dancers.
65	Bok: [VIP]; cyborg fitted with synthetic tentacles; facial scars; involved in humanoid trafficking.
66	Zyrus: [VIP]; humanoid wearing Marti Gra'a mask; sipping fruity drink with holographic umbrella; noble; high-stakes gambler.

Roll	Result
67	Gaz Ryder: [VIP]; human; long black beard; one-leg; ice pirate on his way back from P'oon.
68	Thulk-Toe: [VIP]; arachnoid; wealthy aristocrat; looking to hire spacers for armed escort gig; worships hideous and malevolent god named Atol Umutul.
69	Mirax Voth: [VIP]; insectoid; looking for investment opportunities on Cha'alt; oxygen allergy; has to wear environmental suit.

*“Who needs a
carousing table
when you can
just roleplay
that shit?” ~
Venqer Satanis*





Aftermath

After a couple standard hours, a mysterious and beautiful woman with pink dreadlocks, mechanical eye, and exotic armor enters the cantina. Ten assault-droids surround her.

Who is brave enough to enter **The Black Pyramid** and steal the sacred sanguine-orchid from sorcerer-priest Thoth-A'amon, a ruthless serpent-man ruler within the mega-dungeon?

My daughter is weak and requires an elixir made from the sanguine-orchid. I, Ka'ala, offer a Queen's ransom in gold to anyone capable of snatching it from the fetid jaws of the underworld!

Since the Gamma Incel Cantina is full of spacers who have little use for gold and limited knowledge of Cha'alt, it's up to the adventurers to fulfill her quest.

The sanguine-orchid (sometimes referred to as blood-orchid) has special properties the mystery woman needs. Ka'ala won't say why she requires it, other than the sanguine-orchid is to be a gift for her daughter's 18th birthday, seven days from now, and that it will restore her strength.

Ka'ala will offer to pay 1,000 gold pieces per adventurer. 100 gp up-front, and the remaining 900 gp upon return with Thoth-A'amon's orchid.

Ka'ala is a demonologist. She spent many years in the charred room of The Great Library as a young woman, studying the infernal realms' secrets. One of the things she discovered was a prophecy about herself and future spawn. It wasn't long before she summoned a Demon Prince to impregnate her.

Now, her half-demon child, Aletea, has come of age, though she is sickly and weak. Aletea patiently waits in the city of A'agrybah. The half-demon girl must drink the orchid's nectar before she can receive the powers from her infernal heritage.

When Aletea drinks of the blood-orchid elixir, she will be able to see the void, reach into it, and pull from that loathsome abyss abhorrent shambling

entities... enough for an army. These soldiers of darkness would tear through the cities of Cha'alt, allowing Ka'ala to become Empress of the known world.

If the PCs succeed, they'll be asked to join forces with Ka'ala and Aletea. Refusal will be met with certain doom - facing inconceivable horrors within the Pit of La'atchok.

Assault Droids [10]

HD: 6 **Attack Bonus:** +4
#Attacks: 2 **Damage:** 3d6

HP
40
AC
16
Save
14+

Special: These assault-droids each have dual-lasers.
Treasure: None

Ka'ala

Level 9 Sorceress **Attack Bonus:** +3
#Attacks: 1 **Damage:** 1d4

HP
32
AC
14
Save
11+

Special: Ka'ala is not actually a Queen, but acts as if she might be.

She knows the following spells... *Magic Missile, Shield, Charm Person, Fireball, Invisibility, Ice Storm, Cloud Kill, and Anti-Magic Field.*

Ka'ala purposefully doesn't carry magical items on her person in order to prevent attempts on her life just because some murder-hobo lusts after some artifact she's holding.

Treasure: Besides her sacrificial dagger, the satchel Ka'ala carries has enough gold to get the PCs started (hirelings, apprentices, and followers notwithstanding).

D100 Random Ability Scores

Here's a quick and easy method of generating all six ability scores. Simply roll a d100 to determine the results. Use them for PCs and NPCs alike.

