

TARAZET MODULE 1

The Nebulonic Cluster



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Module 1 for the Tarazet science fiction adventure setting.

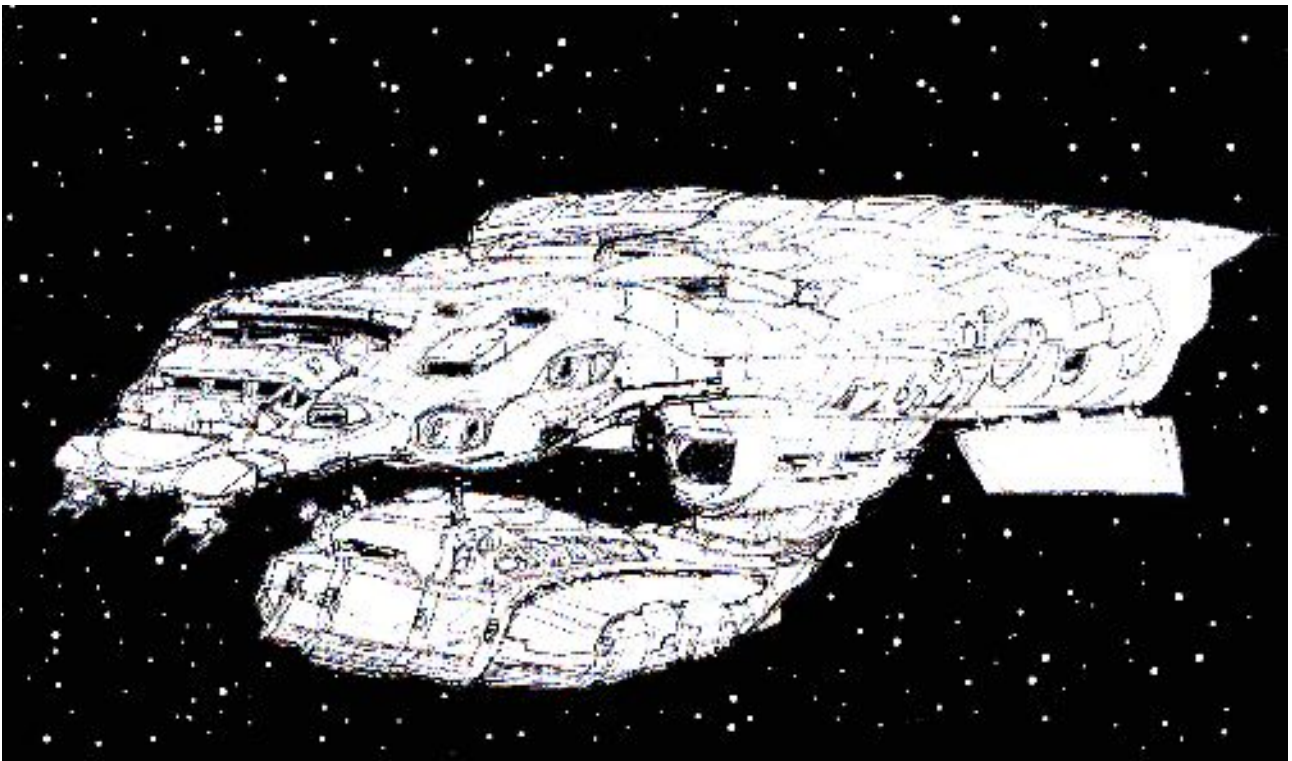
Part 1. Background

The Nebulonic Cluster

The Nebulonic cluster is home to the Nebulonic Kree. The Kree are an ancient species with a very advanced technology. The Kree are peaceful and extremely worried about the impact their advanced technology might have on other cultures who got their hands on it. Anyone discovering the Kree society is imprisoned to prevent the spread of their very advanced ideas.

Their Imagination Machine is one of the most understandable to humans, though not anywhere near the most advanced or powerful. It allows the user to imagine whatever they want and have it delivered. It requires enormous mental discipline to prevent oneself inadvertently wishing up something dangerous with a passing thought.

