

FAITH

A GARDEN IN HELL

CAMPAIGN



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A GARDEN IN HELL

A Garden in Hell is a complete, standalone product that contains everything that 3 to 5 people need to play a FAITH adventure.

The campaign pits the players against a hostile environment – an unknown planet in an uncharted star system – where they get separated from the Coalition's main force and become stranded. In these precarious conditions, the players are now the deciding factor in a three-way standoff between the Coalition and two hostile alien forces. What these marooned soldiers achieve could decide the outcome of the war, and perhaps even the fate of the entire civilised universe.

GAME MASTER ONLY!

If you are a player character, give this book to the Game Master. Only she should read this book, and reading it could spoil the story for you – the mystery is part of the fun, don't miss out!

TEAM INFERI

This adventure is designed to be played with Team Inferi, a four-person strong Coalition recon squad with a premade backstory and built-in rationale. You can find the pre-generated character folios of all four members of Team Inferi in the box. The GM may try the adventure with a different group, or a different number of players, as long as she makes sure the characters have a reason to serve in the Coalition Military and their encounters are balanced.

ADVENTURE PLAN

The adventure is divided into four acts. Each brings different challenges and missions to the Player Characters (PCs), and gives them different goals. Act One is mostly about exploration and reconnaissance; while Act Two is centered around diplomacy and combat, Act Three focuses on backstory and advancing the plot; and during Act Four, the PCs will fight a tough battle that will be significantly influenced by their previous endeavours.

Black-shaded, read-aloud text is meant to be read to your players as it is written, as it contains information as their characters experience it.

Grey-shaded, informative text contains data that doesn't directly pertain to the current encounter, but which the GM should keep in mind as she narrates and organises the encounters.

Most of the text in this adventure is descriptive text, which directly details what happens on every encounter. Descriptive text is written in normal type, with no special background.

START PLAYING WITHOUT PLANNING

You can begin playing this campaign without knowing the rules of FAITH, or having read the campaign book beforehand. At [page 9](#), you will find a learn to play scene, which will guide you through the basics of the game's system.

Having said this, after playing your first game session using the learn to play scene, we recommend you to carefully read the rulebook before playing the next session to properly grasp its ins and outs. You should also read the Chapters you are going to play during each session beforehand, as it will help you control what happens, as well as give you time to think about it and allow you to add details and changes of your own.

ENCOUNTER LEVEL AND POSITIONING

While playing the game, the characters will face all kinds of dangers, and one that will be common will be enemy NPCs (non-player characters). Check page 25 of the rulebook to find out more about how NPCs work.

During this campaign, some encounters will mention which specific NPCs you should use, while others will simply mention an **encounter level**. The encounter level will help you decide the number and level of the NPCs you should use. To keep the encounters balanced, multiply the number of PCs by the **encounter level**. The resulting number should match the added levels of the NPCs in that encounter (*i.e. in a level 3 encounter with three PCs, use a group of NPCs whose added level is 9*).

If the players have any NPC **companions** (simply referred to as "companions" from now on), reduce the final value of the encounter by the combined level of these companions (*i.e. in the previous encounter of value 9, having two level 1 companions would decrease the encounter value to 7*). During the encounter, this represents that the companions are busy taking care of those enemies (you do not have to play it out and they win automatically). If the players are having a hard time defeating their enemies, you can have the companions defeat their opponents quickly and join the players.

At the beginning of every encounter, it is important to determine the distance between the players and their enemies, which should be somewhere between 10 to 50 metres, depending on the terrain and the circumstances.

If the players have the upper hand (e.g. if they managed to ambush their enemies), let them decide how far they wish to stand. Otherwise, set the distance yourself taking into account the specifics of the encounter. Keep in mind that most NPCs move a maximum of 10 metres per Round.

UJARA'S WILD FLORA

Most of this campaign takes place in the wilderness of the alien planet known as NT-44-2 to the Coalition, or Ujara to the local species. Throughout this campaign, the PCs will be able to find four different plants with beneficial effects: **Tophet**, **Furothroxylum**, **Papaver Sativa** and **Insanus Vitis**. Each plant has its own gear card describing its effects, which are generally positive but have some negative side effects. Characters with the Phagocyter Upgrade are not affected by the negative side effects of eating these plants. It will be up to you to decide when and where the PCs find these plants, keeping in mind that they will only grow in the wild. Use them to adjust the difficulty of the campaign for your group, giving them many if you want it to be easy, or barely any if you want it to be hard and challenging. Keep in mind that the characters with a higher Survival should be able to find more plants than the others.

THE RAVAGER

The Ravager are a deadly species of genetically-engineered monsters who travel across the Universe, consuming entire worlds in their quest to harvest all the genetic material in them for the Ravager Queens.

All ravager creatures communicate through radio waves, and therefore share one characteristic: If it is hacked, it will fail its action, or suffer a disadvantage towards its next action.

RESTING

Usually, it is up to the GM and her group to determine the duration of each scene. However, during **Acts One** and **Two**, scenes don't follow the usual structure. Instead, whenever the players feel they are running out of cards, they can choose to **Rest**. Doing so will end the current scene and, during Act Two, use up one **Span** (a **Span** is a game mechanic specific of **Act Two**).

Every time the players choose to **Rest**, there is a chance they will miss the opportunity to complete some of the missions. This is intentional and represents that while the players eat and sleep to regain their strength, the story

keeps moving forward, creating a situation in which the more often the players rest, the easier it will be for them to complete every mission they attempt, while simultaneously reducing the number of missions they will be able to undertake.

DYING AND TOTAL PARTY KILL

It is possible that during this campaign one or more characters will die. If a character dies, Team Inferi will be joined by another soldier from Camp Gamma sent by Al'Moah to help. Give control over that character to the player who lost theirs. This new PC will have the same amount of Skill and experience points, but the player may choose to allocate differently.

E.g. If the deceased PC had Hacking 7 and CQC 2, perhaps this time the player wants to try something different and swaps those two around. Additionally, if the deceased PC had 6 experience points used on Attributes and 4 on Upgrades, maybe this time the PC wants to use 8 points on Attributes and only 2 on Upgrades.

Total Party Kill refers to a situation in which, during an encounter, there are no PCs in normal health state. Throughout most of the campaign, the TPK will result in the characters being taken prisoner by the Ravager and being rescued by their allies just in time to take part in the final battle, as indicated in the encounter. If that is not the case, the PCs will die. You can either play the encounter again as if nothing happened, create new PCs to pick up the campaign where the previous group died, or proceed to **Epilogue: Mission Failed** at the end of **Act 4**.

ACT ONE: A FIELD TRIP TO NT-44

As the adventure begins, the Player Characters (Coalition PEC Team Inferi, if you're using the pregenerated characters provided) come to their senses in the wreckage of the recon ship that was to take them to the Queen's landing spot on the surface of the planet. They don't know where they are or what happened to the rest of their landing force, although they remember being attacked by something. Continue to the **Prologue** to start playing.



PROLOGUE: THE CRASHED SHIP

A searing pain brings you back to reality. Everything around you is dark and quiet; too dark, and too quiet. You can't hear your own breath and when you try to talk, no sound comes out of your mouth. With a pang of fear you realize that you are blind, and deaf.

You feel the rest of your body, ignoring the pain it causes you to do so; it's all a jumble, but you feel relieved to find that you are still in one piece.

Where are you? You limp around, like a wingless and voiceless blind bat. You feel metal around you. It burns. You are standing on charred metal. There is smoke everywhere. It fills your mouth and your nose, asphyxiating you. When you finally manage to breathe, the scorching air burns through your lungs. You got to get out before you burn to death. You stumble to your feet, and start looking for an exit.

And then you see light. Your first thought is this is the light at the end of the tunnel. Are you really dying? Are you walking towards eternal peace? The pain snaps you back to reality. No, you are struggling to live. You are not letting go. Your ears start buzzing with white noise, but at least your senses seem to be coming back. You're alive, and you don't intend to die just now. Team Inferi doesn't just let go. Team Inferi, that's who you are. You let out a defiant scream. You still can't hear your voice, but you stagger towards the light. A painful step at a time, the smoke filling your lungs despite the suit's filters. Another step, a thousand points of jagged glass inside every nerve. Another step. Never let go. You trip, you fall, you crawl. You stand. Your lungs are not pulling in air, but ashes and embers. Your bones threaten to break with each step. Yet you take another. And another. And then you are outside. You can breathe.

Breathe? Is this air? Where are you?

As you stumble out of the wrecked ship, you see the forms of the other members of Team Inferi. You look around. You are in some kind of swamp. The air smells like vomit and there are greenish fumes coming out of the spongy ground. Every step outside feels like walking on a dirty, sickened old cushion. Behind you is the spaceship you came in, or what is left of it anyways. You crash-landed after being attacked by something. You were the recon squad. It all begins to piece together now...

And then you realise the ashen goo you're walking on is bubbling, somehow reacting to the heat of the burning ship. It's losing cohesion. It's disintegrating. The foul-smelling green liquid below it is beginning to filter to the surface through an ever-growing number of sores and cracks.

The ship is sinking. The spongy surface is falling apart. You have to run to safety.

Use the read-aloud text, or describe the sensation as you wish. What matters is to make the players experience the moment of dizziness, pain and confusion as best you can. They just survived a crash-landing, and they should slowly realise it.

The ship is a mess of smoky, scorched metal. All around there are broken cryo-pods, gear, bent walls and panels. Cables hang everywhere as vines in a jungle. The PCs should only experience this in short flashes, in-between the darkness and confusion.

Even though the PCs cannot form a coherent thought in their shocked state, something in their gut tells them they have to clear the crash site. Make sure to convey the urgency of this, perhaps by describing the unnatural heat coming from the inner ship, or having the entire metal frame shake as if about to break in two.

Ask the players what do they do. If they attempt to re-enter the spaceship, make it clear that it can't be saved, and that within a few moments it will sink, taking them down to a mushy, suffocating death.

If they try to salvage any of the equipment laying around them, they manage to recover a large case with various supplies (food, medical, air canisters, etc.), a **Thermosurveyor**, and a **CommLink**. Add the **CommLink** to the GM's Outline. It can be used to attempt to communicate with other survivors (this will come in handy later, in [Chapter 1](#)).

If needed, explain the unstable surface ends about a hundred metres away, where solid ground begins. They should try and reach it before the ship sinks in the alien swamp, dragging them down with it.

Any player that comes in contact with the acid waters will suffer one point of physical damage per turn. If a PC suffer more points of physical damage than his physical health, he is Bleeding Out.

A character who is Bleeding Out will die if he suffers any additional external physical damage, or if he does not receive medical attention before the end of the scene. Refer to page 14 of the rulebook for details. For now, consider that all characters have physical health four.

Whatever they do, after a few minutes the searing goo that surrounds them starts churning, forcing the PCs to run to solid ground to avoid burning to death. As soon as they reach stable ground, the acid swamp in which they were standing moments before erupts violently, as if the ground underneath it had exploded. When it settles again, nothing remains of the crashed ship.

All that is left for the PCs to do now is to keep moving. When they look around, they realise they are in some kind of alien forest, an environment like nothing they have seen before.

You are in an alien landscape, full of what looks like unidentified plant life. It all looks like a mix of dense foliage and the cross-sectioned innards of some gigantic creature.

The white noise that clogged your hearing has begun to recede, and you can clearly hear the bubbling sounds of the swamp. You look back one last time, hoping in vain to see some trace of your ship. You feel a pang of sadness. You spent fifteen months aboard that ship.

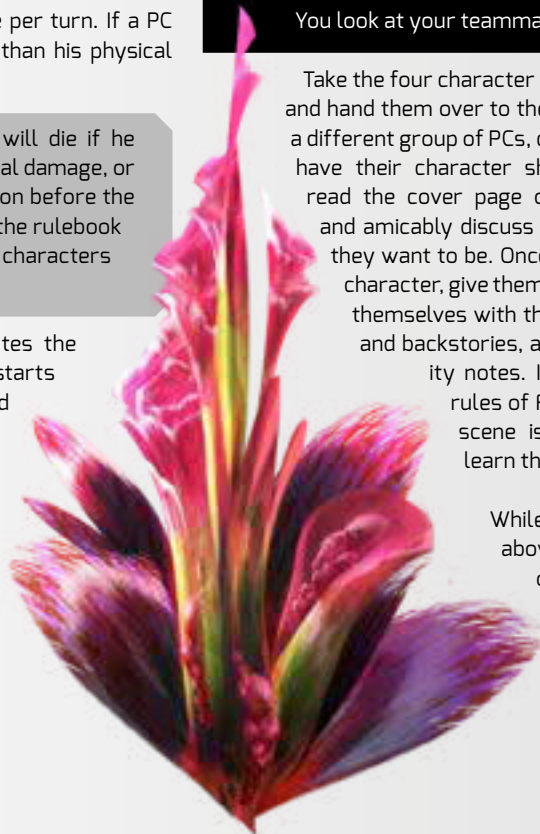
You look at each other, and you see it in each other's eyes. You remember now. You are Team Inferi. You met fifteen months ago, when your squad was formed to give recon assistance to the Coalition against the Ravager threat. The Ravager, the vermin species that threatens to consume the Universe. It's slowly becoming clear now.

You were one of the recon squads on-board the Corvo battleship Ikvo when your Commander, Yisin Sun, was assigned to an ambush of Ravager forces at the very core of Coalition space. When their queen, wounded, tried to escape, you followed her through the Labyrinth, the network of wormholes that spans the whole known Universe. You caught up with her at this system, System NT-44, and Commander Sun sent you and two other landing teams to find her at the surface of this planet. And then something hit your ship, and you crashed.

You look at your teammates. You're all alive.

Take the four character folios included in the box and hand them over to the players (If you're using a different group of PCs, chances are they already have their character sheets ready). Let them read the cover page of each character folio, and amicably discuss which of the characters they want to be. Once everyone has chosen a character, give them some time to familiarize themselves with their traits, abilities, skills and backstories, as well as their personality notes. If they do not know the rules of FAITH, fear not. The next scene is designed to help you learn the basics.

While the players do all the above, read the background of this campaign in the next page.



BACKGROUND

This adventure takes place 23 years after the Battle of Parsaius, where the formerly rival species of the Iz'Kal and the Corvo joined forces to stop the Ravager.

The Ravager are a deadly species of genetically-engineered monsters who travel across the Universe, consuming entire worlds in their quest to harvest all the genetic material in them to feed their Queens. In recent years, they have quickly become a threat to all other known life forms. The danger was so evident, so terrible, that the former opponents, the business-minded Corvo and the contemplative Iz'kal, had to set aside their centuries-old feud and join forces against this critical threat. The resulting Iz'Kal-Corvo Military Coalition (simply known as the Coalition) has spent the last two decades fending off the Ravager raids, trying to learn as much as possible about this menace and stop it as best they can.

In the process, the Coalition has become akin to a wartime, intergalactic government, a "third state" with emergency powers over all areas threatened by the Ravager. Now, the Iz'kal-Corvo Coalition is the effective, two-headed defence force of the known Universe. And as such, it is its duty to wage war on the Ravager swarms.

On the last session of its Military Council, the Coalition High Command agreed it was time to leave the defensive, and strike back in full force. The daring Corvo General Yisin Yue, youngest member of the Council, developed a bold strategy to draw the Ravager fleet out: they would allow the next Ravager raid to penetrate Coalition territory as deep as the Tau-Imperia sector, in hopes of leading a Ravager swarm Queen out of the inter-space Labyrinth. Desperate to hit back at the Ravager forces, the Council agreed to the risky plan.

At first, it was a thundering success.

When the Ravager fleet reached the Norha system, there indeed was a Queen in charge of the raid; a huge Ravager mothership known among their kin as Nor the Unending. At this point, a thousand Coalition ships fell on the swarm, focusing their attacks on the Queen. The surprise attack was too much even for the adaptable Ravager tactics, and soon enough the injured Nor was forced to retreat, leaving its swarm to fend off the Coalition forces.

That was the Battle of Norha, and it happened just a few days ago.

THE IKVO

Brilliant as it was, the purpose of General Yue's plan was not the ambush itself; he intended not to destroy the

Ravager Queen, but to capture and study her. In the event that the Ravager Queen tried to flee, Yue intended to follow her right back into Ravager territory, leading Coalition forces to their enemy's front line.

To this end, during the Battle of Norha, Yue readied three stealth battleships, which would not take part in the ambush but instead wait at the side-lines no matter what. If the Queen managed to get away, or even defeat the Coalition forces, these battleships would follow her across the Labyrinth, right back to her hideout – where the Coalition hoped to learn more about their enemy. Such a victory could mean that the Coalition would have the resources to change gears from trying to defend itself, to the beginning of the long-expected Coalition offensive against the Ravager species.

One of the three battleships left behind by General Yisin Yue was the Ikvo, a state-of-the-art stealth battleship, the impressive result of the combined efforts of Corvo and Iz'kal technology, led by the General's own sister, Commander Yisin Sun, and her relatively young crew.

At first, everything went according to plan. Critically wounded, Queen Nor disengaged and made a run for it, leaving her most powerful Herald, Tzix, in charge of covering her flight. The three Battleships posted by General Yue followed in pursuit, the Ikvo at the front.

Here's when things got out of hand, as they always do. Tzix, the Ravager Herald, had long schemed to kill Nor and replace her as the Swarm Queen. When her leader fled the battle, she saw a chance to dispose of her in a moment of weakness, and used positioning and tactics to lure a volley of Coalition missiles right at the escaping Queen. The explosion hurt Queen Nor badly just as she was entering the Labyrinth, but as an unintended side effect, it also disabled two of the three Coalition battleships in her pursuit. Only the Ikvo, a last-generation state-of-the-art battlecruiser, came out of the explosion unscathed, and managed to enter the Labyrinth and chase its enemy deep into Ravager territory...

SYSTEM NT-44

The fleeing Queen made her way to a star system in an uncharted sector of space. So damaged she could not even control her landing, the dying Queen crash-landed at the second planet in the system.

The Ikvo arrived shortly after, ready to finish the Queen off. The navigational computers automatically categorised the system as NT-44. Just before exiting the Labyrinth, Commander Sun sent a probe with her exact location back to her brother so that he could send reinforcements. However, unknown to Sun or her crew, he had been defeated and forced to withdraw from the battle to avoid losing his whole armada to the Ravager forces of the traitor.

torous Herald, Tzix. Commander Sun would have to lead the Queen's capture on her own.

In spite of the Ikvo being equipped with Planetfall missiles, which could obliterate the surface of NT-44-2 in a matter of minutes without even nearing the planet's atmosphere, General Yisin Yue's orders were to capture the Queen, which required Sun to deploy ground units.

After assessing the situation, Commander Sun decided to send three bastion ships to the surface of NT-44-2, each with a full complement of escort ships, marines, explorers and technicians, ready to surround and neutralise the Queen in a ground assault.

They were in for a surprise.

In the time it had taken the Ikvo to enter System NT-44 and get its orders, Queen Nor had managed to take root in the planet, laying thousands of eggs that would quickly mature into reinforcements and gaining control of some unknown defence mechanism on the surface of the planet, powerful enough to bring down all three of the Ikvo's bastion ships, which crashed into hostile territory, separated and unable to contact the Ikvo or each other.

Now, Commander Sun is forced to wait. She cannot retreat, as it would mean abandoning the three crashed marine forces to their own means – and maybe coming across Ravager forces patrolling the sector – not to mention it would ruin the strategy so many people had already died for. The Ikvo is not equipped to enter the atmosphere, and even if it was, the anti-air defences would dispatch the ship and doom everyone on board and on the surface. She cannot bombard the planet; her crew is on it now and her brother gave the order to capture the Queen and lead Coalition forces to its territory, not kill the Queen. Only if everything else fails is she allowed to destroy the Queen.

No, Commander Yisin Sun has to wait; wait until one of the three landing forces sends a status report, and lets her know if the mission is still a go. Meanwhile, the surviving marine forces must find their way in a hostile world, regain contact, and carry out the mission they set out to do – or die trying...

WHICH BRINGS US TO THE PRESENT

This adventure begins as the players, survivors of one of the three landing forces sent by the Ikvo, come to their senses, their ship crashed in a hostile alien environment.

Landing force Delta included one bastion ship, three combat ships and one recon vessel. The bastion ship was destroyed in the Ravager anti-air attack, while its combat ships were heavily damaged and crashed on the planet, sacrificing themselves so the recon ship could land safely and establish a communication array back to the Ikvo. It came close to being a useless gesture: the recon ship took heavy damage and was also forced to land away from everyone else.

But Team Inferi, members of a recon company, survived the crash. They are soldiers from the Coalition's Planetary Expeditionary Corps, on whose shoulders now rests the success of the mission, and with it the outcome of the war on the Ravager.



READY, GO

In short, the player characters (PCs) were part of a three-pronged landing force, sent by the Ikvo to find and secure the Ravager Queen. Their first task is to search the area for other survivors from landing force Delta; then they must regroup, find a way to report back to the Ikvo, and get their next orders.

Feel free to explain it in your own words, mixing in read-aloud passages of the Background section, or even reading the entire Background section out loud to the PCs (it is always nice to save up some juicy details to yourself, and reveal them later on).

After this, ask each player to introduce themselves and their characters to the other party members, detailing how they met each other. This way they do not need to read each other's character sheets and the players can choose to keep some information about their characters private. Of course, you as the Game Master should ideally read and be familiar with all their characters.

Shuffle the player deck and ask each player to draw up to 7 cards, or 8 if they play a human character, and draw 7 cards yourself. In FAITH, players can play cards from their hands to increase their chances of success.

LEARN TO PLAY

If this is the first time you play FAITH, play through this "learn to play scene", otherwise feel free to skip it. Although there are many rules and possible outcomes that are not contemplated here, you should be able to get a grasp of the basics while you play through this scene. It is written for four players and a Game Master playing the game, but you can adapt it easily for more or less characters. The rest of the campaign is designed to accept different numbers of players - which means you can add or remove players during its course without hindering the experience for the group.

This scene is written for the GM to read out loud so everyone can learn the basics of the system and have a chance to discuss their actions as they start grasping its ins and outs.

And above all, remember fun is the number one rule, and overrules all others.



You barely have time to gather your thoughts - trying to put together in your head the happiness you feel for having survived and the sorrow you feel for the terrible destiny of so many of your fellow soldiers, when you hear a furious squeal coming from the nearby bushes. Although you know nothing about this planet or its native creatures, you feel the danger even before you see it, charging towards you. The creature has been disturbed and scared by the crash-landing of your ship, and now it will do whatever it takes to protect its territory.

NOTE: During this scene, you will need the **Beetleboar** NPC card (red frame), and your players will need the **Jarhead's**, **Russ**, **Vibro-blade** and **Valhalla rig** gear cards (blue frame). Take them out of the box and hand them to their respective owners if you haven't already, and keep the **Beetleboar**.

Here's the Beetleboar card. It contains all the information we'll need to resolve your encounter with the beast.


In FAITH, as in most RPGs, there are two ways to represent how time passes, which is not necessarily related to how long it takes us to play it. These ways are performing unfronted actions and performing Initiative Rounds.

When there aren't any conflicts, you will be performing unfronted actions. Our tone should be relaxed and conversational, and I will do my best so you can all enjoy a similar time in the spotlight. You will be able to describe your actions however you want, chaining them if necessary. However, if there is a conflict such a combat or a chase, or any other situation in which several characters try to act simultaneously, we will begin an Initiative Round, and we won't be able to continue with the story until it is resolved.

At this time, the Beetleboar is charging towards you, which is a very time sensitive situation, so we will start an Initiative Round to see who gets to act first and who will be forced to react.

During an Initiative Round, characters take turns performing one action each. After every character has performed one action, the Initiative Round ends, and if the conflict is still ongoing a new Initiative Round will begin.

Now, we will each play a card face down. It can be from our respective hands, or from the top of the deck, keeping in mind that your hand of cards represent your stamina, and if you run out of cards you might be in trouble. This card will be used to determine who goes first, and we will do the same in each Initiative Round.

Let's reveal our cards, and add our respective Initiative Skill values. You can find yours in your character sheets, while mine is the Initiative of the Beetleboar, found on its card next to the symbol . We won't pay attention to the number inside the symbol for now. If there were more non-player characters, they would all use my card for the Initiative Round, each adding their individual Initiative Skill.

The order in which the characters perform their actions is established from highest to lowest Initiative total. In case of a tie, player characters will always go first, followed by the NPCs in the order of my choosing.

For the purpose of this demonstration, we are going to ignore the values of the cards and I will tell you what happens, but during the rest of the game we must respect the outcomes determined by the cards. Now, let us pretend Keena goes first.

During your turn, you are allowed to attempt any action you can think of as long as it is possible for you to perform it. For the purpose of the demonstration, please shoot at the Beetleboar.


In FAITH, any character targeted by an action while they are aware of it can confront that action with a counteraction, which can be any action that could make the confronted action fail, or allow them to avoid its effects. In this case, the Beetleboar will try to avoid your shot by changing its path to charge in your direction.

This triggers a Confrontation - the core mechanic of FAITH. During this scenario there will be a number of confrontations, and with each one we will delve deeper into the rules, introducing new concepts. At the beginning, we will purposefully avoid certain rules to make everything easier.

In a Confrontation, only one character can succeed, and their opponent will fail. To determine who succeeds and who fails, we will calculate their respective action values adding the Skill used to the value of the cards you may play.

Every action uses a Skill to determine its initial value, and an Attribute to determine how many cards you can play. You should be familiar with how each of them works and which ones are more appropriate for each kind of action, but you'll find it is usually fairly obvious. In this case, you are using your Ballistic Skill because you are shooting and your Dexterity Attribute because you are using your fine motor abilities.

Now let's see what happens with the beast. The Beetleboar is a non-player character or NPC, which are characters under my control as the Game Master. They are meant to be living obstacles in your adventures. As such, they have

simpler rules than your own characters, and only have three stats: Initiative, Physical and Mental, each linked to an Attribute value found next to the Skill's value inside the symbol . Whenever they are dodging they will use their Initiative Stat, whenever they are doing any other physical action, they will use their Physical Stat and, for any non-physical actions, they will use their Mental Stat. Consequently, in this case the Beetleboar uses its Physical Stat.

The initial action value of each character is their Skill value. Whoever has the lowest action value is currently losing the confrontation and can either (1) play a card or (2) pass. Once a character has passed, they will not be able to play any more cards during the ongoing confrontation, even if they have not reached their limit.


You as players can only play cards from your own hands. When I play cards for an NPC, I can do it from either the top of the deck or my hand at my discretion. The maximum number of cards you can play during a Confrontation is equal to the value of the Attribute you are



using. Once someone plays a card, they will add its numerical value to their current action value.

In this case, since Keena and the Beetleboar have the same initial action value, we will both play a card face down and reveal it at the same time. Then, we will repeat this process, checking again who has the lowest action value, and that person will either pass or play a card, until everyone has passed or can't play any more cards.

The character with the highest final action value wins the confrontation, which means playing high cards increases the chances of success. The character who won the confrontation performs his action while the other character fails.

Now we will ignore the outcome of this confrontation and pretend that Keena won. This means that the Beetleboar took one or more bullets and is wounded. In the Jarhead's card, we will be able to see how badly. Open the rulebook on page 22 to see a diagram of the weapon cards. The Jarhead's deals 3 points of physical damage at the Close Quarters range, which extends up to 20 metres away from the weapon. The Beetleboar has 1 point of armour, as found in its card next to the symbol . Armour reduces the damage it receives by its value, in this case down to 2 points. The Beetleboar has 4 points of Physical health, and as any character it may die when either its Physical or Neural health are reduced to a negative number. Now, the beast is wounded and angrier than ever.

This confrontation is now over, and it is time for the next character in the Initiative Round to choose and resolve their action. Let's say that the Beetleboar was next. Now it would be its turn to perform an action, such as ram the character that shot it. However, it cannot, because once a character has performed a counteraction during an Initiative Round they lose their turn for that round.

This means it is now the turn of the next character with the next highest initiative value, let's assume that he is Skid. The only gear he has is the Valhalla rig, a very powerful hacking computer, which sadly cannot do much against this angry beast. However, heroes do not despair so easily: you could, for example, throw dust to the Beetleboar's eyes. It will be far from deadly, but it may help others later on. To do so, you will use your Athletic Skill because you are throwing something, and your Dexterity because you are using your fine motor abilities.

The Beetleboar will confront you trying to Dodge with its Initiative Skill, moving his head away from the dust. A character can perform an unlimited number of counteractions during the same Initiative Round, but the limit of cards you can play with your Attributes affects the entire round, which means if you already used your Dexterity you will be better off choosing a counteraction that uses a different Attribute. Now, let's go ahead and resolve this confrontation.

