

THOUSAND SUNS

THE CHABULI CONSPIRACY

AN ADVENTURE FOR THOUSAND SUNS



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THE CHABULI CONSPIRACY

INTRODUCTION

The Chabuli Conspiracy is an investigative adventure for use with **THOUSAND SUNS**. Although complete in itself, owing to the nature of the events described, many sections of the adventure are non-linear and open-ended, allowing the Game Master the flexibility to tailor the adventure to suit the nature of his campaign setting. The GM is thus encouraged to make whatever changes he feels are necessary to make this adventure fit the “reality” of his own campaign.

ASSUMPTIONS

This adventure takes place almost entirely on the planet Savuul in Five Stars sector, described on pages 257-266 of the **THOUSAND SUNS** rulebook. The information presented there forms the basis for what occurs in this adventure, although the adventure expands upon some of the details. The GM is therefore encouraged to become familiar with those basic details before reading this adventure or attempting to use it in his campaign.

Like **THOUSAND SUNS** itself, the interstellar government of which Five Stars sector is part will be referred to simply as “the State.” Individual GMs should, of course, substitute the name of whatever interstellar state exists in their own campaigns, but the text of this adventure remains mostly agnostic on the question of the larger astropolitical scene beyond Five Stars sector. Consequently, some sections of the adventure may need to be reworked slightly if the GM has created a setting that is at significant variance from the options presented in Chapter 7 of **THOUSAND SUNS**.

THE PLAYER CHARACTERS

The adventure, as written, assumes the characters are independent operators without any long-term employment and who plan to stay on Savuul for at least a couple of days. If this is not the case, the adventure should work without the need for significant modification, however. The only exception is if the characters are already established as working for the Encyclopedia Foundation (see pages 250-251 of **THOUSAND SUNS**). Since the adventure depends heavily on

the Foundation's being an unknown quantity to the player characters, the GM may need to make more extensive changes to maintain the flow of the adventure. Otherwise, player characters of almost any background or species will work equally well with it.

BACKGROUND

Until the Year 400, the Chabuli Union governed the Garden Cluster of Five Stars sector. The Union was a loose federation of worlds that was slowly exploring and colonizing neighboring worlds. Then the Terrans arrived and everything changed. A series of diplomatic misunderstandings, coupled with an attack on a Terran vessel by a Chabuli starship – historians still disagree as to whether the attack was sanctioned by the Union high command or not – resulted in a brief war of conquest that left the Terrans in possession of Five Stars sector.

Over the last century, the Terrans have made good use of the sector and its worlds, colonizing many and setting up bases on others. Terran megacorporations are very active in the sector, particularly in the Garden Cluster, most of whose worlds were “under-populated” and thus ripe for economic development. There can be little question that the Terrans have poured massive resources into the worlds of Five Stars and turned it into one of the jewels of the Marches.

Unfortunately, many Chabuli continue to see the Terrans as alien occupiers. This is hardly surprising. The Terrans abolished the Union; Terrans or their allies govern all worlds in the sector, even those with majority Chabuli populations. Although the State long ago made provisions for the granting of citizenship to the Chabuli, implementation of these provisions has been repeatedly delayed.

The Civil War only made matters worse, as factions opposed to the Loyalists encouraged Chabuli separatism to destabilize their political opponents. Before long, several violent anti-Terran organizations arose among the Chabuli, most notoriously the *Baylarna Shuu Gej* or “Righteous Sword.” The BSG is a terrorist group that seeks nothing less than the expulsion or death of every Terran in the Garden Cluster. After several high profile attacks on civilian targets and the assassination of the Governor-General, the State placed the Cluster under military rule for a time. Though civilian governance has since been restored, many Terran officials continue to act as if it had not been. Unsurprisingly, plans to grant the Chabuli citizenship have

been indefinitely shelved and so resentment against Terran rule grows.

The majority of Chabuli do not support the methods of the BSG, but a dedicated minority does. Many Chabuli have made efforts to bridge the gap with the Terrans and this has met with some success. Likewise, many Terrans, including some highly placed in the sector's administration, realize that no good can come of continuing to treat the Chabuli as a conquered people without the same rights as other species. And then there are some Terrans who believe it is their duty to right past wrongs by aiding the BSG and other anti-Terran groups. Consequently, the situation as of 500 N.C. is perilous, as various forces both within and without struggle to determine the fate not only of the Garden Cluster but also of Five Stars sector as a whole.