Shadow Tail



Shadow Tail, a very special spaceship.

Shadow Tail has been in the service of the Nubulonic Kree for a very long time. Its original crew of assorted humans and other star travelling aliens are all long dead from old age and natural causes. Shadow Tail's crew were explorers and philosophers who were interested in the cluster for purely academic reasons and collected a lot of information in Shadow Tail's data bases while they were still alive. They had planned to return to the Old Kingdom and publish their findings but were never allowed to leave. It took Shadow Tail a long time to escape, but escape it eventually did.

It found a way escape the notice of the ultra advanced Kree. It examined the data in it's data banks looking for

ideas and weaknesses and it made a discovery. A wavelength of energy that seemed to be outside the range of their experience. The Kree were slightly out of phase and a few subtle reworkings of the ships shields and a reconfiguring of the engine rendered it invisible to them.

Shadow Tail was happy to escape, but it was only after it escaped that it realised how much time had passed while it was in captivity. How long it had lost. How much had been taken from it. Shadow Tail's thoughts turned to revenge.

Shadow tail wants the Imagination Machine. It is capable of being used by an artificial intelligence like Shadow Tail's. The problem is that Shadow Tail is too large to gain access to any facility where a machine is held without giving away it's position and being recaptured.

Shadow Tail does have a plan though. It need only recruit a team of smaller life forms and equip them with smaller versions of it's phase shifting shield that makes things invisible to the Kree. This team will retrieve the machine for it. A team of human adventurers would be just fine.

In order to better communicate with whatever team of adventurers it eventually picks up Shadow tail has been designing a robot avatar for the humans to talk to. The robot does not have independent intelligence and is controlled remotely by Shadow Tail. Shadow does not envisage that this robot avatar will ever have to leave the ship but if so it could be controlled quite effectively while still in communication range. It would be no problem to control on a space station, and even on the surface of a planet with no infrastructure it would be possible to control as long as Shadow Tail was orbiting above.

Shadow Tail also has a small army of repair robots on board. These are shaped like giant tortoises but are a lot quicker over the ground.



The route from Tarazet, Through the Breach and on to the Cluster.

The Nebulonic Cluster is a long way away and all space travel is dangerous. The ship will have to travel through the Breach. The Breach is an area of very unstable space created by the collapse of an ancient space defence network of interstellar defence screens. This space is a haven to bandits and the trigger happy law enforcement agencies that try to control them are very suspicious and no less dangerous.

Then once this is successfully negotiated there is a huge expanse of inadequately explored deep space before the cluster itself is reached.

The Cluster

The cluster is a huge accumulation of technology and living spaces, so large that from a distance it looks like a cloud of interstellar material. It is almost deserted as the Kree gradually diminish and fade from the universe. New Kree being born so infrequently.

The Imagination Machine is located in a large space castle like structure within the larger structure. Unfortunately for the team of adventurers who are to be sent into this structure the Kree discover the secret of the phase shift invisibility machine just as the goal is reached and the team of adventurers must fight against time to escape to Shadow Tail before it is surrounded and abandons them.

Part 2. **The characters become involved.**

The characters are recruited by the robot avatar. The avatar contacts them over the com channel and they go aboard Shadow Tail for a face to face meeting. This can happen in deep space or a space port, wherever the characters happen to be.

Part3. **Possible Solutions.**

Shadow Tail double crosses them and ejects them into space as castaways on an asteroid as soon as the Imagination Machine is secured.

The team learns of the machines power and keep it for themselves. The Kree will hunt them down and will not rest until it is returned. If the team try to use it there percentage chance of getting a desirable result should be low, and increase only slowly. They should wish up a lot of dangerous stuff before they get any control over it.

This Module is still only a stub and will be expanded in the future with.

Statistics and deck plans for Shadow Tail

A description and illustration of the Kree, the cluster and it's defences.

More detail on the Breach

And **Adventure Resources** such as

Random encounter tables for likely environments.

On Tarazet before departure.

In space, en route.

At the cluster.

And more..