By now, you might be wondering how can you draw cards. Here's how:

NOTE: Read out loud the drawing cards rules that can be found on page 10 of the rulebook and keep them in mind while playing the next confrontation.

Playing cards that allow you to draw new cards is very useful as it will keep you from getting exhausted- which can be the difference between life and death. Skid and Keena, how would you have benefitted from these rules if you had known them during your previous confrontation?

We will pretend Skid won the previous confrontation, filling the Beetleboar's eyes with dust and hindering its sight. Because of it, the Beetleboar will suffer one disadvantage towards its next action.

NOTE: Read out loud the Inferiority (advantages and disadvantages) section of the rulebook on page 8 so the players can play around them in future confrontations.

Now, we will take a look at the Jarhead's card and the diagram for weapons found in page 22 of the rulebook. As you can see, Keena was entitled to one advantage when using it. Consider how much easier it would have been for you if the Beetleboar had played one card less.

NOTE: Ask the player who threw dust to the Beetleboar's eyes if they can come up with a description of their action that could have granted an advantage. E.g. If they had claimed they yelled and made a hell of a lot of noise while throwing the dust, it is fair to assume the Beetleboar might have looked at them in surprise, leaving its eyes exposed and a better target of the throw.

Now it is time for the next player to take their turn. We will once again ignore the actual initiative order and have Roadblock go next. If he attacks the Beetleboar, he will benefit from one advantage.

I suggest you wrestle it to the ground, leaving it defenceless so that the rest of the team can finish it off. Even if you do not carry any close quarter combat weapons, you can still attack with your bare hands. Let's see how that works: You will use your CQC Skill, and your Agility because you are Grappling. You get one advantage due to the sand in the Beetleboar's eyes.

The Beetleboar will confront the action with its Physical Stat, trying to open your guts with its fangs as a counteraction.

NOTE: Read the abilities on the back of the Beetleboar's card out loud. You will find its attacks cause 2 damage and have one advantage.

You both have the same number of advantages so no one is in Inferiority. This is not ideal, but if the Beetleboar hadn't taken dust to its eyes, you would have been in Inferiority.

NOTE: If a player can describe their action in an interesting way, and you think that would give them an edge in the fight, feel free to grant their character an additional advantage.

Now, let's resolve the confrontation. Again, for convenience's sake we will pretend you won, regardless of the real outcome, wrestling the beast to the ground.

It is now Gen'Gala's turn, and I suggest you hit the beast with your Vibroblade. Take a look at its card and the diagram for weapon cards found on page 22 of the rulebook. CQC weapons do not have ranges but attack modes: Hitting and Grappling. This is true for CQC attacks that use no weapons as well. Generally, Grappling does not deal damage, but can disarm an opponent, wrestle it down, etc. while Hitting aims to cause harm.

The Beetleboar finds itself in a situation in which it cannot confront this action, as it is defenceless on the ground, firmly held by Roadblock. Unconfronted actions have the level of success that you desire: normal, decisive or critical. Let's say that you choose to deliver a critical hit, dealing six points of damage to the Beetleboar.

NOTE: Read the levels of success on page 9 of the rulebook out loud so the players learn about them, as well as the health & damage section on page 13. Remember the Beetleboar suffered 2 damage at the beginning of the Initiative round, which reduces its Skill values, and ask the group to consider how important it is to slowly damage a powerful enemy. Every little effort matters!

The Beetleboar should be dead, as it is Bleeding Out, and Bleeding Out NPCs can be considered dead. However, its Enraged characteristic says otherwise. Since everyone has already taken an action, now we begin a new Initiative Round. Let's say Keena will play first again.

NOTE: Don't you get too comfortable cooking the actual results: after this scenario you ought to honor them!

If you shoot at the fallen animal, the situation has not changed from the previous turn, so the Beetleboar should not be able to confront the action. However, I as the GM am going to confront your action, representing bad luck. Your weapon was hit during the landing impact, and now it malfunctions! As the GM, I am allowed to confront any action, to represent bad luck, a complication, an accident, or all other kinds of misfortunes. When I do so, I have a Skill value of 0 without suffering disadvantages because of it (see page 8), and an Attribute equal to the character I confront. Additionally, I always have two advantages.

You receive one advantage from the Jarhead's. You could argue that as a professional soldier, you tend to your weapons very carefully and if it had suffered any damage you would have known, and for that you may gain another advantage.

As the GM, I am the final arbiter and can grant advantages or disadvantages at will, although I will try my best to play fair and respect the group. I will look around and see how everyone feels about the arguments from both sides and make a decision with three things in mind: Does it make sense? Is it good for the story? Is it fun? In this case, I will agree with your character's professionalism and I will grant her one advantage, but you will have to use your Profession Skill and Mind Attribute for the confrontation, as those represent more closely your character's care for her weapon.

Both of us have two advantages so nobody is in Inferiority. Let's resolve the confrontation, and this time we will honor its outcome. Will you be able to finish off the Beetleboar, or has your gun been damaged in the crash? Let's find out!

If you win, you shoot and kill the Beetleboar. If I win, from now on the Jarhead's is broken. To repair it, you will have to defeat a TSE that plays two cards. (See page 26 of the rulebook).

From now on, you are on your own and I am in charge of running the story however I think it's best. As soon as you finish off the Beetleboar, the scene is over. Please, draw up to 7 cards, or 8 in the case of Keena, and I'll draw up to 7 cards myself. You have now played your first scene of FAITH, grasping the basics in the process, and hopefully enjoying it.

Enjoy the game and have **FAITH!**





① The campaign starts here. ② Crash Site One. ③ Crash Site Two. ④ Crash Site Three. ⑤ Finding Gamma this way.

CHAPTER 1: THROUGH THE WILDERNESS

The joy you felt after surviving the crash is quickly giving way to hopelessness as the gravity of the situation finally dawns on you. You are stranded on an alien planet infested by Ravager with nothing but your skills and what little you managed to salvage from the crash site to help you survive. The Queen, which you believed to be defenceless, has managed to bring down every one of your ships with ease. What a few hours ago seemed like a simple retrieval mission is now looking like an impossible task.

But you haven't made it this far only to give up now. If you have survived the crash, it is possible that there are other survivors, so your first step is clear. Find any survivors from Delta and try to regroup with the rest of your forces, if they are still alive.

There are four crash sites in total in this area. The first one is where the PCs' recon ship fell, and the other three sites correspond to the three fighter crafts assigned to escort them. The bastion ship sank in the acid sea with all its crew.

The suits' sensors pick up the faint signals of the three fighter ships, which the PCs can use to find their way to each of them. They can choose which of the three ships they wish to visit first. In order to reach each of the crash sites, the PCs must trek across the NT-44-2 wilderness for several hours. Refer to **Map 1** to get an idea of the distance between the PCs' crash site and the other three wrecks.

If the PCs recovered the **Commlink** in the **Prologue**, they can attempt to contact the pilots of the fighter ships. If they do so, they manage to talk to Tan Tang, one of the crew members of Fighter One, which is in **Chapter 2**.

'I can't believe you are alive! After seeing the way you crashed, I feared the worst.' At first he sounds exhilarated. Then his voice becomes somber. 'Yen Hui didn't make it. I buried her as best I could but...' - The communication breaks down for a few seconds - '... my way to the crash site of Fighter Three to look for survivors...'

After that, the transmission goes dark. Any further attempts to contact the other members of Delta will be futile.

Once the PCs have decided which crash site they wish to visit, proceed to **Leaving the Area**. If the PCs decide to ignore the crash sites and go elsewhere, proceed to [Chapter 5](#).

CHAPTER 1 ENCOUNTERS

The Kira Scout

The first time the PCs return to [Chapter 1](#) from any of the crash sites, they sense an intelligent lifeform watching them (no need to succeed at a Search action). There's someone hidden in the strange landscape, watching them.

It is a Kira scout, a member of the tribe native to this planet. The Kira looks at the PCs and scampers away before they can see it or communicate with it. Ideally, nothing the PCs attempt or do can stop it, but if you want to give them a chance, you can let them attempt to capture or kill the scout. The Kira scout confronts them as a **TSE** that plays 3 cards and has one advantage for his terrain familiarity, and the PCs have one disadvantage for the same reason.

If the PCs attempt to attack the creature, it simply flees before they can get a good look at it. If they succeed at attacking it, it automatically dies; all they find is the body of a dead Kira scout, and have severely damaged their chances of a diplomatic encounter with the Kira (see [Chapter 11: The Kira](#) for a physical description of a member of the Kira species and the consequences of a hostile approach).

If the PCs somehow capture the scout, proceed as if they had captured the Kira in [Chapter 10](#).

The Beetleboar

The second time the PCs return to [Chapter 1](#), they are attacked by an unidentified predator.

As you walk through the strange landscape of this alien world, you suddenly notice leaves rustling to your left... and then it sneaks upon you, almost without warning. The creature attacking you is some sort of bull-sized quadruped with long, scythe-like mandibles and a chitinous carapace.

Create an **encounter** using one less **Beetleboar** than the number of PCs. The **Beetleboar** is a dangerous predator native to NT-44-2. It attacks fearlessly and ferociously until it kills or is killed.

If the **Beetleboar** is killed, the PCs can investigate the carcass which suggests that this creature is not Ravager, something that directly contradicts what is known about the species. It is believed that the Ravager consume and mutate every life form they come across. To find a non-Ravager creature in one of their worlds is... intriguing.

LEAVING THE AREA

When the PCs move towards any of the crash sites, proceed to the Chapter corresponding to the specific crash site they reach, ([Chapters 2, 3 or 4](#)), as indicated on Map 1.

Every time the PCs find one of the three crash sites and play out the corresponding Chapter, they must return to **Chapter 1 Encounters** and play it out again.

When the PCs return to [Chapter 1](#) for the third time, after visiting all three crash sites, they have nothing more to do in this area. Regardless of where they are, at this point they pick up the signal of the Gamma beacons. Proceed to [Chapter 5](#).

If for any reason the PCs leave the area detailed in **Map 1**, they have entered the deeper planet wilderness, and receive the signal from the Gamma Force beacons. Proceed to [Chapter 5](#).

CHAPTER 2: CRASH SITE ONE

Read this aloud when the PCs come near the point of **Crash Site One** in Map 1.

You come across a clearing in the strange plant-like growths of this alien world. Inside the clearing there is an all-too familiar wreck of melted slag: a crashed Coalition ship. You immediately recognise it as one of the fighter crafts assigned to escort you as part of Delta Force. The ship looks completely ruined and useless even from the distance, but at least it seems to have had much better luck than your own doomed transport. This is the first of the three combat ships assigned to escort Team Inferi's recon vessel.

This is the first of the three combat ships assigned to escort Team Inferi's recon vessel.

After it crashed, the only survivor – Tan Tang, a Corvo artillery officer – hastily buried his co-pilot, salvaged what he could, and walked away in search of other survivors, leaving behind an active comm unit in case someone came across the site.

If the PCs look around the area, they can pick up the **Comm Unit** (add it to the GM's Outline), and a large box Tan Tang had no time to carry with him. The box has two Adrenaline Shots as well as food and other supplies. The vessel itself is irreparably damaged.

They also find Tan Tang's tracks, which lead to [Crash Site Three](#) ([Chapter 4](#)).

CHAPTER 2 ENCOUNTER

The Serra Flies

Before the team can leave this Chapter, they are attacked by a swarm of deadly insects.

As you stand up to leave the area, your suit's audio receptors register a low humming, which almost immediately rises to an infernal buzz that drowns all other sounds and threatens to drill your brain in. Before you know it, there is a swarm of insect-like beings all around you. They swirl around the makeshift grave of the ship's pilot, hungering for corpse flesh... but they seem no less interested in you.

Create an **encounter** using one **Serra Flies**.

The Serra Flies are a swarm of small and ravenous ravager insects, used by the Queen to sow chaos and confusion in advance of the arrival of her forces. They devour flesh and metal alike, leaving nothing but a trail of rubble and partly consumed bones in their wake.

LEAVING THE AREA

When the PCs leave, proceed back to [Chapter 1 Encounters](#). If they follow the artillery officer's tracks, they can automatically proceed to [Chapter 4](#) after [Chapter 1 Encounters](#).

CHAPTER 3: CRASH SITE TWO

Read this aloud when the PCs come near the point of **Crash Site Two** in Map 1.

For the last hour or so, the strange vegetation – if that's what it is – in this landscape has gradually receded, giving way to more and more arid terrain. You realise you have spent a while walking across rocky, barren territory, with only a few sparse tree-like growths here and there. Suddenly your path ends in a deep ravine. You stand on the edge of the precipice, looking over a wide canyon of alien rock. About fifty metres below you, at the bottom of the pass, there is a huge crack on the ground... and caught in it, like a peculiar morsel jutting out of the fangs of some monstrous maw, you spy what seems to be metal... the metal of a Coalition ship.

The ship is caught in a wide crack on the ground. If the PCs climb down the ravine (no TSE required, as the slope is fairly easy to navigate) and come near the crash site, they can confirm this is Fighter Two... or what remains of it.

If the team has already visited [Crash Sites One](#) and [Three](#) ([Chapters 2](#) and [4](#)) or if they stopped to **Rest** (i.e. ended a scene to draw cards) after starting [Chapter 1](#), they find the ship empty and cracked; half of it has already fallen to the bottomless chasm, taking the crash survivors with it.

Let them know that it looks as if the ship fell to the chasm minutes ago and had they had arrived earlier, they might have been able to save its crew, assuming they survived the crash in the first place.

The PCs may search the wreckage (see [Searching the Ship](#) below), but they have nothing else to do here; proceed back to [Chapter 1 Encounters](#).

CHAPTER 3 ENCOUNTER

The Trapped Ship

If the group has only visited one (or none) of the other two Crash Sites, they arrive just in time; the ship is still in one piece, but caught between the walls of a bottomless chasm. Its crew – Ad'gan, its Iz'kal pilot, and Ronar, its human co-pilot – are still alive and trapped inside the ship, which is about to snap in two due to its own weight.

The PCs have a few moments (six Initiative rounds) to climb down and rescue the pinned crew before the ship plunges to the abyss. Let them know that they have little time to attempt the rescue.

Rescuing each of the trapped crew members requires an Athletic action to climb down to the trapped ship, and then a separate Technical or CQC action to cut them free of the restraints of their pilot's seats. In all these actions, the ship confronts them as a **TSE** that plays 2 cards, and they start with one disadvantage because of the difficult position of the ship and its crew (if they find a creative way of dealing

with this situation, give them one advantage). If the **TSE** gets a critical success against a PC trying to climb down, the PC loses their footing, and must succeed on another Athletic action against a **TSE** that plays 2 cards or fall to their death. Exiting the ship requires an additional action but succeeds automatically.

At the end of the sixth Initiative Round after the PCs begin the rescue mission, the ship's lower half cracks from its own weight and falls to the bottom of the pit, taking down with it any crew member that hasn't been cut free. Any PCs still inside of it may avoid falling down with the ship by succeeding at an Athletic action, confronted by two cards.

If they are saved, **Ad'gan** and **Ronar** will join the team. Each of them counts as a **level 0 companion**, as they carry no gear or equipment other than their suits. Add two **level 0 companions** to the GM's Outline.

SEARCHING THE SHIP

If the PCs search the cracked half-ship, they find a **Jar-head's** and a box with two **Frag Grenades**. Giving the **Jar-head's** to one of the companions increases their level by one (Turn one **level 0 companion** into a **level 1 companion** in the GM's Outline).

LEAVING THE AREA

When the PCs leave, proceed to [Chapter 1 Encounters](#) again.

CHAPTER 4: CRASH SITE THREE

Read this aloud when the PCs come near the point of **Crash Site Three** in Map 1.

After a few hours of walking across the weird landscape of NT-44-2's surface, your sensors – and then your ears – perceive what seems to be a skirmish. You look in the direction of the sounds; and there, among the tree-like growths, you spot a column of smoke...

When the team approaches the crash site, they find it has been attacked by Ravager.

If they have already visited Crash Sites [One](#) and [Two](#) ([Chapters 2 and 3](#)) or if they stopped to **Rest** (i.e. ended a scene to draw cards) after starting [Chapter 1](#), they are too late; they find nothing but the remains of the Fighter, crashed against the trunk of an alien tree-thing, its hull desecrated and reduced to a brittle husk by Ravager scavengers; its passengers already killed or taken by the enemy.

The whole area shows signs of battle, but the Ravager won and left before the PCs could get here. There are no corpses nor any tracks indicating where the Ravager went.

Let the PCs know that it looks as if the battle ended less than an hour ago and if they had arrived earlier, they could have been able to help their allies.

If you are using Team Inferi (the premade PCs intended for this adventure), Keena may use her Psychometry Upgrade on the remains to get chaotic, choppy glimpses of the savage Ravager attack and learn that the 3 coalition pilots were taken prisoner.

The PCs may search the area (see below), but otherwise there's nothing more they can do here; proceed back to [Chapter 1 Encounters](#).

CHAPTER 4 ENCOUNTER

The Ravager Attack

If the team only visited one (or none) of the other two **Crash Sites** before coming here, the battle is still raging and they can assist their allies.

A'mar, the crashed ship's Iz'kal pilot, Lin Muyeng, her Corvo co-pilot, and Tan Tang, the artillery officer from [Crash Site One](#) (if the PCs already visited that area, it is likely they got here following Tan Tang's tracks) are defending the site against a Ravager assault. The Coalition pilots are outnumbered three to one, but they have turned the wrecked ship into a makeshift fort, which is delaying the Ravager attack.



If the PCs enter the fray to help their Coalition allies, create a **level 2 encounter** using a combination of the following NPCs: **Harvester**, **Stormer**, **Techno**, **Serra Flies**, and **Bloodhound** using their respective NPC cards. During the first Initiative Round, the PCs get to act before any of the NPCs regardless of their Initiative Score.

If the team tries to approach the battle site stealthily, the PC with the lowest Cunning Skill must succeed at a passive Cunning action (during passive actions, the players can play cards from the top of the deck instead of their hand if they wish) confronted by the enemy NPC with the highest Mental Stat. The PC will have an advantage in the Confrontation, as the Ravager are focused on the crash site defenders.

If the action is successful, the Ravager will have a disadvantage towards all Confrontations during the first Initiative Round. Additionally, they won't be able to confront the very first action performed against them, which will cause it to automatically succeed with the degree of success chosen by the player performing the action.

The Ravager fight to capture, not kill. If at any point during this encounter there are no PCs in normal health state, they are captured. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#). If the PCs defeat these Ravager, it is considered that the three defenders managed to kill the rest of them.

The Ravager must have been patrolling the area in search of hostiles (and yes, that confirms the PCs are relatively close to the Queen's landing site, but let them figure that out on their own).

During the battle, inform the PCs they had a sense – which the surviving Coalition pilots can confirm – that the Ravager seemed as out of place in this planet as they did... but how can that be? Isn't this a Ravager world?

If the PCs win the battle, **A'Mar**, **Lin Muyeng** and **Tan Tang** join them as level 1 companions. Add three **level 1 companions** to the GM's Outline.

A'Mar and the two Corvo accept the PCs' orders – recon squads are slightly higher than star pilots in the chain of command – but they strongly suggest doing their best to rescue other survivors.

SEARCHING THE AREA

After the battle, the PCs may look around the site; there are a few charred weapons and armour suits the Ravager did not take, but everything is damaged beyond repair.



CHAPTER 5: FINDING GAMMA

It is recommended that the PCs rest at the beginning of this Chapter.

As soon as the team leaves the area contained in Map 1, or as soon as they have visited all three **Crash Sites**, their suits' comm-links receive a vague signal. Tell them they recognise the transmission as a Coalition beacon, although the signal itself is intermittent and fuzzy. It is impossible to make out any message, but it's clearly transmitting on a Coalition frequency.

To track the signal, one of the PCs must succeed on a Technical or Hacking action confronted by a TSE playing 3 cards. If the action succeeds, the PCs know the general direction the signal is coming from. Proceed to [Chapter 5 Encounter: Across the Swamp-Forest](#).

If the PCs salvaged the **Comm Unit** from [Crash Site One](#), they automatically succeed at tracking the beacon.

CHAPTER 5 ENCOUNTERS

The Carnivorous Grove

If the action to track the Coalition signal fails, the PCs waste several hours stumbling around the alien wilderness. There's no telling night from day in this weird atmosphere, but let the PCs know that, after nearly a whole day of trudging along the creepy forest, when their suits' inner chronometers indicate nightfall, they realise they are utterly lost. Tick off two **Spans** in the GM's Outline to represent the time wasted.

Suddenly, the jungle comes alive.

At first, you attribute it to the strange qualities of what passes for vegetation in this godforsaken alien sphere. Then you realise with a cold shudder: the shrubbery, or whatever it is, is wriggling at your passing. As if the forest itself reacted to your presence with anticipation, with... hunger, and then, hell surrounds you.

The area the PCs have entered is a single creature made up of thousands of smaller plant-like things. It functions like a carnivorous plant, except that everything – the undergrowth, the branches, the vines, the turf itself – is the same mass of hungry tendrils that works as the thing's mouth.

Thousands of tiny tentacles try to grab the PCs (and any companions they rescued during the previous Chapters)

and burrow through their suits to suck on the tender flesh underneath. Using only these sucking tendrils, the creature can liquefy a living body in a matter of minutes.

Create an **encounter** against the **Carnivorous Grove**. For the purposes of this encounter, don't take into account any of the companions.

Like the other native creatures that the PCs have encountered in this world, the carnivorous grove is not a Ravager creation, which they can easily confirm after the fight. Whatever this horror is, it has evolved naturally.

If the PCs survive this encounter, they receive a second, stronger signal from the mysterious Coalition beacon; this time it is still fuzzy and garbled, but steady enough to follow it. Proceed to **Chapter 5 Encounter: Across the Swamp-Forest**.

Across the Swamp-Forest

The group has been following the Coalition beacon for less than an hour when they encounter an enemy they had not yet accounted for: the weather of NT-44-2.

You are not sure what's happening to the sky. Day and night have a different meaning in the rosy haze of this backwater world's atmosphere, but those clouds sure seem to be doing something.

Then it starts raining. But it's not water that falls; it's an acidic, burning-cold fluid that stings the PCs' skin even through the suits. At least one PC must succeed on a Survival action to find suitable refuge from the strange downpour.

The planet's weather confronts all the team in a multiple confrontation as a **TSE** that plays 3 cards. If the players found the **Thermosurveyor**, they can use it to gain an advantage for this confrontation.

If the PCs lose the confrontation, all of them suffer one point of physical damage and cannot rest until the acid rain stops, in about eight hours; proceed to **Chapter 5 Encounter: The Ravager Patrol**, which will now take place under the acid rain.

If the PCs successfully find refuge from the weather, they may rest as long as they remain in it (the chemical shower continues for at least another eight hours). As soon as the PCs are ready to continue their travels, proceed to **Chapter 5 Encounter: The Ravager Patrol**

The Ravager Patrol

After following the unknown Coalition beacon as best they can for another couple of hours, the team comes across the visible, obvious tracks of a large Ravager patrol. Whether the PCs try to find it or avoid it, they encounter it shortly thereafter and are forced to hide.

You watch, immobile as a rock, as the Ravager forces pass mere metres away from your make-shift hiding place. Cold sweat runs down your spine and your heart beats so hard you are certain every single Ravager will be able to hear it. The next minute seems to last an eternity. The tension in your muscles threatens to break your bones and your weapon is gripped so tight that your hands are going numb. When the last Ravager finally disappears from your sight, you realize that you have been holding your breath the entire time and you let it out with a long sigh of relief.

The bulk of the Ravager force has moved away when the PCs notice the **Bloodhounds** trailing behind it. They move gracefully and without making a sound, sniffing the air with their sharp snouts. Have the player with the lowest Cunning Skill perform a Hiding Action confronted by a **Bloodhound** using his Mental Stat.

If they win the confrontation, they have managed to avoid the Ravager party. It takes them a few minutes to shake their shock off, after which they can decide what to do. Regardless of what they do, some time later they are met by a group of Coalition soldiers. Proceed to **Chapter 5 Encounter: Reunions**.

If they fail the confrontation, read the following.

Moments later, you feel your blood freeze as the silence is suddenly torn by the howls of the bloodhounds. The hunt has begun.

The team has been found by the Ravager patrol. Make sure they understand that they are badly outnumbered and their only option is running for their lives. If they decide to run, proceed to **Chapter 5 Encounter: Reunions**.

If they chose to stay and fight, create a **level 6 encounter** using a combination of the following NPCs: **Harvester**, **Stormer**, **Ironskin** and **Flamer Harvester**. Then, add one less **Bloodhound** than the number of PCs to the encounter. If at any point during this encounter there are no PCs in normal health state, they are captured by the



Ravager. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#). If they manage to defeat all the Ravager, after a few minutes they are met by a group of Coalition soldiers. Proceed to **Chapter 5 Encounter: Reunions**.

The Hunt

The PCs realise that fighting is futile and decide to make a run for it. Describe a frantic chase through the forest. If you want, have them play a few confrontations to avoid being shot by Harvesters. Whatever they do, after a few minutes of hectic pursuit, the **Bloodhounds** manage to catch up with them and they have no choice but to fight them.

You dash through the forest as fast as you can, dodging fallen logs and rocks while the trees around you explode, sending splinters flying in all directions. You can feel the blood rushing through your veins and the cold wind whistling in your ears. A single, deafening thought echoes in your mind, driving your every move: 'Run'. And so you run. You run so fast that the world around you becomes a blur, and your legs scream in protest, so fast that the explosions and screams of your pursuers soon become nothing but a distant rumble. Just when you think you have managed to escape, the bloodhounds appear out of nowhere, cutting you off and forcing you to fight.



Create an encounter using one less **Bloodhound** than the number of PCs. If at any point during this encounter there are no PCs in normal health state, the PCs are captured by the Ravager. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

If they manage to kill the **bloodhounds**, they realise, much to their surprise, that they are no longer being followed. That is when they hear the sounds of a battle raging in the distance. Regardless of what they decide to do, a few minutes later they are met by a group of Coalition soldiers. Proceed to **Chapter 5 Encounter: Reunions**.

Reunions

The players are surrounded by armed Coalition troops. The leader of the troops, a large - for the standards of his species - and cheerful corvo officer in an electric blue suit, greets them heartily and, after making sure they are well enough to travel, offers to escort them to Camp Gamma.

If the PCs ask, Lin - the corvo officer - explains to them that he was chasing a large ravager patrol when his communications officer picked up the signals of several Delta survivors. Lin decided to postpone his mission and go meet them to make sure that they arrived safely at Camp Gamma.

After walking through the forest for a few more hours, the trees start becoming more sparse and then, they disappear altogether. The land before you appears to be a large, rocky plain replete of tall, oddly shaped columns that vaguely resemble giant fungal formations, although they are clearly made of the same minerals as the ground around them.

You walk for several more hours through this mesmerizing landscape until you finally reach Camp Gamma.

The Coalition guards lead you across a check-point, beyond which you are relieved to find a fully manned and well-established Coalition encampment. Whatever other dangers this damn planet holds for you, you're among friends now. You're home.

And yet, when you recognise Colonel Al'Moah, the grim Iz'kal soldier that Commander Sun assigned to lead Gamma Force, as she barks orders, prepares the troop and signals you to approach her, you understand that this is not the end of your mission: it is only the beginning, and the worst of this trip has yet to come...



ACT TWO: UJARA

This act will last around 5 days of in-game time (the players shouldn't be aware of this), during which the characters will be given various missions. The outcome and choices the players make during those missions will have an impact in the events that will follow.

Measuring in-game time

Every day is divided into four **Spans**, each representing 6 in-game hours. You can keep track of the spans you have played in the **GM's Outline**. The different missions have a value that represents how many of those **Spans** it takes to complete it.

Every time the PCs decide to Rest (i.e. end a scene to draw cards), they spend one additional **Span**. While in Camp Gamma, the team can look for medical assistance to heal their wounds. Doing so requires two **Spans**, at the end of which the PCs will be rested and any damage on them will be removed.

Gain Experience

At the beginning of this Act, give two experience points to each character. It is recommended that they save the experience points until they have enough to improve their most used Attribute to 3, if they have not done so yet. Additionally, each player can increase two Skills of their choice by one point each.

PROLOGUE

The team has reached Camp Gamma, and their real mission may now begin. The first order of business is to get acquainted with camp personnel, and report to Camp Colonel Al'Moah, who already has orders for them.

CHAPTER 6: CAMP GAMMA

As soon as they catch their breath and start looking around the Coalition encampment, the squad is summoned by the camp's commanding officer, Colonel Al'moah.

