



FRAGGED
EMPIRE

Let Sleeping Gods Lie

Written by Chris Lites

An Adventure Suitable for Characters
with 3-5 Resources.

Fragged Empire Adventure: Let Sleeping Gods Lie.

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Welcome to the introductory adventure for *Fragged Empire*. This scenario is just one possible adventure the characters can undertake in the *Fragged Empire* universe. This mission is designed around some of the core themes of the book: post-post-apocalypse, ancient tech and interspecies communications. The latter will come from good role playing. Each Player Character is designed to have some conflict with the others, though they function well as a team.

Below is a brief outline of the adventure which guides the GM through the major plot points. Much of the mission is exploratory and will, by necessity, be more free form.

The Job

The crew of *The Ransom* [or a ship of your own design] is hired by a Corp contact to salvage the remains of a living Nephilim warship which has recently floated out of the Monopoly Asteroid Belt. The characters are racing against a rival who they've tangled with before. The first to get to the ship gets it and the valuable salvage it promises. But ancient warships are not to be trifled with, and this one isn't dead – merely hibernating. It wants the PCs to become its new crew so it might fulfil its 100 year-old mission to destroy a weapons platform in the Haven system. The only problem is that weapons platform is now a thriving colony, but there's no reasoning with this alien vessel of war.

The Leviathan

Not so much a personality as a creature on the verge of becoming a persona. Leviathan is old, possesses over a century of memories and has been alone for too long. The ship is unstable, unstable as a dog long without its master. The ship is depressed, still grieving and clinging to the single purpose for which it was designed—battle. It's preserved the captain so that he might give the final order, and Leviathan can make a suicide run to end its pain and confusion.

It could never articulate this, but the emotions are palpable when one interfaces with the old warrior.

Part One: The Meet, pg: 12

The adventure opens on a space station resort – a Vegas in orbit. The huge station, *Paradiso*, is a popular tourist attraction in orbit around *Alabaster*. Many Corps come here on holiday, but so do other races. There are gambling and VR “rides” and all sorts of other things to split the customer from their money. The PCs are here to meet a contact that Lucas knows. They've done business before.

Prior to the meeting, the PCs spot a single fellow salvager lurking at the bar. The meeting goes well, with the Corporate PC using his skills to negotiate the deal. On the way out, however, *Paradiso* security stops the PCs, accusing them of terrorism.

Toward Monopoly

From there, the PCs board *The Ransom* and head toward the belt from which the Nephilim ship supposedly recently emerged. The team's basic task, as outlined by their contact, is to salvage the ship's content and the ship itself, if possible. Naturally, this does not go to plan.

The PCs board the ship after determining it is “dead”—that's because the life readings are too faint for their sensors to detect. As soon as they board, there is evidence a firefight took place aboard the ship a long time ago. The bodies from that fight are missing [the ship ate them for sustenance]. It's crew is dead save for the Ccaptain.

As the PCs explore, they come across the weapon pods, which inadvertently, they wake. Right about when they're getting worried, the team finds out another ship has just docked with the dead Nephilim – the salvager from *Paradiso* Station.

Part Two: Boarding the Leviathan, pg: 16

The hibernating beast has begun to wake. It's been on the lowest power of all and dreaming. It realises the PCs could replace the dead crew and pilot the ship. Of course, that means they become one with the ship. They don't want that. Then again, they don't have another way to control Leviathan.

The rival salvager sends remotely operated drones aboard Leviathan. A run and gun chase between the drones and the PCs ensues. The PCs get to what they think is the lair of the living weapons—a place covered in bones and sticky mucous. They soon realise this isn't the beast's lair but the ship's giant stomach. Here, they are attacked by the digestive organisms of the ship itself. At this point, the ship wakes fully.

Part Three: Leviathan Wakes, pg: 36

As the ship wakes, it assumes control of the living weapons and tries to herd the characters toward sections where it can interface with them. The team, for their part, see little chance of escape without interfacing with the ship. They may not realise the dangers, though they are likely suspicious.

Once one of the PCs does interface—by force or otherwise—they learn the ship was on a mission to destroy a weapons installation during the war. That installation is now a vibrant *Alabaster* colony of ten thousand people. If the PCs don't stop the ship, the ship will destroy that colony. Fortunately, the captain is dead and there's no one to give that command... Or so they think.

Anyone interfacing with the ship is pulled deep into the psyche of the vessel. Their psyche and the ship's begin to merge.

Part Four: Oh, Captain, My Captain! pg: 40

Assuming the PCs successfully navigate the dream sequence above, they find themselves back aboard the actual ship. The Captain, desiccated and crazed from long hibernation, gives the final command. The ship is on a mission to kill 10,000 civilians. Can the team stop it in time?

Total Possible Salvage

Resources: 5.

Influence: 5.

Spare Time Points: 12.

Increase this for each additional PC above four.

Healing Damage

If the players have taken too much Attribute Damage they can return to The Ransom as it is fitted out with a Medicine Workshop that allows Healing Spare Time Rolls.

Refill Ammunition

If the players have spent too much Ammunition, they can return to The Ransom to refill their spent clips from their ships Armoury.

Running a Freeform Adventure

Let Sleeping Gods Lie is structured in an open, freeform fashion. The GM many decisions to make while running the mission. Different decisions by the players affect the adventure as the team progresses through the living ship. In this way, it isn't designed as strictly linear. Many permutations are possible.

As GM, you need to keep in mind the motives of the team's rival, Leviathan and the Captain of the ship. Very few things are static in this scenario. A natural flow develops as the PCs make decisions, and the NPCs react to them.

The PCs might, for example, wake Leviathan very quickly. They might also be very cautious and not wake the ship until late in the adventure. If you, as GM, want Leviathan to wake early, the rival's drones do the job. There's always a way to restructure events so they fall, more or less, in the order outlined above.

