

21 Plots

SHOGUN



TRAVELLER

Compatible Product

Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing

21 Plots

21 Plots

A Sourcebook

From Gypsy Knights Games

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21 Plots

About this book

Using a familiar format for Traveller players, this book presents 21 possible plots for the Referee to use with a gaming group. These can be useful not only when planning a short diversion from the main campaign, but also on those occasions where the players go off the anticipated path.

Each of these plots has six possible variations. A Referee can follow the advice of the text and roll 1d6 to determine the course or he/she can simply choose among the presented options. Either way, we hope that some of these plots can be revisited by the Referee at different times with different outcomes.



Like all of our products, the main intention of this book is to provide an extra spark to the Referee's imagination. We hope to provide a quick boost to make things a little easier.

Most of the plots contained herein assume a group of characters traveling in a starship from place to place. Of course, this can be modified by the Referee as needed.

We at Gypsy Knights Games hope this product is used and reused by you many times and that it is an aide to you in coming Traveller campaigns.

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1. Need A Ride

As they are leaving the starport, a man approaches the character party and asks if they are taking passengers. It seems he wishes to buy passage for his young son to the next system. He has family there and believes his son will have a better life there than here. He is willing to pay 10% over the normal cost of the passage.

Roll 1d6 and consult the chart.

- | | |
|---|---|
| 1 | All is as at it seems. The father simply believes his son will enjoy better opportunities in the next system. |
| 2 | All is as it seems, but the boy's uncle in the next system will be unwilling to take the boy in. |
| 3 | All is as it seems and the boy's uncle will be so pleased to see the boy, he will pay an extra 10% in gratitude to the characters for seeing the boy safely there. |
| 4 | The man is the boy's father, but it is not simply for increased economic opportunity that he is sending him away. The boy is a delinquent and a problem child, something the characters will discover quickly once he is aboard the ship. The father hopes the uncle will be able to instill discipline in the boy. |
| 5 | The man is the boy's father, but it is not simply for increased opportunity that he is sending the boy away. The boy is a witness to a crime committed by a local crime boss and the father is afraid to go to law enforcement. The father is hoping the boy can escape scrutiny by leaving the system. 1d6+3 goons will be hunting for the boy to take him back to the crime boss. |
| 6 | The man is not the boy's father. The man is simply transferring his slave to another slaveholder. Since this is illegal, both the man sending the boy and the man picking up the boy are posing as family members. The boy will be sullen and sad, but afraid to tell the truth. Compassionate characters might be able to get the true story from him... and hopefully do something about the situation. |

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2. Uncanny Resemblance

Upon arrival at the starport of their next destination, it is discovered that one of the crew bears an uncanny resemblance to the former dictator.

Roll 1d6 and consult the chart.

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|---|--|
| 1 | It is a remarkable resemblance and many people will comment upon it, but the dictator is known to be deceased. It will simply cause the character some notoriety. |
| 2 | As 1, except not only does the character gain notoriety, but also a small level of fame. People who sided with the former dictator begin buying the character drinks, taking holophotos, and it becomes a public scene. |
| 3 | As 2, except for the current government takes a direct interest and believes the character could be someone siding with the deceased dictator or even a clone. They will place the character and the rest of the crew under surveillance and anything which requires local government assistance will run into delays. |
| 4 | As 2, except that the dictator was a brutal monster and was deposed violently. It is therefore not fame but infamy heaped upon the unfortunate character by the masses. |
| 5 | As 1, except that the real former dictator is simply in hiding. Now many believe the character is the dictator who is coming out of hiding. Supporters among the people will begin to flock to him. Enemies will begin to mass. Government treats the character and the party as they do in 3. |
| 6 | As 5, except the opposition party leaders want the character to stand in for the former dictator until he can return. They will reward the character handsomely for taking the place of their beloved leader. Unfortunately, this also comes with risks of being found out to be a liar and, of course, being assassinated by the government which put the real dictator in exile. |

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3. Boom! Winning!

A local celebrity comes to the character party in a bar and asks them to be part of his security team. It seems he no longer trusts locals, as he feels they are all traitors to his "cause". He offers a substantial sum to cover employment for two weeks.

Roll 1d6 and consult the chart.

