

Campaign Setting: Chamax

by Paul Drye

Note: While this article uses the classic *Traveller* supplement *Chamax Plague/Horde* as a starting point, it is not necessary to have played or own a copy of that adventure. All needed background is included here. Players may also have encountered the bugs in the JTAS adventure *A Plague on All Your Houses!*

Introduction

In 1107, a spacecraft of unknown origin landed on Raschev (3230 Reidan/Foreven), an unimportant planet just outside the Imperium's holdings in Five Sisters subsector. Investigators sent to the site were driven back by a horde of "bugs" -- a voracious, previously unknown life form. The bugs reproduced rapidly, and soon overran nearly 11,500 square miles (30,000 square kilometers), eating all living things in their path. Heroic efforts eventually contained and then ended the onslaught, but the origin of the bugs was mysterious until a second spacecraft landed. Though it was also bug-ridden, the defenders of Raschev managed to wipe out the new set of invaders and examine the ship. Among other things, it was learned that it came from Chamax, an unexplored planet in the nearby Alenzar (3229 Reidan/Foreven) system. That world's previously unknown native minor race had built the sublight craft, attempting to escape from the bugs, but many of the ships were overrun and their automated systems started, delivering loads of the predators to Raschev.

Further investigation of Chamax found the entire land surface of the planet desertified and dotted with countless bug hives. Every other complex life form on land was extinct. Starving, but capable of hibernating for long periods of time, the chamax (with a small "c", as the bugs came to be named) would explode back into action at the least sign of living activity on the surface, desperate for any source of food.

That would have been the end of the story, were it not for one thing. The chamax use a very strong acid to attack, and their internal lining has to be incredibly inert to store it. Samples of this lining were recovered on Raschev, and ended up in the hands of SuSAG's corporate scientists. They quickly realized that its remarkable properties made it a valuable material for insulating equipment from corrosive atmospheres. Duplicating the lining was difficult and expensive, so for a while it was not clear that commercial use was at hand. This changed when SuSAG executives realized that tens, maybe even hundreds of millions of square meters of the wonderful stuff were on Chamax itself. It was just a matter of getting it out of the bugs . . .

The Current Situation

Raschev has been the favorite target of the hibernation ships. In the thirteen years since the first chamax invasion was wiped out, twenty-eight more ships have appeared in that world's skies. Only one other ship is known, this one landing on Garoo III some time in

the past as detailed in *A Plague on All Your Houses!* With help from the Imperial Scout Service base at Mirriam (0333 Five Sisters/Spinward Marches), all twenty-eight ships were intercepted before they could land. Twenty-two were infested with bugs, and diverted from their destination, but six contained some of the ship-building aliens and were allowed to complete their journeys. Awakened from hibernation, the Yudjha (as they called themselves) were placed in isolation and studied. The Yudjha found it difficult to accept that their long-awaited destination was already inhabited, and when SuSAG approached them about a return to Chamax, many of them jumped at the chance.

Using the Yudjha's extensive knowledge of the chamax and SuSAG's considerable resources, the unlikely partners have cleared a small mid-ocean island as a home base for multiple small stations spread wherever the bugs can't reach -- for example, glacier fields and the tops of frozen mountains. Together they have developed techniques for wiping out the chamax; SuSAG's goal is harvesting their linings, and the Yudjha are keen to reclaim their world.

The Planet

Planetary Profile

Chamax (3229 Reidan/Foreven)

Starport: Class I

Diameter: 6,426 miles; Surface Gravity: 0.81; Atmosphere: Thin; Surface Water: 44%; Climate: Chilly; Population: 230; Government: Corporate; Control Rating: 1; Tech Level: 9

Rha-rhan

A tiny island about 12 miles square (30 km²), Rha-rhan is 1900 miles (3000 km) from the nearest continent. Its small size and isolation made it comparatively straightforward for SuSAG and the Yudjha to eliminate the native chamax, and set the island up as a staging ground for future operations. The megacorporation keeps most of its personnel at the forward camps, but Rha-rhan is the site of its processing facilities and starport. The Yudjha are rebuilding Chamax's ecology here from their genetic samples, and are paranoid about infestation by chamax. Access is by air only, and vehicles traveling from the rest of the planet are inspected thoroughly.