Or you can throw that order out entirely. Familiarize yourself with the adventure, and decide how closely you want to cleave to the outline. But don't stick to it at the expense of player agency. A few basic motives and ideas will guide you:

1] Leviathan wants to complete its mission.

To do this, it needs sentient minds [the PCs] to compensate for the lost crew. The ship is designed to function in coordination with other minds. Going it alone is not an ideal situation for the ship. It's something like an infant—it needs to network more mature minds to function optimally. Leviathan needs power to fuel itself, sentient minds to link together as an auxiliary crew and the Captain to wake so he can give the final command. Leviathan first wants to eat the PCs but, as it wakes up more fully, realises they can stand-in for its dead crew.

2] The team's rival, a Corp named Nathaniel, docks his ship,

The Cat 'o Nine alongside Leviathan. He deploys drones to clean the ship of anything that threatens his salvage, including the PCs.

3] The Captain, like the ship, wants to finish his last mission.

He is asleep for most of the adventure. The battle with him is designed as the penultimate encounter, but it doesn't have to be. His goal is to get Leviathan fuelled and operational. He cannot effectively pilot the ship without the PCs minds being interfaced with Leviathan. The ship and the crew were designed to function as one. While Leviathan can function with a few dead crew members, it cannot properly function with no crew. The captain knows this and realises the PCs can become surrogates.

4] The PCs cannot gain any control over Leviathan unless they interface with the ship.

Their collective minds must overpower Leviathan's, or the ship will not obey their commands. This means that either the ship won't move, or it attacks the colony around Alabaster. Either way, they are out of their salvage.

The PCs do not have to interface with the ship if they don't want to, but they aren't going to complete their mission if they don't. There are no levers or control consoles that pilot this vessel—it's all done with the mind.

Taking the above points into consideration allows the GM a basic guide for the scenario as it evolves during play. Keep in mind each party's motivations and what the PCs need to do to complete the adventure. With these points as guide rails, you'll be able to react in a natural way to the unexpected choices players inevitably make.

PC Handouts: The Crew of The Ransom

You may print or photocopy this page.

Full Character Sheets of can be found at www.fraggedempire.com

Lucas Varenz

You don't talk about Varsphere. No one even knows you grew up there. As far as the crew knows, you were born in a Corporation enclave on Alabaster 2, not in ruins of your peoples former home world. But you came from small beginnings, worse than small. From nothing. You had a vid screen that picked up three channels on satellite downlink. All of them showed Corporate commercials Those were your people-out there-not your mom and your drunk father in the ruins of a world that was.

When you finally made it out of there, you started in a mailroom. You found the angles pretty quickly. Worked your way up the ladder.

Blackmail may have played a role. Junior executive by the time you were 27, not bad. Still, you never really fit. The other guys in the designer suits could somehow smell Varsphere on you.

A fight with a senior executive escalated and you broke his jaw and left him burned. That was it for you and the Corporation. That was it for you trying to escape your Varsphere past, you ran.

Then you found a man down on his luck and bought The Ransom from him for less than a month's rent. Stupid bastard. Well, that's what happens when you're bad at economics. You freelance now but still pretend you were one of the most elite Corps. For a while, you really were. Where you go from here, Humanity only knows.

Primary Skills:

+2 Wealth	-2 Mechanics	+1 Small Arms
+2 Conversation	-2 Electronics	-2 Heavy Arms
-2 Leadership	+2 Programming	+2 Tactical
+1 Culture	-2 Bio Tech	-2 Exotic
+1 Physical	-2 Medicine	+1 Command
-2 Resolve	-2 Psychology	-2 Engineering
+1 Awareness	-2 Astronomy	+2 Operations
-2 Survival	-2 Planetoids	-2 Gunnery

Equipment:

Head Set (Short Range Comms (100km)).
Flash Light (Small, Load 1, Reduce Low Light Cover penalties by 2 Steps in Splash 3 of any area and against you).
Briefcase of Clothes (Conversation Toolbox).
Portable Computer (Programming Toolbox).

Str 3 1 **Foc** 2 4 **Defence:** 10+Ref+ = 14 (+Cover)
Ref 4 2 **Int** 3 5 **vs Impair** Def+Str+ = 17
Mov 3 3 **Per** 3 6 **vs Psionic** Def+Foc+ = 16
Fate 1 **vs Stealth** 10+Per+ = 13*
*+Allies (max: 10)

Armour: 2 + = 2
vs Energy + 1
vs Slow +
at 0 Endurance -

End: 10+(Str x5)+ = 25
Recovery Foc + = 2
Stealth Req: Cover Tac + Ref + = +6
Combat Order Int + = 3

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Dual Ion SMGs	+1	6	3	4	4	12	2	4 (+3d6)	2	Gun, Ion	4

Jam (1-3), **Modification:** Advanced Ammunition, Dual Wield (Optional).

Strong Hits	Requirements	Benefits
Effort	Primary or Vehicle Skill, Does not Req Success	You may re-roll a single die from this Skill Roll.
Critical Hit	Attack, Hit, 1 use per RoF, No Splash Damage	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Attack, Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Covering Fire	Attack, Does not Require Hit, RoF 2+	1 Ally gains Heavy Cover (+4) or +1 Cover Step until your next Turn.

Talia Thrift

You were always good with machines. It was in your DNA. You grew up in the underground Pit Cities under the oceans of your home world, Kadash. A diver and a gearhead, you fixed things others couldn't puzzle out, but you never got over the... not exactly claustrophobia... but limits of that place. You knew every bulkhead's graffiti, every rust stain dripping down every bolt. It was... boring.

You saved up money for a trip to the surface and a ticket off world. You're a Kaltoran, which means you have racial memories.

Everyone in the system knows this. What they don't know, what most Kaltoran's don't talk about, is that a lot of the stronger memories, the ones that get passed down the DNA ladder, are bad. Really bad.