Colonel Al'Moah is a middle-aged, viridian-skinned Iz'kal with an officer's suit, a dour disposition, and a steely gaze that burns even from within her helmet. As she calls for you to approach and give her your report, she doesn't wait and immediately marches towards you in her Coalition uniform and metal boots, all purpose and action.

Colonel Al'Moah is an experienced Coalition officer, with a no-nonsense attitude and curt demeanour. She has no time for niceties, and is well aware the PCs are under her command now, a fact she makes sure to convey with every gesture and every word. Accordingly, she dispenses with the formalities and immediately demands a briefing and status report from Delta Force. The PCs already know what happened to their landing force, as in fact it fell on them and their actions to find the crashed Delta ships and rescue their respective crews (or not).

After debriefing the PCs, the Colonel simply nods, takes it in and starts barking orders in the same breath. Her first priority is to have a functional foothold on hostile territory, and only then worry about finishing the mission; but there are a thousand little things that need to be taken care of, and there's something to do for everyone. She will brook no idle hands; she makes it very clear that the PCs will have to pull their weight as everyone else.

EQUIPMENT

When the PCs arrive at Camp Gamma, each of them can choose one of the following items: **Rhinoskin**, **Jarhead's**, **Savant**, **Nirvana Rig**, **P-42 "Sunshine"**, or **Omnitool**. Additionally, each PC is given one **Russ** and one **Adrenaline Shot**, and the team as a whole is provided with a **Doc Bot**.

Add the **Commlink** to the **GM's Outline** if they did not have it already. From now on, they can use it to communicate directly with Camp Gamma.

If the PCs ask for additional equipment of any kind, they are rejected on the grounds that supplies are limited until the Ikvo can send a relief vessel, if ever.

Any **level 0 companions** the group had become **level 1 companions**.

CHAPTER 6 ENCOUNTERS

When the players return to Camp Gamma after having played at least **18 Spans** (16 if they failed to track the beacon at the beginning of **Chapter 5**), proceed to **Chapter 10** right away.

Al'Moah tells the team she has a list of tasks that need to be done; they are expected to help with as many of them as they can, but they can choose which tasks to undertake and in which order. The officers to report to are herself (Colonel **Al'Moah**), Doctor **Bao Fen** (Gamma's main xenobiologist) and Captain **Tarok** (Gamma's head of security, and Al'Moah's second in command).

During this Chapter, and every time the PCs return to **Camp Gamma** to replay this Chapter, they may report to one of the three Gamma officers for a task. Every task requires the PCs to leave Gamma and proceed to another **Chapter**, after which they may return to **Chapter 6 Encounters** and ask for a new mission.

Al'Moah

When the PCs first come to Al'Moah for orders, she is marginally less brusque (but still not civil by any means), and gives them a more detailed briefing on Gamma's status.

'We have contacted Commander Sun', says the stern Colonel as she sits on a campaign stool facing you. 'Now that Delta is accounted for, and as long as Alpha remains missing, it's up to us to find a way to the Ravager Queen.' She pauses for a moment, gives you a quick glance, and continues. 'First order of business is to remove the anti-air defences, of course, or whatever it was they shot us down with. Otherwise the Ikvo can't even send for us. At the moment I have five squads sweeping the area, looking for any anti-air weapon sites; as soon as there's a report, we'll move on to that.' Another pause. 'But first, we have several pressing matters to attend to. And that's where I need you.'

In short, Colonel Al'Moah needs the PCs to lead one of Gamma's reconnaissance teams. Her men have been undertaking hourly reconnaissance missions to scan the territory and ascertain the location of hostiles, as well as gather any intelligence about the terrain and its native species. The recon effort has been well-planned and organised from the start, in outgoing circles that have slowly but steadily expanded the safe perimeter around Gamma. Al'Moah also has a special request:

'One more thing, recruits... there's currently no intelligence on Alpha Force, the last of the three landing teams from the Ikvo. We don't know what happened to... well, we don't know their fate. Should you find anything that may lead us to find them, or what happened to them, it is your top priority to report it to me. That's an order.'

At any time during their stay in Gamma, they may sign up to lead one of Al'Moah's recon teams. If they do, proceed to [Leaving Camp Gamma](#) and then to [Chapter 7](#).

After their mission is over, the squad may return to camp ([Chapter 6 Encounters](#)) and report for another task. If they ask for another recon mission, return to [Chapter 7](#) and play it again, as there are several different encounters.

Bao Fen

Doctor Bao Fen, a Corvo xenobiologist, is Camp Gamma's resident egghead. The PCs are told she is in need of volun-

teers, and they may report to her for orders if they so wish. She works at the encampment's lab tent. The first time they seek Bao Fen, read the following aloud:

You are directed to an unusual-looking tent near the northeast edge of camp. The structure is surrounded by so many rigs, machinery, cables and antennae it gives the impression of being a half-machine tent, a cyborg shelter. Gamma soldiers seem to stay clear of the building.

When you come inside, you see three Corvo scientists working with chemical lab equipment and field computers; they seem to be analysing bio-samples from the planet's ecosystem. The researchers look at you and then at their boss – a female with an insignia on her lab coat and a laser pen on her right aural ridge. She motions for you to come in.

'Oh my, you must be the Delta survivors. They tell me you just came in from a gruelling couple of days through that hellish environment out there, right? Acid rains, xenopredators, the works...' she moves her head for a couple of seconds, staring at nothing in particular, and then she adds, 'By the gods, how I envy you.'

Doctor Fen has an important task. She has detected a tower-like structure deep into Ravager territory; it is not in the same direction as most of the Ravager squads they have found, and it emits energy signals unlike anything they have ever sensed.

Tarok and Al'Moah think exploring it is a luxury they can't afford now, with the more pressing matter of Ravager in the area; but Bao Fen believes otherwise – the Tower may be a significant tactical asset, either for the Ravager or against them. She makes no secret of her true goal: she wants to study whatever that Tower holds, be it of Ravager origin or otherwise. As neither Al'Moah nor Tarok are willing to spare any forces for it right now, Doctor Fen asks the recon squad to find a way to reach that tower.

The problem is, the Tower lies within a body of deadly acidic liquid that Bao Fen has dubbed the **Boiling Sea** (The PCs might – correctly – surmise that this sea, or at least another part of it, is where their ship crashed). No land vehicle can cross it, swimming through it would be a suicide, and Al'Moah will risk none of her precious few ships against the Queen's anti-air defences to investigate some empty relic. What Bao Fen needs is a task force that can spare the time to travel to the **Boiling Sea** and bring back samples of its surroundings so she may determine a way to get past the deadly liquid and reach the tower.

If the PCs accept this task, Bao Fen gives them a **Biodata Collector Unit**, or **BCU**; a small, cortex-connected portable lab that can take several kinds of bio-samples. Add it to the **GM's Outline** and proceed to [Leaving Camp Gamma](#) and then to [Chapter 8](#).

Also, as the group might, Bao Fen has noticed several clues that NT-44-2 is inhabited by an intelligent species, which are not necessarily Ravager...

'Oh, and another thing... should you find... Well, in the course of your other missions, that is, I wouldn't want to impose... What I mean is, we all know there's some intelligent lifeforms in this planet, and I seriously doubt they are Ravager. For starters, they don't attack on sight. Should you find... well, one of these locals, whatever they are, I ask... I beg of you, try peaceful contact first. It would be such a shame if we initiated hostilities with an entirely unknown, potentially friendly species, before we know more about them.' Doctor Fen's eyes lit up when she talks about knowing more about a new species. 'Of course, Al'Moah thinks it's all poppycock, but I'd be so thankful if you could... I mean... Well, if you could gather any intelligence on these people, whatever they are. And bring it to me. I'd be so thankful.'

If the PCs accept Doctor Fen's mission, she gives them a **Science Intercomm** which they can use to contact her directly should they find anything about the Boiling Sea or the planet's natives. Add it to the GM's Outline and proceed to **Leaving Camp Gamma** and then to [Chapter 8](#).

Tarok

Captain Tarok, Colonel Al'Moah's right-hand, is a career soldier of the Coalition army, and he plays the part for all it's worth. He never seems to sit down; whenever one looks around Gamma, he's there, his massive raag frame towering above everyone else, standing still, overseeing the troops, giving stern suggestions about the right pace to march or how to carry their weapons. When the PCs first seek him, read them this:

You approach Captain Tarok, Gamma's security officer, and you nearly change your mind and turn around. He is standing in the middle of the camp, yelling at some Corporal about keeping the pace. The Corporal scurries away as soon as your presence diverts Tarok's attention for a second.

The Captain is an almost three metres tall raag in a spotless officer's uniform and parabellum suit, still as a tower and stern as a monolith, easily the most imposing soldier you've come across in the Coalition army. You have seen him before of course, back on duty aboard the Ikvo, but never this close, and never with the serious intention of actually addressing him to ask for orders. He seems to smell hesitation – he would, being a military officer of his rank –, and stares right at you, his bright, surprisingly small eyes fixed like laser sights on your forehead.

'What are you waiting for, troops? Get over here!'

Tarok is in charge of the incursions against the Ravager. When a recon mission returns with intelligence on Ravager forces, he immediately sets up a squad and sends it after them. The PCs may ask to join one of these squads at any time; if they do, Tarok assigns them to the readiest one – or readies one for them – and sends them on their way, barking orders to kill every damn Ravager they come across.

When the PCs accept an incursion mission, proceed to **Leaving Camp Gamma** and then to [Chapter 9](#). After their mission is over, the PCs may return to camp ([Chapter 6 Encounters](#)). Then they may ask for another incursion if they so wish. Return to [Chapter 9](#) and choose a different encounter.

LEAVING CAMP GAMMA

When the PCs have accepted any task from Al'Moah, Bao Fen or Tarok, proceed to the corresponding **Chapter (Chapters 7, 8 or 9 respectively)**. After the Chapter is completed, they may return and request for a different task.

CHAPTER 7: RECON MISSIONS

Every time the PCs volunteer for a recon mission with Colonel Al'Moah at Camp Gamma, proceed to this Chapter. The PCs may play this Chapter several times, attempting a different recon mission every time they come back to it.

Every time the PCs play this Chapter, they are given an uncharted quadrant near Camp Gamma to explore and sweep. Unless specified otherwise, every recon mission is assumed to take two **Spans** to complete.

At the beginning of each mission, the PCs may choose up to two companions (Al'Moah won't allow them more than that, as a larger team is more likely to attract Ravager attention) out of those they have rescued (see the GM's Outline for the list of available companions) to accompany them. Treat all of them as level 1 companions.

After choosing any companion other than Kor'Sana with them, tick the Used box next to their name on the GM's Outline. Ticked off companions won't be available for the rest of the campaign.

Every time the PCs play **Chapter 7**, go to the first mission from the [Recon Mission List](#) that the PCs have not yet played (or pick a mission at random).

Some of the missions include random encounters; unplanned events that may or may not happen as part of the mission. When one of the missions calls for a random encounter, proceed to [Chapter 7 Random Encounters](#)

(see below) and pick one encounter to play out; when it's resolved, you may resume the current mission where you left off.

Once the mission has played out, do not proceed to the next; the recon mission has ended for now, and the PCs may return to [Camp Gamma](#) to report their findings. Proceed back to [Chapter 6 Encounters](#).

RECON MISSION LIST

The Alpha Crash

This mission takes the squad to a densely forested area, with tall-tree things shading the ground for many kilometers around. As the PCs do reconnaissance, they find the remains of recognizable Coalition equipment stuck in one of the 'trees' at their assigned area. Climbing the tree is no challenge, and the PCs can easily confirm there's pieces of a Coalition ship stuck among the tree branches. This was one of the ships from Alpha. The rest of the ship must have crashed close by.

There are no soldiers, dead or alive, in the ship remains, but searching the wreckage reveals a hidden box containing a [Panzerfaust](#) and a set of [ERE minidrones](#).

If the PCs search for the rest of the wreck, pick and run one of the encounters from [Chapter 7 Random Encounters](#). After the encounter is resolved, the PCs may continue their search; they find the remainder of the crashed ship in a small clearing among the tree trunks and bushes. The ship's but a husk now, thoroughly sacked and destroyed by local lifeforms or, more likely, by the Ravager. There are no tracks or survivors.

If the PCs report this to Al'Moah, she orders them to return to camp and immediately sends two detachments to the area with the specific task of searching for Alpha (the mission is unsuccessful). Proceed to [Chapter 6 Encounters](#).

Fleeing Scouts

The squad is sent to scout an unremarkable sector south-east of the camp. They arrive at an area with rocky slopes and almost no plant life – if the timid twigs appearing at long intervals in the terrain are even plants. There's nothing of note in this sector. Let the PCs enact the search anyway; as soon as they are ready, let them head back to camp.

During the return trip, however, the PCs come across another Gamma recon team; a unit of three wounded Iz'kal scouts, one of whom is unconscious. They were returning to camp to report their findings, when they were ambushed by a Ravager scout force. They managed to fend off the attack, but now the Ravager are hot on their trail, and about to catch up...

If the PCs decide to help the Iz'kal scouts flee the Ravager, all of them must succeed on a Survival action, confronted by a TSE that plays 3 cards. If they succeed, they escape and may proceed back to [Chapter 6 Encounters](#).

If they fail or decide to face the Ravager, create a **level 2 encounter** using a combination of the following NPCs: [Bloodhound](#), [Harvester](#) and [Stormer](#), using their respective cards. The wounded scouts are of no help in the battle; treat them as **level 0 companions**.

If at any point during this encounter there are no PCs in normal health state, they are captured by the Ravager. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

If the PCs successfully escort the scouts back to camp, they report that there are two different Ravager groups in NT-44-2, and they seem to oppose each other, unusual as that may sound. Al'Moah has never heard of inner conflict among the Ravager, but otherwise dismisses it as good enough news to leave alone, and orders the PCs to move on to their next task. Proceed to [Chapter 6 Encounters](#). Additionally, one of the scouts will join them as a **level 1 companion**. Add [Kor'Sana](#) to the list of companions in the GM's Outline.

The Kira Scout

The PCs come to a clear hill slope, with no vegetation other than a thin sheet of low grass that sways to the wind, and a few patches of tall shrubbery here and there. When the PCs are scouting the hill, they hear strange sounds coming from one of these patches. If they approach the source, they come upon a surprising find.





You have fought the Ravager once and again, you have seen the holos, battled them in space and on the ground... but when you move the strange bushes aside, you're still shaken by what you find.

At first glance, it seems you've come across a Ravager body... but if the pulsating, breathing thing on the ground is Ravager, it belongs to a breed you have never encountered before. The mass of wings and appendages lying in front of you looks like some sort of a cross between a giant bug and a small vehicle, but there is something... different about it.

Normally the Ravager, even dying ones as this creature seems to be, move around jerking, chittering, as if somebody were pulling their strings. This thing's death spasms are... smoother. More natural, somehow. When it notices you, it tries to move, to agitate its appendages – but to no avail. Whatever the thing is, it's clearly too weak to move, let alone to face you or protect itself.

If the PCs want to come closer and study the creature, it meekly tries to resist, but it can't do anything to stop them; a closer examination of its body confirms it's not Ravager, but its physical traits feature several coincidences with many Ravager breeds. Its wounds, however, seem to have been caused by Ravager weapons.

If the PCs attempt to communicate (and if they brought Roadblock, from the PC team included in the adventure, he would indeed be very interested in doing so), at first the thing feebly tries to scare them away. Let the PCs roleplay this out; if they use reasonable arguments and show evident empathy, they realise the thing is probing their thoughts, and sending jumbled, fragmented signals, an unidentifiable mix of telepathy, pheromones and Gods know what else. It's trying to communicate... but it's too wounded to form a coherent message.

If the PCs try to attack the creature, it dies easily since it can't defend itself, and they may examine its body.

If the PCs try to assist the creature, they need to succeed in a **Medical** action (Confronted by a **TSE** that plays 2 cards, and they suffer a disadvantage because of the creature's alien physiology). If they succeed, the PCs can choose to leave, as the creature is stable enough that it is likely to recover on its own, or stay and look after it, as it is still weak and, if attacked, it is sure to die. In any case, the creature is too large to bring it back to Camp Gamma. If they fail the Medical action or decide to do nothing, the creature dies a few minutes later.

If the creature is successfully healed, it flies away 8 hours later; if the PCs stay to tend to its wounds, run an encounter from [Chapter 7 Random Encounters](#). Staying will cause the

mission to last an additional **Span**, during which the players will automatically **Rest**. When the creature finally wakes up, it sends the PCs a garbled, psycho-hormonal message that resembles the sensation of 'thanks' before flying away. It doesn't stay or help the PCs, but it will remember their good actions, which may prove useful later in [Chapter 11](#). Add **Protect the Kira Scout** to the GM's Outline.

If the creature dies, pieces of its dead body may be taken back to [Camp Gamma](#) for Doctor Fen to analyse. If the PCs didn't stay to tend to its wounds, run one of the [Chapter 7 Random Encounters](#); once it is resolved, proceed back to [Chapter 6 Encounters](#).

Strange Ruins

When the PCs approach their assigned area – a cliff overlooking a lush valley, one of the most beautiful spots they have been in NT-44-2 so far – every scanner and sensor goes haywire; something is interfering with all the equipment. A successful Survival or Hacking action against a **TSE** that plays 2 cards reveals the source of the interference: What at first seemed to be a moss-covered boulder or cliff wall, is in fact an artificial construct.

If the PCs get away from the device, as soon as they clear 100 metres the equipment starts working again and the recon mission may proceed without further complications. If the PCs get closer, they may inspect the device.

The construct is well-camouflaged in the cliff wall; it's so eroded and decayed it's almost become part of the rock formation. Further inspection reveals it looks like a small building or large antenna; the sediments and overgrowth have clogged entrances, blocked passages and almost fused it with the surrounding rock, but it seems to be some kind of ancient watchtower.

As the PCs explore the ruins and their surrounding area, you may pick one encounter from [Chapter 7 Random Encounters](#), if you wish. After the encounter is resolved, the PCs may continue searching the area.

There's almost no space to explore the inside of the building, as it's all crumbled and merged with the boulders around it; however, it's easy to confirm the walls were artificially built, and the insides house what must have been machinery, now corroded and ruined beyond repair.

One thing's certain – this is no Ravager building. It must have been built by another species, at least a couple millennia ago judging by its state of decay; but who they were, and when they left, is anybody's guess.

The only thing of value in the ruins is a dull quartz-like Crystal Prism the size of a fist, embedded in a depression in one of the ruins' inner walls; if it's pried from its hollow, it starts pulsating and glowing weakly. Add the **Crystal Prism** to the GM's Outline.

A quick visit with Bao Fen back at Camp Gamma will confirm the crystal is some kind of energy source, but the Coalition has no technology to tap or read it, plus its output is so low it's not even worth a try. The PCs may keep this crystal if they wish; it will be useful when they reach [Chapter 17](#).

Once the PCs have finished exploring the area, proceed back to [Chapter 6 Encounters](#).

The Hammer and the Anvil

After marching south for several hours, you find the tracks of what appears to be a large Ravager party. The footprints look recent and seem to indicate that they are marching towards Gamma.

A successful Survival Action, confronted by a **TSE** that plays 3 cards, allows them to estimate the party must be at least forty strong. Otherwise, they greatly underestimate the enemy forces.

If the PCs decide to inform Al'Moah, she orders them to trail the Ravager party to make sure none of them manages to escape. Meanwhile, she sends a detachment of soldiers to ambush them somewhere ahead.

If the PCs' assessment of the enemy numbers was correct, all of their forces have been annihilated and after a couple of hours waiting, Al'Moah contacts them to report mission success. This victory will prove useful in future events. Add **The Hammer and the Anvil** to the GM's Outline. They may now return to the camp. [Proceed to Chapter 6 Encounters](#).

If their assessment was wrong, the battle has been brutal and bloody. In the end the Coalition forces have prevailed, but they have paid a high price and many of the Ravager have managed to escape. Create a **level 3 encounter** using a combination of the following NPCs: **Stormer**, **Flamer**, **Reaper**, **Techno**, and **Ironskin**. If the PCs decide to stay hidden, the Ravager will simply escape. If they decide to fight them, they will automatically act first (in the order they decide) and the very first action they perform will not be confronted by the ravager. Additionally, the team will gain one advantage towards every other action during the first Initiative Round.

If at any point during this encounter there are no PCs in normal health state, they are captured by the Ravager. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

If PCs defeat the Ravager, add **The Hammer and the Anvil** to the GM's Outline. The PCs may now return to the camp.

Proceed to [Chapter 6 Encounters](#).

RANDOM ENCOUNTERS

Every time one of the recon missions calls for a random encounter – or if you feel the recon mission is too uneventful – you may pick one of the following random encounters to liven things up a bit. After the random encounter is resolved, resume the current mission.

To help you pick an encounter, they are ordered from deadliest to most helpful for the PCs, so you can tailor your choice to the current state of your PCs and the current mood of the adventure.

Ravager Ambush

The PCs are surprised by a Ravager scouting party. Create a **level 2 encounter** using a combination of the following NPCs: **Bloodhound**, **Harvester**, and **Reaper**. If the Survival of any of the PCs is higher than the lowest Physical Stat among the attackers, every PC may perform a Searching action confronted by the NPC with the lowest physical stat to detect the attack. If any of them they succeeds, resolve the confrontation as usual. Otherwise, the Ravager will automatically act first and they will have an advantage in every action they perform during the first Initiative Round.

If at any point during this encounter there are no PCs in normal health state, they are captured by the Ravager. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

If the PCs defeat the Ravager, they can examine their bodies. Doing so shows recent wounds that look like they were inflicted by other Ravager. This might be of interest to Al'Moah.

Ravager Encounter

The PCs hear a group of Ravager approaching; they are on a recon mission, just like them. Create a **level 2 encounter** using a combination of the following NPCs: **Harvester**, **Serra flies**, and **Bloodhound**. They attack the PCs on sight.

If at any point during this encounter there are no PCs in normal health state, they are captured by the Ravager. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

Local Wildlife

The area where the PCs are turns out to be a deadly **Carnivorous Grove** (see [Chapter 5](#)). If the PCs survive the encounter, they can confirm it's not of Ravager origin.

Harsh Weather

Without warning, a shower of burning rains falls on the PCs. The rains work as described in [Chapter 5](#). To find suitable refuge from the strange downpour, every PC can

perform a Survival action confronted by a **TSE** that plays 3 cards (using a **Thermosurveyor** grants them one advantage). If all of them fail, they suffer one point of physical damage that ignores armour. Whether they find refuge or not, the PCs will spend an additional **Span** completing the mission. If they found refuge, they can use this **Span** to **Rest** (otherwise they spend the **Span** and gain nothing).

Treacherous Swamp

The PCs realise the area they're in borders the planet's Boiling Sea, and the terrain is mushy and unstable. Suddenly, the PC with the lowest Athletic loses their footing and falls into the water realizing, much to his dismay, that he is standing on acidic swamp water. He immediately suffers one point of physical damage that ignores armour and one additional point every turn he stays in the water. Getting out of the swamp requires a successful Athletic action confronted by a TSE that plays 2 cards and with one disadvantage. For every PC that tries to help him out of the water, he gains one advantage, but should he fail the action, every PC that tried to help him will fall into the water with him (the same rules apply). After every PC has escaped the deadly marsh, they can resume their current mission.

Dead Scouts

The PCs come across the fragments of some cracked and bloodied Coalition equipment. There's a vague trail they can follow, which leads to three dead Gamma scouts that Al'Moah sent out just the day before. They are surrounded by the corpses of several dead Ravager. A successful Survival action against a **TSE** that plays 2 cards indicates the scouts had help. If you're using the PCs from Team Inferi, Keena's Psychometry shows her the strange insect-like creatures who fought with the scouts against the Ravager. Some of these insects were killed too, their bodies carried away by their kin.

Abandoned Camp

The mission goes as described, but near their assigned area the PCs find something unusual. The local vegetation has been cut, cleared and rearranged in such a way that would seem to indicate some kind of encampment, but the PCs are not sure; if somebody camped here, they were not Coalition – nor of any species known to the Coalition.

Upon closer inspection, what seemed to be sticks and toadstools looks more like refuse and broken utensils, only it's all organic – strangely-shaped twigs and stones, and weird tools made of an unidentified, organic-looking material. Some aliens – intelligent ones, and probably not Ravager – camped here, and then had to leave abruptly. If the PCs succeed on a Survival action, confronted by a **TSE** that plays 2 cards, or if they use Psychometry in case any of them has this Divine Upgrade, they can get vague glimpses and clues of what the insects, called Kira, look like (for a full description, see [Chapter 11](#)).



CHAPTER 8: THE BOILING SEA

Proceed to this Chapter when the PCs accept the mission from Bao Fen and get a BCU (Biodata Collector Unit) to gather samples from the shores of the Boiling Sea.

This mission takes three Spans to complete. For this mission, the PCs may take with them up to two additional companions out of the ones they have rescued (see the GM's Outline for the list of available companions). Treat all of them as level 1 companions.

After taking any companion other than Kor'Sana with them, tick the Used box next to their name on the GM's Outline. Ticked off companions won't be available for the rest of the campaign.

Nothing happens during the actual trip to the Boiling Sea, except for the feeling the PCs are being watched constantly; they're almost sure something is stalking them and keeping just off the edge of sight, but any attempt to confirm it reveals nothing.

Once the PCs arrive at the shores of the Boiling Sea – about seven or eight uneventful hours after leaving Camp Gamma – read the following aloud:

The smell greets you several metres before you arrive. You remember it well (perhaps you'll never forget it): that stench, a mix of stomach acid and rotting algae, was the first thing you breathed in when you crashed on this damned planet. You are nearing a large body of what passes for water in this backwater mudball. It soon comes into view, glimpses of it visible behind the sloping hills and the thick vegetation – a smoking, vaporous green soup that, once it comes in full view, extends all the way to the edge of your sight. Not that you can see much further with all these greasy fumes blocking the horizon. It's like looking at a gigantic, world-class stew pot, if the cook liked to eat organic waste. You hope to get Bao Fen's samples and be done with this as soon as possible.

If a character tries to dive or even wade into the Boiling Sea, he suffers one point of physical damage that ignores armor immediately, and another for every turn he remains in the burning acid. Other than that, the mission is easy enough, if disgusting; using the BCU to gather samples from the soil, lime and the strange liquid itself takes no more than an hour or so. Afterwards, the PCs may simply head back to camp. However, that's when it gets interesting...

CHAPTER 8 ENCOUNTER

The Egg Guardians

As the team heads back from their uneventful mission, their sensors pick something, and a few moments later, their eyes confirm it: In plain sight, about one hundred metres from them, by the shore of the Boiling Sea, there's a fully armed Ravager war party.

It's impossible the Ravager have not noticed the PCs, as there's direct line of sight between them. However, the Ravager are not moving from their spot – they simply ignore the PCs and stay there by the Boiling Sea, chittering and swaying in that jerky way of theirs. If the PCs decide to ignore them as well and move on, the Ravager simply watch them go and do nothing; they may simply proceed back to [Chapter 6 Encounters](#) for another mission.

If the PCs decide to approach the enemy force, the Ravager adopt a hostile, defensive stance; however, they still won't budge from their position. It becomes obvious they are protecting something behind them, in the Boiling Sea. The fumes are thicker here and it's harder to make out just what the Ravager are protecting, but it must be important for them to stay rooted like that.

If the PCs attack or attempt to go past them, the Ravager strike back. Create a **level 3 encounter** using a combination of the following NPCs: **Techno**, **Reaper** and **Harvester**.

Keep in mind the Ravager won't move from their position; even though they have ranged weapons, a clever group of PCs can easily turn the Ravager's immobility to their advantage.

If at any point during this encounter there are no PCs in normal health state, they are captured by the Ravager. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

If the PCs defeat the Ravager, they may approach the shore they were protecting. Read the following aloud:

You cautiously walk to the edge of the waters. Your sensors register it first, but it's so incredible you don't really take it in until the mists part for a brief moment and you can see it with your own eyes. There, floating above the surface of this ghastly sea, are dozens, perhaps hundreds, of... things. Huge, hovering clumps of organic matter, not unlike cocoons or a kind of sickened, rotting beehives, only they're the size of small ships.

For a moment you think they may be a new Ravager weapon... but they do nothing; they just float there, these organic, lumpy masses, some ten or twenty metres above the waters. They seem to pulsate or bubble slightly here and there, but otherwise they're just... there.

If the PCs don't deduce these are Ravager eggs, clumped by the hundreds in their disgusting floating mounds, let them confirm it with a Medical action.

If the PCs radio Camp Gamma about the eggs, Captain Tarok commands them to stay there and guard the eggs until reinforcements arrive to destroy them. However, seconds later Bao Fen contacts the PCs on the direct Science intercomm she gave them, suggesting they secure one Ravager egg and bring it back to her for analysis. She implicitly gives them permission not to report this to Tarok or Al'Moah. The PCs must decide whether to follow Tarok's orders or accept Doctor Fen's request to break the rules, risking court-martial in the name of science.