ARRIVAL ON SAVUUL

The Chabuli homeworld of Savuul (see page 263 of **THOUSAND SUNS**) is a temperate, mountainous world with a standard oxygen-nitrogen atmosphere. Because of the Chabuli's low birthrate, the world's population is just shy of a billion sentient beings. Large swaths of the planet's surface are uninhabited, a fact that proved a powerful enticement for Terran megacorporations looking to exploit Savuul's wealth of natural resources.

Over the last century, a small number of Terrans, close to 20,000, have taken up residence here. The vast majority of them are employed by either megacorporations or the State, with most of the latter being military personnel who prop up the local colonial administration. The lieutenant-governor of Savuul, Rajnaldo Huang, dwells at Government House, located in Chamtai Tanil, the world's capital city. Though he sometimes appears aloof, Huang is in fact a thoughtful and personable man well disposed toward the Chabuli. At the same time, he is a realist who understands that the wheels of the State turn slowly, particularly in Five Stars sector, where memories of the Civil War and its aftermath have hardened the opinions of many Terrans and Chabuli alike.

The player characters arrive at the Chamtai Tanil starport several days after another wave of anti-Terran violence has rocked the capital city. Several Terrans – and many more Chabuli – were killed in a riot sparked by the arrest of a handful of prominent Chabuli leaders on suspicion of involvement with the BSG. Since then, Terran police

forces have been supplemented with Naval Infantry troopers, turning Chamtai Tanil into a powder keg awaiting the right spark to set it off. Lieutenant-Governor Huang is preparing to host an open forum for discussion of the matter with the public one day after the characters arrive – a rare move by a Terran official and one his advisors caution against because of the possible threat to his life. As one might expect, the mood on Savuul is tense.

INTO THE CITY

At some point during their stay on Savuul, the player characters will inevitably wander into Chamtai Tanil. When they do so, the GM should carefully describe the city in terms that both reveal the growing tensions between the native Chabuli and the Terrans and that highlight the specific way the situation on this world reflects the overall setting of his campaign. For example, if the State is a pragmatic, laissez-faire federation, the situation on Savuul will appear differently than if the State is a corrupt federation animated by adherence to an ideology. This is an opportunity for each Game Master to personalize Savuul and the plight of the Chabuli in his own campaign setting.

One thing to bear is that, with the threat of further violence foremost on everyone's mind, Terran authority will not allow anyone, regardless of species, to leave the starport bearing weapons unless they are employed by law enforcement or the military. Consequently, the characters will be required to leave behind any weapons they possess before entering Chamtai Tanil. Characters are free to attempt to starport officials to make an exception in their cases, using the social interaction rules found on pages 122-126 of **THOUSAND SUNS**. The default starport official has 30 Resolve and begins Unfriendly toward the characters. Assume he has 6 in all relevant Abilities and 4 in all relevant skills.

The adventure assumes the characters will, at some point, venture into one of the many areas of the city where Terrans, even law enforcement or soldiers, are uncommon. The exact nature of how and why the characters might do this is left to each GM to determine. Some possibilities include: seeking out Chabuli experts in some field, pursuing a *bileto* offered by Chabuli looking to hire Terrans, or even sightseeing in one of the old and picturesque neighborhoods of the city. Once in a Chabuli neighborhood, the adventure can proceed as written with little problem.

MURDER!

Passing by an alleyway in a secluded part of the city, the characters hear a voice call for help in *Lingua Terra*, followed by the sound of two gunshots. If the characters investigate, they will see a single Chabuli holding a 9mm automatic pistol and is kneeling down toward the body of a male Terran, whom he has obviously shot at close range. The Chabuli is rifling through the Terran's clothing when he hears the characters approach, stands up, and runs away from them at top speed.

The Chabuli is simply a local criminal taking advantage of the recent upswing in anti-Terran violence to shoot and rob a Terran, in the belief that his crime might be mistakenly chalked up to something other than mere armed robbery. He has no interest in fighting the characters and will flee from them rather than engage them in combat, if possible. At the same time, he will defend himself if necessary and is reasonably skilled in the use of his weapon, while (most likely) the characters will be completely unarmed.