You can see it in most of the eyes of the other Kaltorans you meet out here—you're all running from something. Running from memories that aren't really even yours. It's a weird feeling, but not half as weird as the things you've seen out here. Maybe that's what the void offers, something odder than who you are.

Primary Skills:

-3 Wealth	+2 Mechanics	+2 Small Arms
-1 Conversation	+2 Electronics	+1 Heavy Arms
-1 Leadership	+0 Programming	-2 Tactical
-1 Culture	-1 Bio Tech	-2 Exotic
+1 Physical	-1 Medicine	+2 Command
+1 Resolve	-1 Psychology	+2 Engineering
+2 Awareness	-1 Astronomy	-2 Operations
+1 Survival	-1 Planetoids	-2 Gunnery

Equipment:

Head Set (Short Range Comms (100km)).
Mechanics Tool Box (Mechanics Toolbox).
Electricians Tool Belt (Electronic Toolbox).

Str  **1** **Foc**  **4** **Defence:** $10 + \text{Ref} + \text{Cover} = 13$

Ref  **2** **Int**  **5** **vs Impair** $\text{Def} + \text{Str} + \text{Cover} = 16$

Mov  **3** **Per**  **6** **vs Psionic** $\text{Def} + \text{Foc} + \text{Cover} = 15$

Fate  **vs Stealth** $10 + \text{Per} + \text{Cover} = 14^*$

*+Allies (max: 10)

Armour: $2 + \text{Cover} = 2$

vs Energy $+ \text{Cover} = 0$

vs Slow $+ \text{Cover} = 0$

at 0 Endurance $- \text{Cover} = 0$

End: $10 + (\text{Str} \times 5) + \text{Cover} = 25$

Recovery $\text{Foc} + \text{Cover} = 2$

Stealth $\text{Tac} + \text{Ref} + \text{Cover} = +2$

Combat Order $\text{Int} + \text{Cover} = 3$

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Shotgun	+5	6	3	3*	5	3	1	2 (+1d6)	3	Gun, Shell, Kinetic	3
Low Tech, *Strong Hit (5-6) vs Targets within first Range Increment, Modification: Advanced Ammunition, Extended Clip.											
Smoke Grenades	-1	-	-	2	3	1	1	1	1	Thrown, Shell, Smoke	0
Splash 3, Small, Slow, Low Tech, Creates an Area of Limited Vision (Light Cover (+2)) for 3 minvets, Does not Work in Void.											

Strong Hits	Requirements	Benefits
Effort	Primary or Vehicle Skill, Does not Req Success	You may re-roll a single die from this Skill Roll.
Critical Hit	Attack, Hit, 1 use per RoF, No Splash Damage	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Attack, Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Tweak	Attack, Hit, Non Infinite Clips or Ammo	Gain +2 Endurance Damage on this Weapon for the remainder of the Combat (Stacks).

Beytah

All of your memories were made in a lab. Every Emissary knows this theoretically, but few really KNOW it like you do. You woke up during an implantation. While those memories they implanted still feel “real”, they don’t feel like yours.

That’s probably why you dropped out of the ambassadorial program in your first year. You had a head full of thirty years’ worth of memory, but you knew you were really only two. That glitch made you different. Being around other Emissaries unsettled you—like you were watching a magician on stage, and you were the only one who saw through the illusion. You were a chef for a while, a fixer of things—eventually, a Corp recruiter took you on as scientific apprentice.

Science was something you could trust. There were answers. Where there weren’t answers, there was doubt. Science doesn’t accept things blindly. You did well in that program and worked for the Corporation for a year. That’s where you met Lucas, both of you not quite fitting in. When he got booted from the Corporation, you resigned a few months later. Now, maybe, you both belong aboard The Ransom—at least a little bit.

Primary Skills:

- 2 Wealth

-3 Conversation

-2 Leadership

-4 Culture

+1 Physical

+1 Resolve

+1 Awareness

-2 Survival
- 2 Mechanics

-2 Electronics

-2 Programming

+3 Bio Tech

+2 Medicine

+1 Psychology

-2 Astronomy

-2 Planetoids
- +1 Small Arms

-2 Heavy Arms

-2 Tactical

+2 Exotic

-2 Command

+2 Engineering

-2 Operations

+1 Gunnery

Equipment:

- Head Set (Short Range Comms (100km)).
- Flash Light (Small, Load 1, Reduce Low Light Cover penalties by 2 Steps in Splash 3 of any area and against you).
- Chemistry Kit (Bio Tech Toolbox).
- First Aid Kit (Medicine Toolbox).

Str 2 1

Foc 4 4

Ref 4 2

Int 2 5

Mov 4 3

Per 2 6

Fate 2

Defence:

10+Ref +  = 

vs Impair Def+Str+  = 

vs Psionic Def+Foc+  = 

vs Stealth 10+Per+  = 

**#Allies (max: 10)

Armour:

2 +  = 

vs Energy

+ 

vs Slow

+ 

at 0 Endurance

- 

End:

10+(Str x5) +  = 

Recovery

Foc +  = 

Stealth

Req: Cover Tac + Ref +  = 

Combat Order

Int +  = 

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Ion Rifle	+2	3	4	6	4	4	2	1*	2	Gun, Ion	3
Energy, *Strong Hit (5–6) with all RoF 1 Attack Rolls, Modification: Advanced Ammunition.											
Baton	+4	4*	1	-	-	-	1	1	1	Melee, Hammer	-
Blunt, **Deal +2 Endurance Damage vs Targets with Armour 4 or greater.											

Strong Hits	Requirements	Benefits
Effort	Primary or Vehicle Skill, Does not Req Success	You may re-roll a single die from this Skill Roll.
Critical Hit	Attack, Hit, 1 use per RoF, No Splash Damage	Deal your Weapons Critical Damage (–Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Attack, Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Frenzy	Attack, Hit, Within 1st Range Increment or Melee	+1 (non Spacecraft) Armour and Combat Order until your next Turn.