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|---|--|
| 1 | The celebrity is an interesting sort, but a bit paranoid. He has no enemies and, in fact, few people seem interested in him. It is two weeks of easy money and a bit boring. |
| 2 | The celebrity is correct that people are trying to get to him. However, it is just a small and dedicated throng of admirers seeking autographs and other memorabilia. They are annoying but harmless. |
| 3 | As 2, except one is a dedicated fan willing to stop at nothing to get what he or she wants. This person is a dangerous and driven individual and the characters will have to stop him or her. |
| 4 | The celebrity is a bit of a party animal. Not only will the characters have to protect the celebrity from his throngs of admirers, but also from himself. |
| 5 | As 4, except it is much more intense. The celebrity is a sex crazed, drug fueled maniac. Not only will the characters have to protect the celebrity from his throngs of admirers, but also the admirers from the celebrity himself... and the path of destruction in the wake of him and his admirers. |
| 6 | As 5, except one of the things in the path of destruction is the death of one of the admirers. The characters will be paid more and asked to keep this a secret and will have to determine if their morals override their sense of profit. |

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4. Daddy's Boy

The characters are approached by a wealthy patron whose son has gotten into trouble on a world with a high law level and a corrupt government. The man has attempted to gain his son's release through legal channels, but all has failed.

The patron will pay 25,000 Cr for the retrieval of his son alive and well. In addition, he will provide 10,000 Cr for bribery purposes. The characters may keep whatever remains from the bribery fund.

Roll 1d6 and consult the chart.

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|---|--|
| 1 | The local government is little more than a group of kidnappers and thugs. The young man was simply a tourist who showed off his wealth. The government officials will take a bribe of as little as 5000 Cr to allow the son's release. |
| 2 | As 1, except the minimum bribe is the full 10,000. |
| 3 | As 1, except the minimum bribe is actually 12,000. Hopefully, the characters will have enough to make up the difference. |
| 4 | As 2, except the son knows that the characters are there to give money to the government. He will refuse to allow the government to be funded by his release. The characters must either convince him or find an alternate solution. |
| 5 | As 1, except the son is not simply a tourist. He is a student activist at his university and has taken on the cause of a group of rebels against the government. The minimum bribe is 20,000 credits. However, the rebels will be willing to aid the characters in breaking the son out of the prison if they so desire. |
| 6 | As 5, except the rebels are unwilling to help. The characters will have to come up with the 20,000 credits, break him out on their own, or come up with another solution. |

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5. The Evil Corporation

While relaxing at a starport, the characters are approached by a man seeking help. It would seem that he has angered a local corporation.

Roll 1d6 and consult the chart.

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| 1 | The man simply wants passage out of the system. He is willing to pay the going rate +10% for a quick exit from the system. |
| 2 | As 1, except he's really desperate and will pay 20% over the going rate. |
| 3 | As 1, except no matter how fast they move, agents of the corporation are already tailing him. There are 1d6 corporate agents and they are armed to the fullest extent allowed by the law level. They will attempt to capture the man. The character party will have to decide how best to protect him. |
| 4 | As 2, except the reason he is so desperate is because not only did he make the corporation angry, he is also carrying information damaging to them. Corporate agents have lost him for now, but the characters can count on their pursuit. |
| 5 | As 4, except it is not information, it's a prototype of a new industrial robot. It is large, unwieldy and bulky and will slow down the characters and their patron in their desire to leave. |
| 6 | As 4, except the corporate agents have not lost him. As soon as the characters make an agreement, the agents will get the drop on them. There are 1d6+1 agents armed to the fullest extent allowed by the local law level. |

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6. Disaster!

The characters have stopped at a system whose mainworld is a planetoid belt. The starport is a hollowed out asteroid in which they have to park their ship. During their stay there, a disaster strikes. Terrorists have destroyed the fusion plants running the atmosphere recycling. Panic strikes.

Roll 1d6 and consult the chart.

- 1 The damage is repairable. The characters end up stuck in the midst of the crisis though. They will encounter panicked crowds and injured people. This could be an excellent time for characters to help others by trying to institute calm, helping with repairs, or tending to wounded.
- 2 As 1, except they also have to deal with 2d6 unarmed looters who have decided now is the time to strike.
- 3 As 2, except 1d6 of the looters are armed.
- 4 As 3, except it is all of the looters who are armed.
- 5 As 1, except the terrorists are still on the starport. They are armed well and are adding to the death toll by randomly shooting civilians. The characters will encounter 1d6+2 of them.
- 6 As 1, except the damage is irreparable. The characters will not be allowed to leave the port until they have taken on a large number of refugees. They will be compensated upon arrival at the destination (another world in system or the next system).