Rha-rhan is the remnant of a mid-plate volcano which exploded 9,000 years ago, and was flooded with sea water. This formed a natural harbor which is used as the local starport -- ships and air/rafts come in over the water, then land on the southern shore where a large concrete platform has been constructed. There are rarely more than two ships in port at any given time, though there are berths for five in the 500-ton range. The starport is also used as a loading facility for shipments of chamax linings from the forward bases. There are a few warehouses near the landing pad, some administrative buildings, and an automated homing beacon.

Leaving the starport, travelers follow a road paved with crushed coral towards the larger west side of the island, which holds Rha-rhan's lone settlement. Along the way, the road passes through a security wall that spans a thin section of the island. The Yudjha insisted on the wall, which is made of vitrified stone relatively resistant to chamax acid. Metal scaffold towers line the side of the wall away from the starport, giving security forces a platform from which to fire over the top of the wall. If any chamax were to make it onto the island on a transport from the mainland, the Yudjha will be ready.

Chamax Station

Chamax Station is Rha-rhan's only town. It is divided into two areas, one for Humans and one for Yudjha. The Human section is typical of megacorporate installations on uninhabited worlds. A few prefabricated buildings of the octagonal style peculiar to the Spinward Marches are scattered near the shoreline. They contain housing, administrative offices, and a desalination plant that supplements Rha-rhan's meager fresh water supply. The plant also houses a small hydroponic farm, so that less food has to be imported from offworld. A nearby jetty is used to moor the boats used to reach areas of the island where the road doesn't go.

To the west is a factory used for processing chamax linings before they are shipped off-world, and a basic recreational athletic field for use by SuSAG employees -- a leveled section of ground with a crushed coral 400-meter track and a generic ball-sport field marked out with lime.

About half a kilometer north of the Human Quarter is a cluster of native-style buildings used by the Yudjha. They are constructed from local volcanic stone, light gray in color, and reminiscent of the tops of gigantic snail shells protruding from the earth. Two larger buildings flank a smaller one, but there is nothing special about the arrangement -- the Yudjha do not distinguish between work space and living space, and each structure contains a jumble of apartments and shops.

The Forward Bases

SuSAG's bases are placed in regions where temperatures are low enough to trigger a chamax's hibernating instinct. This means up in the mountains, usually on the edges of glacier fields. The comfort level is nil, but the personnel aren't the type to appreciate it anyway. Harvesting chamax to make money is the goal.

The bases are like Chamax Station, but more so: a few prefabs are scattered around a small area, usually on a small hill away from unstable cliffs and ice faces. A small landing field is constructed nearby by clearing an area of ground and setting up a portable homing beacon. Nothing permanent is built -- chamax within easy flight range are usually "harvested out" after six months or so, and the base is then moved to a better location.

The Wildcatters

SuSAG's operations are just getting underway. For now, they hire freelancers to harvest chamax linings. This setup has a number of advantages, not least the very low cost of

maintaining their "employees" now that the initial work of constructing Chamax Station and the portable structures for the bases is done. In fact, SuSAG earns a slight profit simply by providing services to the wildcatters -- living quarters, commissaries, and medical care. Job qualifications are non-existent. Show up at a forward base with some chamax linings, pay cash on the barrel for any services you consume, and you're a wildcatter.

Wildcatting for linings is fairly lucrative, mostly because it has to be to attract anyone to such a dangerous job. The occupation attracts mainly the desperate, the violent, and the foolhardy. The exact cost of a lining is left to the discretion of the GM, and should be tailored to the amount of money that he's willing to hand out to his players' characters. The job should be lucrative and worthwhile, but not a gold mine.

The Chamax

General

Food Strategy: Hunter

Social Strategy: Hive

Mature Hunter

ST: 9 Move/Dodge: 0/0 when hibernating, 3/4 when awakened, 6/4 when aroused Size: 1 hex

DX: 8 PD/DR: 1/1 Mass: 110 pounds

IQ: 4 Damage: *

HT: 12* Reach: C

* See *Chamax and Combat* and *The Effects of Hydrofluoric Acid* below

First Brood Hunter

ST: 4 Move/Dodge: 6/4 Size: 1 hex

DX: 8 PD/DR: 0/0 Mass: 45 pounds

IQ: 4 Damage: *

HT: 7* Reach: C

* See *Chamax and Combat* and *The Effects of Hydrofluoric Acid* below

Mature Hunters the most commonly encountered type of chamax. Once a new hive has been a going concern for a few hours, all the Hunters produced by a Maternal will be of this type. As explained below, the first few Hunters for a new hive will be First Brood Hunters, but hibernating Hunters are always mature. First Brood Hunters die if no food is

available.