Aurelius March

You would have been a soldier your entire life. You were bred for it, raised for it and trained for it. Your first campaign was destined to be your last. Some nerve agent the Neph's used on that swamp world made most of your company go buggy. They mustered all of you out. Couldn't trust that you wouldn't one day go mad like your brothers in arms had.

You aren't sure you won't go mad either. That nerve agent's still working its way through your synapses according to scans. Maybe

you will lose it one day. You bounced around from job to job for a long time before Lucas brought you aboard The Ransom. He seems like a good enough Corp, but he has an edge. Everyone on board does. They don't know about the nerve agent. They don't know about the ticking time bomb in your head. Between now and when it goes off, you're going to fight, carouse and have the greatest life you can.

Primary Skills:

-2 Wealth	-2 Mechanics	-2 Small Arms
-2 Conversation	-2 Electronics	+2 Heavy Arms
+1 Leadership	-2 Programming	-2 Tactical
-2 Culture	-2 Bio Tech	+1 Exotic
+1 Physical	-2 Medicine	+1 Command
+2 Resolve	+1 Psychology	-2 Engineering
+1 Awareness	-2 Astronomy	-2 Operations
+1 Survival	-2 Planetoids	+2 Gunnery

Equipment:

Head Set (Short Range Comms (100km)).

Flash Light (Small, Load 1, Reduce Low Light Cover penalties by 2 Steps in Splash 3 of any area and against you).

Str 5 1 **Foc** 2 4 **Defence:** 10 + Ref + = 13 +Cover

Ref 3 2 **Int** 2 5 **vs Impair** Def + Str + = 20

Mov 3 3 **Per** 2 6 **vs Psionic** Def + Foc + = 15

Fate 2 **vs Stealth** 10 + Per + = 13*

*#Allies (max: 10)

Armour: 2 + 1 = 3

vs Energy + 1

vs Slow + 0

at 0 Endurance - 1

End: 10 + (Str x 5) + = 35

Recovery Foc + = 2

Stealth Req: Cover Tac + Ref + = 1

Combat Order Int + = 2

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Gauss Assault Rifle	+2	4	4	3	3	12	2	3 (+2d6)	2	Gun, Gauss	3
Jam (1-2). Modification: Low Quality, Personalised.											
Old Sword	-1	6	4	-	-	-	1	1	3*	Melee, Composite	0
*Only ever requires 1 Hand. Modification: Low Quality, Personalised.											

Strong Hits	Requirements	Benefits
Effort	Primary or Vehicle Skill, Does not Req Success	You may re-roll a single die from this Skill Roll.
Critical Hit	Attack, Hit, 1 use per RoF, No Splash Damage	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Attack, Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Coordinated Strike	Attack, Hit	An Ally gains Strong Hit +1 vs your Target with their next Attack (must be taken within 1 Turn) (does not Stack).

Print or photocopy the following 2 pages for each of your players.

Leviathan

Influence Cost: 61

Hul 4 1

Pow 4 4

Defence: $12 - \text{Size} + E = 9$

Eng 2 2

CPU 2 5

vs Ordnance Def+ = 9

Cre 3 3

Sen 3 6

vs Boading $10 + \text{Size} + C = 20$

Size 5

Armour: $3 + 1 = 4$

vs Boarding $0 + 0 = 0$

at 0 Shield -1

Shield: $10 + (PxSize) = 20$

Regen Power + = 4

Weapon Slots Size + -2 = 3

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Acid Cannon Batteries	-4	8	4	Sen -1	Inf	8	1	4 (+3d6)	2	Battery, Bile	11
Front and Side Arc, Lock On +2, Bio Tech, Burn, Modification: x2 Weapon Bank.											
Living Ammunition	-2	6	4	-	-	-	0	1	3	Ordnance, Warhead, Infested	7
Defence: 16, Armour: 1, Movement: 4, Bodies: 8, Front Arc (normally Front and Side), Bio Tech, Burn, Strong Hit (5-6) Strong Hit: Horrors (Ordnance, Hit) Apply 1d3 (only 1 if Swarm Warhead) Boarded Effects to Target. Modification: Expanded Munitions.											
Manned Fighters	+3	3+Bodies	2	1	-	-	0	Bodies**	4***	Ordnance, Fighter, Manned Fighters	13
Defence: 18, Armour: 2, Movement: 3, Bodies: 2, Front and Side Arc, Lock On +2, all Allies within 2 of a Combat Squad Body gain +2 Def vs Ord, a Player Characters may Pilot one of these Fighters, **+1 RoF per Player Character that is Piloting a Fighter, ***Piloting Player Character may spend 1 Fate Point to avoid Fighter Body Destruction (and their Death), Modification: Improved.											

Build/Traits	Requirements	Benefits	Disadvantages
Nephilim		Your Spacecraft is partially Biological (eg: Bio Tech Workshops may be used for out of combat Repair Rolls). You may make 1 free System Roll each Turn at +0 (no Strong Hits).	Your Spacecraft has a GM defined personality.
Combat Tuned			
Dreadnought	Max Eng 2	Reduce all Damage to Engines by 1.	

The Ransom

Influence Cost: 15

Hul 3 1

Pow 4 4

Defence: $12 - \text{Size} + E = 14$

Eng 5 2

CPU 2 5

vs Ordnance Def+ = 13

Cre 2 3

Sen 2 6

vs Boading $10 + \text{Size} + C = 15$

Size 3

Armour: $3 + 0 = 3$

vs Boarding $0 + 0 = 0$

at 0 Shield -1

Shield: $10 + (PxSize) = 22$

Regen Power + = 4

Weapon Slots Size + = 3

Weapon	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Blaster	+1	3	4	Sensors	Inf	3	1	1	2	Battery, Crack	5
Front and Side Arc, Lock On +2, Strong Hit (5-6)											

Build/Traits	Requirements	Benefits	Disadvantages
Kaltoran		You may move through Liquids (your Spacecraft is a submarine)! Patch Job System Roll may be successfully rolled twice per Turn (normally once).	On Fire Effect deals 2 Attribute Damage (normally 1) to 2 random Attributes (roll 2x 1d6).