Roll	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
1	13	10	8	14	5	6
2	5	16	10	9	11	5
3	8	13	18	8	4	9
4	14	9	11	12	13	11
5	17	12	8	5	9	10
6	13	8	5	13	15	12
7	8	12	8	17	11	12
8	11	6	13	11	14	14
9	16	11	17	14	11	10
10	9	13	15	7	8	16
11	12	13	15	11	5	7
12	12	11	13	14	9	13
13	12	16	7	8	6	9
14	13	12	12	10	14	14
15	17	17	11	5	14	6
16	8	16	10	10	11	13
17	9	11	11	12	14	9
18	9	9	5	4	10	15
19	13	7	10	6	14	9
20	15	13	8	5	12	13
21	6	12	11	9	9	12
22	11	10	5	15	10	5
23	10	10	9	7	6	9
24	9	3	14	12	6	7
25	15	15	11	11	13	14
26	10	8	13	10	8	11
27	13	12	6	10	16	12
28	9	10	10	9	15	8
29	12	11	8	11	9	16
30	12	12	9	8	13	10
31	9	7	17	4	9	7
32	16	10	10	12	8	10
33	15	14	9	13	11	14
34	16	9	11	11	12	10
35	11	13	11	16	6	14
36	5	14	12	10	11	15
37	7	8	7	10	8	11
38	16	6	6	7	11	10
39	9	14	12	8	7	12

Roll	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
40	11	18	11	14	11	12
41	15	9	14	11	6	13
42	10	14	11	15	12	10
43	13	6	14	13	12	12
44	8	7	11	8	13	16
45	9	12	8	13	8	10
46	10	6	12	7	12	10
47	8	12	11	15	8	5
48	10	7	8	14	10	10
49	11	9	15	12	11	8
50	13	16	11	12	15	8
51	11	10	6	13	9	9
52	14	11	13	10	9	5
53	10	9	8	13	8	11
54	7	10	8	3	10	8
55	12	13	13	12	10	15
56	7	5	7	10	13	8
57	10	6	8	13	11	12
58	8	7	13	10	13	12
59	7	9	8	11	9	9
60	11	9	14	11	8	11
61	5	6	17	13	11	13
62	13	12	8	8	10	9
63	5	15	12	12	7	14
64	11	14	14	11	12	11
65	13	10	13	16	12	11
66	11	10	18	14	10	14
67	4	14	12	10	9	8
68	10	12	7	9	10	7
69	10	8	12	12	11	15
70	12	8	3	8	8	9
71	12	12	9	10	8	10
72	7	12	13	11	9	18
73	12	14	11	8	7	12
74	13	11	16	12	10	7
75	6	9	14	14	9	10
76	12	7	11	8	17	13
77	11	15	12	13	9	13
78	16	13	7	9	11	15
79	14	10	15	7	13	9
80	8	11	11	12	9	9
81	9	15	4	11	12	16
82	16	8	10	10	10	14
83	9	6	7	10	13	6
84	12	13	16	15	13	13
85	10	10	6	10	9	6

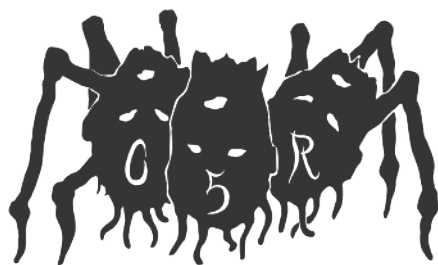
Roll	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
86	9	7	12	11	6	13
87	14	10	12	11	7	12
88	8	14	8	14	8	12
89	8	10	9	16	12	9
90	9	10	6	14	11	13
91	9	13	8	8	8	13
92	15	10	12	11	6	14
93	12	7	12	15	7	9
94	10	12	11	8	13	11
95	13	8	10	6	12	9
96	10	11	12	11	15	15
97	7	11	11	15	15	15
98	15	3	14	14	4	12
99	15	8	8	14	12	11
100	13	10	15	14	5	10

Ability Score Modifier Arrays

Modern	
Score	Modifier
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18	+4

Old School	
Score	Modifier
3-4	-2
5-8	-1
9-12	+0
13-15	+1
16-17	+2
18	+3

Antediluvian	
Score	Modifier
3	-2
4-7	-1
8-13	+0
14-17	+1
18	+2



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