Maternal

ST: 60 Speed/Dodge: 0/0 Size: 5 hexes

DX: 8 PD/DR: 0/0 Mass: 11,000 pounds

IQ: 4 Damage: *

HT: 23* Reach: C

* See *Chamax and Combat* and *The Effects of Hydrofluoric Acid* below

Every hive has one Maternal chamax, which gives birth to all the others. Killing the Maternal will eventually kill the hive, though doing so will rouse any Hunters hibernating within 3000 feet (1 kilometer). This includes those from other hives.

Juvenile Maternal

ST: 5 Speed Dodge: 9/5 Size: 1 hex

DX: 8 PD/DR: 1/1 Mass: 55 pounds

IQ: 4 Damage: *

HT: 9* Reach: C

* See *Chamax and Combat* and *The Effects of Hydrofluoric Acid* below

Juvenile Maternals are small, insect-like chamax with wings, which fly from a mature hive and try to set up hives of their own. They are born pregnant with 8+2D First Brood Hunters, but once established will quickly switch over to producing Mature Hunters and more Juvenile Maternals. A new chamax is born every 15 minutes, so at most it will take 5 hours before Mature Hunters are produced.

Chamax and Combat

Chamax without a ready source of food will hibernate. In this state one resembles a furry ball two feet across. When a living thing moves within 150 feet (50 meters) of a hibernating Maternal, it will "wake up" along with 2D of the nearest Hunters. These Hunters will begin moving randomly until one comes within 50 feet (15 meters) of a living thing, at which point it and all other awakened Hunters will become "aroused", and begin moving purposefully towards the organism that has been detected. When this happens, the GM should roll 1D. When that many Hunters have been killed, the entire hive will awaken -- a hibernating hive contains 4D times 5 Hunters. 5 turns later, the every member of the awakened nest will begin moving towards the scene of the action (except for the Maternal, which is immobile). When aroused, hunters will go around barriers if there is a known or obvious route; failing that, they will use their acid attack to burn their way through any obstruction.

Damage to a chamax does not accumulate from turn to turn. This is because their vital organs are protected by thick layers of tissue, but from a game standpoint, it is as if a chamax can Regenerate all damage immediately so long as it is still alive. The only way to kill a chamax is to rupture its acid sacs. The contents will kill the bug and rapidly dissolve it. To rupture the sac, a weapon must do a number of points of damage equal to the chamax's full health in a single burst or discharge. Lesser damage causes no more than cosmetic destruction.

Unfortunately, a chamax's acid is under pressure and will splash into every adjacent hex when a bug is killed. This may damage other bugs -- and clever players may pick their targets based on the number of other bugs in close proximity.

When a chamax is killed nearby, a character who is free to move may try to evade the acid splash by rolling DX or under. Failure means that the PC is hit for 3D of corrosive damage. Walls, floors, other chamax nearby, and so on, are likely to be damaged by the splash. Other chamax evade damage at a DX of 8.

When a chamax attacks someone, it first grabs the target with its forelegs with a skill of 12, then bites him. The bite hits automatically for 2D damage (if a Mature Hunter), or 1D (if a First Brood Hunter or Maternal). A Juvenile Maternal can grasp, but cannot bite and will do no damage until she can use her acid attack, as detailed below. This action takes one combat turn.

In subsequent turns, Maternals and First Brood Hunters will continue biting. Mature Hunters and Juvenile Maternals have an acid attack, however, and will switch to using it after a successful bite. The bug keeps hold and squirts acid over the victim. This hits automatically and does 1D damage in the first turn after the bite, 2D in the next, and 3D in the third, and so on -- 1D is added to the damage each turn until there is nothing left to affect.

Anyone who can still move can escape the grasp of the chamax by rolling ST or under, with a modifier of -2 for each chamax that has hold of the character. A held victim can be freed by an ally on the same roll.

If the chamax holding someone is killed, the 3D acid splash hits automatically.

Rather than fighting chamax directly, characters will probably want to attack them in a manner that plays to their weaknesses -- both of which can be discovered by asking any wildcatter. First, chamax can jump no more than 10 feet (3 meters) straight up, which may suggest a way to fight them for those with ranged weapons. Second, they coordinate their actions via a radio sense, and cannot do so if the frequency they use is jammed. In that situation, the chamax will move towards the transmitter and attack it, ignoring other things unless directly attacked. Each hive has its own frequency, which will have to be discovered by listening for the bursts of static they generate. This is only possible when the hive is aroused.