If the PCs accept Bao Fen's request, one of them needs to climb up to one of the egg clusters, and then perform a Medical or CQC action, confronted by a TSE that plays 3 cards, to pry an egg from its cluster.

Tarok is sending a demolition squad on hoverbikes – he can spare the vehicles for this task, as destroying a cache of Ravager eggs is considered maximum priority – so the PCs have about one hour to secure an egg before the reinforcements arrive.

The smallest Ravager eggs are about the size of two human heads; not an easy thing to carry or conceal. The PCs must be inventive to bring one back to the Camp unseen. If the PCs make up a good way to hide the egg, let them bring it back to Camp without complication. If the PCs are seen in Camp with a Ravager egg after receiving orders to destroy them, the egg is confiscated and the party is given five days of arrest, missing the rest of the action in **Act Two**; proceed directly to [Chapter 14](#) (if you marked **Protect the Kira Scout** in [Chapter 7](#), proceed to [Chapter 11](#) instead).

If the PCs manage to deliver the egg to Bao Fen, add **The Ravager Egg** to the GM's Outline.



The demolition team turns out to be the strangest bunch you have ever met. It is made up of a huge raag and three minute corvo techs, and guarded by six human soldiers whose expressions range from amusement to utter disbelief - for reasons that quickly become apparent.

As soon as they arrive, the corvo techs start bickering and screaming at each other in their high-pitched voices while they run around, pointing frantically at... well, everything, while the raag, apparently oblivious to the shrieking, placidly unloads several large cases of explosives that, by your best estimates, must weigh at least 80 kilos each. Meanwhile, the six guards seem hesitant as to whether they should help unload the crates, keep the techs - whose quarrels have now turned into a screaming contest - away from each other or keep an eye out for ravager reinforcements. In the end they settle for the later and walk away, weapons ready, to create a perimeter around the demolition team, still hard at work. It takes almost an hour of heated squabbling for the three corvo to come to an agreement (angry-ment would be more accurate, you think to yourselves) on where the explosives should be placed to cause a chain reaction, and another hour for the raag to place them there while the three techs point and scream directions excitedly from the edge of the boiling sea, their recent dispute all but forgotten.

Once it is all in place, you move away from the shore, although you can't help but wonder if these "experts" have any idea of what they are doing or this has all been a monumental waste of time and resources.

The magnitude of the explosion catches you completely by surprise. The earth shakes violently and a blazing column of fire rises more than 50 metres tall, but none of those things compares to the thundering boom of the explosion, which pushes you back and makes your entire body tremble. Everyone else looks as taken aback as you are, and for the first time since they arrived, the three techs have gone mute - not that you would be able to hear them anyways, as you are currently deaf as a post.

After that, the bewildered demolition squad pack up their gear, give the PCs an apologetic look as they have no room for them in the speeder and leave without uttering a word, the commotion still too recent. The PCs may now return to Camp Gamma, taking the egg with them if they managed to secure it. It takes them several hours to regain their hearing completely and several more to shake of the turmoil clouding their minds. Only then do they notice a strange circumstance - The Ravager sent no reinforcements to rescue the eggs, or even to help defend them. Why?

Add The **Egg Guardians** to the GM's Outline and proceed to **Chapter 6 Encounters**.

CHAPTER 9: INCURSION MISSIONS

Refer to this Chapter when the PCs volunteer for one of the many incursions into Ravager territory organized by Captain Tarok. This Chapter is replayable; every time the team comes back to it, they go on a different incursion mission.

Whenever the PCs volunteer for an incursion, pick one mission from the [Chapter 9 Incursion Mission List](#). If you don't feel like picking, simply go to the first mission the PCs have not yet played.

Every time the PCs play this Chapter, they are assigned to a team of Gamma assault soldiers that includes enough soldiers to complete a 12-strong squad. For the purpose of calculating encounter levels during the missions, consider the assault soldiers to be **level 0 companions**, as they will be occupied dealing with their own opponents.

During each of these missions, the incursion squad will hunt down a Ravager party acting on the intelligence gathered by the Coalition scouts. Each of these missions takes two Spans to complete. The PCs must be fully healed to be allowed to participate in any incursion mission. Once they complete the mission, proceed to [Chapter 6 Encounters](#).

Ka'o, the Quartermaster

Before or after resting to go on a incursion mission, one PC can try to barter with Ka'o, the raag in charge of equipment at Camp Gamma. Ka'o confronts the character as a **TSE** that plays 3 cards (The PC should use Cunning and Mind, or alternatively Profession if the player can explain how it relates to the issue at hand). If successful, the PCs obtain one of the following items, or two if the PC achieved a critical success: **Frag Grenade**, **Adrenaline Shot** or any one **Plant** of their choice, or they are allowed to replace a single damaged item with a working one.

Ambush

These Incursions rely on stealth and careful positioning to overcome the overwhelming disparity between the size of the Coalition and Ravager forces. At the beginning of every encounter, each PC must perform a Hiding action to avoid being detected by the NPC with the highest Mental Stat taking part in the encounter, who will suffer one disadvantage towards the confrontation (to represent the difficulty of finding enemies in these alien landscapes). Resolve it as a multiple confrontation.

The outcome of the confrontation will determine the initial scenario:

If all the PCs win the confrontation, the Ravager forces are caught by surprise: During the first Initiative Round, the team will act first and they will have one additional advantage towards every confrontation. Additionally, the very first action one of them performs will be unopposed.

If any PC loses the confrontation, resolve the encounter as usual. Additionally, if he lost by a critical failure, the Ravager have somehow managed to sneak up on them and will get to act first during the first Initiative Round.

NOTE: If at any point during the Ravager encounters of this Chapter there are no PCs in normal health state, they are captured by the Ravager. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

INCURSION MISSION LIST

Assisted by Nature

After waiting for almost four hours, always ready to march at a moment's notice, Tarok informs you that they finally have a target. Your scouts have come across a large group of Ravager a few hours northeast of camp. The report indicates that many of them are injured and will soon reach a location where they can be easily dealt with. The ambush site turns out to be the northern edge of the plains where Gamma is located.

Create a **level 3 encounter** using a combination of the following NPCs: **Flamer**, **Harvester**, **Ironskin**, **Techno**, and **Stormer**. Each NPC will start the encounter with as much physical damage as its NPC level. Then, use **Ambush** to determine the initial scenario.

Fighting the Elements

Some of Al'Moah's scouts have been following a very large Ravager force marching towards the boiling sea. Every few hours, a small detachment leaves the main force and heads in a different direction. Tarok has decided to pick those groups off instead of engaging the larger force and is sending off several incursion teams to deal with them. You have been assigned to one of those teams. Your orders are to march southeast, to the shore of the Boiling Sea and once there, follow the directions of the scouts who are tracking your target.

As the PCs are nearing their target, the planet's weather makes its appearance. A strong wind accompanies the acid rain that the PCs have come to expect from this planet. If

the PCs decide to wait out the storm, they spend an additional Span. Otherwise, the PCs find the enemy detachment shortly after the acid rain starts pouring. Create a level 3 encounter using a combination of the following NPCs: Harvester, Techno, Bloodhound, Serra Flies, and Reaper. Then, use Ambush to determine the initial scenario. If the encounter takes place under the rain, every PC will suffer one point of physical damage that ignores armour.

The Swamplands

One of the scout teams has found a group of Ravager marching through the swamplands. Whatever led them there, it looks like the perfect opportunity to strike, as the terrain, flooded with the deadly acid that almost killed the PCs when they first arrived at the planet, will make it almost impossible for the Ravager to escape or approach the attackers. The smell lets the PCs know that they have arrived at the swamplands minutes before they can see them. The enemy trail is clear and recent, and the PCs have no problem following it. Then, something flies out of the acid waters and attacks them and their team.

Create an **Encounter** using one less **Waveweaver** than the number of PCs. However, this time it is the PCs being ambushed, instead of the other way around. If the PCs succeed in their Searching action, play the encounter as usual. Otherwise, the Waveweavers have caught the PCs by surprise and will act first during the first Initiative Round.

If a Waveweaver succeeds at a Grappling action against a target it already had a hold over, it will drag its prey into the acid waters. Every turn a PC stays in the acid water, he suffers one point of physical damage that ignores armor.

As soon as the PCs have defeated the Waveweavers, they receive a message from the scouts informing them that the Ravager are right ahead of them, trapped into what appears to be quicksands.

It isn't long before the incursion team catches up to the Ravager, who appear to be unable to move. Create a **level 2 encounter** using a combination of the following NPCs: **Harvester**, **Serra Flies**, **Techno**, and **Stormer**. If the PCs did not use explosives or Standard ammo to defeat the Waveweavers, use Ambush to determine the initial scenario. Otherwise, resolve the encounter as usual. Due to the terrain, the distance that a character can move during this encounter is halved.

REPEATING CHAPTER 9

Once the PCs complete a mission, they may return to Camp Gamma (back to Chapter 6 Encounters) for debriefing. At any time, the PCs may ask Tarok to send them out again; proceed back to this Chapter and pick another mission from the Chapter 9 Incursion Mission List.



CHAPTER 10: STAR ONE SQUAD

When the PCs return to camp after having played **18 Spans** (16 if they failed to track the beacon at the beginning of [Chapter 5](#)), read the following aloud:

As you return to camp, a Corvo Sergeant in a survival suit runs to meet you.

'You the Delta scouts?... Good, go report to Tarok immediately. That's an order.'

The PCs are expected to report to Tarok, but if they have reports to give from their last mission they can do that first.

Resolve the debriefings as indicated in the corresponding mission. As soon as they have finished any pending reports or deliveries, the PCs must report to Tarok right away.

They find him in his tent for the first time; they realise they had never seen him indoors before, or doing anything that wasn't barking orders at everyone in camp. Now, he's standing against his tent wall with his hands behind his back. When the PCs arrive, he nods and turns to face them. His eyes are still fierce and penetrating, but now they show a hint of doubt.

'The troops are talking about you and what you have done for Gamma. So I have a question. Can I count on you?'

Whatever the PCs may think, he is expecting a straight answer; he wants to know if the PCs consider themselves trustworthy or not.

If they hesitate, he sends them on their way without another word, and gives the mission to a different troop; proceed to [Chapter 11](#). If they say yes, he nods and keeps talking. Read the following fragments of dialogue using the pauses to allow the PCs to interject comments or ask questions if they dare; just keep in mind this is not a conversation but a briefing, and Tarok has little patience for interruptions.

'I need good soldiers to take care of this. One of my incursion teams, the Star One Squad, has gone missing.' (...) 'Nineteen hours ago, they sent word from the area we have dubbed the Twilight Forest – don't look at me, that was Corporal Fay'Li – to the northeast, reporting mission success, but we haven't heard from them since.' (...) 'I'm not about to risk another unit against an unknown threat. I want you to go to the last known location of Star One

at that damn forest and find out what happened.' (...) 'Just find out, is that understood? I'm not about to risk you either. I'm sending you because you're scouts, and because you just said I can count on you. This is a report-and-return mission; if you find hostiles you are not to engage. Is that clear?' (...) 'Fine. I'm having the coordinates of their last known location sent to you as we speak. It's a few hours northeast of here. As I said; go, recon and return. That's what I expect. If you get killed I'm not sending after you. Understood?' (...) 'Any questions?'

After the briefing, the team is expected to travel to the Twilight Forest ASAP; they may rest, draw cards, recover health and prepare themselves as best they can. Each PC may ask ordnance for one of the following items: **Nirvana rig**, **Omnitool**, **Rhinoskin**, **P-42 "Sunshine"**, **ERE sword** or **ERE mini-drones**.

The coordinates where Star One disappeared are a mere five hours on foot from Camp, which is why Captain Tarok is sure something happened to them. The PCs encounter nothing unusual during their trip there. However, when they finally reach their destination, what they find catches them completely off guard. The Twilight Forest looks like a place out of a fairy tale.

The forest around you seems to grow brighter, more colourful. Your sensors indicate this is not just a sensation, either; there's an actual, significant increase of ambience light – which should not be possible in a planet without a standard day or night – and all around you there are strange, alien creatures that scurry away as soon as you come near.

Also, the same vapors that improve the atmospheric conditions have caused a bloom of mist-feeding plants and fungi, making it all thick with colorful vines, strange flowers and glittering dust – veritable walls of colour, light and – as impossible as this sounds – fresh air.

According to your sensors, the strange air here could even be breathable without the helmets... but perhaps intoxicating to the mind and senses, so better not to risk it. But the view soon becomes akin to a drug trip anyway – a panoply of bright tones, swaying leaves and vines, glittering mist...

Soon, you find yourselves removing flowery vines and fluttering fairy-like bugs from your faces as you wade through a sea of multicoloured grass; this is, without question, the most beautiful place you have found in this damn planet. If Star One disappeared here, it's beginning to look like they did it on purpose.

Let the PCs describe their actions once they reach the coordinates of Star One's last message, and look around on

their own for a while. There are no clues to be found about the fate of Star One, but the PCs should be allowed to enact a search to feel involved with the mission. After a while, or when you feel it's the right moment to set things in motion, read the following aloud:

Then, you see them. At first you think it's your eyes playing tricks on you, but the things don't go away; small, flickering spots of light, like floating glow-worms or slow-moving fireflies. There is a swarm of them; small creatures that remind you of spores and jellyfish. They seem to float through the forest, surrounded by a dim blue glow, flitting to and fro among the rotting tree trunks

If the team approaches the dancing lights, they move around in an apparently random manner, leading them on what seems to be an aimless chase – until they realise they're being taken somewhere.

If any PC understands these lights do lead travellers to danger, and following them would be an unwise course, don't be afraid to confirm it, and then suggest that, if the lights are dangerous or malicious, they may just have something to do with the missing troops, so following them might be their only lead to Star One's fate.

After following the lights for a few minutes, the PCs arrive at a cave, its walls and ceiling lined by thousands of the creatures.

As you enter the cave, the wisps start floating around you, touching you with large, ethereal tentacles that make it look like you were diving in the depths of the ocean surrounded by jellyfish. More and more of the creatures seem to come down from the ceiling every second, and soon you are completely surrounded. By the time you realise the threat, the creatures' tendrils have started covering you in a thick, dense substance...

The tendrils stick to the suits and helmets, to the joints and breathers, with unusual strength; pulling them out has little to no effect, and soon the PCs find themselves covered with whole curtains of sticky filaments, like walking through thick webbing. Every time the lights circle the PCs, the tendrils appear to float, move and knot tighter around their armour. And suddenly it's not mysterious or funny anymore – these things are wrapping them with something. It's at that moment when the PCs realise the cave walls around them are full of cocoons, apparently made of the same sticky substance as the wispy tendrils. Human-sized cocoons.

The PCs are being attacked by the **Floating Spores**, a fungoid lifeform native to NT-44-2, which hunts by emitting sticky spore tendrils and weaving a cocoon around their prey. When the target is completely wrapped, the floating spores store it for later consumption, or commence digest-

ing it right away through the tendrils. Create an encounter against the **Floating Spores**.

If the PCs defeat the **Floating Spores**, they blink out and fall to the mud or disperse, which prevents the PCs from examining their bodies closely. However, it's clear that, like other native lifeforms in NT-44-2, the **Floating Spores** are not Ravager creatures.

The cocoons, made of the same substance as the tendrill wall, contain the bodies of seven Coalition soldiers still in their suits. Breaking them out allows the PCs to confirm they are indeed the Star One Squad. Five of them are in bad shape – although still alive. It takes them a few hours to wake up, but they are in no immediate danger. The other two have been consumed to the bones and their skeletons, picked clean of all their flesh, are still inside the suits.

However, there's another victim of the Floating spores – one neither Tarok nor the PCs had expected. One of the cocoons contains not a Coalition soldier, but a native sentient. At first glance it looks like an insectoid Ravager – a cluster of wings and appendages, with tech-looking elements to its anatomy – but a closer inspection reveals a creature unlike any Ravager the PCs have ever seen.

When the PCs free it, the thing begins to stir immediately, and is as surprised as they are to find itself rescued by aliens. At first it tries to flee; if the PCs try to stop it, make it clear it's resisting, so they'd have to fight it or let it go. If the PCs attack it, the creature is easily defeated (it's too weak to defend itself).

If the creature manages to get away from the PCs, it sends a weird message – weird because it transmits on unusual frequencies, a mix of thoughtspeak, pheromones and the Gods know what else – which feels a lot like “thanks” before flying away, still weak but free now. Add **Free the captive Kira** to the GM's Outline.

If the PCs capture the creature alive, it will feebly try to free itself, so they need to be inventive to establish diplomatic relationships (if that's what they wish) and even more inventive to carry it back to Camp Gamma, as it's a big, heavy thing (the rescued members of Star One offer their help if needed). If they decide to kill it (no confrontation needed), pieces of the creature's dead body may be taken back to Camp Gamma for doctor Fen to analyse.

RETURNING TO CAMP

As soon as the PCs kill, capture or free the creature, they and any surviving Star One soldiers are free to return to Camp Gamma with their mission report. If they bring any surviving Star One members, the PCs receive a commendation from Captain Tarok and are promoted to **First-Class Scouts**, with full authority over rank soldiers. Give one experience point to each character. It is recommend that

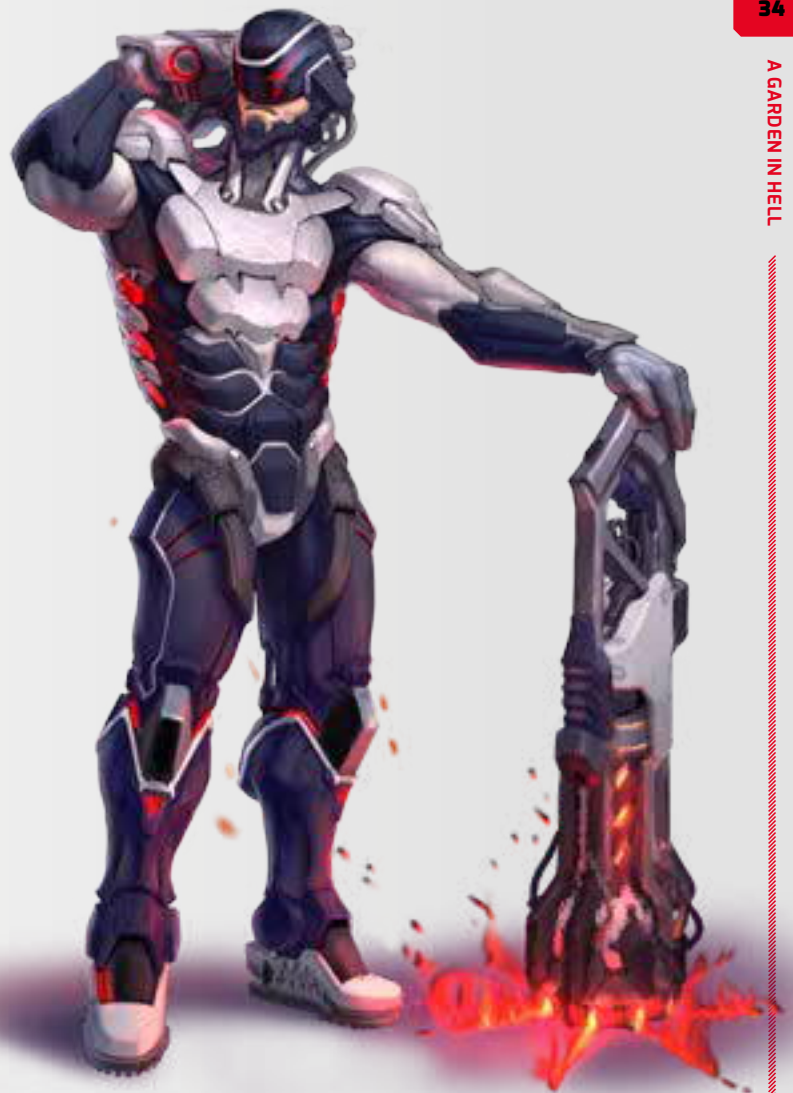
they save the experience points until they have enough to improve their most used Attribute to 3, if they have not done so yet. Additionally, each character can increase one Skill of their choice by one point.

When they are promoted to First-Class Scouts, each member of the team can choose one of the following weapons: **Spitter**, **Savant**, **Decognitator**, **ERE sword**, **T-3 Armourbane**, or **Panzerfaust**.

If the PCs bring the alien creature back alive, Tarok takes it prisoner, while Bao Fen tries to convince Al'Moah to treat it as a diplomatic envoy or a guest.

Whether Al'Moah will treat the thing as a potential ally or a certain enemy falls entirely on the PCs; let them present their arguments to the Colonel, and if they sound convincing, Al'Moah will accept their counsel, whichever it is. Otherwise, she'll take the opposite course of action, depending on whether the PCs sided with Tarok or Bao Fen. If Al'Moah decides to send the alien to Tarok, it will be forcibly interrogated to reveal all its secrets. If she decides to send the alien to Bao Fen, it will be offered its life and freedom in exchange for whatever intelligence it is willing to share.

When the fate of the alien creature is decided, or if the PCs did not bring it back to camp, proceed to [Chapter 11](#).





CHAPTER 11: THE KIRA

As the PCs wait for their next assignment, they notice a commotion at the edge of camp; soldiers are running and orders are being given, but there are no signs of an attack. If the PCs don't rush to follow the other running soldiers, a few minutes later a Sergeant is sent to fetch them personally. Whatever is happening, it seems to require their presence.

When the PCs approach the commotion, read the following:

Almost all Gamma soldiers are gathered at the edge of camp. You make your way through the troops; they look anxious and edgy, their loaded weapons aiming at something you can't see yet. Captain Tarok and the Colonel are already there, and for some reason they stare right at you, as if you had something to do with whatever's happening.

And then you see them.

Four, five, huge bug-like creatures, apparently made of wings, turbines and appendages, hover out of the alien vegetation. Half of Gamma have their weapons on them, ready to fire. But there's some-

thing about them. For some reason you feel certain they are not the enemy.

As you come to this realization, a weird sensation, unlike anything you have felt before, assaults your senses – it's a mix of smells, sounds and thoughts which, together, convey a message. These things are talking, in a way no other creature has been known to talk. And they are talking directly to you.

From the blurred, chaotic stream of thoughts and sensations, you manage to make out a question: 'Why. You. Here.'

Al'Moah motions the players to approach her and quickly explains that the aliens, whatever they are, specifically requested to talk to them, refusing to talk to anyone else.

These are the Kira, the sentient species native to NT-44-2 and they have come to see the PCs. The creatures' attitude depends mostly on what the PCs did in **Chapters 7** and **10**.

If the PCs haven't harmed any of the Kira they have encountered so far, the Kira in this Chapter are friendly and forthcoming.

If the alien prisoner in [Chapter 10](#) was killed or given to Tarok for interrogation, or if the PCs killed the Kira Scout in [Chapter 7](#), the Kira are unhappy and paranoid, and come to demand the Coalition leaves the planet.

Let the PCs engage in conversation with the Kira as best they can, keeping in mind the Kira's attitude as determined above.

To enact the conversation, use the following as excerpts from the Kira's dialogue, but feel free to create new answers as required (keeping in mind the Kira 'talk' in disjointed, single-word concepts).

'We. See. You. Act. Against. Ak'kari.' (...) 'We. Fight. Ak'kari.' (...) 'We. Choose. You. Ally.' (...) 'Ak'kari. Kill. Kira. Ak'kari. Kill. Ujara' (...) 'We. Kira.' (...) 'This. Ujara.' (...) 'No. Know. You' (...) 'Know. Shapers. Who. Make. Ak'kari.' (...) 'Kira. Become. Ak'kari.' (...) 'Kira. Hate. Ak'kari.' (...) 'Ujara. Origin. Both.' (...) 'Shapers. Evil. Make. Ak'kari. Kill. Universe.' (...) 'Help. Kira. Fight. Ak'kari. Else. Leave. Ujara. Now.'

Let the PCs play out the diplomatic encounter with arguments and counter-arguments, keeping in mind the Kira's starting attitude. This conversation will shape the relationship between the Kira and the Coalition for the rest of the adventure, and it falls on the PCs to define it.

If the PCs look to the officers for input, their answers are predictable: Tarok wants to send them packing, Bao Fen wants an alliance. Al'Moah is undecided, and clearly irritated by the PCs' role in the negotiations; she understands why the Kira demanded to speak with them, but she would rest far easier if the talks were her direct responsibility.

ENDING THE NEGOTIATIONS

If the PCs convince the Kira that the Coalition wants an alliance, they become good-willed (add **Friendly Kira** to the GM's Outline), and reveal their strongest bargaining chip: they know where Alpha crashed. Turns out the Kira tried to establish peaceful contact with Alpha, but the soldiers fired upon them on sight, so the Kira did nothing when the Ravager stormed Alpha shortly after. The Kira offer the location of the crash site as a token of goodwill; proceed to Chapter 12. Additionally, if the PCs didn't harm any of the Kira they found, the Kira will fight by their side in the upcoming battles. Add **Kira Allies** to the GM's Outline.

If the PCs fail to negotiate, the Kira leave without further explanation, and demand the Coalition leaves 'Ujara' (their name for NT-44-2) or else. Al'Moah and Tarok, predictably, tell them to stuff themselves, and the Kira probably won't appear again in the adventure. Let the PCs continue their activities at Camp Gamma normally. Return to [Chapter 6 Encounters](#) and, after six **Spans**, proceed to [Chapter 14](#).

If the PCs insult or attack the Kira, they fight the Coalition, after which they probably won't appear again in the adventure. Proceed to **Chapter 11 Encounter: Fighting the Kira**.

CHAPTER 11 ENCOUNTER

Fighting the Kira

Play this encounter only if the PCs insult or attack the Kira. As soon as the first shot is fired, a swarm of Kira soldiers comes out of the bushes and attacks Camp Gamma; every soldier is forced to fight for their lives. Create a **level 3 encounter** against **Kira Braves**.

If the PCs defeat their enemies, they may look around and confirm Gamma soldiers have successfully routed the rest of the Kira swarm, who are now retreating back to the bushes. The Kira won't bother Gamma again. Let the PCs continue their activities at Camp Gamma normally. Return to [Chapter 6 Encounters](#) and, after six more Spans, proceed to [Chapter 14](#).

If the PCs are defeated, they wake up a day later in the infirmary with a terrible headache. After they were knocked out, the rest of the Gamma soldiers managed to rout the Kira swarm. The Kira won't bother Gamma again, proceed to [Chapter 14](#).

CHAPTER 12: CAMP ALPHA

When the Kira reveal they know the location of Camp Alpha, Al'Moah opens her eyes wide and tightens her jaw; she's torn between hope and suspicion. She asks the Kira for some time to deliberate, and after discussing it with Tarok, Bao Fen and her other officers for the better part of an hour, she comes to a decision.

After Al'Moah returns from her pow-wow with the other officers, she calls for you (what a surprise).

'Since you are so interested in becoming friends with those moth-things', she begins, 'it falls on you to prove their good intentions.' (...) 'I'm not about to trust unknown aliens in Ravager territory based only on their word of honor.' (...) 'You are to accompany the aliens to the place they claim to have discovered. You are to make sure it is not a trap, and that there are indeed the remains of Camp Alpha.' (...) 'If you confirm their claims, report back to us. If it's a lie, do your best to return safely. If we don't hear from you within 48 hours, we shall move against them.' (...) 'Any questions?'

The team's orders are to follow the Kira to where they claim are the remains of Camp Alpha. Let them rest, draw cards, and request perishable equipment (rations, medical, ammo, etc.) if needed before they set out; the Kira will patiently wait just outside of camp until the group is ready.

If the PCs try to engage the Kira in conversation during the trip, the aliens are accommodating but not talkative. If they are asked about Camp Alpha, they assure the PCs it's not a trap; if pressed, they try to prove it by giving the best description of Alpha Force armour and uniforms their bizarre language allows. Let the PCs know the Kira's accounts are close enough, and their demeanour seems friendly.

If questioned about their species, they simply say they evolved from that world's insect life, with the help of the "Shapers" (the Kira themselves seem unsure of just what the Shapers actually were). This seems to have taken place millennia ago, although the translation becomes confusing when the Kira try to explain exactly how long ago. There's not much more they can tell of themselves or Alpha Force, particularly with the language barrier.

The Kira seem to know their way around their "Ujara". What's more, they seem to have an uncanny ability to avoid the Ravager at will. After walking for half a day, the PCs and their Kira guides arrive at the ruin that was, until recently, Camp Alpha.