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7. Refugees!

The character party is forced to take on refugees after a disaster strikes the world where they have stopped. The government will not allow them to leave without taking the refugees to the next system. The government promises compensation upon the characters' arrival at the next system.

Roll 1d6 and consult the chart.

1	The government is true to their word. The compensation is two "free fuel" certificates that may be used on the destination world.
2	As 1, except the compensation is 500 Cr per person who has been saved.
3	As 2, except the compensation is 1000 Cr per person.
4	As 2, except the compensation is the full cost for a middle passage per person.
5	As 3, except the government bureaucracy is extremely slow about producing payment. It will be 4d6+5 days before payment will be received.
6	The government is not true to their word. Upon arrival, the characters will receive appreciation and that is all.

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8. Divorce Is Forever

A woman approaches the character party and is seeking transit to a world two jumps away to rendezvous with a new lover. She is dressed casually, but the clothes are expensive. She offers the group 20% over the going rate for passage. A minimum of research will reveal that she is recently divorced from a member of local nobility.

Roll 1d6 and consult the chart.

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|---|---|
| 1 | She seems to fear some sort of repercussions from her ex-husband's family, but her fears are unfounded. She is a kind person, retains her noble rank and the characters gain her as a wealthy and somewhat influential contact. |
| 2 | As 1, except she has lost her noble rank. The characters still gain her as a contact, but she is less wealthy and less influential. |
| 3 | As 1, except she is now neither wealthy nor influential. She barely has enough money to pay the passage. The characters still gain her as a contact. |
| 4 | As 1, except she is far from being a kind person. She is a spoiled brat and will make time aboard ship a living hell for the crew. |
| 5 | As 1, except she is constantly followed by the media. She will regularly be followed by reporters and holographers wanting interviews and holos. |
| 6 | As 1, except her fears are real. The local nobility have agents following her every move. The agents are determined to sabotage any attempt she makes at relaxation. While the agents have not been asked to harm her, their actions may well cause danger to her and the crew. |

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9. Dirty Tricks

A local political group is looking for offworlders to make up part of a crowd to protest a candidate who is running for re-election. The group will pay 100 Credits per person to any of the characters willing to accept. The candidate is making a speech at a local park and the protest will take place there.

Roll 1d6 and consult the chart.

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|---|--|
| 1 | The characters are given some anti-incumbent signs to carry and a few slogans to shout. They are required to spend a few hours at the rally. It goes smoothly and, in the end, they can collect their credits. |
| 2 | As 1, except that the political group attempts to escape paying them. |
| 3 | As 1, except the characters become involved in a minor skirmish with members of a political group opposing the position taken by their patrons. |
| 4 | As 3, except it becomes a major skirmish with fists, claws, rocks, and bottles being used as weapons. |
| 5 | As 3, except the opposing force are the local police who use suppression measures in accordance to the law level and tech level of the world. |
| 6 | As 3, except during the speech, the candidate is assassinated. Local law enforcement will consider the characters suspects as they are both offworlders and protesters. The characters will have to prove their innocence. |

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10. Search and Rescue

While on Hendershot (information available in *Quick Worlds 6: Hendershot*), the characters are approached by a man and woman who want to hire them to look for their missing children. Their children have gone missing on Gutierrez. It seems that they were involved in an intercity shuttle accident in the mountainous region between cities. While the local authorities have found the wreckage, there was no sign of the children. The local authorities have given up their search and thus the parents wish to hire outsiders. The parents are willing to pay 5000 credits for the expedition.

The characters will be required to provide their own survival equipment.

Roll 1d6 and consult the chart.