Repair

Change Out

Change 1 Attribute, Wpn, Trait or new Spacecraft.
Requires: Workshop.



Maintenance: Heal 1

and a Minor Condition (eg: Virus).
Requires: Toolbox.



Quick Fix: Heal any 2

Req: Workshop. Only Heals Dmg dealt this Combat.
May only be rolled once per available Workshop.
Must be performed directly after a Combat.



Rebuild: Heal one 8

and a Major Condition (eg: Lost Wing).
Requires: Workshop.



Spacecraft Environment

Atmosphere:	1 Engine Attribute Damage (no Armour) at the end of each Turn. 2 Attribute Damage (no Armour) at the end of each 3rd Turn. -2 Hit and Range.
Dust Cloud:	Take Damage equal to your Velocity. Hit -2 if you Attack through Dust Cloud.
Gravity Field:	Gain +2 Velocity when you enter a Gravity Field. May make a free Rotate of 45° towards the source of the Gravity Field.
Nebula:	Remove any Locked On Effects on you. Remove all Locked On Effects you have applied to your Opponents. May have additional GM defined effects.
Object:	Reduce Vel by 2, if not 1 or 2: take 1 Attribute Dmg (no Armour). Hit -2 if you Attack through an Object.
Spacecraft:	Other Spacecraft immediately move into an adjacent space.

Spacecraft Effects

Boarded:	May have up to 5 Boarded Effects applied to you. At the start of your Opponent's Turn they may make 1 Boarding Party Attack against you. On a failed Attack Roll, remove 1 Boarded Effect.
Locked On:	Enemies gain Hit: +Lock On vs you.
On Fire:	1 Attribute Dmg (no Armour) at the start of your Turn.

Drone Action

Attack
*Damage
Move

Hit +RoF
Pick One: *Attack, Draw Wpn, Reload, Set Up or Pull Down or
make a Analyse, Stealth or Escape Attack Roll.

Healing

First Aid: Stops Bleeding

May be performed during Combat.
Requires: Toolkit.



Extended Care: Heal all 1

and a Minor Condition.
Requires: Toolbox.



Paramedics: Heal any 3

Req: Toolbox. Only Heals Dmg dealt this Combat.
Healing may be applied to multiple Characters.
Must be performed directly after a Combat.
Maximum of 1 Paramedics Roll per 3 Characters.



Surgery: Heal one 8

and a Major or Minor Condition.
Requires: Workshop.
May Retro any Trait for a Implant Trait.



Personal Combat Environment

Zero Gravity:	Moving one space costs 2 Movement. Hit -2 No Overburden Penalty.
Cover X:	Defence +X
Difficult Terrain:	Moving one space costs 2 Movement.
Open/Close Door:	Cost 2 Movement to Change.

Personal Combat Effects

Bleeding:	1 Attribute Dmg (no Armour) at the start of your Turn.
Grabbing Target:	As with Grabbed Effect but may remove as a Free Action.
Grabbed:	1 Action per Turn. May Move with Target if you have higher Str. Gain 1 Additional Action if you remove this Effect.
Limited Vision:	Targets gain Cover versus you: Light Cover (Low Light) or Heavy Cover (Blind, Pitch Black) vs You.
Locked On:	Enemies gain Hit: +Lock On vs you.
Prone:	+1 Cover Step Cost 2 Movement to Change. Moving one space costs 2 Movement while Prone.
Stealthed:	May not be Targeted while in Cover. Lost on Major Effect: Attack. Lost next Turn if 1st Action is not a successful Stealth Action.
Suppressed:	Maximum 1 Action this Turn.

Personal Combat Actions

Pick any 2 Actions Per Turn			Bonuses from the same Action do not Stack		
Tactical Actions			Range Actions		
Full Move	Move	Move +2	Snap Shot	Attack Damage Move	
Take Cover	Move	+1 Cover Step Armour vs Slow +1 (go Prone)	Spray Fire	Attack Damage Move	Hit +Per +Extra RoF Dice Move -2
Prep	Recover	Pick One: Draw Wpn, Reload, Un-Jam, Set Up, Pull Down, Use Stim or Skill Roll (Medical).	Sighted Shot	Attack Damage	Hit +Per Range +Foc
Analyse	Attack Recover	On Hit: Boost next Attack: Crit Attribute Location +/-2	Throw	Attack Damage Move	Hit +Ref Range +Str
Stealth	Stealth	Vs Highest Defence On Hit: Cannot Be Targeted	Overwatch	Attack* Damage	Hit +Per *May Attack in a 180 Arc in response to any Action.
			Melee Actions		
			Strike	Attack Damage Move	Hit +Ref +Extra RoF Dice Move -2
			Charge	Attack Damage Move	Move +2 (Straight Line) Damage +1 (per 4 Movement)
			Block	Impair	Hit +Per +Foc On Hit: Debuff Targets next Attack: Strong Hit -1
			Impair	Damage Impair Move	Hit +Ref +Str On Hit: Pick One Debuff vs Target: Prone, Grab or Move 1
			Escape	Damage Impair Move	Hit +Ref +Str On Hit: Debuff Target: Loose Grabbing Target.