If no more food is available within 2500 feet (800 meters) of any member of a nest for more than 1 day, the nest will return to hibernation.

The Effects of Hydrofluoric Acid

Mature Hunters and Juvenile Maternals use hydrofluoric acid for their attack. While it is sufficient to use the damage rolls shown in the section "Chamax and Combat", GMs interested in adding a little color to adventures on Chamax may wish to use the following information. Dr. Kel Wurrin, described in the *Characters* section below, would be an ideal conduit for the gruesome details.

At the high concentrations used by chamax, hydrofluoric acid causes damage in two ways: corrosion from the acid that affects the skin, and a chemical breakdown deeper in the body caused by penetrating fluorine ions. The acid corrosion fits the stereotype of acid burns, but it is the ions that produce the continuing damage of a Hunter's acid attack -- once in the body, fluorine wreaks all sorts of havoc. Consequences include:

- Burns to bone, which require considerable time to heal.
- Calcium and magnesium are pulled out of the body fluids, which locks muscles in the area of exposure.
- Salt levels in the body go out of balance. This can affect the operation of the heart, and cause heart attacks.
- The creation of various poisonous substances in the body, as the fluorine ion rips atoms from complex molecules.

GMs who wish to model this continuing damage should apply an additional 1D damage per turn for each turn under attack, starting on the turn immediately following his breaking free from a chamax that is attacking with acid. For example, if a character is attacked by acid for two turns before breaking free, he will take the usual 1D followed by 2D for the actual attack, plus an additional 1D on each of turns 3 and 4.

Hydrofluoric acid vapor is also very dangerous. Characters without an oxygen supply who move near a large acid spill in an enclosed area will begin to choke starting on the third turn, and suffer 1 point of damage per further turn spent in the area. Once damage begins, the fluorine continues to work, even after leaving the area: characters will suffer an equal amount of damage over the same amount of time again. For example, a character exposed for 5 turns will take 1 HT of damage on turn 3, 1 more damage on turn 4, and a third on turn 5 for 3 damage in total. Leaving the area, he then suffers 3 more damage, 1 in each of the next 3 turns.

Both forms of continuing damage can be stopped with proper treatment. The best way to cut down on the damage from an acid splash is by washing the affected area with lots of water, followed by the application of "CG" -- calcium gluconate gel (or a wash of the same substance for the eyes). Expeditions of wildcatters or company personnel carry quantities of both, in case of attack while in the field. If the acid is inhaled, a mist of calcium gluconate solution in pure oxygen is needed -- this is not portable, and most expeditions have only one piece of the necessary equipment in their vehicles. In all cases, correct treatment for 1 turn will prevent continuing damage.

The deep penetration of the fluorine ions causes wounds that are difficult to heal. Should the GM wish to model this, have the affected player roll against HT to avoid healing at half the normal rate until fully recovered.

Note that chamax are deadly even before including continuing damage from their acid. If a GM decides to use these optional rules, he should consider lowering the damage threshold for killing a chamax by 2 (e.g., a Mature Hunter would be killed by 10 damage, not 12).

Hunting the Chamax

Chamax can, and do, live anywhere the temperature is notably above freezing. Standard procedure for wildcatters is to assemble a team of eight, spread across two air/rafts. The rafts fly to a suspected Chamax nest, where the presence of the crew tickles the chamax life sense. When the nest starts to show signs of life, the hunters then throw a "screecher" overboard. This specialized device is a round ball about 8 inches (20 centimeters) in diameter, and is designed to attract the attention of awakened chamax. It emits a blast of noise across all radio frequencies, and awakened chamax find it irresistible. Somewhere along the line, a wildcatter with a morbid sense of humor decided that tying a carrot to the screecher would be a good idea, and this has rapidly become a tradition. It's now considered bad luck to throw the screecher overboard without its carrot.

The chamax are biologically programmed to move towards radio sources and attack them. Before long, a tight knot of chamax is boiling on the ground around the radio source, and it's just a matter of staying high enough up in the air/raft that the chamax can't reach, and trying to shoot all the bugs before they destroy the acid-resistant screecher. Screechers are expensive, Cr150 at the SuSAG company store, so the goal is to avoid having to throw any more than one overboard before the nest has been cleaned out.

The air/raft lands when all the chamax are dead. Up until now, the hunt has been relatively safe, but there remains a chance that one or more of the bugs has been delayed *en route* to the killing zone. There is the additional problem that chamax linings are very light, and prone to being blown away by the slightest breeze. More than a few wildcatters have died by greedily chasing after an airborne lining, only to wander into the life-sense range of another hive of chamax.