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|---|---|
| 1 | Sadly, the children were killed in the crash. Their bodies were mangled beyond visual recognition, but the investigators are positive the bodies are theirs. Although the local authorities have told the parents this, in their grief they can not accept it. |
| 2 | As 1, except the local government is hiding some information connected to the crash. Upon examining the crash site, the characters also discover that it might have been an attack rather than an accident. |
| 3 | As 2, except the parents are not who they claim to be. They are independent reporters investigating the true cause of the crash. |
| 4 | The children survived the crash and are wandering around the area trying to survive. The characters must brave the elements and try to locate them. |
| 5 | As 4, except only one child survives. The second child also escaped but died from injuries sustained from the crash. |
| 6 | As 4, except the children were kidnapped by the rebels who shot down the shuttle. It seems the rebels were attempting to recover something on board the shuttle and are now holding the children hostage. They contact the parents for ransom after the parents contact the characters. |

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11. Distress Call

While traveling through the outer reaches of a system, the characters receive a distress call.

Roll 1d6 and consult the chart.

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| 1 | The distress call is from a merchant vessel with engineering problems. The merchant captain will be quite thankful and the party will gain her as a contact. |
| 2 | Same as 1, except the merchant captain also insists on paying the characters' fuel bill for this system. |
| 3 | The distress call is from a merchant vessel that has been attacked by a pirate vessel. The pirate vessel is an armed merchant ship which has left the area following the attack. |
| 4 | Same as 3, except the pirate vessel is still lurking and laying in wait for the characters. |
| 5 | The distress call is from a vessel with the system defense force. It is having engineering problems. Aiding them will gain them a contact within system defense. |
| 6 | As 5, except the problem is not an engineering problem. They have been attacked by a group of pirates who are still laying in wait for the rescuers. |

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12. Bucket List

The group is approached by an elderly man who wishes to be taken to a system one jump away. It seems he has always wanted to see one of the gas giants in that system, reputed to be a beautiful sight, and he never has. He has been told he has a short time to live and wants to do this before he passes away. He will pay the going rate +10%.

Roll 1d6 and consult the chart.

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|---|---|
| 1 | All is as it is presented to the characters. The man is quiet and reserved. When they reach the gas giant, he is quite moved and then asks to be returned home. |
| 2 | As 1, except the man is moved to the point of tears and offers the characters an extra 10%. |
| 3 | As 1, except the man is overcome with emotion and dies while standing there. The characters will need to return his body. |
| 4 | As 1, except the man is in need of constant attention from the crew. He annoys any crewmember with which he comes into contact. While it may cause problems, the man means well, he is simply sad and lonely. |
| 5 | As 4, except the man is a cantankerous old curmudgeon. He complains constantly and is a drain on anyone who deals with him. |
| 6 | Unfortunately, the man dies during the jump to the system. He never makes it. The characters should then be pressed to make a decision about what to do with his passage fee. |

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13. The Statue

The characters are asked to transport a small statue to a world that is located two jumps (for their ship) away. The statue is a small (2 feet tall (60 centimeters)) representation of a beautiful woman. The woman who hires them will pay the going rate for freight + 20% if they will deliver the statue directly to a woman named Erika Vartok.

Roll 1d6 and consult the chart.

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|---|---|
| 1 | The statue is simply cheap décor. Erika Vartok is the woman's sister and the statue belonged to their mother who has died. The statue has no intrinsic worth except sentimental value. |
| 2 | As 1, except Erika Vartok is so pleased to see this possession of her dead mother that she will offer a further 10% to the price. |
| 3 | The statue is a representation of a local deity. Both the woman who hired them and Erika Vartok are priestesses of this deity. Those who see the statue in the care of the characters will be in awe of them. |
| 4 | As 3, except the worship of this deity is outlawed on this world. Having the statue seen in public may cause problems for the characters. |
| 5 | The statue is considered risqué by the locals at the destination world. According to the whim of the Referee, this can be anything from highly illegal to simply embarrassing for the characters. Erika Vartok is simply a collector of such art. |
| 6 | The statue has a hidden compartment which is filled with a substance illegal on the destination world. The substance may be found by starport law enforcement or by the characters during an inspection. |

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14. Gone to Market

While on an agricultural world, the characters are hired to haul a load of produce and the farmer from this world to a high population world nearby. The farmer is willing to pay the standard shipping rate.

Roll 1d6 and consult the chart.