Spacecraft Combat System Rolls

Highest Velocity (or Size if Equal) First		Make 1 System Roll per Turn (Successful System Rolls may not be rolled again),		Highest CPU (or Sensors if Equal) First	
Command 		Engineering 		Operations 	
Skill Roll		Skill Roll		Skill Roll	
Full Burn	8	Damage Control	12-Crew	Calibrate	12-CPU
					Add or remove 1 Locked On Effect.
Manoeuvre	Size x4	Divert Power	14-Pow	Dumb Fire	vs Def
					Launch and Attack with a Warhead. Destroy this Warhead at the end of the Turn.
Direct Crew	14-Crew	Combat Jump	14-CPU*	Seeker	8-Crew
					Launch a Warhead. This Warhead gains: Lock On +6.
Strafe	Size 1 or 2	Patch Job	14-Crew	Scan	14-CPU
					Boost next Attack: Crit Attribute Location +/-1 vs a Locked On Target.
				Bombard	Size 4+
					vs Def
					Attack with 2 Batteries. Hit -2

Attack Roll Formula:

3d6 +Hit -2 per Rng Increment beyond 1st
Attack costs 1 Ammunition per RoF used (minimum 1)

vs

Targets Defence

Free Critical Hit vs Target with 0 Endurance

Part One: The Meet

The crew of The Ransom have had a rough time of it in the Haven system. Several jobs didn't pan out, and they've been double-crossed by rivals clients before. They are low on fuel, food and patience. A Corp contact dangles a temptation in front of them. It sounds easy, a salvage job, but when has it ever been easy for a rag-tag group trying to make it in the world after the fall of civilisation?

They've arrived at Paradiso, a huge space station orbiting the white ringed gas giant: Alabaster. On this famous resort orbital, patrons find all manner of tastes are catered to—gambling, pleasure and illicit desires alike. The casinos of Paradiso are famous throughout the Haven system. It's a site for those who want to press their luck and have the money to do so. Our PCs have a little luck but no money. Maybe, after this mission, they'll have coin too—if they can survive the job.

Paradiso

A long toroid spinning in space, her contours flare in the bright gas giant she orbits. Paradiso is a destination for vacationers system wide. A space destination unlike any other, it's the Corporation's mixture of a gambling center, resort and monument to capitalism. The shops along the promenade glitter with the latest designer clothes and cutting edge gadgets. Paradiso's casinos run all day and night. In fact, there is no night on Paradiso. Instead, the orbital is constantly bathed in a perfect, just post-sunset crepuscular beauty. On special occasions the day/night cycle is instituted, such as the time of Carnival when people dress up in outrageous costumes designed to honor, or perhaps caricature, lost humanity. No one really knows what man was like, and so the costumes are gaudy and somewhat silly.

It is during Carnival that the team arrives. Something of a fusion between a Day of the Dead and a masquerade party of epic proportions, Carnival features floating holograms swimming through a parade of actual people down what Paradiso natives call "The Strip." As a toroid, gravity is established rotationally and the effect can sometimes overcome the new arrival. If you look up, you'll see only more casinos, restaurants and the like instead of sky. Take a road long enough and you'll wind up right where you started. The station is Escher-like in construction. Still, the vast size of Paradiso shows only the faintest curvature to the horizon. If you don't look up to see other tourists, upside down, looking back at you, you'd never know everything doubled back on itself.

Paradiso is capitalism on synthetic growth hormones. There isn't

a surface which does not crawl with ads, each tailoring themselves to the viewer. Everything moves, animated hologram touts bark from stores nearly indistinguishable from their real counterparts. Meanwhile, literal giants loom over the entire city, adds floating in the middle of everything like market-ready clouds. The only time you can't see the opposite side of the city is when these digital ad-clouds float by.

Paradiso is a fine machine designed to part the client from their cash and have them thank the Corp for the service. It's glitzy and cheap looking, but expensive tastes can produce the trashiest decors. The characters have come to meet a man named Milo, a Corporate who has the aforementioned salvage job for them.

Mondo Babylon

They meet at a casino/club called Mondo Babylon, a hotspot during Carnival. Mondo Babylon is modelled on piecemeal ideas about what humanity was like. There are steam engines and diesel-punk galore, but it all mixes with fashions seen thousands of years after space travel was discovered. No one from Earth, if any of that race were left, would recognize a definite time period for the decor. Chairs are made of a transparent polymer that molds to the user, and the bar is a floating slab of lucite carved with the entire text of an ancient human religious book no one can now decipher.

It is at once a wonder and an affront to the species which birthed everyone who exists today. This isn't intentional: it's simply that the four races have very little idea what humanity was like. The Carnival holiday which honours them is also about as commercial as it gets. The Corp has made fortunes selling trinkets, costumes, themed dinnerware—anything and everything they can tie-in to Carnival.

Mondo Babylon is a collection of iconic bits of Human history tossed into a blender and Jackson Pollocked on the wall. It's quirky, maybe a little disturbing and very far outside the crew's credit score. It's only through Milo that they get in. Two large Legion doormen discourage anyone from trying to sneak inside.

As GM, impart the chaos, frivolity and sheer energy of Mondo Babylon. It's a three story affair shaped like a deflated bean bag and completely transparent. The walls are all windows and are vaguely soft to the touch. From outside, the crew sees people dancing, gambling and drinking on each of the three levels.

The first floor is devoted to gambling, where giant wheels spin iterations of Roulette, and games involve oddly shaped geometric cards. Most of the croupiers are real people, while the dancers, on the second floor, are holograms.

That second floor is devoted to a club, and it's here the PCs are to meet Milo. Picture a modern club pumped to 11. There's glow sticks and neon, pounding cosmic modern music and beautiful, wealthy young folks mingling everywhere. Drinks glow, and the staff all have beauty enhancements. Ugly people just don't belong here. However, everyone is also in a costume tonight—a Venetian festival of epaulettes and masks, capes and long-beaked plague doctors. None of it is recognizable to the crew as anything but the cycle's latest fashion, but the players should pick up on some of the old Earth cues. Milo is in the club at a reserved table.

On the third and final floor is an entertainment complex. This is where live acts can be found – lounge singers, aerialists and holographic imagineers. There's high weirdness on this level in the form of cartoon like animals enacting ancient [much misinterpreted] dramas on virtual stages. The lounge singers hover somewhere between those found at the dusty end of an airport bar and opera singers. Make the most of it.