If the characters do attack him, assume he has 35 Vitality, 6 in all relevant Abilities, and 4 in all relevant skills. He wears no armor and carries both his automatic pistol and a vibroblade. Capturing or killing the criminal will almost certainly attract the attention of the colonial constabulary or even Naval Infantry peacekeepers. This possibility is dealt with below in the section entitled "Enter the Law."

Whether the characters pursue the Chabuli criminal or not, there is still the matter of the Terran whom he attacked. Unfortunately, the criminal's prey is dead from bullet wounds. The characters can make use of his safisto chip to learn that his name was Tankredo Pederson and was employed by the Encyclopedia Foundation here in Chamtai Tanil. The characters can also read contact information for Pederson's home and employer, but all other information on the chip is privacy restricted. He is carrying nothing else of any obvious value beyond the clothes he wears.

ENTER THE LAW

Unless the characters either did not draw attention to themselves (by pursuing the Chabuli criminal, engaging in combat, etc.) and/or did not report what they witnessed in the alleyway, they will have to deal with the colonial constabulary, which is understandably concerned by

what might appear to be yet another instance of anti-Terran violence. The colonial constables are mostly drawn from the local population, with Terrans and a handful of Chabuli serving as their commanding officers. The constables speak fluent, if accented, *Lingua Terra* and treat any Terran characters with deference and politeness. At the same time, their primary concern is the appearance of impartiality and if the characters give any reason for the constables to believe they behaved inappropriately, they will not hesitate to arrest them and have them interrogated by their superiors at headquarters.

Once again, GMs are advised to use the interactions with the colonial constabulary as an opportunity to play up the situation on Savuul. These Chabuli are seen by many of their fellows as collaborators and toadies of the Terrans, but most of them want nothing more than good, respectable employment and to ensure that life in Chamtai Tanil remains as peaceful as possible given the circumstances. By and large, these are decent people who find themselves in a very stressful situation – one made all the worse by recent events.

If the characters are cooperative and especially if they captured rather than killed the Chabuli criminal, the constables are grateful to the characters. They take the characters' names and contact information and advise them to remain on Savuul for the next few days in the event that they should be needed to give further testimony to the authorities. If the characters wish to contact the colonial constabulary, they may do so, but they are told that further details of the case will likely not be made available to them until after the investigation is concluded and perhaps not even then.

INVESTIGATION

At this point, the characters have three choices. The simplest – and the least interesting from an adventuring standpoint – is to resume their original purpose on Savuul and forget the matter of the attack in the alleyway. In this case, the adventure is effectively over, except perhaps for the events described in “Aftermath” below, although the characters are unlikely to realize that they are in any way connected to the murder of a lone Terran.

The remaining two choices involve following up on information gleaned from Tankredo Pederson's *šafisto* chip. One possibility is contacting the Encyclopedia Foundation in Chamtai Tanil, while the

other is visiting Pederson's home. Both of these possibilities are dealt with in the following sections.

THE ENCYCLOPEDIA FOUNDATION

The local branch of the Encyclopedia Foundation is located in the swanky neighborhood of Chamtai Tanil know locally as *Manthjargal*. The neighborhood is favored by a variety of Terran businesses and is the home to many Terrans. Government House is located here as well. The Foundation branch maintains a large staff of Terrans and Chabuli, led by Ifiğenia Mkombe, a middle-aged woman with a keen interest in Chabuli antiquities. She is well regarded in the Garden Cluster for the respect she has shown toward Chabuli sensibilities, including her unwillingness to sponsor expeditions to areas the Chabuli consider taboo, despite the flak she has received from others in the Foundation. Mkombe believes that, while many of these areas, in particular the Tebussum Bakan ruins on the southern continent of Sayyisu, undoubtedly contain vital information about Chabuli civilization, there is little to be gained by scandalizing these aliens any further by digging up what they consider to be sacred ground.

If the characters approach the Foundation to ask about Tankredo Pederson, Mkombe will say that the local constabulary had already contacted her. She is saddened by the news, not just because Pederson was a fine explorer, but also because he, like her, made great efforts in pursuit of friendship with the Chabuli. She also explains that she was surprised to discover that Pederson was back in Chamtai Tanil, as he was supposed to have been in the third week of a month-long expedition into the wilds of Tiatsit. Tiatsit is an island continent in the Yavuulii Saihan Ocean, where no Chabuli has lived since prehistoric times. Even though he was in regular contact with the Foundation while on his expeditions, he never once intimated he might return to the capital city ahead of schedule.