The Kira lead you through paths in the wilderness you wouldn't have dared to take, or even consider; slimy curtains open to reveal gaping maws in the undergrowth, and winding trails of bubbling ooze – yet the Kira navigate them expertly, and eventually you are led to a hidden glade deep into the alien jungle. The ground is clear, if not entirely solid; the grass and other plants have been trampled or scorched away.

Amidst the clearing, there lies what doubtlessly is the debris of what was once a Coalition encampment. It's all there – the ramshackle, rotting tents, the corroded husks of what used to be comm rigs, the overturned, melted steel canisters, the rusted, broken cables that once joined it all. Two Coalition vessels landed a few paces from the camp perimeter; now they are broken down and hollowed out, as if eaten from within by a thousand angry giant worms – which is probably not too far from what actually happened.

This, then, is what remains of Alpha Force.

A successful Survival action among the wreckage (succeeds automatically) will reveal the encampment was overrun by what would appear to be an overwhelmingly numerous Ravager force. There are no bodies. That is not surprising, as the Ravager would have devoured all the corpses and taken the survivors prisoner. The few organic remains are mostly half-rotten and buried in the mud. Judging from the devastation, Alpha was wiped by the

Ravager in a single, brutal assault. This confirms the Kira's story, but most importantly it means Camp Gamma is in grave danger.

If the PCs report back to Al'Moah, she orders them to scout the area and look for survivors. Regardless of what they find, this is enough to convince even Tarok that maybe the Kira genuinely want to help Gamma.

If the PCs choose to scout the area, read the following out loud. Otherwise, proceed to [Chapter 13](#).

The surroundings of Camp Alpha are full of tracks and everywhere you look there are patches of crimson earth. You cannot begin to imagine the carnage that must have taken place here. After a few minutes it becomes clear that you are not gonna find any useful leads this close to the camp. For the next hour, you extend the radius of your search, moving in growing circles, looking for any track that might indicate that someone managed to get away.

You have all but given up when you come across the mutilated corpses of two harvesters. A quick scan of the surroundings reveals a sizeable trail of Ravager blood that leads straight away from Alpha.

The players must decide if they want to follow the trail. If the do, continue reading below. Otherwise, proceed to [Chapter 13](#).

You set off after the trail, following puddles of blood that seem to grow larger and more numerous as you advance. It's not long before you start wondering what kind of monster would still be able to move after losing so much blood and begin to question the reasons that made you follow it in the first place. The spectacle that greets you moments later stops you dead in your tracks. The trail leads into a pool of dark blood surrounding a mountain of dismembered Ravager corpses. A lone, bloodstained figure stands amidst the slaughter. It holds a large railgun in his hands and a broken blade lies at his feet.

It takes you a moment to realise that you are looking at an Iz'Kal warrior. It is only when he turns towards you that you finally recognise him. The Iz'Kal standing before you is no other than Colonel Vash'Uh, the best warrior aboard the Ikvo, second mate to Commander Yisin Sun and the leader of Alpha Force. Now you know who exacted this bloody vengeance on the Ravager. Now you know you're looking at the only survivor of Alpha Force – and the best Coalition soldier in this planet, and probably in the entire Universe.

At first, Vash'Uh looks absent, as if his mind was somewhere very far away, and it takes some time for him to come around and understand that he has been found by the

Coalition. Then he begins to narrate his story, although it is unclear if he is doing that for the PCs or for himself.

Vash'Uh came out of the massacre of Camp Alpha unscathed, but not unchanged. He was captured early on and, by the time he managed to free himself and make it back to camp, it was all over. Alpha had been levelled to the ground and there was not a single body to bury. Stricken with grief, he severed his iz, the appendage on an Iz'kal's head which allows them to hyperlink with each other, to become a voidwalker – the most feared and pitied social status in Iz'kal society. Then, he set out after the Ravager with a single idea in his mind: Revenge.

He remembers the Kira and can confirm their story – how they came to Camp Alpha and tried to warn them against the Ravager, but were turned away by Coalition forces, precisely on his orders. That is the mistake he takes the blame for, and that is the reason he feels the deaths of every soldier under his command are in his hands. That is why he chose to forever distance himself from the Iz'kal society.

And he has something more to say. Something important. The Ravager force that obliterated Alpha wasn't a regular Ravager strike team. They were coordinated, methodical and bloodthirsty and, what is worse, they were led by a Herald of Extinction.

Vash'Uh agrees to accompany the PCs back to Camp Gamma, and he makes the rest of the return trip with them. He remains mostly silent during the journey – he can still talk, like most Iz'kal, but has lost the joy of conversation. Now all that drives him is a burning desire for revenge. Add **Vash'Uh** to the GM's Outline.

Once back at Gamma, Al'Moah rushes to meet Vash'Uh and give him the welcome he deserves. She almost shows emotion while doing so, and the PCs understand: Al'Moah needed to find Alpha, it was her job – but finding Vash'Uh was her wish. Finding her friend and comrade was her truest goal. She is devastated when she sees what he's become, but also glad to have him back.

When the PCs return from Alpha, they are awarded a Triple Star – a badge of honor among the Coalition military. Besides, Al'Moah allows them – no, trusts them – to lead a diplomatic mission to the Kira settlement, where they may at last discuss the terms of an alliance between the Kira and the Coalition.

When the PCs are awarded a Triple Star, each of them can choose one of the following suits: **Vanguard**, **Parabellum**, **Hacker**, or **Rousey**.

Proceed to [Chapter 13](#)





CHAPTER 13: THE KIRA SETTLEMENT

After the team returns from Alpha, Colonel Al'Moah is finally convinced she must trust the Kira, and sends the PCs leading a diplomatic mission to accompany the Kira to their base and discuss the terms of an alliance between both forces.

The diplomatic mission includes the PCs, doctor Fen and one of her lab aides, plus any surviving Delta soldiers the PCs may have rescued in [Chapters 3](#) and [4](#). Al'Moah sees them off with her blessing, but sternly insists they must return as soon as possible; battle plans will develop and continue while they're away.

The Kira lead the PCs and their companions through uncharted areas of Ujara – the name everyone's using to refer to NT-44-2 now – and landscapes they had not seen or dreamed of. After three days of travel – uneventful save for the growing friendship between doctor Fen and the Kira scouts – the group finally arrives to the **Kira Settlement**.

After a few days of travel, you are greeted by an uncanny sight. You have arrived at a deep, meandering ravine, covered in honeycomb caves. There, hundreds of Kira – maybe even thousands – zip and flit from one cell to the next, like a buzzing cloud, a

shifting cover that moves through the Kira community from one side to the other. Leading you across their swarming town, and up some natural steps in the honeycomb-covered rock, your Kira guides take you to one of the larger cells in the pass; large enough for a small vessel to land in. Once inside, you cross several tunnels with the same strange, organic-looking walls and floors as the honeycomb exterior, to finally reach an immense cavern, so tall it momentarily feels like an open space.

There, you are brought to the presence of a gigantic creature, bulbous and throbbing, akin to a cross between a nuclear missile and an oversized queen bee. Your guides introduce the creature: 'Presence. Kira. Elder. Leader. Mother. Wants. Talk. You.'

Let the PCs lead this encounter and handle conversation with the Kira Elder as they will; the Elder is somewhat more articulate than their brood, and she does want to talk at length. The following is what the Elder knows and wants to share with the PCs; narrate it as written if you wish, or tell the PCs only a few bits, in the order the subjects come up, depending on what the PCs ask, and when.

The Kira evolved from common bugs to a semi-sentient species, and led a peaceful existence for thousands of years, until the Shapers came. Not even the Elder knows who or what were the Shapers, but her description of their technology reminds Doctor Fen (and any Raag or Iz'kal PC in the team) of the ancient Korian. When Dr. Fen tells the Elder about the Korian, she suggests perhaps the Korian – if they were tech scavengers, as the stories hint – stole their technology from the Shapers.

Whoever the Shapers were, at first they seemed to be benevolent and wise – they gave the Kira the ability to develop their own technology, and caused their evolution to leap thousands of years forward in the span of a few generations. For the Kira, they were gods, and for a long time they were worshipped as such.

However, the Shapers didn't stop there. After making the Kira the dominant species of their world, smarter and more competent than any other life form on Ujara – perhaps on their entire galaxy – the Shapers attempted to bend evolution further. They experimented on the Kira, creating entire generations of mutants who live on to this day in Kira myths of demons and monsters; and at the pinnacle of their madness, they created the Ak'kari – which the Coalition knows as the Ravager. T

he Ak'kari are beyond dangerous. They are predators by design, genetically engineered to overwhelm, consume and just plain be better than any other living species in the Universe. Even worse, they are programmed to be. Their very nature gives them the single-minded goal of exterminating and replacing every other lifeform – and they have already done so in thousands upon thousands of innocent worlds. That is the ultimate sin, what the Kira call the Sin of the Shapers – giving birth to the Destroyers of the Universe.

Ironically, the Ak'kari did not completely ravage their own homeworld; as soon as they developed spacefaring technology, they left Ujara behind, and remained away for so long they forgot about it. That's why the Ravager seem not to be familiar with this world – which is, ironically, the very cradle of their species.

In fact, the Elder doesn't think it's any coincidence that Queen Nor instinctively chose NT-44 as a hiding sanctuary (at this point, Doctor Fen comments that Ravager Queens are believed to be able to subconsciously manipulate interstellar routes in the Labyrinth – perhaps this, combined with her species' ancient programming, was what led Nor to crash here).

In the millennia since the Ravager left, the ecosystem healed itself, life bloomed again, and the Kira returned to being their world's dominant species, always mindful of maintaining the balance with all other lifeforms, so as not to follow their murderous offspring's steps.

The point is, when the Ravager returned to Ujara, they fulfilled an eon-old prophecy that has haunted the Kira's myths – and nightmares – for millennia. For the Kira, the return of the Ak'kari means the end times; this is their apocalypse.

For the Elder, the appearance of the Coalition is a signal; a message from the heavens that the Kira must fight the Ak'kari, and either drive them back to the abyss of the stars, or end their threat forever. If the Coalition helps the Kira kick the Ravager off their homeworld, they will help the Coalition find – and defeat – Queen Nor.

As the Kira's part of the deal, the Elder offers the exact location of Queen Nor, plus a fact the PCs didn't know:

'Up to now. Coalition has believed. Believed Nor is biggest threat. Nor is not biggest threat. Nor is weaker than you believe. One of Nor's Heralds. A Lieutenant of Nor. Secretly followed your ship. Here to Ujara. The Lieutenant called Tzix. Tzix taking control. Control of Nor's brood. Tzix taking what Nor had. Tzix stealing all things from Nor. Tzix stole Nor's Ravager. Tzix led Ravager. Tzix greater threat than Coalition know. Tzix ordered attacks. Attacks on Coalition places. Tzix caused Ravager split. Tzix destroyed your Camps.'

The Elder also knows about the structure that Bao Fen calls The Tower. Her people call it the Cursed Birthplace, for it is there that the Shapers gave birth to the Ravager. She knows nothing else about the place, as it's been taboo to her people for many centuries, but the Kira do have organic ships that can navigate the Boiling Sea and take the PCs to the Cursed Birthplace if they so wish.

In return for this information and assistance, the Kira ask for access to the carcasses, organic remains and genetic samples of the defeated Ravager, as the raw organic material will be 'very useful to their species'.

What the Kira truly want is to study these samples and see if it's possible to improve themselves as the Ravager were improved; the Kira think they can avoid becoming predatory like the Ravager, but there are no guarantees.

These are the terms the PCs are to bring back to Al'Moah. If they radio Camp Gamma, the Colonel agrees to the Kira proposal, and commands the PCs to return immediately. The Elder leads the team to a strange vessel, resembling a

cross between a gigantic Kira scout and an overturned tree leaf. It's actually a Kira hovercraft, the aliens' main mode of transport over long distances.

After pointing the PCs to climb on the transport, the Elder provides them with either a Kira escort or, if the PCs gained **Kira Allies**, a large detachment of Kira Braves; and sends them on their way back to Camp Gamma.

Additionally, if the PCs gained **Protect the Kira Scout** or **Free the Captive Kira**, they will be given a **Nubis Moth** as a token of gratitude. Then, proceed to **Chapter 14**.

CHAPTER 14: THE HERALD OF EXTINCTION

This Chapter begins when the PCs return from the Kira Settlement in [Chapter 13](#), are arrested in [Chapter 8](#), or fail to befriend the Kira in [Chapter 11](#).

If the PCs are at Camp Gamma when the Chapter begins, they hear the commotion from within their tents; if they are returning from the Kira Settlement, the noise reaches them when they are nearby. They can perhaps guess what they will find when they approach the sound...

You come to a scene of carnage and slaughter. Your worst fears have come to pass: Camp Gamma is under attack, surrounded by an overwhelming Ravager horde. This is it; this is what's come to. Either you stand and fight here, or the last hope of winning this war dies with you.

If the PCs decide to flee this battle, proceed to [Chapter 15](#) straight away. Otherwise, they have a battle to fight.

The attacking Ravager are led by **Tzix**, Herald of Extinction, leader of the Ravager forces at the Battle of Norha. She landed on NT-44-2 a day after the Ikvo's arrival, and she's been slowly taking control over Nor's forces, and using them to destroy all Coalition assets on the planet, one by one.

Now it's Gamma's turn.

CHAPTER 14 ENCOUNTER

The Battle of Camp Gamma

The PCs are in the middle of a ferocious bloodbath between Ravager forces and Gamma soldiers. During the battle, they must fight various separate Ravager groups. The effects of any companions or allies they have acquired

during the campaign will be specified if the different encounters.

There are three fights to be had during the battle, one right after the other. The characters can perform actions and use items in between the fights, but they won't be able to rest. They must win each of the fights to continue to the next one. Refer to **Map 2** to know where each fight takes place within the Camp.

If at any point during any of these fights there are no PCs in normal health state, they are captured by the Ravager. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

Retreating from battle: At the beginning of each fight, after describing what they are against and before initiating the first Initiative Round, give the team the chance to retreat from battle. If they do so, proceed to [Ending the Battle](#) at the end of this Chapter.

If the PCs obtained **Friendly Kira**, they can choose to retreat at any point during a fight as long as they are not in the middle of a confrontation.

FIGHT 1: THE INITIAL ASSAULT

A large Ravager force has broken through the outer perimeter. The PCs must stop them before they reach the backline and sow death among the non-combatants.

Create a **level 3 encounter** using a combination of the following NPCs: **Harvester**, **Flamer**, **Stormer**, **Techno**, and **Reaper**. If the players have **Kira Allies**, reduce the level of the encounter by 1. If the PCs rescued **Kor'Sana**, she will join them during this fight as a **level 2 companion**.

The distance between the PCs and the Ravager at the beginning of the encounter is 30 metres.

FIGHT 2: ISOLATED

The PCs hear horrible screams from within one of the medical tents. When they go inside, they realise a small group of Ravager has managed to sneak past their defences and is slaughtering the medical personnel that was trying to evacuate the wounded.

Create a **level 2 encounter** using a combination of the following NPCs: **Bloodhound**, and **Serra Flies**. Then, add a **Lurching Horror**. If the PCs rescued **Kor'Sana**, she will join them during this fight as a **level 2 companion**.

The distance between the PCs and the ravager at the beginning of the encounter is 10 metres. During the first Initiative Round, the characters will act first and gain an advantage towards every action they perform. Additionally, the very first action one of them performs will not be confronted by its target.



FIGHT 3: THE LAST STAND

Suddenly, you spy her among the carnage, moving through your forces like a hot knife through butter, leaving behind her a trail of death. Tzix, the Herald of Extinction, has arrived. She is a gigantic, ferocious Ravager, easily as tall as two raag, with a wreath of arms and claws surrounding her spindly form. Her arrival has finally tipped the balance against you and, if no one stops her, the battle will soon be over.

Then you notice Captain Tarok trying to break the front line of the ravager attack to engage her directly. You appear to be the only ones in a position to help him reach her, and however insane the idea might be, it may very well be the Coalition's last and only hope.

Create a **level 3 encounter** using a combination of the following NPCs: **Stormer**, **Reaper**, **Flamer**, and **Harvester**. Then, add an **Ironskin**. If the PCs rescued **Kor'Sana**, she will join them during this fight as a **level 2 companion**. Additionally, if they added **the Hammer and the Anvil** to the GM's Outline, reduce the encounter level by 1. Finally, if they found **Vash'Uh**, he will assist them during this fight as a level 4 companion. In such case, read the following out loud.

As you rush to fight Tzix, a darting blur of movement joins you – it's Vash'Uh, his armor covered in Ravager blood again, his vibroblade a humming scythe cutting through Ravager flesh and defences as he rushes forward.

Ending the Battle

Despite the strategic emplacement of camp Gamma, which forces the attackers to funnel as they approach the inner perimeter and prevents them from exploiting the advantage of their numbers, there are simply too many of them. Al'Moah soon realises there's no saving Camp Gamma and she starts evacuating the non-combatants.

If the PCs win every fight, add **Battle of Camp Gamma** to the GM's Outline and read the following out loud:

Thanks to you, the Coalition forces have managed to stand their ground long enough for the rest of the camp to evacuate. Once every non-combatant has cleared out, you begin a methodical retreat, led by a battered but still defiant Tarok. Slowly so as not to raise any suspicion, you lure the Ravager into the now deserted camp, secretly rigged with explosives. Once you are at a safe distance, Al'Moah gives the order and the entire plain goes up in flames, killing hundreds of Ravager and, more importantly, giving you a chance to escape.



If the PCs flee or are defeated in any of the fights, the Ravager have managed to breach the defences before the evacuation was complete. Dozens of Ravager pour into the camp, sowing chaos and death and turning the evacuation into a desperate run for survival. In the end, Al'Moah is forced to detonate the explosives placed across Gamma while many of her forces are still in range on the blast just to give the rest of her soldiers a chance to escape.

As the battle ends, so ends **Act Two**. Proceed to **Chapter 15**.



ACT THREE: THE SECRET OF THE RAVAGER

43

A GARDEN IN HELL

Gain Experience

At the beginning of this Act, give two experience points to each character. It is recommended that they save the experience points until they have enough to improve their most used Attribute to 3, if they have not done so yet. Additionally, each player can increase two Skills of their choice by one point each.

PROLOGUE

This Act begins when the PCs have retreated from the **Battle of Camp Gamma** after the attack of Tzix's forces. The Coalition forces have been forced to leave their base, and now they are on their way to a new one.

CHAPTER 15: AFTER THE BATTLE

The situation in which the PCs find themselves at the beginning of this Chapter depends on the outcome of the **Battle of Camp Gamma** in [Chapter 14](#).

If Coalition forces won the battle in [Chapter 14](#), the evacuation has gone according to plan. As soon as all the survivors have been accounted for, Al'Moah orders everyone to gather their belongings, help with an additional box or

three and report to their commanding officer for instructions. She leaves the bulk of her troops to cover the retreat (including, if the PCs found him, Colonel Vash'Uh) and leads everyone else to the new location of camp Gamma. If the PCs got a Triple Star medal during [Chapter 12](#), they are their group's commanding officers and report directly to Tarok during the retreat.

Once everything is organized, everyone in Gamma Force picks up their things and sets off to do as commanded. Proceed to [Chapter 16](#).

If Coalition forces were defeated in [Chapter 14](#), the PCs and a small Gamma group – which includes Bao Fen and several lower-rank scouts – begin the Chapter on the run. Their Ravager pursuers have let up the chase, but their numbers are few, they're wounded, and nobody knows what became of Tarok, Al'Moah, or the rest of Gamma.

Let the team decide what to do at this point. If any of them are Traumatized or Bleeding Out, let their companions (or even the NPCs) heal them with Medical actions (no need to confront these either). If the PCs make camp and rest, let it go through without encounters or danger, and allow them to draw cards and recover their health.

After they have rested or fled for a while, the PCs receive a faint signal – it's from other Gamma survivors. It's on an encrypted channel, so there's little chance of the Ravager intercepting it. It seems to come from Colonel Al'Moah herself – it calls for all survivors to gather at a

safe location. The message includes the coordinates, and the PCs are expected to proceed there.

The source of the message is two days away from the PCs' current location. Let them play out the trip as they wish, with no difficulties other than those they already have – damaged equipment, wounded teammates, etc. – and then proceed to **Chapter 16**.

CHAPTER 16: THE NEW BASE

After two days' travel, the PCs and what remains of Gamma Force arrive to the new "safe place" where Al'Moah led everyone.

- ◇ If the PCs obtained **Kira Allies** in **Chapter 11**, the "safe location" turns out to be none other than the Kira's own settlement. Use the descriptions found on **Chapter 13** if the PCs have not visited the settlement yet. Now, the Coalition and the Kira are officially the same team, even sharing their headquarters. The Kira put all their technology and personnel at the Coalition's disposal, and see you as their allies.
- ◇ If the PCs failed to obtain **Kira Allies**, the safe location is simply a highly defensible mesa, surrounded by high cliffs and offering a good position to detect any approaching hostiles.
- ◇ If the Coalition defeated the Ravager in **Chapter 14**, Gamma is fairly intact, with only a couple dozen casualties and some lost gear – all they have to do is set up the equipment again, which takes less than a day with their current crew, to get Camp Gamma up and running just as it was.
- ◇ If the Coalition fled the battle in **Chapter 14**, the number of casualties is staggering. The Coalition has lost over half its numbers. Survivors include Al'Moah and Bao Fen, but not Tarok (he sacrificed himself so Al'Moah and their soldiers could get to safety). If the PCs fled before the start of **Fight 3: The Last Stand**, **Kor'Sana** is dead and will not accompany the PCs for the rest of the campaign (remove her from the GM's Outline). Almost all the gear is lost, too. Gamma cannot be setup as it was before, and now the Coalition's only hope is to somehow destroy the anti-air defences of the Queen.

Regardless of the location of Gamma's new HQ, Al'Moah starts barking orders soon enough, mostly to setup the new camp. Then, after a few exhausting hours of setting up and repairing damaged gear, she summons the PCs to her tent.

After helping set up the new camp as best you can, Colonel Al'Moah sends for you; she's waiting at her recently rebuilt tent.

Al'Moah's new quarters are pretty much the same as the old ones, and she herself doesn't seem to have lost any momentum regardless of the battle and the intervening days. She looks vibrant, focused and pissed – as always. When you come in, she's holding council with her surviving officers. They all look at you.

'At ease, soldiers.' (...) 'We have been talking about what our next steps should be.' (...) 'We are on our feet again, but it's to be expected the Ravager are too, and they surely know we're still alive.' (...) 'Despite what happened during the battle, we are in a kind of stalemate right now. We need some kind of edge; we have to get a few steps ahead of our enemies before we make our next move.' (...) 'So, we have decided we might just find that edge – or something – in this tower thing Doc Bao talked about.' (...) 'If it is of ancient Ravager make, at the very least it will have information, and in a best-case scenario it could have a weapon against them.' (...) 'I've conferred with Doctor Fen, and she nominated you to lead the expedition to the tower.' (...) 'I concur.'

The PCs' next mission is to finally go to The Shapers' Tower. Whatever its nature, it contains alien data; at any other time, Al'Moah would think it's grasping at straws, but right now the entire Coalition is grasping at straws – and the Colonel has to admit that deeper insight on the Ravager species could mean the difference between victory and defeat, and even suggest ways to destroy the Ravager's anti-air defences, which must be the Coalition's next target. If the PCs haven't been briefed about the Tower, have Bao Fen explain it as indicated in **Chapter 6 Encounters**.

The first order of business is to secure transport across the Boiling Sea. If the PCs did not gain **Friendly Kira**, Colonel Al'Moah hands them scout reports that indicate the "natives of NT-44-2" have vessels capable of making the trip. The PCs are to travel to the edge of the Boiling Sea and wait for one of these vessels to commandeer; continue to **Chapter 16 Encounter**.

If the PCs gained **Friendly Kira**, they gladly offer one of their ships to make the trip; they also remind Colonel Al'Moah and the PCs that what they call "the Tower" is actually an ancient Shaper laboratory, which the Kira refer to as the Cursed Birthplace, where the Shapers created the first Ravager out of Kira genetic material. The PCs may proceed to **Chapter 17** right away.

In any case, before the PCs leave, each of them is provided with one **Adrenaline Shot**, and if any PC had **ERE mini-drones**, they are replenished back to five. Addition-

ally, if the team added **Secure the Ravager Egg** to the GM's Outline, Bao Fen has been able to develop a weapon from it, and provides each PC with one **Biogrenade**.

CHAPTER 16 ENCOUNTER

The PCs are sent to the edge of the Boiling Sea to scout for, and steal, a Kira vessel. Their objective is a previously marked area at the edge of the Boiling Sea, where Coalition scouts reported alien vessels launching at various times.

If **Kor'Sana** is still alive, she will join them in this mission as a **level 2 companion**.

Commandeering a Ship

After an uneventful journey, the PCs arrive to the designated coordinates at the edge of the Boiling Sea (described in **Chapter 8**). Besides the already familiar stomach-smelling greenish ooze, the PCs spot a kind of long organic platform that projects about 10 metres into the sea, with vine knots set at regular intervals—like the moorings on a pier.

At the end of these moorings, the PCs find a strange craft, vaguely reminiscent of an upturned pea pod, with strange protrusions and depressions all over its concave surface. Further examination of the vessel reveals a Kira corpse clutching the hull (refer to **Chapter 11** for a description of Kira physiognomy); the marks on its body indicate it was slain by Ravager. If the PCs look around a bit, they can see two more Kira corpses, floating lifelessly in the swamp.

A short examination of the strange craft confirms this is a Kira ship; the PCs may use it to enter the Boiling Sea now.

Proceed to **Chapter 17**.

CHAPTER 17: ACROSS THE BOILING SEA

Once the PCs have found or been given a Kira ship, they may use it to navigate the Boiling Sea towards the Shapers' Tower. Doctor Fen sends them the Tower coordinates via commlink; it's about fifty kilometres away from the shore.

Meanwhile...

As Al'Moah gets the report that the PCs are aboard the ship and ready to sail, she sends scout teams to confirm and mark the location of the Ravager Anti-Air Cannons; they are gigantic EM cannons with the ability to overload the electronics of any spacecraft that enters the planet's atmosphere.

The Kira Vessel

This is a weird, cocoon-like, organic ferry, with little space to comfortably stand or sit in, which forces PCs to constantly shift their position while on board.

Steering the Kira ship requires a successful Piloting action, confronted by a **TSE** that plays 2 cards. Normally, routine actions such as sailing a small boat do not require to face a **TSE**, but in this case it is necessary, given the vessel's alien configuration (and to put the PC's Piloting Skill to good use). If the action succeeds, the PC gets the hang of the Kira vessel with no problem.

If the action fails, it takes several hours for the PC to learn how to control the strange device. Each PC suffers one point of physical damage due to the noxious fumes and the smouldering heat.

After several hours fidgeting with the controls or after a successful Pilot action, the PC finally learns to steer the vessel and doesn't need to face any more **TSE's** to control it.

Once the PCs have control of the Kira ship, it takes them about two hours to reach their destination. During their trip, they pass near a cloud of floating egg-sacs (similar to those described in **Chapter 8**, only the guards have left and the eggs are already hatched, gone to join the ranks of Nor's forces).

CHAPTER 17 ENCOUNTERS

Boarding Party

After the PCs have successfully sailed the Kira ship across the Boiling Sea for a couple of hours, read the following aloud:

Just when you're starting to get used to the swaying, the ship's uncomfortable surface and the sickly misty fumes; when your mind starts wandering and you forget about your surroundings for an instant, something snaps you back to reality. The ship just rocked. Now it rocked again. Something is making it sway... no. Something is boarding you. First you see the purplish claws emerging from the green bubbling liquid and grabbing the hull; then a huge thing – is that Ravager? – leaps out of the waters and onto the vessel!

Create an **encounter** using one less **Waveweaver** than the number of PCs.

The **Waveweavers** display some of the same traits as other Ravager, but they are especially evolved for seafaring



combat. They look like raag-sized manta rays, except each of their flaps ends in four reptilian, stubby claws, and they have monstrous maws where a manta ray's mouth would be. If a Waveweaver succeeds at a Grappling action against a target it already had a hold over, it will drag its prey into the acid waters. Every turn a PC stays in the acid water, he suffers one point of physical damage that ignores armor.

If at any point there are no PCs in normal health state, they are captured by the Ravager. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

If the PCs manage to defeat the **Waveweavers**, they may continue their trip to the tower.

REACHING THE TOWER

A few minutes later, the PCs' ship finally reaches their destination.

The coordinates sent by Bao Fen point to an islet no more than 100 metres wide, right in the middle of the Boiling Sea. On one of the islet's shores stands a tall, organic-looking structure – the first building, and by far the tallest structure the PCs have seen since they landed on NT-44-2. It is the ancient Shapers' Tower, an archaic lab that the Kira have shunned for millennia, only to have it overtaken by the Ravager in recent days.