As the PCs work their way from the first to second level, they may notice, if they pass a **Awareness Skill Roll** of 14, that a Corp at the bar is watching them. This Corp owns a ship called The Cat O' Nine. He's hacked Paradiso's security files and uploaded dossiers of the PCs that mark them terrorists. He doesn't want anyone getting to the salvage before him. Whether he is freelance or not it unknown.

The Meeting With Milo

Milo is a habitually smoking Corporate who the players have dealt with previously. Dealing with Milo and most Corps, is like dealing with a smiling, friendly shark. Milo is all charm, but he's always playing his own angle. While he works for the Corporation, he does not say exactly what he does. His card merely says: Consultant.

Lucas, the crew's resident Corporate and leader, does most of the negotiating. [Note: if you aren't using pre-generated PCs, you may substitute another Corp to negotiate]. Corps speak money and, while not its own language as such, might as well be. Value added, projected profit vectors and stock values pepper the conversation. Only Lucas has much of a chance of negotiating a good deal for the crew. Otherwise, Milo is going to low-ball them in such a way that they wind up with stock options that hold little value.

All that can be covered with a **Wealth Skill Roll** if you like. The meat of the roleplaying in this encounter is what Milo has to tell the characters regarding the job. Milo is hesitant. He has his own security here, mixed in with the crowd. If the GM wishes to allow the meeting to take place elsewhere, continue the rest of the scene with proper modifications. Remember, Paradiso is a lively, raucous place.

Milo's pitch seems simple enough, but he'll minimize the risk. A **Psychology** or **Conversation Skill Roll** of 12 will recognize this.

Half his face bathed in blue electrons from a vid screen and half in shadow, Milo looks posed as he slouched faux-casual in his reserved booth. You don't see any security around him, but they wouldn't make it apparent that they were there. His eyes are sharp, sliding over the crowd and instantly judging them, as if he could read their credit scores by remote. Come to think of it, maybe he can.

Milo says the following:

Feel free to paraphrase.

"You're looking good, Lucas. I haven't seen you since the conference on Alabaster 1. Of course, that was still when you were with the Corporation. Still, a little self-imposed downsizing never ended a good business relationship, did it? Your companions look equally... seasoned. But enough with the pleasantries, we are men of business. Time is money, eh, Lucas? And time is very much of the essence. It seems something fortuitous has come out of the Monopoly belt – a ship of no small value. Nephilim, by the reports, an ancient ship from the war.

Think of the salvage value, the basic patents that might be found aboard. Most of that bio-technology has long since been lost. Basic patents, don't your eyes just light up at the sibilant sounds?

You're my man, Lucas. I want The Ransom to find the ship and bring her back. It's been long enough that's she's likely dead, so you'll have to find a way of powering her up artificially. No way that little ship of yours can serve as a tug.

I know you're hurting. I scanned your credit before you got here. You need this, Lucas, you need this very bad."

Once the pitch is made, the team is free to ask any questions and/or negotiate. Milo knows more than he's saying, but he won't reveal that unless he feels it's entirely necessary.

What Milo Knows

Milo is interested in the weaponized technology aboard the warship.

Milo knows that the Great X'ion War produced some of the most diabolical weapons seen since the days of the Great War. He wants those weapons. Corporation R&D pays handsomely for them and his bonus will be in the multi-millions. Further, it may finally give the Corporation a military edge over the other races. At the very least, the Corporation is willing to sell the tech it doesn't deem top secret.

He knows that, as a warship, its quite possibly hibernating, not dead. This all spells danger. The PCs can use that danger as leverage in the negotiations, but Milo isn't going above a 50% split.

This ship is a floating lottery ticket. Unfortunately, during the 100 years since the end of the Great War, much knowledge has been lost. No one is sure how the ship works.

He suggests that Beytah [or any other Nephilim] might have some insight. Kaltorans as well might have racial memories of how nasty these vessels can be. It is unlikely any Kaltoran has been aboard one. Talia has not.

At the end of the deal, Milo presents a holographic contract for the team to "sign." They merely have to pass their hand through the hologram to do so.

Skill Rolls: Conversation, Leadership, Psychology and Awareness to spot the possible rival.

The Rival Makes His Move

As the PCs exit the casino, Paradiso Security attempts to arrest them for terrorism. Such an arrest would likely end their careers as anything but prisoners or corpses. If the GM wants, the PCs see Nathaniel wave and smile slyly at them, as the Legion security personnel and security droids attempt to stop the team.

The security is armed with Disruptor weapons designed to remove wilful control of muscles. These are not lethal small arms.

The PCs may decide to shoot it out or make a break for it right now. If they stay, they may use tables and such as cover. A brief map appears can be seen to the right.

If the PCs kill a Legion security personnel: they all loose 1 Current Influence.

Suggested Encounter (for 4 PCs):

- » x2 Security Droid groups.
- » x2 Legion Security Personnel.

Two Legion security personnel, and two droids arrive initially, but they are followed by two more droids every turn. If the fight goes on for 3 Turns, another Legion security personnel will arrive. The PCs should get the hint that they need to high-tail it out of Dodge.

Theatre of the Mind Combat: Out Matched (14+), Non-Lethal.

Weapon Keyword: Blunt

If this Weapon deals Attribute Damage to a Target that would reduce one of their Attributes to 0 or below, you may decide to knock the Target unconscious for a GM decided duration. If you Hit an unsuspecting Character with a Blunt Weapon during a Surprise Round you may knock them unconscious at the GM's discretion.

A First Aid Healing Roll may be used to revive an unconscious Character. A Paramedics Healing Roll will automatically Heal ALL Attribute Damage dealt by a Blunt Weapon.