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|---|---|
| 1 | All is as it seems. The farmer takes his crop to market and the characters make a tidy profit. |
| 2 | As 1, except the farmer makes a much larger profit than expected and decides to share some of it with the characters. |
| 3 | As 1, except some of the produce is rotten or has gone rotten during the journey. The farmer, knowing he will lose money, will now attempt to get the characters to give some of the shipping fee back to him. |
| 4 | As 3, except the farmer is also armed and is willing to fight to get some of the fee back. |
| 5 | All is as it seems with the farmer; however a rival farmer sees an opportunity to strike at the farmer by sabotaging the crop. All of the crop is bad by the time the characters reach the destination. The farmer will be devastated and will ask for the entire shipping fee to be returned. He will be quite distraught. |
| 6 | As 5, except the rival farmer is a small corporation. Instead of sabotaging the crop, the small corporation has hired some thugs with a ship to attack the character's ship and destroy the farmer's crop. |

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15. Pleasure Planet

The character party visits a pleasure planet and spends a week there.

Roll 1d6 and consult the chart.

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|---|--|
| 1 | The characters have a great time and relax. Lessen the difficulty of some of their mundane shipboard tasks. |
| 2 | One of the characters becomes involved in a local game of chance. The character loses 1d6 X 1000 credits. |
| 3 | One of the characters becomes involved in a vacation affair. Roleplay this out as best you can and if your player does the same, give the player a new contact. |
| 4 | As 3, except the lover is a bit crazy. The character does not gain a lover or contact, but rather gains a stalker. |
| 5 | As 2, except the character wins 1d6 X 1000 credits. |
| 6 | While they are on the pleasure planet, there is a murder. The characters become wrapped up in the investigation when someone in their group is accused of the deed. It will turn out that the man behind it is the former baron and he'd have gotten away with it too if not for the travellers and their darn doglike alien friend! |

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16. Distress Call II

While in the outer reaches of the system in which they have arrived, the characters receive a distress call. The distress call is coming from a cruise ship which was touring one of the gas giants.

Roll 1d6 and consult the chart.

- 1 The cruise ship has experienced catastrophic engineering failure and the immense gravity is pulling the ship into the gas giant. When the characters get there, the ship has ample time to be evacuated.
- 2 As 1, except the time is much less. It will be cutting it quite close.
- 3 As 1, except there is little time. More than likely, the crew and passengers will not all fit aboard the characters' ship. A moral decision will must made as to how to proceed before the ship plunges to crush depth in the gas giant.
- 4 As 1, except the ship's engine failure was caused by a pirate (or other enemy) attack. The ship that fired on the cruise ship will be in the process of raiding the ship when the characters arrive.
- 5 As 4, except the attacking ship will be lying in wait for rescuing ships.
- 6 As 3, except the characters arrive at the scene too late to save anyone from being crushed in the gas giant. The characters will face a board of inquiry as to why their assistance arrived too late.

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17. Fight Club

While on a starport (preferably in a bar), a local approaches one of the more sturdy characters in the group and asks them if they would like to earn some extra credits. It seems he is in charge of a local fighting ring and thinks the character stands a good chance of winning. It costs 500 credits to enter. Losers get nothing but bruises. Winners get 1500 credits.

The character will have to fight three bouts over three days.

Roll 1d6 and consult the chart.

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|---|---|
| 1 | All is as it seems. The character and any other character who wishes to join may go to the fighting ring. It is being held in a back room of a local bar. Fighting is hand to hand and the opponents are quite tough. The Referee should make the first bout simple, the second an even one and further bouts more challenging. |
| 2 | As 1, except the first bout is evenly matched. The second and third are much more challenging. |
| 3 | As 1, except the first two bouts are challenging and the third is nearly hopeless. |
| 4 | The local is secretly a member of law enforcement. He was suspected of being law enforcement and was kicked out of the club. However, he now sees the character as "new talent" and "his ticket back to the inside". |
| 5 | As 4, except the local is not law enforcement. He is a gambler who was kicked out of the club for not paying his debts. He is merely using the character to get back into the club's good graces. |
| 6 | The fight club is actually a recruiting device for a local criminal gang looking for toughs. If the character does well, he will then be approached for work by the crime boss. |

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18. **Mysterious Winnings**

After winning a large jewel in a game of chance the group heads back to their starship and once there notice that the jewel is starting to shift colors.

Roll 1d6 and consult the chart.