The Yudjha

These aliens have been pushed to the brink of extinction by the bugs, a fact that has colored their view of the universe. Their first thought about anything is "How does this affect our battle against the chamax?" On the other hand, the pre-bug Yudjha civilization was very art- and culture-oriented -- all of the present-day Yudjha mourn for the lost "Golden Age", and have an abiding interest in preserving what they can -- so long as it doesn't get in the way of reclaiming their world from the chamax.

The Yudjha are built on the same rough body plan as the chamax, and are about as close to them as a Human is to a wolf. A cluster of crab-like legs lets them scuttle along the ground in any direction. Perched on top of the legs is a tall, thin "haystack" of long brown

fur, which covers an elongated tubular body about 7 feet (2.1 meters) tall. The fur thins out towards the very top of the body, giving them a balding appearance. A ring of tiny solid blue eyes surrounds the top of the head. A Yudjha can only pay attention to the sensory input from two adjacent eyes at once, so they do not have 360° Vision. Instead, the extra eyes are a substitute for a head that can turn. With no neck to speak of, one of these aliens looks to the side or behind by activating the most appropriate pair of eyes. The mouth is located just in front of the legs, down near the ground, and Yudjha "arms" are actually modified mouth parts in the same location.

Like the chamax, the Yudjha communicate with radio frequencies, though they intermix it with something like Human speech as well. While they can potentially talk and understand Galanglic, few do.

Yudjha Racial Template (21 points)

Attributes: DX-1 [-10].

Advantages: Radio Speech [25]; Hibernation 10 (If temperature drops below freezing) [25]; Cast Iron Stomach [15]; Extended Life Span 1 [5]; Fur (DR 1, keeps warm) [4]; Cool [1].

Disadvantages: Enemy (chamax) [-30]; Dying Race [-10]; Cold-Blooded 1 (Enters hibernation instead of dying when cold reduces HT to 0, -40%) [-3].

Quirks: Want to preserve what remains of Yudjha civilization [-1].

InStarSpec

Before SuSAG appeared on the scene, the Alenzar belt was the focus of development in the system. A small mining corporation -- InStarSpec -- ran the show, and they are very unhappy that SuSAG is interested in the area. While SuSAG has no real interest in mining or heavy industry, InStarSpec is so much smaller than the megacorporation that they feel threatened. They could be wiped out on a whim, if SuSAG felt like it.

Those controlling InStarSpec are currently searching for ways to protect themselves that won't call down the very thing that they fear. Their primary ally is the Republic of Garoo, which controls three worlds immediately to Trailing. InStarSpec has wide investments in Garoo space, and is one of the larger corporations in the Republic. As a result, they have several friends in high places.

Characters

Dr. Kel Wurrin

The medical officer of the first expeditions to Chamax, the Doctor has stayed on and is now an expert on both the chamax and the injuries they inflict. In his mid-sixties, eleven years of studying the chamax have taken a physical toll on him, and he looks to be over seventy: He received a bad acid burn to the right side of his chin a few years ago, but he

is not a vain man and has not had the damage repaired.

The doctor is primarily that, skill-wise: a medical doctor. Years of living in dangerous situations, plus a short stint as an army doctor, have given him some ability with handguns. He keeps his old service revolver buried at the bottom of a drawer in his quarters.

Bonadh Izo

SuSAG has only a few personnel stationed on Rha-rhan, but one of them is Inspector Bonadh. She spends her time troubleshooting, traveling back and forth between the forward bases and Chamax Station. She puts on an air of two-fisted omnicompetence, and almost lives up to it. The wildcatters hold her in awe, somewhere between a mother and a high priestess, and her presence is sometimes the only thing that keeps the forward base personnel in line.

In private, she is a retiring and cultured person. Years on rough-and-ready worlds throughout the region have taught her how to act in a way that gains respect, but she will relax with people she feels will understand her more civilized side.

She is a Darrian, with pale amber skin, short white hair, and slightly pointed ears.

Askar Kondratas

A former wildcatter, Askar is a large, hairy man now working for SuSAG to learn more about the chamax. Despite his rough manners, he is peaceful sort -- with one exception. He shares his wildcatting brothers' awe for Inspector Bonadh, and now sees himself as her champion on Rha-rhan. Anyone getting involved with her, in any way, is likely to fall under his jaundiced eye.