Mkombe can offer no explanation as to why Pederson returned home ahead of time or why he had not yet contacted the Foundation about it. She assumes that he might have found something in Tiatsit that he thought important, but has no idea what that might have been. If pressed, she says that Pederson maintained a theory that Chabuli civilization actually began on Tiatsit before some catastrophe destroyed it, with the survivors migrating to other continents to start anew. Mkombe stresses that this theory has only minimal basis in

what Terrans know of Chabuli history and is based primarily on rather eccentric interpretations of Chabuli myths and legends – the equivalent of treating ancient Greek tales about Atlantis as if they were true.

Mkombe has very little else to add, but mentions that, if the characters should discover anything further about Pederson's death, she would be very interested in knowing. She adds that the next issue of the *Transactions of the Encyclopedia Galactica Foundation* (a regular electronic periodical) will be dedicated to Pederson and his work.

PEDERSON'S HOME

Tankredo Pederson lived in a condominium in the same *Manthjargal* neighborhood as the Encyclopedia Foundation. He had lived there for the last three years, having purchased it shortly after arriving on Savuul. His apartment is currently under a police cordon, since it is being searched for clues pertaining to his death. The characters will have no way whatsoever to enter it, as no amount of persuasion, intimidation, or outright bribery will convince the constables to let them inside the apartment. Even were they to do so, there is very little of immediate interest, since the majority of his personal effects have been taken into police custody as possible evidence.

Fortunately, there are two other sources of potential information the characters might encounter here. The first is the condominium's superintendent Venceslavo Hosler, an older Terran man who is quite amenable to being "persuaded" to tell what he knows about Pederson and his recent activities. If Hosler notices that the characters are interested in Pederson's apartment, he will make several broad hints that he would share valuable information with them if they would make it worth his while.

Hosler is interested only in money and would tell what he knows in exchange for as little as 125\$, although he initially asks for 500\$. He can be talked down through social interaction. His Resolve is 30, his relevant Abilities are all 4, and his relevant skills are all 3. He starts off Neutral toward the characters and will cut his bribe level in half for every new level the characters push him from Neutral.

Hosler tells the characters that Pederson didn't spend a lot of time in his home. He traveled a lot for the Foundation, which the characters ought to know already. When he was gone, though, sometimes people

would come to his apartment anyway. These people were all Terrans and they seemed to have the access code to let themselves in. On a couple of occasions, Hosler watched these Terrans leave the condominium complex, where they met with some Chabuli, “who looked like *terguun*,” a Chabuli word meaning roughly “tough guys.” *Terguun* is also the word used by Terrans to refer to Chabuli criminals. Hosler does not know the names of either the Terrans or the Chabuli, but he does have security videos of them as they entered and left the complex. For an additional bribe of 100\$ (subject to the same rules as above), he will provide a copy to the characters (see “The Video” under “Further Investigations” below).

The second source of potential information is a Chabuli colonial constable named Herhen Shuleg. Herhen – Chabuli clan/family names come first – may recognize the characters if they had previously been interviewed by the police regarding Pederson’s murder. If so and if the characters behaved well during their interview, he will approach them and gently ask them why they are in the condominium complex. Provided that the characters do not express any feelings that



suggest they are themselves up to criminal activity, Herhen takes them aside to give them a push in the right direction. He tells them that the constabulary is currently baffled as to why Pederson was in the part of Chamtai Tanil where he was killed, since he was supposed to be offworld at the time. Herhen believes that the answer to this question may explain a great deal.

Herhen is reticent to say much more to the characters. However, if, in the course of conversation, the characters should indicate by word or deed that they are sympathetic to the situation of the Chabuli in the Garden Cluster, Herhen will noticeably warm to them. He will add that the constabulary believes that Pederson may have made money selling protected antiquities to wealthy Terran buyers – antiquities he acquired while on his various Foundation expeditions. A number of these illegal artifacts have shown up on the black markets of several worlds throughout Five Stars sector and many can be traced back to locations where Pederson has been in the last year. There is no evidence that he personally profited from these sales, though, but it is also possible he was simply careful with how and when he was paid for these sales.