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| 1 | The jewel is an alien artifact that displays star configurations leading to some long forgotten world on one of its many facets. |
| 2 | Scans determine that the jewel is of synthetic manufacture and is actually some sort of focusing crystal for a weapon of some type...possibly a stolen military prototype? |
| 3 | The jewel in question is a rare crystal and not a jewel. It has been fashioned by a long dead alien artist with rare holograms that are displayed from the various facets when certain light wavelengths are passed through it. Certain "art collectors" are looking for it. |
| 4 | The jewel is a new type of focusing crystal developed by a small corporation. A rival corporation has "eliminated" the competition and is seeking the prototype to reverse engineer it. Unbeknownst to them, the device is somewhat flawed. |
| 5 | The jewel is actually a semi sentient alien life form that resembles a jewel when dormant. Contact with something on the characters has awakened the creature and it reacts from there. |
| 6 | The jewel contains a hidden message that the loser of the game was trying to give the characters. It tells of a dynastic struggle on a nearby world. One of the lords is currently trapped on another nearby world and needs help. |

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19. Ghost Station

The characters are asked to take cargo and supplies to a nearby system. The system only has a refueling and repair station. The population is less than a thousand. When the characters arrive, the station has been completely abandoned.

Roll 1d6 and consult the chart.

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|---|---|
| 1 | It turns out there was a fear of being hit by a rogue asteroid. The inhabitants were evacuated to another system. This information can be gleaned from the station's computers. |
| 2 | As 1, except the inhabitants did not leave the system, but have simply moved to another of the orbiting iceballs in the system. |
| 3 | The station has been evacuated due to fear of an attack by a local group of pirates or a rival military power (whichever fits your campaign). The attack, however, has not come. |
| 4 | As 3, except the attack is coming. The attack will come as the characters are starting to leave. |
| 5 | As 4, except the attack comes shortly after the characters arrive and before they can refuel. |
| 6 | The station has been attacked by an unknown alien race. The race has abducted, eaten, or is using the station inhabitants as hosts for breeding in an underground passage (Referee's choice). |

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20. For Love

The characters are approached by a local priest who wishes to leave the system they are in and travel to a nearby system as soon as possible. The man tells the characters that he is in love with a woman there, but his religion prevents him from having such a relationship. He is willing to pay double the normal cost for passage provided that the characters leave quickly.

Roll 1d6 and consult the chart.

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| 1 | All is as it appears. The priest has simply fallen in love with a woman and he intends to break his vows of celibacy. His fear of retribution from the church is unfounded. |
| 2 | All is as it appears; however, a group of priests catch up to the priest and the characters before they leave. They try passionately to get him to stay and not leave his vows. |
| 3 | As 2, except the priests are violent in their attempts at coercing the priest to stay. |
| 4 | All is as it appears; however, the priest is correct in his fear of the church causing problems. A group of priests will try to bar the priest from entering the ship. A church controlled vessel will attempt to stop them from leaving the system. |
| 5 | As 2, except the real problems start when the characters and the priest arrive at the destination system. The woman he has fallen in love with is a priestess of a rival religion. The religion will not only attempt to bar the priest from seeing her, they will hold a grudge against the characters for giving the priest passage. |
| 6 | The entire story is a lie. The man is not a priest. He is, however, posing as a priest and wants to leave the system quickly. It seems that he broke into a local place of worship and stole many items worth thousands of credits. He merely wishes to use the characters and their ship as a means of escape. |

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21. Red Maracas

While shopping at the starport, the characters enter a shop off of the main corridor. After one of the characters is asked several "odd" questions, the store clerk gives the character a pair of red maracas. As he does, the clerk wishes the character well on "the mission".

Roll 1d6 and consult the chart.

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| 1 | They are, in fact, a pair of red maracas. They are decently crafted, but there is nothing unusual or unique about them. The store clerk was just a very odd man. |
| 2 | As 1, except the maracas are well constructed and finely crafted. The character can easily sell them for a decent profit. |
| 3 | As 2, except the maracas were stolen from a local entertainer, who wishes to have them back. |
| 4 | As 3, except the entertainer is the main performer for the local crime boss. His thugs have been sent to recover the stolen maracas. |
| 5 | The store clerk had mistaken the player for a courier with the local underground. The maracas contain hidden information with details of an upcoming attack against the local government. |
| 6 | As 5, except the real courier (who does bear a slight resemblance to the character) arrives as the characters exit. The courier, once he discovers the mix up, will begin tracking the characters. |

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