As you step onto the islet, a feeling of awe invades you. The towering structure feels ominous and uninviting... like a cursed, primal place, indeed.

If the PCs try to set up camp within sight of the tower, the **Alterant** (see [Chapter 18](#)) is alerted to their presence.

Finding a Way In

There are two ways into the tower. One is the main entrance, a huge pulsating membrane, full of bulbous neural nodes, which are made of some kind of programmable organic material, and thus may be hacked to allow passage. The other way in are several gaping holes in the tower walls, located at various spots 20 to 50 metres above the ground level.

If a PC has the Planeswalker Divine Upgrade, he can enter the tower at Room G1 and activate the membrane from the inside by touching a red orb on the wall, allowing his companions to move through it.

The Main Entrance: The PCs must perform a successful a Hacking action against the membrane's Firewall to be allowed through it. The Firewall has a value of 7 and plays 2 cards. If the PCs fail to hack it, the membrane swells os- tensibly and it becomes impossible to hack it again.

If the PCs succeed at hacking the membrane, it becomes translucent and allows the PCs to move through it, accessing the tower at **Room G1**. From this point onward, use **Map 3** to track the PCs' progress, and proceed to **Chapter 18** to describe their surroundings.

If the PCs got the glowing **Crystal Prism** from the Strange Ruins at **Chapter 7**, they discover what at first looked like an organic scab or bubble is actually a manufactured recession on the wall, and its shape matches that of the strange crystal exactly. If the PCs touch the crystal to the recession, the membrane allows passage automatically without requiring any further action.

The Gaping Holes: Every PC must perform a successful Athletic action confronted by a **TSE** that plays 2 cards to reach one of the window-like openings in the tower wall. If the action fails, the PC falls to the ground and suffers one point of physical damage.

If successful, a PC may drop a rope to help the rest of the team up – this gives every PC one advantage towards the Athletic action to climb the tower.

Entering the tower through the gaping holes brings the players to **Room L3**. From this point onward, use **Map 3** to track the PCs' progress, and proceed to **Chapter 18** to describe their surroundings.

CHAPTER 18: THE SHAPERS' TOWER

As the PCs enter the Shapers' Tower, read the following aloud:

The sensation that greets you is at once familiar and disturbing. It's not that it's dark – it is, but there's something else, something worse: an oily, stuffy quality to the air itself, as if it's not actually air but some noxious liquid that fills every space inside the building. If this can even be called a building. Much like Ravager tech, it feels more like a living being, like you stepped into the belly of a creature with a heart, a pulse – and a hunger. An ancient, unsated hunger.

The walls resemble a rougher, earlier version of Ravager technology – forms and designs that seem to be machines or computers, but all made of organic materials. The main difference is the insides of Ravager ships always pulse and throb; there's a vibration to them that seems to confirm they are alive. Here, everything is stone-cold still... as if the living creature you just stepped into was an ages-old corpse, long dead... or long dormant.

The Shapers' Tower is a mix of organic technology, developed with the raw materials from the ancient Shapers' research, and the same hyper-advanced science and designs displayed by – and any Raag or Iz'kal character knows and can confirm this – the Korian. There are no light sources to be found; any visibility comes from the tenuous glow that seems to irradiate from the tower walls and the much brighter light from the helmet lights of the PCs' suits. Also, the atmosphere inside the tower is 35% heavier and thicker than even the stifling air of Ujara's atmosphere – nothing that the PCs' air-filters can't handle, but it only adds to the overall darkness within the building. Here and there an organic computer displays blinking lights or a lit screen, but in short it's a dark, suffocating place.

Use **Map 3** to follow the PCs' progress into the tower. The map shows chambers and passages in a simplified vertical position; while in reality, the passages do slant upward (or downward), but they also twist and bend horizontally, progressing left and right, ahead and back. The map is shown in a simplified vertical cut for clarity, but you should keep the above in mind when describing the different passages. Nonetheless, up-down is the most important direction the PCs' will take while exploring.

This Chapter has several coded sections (**G2**, **L4**, **C1**, etc.), each describing what the PCs encounter in the room with the matching code in the map. Every time the PCs enter a new room, proceed to the corresponding section in this Chapter.

If the PCs enter the tower through the **Main Entrance**, they are in **Room G1**. If they come in through one of the **Gaping Holes** in the middle of the structure, begin their exploration at **Room L3**.

ROOM G1

This chamber is a wide cavern with the same biotic walls and ceilings as the rest of the building. The walls are filled with organic surveillance equipment – screens, monitors and sensors – most of it run-down and out of order. Millennia ago, when the tower was operational, this must have been a security room.

The surveillance equipment can be reactivated after toying with the controls for a while. Once active, the equipment must be hacked to gain access, confronting a **Firewall 5** that plays 2 cards. If the hack fails, a silent alarm activates the guards in **Room G2** (and alerts the Alterant – see **Room C3** – to the PCs' presence).

If the PCs succeed at hacking the system, they gain full visibility of all rooms coded with the letter G, included the secret **Room G5** (but not a clue of how to reach it).

Map 3



This room is connected to the guard **Room G2**. If the PCs activated the alarm at **G1**, all the functioning guards from **Room G2** attack them as soon as they attempt to leave **G1**. Additionally, this room has a maglift leading to a second floor. From there, another maglift connects it to **Rooms G3, G4, and L1**.

ROOM G2

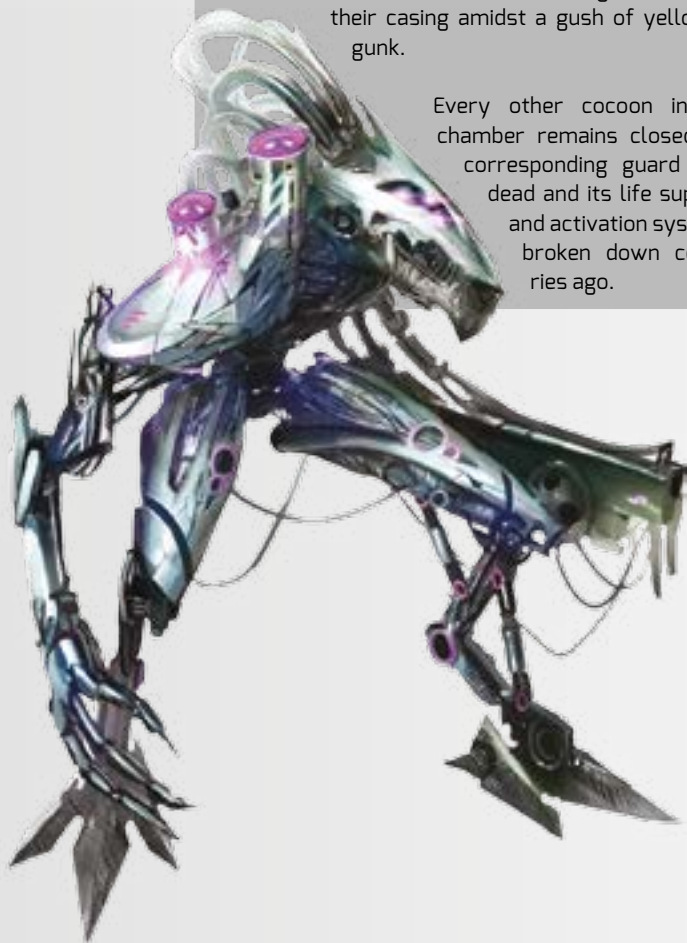
This is an ancient guard room. The walls are lined with translucent oval-shaped cocoons that seem fused to the biotic goo. These cocoons, slightly larger than human size, contain archaic, and yet staggeringly advanced, robotic units, which served as tower guards millennia ago, back when the facility was still operational.

The things inside the cocoons seem to be robots, but there's an alien quality to them, unfamiliar to any Coalition species or culture. They are curled up in a fetal position, as if they were waiting to be "birthed", or awakened...

There are thirteen cocoons in total, but only two to four of them contain guards that are still operational (the number of guards should match the number of PCs) – the rest are dead due to a malfunction in their long-neglected support systems.

If the PCs touch any of the cocoons containing a functional guard, or if they activate the alarm at **Room G1**, the translucent membranes covering those cocoons start to sizzle and recede, waking the creatures inside and letting them out of their casing amidst a gush of yellowish gunk.

Every other cocoon in the chamber remains closed, its corresponding guard long dead and its life support and activation systems broken down centuries ago.



The guards are alien-looking robotic warriors with vaguely humanoid shapes. They are sluggish and somewhat confused, but they tirelessly seek and attack any intruder in sight.

Create an encounter using as many **Disciples** as the number of PCs. If **Kor'Sana** is in the team, reduce the number **Disciples** by one. These guards are an earlier prototype of those represented in the card, and they suffer a disadvantage towards all their actions.

This room is connected to **Rooms G1** and **G2A**.

Room G2A

In one of the walls of the chamber there is a short, narrow passage, hard to navigate as its walls are contaminated and swollen by millennia of unattended parasites and rot. Climbing through the passage requires squeezing between the sludgy, diseased pustules on the decaying walls for a few minutes.

At the end of the bloated tunnel there seems to be nothing but a dead end, but a Search action, confronted by a **TSE** that plays 3 cards (If the PCs hacked the surveillance equipment in **Room G1**, they gain one advantage) reveals the apparent wall is actually another swollen passage. Squeezing through this last opening leads directly to **Room G5**.

ROOM G3

This is another age-old guard room. There are several translucent oval-shaped cocoons, about twice the size of a human adult, seemingly fused to the walls. Seven of these cocoons contain more advanced versions of the robot guards in **Room G2**. The remaining cocoon (or two cocoons if there are four PCs) is burst dry, the sentinel it contained long dead, its body nowhere to be found.

The guards contained in these cocoons are long dead, but the PCs may find in them the **ActualBugs**.

This room is connected to **Rooms G1, G4** and **L1** through the maglift.

ROOM G4

Before you enter this chamber, you are assailed by the foulest stench you have experienced since landing in this godforsaken planet – and that's saying something. As you approach the room, you see a small pool forming at the entrance; the reason is the chamber itself is half-flooded with stagnant liquid. Everything below ground level is a millennia-old soup of noxious, fungi-infested organic sludge.

There is no reason to enter this room unless the PCs found the clue at **L2**, **L3** or **L4**, in which case they may even be tempted to dive into the repulsive muck that half-fills the chamber.

If the PCs found the clues in **L2**, **L3** and **L4**, they may correctly surmise there's a treasure at the bottom of this pit. A character that dares enter the revolting slop and finds his way below the surface despite the darkness, disgust and difficulty of navigating the thick liquid, may explore the bottom of the pit.

Any PC who dives and finds their way under the mire can see, and swim into, the passage at **G4A**. At the end of this passage, where the disgusting muck is more concentrated – and has been for millennia – there is an eons-old accumulation of concentrated auranium pellets (as suggested by the clues at **L2**, **L3**, and **L4**). This stash weighs no more than a human fist, but is worth roughly a million credits. Add the **Auranium Pellets** to the GM's Outline.

This room is connected to Rooms **G1**, **G3** and **L1** through the maglift.

ROOM G5

This room, hidden within the organic walls for millennia, used to be the tower weapons cache. There are a number of translucent yellowish cocoons sprinkled about the wall, jutting out of the biotic surface. Each cocoon stores an advanced weapon prototype, especially designed to kill Ravager; the Shapers built them in case their creations got out of control.

A cocoon may be opened by causing any amount of physical damage to it. However, only two of the stored weapons are still serviceable, and even those weapons cannot be activated with modern energy sources.

Any weapon taken from the cocoons is useless unless the PCs have a special battery that can provide them with energy. There are two such objects, the crystal in **Room C3** and the **Crystal Prism** from the Strange Ruins in **Chapter 7**.

There is a computer in the room – it looks vaguely like an Iz'kal computer; and any Raag or Iz'kal in the team may correctly identify that it looks more like ancient Korian design.

Activating it requires a Hacking action confronted by a **TSE** that plays 2 cards (the PC suffers one disadvantage due to the computer's alien OS). If the PCs have the Keycard from **Room C2**, they may use it to activate the computer without a facing a **TSE**.

Once it is active, the computer may be used to manage and automatically open any of the cocoons on the wall. The

only two weapons that can still be powered are the **Heartless** and the **Pestilencer**.

This room is connected to **Room G2A**.

ROOM L1

This chamber connects the lower floors to the upper level labs.

You come to a tall cavern, so large it could easily fit a landed spaceship. The walls and ceiling are full of smaller vents and pores; the ground is dotted with pools of greasy fluids. Instead of stalagmites, there are fleshy protuberances of all sizes and shapes, irregularly spaced all around the inner wall. These protrusions are connected by muscle-like fibres coming and going from one point to the other. If the atmosphere was thick before, it has now become an almost jelly-like fog, which at times seems to actually hinder your movement.

The smell is an indescribable mixture of acids, chemicals and rotting organic matter, although it's much more bearable than that of the swamp...

This chamber used to be a busy hangar, where this building's ancient occupants used to land and stash their vehicles. Now, none of these vehicles exist anymore, and the maglift that once served to go up and down the chamber has disappeared under the sludge that covers the walls. The PCs will have to climb to get around.

There are only four tunnels large enough to be used as exits from this chamber. The maglift on the lower floor connects it to **Rooms G1**, **G3**, and **G4**; and there is a door to **Room L3**. The exits to **Rooms L2**, **L4** and **Chambers A through F** require climbing to reach them or get down from them. The PCs must use climbing gear or have some Athletic Skill; you don't need to confront this actions, but make sure they understand the fact they had to climb to navigate the chamber.

ROOM L2

This is an ancient alien lab. It looks like a tall cave with hive-like walls, and computer-like objects hanging from the walls and ceilings. These computers are strange looking things, somewhat reminiscent of Iz'kal hardware, although any Iz'kal of Raag among you recognise them as closer to Korian design.

There are bizarre fleshy structures that seem to function as tables and desks coming out of the walls, but no chairs to speak of. Countless steps protrude from the wall in every direction, allowing navigation of the chamber upwards and downwards.

Contrary to the rooms the PCs have explored so far, this chamber seems active and shows signs of recent use. The computers are on, full of blinking lights, and here and there several bright holograms show DNA chains and other complex structures. One of the holograms stands out from the others. It is the 3D image of a Raag male, clearly showing his internal anatomy.

Then, the PCs realise they are not alone in the chamber. A few Technos fill the room, so immersed in whatever it is they are doing that they haven't noticed the PCs arrival.

Create an **encounter** against as many **Technos** as there are PCs. As soon as the **Technos** notice them, they will attempt to escape towards **Room L3**.

At the beginning of the third Initiative Round, any **Technos** are still alive will manage to flee the room to alert the Alterant (and any other Techno along the way) to the PCs presence. It is important that you keep track of how many **Technos** manage to flee the room, using the GM's Outline.

Understanding how the alien operating system works requires to confront a **TSE** that plays 2 cards with a Hacking action. If successful, the PC will have access to the System. If the PC has spent some time trying to dig deeper into the system, he may find additional data if he achieved a critical success in the previous action, or facing a **TSE** that plays 2 cards with a passive Cunning action. If successful, he may access the files from previous users (see Ancient Research below).



If the PCs successfully access the system, they discover it's being used to monitor the vitals of a number of test subjects that are being genetically treated somewhere within this very building. According to the readouts, the test subjects are two Kira, three humans, one Iz'kal and one Raag – and they are currently being held somewhere at the facility. The files don't say where the test subjects are (**Chambers A through F**), but it would seem they're still alive.

Additionally, other computers have engineering files on several bio-devices, including air-filtering breathers that allow members of any non-Kira species to breathe the noxious NT-44-2 air. There seems to be a stash of such breathers in another room somewhere in the facility. If the PCs have a reason to (for example, if they freed the prisoners at **Chambers A through F**) they may use the computers here to locate and unlock the cabinet with the breathers at **Room L5**.

Ancient Research

The previous users were investigating some ancient files, which were mostly focused on research on how to obtain auranium – which is a very rare and valuable mineral; any Corvo PC knows a pinch of auranium can buy you a house. The weird thing is, this research deals with obtaining the auranium from Ravager manure – it seems Ravager bio-waste contains minute traces of auranium, and whoever conducted this research, clearly millennia ago, was trying to develop a method to synthesise it. Judging from the files, the research was inconclusive.

This room is connected to **Room L1**, and requires climbing to get to it.

ROOM L3

This is the room the PCs first enter if they use the upper openings to enter the Tower. It's a tall, hive-like cavern whose walls are lined with small biotic cells. The buzz of a thousand insects fills the entire place.

There is one **Techno** in this room. If the PCs come from **Room L2** and any of the **Technos** found there managed to escape, they will have warned it, and it will be gone by the time the PCs arrive.

Create an **encounter** using one **Serra Flies** per PC (if **Kor'Sana** is with them, reduce the number of **Serra Flies** by one). Then, if the **Techno** from **Room L3** was not warned, add one **Techno** to the encounter. It will attempt to escape towards **Room L4**.

If the **Techno** is still alive at the beginning of the second Initiative Round, it will manage to flee the

room to alert the Alterant (and any other **Technos** along the way) to the PCs presence.

Most of the small cells in this chamber are in use. Each of them contains a small receptacle with a tissue sample from a different living organism inside of it. There are all kinds of creatures represented in these samples – humans, other Coalition species, Ravager, Kira and many other creatures the PCs have never seen before. It seems the cells and receptacles have some kind of preserving agent that allows for long-term storage of samples, until they are needed.

There are also signs this room was used a long time ago, and the cells seem to have been recently set up over the ancient storage area. Some of the walls show dirty, fallen inscriptions behind the cells, which must have been lab signs once – hazard warnings, mixing instructions, and so on.

One of the signs draws the PCs' attention – the language is unknown, but the glyph is the chemical symbol of auranium, a very rare and expensive mineral. Any character with a profession related to xenology or history can attempt to understand the glyph by performing a Profession action, confronted by a **TSE** playing two cards. The glyph reads "the auranium only forms at the very bottom".

It's more or less known that auranium is one of the rarest, most expensive minerals in existence, found only in very few and remote worlds. Only the Corvo Megacorps have access to the few known auranium mines – but this inscription dates from several centuries before the Corvosphere even came into being.

Whoever was trying to synthesise auranium here (at "the very bottom" of somewhere) must have failed, for the mineral remains rare and priceless to this day.

This room is connected to [Room L1](#).

ROOM L4

This room is an ancient chemical lab, though it doesn't look like it at first glance. When the PCs enter the tall cavern, it looks like a smaller version of [Room L1](#), with fleshy protrusions and stringy fibers between them. Closer inspection, however, reveals there used to be machines under the protrusions – mostly biotic tech, but machines all the same. Most of these machines were human-sized test tubes with translucent surfaces, jutting out of the walls at various spots, but there are also computers (mostly non-functional), sensors, generators and other doohickeys with less-obvious functions. The translucent tubes were presumably meant to hold living test subjects once; now they're all but covered in rotting organic goo.

All the technology here is vaguely reminiscent of Iz'kal designs; it actually belongs to a very ancient species whose technology was scavenged by the Korian, the conquering species that enslaved the Iz'kal centuries ago.

There is a handheld computer in plain sight, half-buried in the goo on one of the desks. It's still functional, and easy to access. It contains mostly medical files on the genetic makeup of Ravager – nothing the Coalition xenoscientists don't already know, but it's relevant because it seems to prove the Ravager were a new species at the time the files were created, which could confirm they were artificially made a few millennia ago. Bao Fen would be very interested in getting a glimpse of this, if the PCs can take it back to her; after all, the study has extensive details on the Ravager as they were originally, before their millennia of hyper-accelerated evolution.

There's a note that seems unrelated to the other subjects, for some reason archived in the "digestion process and bio-waste" section. The note reads:

It is very likely the mineral yield will form spontaneously out of the raw materials if the sample is large enough, but it would take millennia of accumulation, festering and stagnation. I just don't have the time – and even if I did, I have better things to do with it.

This room is connected to [Room L1](#) and **Chambers A through F**. Getting down to [Room L1](#) requires climbing.

CHAMBERS A THROUGH F

If any of the **Technos** from [Rooms L2](#) or [L3](#) managed to escape, the **Technos** in [Room L5](#) will be gone and have ceased their activity by the time the PCs get here. Otherwise, read the following:

You are in a tunnel with several doors on its walls. When you arrive, you see an open door by the end of the tunnel, a soft glow coming out of it. If you listen closely, you hear soft beeps and tinkering noises, and you notice the lights change every now and then, as if their sources were moving.

These chambers are in the walls of a tunnel leading to [Room L5](#). Each chamber is actually a biotank holding one or more prisoners in stasis, keeping them alive and well. The tanks may be broken by dealing them any kind of damage, without harm to the prisoners; they may also be opened from [Room L5](#).

If the PCs free the test subjects from [Room L5](#) without approaching them, the prisoners make their way safely to the exterior of NT-44-2, where they promptly die of exposure to the planet's caustic environment.

If the PCs approach the freed test subjects, or if they break the tanks, they encounter the following prisoners:

- ◇ **Chamber A:** G'lodar, Raag warrior-slave, stolen from Queen Nor's holding cells.
- ◇ **Chamber B:** Arden and Gaynor, human Coalition pilots and Alpha force survivors.
- ◇ **Chamber C:** I'al'la, Kira Brave.
- ◇ **Chamber D:** Al'lul, Kira Brave.
- ◇ **Chamber E:** Doctor Elaine, human Coalition scientist and Alpha force survivor.
- ◇ **Chamber F:** Captain Al'ham, Iz'kal Coalition pilot and Alpha force survivor.

The biotanks have kept the test subjects alive and well, but also enabled the Alterant to collect DNA samples and conduct genetic experiments on them. They do not have any equipment or weapons, but most importantly, they have no suits – if they are freed, they (save for the two Kira) are likely to die from the planet's noxious atmosphere within the hour. Let the PCs figure that out on their own.

Unless the team has any spare suits – and they may certainly radio Al'Moah to request some, but they will take hours to arrive and will require another Kira ship – their best course of action is perhaps to leave the test subjects where they are, until they have secured the breathers in the cabinet at **Room L5**.

All non-Kira prisoners start complaining about the noxious air as soon as they have breathed it for a few minutes, and the process to open the holding tubes is not reversible – they can't go back in. The PCs have a little under an hour to find some way to help these people breathe, or they will die.

If the PCs gained **Friendly Kira** and have visited their settlement in **Chapter 13**, the two Kira offer to fly two of the prisoners (not the Raag, who is too heavy) to their settlement and give them medical assistance. The non-Kira prisoners don't know whether to trust the aliens, so the decision's down to the PCs. If the PCs did not gain **Friendly Kira**, or if they reject their offer, the two Kira simply fly home – perhaps blurting out a 'thanks' in their species' halting communication means – and don't look back.

The four Coalition members (the three humans and the Iz'kal) can confirm that Camp Alpha was set up, organised, and promptly steamrolled by Tzix's forces. They have no hope of finding anyone else alive, but they remember Colonel Vash'Uh was still standing and giving hell to the Ravager when they were captured.

None of the prisoners have weapons or equipment of any kind, but they gratefully follow the team's lead – unless the atmosphere kills them first. Treat them as **level 0 companions**.

This tunnel is connected to **Rooms L1, L4, and L5**.

ROOM L5

This is another tall cavern, divided in three floors with a single central chute; the chute has a lift – a simple flat platform that allows for up to nine human-sized creatures to step on it simultaneously – with an easy-to-operate magnetic engine. Other than that, the chute is a simple hole in the floor and you can get a glimpse of all three levels just by looking up and down the hatch.

Each floor is a medical lab, with several terminals and incomprehensible hardware. The terminals are connected to fleshy cables running from this room out into the tunnel and to **Chambers A through F**.



If the Technos at [Rooms L2](#) or [L3](#) managed to escape, the PCs make any loud noise when entering the room, or they broke any biotanks from [Chambers A through F](#), the Technos in this room flee to [Room C1](#) and alert the Alterant to the PCs presence.

Otherwise, create an **encounter** using one more **Techno** than the number of PCs (if **Kor'Sana** is with the team, reduce that number by one). They are on the second floor, focused on their computers and tests. At the beginning of the third Initiative Round, any **Technos** still alive manage to flee to Room C1 and alert the Alterant to the PCs presence.

This is the facility's medical room, where prisoners and test subjects are monitored, experimented on and submitted to alien medical procedures.

If the PCs examine the computers, they realise they handle life support and monitor the vital signs of seven test subjects, housed at six tanks in [Chambers A through F](#). From here, a PC with a Cortex Connector can easily use the computers to kill or free any of the test subjects.

In one of the walls there's a locked cabinet. It can only be opened from the computers in [Room L2](#), or with a successful Hacking action against a **Firewall 7** that plays 3 cards; and it contains individual air-filtering breathers.

This room is connected to [Chambers A through F](#), and to [Room C1](#) through a huge biotic door on the top level.

ROOM C1

The atmosphere in this cave is brighter than in the rest of the tower, to the point that suit lights are not needed; however, since the light comes from low-shining, reddish organic orbs on the walls, it ironically feels darker than before.

The chamber seems to be a kind of memento hall or repository – the walls are lined with tier over tier of ledges, on which stand what seem to be statues. A vast collection of statues, like an oversized collector's cabinet full of huge action figures. Only these action figures are life-size Ravager. Dozens of different Ravager types and species, with all kinds of body structures, limb configurations, shapes... And then the PCs realise they're not statues – they're real specimens, stuffed or mummified somehow.

If the PCs examine the statues, they find digital displays under every specimen. These displays indicate – in the archaic Shapers' language, which any Iz'kal or Raag can (roughly) interpret due to contact with the Korian – the original breed of the Ravager, the date of creation and the specific genetic variations of each specimen.

Inspecting a few of these displays confirms two things: One, the Ravager were artificially created, mutated exclusively from species native to this world; and Two, the Ravager were created here. This here lab, this very tower, is the original cradle of the Universe-spanning Ravager species. The dates given on the display are given in an archaic dating system, but the PCs' in-suit computers can calculate an accurate approximation, which would indicate these specimens date back from 1,500 to 2,000 standard years.

This room is connected to [Room C3](#) by a flight of fleshy steps, and at ground level to [Rooms L5](#) and [C2](#).

ROOM C2

The entrance to this large cavern is clogged with fibre-like organic growths; they can be easily cut through, but it's rather obvious nobody has been here in several centuries.

The room itself is all but covered – walls, objects, floor – with a thin film that gives the impression of cobwebs. Closer inspection reveals the film is made of fungal fibres grown over the chamber in the span of several millennia.

The chamber itself – yet another tall cavern – appears like the cutaway of a house. Several large platforms, connected by steps that go up the walls, protrude from the sides of the cave; there's what looks like furniture on them. There are even a few windows on the walls, although they have been choked by fleshy overgrowths and the fungal film that covers everything else. These are living quarters.

If the PCs try to go up the "steps" (a bit of a struggle due to the fungal tendrils that hinder passage, but not difficult by any means) and inspect the different platforms (or "rooms") inside the room, they may get a closer look at the furniture and confirm it's not organic, or at least not made of the same biotic goo that covers the walls and the rest of the building. The beds, chairs and tables – if that's what these are – have a design reminiscent of Iz'kal culture, or at least the part of Iz'kal culture taken from the Korian.

The chamber also seems built to house many people, perhaps a dozen or more. Not even a PC with Psychometry can accurately read that far back into the past, but there are a few disparate glimpses to be had – also obtainable by taking some time to examine the remains. The vague clues seem to indicate there were many occupants of the chamber at one time, and then, for a good while longer, there was only one. Let the PCs puzzle out what that means.

There are remains of personal items, none of it useful or usable now, but the rags were clearly clothes once, the corroded lumps were clearly tools, the rusty bas-reliefs in the walls and platforms were once computers and ancient comm systems.

Area C2A

The steps that lead to the uppermost level within the chamber are harder to navigate than the others; some of them crumble to dust when stepped on, and a few already crumbled long before the PCs came here. Reaching this level requires facing a **TSE** that plays two cards with an Athletic action. If the action fails, the PC falls about five metres and suffers one point of physical damage.

The platforms and furniture in area **C2A** are in much better shape than the rest of the chamber, perhaps because the fungal infestation has not reached this area. Even the biotic goo that covers the rest of the building is sparser here, revealing regular, solid walls – although they're still made of the Gods know what material.

Whatever the reason, the PCs can now find real clues – intact clothes, symbols, tools, computers.

A quick search of area **C2A** reveals this was an ancient alien expedition. The species is still unidentified, as there are no surviving holos or any other depiction, but they were almost certainly not humanoid, judging for what can be assumed to be their chairs and beds. The surviving clothes, logos and toolkits reveal the occupants were a military unit, which had packed for short-term exploration and then started using local resources to prolong their stay.