A FUNNY FEELING

From this point on, the Game Master can ask the players to make regular Observe Tests to notice that their characters are being watched. Success indicates that the characters realize that someone is taking notice of their movements, but they do not feel threatened, which is to say, they do not sense an imminent attack upon them. Achieving 3 or more degrees of success on two or Observe Tests enables a character to notice that several Chabuli and a male Terran are often in nearby crowds. Attempts to find these individuals will fail, as they quickly disperse into the people thronging the streets of Chamtai Tanil. Nevertheless, the characters are now aware that someone is taking an interest in their activities.

FURTHER INVESTIGATIONS

At this stage, the characters now have several additional avenues for investigation. Each of these possibilities is discussed here.

THE VIDEO

The security video Venceslavo Hosler gives the characters shows two Terrans, a man and a woman, as well as three Chabuli. Without assistance, identifying any of these people will be extremely difficult. However, characters who succeed first at a Difficult Computers Test, followed by a successful Technical Sciences Test will be able to positively identify the woman as Aleksandra Langlais, another employee of the Encyclopedia Foundation, whom they will have seen if they visited the Foundation offices previously. Searches through back

issues of the *Transactions of the Encyclopedia Galactica Foundation* further reveal that she often accompanied Pederson on his expeditions, though she rarely remained in the field for as long as he did. In addition, the man and the Chabuli look familiar to any characters who succeeded in multiple Observe Tests, as noted in “A Funny Feeling” above.

The other individuals on the video cannot be identified without assistance from someone who has access to criminal databases. If the characters turn to the constabulary, such as Herhen Shuleg, or to other contacts who can access databases of known criminals, they can identify the remaining individuals. The Terran man is Rolando Desteen, a convicted black marketer, and the three Chabuli are all thugs associated with the BSG, including Taniln Shaar, who is wanted for his role in the murder of a colonial constable six months ago.

A successful Investigation Test after obtaining this information will reveal that Desteen arrived on Savuul approximately three days ago but has been on and off the planet many times over the last year. This is the first time he has been on the planet while Pederson has been in Chamtai Tanil, suggesting that Pederson’s return was likely not directly connected to Desteen’s arrival.

CHABULI ANTIQUITIES SMUGGLING

If the characters look into the smuggling of Chabuli artifacts, they will discover (through the use of Investigation and related skills) that there is a huge market in Five Stars sector for these items. The Encyclopedia Foundation has used its influence to lobby that the sector’s administration takes as dim a view of such activity as it does toward any other such crimes. Unfortunately, there is very little interest in doing anything that favors the Chabuli, so antiquities protection laws are observed less stringently than they ought to be. The Foundation’s journalists have written several exposés on this very topic and the Foundation itself has tried to set a good example in its own expeditions.

Nevertheless, wealthy Terrans frequently buy Chabuli artifacts and, over the past two years, the number of artifacts available – and their value – has increased significantly. The high quality of the artifacts available suggests someone with ready access to them is involved and most analysts surmised that members of the colonial administration of the Garden Cluster must have been involved, although no evidence

could be found. There were also those who suggested that Chabuli organized crime and terrorist groups might also have been engaging in these activities to finance their operations, with only slightly more evidence to back it up.

RETURN TO THE FOUNDATION

Eventually, the trail of clues will lead the characters back to the Encyclopedia Foundation. There are three likely avenues of investigation here, each of which receives its own sub-section below.

PEDERSON'S ACTIVITIES

If the characters have uncovered any evidence of suspicious activity by Pederson before his death, they might present this to Ifigênia Mkombe to see her reaction. She will, of course, be shocked at first and claim that there must be some mistake. She cannot imagine that Tankredo Pederson could be involved in anything underhanded, let alone criminal. However, after her initial reluctance to believe it, she will begin to consider the possibility and reveal some additional pieces of information to the characters.

First, Mkombe admits that Pederson did occasionally have dealings with members of the Chabuli underworld on Savuul and elsewhere. He never denied this and always claimed that he used these people in order to get into places he might otherwise not be allowed to go. Some of his greatest expeditions relied, at least in part, on winning the favor of criminal groups who helped smooth ruffled feathers amongst local Chabuli populations who might have otherwise objected. Mkombe further admits that she sometimes wondered if maybe Pederson was involved more closely with these criminals than he admitted, but tried not to give it too much thought lest she realized how culpable the Foundation might be in his activities.

