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# Be Fruitful and Multiply

by Curtis Gibson

## Peopling Your Fantasy Hero World

Presented here are a number of races, suitable for Fantasy, although easily adapted into other genres, especially Star HERO. In addition to the race description, a paragraph is included on what niche was that race filled, or what tone or feel was being created by choosing it. Few of the inspirations for the races presented were from fantasy; many interesting things from other genres can be incorporated into fantasy game with nary a change in flavor.

### Elan

The most distinctive thing about the Elan are their wings. At full extension they extend twelve to fifteen feet. Elan have a barrel chested look, as they effectively have a second set of pectoral muscles for their wings. Other than that, they have a slight build, and long almost prehensile feet. The average height is five foot five inches. The hair color, which generally matches the color of the wings, ranges from white to black, and pastels.

Meeting an Elan is an uncommon event, they tend to live in high places only accessible by flight. They are often wanted for scouts for armies, and a tradition of hiring out in such situations has developed in many enclaves; these scouts bring much money to their homes, and are held in high regard by their people.

Elan tend to be quiet and intense people. They are somewhat mercurial in temperament, and feel themselves a race apart. They have a tendency to avoid getting involved in the politics of the day; aside from the hired scouts.

The Elan are the classic “flying human” race, but I wanted something a bit different, and went with a more realistic muscular structure, giving the race their unique look. The name is an nod to the classic Winged Folk from early Dragon Magazine.

#### ELAN PACKAGE DEAL

##### Cost Ability

- 6 *Wings*: Extra Limbs, Inherent (+1/4)
- 13 *Flight*: Flight 8”, Usable as Gliding (+1/4); Restrainable (-1/2)
- 3 *Longsight*: +2 versus Range Modifier for Sight Group

##### Cost Options

- 0 *Dexterous Feet*: Include Feet in the Extra Limbs
- 7 *Fast Elan*: Flight +4” (as above)
- 7 *Wing Buffet*: HA 2d6; HA (-1/2)



artwork by Jonathan Zuchowski

# Murder at Montego Cay

 by Bob Greenwade

In the Terran Empire, one of the most peaceful vacation spots in the galaxy is Montego Cay on the planet Halcyon (see *Worlds of Empire*, page 21).

Despite the planet's proximity to the Thorgon Empire, its crime rate is incredibly low. It's been more than ten years since the last crime more serious than grand theft, and violent crime is nearly unheard of in the resort planet's 35-year history.

This scenario explores what happens when the PCs have to solve the planet's first murder in over a decade.

## Bring in the Player Characters

This scenario is designed for a group of characters in the *Terran Empire* setting. Since it's based more on role-playing and puzzle-solving than on combat, the size of the group and number of points per character are of minor importance at best. (Dynamically, it would probably work better for smaller groups than for larger ones.)

As with any puzzle-solving scenario written for a role-playing game, the GM should be wary of abilities that could spoil the outcome. Powerful telepathy or accurate clairvoyance (especially retrocognition) are two major "red flags" in this case, though some allowance is provided for their presence. Most other psionic powers (as described for the *Terran Empire* setting on pages 18-21 of *Digital Hero #8*) might be helpful to PCs in this scenario, but aren't likely to unbalance it.

## GETTING THEM INVOLVED

In order to get the PCs involved in this scenario, they need to be present in Montego Cay when events transpire. At the very least, they should be on Halcyon when the murder actually occurs. There are several ways for the GM to arrange this; below are a few suggestions.

- As part of a reward for a job well done, either on Halcyon or on a nearby system, the PCs are given a one-week vacation to Montego Cay.
- A larger "treasure hunt" or "scavenger hunt" type of adventure leads the PCs to another part of the island where Montego Cay sits. This can be particularly closely-tied if Remus Caine has an important clue as to the target item's location – or even the item itself – and it's stolen or (temporarily) lost in his murder. Alternately, one of the (innocent) suspects could be in possession of what the PCs need, and agree to give it to them only after they've cleared him.

- The PCs are on the trail of a fugitive, and the trail leads them to Montego Cay. The GM could even exercise some creativity so that identifying their fugitive is dependent on identifying the killer in this scenario, or vice versa – even if they don't know it at first.
- A sometime associate of the PCs is framed for an unrelated crime, and calls on them to help him out. Caine could even be personally involved in the matter. Once the PCs have straightened things out (for example, discovering that the jewels the associate was accused of stealing was actually swallowed by the owner's pet dog) you can segue directly into the murder mystery.
- The PCs are on the trail of a major Clone Mob operation, and learn of Irving Maljek's status and location. Since he'd be a major source of information, they go (or are sent) to talk to him. As above, he agrees to tell what he knows only if the PCs clear him and find the real killer.
- If a player needs to miss a session or two, you could excuse his character's absence by saying that he's "on vacation" at Montego Cay. (If his normal tastes would run to another resort on Halcyon, use a bit of dramatic license and say that he stays at Montego Cay while making day trips elsewhere.) The murder happens just as his colleagues come to pick him up.
- If one of the PCs, or a closely-associated NPC, has precognitive powers such as Foresight (see *Digital Hero #8*, page 18), a dream or vision could lead them to Montego Cay just in time to witness and solve the murder.

## GM'S REQUIREMENTS

This adventure is set in the *Terran Empire* setting; that campaign book, along with *Star Hero*, are both highly recommended. *Worlds Of Empire*, in which the planet Halcyon is described in detail, would also be very helpful in making sense of many of the references here. However, these books are not *absolutely* necessary for running this adventure.

The GM may even run this adventure in a "home-brew" universe. The species to which the various NPCs belong and other background facts of the case can be changed (by proverbially "filing off the serial numbers") to fit whatever the GM wants to do without seriously disrupting the story.