The tech and interior designs still remind any Iz'kal or Raag of the Korian, but the anatomical differences suggest the former owners were not Korian. Perhaps they were conquered themselves, or somehow, by this alien species. The tools are almost intact, but still dulled and unusable, whatever their former function was.

There are some easily accessible digital records in computers embedded in the desks and walls. There are no holos, no writings, and the few broken images are frustratingly incomplete – there's not a single record of what these ancient aliens looked like, but there are clear depictions of the planet, and several live images of Kira braves – very similar, and yet clearly different, from the specimens encountered by the PCs.

There are many references to the word 'Ujara', which seems to be the name the expedition members gave to this planet; or perhaps they learned it from the Kira.

There is a ledger that appears to list what could be names, perhaps those of the dead members of the expedition, as the last space on the list remains empty.

Most of the drawers and cupboards in the chamber are a clutter of useless, unidentifiable tools – but one of them contains a handheld data reader and a serviceable, working electronic keycard. Add the **Keycard** to the GM's Outline, it will be useful in [Room G5](#).

The data reader has rusted almost to the point of uselessness, but a message can be extracted from its contents – It's mostly untranslatable, but a Raag or Iz'kal character can guess the general idea – "gone insane", "killed the others", "have to escape", "created monsters". Or something with that general meaning. Again, the word "Ujara" is repeated several times, indicating they used that name to refer to NT-44-2.

This room is connected to [Room C1](#).

ROOM C3

The entrance to this room is a metal door. Make sure to convey how unusual it feels after hours exploring a mostly organic facility. The door is a relatively modern design – the tech must be millennia-old, and is still reminiscent of Korian or Iz'kal culture, but at least it's not a primitive organic thing. It even has an electronic security system, active and functional.

However, the PCs don't need to bypass it – the door is stuck ajar by the organic slop in the arch and the ground, and has presumably been that way for at least a few centuries.

There is a feeling of ominous dread as the PCs step through the door. This is another large lab room, also illuminated by dim red light from bulbs on the walls. The chamber is full of computer-like hardware hanging from the walls and ceiling, and desk-like slabs protruding from the walls.

Countless, nameless machines are connected to the computers and the walls too, some occupied by test subjects, others empty; some filled with bubbling liquid, others filled with minerals, gases or more machines. Like most caverns in the compound, there are goo-covered steps that protrude from the walls and lead up and down the chamber.

At the centre of the room there's a hovering platform. It zips to and fro between the computers and test tubes on the walls; the PCs cannot make out what or who is on it from the ground level, but it can be reached by climbing the steps up to it.

What they encounter in the platform – indeed, the enemy they'll have to battle in this chamber – depends greatly on how stealthy they were during their exploration.

If the PCs reached **Room C3** undetected, they will find the Alterant here, accompanied by his robotic guard and several Technos. He is surprised but not scared; he telepathically reaches out to the team and invites them to join him in his experiments – he doesn't reveal he works for Tzix, but he promises the PCs knowledge and unparalleled power in return for joining him.



* Overjoyed subjects made it this far * Means they are very capable * Very adequate, indeed * Must try new improvements * Been working on improvements * Been working in this lab * This cradle * The cradle of my species * Here we begin anew * The birthplace of our kin will be ours once again * Join us and become evolution * Witness as we defeat nature *

If he feels he has a chance to win them over, the Alterant adds that Herald Tzix has convinced him – and, through him, every Ravager under his command – that Nor must be replaced by a new, healthier, stronger Queen. The Alterant confesses it was he who helped Tzix take control over most of Nor's forces, as he honestly believes she is a better choice for the swarm than Nor, who lies defeated, dying somewhere in the swamps. If there are any freed prisoners with the PCs, they strongly position against accepting the Alterant's proposal. If the PCs take him up on his offer, proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

If the PCs reject his deal, or if he was alerted to the PCs' presence by their actions in [Rooms L1, L2, L3, L4, or L5](#); the Alterant orders his guard to attack the PCs while he disappears through his Alien portal (see below), accompanied by all the Technos.

If the Alterant was alerted to the PCs' presence by the alarm in [Room G1](#), or by any other means before the PCs

entered [Room L1](#), he is now hiding in [Room C5](#), and has left [Room C3](#) booby-trapped. As soon as the PCs approach the hovering platform, his guard attacks them on sight.

Create an encounter using one [Disciple](#), or two if there are four or more PCs. If the room was booby-trapped, all the computers in it explode during the second Maintenance Phase. The explosion will trigger a [TSE](#) that plays two cards in a multiple confrontation against all the PCs. If successful, the [TSE](#) deals two points of physical damage to each PC. It can only be confronted by Dodging. The [Disciple](#) will not suffer any damage from the explosion.

If at any point during this encounter there are no PCs in normal health state, they are captured by the Ravager. They wake up days later; proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

After defeating the guard, the PCs may explore the room, or go after the Alterant.

If the Alterant left the room booby-trapped, all the computers and equipment are now damaged beyond repair – the PCs have pretty much nothing to do here but leave. Otherwise, the PCs may investigate them if they wish.

The creatures inside the Alterant's tubes in this room are autopsy test subjects; they are long dead and beyond saving. Most of the machines in this chamber are too

bizarre to even attempt to comprehend, but the computers are accessible, although protected by a **Firewall 7** that plays 2 cards.

The Alterant erased most of the Shapers' original files, and the data that is left regarding his current experiments depends on how stealthy the PCs were.

In any case, they discover the "Shapers" were indeed part of an alien (still unidentified) species from a remote sector in the universe. After arriving in this world, which they called Ujara, their ship was somehow damaged and they started dying, presumably from an unknown disease.

Over the past few weeks, the Alterant has managed to reactivate the long-abandoned lab, retrieving most of the original research conducted by the Shapers. He has been experimenting on captured Coalition soldiers, most of them from the wreck of Camp Alpha, as well as on several Kira he has managed to capture.

Additionally, if the PCs reached **Room C3** without alerting the Alterant, they also learn the prisoners have been infected with some kind of parasite. There are thousands of files describing the specifics of the experiment, but understanding most of what is contained inside those files requires more time and a far broader knowledge of Biology than any of them possess. If they take this information to Bao Fen, she might be able to figure out what has been done to the prisoners and how to reverse it. Add **An Insidious Parasite** to the GM's Outline. You can find more information about the parasite at the end of this Chapter.

Among the machinery, there's a strange glowing **crystal**, barely larger than a human fist. It doesn't seem to belong here, but its function is not obvious at first glance. It is meant to power the weapons in the cocoons at **Room G5**, and if the PCs have already examined either the weapons or the computer there, they immediately understand its purpose.

The Alien Portal

There's a strange portal on the wall, about five metres from ground level. The portal is a teleportation tool, not unlike one created by the Vortex Divine Upgrade, only it's hard to detect.

Finding the portal requires a successful Searching action, confronted by a TSE that plays 3 cards. If the PCs saw the Alterant escape, they gain one advantage. The portal is the only way to the Alterant's safe retreat in Room C5.

This room is connected to **Rooms C1** and **C4**, and to **Room C5** through the **Alien Portal**.

ROOM C4

This chamber is a reading room, full of data archives, where the Alterant retires to study, investigate and design new experiments. The chamber's walls, illuminated with reddish bulbs similar to the previous lab and the repository, display row after row of data cylinders, snugly fit into individual hollows in the wall. There are several desk-like biotic benches, more alien computers, and an observatory.

The observatory window – the large 'eye' depicted in **Map 3** – can be calibrated to look into the surrounding area with x10,000 magnifying capabilities and full 360° rotation. There's no particularly valuable intelligence to be gained from this, save to confirm there are no enemy detachments outside the tower, as the Ravager trusted nobody would be able to reach it.

The data cylinders are unreadable by Coalition tech, but not with the Shapers' hardware. Using one of the cylinders on any computer within the facility allows the PCs to read its contents.

The cylinders contain data on every subject imaginable, from arts to science passing through technology and ancient cultures. If the PCs specifically look for data on the Shapers or the origin of the Ravager, they find – in a disjointed version, distributed among several cylinders – a plethora of isolated facts. This list is in chronological order, but it may be more interesting – and terrifying – if you reveal the facts randomly and let the PCs figure out what happened and when gradually.

- ◇ Someone erased all records of what the Shapers called themselves, or what was their anatomy or genetic makeup.
- ◇ As soon as the Shapers arrived, they began genetic studies on local lifeforms; the first result of this work was the Kira species.
- ◇ When the Kira proved to be an adaptable, resourceful and intelligent species, one of the Shapers began unethical studies on them. The scientist was reprimanded by his actions and stopped all his research.
- ◇ The Shapers' expedition was not destroyed by illness or local creatures – one of their own killed them all.
- ◇ After all his colleagues died, one unnamed Shaper scientist – referred to only as The Sage – took over the compound they had built and enhanced it with organic tech developed from local lifeforms.
- ◇ The Sage was a lone, stranded hermit in an alien planet, but for the Kira he became God: A single

man that gave them sentience, purpose, and millions of years of evolution in just a few seasons.

- ◇ The Ravager were a predatory variation of Kira makeup, developed after many years of trial-and-error with hybridization between Kira specimens and more aggressive species.
- ◇ In the end, the Ravager turned out to be the perfect predator – a creature made to adapt to and overcome any threat – but they got out of hand and soon the Sage couldn't control them anymore.
- ◇ As a preventive measure, the Sage developed several weapons to protect himself from the Ravager and hid them somewhere in the facility; the Cylinder doesn't mark the location or how to reach it. He also created a secret room that could only be accessed through a portal – little is said about how the portal was created, but it sounds like it was some kind of technology. That room still exists; the data gives the coordinates ([Room C5](#)), but not the means to reach it.
- ◇ The Ravager started creating their own buildings, their own weapons and, pretty soon, their own mutations. They did not need the Sage anymore. They turned on the Kira and began a genocide that almost wiped the unmodified Kira species from the face of the Universe.
- ◇ The Ravager took over as the dominant species of Ujara in a matter of months, and, replicating the technology that brought the Shapers here in the first place, they soon began building spaceships to expand their conquest to the stars.
- ◇ As a fail-safe measure against the Ravager, the Sage designed a virus that could only infect Ravager and dubbed it the **Unravel Agent**; once injected into a specimen, this designer virus could unravel the host's very own genetic makeup and kill it in a matter of hours. Unfortunately, the latest records indicate that it was destroyed by the Sage soon before leaving Ujara.
- ◇ The exact circumstances are untold but, at some point, the Sage left the planet to an unknown destination. There are no accounts of him ever feeling horror or remorse for what he had done, and it is clear the Sage was proud of having created the perfect breed – a species designed to evolve, to thrive, to survive... To conquer.

If the PCs want to investigate data on any other subject, it's likely the data cylinders have it – this library stores a truly massive amount of knowledge. Any PC that takes or

downloads the relevant information from the data cylinders in this room to study later, may use this research to justify any Skill increase at the end of the adventure.

The Unravel Agent

They cannot find the **Unravel Agent**, the super-virus mentioned in the last data entries; not among the data cylinders here, not elsewhere in any of the labs. However, there's a single cylinder missing from the octagonal hollows in the wall – and several clues that certain data, specifically data pertaining to the Sage's research on the **Unravel Agent**, has been purposefully erased from the archives.

In truth, the Alterant did find the data cylinder containing the **Unravel Agent** and secured it in his secret chamber at [Room C5](#).

This room is connected to [Room C3](#). Additionally, if any PC has Planeswalker, he may attempt to cross the walls into [Room C5](#), using the coordinates obtained from the data library.

ROOM C5

There are only two ways into this room. One is using a Divine Upgrade such as Planeswalker (and only the character with the upgrade may enter). The second is via the biotech portal at [Room C3](#).

Whatever their means of arrival, the PCs find this room similar to [Rooms C3](#) and [C4](#); a comfortable, dimly-lit lab with biotic furniture and ancient Shaper computers. There's a bed and a lavatory, both of them obviously unfit for humanoid use.



Here, the PCs will find the Alterant escorted by several Technos. If only one character enters the room (presumably after using Planeswalker), the Alterant attacks without hesitation (see **Room C5 Encounter**). If more than one character arrives, the Alterant attempts to surrender and talks honestly about what the PCs want to know. He won't betray Tzix or reveal he has – much less willingly release – the **Unravel Agent**, but he shares any other information the PCs want if it allows him to escape. Use the following as the Alterant's arguments:

* You are like us * We both seek survival of our species * There are four wars * Species against nature * Species against species * Species against itself * Individual against itself * Imperfection is the natural cause of those wars * Evolution is the natural result * Only through perfection can you win the four wars * Only through perfection can you conquer nature * We shall annihilate all other

species * We shall conquer nature * We are but flesh, mindless flesh, that enjoys the illusion you call 'sentience' * Sentience is nothing but the drive to subsist, to remain, to consume * To wage the four wars * You deceive yourselves * Other 'sentient' species deceive themselves * Sentience is not superiority, sentience is not morality * We don't deceive ourselves * We are hunter-killers * We are conquerors * We are meant to subsist, consume and remain * We don't pretend anything else * Nature welcomes challenge * Nature welcomes conflict * Welcomes evolution * Your stagnant ways are what nature despises * Evolution is mutation, evolution is conflict * Nature doesn't mind its own destruction * Nature only asks: are you strong enough to survive me? * Yes we are. Yes we are. * We have replaced nature * You shall be extinct * Join us, become us, only reasonable course * Only truly natural course * Become us!

The Alterant insists the PCs join him, offering them powerful biological enhancements if they do. Should the PCs accept his offer, proceed to [Chapter 18 Epilogue: Taken by the Ravager](#).

If the PCs reject the Alterant, they may either let him go or attack him. If they let him go, he leaves to join Tzix.

If they fight him, proceed to **Room C5 Encounter**.

ROOM C5 ENCOUNTER

Create an **encounter** against the **Alterant** and as many Greater Technos as there are PCs, minus one if **Kor'Sana** is with them. Then, add every **Techno** that managed to escape from the PCs.

If the PCs kill the Alterant, they find the data cylinder containing the genetic sequence of the Unravel Agent stashed in his body; add it to the GM's Outline.

After the PCs have dealt with the Alterant, they may explore the room's files and computers, where they find a wealth of biogenetic data, which they may relay back to Doctor Fen. Additionally, they find a strange container full of a dark, pulsating liquid. The liquid is a **Symbiont suit**, an extremely advanced being capable of fusing with a host to become an organic armor of sorts.

Describe the suit and show its image to the players, without letting them see what it does. Let them discuss who of them is brave enough to try it on, and give the card to the character more eager to suit up.

The PCs may now leave the **Shapers' Tower** and radio Camp Gamma to report mission success: proceed to [Chapter 19](#).



The Unravel Agent

If the PCs finish the tower having obtained the Unravel Agent, they get one additional experience point at the end of the adventure.

Back at Camp Gamma, Bao Fen studies the Agent and effectively weaponizes it. Since its onset is several hours long, it's not practical for combat, but it can be used on large, immobile Ravager structures, such as the Anti-Air Cannons, and perhaps even Queen Nor herself.

CHAPTER 18 EPILOGUE: TAKEN BY THE RAVAGER

You will be pointed to this section if the PCs are defeated by Ravager at any point during Acts One through Three of the campaign, or if they willingly submit to the Alterant's experiments after meeting him in **Rooms C3** or **C5**. If any of the above conditions are met, the PCs spend days unconscious in the Alterant's bio-tanks.

When you reach this section, read the following text aloud:

You wake up feeling strangely refreshed. It takes you a while to remember what happened – where you facing the Ravager? Did they capture you?... However, you don't feel tired or wounded; in fact, you feel better than you have in a long time.

And then you realise – you're in a Coalition tent, surrounded by medical equipment.

You have been rescued.

The PCs have woken up at Camp Gamma several days after they were captured by the Ravager. They spent the intervening time as test subjects in the Alterant's lab chambers at the Shapers' Tower. At some point, the Alterant simply abandoned the tower, leaving them behind.

When the PCs wake up, a nurse notices and calls for Bao Fen; she comes in and tells them a Coalition rescue party stormed the Shapers' Tower two days ago. The Alterant had long fled, but the PCs were found in test tubes and freed just in time to prevent whatever hellish experiments the Ravager had planned for them. Some of their equipment was lost, but ordnance has replaced or recovered the basic stuff, which means the team only loses any and all weapons or gear they acquired from salvaging equipment, or in the Shapers' Tower.

Additionally, each character obtains one Bio Upgrade with a cost of 3 experience points or less, a gift from the experiments performed with them.

Now the PCs are fully healed and ready for action, and as soon as they get the all-clear from Doctor Fen, they'll be fit for active duty again.

Depending on the Chapter where the team was captured, they may have missed a lot of the action in this adventure; make sure to brief them on the current situation of Camp Gamma (as it is after [Chapter 15](#)), and the Coalition's plan for the next step in the battle against Queen Nor, before they rejoin Gamma Force.

An Insidious Parasite

The truth of what happened to them is far more terrifying. Unknown to the PCs, they have been infected by **Ravager Sporulae**. Let them rest and discuss what they believe happened; when they're ready, proceed to [Chapter 19](#).

The **Ravager Sporulae** is a machiavellian spy tool consisting of a fungal parasite hidden deep into the subject's nervous system. People infected by it are known by the Ravager as Seeders.

These Sporulae are genetically-customized and all but undetectable by regular medical diagnostics. They have no ill effect upon the host – save for occasional, seemingly unmotivated bouts of nausea or dizziness – but every thought, sensation and memory of the host is coded into the Sporulae's genes, which can be read by the Alterant who created it and his Queen (in this case, Tzix) if they obtain a sample of the character's DNA.

The Ravager create tiny insects to follow the Seeders and regularly obtain samples of their DNA. Their aim is to turn seeders into important people within their communities, which in turn allows them to spy into the highest spheres of power of the known civilizations without anyone noticing.

Other than that, there's no genetic difference whatsoever between a Seeder and a healthy organism.



ACT FOUR: NOR THE UNENDING

GAIN EXPERIENCE

At the beginning of this Act, give two experience points to each character. Additionally, each player can increase two Skills of their choice by one point each.

PROLOGUE

This Act starts once the PCs have returned to camp from the **Shapers' Tower**, which happens once they decide to leave it; or in case they were captured, once they are rescued by the Coalition.

The Tower was the last hope for the Coalition to find something they could use against Nor. Whatever it is that they found, the time has finally come for the Coalition to face the Queen.

The first step in the Coalition's counterattack should be to disable the Ravager Anti-Air Cannons so that the Ikvo can send in reinforcements.

This, however, is only possible if the team secured the **Unravel Agent** in [Chapter 18](#). If they did, proceed to [Chapter 19](#), else proceed directly to [Chapter 20](#).

CHAPTER 19: THE ANTI-AIR CANNONS

After the Shapers' Tower, you returned to camp for a well-deserved respite. You have spent a couple of days resting, restocking, and getting ready for battle like everybody else. Now, it's time to strike back.

By orders of Colonel Al'Moah and Commander Sun herself, the first target of your counteroffensive has to be the Ravager's Anti-Air Cannons, the ones that shot down the Ikvo's three landing forces, including yours, at the onset of this ill-fated mission. Only when those guns are eliminated will the Ikvo be able to send in reinforcements.

Let the PCs rest, replenish their ammo and supplies, recover all their health, draw cards and anything they need before proceeding. If any of them wants to make specific preparations before the battle, let them play it out.

When they're ready to move on, Colonel Al'Moah summons them for the mission briefing.

Colonel Al'Moah summons a number of officers to her tent; this time, however, you are among them. Perhaps your past deeds have earned her respect; perhaps it's just that everyone's equally screwed now, so everyone's equally responsible. In any case, you're now allowed, even requested, at Al'Moah's officer meeting.

Every other officer is already at Al'Moah's tent when you come in; you're the last to arrive. Al'Moah wastes no time, as usual.

'Our scouts have determined the location of the Ravager Anti-Air Cannons'; she says right away. 'They are all within three days' march from this location. Two teams will be in charge of destroying the four clusters.'

Al'Moah is sending two sabotage teams to deactivate the cannons. Bao Fen successfully synthesized the **Unravel Agent**, modifying it slightly to make sure it is effective against Nor and her creations. She hands each team several vials containing a transparent liquid which, if she is right, should be more than enough to completely disable the Anti-Air Cannons.

Each team consists of twelve soldiers, as larger groups would be more likely to draw unwanted attention. As expected, the PCs are in one of these teams, codenamed Team One. If Colonel Vash'Uh is still alive, he will lead Team One; and if Captain Tarok is still alive, he will lead Team Two, which else will be led by an anonymous Sergeant. Each team is assigned two of the four clusters of cannons.

CHAPTER 19 ENCOUNTERS

There are four cannon sites, each of them at a separate location at least a few hours away from Camp Gamma. While the cannons are deadly against airborne targets, they are useless against ground forces.

Team One is assigned two of the cannon sites ([Cannon Sites A and B](#)), which become marked on the PCs' digital maps. The PCs may travel to these two sites in any order.

Once the PCs successfully sabotage their assigned cannon sites, they must report to Gamma. What they discover when they communicate with Gamma depends on the outcome of [Chapter 14](#).

If Team Two was led by Tarok, they will have successfully neutralised the other two Anti-Air Cannons. On the other hand, if Tarok died during [Chapter 14](#), they discover something went wrong. Team Two succeeded at destroying



Cannon Site C, but they were ambushed by a Ravager patrol when they were *en route* to **Site D**, and they need Team One to finish it off for them.

The Ravager no longer fight to capture. If at any point throughout the encounters none of the PCs is still alive, proceed to **Epilogue: Mission Failed**.

The Anti-Air Cannons were originally Queen Nor's mothership-class EM cannons, detached from her body and planted in strategic locations near her landing site as turret defences. The turret's auto-tracking systems are programmed to sense enemy aircrafts and shoot them down, just as if they were firing into a space battle. That's what happened to the Ikvo's landing forces.

Cannon Site A

This site is the closest to Camp Gamma, no more than a few hours away across the rocky wastes of Ujara. Describe the brief journey to the PCs and then read the following aloud:

You must be getting used to this gods-forsaken mudball of an alien environment, for you just realised you have trekked along several kilometres of it almost without noticing. But then the vision shakes you to alertness – a huge tower-thing, looming among the forested hills.

As you come closer, you realise the building, standing there atop a rocky outcropping above the treetops, is easily as large as a mid-sized Corvo skyscraper. Idly, you begin to wonder if it's guarded...

As the PCs approach the cannon site, they are assaulted by the guards. Create a **level 2 encounter** using a combination of the following NPCs: **Harvester**, **Reaper**, **Flamer**, and **Stormer**. Each PC can perform a passive Searching action against the NPC with the lowest Physical Stat, who will gain one advantage towards the confrontation. If at least one PC succeeds, resolve the encounter as usual. Otherwise, during the first Initiative Round, the PCs will play last, and suffer one disadvantage towards every action they perform.

If the PCs defeat the Ravager guards, they may now approach and sabotage the Anti-Air Cannon; they only need to inject the **Unravel Agent** into the cannon. Let the PCs play out the action and proceed to the next Cannon Site.

Cannon Site B

This Cannon is located amid a patch of strange grass-like, alien tendrils. It's the furthest from Camp Gamma, requiring two days' march to reach. Describe the long journey to the PCs and then read the following aloud:

You come to a strange patch within the rocky canyons of Ujara – a green meadow of tall grass that sways to the wind as you approach. And then you realise that's not grass, and it's not the wind moving it. You're looking at an almost one kilometre wide circle of waist-high, moving tendrils, that sprout from the ground, writhing and shifting as if probing the air. When you approach, these alien coils start to twist and curl, seemingly excited by your presence...

Right in the middle of the tendril-grass, you see it – a huge building, clearly of Ravager make, a few hundred metres into this sea of tentacles. The Anti-Air Cannon. You'll have to brave the tendrils to reach your goal.

Other than the terrifying sensation of having them writhing around as they walk, the tendrils are completely harmless to the PCs.

Let the team react to them as they wish; just keep in mind that a very audible – or visible – approach will certainly alert the Ravager force manning the Cannon.

The PCs may use the tendrils as camouflage, simply by crawling on the ground among the squirming mass; this allows them to approach the Cannon unseen.

When the PCs come within a hundred metres of the Anti-Air Cannon, they spot the Ravager force guarding it. Create a **level 3 encounter** using a combination of the following NPCs: **Harvester**, **Bloodhound**, **Reaper**, **Flamer**, **Techno**, and **Serra Flies**.

If the PCs approach unseen, they might be able to catch the Ravager forces by surprise. They must perform a Hiding action against the enemy with the highest Mental Stat. If all of them succeed, during the first Initiative Round all the PCs will act first and gain an advantage towards every confrontation. Additionally, the very first action one of them performs cannot be confronted by its target.

If the PCs defeat the Ravager, they may approach the Anti-Air Cannon and sabotage it.

The Cannon is a humongous structure, even larger than the Shapers' Tower. It is humbling to remember that the enormous structure is nothing but a single EM generator. These things can shoot down a Coalition battleship with one blast. It's chilling to realise this huge thing can be destroyed by a few drops of the Unravel Agent.

To destroy the cannon, the PCs only need to inject the Unravel Agent into the cannon. Let them play out the action and proceed to the next Cannon Site.

Cannon Site D

It takes the PCs several hours to get to the last cannon from their current position, even at their fastest pace.

After what seemed like endless days – but was barely a few, frantic hours – in this rocky wastes, you finally spy the gigantic hulk of the Ravager Anti-Air Cannon. It's half-covered by the planet's mists and the irregular landscape, barely discernible despite its great size; so it's safe to assume whoever is guarding the place would have the same difficulty spotting your approach...

Create a **level 2 encounter** using a combination of the following NPCs: **Harvester**, **Bloodhound**, **Reaper**, **Flamer**, **Techno**, and **Lurching Horror**. One of the PCs must perform a passive Searching action against the enemy with the highest Mental Stat. If the PC succeeds, during the first Initiative round all the PCs will act first and gain one advantage towards each of their actions. Otherwise, the PCs will go last and suffer one disadvantage towards every action they perform during the first Initiative Round.

If the PCs defeat the Ravager guards, they may now approach the Anti-Air Cannon and sabotage it as intended, before reporting mission success to Gamma. Add **Anti-Air Cannons** to the GM's Outline and proceed to **Chapter 20**.

CHAPTER 20: TO THE QUEEN

This Chapter begins either after sabotaging the Anti-Air Cannons or right after the PCs return from the Shapers' Tower if they did not obtain the **Unravel Agent**.

Let the team regain all their health, draw cards, and request resupplies from ordnance. When they are ready to continue, it's time to assess mission reports.

If the Coalition successfully destroyed the Anti-Air Cannons, the Ikvo is finally able to send reinforcements. Add Reinforcements to the GM's Outline, and read the following aloud:

It is with a chill in your spine, and a deep sigh of the purest joy and pride, that you see the three vessels come down through the treetops and land on Gamma's runway. General Sun sent ships. The Ikvo crew is reunited.

From the three large transports, several scores of soldiers disembark before your eager gaze – many squads of Coalition men and women, ready to help you take the battle to the Queen. Soldier

salutes officer, comrade hugs comrade as both forces meet and stand together once again. For a moment, you feel you cannot lose this battle. The Ikvo is ready to fight. The Coalition is ready to fight.

Once the reinforcements have presented their arms to Colonel Al'Moah and put themselves under her command, she orders all non-combatants to board the three ships; they are to be taken back to the Ikvo. With this, the rescue is accomplished as well. And then you come to a grim realization – the soldiers are staying. You are staying.

You knew it, of course, but now it hits you like a bullet to the chest: it is not over yet. The last battle, the toughest one, is now right around the corner. You may still die in this battle. And it's time to fight it.

After all preparations have been made, Al'Moah gathers all the soldiers under her command and organises the small army in three battalions. If the PCs were awarded a **Triple Star**, they are given command of one. If Vash'Uh and Tarok are still alive, they are put in charge of the other two. Once the battalions are organised, Al'Moah takes the lead, and all Gamma Force combatants march out to meet their enemy.

Al'Moah's scouts (or the Kira, if they have allied the Coalition) have located the site of Queen Nor's crash, roughly three days' march from Camp Gamma.

During these three days, the army tramples across the territory of Ujara, no longer as lost wanderers, but as conquerors – as protectors. Now, the alien creatures are afraid to attack; now, they are the ones hiding from this impressive military force. Even the terrain itself seems to give way to Gamma Force, instead of hindering their passage. The Coalition marches to battle.