Second, Mkombe says that, possible criminal activities to the contrary, Pederson more than once in her presence expressed the opinion that the Chabuli would never be better off until they rose up against the Terrans and kicked them out of the Garden Cluster. Pederson claimed the State did not understand anything other than naked force and, if it took violence to make them see the plight of the Chabuli under their administration, so be it. Of course, Pederson would laugh off these statements when asked about them later, claiming his was being hyperbolic, but they worried Mkombe nonetheless.

CHABULI ANTIQUITIES

Mkombe knows a fair amount about Chabuli antiquities smuggling, pointing out that the Foundation has always opposed it and has worked with both the Chabuli and the sector government to put an end to the practice. Unfortunately, there is far too much profit in it for it to be stopped completely and Terran authorities consider it a minor matter compared to others and so give it limited attention. Mkombe is not at all surprised to hear that organized crime and terrorist groups are involved, since most of them care very little for Chabuli history, preferring instead to squander their species' heritage if it means they can strike back against the hated Terrans.

The most valuable of these antiquities come from an unknown location believed to be in the wilds of Savuul. They are valuable because, while they look similar to most of the other ancient artifacts found on Savuul – bowls, idols, tools and other implements, etc. – the materials used are quite different. Typical Chabuli artifacts are made of highly polished stone, whereas these rare ones are made from metal or crystal and show a degree of precision that indicates the use of advanced tools, far in advance of what most other ancient Chabuli cultures possessed. It is artifacts like these that were used as “evidence” of the Chabuli “Atlantis,” Tiatsit, which was an area of interest to Pederson.

ALEKSANDRA LANGLAIS

The final topic of investigation is Tankredo Pederson's associate Aleksandra Langlais. The Foundation also employs Langlais as a writer and editor. She has accompanied Pederson on several of his expeditions, but generally remains on Savuul, where she assists Mkombe in running the day-to-day operations of the local branch. As with Pederson, Mkombe is initially shocked at the suggestion of anything illicit about Langlais's activities, but admits that, after all that has transpired recently, she is not sure of anything anymore.

Langlais is currently in the Foundation building and has been warned of the arrival of the characters. By the time they seek her out, she is preparing to escape the building.

THE CHASE

Characters who seek out Langlais in her office will arrive just in time to see her fleeing out the door. If the characters wish to catch her, they

must engage in a chase. Chasing is a series of opposed Athletics Tests. Every degree of success by which a character beats Langlais lessens her lead over that character, as she attempts to run away. Every degree of success by which Langlais beats the closest character increases her lead. Her initial lead is 5 paces. If her lead is reduced to 0, the characters have caught up to her and may attempt to grapple with her to capture her. On the other hand, if her lead reaches 10 or more, she has managed to get away from the characters successfully. GMs are advised to be lenient in granting small bonuses to Target Numbers if the characters offer good and plausible means by which they seek to get closer to Langlais and end the chase. Treat Langlais as if she has 6 in all relevant Abilities and 5 in all relevant skills.

If caught, Langlais will put up a fight to resist capture, using Unarmed Combat. She will not risk permanent injury, though, and will surrender if the odds are overwhelmingly against her.

WHAT NOW?

The next stage of the adventure depends heavily on whether the characters capture Aleksandra Langlais or not. If they do so, they may proceed to the next section below. If she simply eludes the characters quickly, other avenues will become available and these are described below.

ALEKSANDRA LANGLAIS

If caught and interrogated, Langlais requires little convincing to reveal what she knows once the characters can assure her that they are not working with the BSG. She explains that both she and Pederson had become inadvertently entangled with Chabuli terrorists and had been attempting to extricate themselves in recent days. Although the Chabuli who killed Pederson was just a random criminal looking to make a quick sol, Langlais believes that he was hired by the BSG to kill Pederson. This is in fact not true but Langlais strongly believes otherwise. She ran from the characters because she thought the characters too had been hired to eliminate her.

Aleksandra Langlais borders on the hysterical at times, overwrought at the murder of her friend and colleague Tankredo Pederson and worried that the Encyclopedia Foundation might wind up being implicated all that they have done for the BSG over the last two years, not to mention what might occur in the near future.