Askar's current project is investigating the possibility that the chamax are not animals, but instead a biological artifact. Though not formally educated, he has been learning various biological sciences in his spare time. He's come to the conclusion that the over-the-top voraciousness of the chamax is suspicious, and doesn't see how such a creature could evolve naturally. He is very interested in traveling to Ayinikh, the small continent where the Yudjha first encountered the chamax. The fact that it's also home to the oldest and largest hives on the planet doesn't bother him at all.

Yanoy Schurmann

Director Schurmann is SuSAG's senior official on Chamax, and the *de facto* ruler of Chamax Station. He is the fourth son of a planetary noble from back in Five Sisters subsector, and as such is marked as a rising star in SuSAG's corporate hierarchy. This is his opportunity to prove himself, and he is doing a good job so far. His background makes him familiar with feudal hierarchy, and he runs operations as a benign pseudo-fief. He treats his "tenants" with respect, and listens to their concerns (he was the one who convinced the higher-ups to build Chamax Station's athletic field), but expects hard work for the company in return. In general, he gets it.

Yanoy is of average height and build, with deep black hair that has developed a widow's peak. He keeps it long, but ties it up into a small bun at the crown of his head in the style of his homeworld. His main character flaw is that he is something of a dandy, and always wears clean, crisp, "Noble-on-safari" white shirts and canvas pants.

The Speaker

Named for his function, in the manner of the Yudjha, The Speaker is the leader of the alien community on Rha-rhan. The Yudjha do not exhibit much physical variation, and his Human colleagues have a hard time telling him apart from the others of his species. He's been using this fact for a few months now, passing himself off as others and using it to spy on his Human allies - he is one of a very few Yudjha who understand Galanglic, and the SuSAG employees talk freely when they think he isn't around. When he is "himself" he wears a recognizable piece of jewelry around his fur stack, supposedly to help the Humans recognize him.

Like almost all Yudjha, the Speaker's *raison d'être* is the elimination of the chamax from his world. The only way to divert him from a decision is to convince him that another way would serve that purpose even better.

Adventure Seeds

Put Your John Henry On This

A joint research project between SuSAG and Ling-Standard Products has produced a remotely-controlled robot for hunting the chamax. Completely non-biological and connected by wire to an operator located above the hive in an air/raft, out of range of the bugs' life sense, nothing about the robot will wake a hibernating chamax. The robot is used to search for quiescent chamax and stab them through the acid sac. The bug dies, dissolves, and leaves its lining behind. While very expensive (not least because of the special coatings it needs to resist acid splashes), the robot is promising, and SuSAG has arranged for a series of trials. The players are part of a wildcatter team competing against the robot and, since the device threatens their livelihood, they are very motivated to win. The party can play this fair or be more devious, as they wish.

Don't Make Me Use This

The CBW (Chemical/Biological Warfare) division of SuSAG is *very* interested in the chamax. Dropping just a few Maternals in remote locations on any enemy world with an ecosphere would, at the very least, produce an incredible nuisance that would tie up forces better used elsewhere. Any number of groups (the Zhodani, the Sword Worlds, environmental groups, and so on) would be interested in preventing the development of chamax as weapons. Depending on the nature of the campaign, the players may be attached to these organizations, or be working for SuSAG in opposition to them.

Home Sweet . . . Did You See That?

Interested in testing Askar Kondratas' theory that the chamax are not natural, the

Geneering Division of SuSAG has stupidly brought a small nest back to Rha-rhan for study. Inevitably, a juvenile maternal has escaped. Mayhem ensues, and even if the players and their allies manage to wipe out the threat, relations between SuSAG and the Yudjha are going to be strained from now on.

Running the Bullion

The Yudjha have no illusions about SuSAG's goals -- they know the megacorporation does not care if Chamax is never reclaimed from the bugs. To counter their allies' immense resources, the aliens have decided to increase their revenue stream secretly. Using their knowledge of their own civilization's now-lost cities, the Yudjha hire the party to retrieve several salable artifacts from a small museum deep in chamax-infested territory. If they are successful (the artifacts are retrieved and SuSAG doesn't find out), more jobs will be forthcoming.

I'm Down Here

InStarSpec aren't very happy about having to share the Alenzar system with a giant like SuSAG. Disrupting the operations on Chamax is high on their list of priorities. The characters could be hired to destroy the processing plant on Rha-rhan, or be forced to defend against a covert attack by InStarSpec.