Quickly describe a three-day march across the Ujara wilds; the army camps twice, so there's plenty of time for the PCs to prepare for the coming challenge.

After marching for three days, the feeling of elation and power has slowly given way to gloom, fatigue, and a growing apprehension. The alien mud in your suits' cogs and joints, the noxious atmosphere of Ujara, and the looming threat of the imminent battle have slowly eroded your initial confidence. However, like every other Gamma soldier, you grimly keep your determination to face what's to come. If you win this – if you defeat Queen Nor and carry her genetic samples back to the Coalition – it may win the war against the Ravager. It may save the known Universe. If that's not worth dying for, what is?

And then the vanguard starts shouting, the intercom messages start buzzing, the air patrols



start flying back and forth. It's there, they all say. We have seen it. We have seen her.

There she is.

And indeed, as you make your way up the alien hills and look over the valley below, you see her. About ten kilometres from your position, and still enormous, almost blocking the view.

The huge mothership, half-buried in the misty swamps, is surrounded by slow puffs of smoke, strange organic scaffolding branches, and what seem to be buzzing drones flying around it. It has mutated somehow, taking materials from the environment, and half its hull is devastated by plasma blasts... but you cannot mistake it. You are looking at what once was Nor the Unending, Mother of Ravager.

You're about to face the Bug Queen.

Gamma Force must march down the valley to face Nor. Al'Moah orders the three battalions to spread out, so each will approach the Queen from a different angle. The PCs are given the honour of taking the most direct path, straight to the main entrance to Queen Nor itself.

The Queen has spent weeks healing herself, taking sustenance from the surrounding soil and biomatter, and incorporating local lifeforms to her genetic code. A swarm of non-combatant Ravager have been repairing her as well, so she is close to being able to take off and become a planetary-class threat again.

The Coalition has arrived just in time to prevent it. As the three battalions converge on the Queen, Nor deploys her guardian force – a horde of Ravager unlike any other the Coalition has seen before, a swarm that extends as far as the eye can see, covering the ground like a writhing dark blanket.

Al'Moah doesn't wait a second longer – she gives the order to attack.

Her plan is simple enough. A small assault team led by the PCs must find a way into the mothership, reach the core, and disable Nor. Meanwhile, Al'Moah and the rest of the Coalition forces will try to buy them as much time as possible. But first, the PCs must fight their way through the guardian forces.

CHAPTER 20 ENCOUNTERS

During this battle, the PCs will have to fight two consecutive encounters to reach the entrance to the mothership. They will have no time to rest, draw cards, or perform any actions between the fights.

The difficulty of these encounters will be influenced by the PCs achievements throughout the campaign. The Ravager no longer fight to capture, so if at any point throughout the encounters none of the PCs is still alive, proceed to [Epilogue: Mission Failed](#).

Friendly Fire

The three battalions charge head on, rushing towards the massive Ravager army that stands between them and Nor. The PCs and their detachment are to follow a heavy assault team meant to act as spearhead and break the front lines of the Ravager.

However, what they find as they get close almost stops them dead in their tracks. Hundreds of Coalition prisoners stand at the Ravager frontlines to be used as human shields. As the momentum of the charge starts to dwindle, uncertainty starts growing in the faces of every soldier when they realise that, in order to strike Ravager, they will have to kill many of their friends and allies. And then, their uncertainty turns to horror as the prisoners start firing upon them.

Create a **level 3 encounter** using a combination of the following NPCs: **Warboy**, **Coalition Tech**, **Black Watch**, and **Contractor**. During the first Initiative Round, the prisoners will act first. However, they will suffer a disadvantage towards every action they perform throughout the entire encounter. If the PCs obtained **Reinforcements**, reduce the encounter level by one.

The prisoners have been infected by a virus, and are now being controlled by Nor. However, the infection is still too recent, and it hasn't had time to take control over the prisoners' motor systems completely. With their last will, the prisoners are trying to oppose the Queen's commands, even if that means dying by the hand of their former allies.

A Path of Death

Create a **level 2 encounter** using a combination of the following NPCs: **Harvester**, **Flamer**, **Reaper**, and **Stormer**. Then, add one **Ironskin** to the encounter. The entire encounter must be resolved within Close Quarters range. If **Kor'Sana** is still alive, she will join the PCs as a **level 2 companion**. If the PCs have added **The Egg Guardians** to the GM's Outline, reduce the encounter level by one.

If the PCs manage to win both fights, they clear a path to the mothership. Proceed to [Chapter 21](#).



CHAPTER 21: IN THE BELLY OF THE BEAST

Once the PCs enter the mothership, they will be unable to communicate with anyone on the outside, as the thick hull blocks all radio signals.



Of all the environments you have visited during the long mission to NT-44-2, none has felt more alien or hostile than this – the insides of Queen Nor herself. This place feels like a living, breathing thing – in every sense. The softly heaving walls and ceiling, the low rumour of flowing blood and electrical currents, the nearly unbearable, primeval stench – everything makes you keenly aware you've just stepped inside a living creature. The proverbial belly of the beast. And yet, you take a step inside, and then another, slowly leaving behind the sounds of the battle still raging outside...

Even half-buried, Queen Nor is a gigantic being, and finding her core won't be easy. There are a thousand tunnels, doors, levels, lifts and sublevels, and they are probably guarded. The PCs' best bet is to follow their instincts and good sense.

For several minutes, you wander the hollow and seemingly endless tunnels that make up the innards of Nor, walking past massive neural caverns filled with a mesh of glowing fibers, and dark spawning chambers lined with thousands of eggs that float on a pool of some viscous organic fluid. A weak voice in the back of your head tells you that you should hurry, but for some reason the thought feels unimportant, drowned by an overwhelming feeling of awe. Everything around you feels timeless and immutable. Ever since you entered the colossal mothership, you can't shake the strange sensation that time has slowed down, and soon

you are certain that you have been walking up and down these corridors for several days. And then, a chilling, evil laugh snaps you out of your absorption.

A few metres ahead, the corridor you have been following leads to another, but there's a massive figure blocking its entrance. Right in front of your eyes, something moves in the shadows. Something impossibly big, as if one of the walls skittered with a life of its own.

It is a Ravager thing, a monster, a horrid creature of arms and fangs and claws. You saw it before, during the attack on Camp Gamma. Tzix, the self-styled Herald of Extinction, is standing before you, a menacing shape that blends with the shadows around her. The wicked grin on her face makes your blood run cold as several layers of teeth reflect the lights of your suits.

The PCs have been found by Tzix, who has taken advantage of the confusion created by the battle outside to enter Nor unopposed and intercept the PCs' progress. Tzix's actions will depend on what happened with Camp Gamma.

If the Coalition failed to destroy the **Anti-Air Cannons**, it was impossible for the non-combatants to go back to the Ikvo and they had to stay behind at the new location of Camp Gamma, in which case Tzix will have tried to take them hostage, attacking them as soon as the rest of the Coalition forces were *en route* to Nor's landing site.

If the Coalition lost the , or if they didn't gain **Friendly Kira**, Tzix's forces were strong enough to overrun the new site of Camp Gamma, and everyone there will have been taken prisoner (add **Tzix's Prisoners** to the GM's Outline). If that is the case, proceed to **Tzix's Proposal**.

If the Coalition **disabled the Anti-Air Cannons**, or won the **Battle of Camp Gamma** and gained **Friendly Kira**, Tzix will have been unable to overrun the camp for some reason or another, and instead of trying to come to some sort of agreement, she will attack the team right away. Proceed to **Fighting the Herald**.

CHAPTER 21 ENCOUNTERS

Tzix's Proposal

As Tzix comes out of the shadows, she reveals a small, bloodied figure impaled on one of the tendrils that protrude from her back. The figure is none other than Bao Fen, who was left in charge of Camp Gamma. Let the PCs realise it on their own, and if they don't drop a few clues and hints: **Tzix** has struck Gamma again, and now comes to make some kind of deal for the lives of her prisoners.

After letting the implications sink in for a few seconds, she starts talking in a screeching, metallic voice that echoes along the corridors.

'The Battle of Norha was an impressive display of warfare.' 'I never thought you would manage to damage Nor.' 'But I am stronger than she was.' 'Your General had no option but to flee, unable to withstand the power of my fleet.' 'Afterwards, I followed you here, to the birthplace of my species.' 'My forces await just outside the system.' 'There is no escape for you.'

'Nor is weak.' 'It is time for a new Queen to replace her.' 'Here, where we were once created, I will rise and take her place.' 'The weaklings you left behind are now my prisoners.' 'All that is left of your camp is ashes and rubble.' 'Turn around now, and I will spare their lives.' 'Leave now, and I will stop the battle outside and allow your forces to retreat.' 'Stay, and they will die a gruesome death.' 'Oppose me and this hulk will be your tomb.'

If the PCs try to question Tzix about her motives, she will reluctantly explain that for centuries, she has been waiting for an opportunity to replace Nor and, once she obtains what she needs, she will leave the planet and look for a place to pupate.

If they ask for a reason why they should trust her, she will make it very clear that they are but mere obstacles in her way, insignificant and worthless, and she has no interest in them as long as they stay clear of her path. Tzix's offer is genuine, if only because she doesn't wish to take any chances when she is so close to achieving her objective.

If the PCs accept her deal, she will release Bao Fen, who requires immediate medical assistance (consider her to be at three negative physical health), and disappear into the maze of tunnels with a final warning.

If you hope to save your friends and leave this planet alive, stay away from here.

Afterwards, proceed to [Epilogue: Tzix's Ascension](#). If the PC's attempt to attack the Herald before she leaves, proceed to **Fighting the Herald**. Bao Fen will die unless someone performs First Aid on her before the second Maintenance Phase.

If the PCs refuse her offer, Tzix will dismember Bao Fen in a spray of blood. Proceed to **Fighting the Herald** right away.

Fighting the Herald

Tzix is completely alone; her Ravager force cannot come near the Queen, or Nor would regain control of them. But she is more than capable of taking the PCs squad head-on.

Before any of you has time to react, Tzix dashes forward with staggering speed. Suddenly, she is standing next to you, her claws thrust through the chest of one of your companions while her tendrils lift another one in the air. You watch powerless as she hurls their dead bodies against the wall of the corridor with a disdainful motion before turning towards you with a smirk on her face.

Create an **encounter** against **Tzix**, the Herald of Extinction. The PCs will be accompanied by **5 Assault Soldiers** minus one for every PC present. Each **Assault Soldier** has Physical Health six.

Tzix and the **tentacles** will attack the **Assault Soldiers** first. Tzix's attacks cause three points of physical damage to them, and the **tentacles** cause one point of physical damage, plus an additional point if the **Soldier** has already suffered any damage during the current Initiative Round. Hacking or attacking Tzix or one of her **tentacles** reduces the damage her next attack deals to the **Soldiers** by two.

Any **Assault Soldier** that at the end of the Initiative Round hasn't been damaged will deal one point of physical damage to Tzix (never to the tentacles).

If **Kor'Sana** is alive, she will join the team. At the end of every Initiative Round, she will deal one point of physical damage to Tzix (never to the tentacles). Additionally, if the PCs managed to obtain **Reinforcements**, they will be joined by an additional **Assault Soldier**.

If at any point throughout the encounters none of the PCs is still alive, proceed to [Epilogue: Mission Failed](#). If the PCs defeat Tzix, read the following out loud.

With a shrill of rage and frustration that drills into your skulls, the colossal herald drops to her knees amidst the bodies of your fallen companions. It is hard to believe she is still alive given the severity of her injuries.

As she lies there, defeated and moribund, blood gushing out of her wounds, and her life fading before your eyes, you can't help but stare at her with a mix of awe and admiration. Even as she exhales her last breaths, she looks majestic and deadly, an evolutionary masterpiece.

Then, she closes her eyes and falls to the ground with a muffled thud, dead at last.

Your body screams in protest as you command it into motion. Ignoring the pain and exhaustion, you gather your weapons, say a silent farewell to your fallen comrades and set off for Nor's Core.

There is nothing left for the PCs to do but to keep moving. Proceed to [The Core](#).

THE CORE

The only path left for the PCs to follow is the passage Tzix came from. After a few minutes, the corridor starts becoming wider and more luminous. As the PCs take the next turn, they come before a large, translucent membrane that shines with a bright, white light, and completely blocks the way. The PCs must cut an opening in it, which will take them a few minutes but is otherwise uneventful.

Once the PCs cross the membrane and enter the titanic chamber on the other side, read the following aloud:

You arrive at the bottom of an enormous, oval chamber about fifty metres wide and at least twice as tall. The walls are made of some black, oily material, and lined with dozens of pits, each several metres deep and full of dark, dimly glowing eggs.

In the middle of the chamber lies a large, pulsating white mass of fluorescent, fleshy stuff. It hangs from the ceiling, tethered to it by a myriad cables and cords made of the same luminous, organic material, emitting intermittent lightning charges at the walls.

This is Nor's Core, the brain of the Ravager Queen. Before they can do anything, they feel a voice inside their heads – a voice far more articulate and powerful than that of any other Ravager; and they know without a doubt the voice belongs to Nor.

As she speaks, she floods the PCs' thoughts with emotions and confusing images, which they guess are her memories. However, most of the time the images are too fragmented and chaotic to make anything out of them, as if Nor was recollecting hundreds of memories simultaneously.

The Queen communicates using something akin to the Iz'kal's hyperlink, yet far more complex, as any Iz'kal in the group will immediately realise. But whereas the Iz'kal learn to control the emotions they share through hyperlink, the Queen's thoughts are raw and unmodulated, like those of a child unable to restrain herself. Fear, anger, powerlessness, hatred, hope. Her feelings are like a whirlwind, changing every second.

Use the following excerpts as part of Nor's dialogue, letting the PCs reply and counter as they wish:

'I am Nor the Unending. Millions of years of evolution are stored in my brain alongside the technology of a hundred civilizations from all across the Universe.' 'And now, you have come to kill me. Here, where I am vulnerable. Here, where I cannot protect myself from you.'

'You believe that my death will make a differ-

ence. But destroying me won't save your species from extinction. As long as Um, the strongest among the Ravager, is alive, you will never know peace. My death will only serve to strengthen her belief that your civilizations are a threat that must be destroyed at any cost. She will lead every other Queen against you. We will pay a high price, but in the end, the only memories that will remain of your species will be those we deem worthy of storing in our genes. This is a war you cannot win.'

'Just like you, I do not wish to die. Just like you, I wish to avoid the destruction of my species' 'I understand you still cling to negotiation, you still believe in transactions. I have an offer for you.'

The offer Nor has for the PCs depends on the difference between the strength of the Coalition forces and hers, which in turn depends on the outcome of several missions. Initially, Nor has a strength of 5 and the Coalition, a strength of 0.

- ◇ If the Coalition won the **Battle of Camp Gamma**, add 2 to their strength.
- ◇ If the Coalition gained **Kira Allies**, add 1 to their strength.
- ◇ If the Coalition managed to bring **Reinforcements**, add 2 to their strength.
- ◇ If the PCs destroyed the **The Egg Guardians**, reduce Nor's strength by 2.
- ◇ For every **incursion mission** the PCs completed in [Chapter 9](#), reduce Nor's strength by 1.

If the Coalition's strength is equal to or higher than Nor's strength, proceed to **Offer 1: At Odds**. Else, proceed to [Offer 2: The destroyer of worlds](#).

Offer 1: At Odds

As she speaks, the PCs can feel her frustration and fear, clear as a cloudless sky. Every word is accompanied by a hundred memories and visions.

'Do not kill me.' 'In return, I will stop the battle taking place under my shadow and allow you and your forces to retreat back to your camp.'

Her words are accompanied by a thousand images of the battlefield outside. Dozens of Coalition men and women lie dead on the ground, their lifeless bodies scattered among the corpses of their enemies. The soldiers still alive fight with the grim determination of those who know their lives are forfeit. Surrounded by Nor's forces, they look like a small island soon to be overflowed by the Ravager ocean around them.



'As soon as I am strong enough to return to space, I shall abandon this system and take all of my forces with me. I will go back to my world and recover my strength. When the time is right, I will challenge Supreme Queen Um for control over the swarms.' 'If I am successful, I will lead the other Queens away from the Coalition systems and into the unknown reaches of the Labyrinth. If I fail, it will give you an opportunity to strike her while she is weakened.'

The next image is that of a Ravager fleet so numerous that it makes the entire Coalition dwarf in comparison. In the middle of it stands a titanic Queen, far greater and more imposing than Nor. A deep hatred stains every memory of Um.

Let the PCs consider Nor's offer. The Queen will willingly answer any questions they may have about Um (see **Supreme Queen Um** below) and, if pushed, she will provide them with information about the infected prisoners.

If the PCs accept her offer, proceed to [Epilogue: The Alliance](#).

If the PCs refuse her offer, they must find a way to kill or disable her before Nor's forces overwhelm theirs and make their way to the Core. There are two ways to do this:

cutting the cables that connect her to the rest of the ship, or attacking the brain directly. Let the PCs describe their actions for a while. No confrontations should be required for this. Once Nor has been killed, proceed to [Epilogue: The End of Nor](#).

Offer 2: The Destroyer of Worlds

As she speaks, the PCs can feel her anger and her fear, clear as a cloudless sky. Every word is accompanied by a hundred memories and visions.

'Do not kill me.' 'In return, I will spare the lives of your allies and, as soon as my fleet arrives, you will be allowed to return to your ship and leave the system'

Images of the battlefield outside invade the PCs' minds. Most of the Coalition soldiers lie dead on the ground, their lifeless bodies scattered among the corpses of their enemies. Those still alive have been captured by Nor's forces, which seem to be untouched despite the staggering losses they have suffered.

'Once I have regained my strength, I will lead your forces to Supreme Queen Um and make sure no other Queen interferes, giving you the best chance you will ever have of defeating her.' 'If you are

successful, I will lead the other Queens away from Coalition systems and into the unknown reaches of the Labyrinth.'

The next image is that of a Ravager fleet so numerous that it makes the entire Coalition dwarf in comparison. In the middle of it stands a titanic Queen, far greater and more imposing than Nor. A deep hatred accompanies every memory of Um.

Let the PCs consider Nor's offer. The Queen will willingly answer any questions they may have about Um (see **Supreme Queen Um** below), but she will not provide them with information about the infected prisoners.

If the PCs accept her offer, proceed to [Epilogue: The End of Ujara](#).

If the PCs refuse her offer, they must find a way to kill or disable her before Nor's forces make their way to the Core. There are two ways to do this: cutting the cables that connect her to the rest of the ship, or attacking the brain directly. Let the PCs describe their actions for a while. No confrontation should be needed. Once Nor has been killed, proceed to [Epilogue: The End of Nor](#).

Supreme Queen Um

Um is the mightiest of all Ravager Queens, the first Queen powerful enough to subjugate all others in many centuries. She is the one behind the attacks against Coalition systems, and she is determined to continue attacking until there is nothing left of it, even if she has to sacrifice every other Queen under her power. Her hatred runs so deep that she is willing to risk the very survival of her own species in her quest to exterminate every other lifeform in the galaxy. The majority of the Queens resent Um, but those who have tried to oppose her have been summarily executed, and fear keeps the rest in line now.

doesn't escape, unaware that Tzix has already killed her and abandoned the planet. Afterwards, the Ikvo will abandon the system and return home.

The Coalition will remain completely oblivious to the existence of Um, which could eventually prove fatal for the survival of the species under its protection.

TZIX'S ASCENSION

With the PCs out of the picture, Tzix is able to kill Nor and absorb her genome unopposed. True to her word, as soon as Nor is dead and she has gained control over every Ravager on the planet, she commands them to stand down. Afterwards, she abandons Ujara to find a planet where she can finally pupate, taking the Ravager fleet awaiting just outside the system with her.

As soon as the PCs exit the mothership, carrying Bao Fen with them, they are met by perplexed Coalition soldiers, who until not long ago were certain their lives were forfeit.

Once everyone is back at camp, Al'Moah calls for the PCs. When they arrive at her tent, they find that every high ranking officer who is still alive is already there, sitting around a hologram of Commander Sun. As soon as the PCs enter the tent, everyone inside it turns towards them. Al'Moah doesn't waste a moment. She hushes the nervous talks and orders the PCs to recount, with as much detail as they can, everything that happened since they entered inside Nor. When the PCs are done, a dense silence settles upon the room. After a few questions, the PCs are dismissed. The next day, Al'Moah addresses the camp to bring everyone up to speed.

After failing at their mission and allowing Tzix to escape, General Yisin Sun has no option but to discharge the PCs from the Coalition army. As a gesture of gratitude for saving the lives of her men, Al'Moah intercedes for them to make sure they are not court martialled.

A few weeks later, the Coalition finally arrives in Ujara in full force, bringing along hundreds of scientists and researchers. A large research facility is built on the planet to study the remains of Nor, the Shapers' Tower and the local species of Ujara. Over the coming years, their research will yield many scientific breakthroughs, and unveil many mysteries about the Ravager.

If the PCs befriended the Kira, they gladly join the Coalition's jurisdiction in exchange for protection and being left – mostly – alone. However, some of the Kira wonder if this will prove to be a wise decision in the long run.

However the Coalition will remain completely oblivious to the existence of Um, which might prove fatal for the survival of everyone under its protection.

EPILOGUES

MISSION FAILED

If the PCs die, there is no one who can stop Tzix from reaching Nor's Core. After killing Nor and absorbing her genome, she will leave Ujara, taking the Ravager fleet awaiting just outside the system with her, and look for a distant planet where she can pupate.

During the attack, the Coalition forces will be defeated and killed, as Tzix will see no reason to spare them once she gets what she wanted. When General Yisin Sun loses contact with her forces on the ground and realises that capturing Nor is no longer possible, she will give the order to shoot all her Planetfall missiles at Ujara to ensure that Nor

THE END OF UJARA

After accepting Nor's offer the PCs are escorted back to their camp along with every other survivor.

What they find when they arrive at camp depends on whether Tzix managed to capture the non-combatants. If she did, the camp has been destroyed and everyone who was left behind is now dead, including the Kira Elder and most of his people if they befriended the Coalition. Otherwise, the camp is in good shape.

Once everyone is back at camp, Al'Moah calls for the PCs. When they arrive at her tent, they find that every high ranking officer who is still alive is already there, sitting around a hologram of Commander Sun. As soon as the PCs enter the tent, everyone inside it turns towards them. Al'Moah doesn't waste a moment. She hushes the nervous talks and orders the PCs to recount, with as much detail as they can, everything that happened since they entered inside Nor. When the PCs are done, a dense silence settles upon the room while everyone tries to assimilate the implications of the deal Nor has offered them. After a few questions, the PCs are dismissed. The next day, Al'Moah addresses the camp to bring everyone up to speed.

When Nor's fleet arrives a few days later, everyone on the ground is allowed to return to the Ikvo. If the PCs befriended the Kira, the Coalition will be asked to take as many of them as they can away from Ujara. It is up to the PCs to try and convince Commander Sun to take them in.

After the Ikvo abandons the system, Nor will take root in the planet and devour every life form in it. Once she is fully healed and her fleet has been rebuilt, she will keep her word and lead the Coalition to Um.

Thanks to the PCs' actions, the Coalition has gained vital knowledge about the Ravager, but they have paid a high price, and many people question the PCs' decision of letting Nor live.

THE ALLIANCE

After cutting a deal with the PCs, Nor keeps her word and allows them to retreat, taking every survivor with them. As soon as the PCs exit the mothership, they are met by the perplexed Coalition soldiers, who stare in disbelief as the Ravager army moves aside to let them through.

What they find when they arrive at camp depends on whether Tzix managed to capture the non-combatants. If she did, the camp has been destroyed and everyone who was left behind is now dead, including the Kira Elder and most of his people if they befriended the Coalition. Otherwise, the camp is in good shape.

Once everyone is back at camp, Al'Moah calls for the PCs. When they arrive at her tent, they find that every high ranking officer who is still alive is already there, sitting around a hologram of Commander Sun. As soon as the PCs enter the tent, everyone inside it turns towards them. Al'Moah doesn't waste a moment. She hushes the nervous talks and orders the PCs to recount, with as much detail as they can, everything that happened since they entered inside Nor. When the PCs are done, a dense silence settles upon the room while everyone tries to assimilate the implications of the news about Um. After a few questions, the PCs are dismissed. The next day, Al'Moah addresses the camp to bring everyone up to speed, and summons the PCs to award them the Medal of Excellence - the highest distinction in the Coalition military - among the cheers of the crowd.

Thanks to the PCs' actions, the Coalition has gained a powerful ally and vital knowledge in its fight against the ravager. The PCs have become war heroes and earned the respect and gratitude of some of the highest ranking members of the Coalition.

As soon as she is able, Nor abandons Ujara and returns to her planet - the planet where she pupated when she was a Herald, and which will now serve as her lair - to regain her strength. With the Unravel Agent - which she stole from the Alterant's mind without his knowledge - in her power, she finally has a chance to defeat Um.

A few weeks later, the Coalition finally arrives in Ujara in full force, bringing along hundreds of scientists and researchers. A large research facility is built on the planet to study the Shapers' Tower and the local species of Ujara. Over the coming years, their research will yield many scientific breakthroughs in different fields.

If the PCs befriended the Kira, they gladly join the Coalition's jurisdiction in exchange for protection and being left - mostly - alone. However, some of the Kira wonder if this will prove to be a wise decision in the long run.

THE END OF NOR

From the very moment the PCs kill Nor, her army starts disintegrating. No longer under her control, the Ravager start acting erratically. Some start fighting each other, while many others drift away into the wilderness. A few stand completely still, frozen like glitchy robots. Those closest to the Coalition soldiers charge towards them like feral animals, their discipline replaced by primal instinct.

In the meantime, and by mere chance, the PC with the highest Survival finds a **Morph** being born right after Nor dies.

As soon as Al'Moah understands what is happening, she realises this is their chance to escape. She rallies her forces

around her, and leads them through the crumbling Ravager army into the tunnels of Nor's carcass. When the PCs arrive there some time later, they are met by the loud cheers of the soldiers, and taken to Al'Moah. She greets them heartily and, for a brief second, the PCs catch a glimpse of what could have been a smile on her face. Several hours later, once the Ravager have scattered away, the Coalition forces are able to return to camp.

What they find when they arrive at camp depends on whether Tzix managed to capture the non-combatants. If she did, the camp has been destroyed and everyone who was left behind is now dead, including the Kira Elder and most of his people if they allied the Coalition. Otherwise, the camp is in good shape.

Once everyone is back at camp, Al'Moah calls for the PCs. When they arrive at her tent, they find that every high ranking officer who is still alive is already there, sitting around a hologram of Commander Sun. As soon as the PCs enter the tent, everyone inside it turns towards them. Al'Moah doesn't waste a moment. She hushes the nervous talks and orders the PCs to recount, with as much detail as they can, everything that happened since they entered inside Nor. When the PCs are done, a dense silence settles upon the room while everyone tries to assimilate the implications of the news about Um. After a few questions, the PCs are dismissed. The next day, Al'Moah addresses the camp to bring everyone up to speed, and summons the PCs to award them the Medal of Excellence - the highest distinction in the Coalition military - among the cheers of the crowd.

Thanks to the PCs' actions, the Coalition has gained vital knowledge about their enemy. They have become war heroes and earned the respect and gratitude of some of the highest ranking officers of the Coalition.

A few weeks later, the Coalition finally arrives in Ujara in full force, bringing along thousands of scientists and researchers. A large research facility is built on the planet to study Nor's Core, the Shapers' Tower, and the local species of Ujara. Over the coming years, it will become the most important research facility in the known universe, yielding more scientific breakthroughs in a few years than in the past century, and completely revolutionizing the understanding of many fields.

If the PCs befriended the Kira, they gladly join the Coalition's jurisdiction in exchange for protection and being left - mostly - alone. However, some of the Kira wonder if this will prove to be a wise decision in the long run.

The Ravager that remain on the planet, no longer driven by Nor or any other highspawn's will, turn into feral creatures that will inhabit the wilderness of Ujara for years to come, adding to the dangers of the hostile planet.

Congratulations! You have now reached the end of this campaign, but it doesn't have to be the end of your adventures. Hopefully, by now you are not only proficient with the game system, but also eager to explore the Labyrinth and all its wonders. Will you travel to the furthest rims of the Universe, searching for the final frontier; or will you visit one of the civilised species?

We hope you have had an amazing experience, and we are eager to hear all about your adventures and where will you take your characters next. Join us in our forums, and send us your campaign report to be forever immortalised in the Universe of FAITH!





- 1 Crash Sites
- 2 Camp Gamma
- 3 Floating Eggs
- 4 Twilight Forest
- 5 Camp Alpha
- 6 Kira Settlement
- 7 Shaper's Tower
- 8 Nor, Ravager Queen
- 9 Anti-Air Cannons