Langlais relates the following in response to the character's questions:

- Both she and Pederson were sympathetic to the Chabuli situation in the Garden Cluster and made many contacts with anti-Terran groups in the course of their expeditions to the wilds of Savuul and other worlds in the Cluster.
- Through these contacts, they also met individuals, both Chabuli and Terran, who helped open doors and smooth relations with the colonial administration and local Chabuli, so that they might gain access to archeological sites otherwise restricted.
- As it turned out, some of these contacts were themselves connected to the BSG, who threatened to expose Pederson and Langlais's involvement with them if they did not cooperate with them. Cooperation took the form of passing to them ancient Chabuli artifacts, which were then sold throughout Five Stars sector to support BSG activities.
- Eventually, Pederson began to have doubts about his cooperation with the BSG, particularly as it became clear the organization was less interested in aiding the Chabuli than it was in gathering power for itself. In addition, the BSG's involvement in the assassinations and attempted assassinations of Terran – and Chabuli – leaders whom it considered enemies wore heavily on his conscience.
- The final straw came two days ago, when Pederson stumbled upon a unique artifact in Tiatsit, one wholly unlike any he had uncovered before. Pederson had very little time to study it but was quickly convinced it was not Chabuli in origin at all but the handiwork of the Travelers! Pederson had long suspected that there might have been a Traveler presence on Savuul in the past, but he had never been able to uncover proof until now. Unfortunately, the BSG did not care about such things and saw the Traveler artifact only as a chance for greater profits for their cause. Their agents took it from Pederson and returned to Chamtai Tanil to sell it to Rolando Destein
- Distraught over how he had let an invaluable artifact fall into the hands of terrorists, Pederson returned to Chamtai Tanil in an attempt to get it back and wash his hands of his involvement with the BSG. Langlais believed his death was

ordered by the BSG in retaliation, but, as the characters know, it was purely accidental.

Langlais now says she wants nothing more than to turn herself into the colonial constabulary and tell them what she knows, both to pay for her mistakes and to ensure the good name of the Encyclopedia Foundation is not besmirched by her actions or those of Tankredo Pederson. She asks the characters to accompany her to act as her bodyguard, since she still fears that the BSG or their agents will attempt to kill her now that she has revealed her involvement with them.

AFTERMATH

The Chabuli Conspiracy concludes once the characters have taken Aleksandra Langlais into the custody of the colonial constabulary. No one attempts to murder her and the information she provides is invaluable in dealing with the BSG in the weeks and months to come. Her actions eventually reach the ears of Lieutenant-Governor Huang, who puts increased manpower into stopping the smuggling of Chabuli artifacts off Savuul. Furthermore, Ifigênia Mkombe uses this affair to draw further attention to way that the Chabuli's cultural past is being stolen to finance groups that provide no benefit either to the Chabuli species or to their cause in Five Stars sector. Though perhaps small in the grand scheme of things, these actions nevertheless bring about some positive change in the Garden Cluster and hope for the future.

This adventure leaves numerous loose threads from which inventive GMs can spin their own follow-up adventures. A few possibilities include:

- Just what was the BSG financing with the sales of the Chabuli artifacts? Did they have some larger plot in motion that must now be delayed because of the disruption in their trafficking in these rare and valuable items?
- What became of Rolando Desteen? Did he escape Savuul and, if so, is he still plying his illicit trade on other worlds of Five Stars sector?
- What happened to the artifact that Tankredo Pederson believed was of Traveler origin? Was he correct? If so, exactly what might the artifact have been and does the individual who now owns it realize what it is? Furthermore, if Pederson

was right, that means there may be a Traveler site located on Tiatsit. What else might be found there and what might it reveal about the prehistory of Savuul and the Chabuli species?

- What happens at Lieutenant-Governor Huang's open forum with the public to discuss recent events? Is it successful or a failure? Do the BSG attempt to disrupt it or perhaps make an attempt on Huang's life?
- Finally, the characters have now possibly made positive contacts with both the Encyclopedia Foundation and the colonial constabulary of Savuul. Both groups might turn to the characters again in the future, using them as special agents either on Savuul or one of the other worlds of the Garden Cluster.

In conclusion, remember that **THOUSAND SUNS** is a game, and that it goes differently for everyone who plays. Bon voyage!