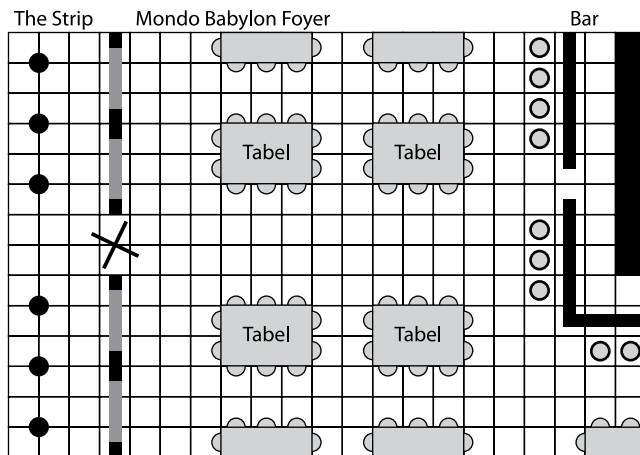
Chase on The Strip

Fleeing, the team spills onto "The Strip." It also happens that one of the parades is taking place as the PCs re-enter The Strip. While most of the floats are holographic, there's a tradition of building them out of recycled materials as well. There's cover and things to shoot up outside. Unfortunately, there are also a lot of innocent bystanders.

The team needs to make haste back to The Ransom. If they want to move faster, there are tourists with powered bicycles around them. Alternatively, they could steal one of the actual floats.

Getting to The Ransom and escaping Paradiso is the PC's goal in this scene. Once the party is back on The Ransom they may make Paramedics Healing Roll.

Suggested Casino Map



x2 Security Droid Groups

Enemy Type: Henchmen

Balanced to Fight Players with: 1-5 Current Resources

Security Droids	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Stun Stick	+1	4+Bodies*	3	-	-	-	1	1+Bodies	Melee	1	4	16	2	1
Blunt, *Deal +2 Endurance Damage vs Targets with Armour 4 or greater, Lock On +2														
Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits: Droid Body, Endless (Gain 1 Body at the end of each Turn)														

x2 Legion Security Personnel

Enemy Type: Skilled

Balanced to Fight Players with: 1-5 Current Resources

Str 3 1	Foc 2 4	Defence: 10+Ref + ○ = ○_{13}^{+Cover}
Ref 3 2	Int 2 5	vs Impair Def+Str + ○_2 = ○_{18}
Mov 2 3	Per 2 6	vs Psionic Def+Foc + ○ = ○_{15}
Fate 1		vs Stealth 10+Per + ○ = ○_{12}^*
*#Allies (max: 10)		

Armour: 3 + ○ = ○_3
vs Energy + ○
vs Slow + ○
at 0 Endurance - ○_1

End: 10+(Str x5) + ○ = ○_{25}
Recovery Foc + ○ = ○_3
Stealth Req: Cover 2 + Ref + ○ = ○_{+5}
Combat Order Int + ○ = ○_2

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Stun Shotgun	+6	8	3	2*	7	2	1	2 (+1d6)	3	Gun	2
Blunt, Energy, *Strong Hit (5-6) vs Targets within first Range Increment											
Stun Stick	+3	6	4	-	-	-	1	1	3*	Melee	0
Blunt, *Only ever requires 1 Hand											

Race / Var / Trait	Requirements	Benefits
Legion		
Only Captures		NPC

Part Two: Boarding the Leviathan

After fleeing Paradiso, The Ransom and her crew head for the Monopoly belt where the Nephilim ship was found.

As the team approaches the Monopoly Belt, they realise that the ship has yet to emerge. In fact, it's still inside the belt. They'll have to navigate their way into the belt and find the ship. Navigation and piloting skill checks must be made, as does a roll for operating the sensors.

After a little while, the crew come upon Leviathan.

She is something like a submarine animal with a chitinous shell. She is huge, vaster than anything the Corporation currently fields. The armored plates which protect the ship are striped in yellow and black, some kind of currently inactive camouflage. The alien nature of the ship makes it hard to determine where one might dock.

Sensors (Operations Skill Roll) show no signs of life. In fact, the ship is alive, but it's in hibernation. The The Ransom's systems cannot detect this.

A successful sensor check shows the ship has two docking ports. These apertures hang off the vessel like small tentacles. The prow, or "head" is fairly obvious, but there is little else familiar to the team. This vessel is 100 years old and a living creature - they have not seen it's like before.

The outer shell shows the scars of countless battles and, where once internal luminescence would have radiated, all is now cold. Docking requires a Command Skill Roll of 14 because Leviathan cannot assist. Once docked, the end of a tentacle opens like an iris, allowing the team into an organic air lock. Veins, which do not seem to be running with blood, are seen on the inside of the organic air lock.

Skill Rolls: Command and Operations.

The team will have to force the iris door, though Aurelius should be able to do so with his considerable strength. The second iris-like door will also have to be forced. Once inside, the team discovers the ship still holds atmosphere - though it smells vaguely sulphurous.

There is a tiny amount of light emitting from bioluminescent algae growing along the walls. The PCs have seen this before. It adheres to decaying organic matter. This allows them enough light to see, if only barely. Their own flashlights are needed to probe the darkness further ahead. [For a boxed text description of their entrance, see the map key section, pg: 22].

All doors need to be forced until the team restores power to - i.e. wakes - the ship. They may do so intentionally or otherwise. Interfaces are places this can occur.

Once past the air lock, the team find scars and even unhealed wounds on the bulkheads and walls. An unknown weapon was among the blasts which caused these. The crew can recognize Ion fire and the like, but the anomalous weapon is a mystery to them. Also, there are no bodies - at least not that they have found yet.

At this point, the team can begin the exploratory part of the adventure. Given that certain events are scheduled to happen - with the GM's discretion - the following map key (pg: 22) does not include a blow-by-blow account of events that might occur there. This represents the ship as found in stasis. Once it wakes, all bets are off. Specific events may take place in specific areas of the ship as noted later. The episodes that follow detail the events which are most likely to occur.

Aboard Leviathan

Nathaniel, the rival corp docked with Leviathan earlier. His drones have scurried about the ship, trying to figure out how to tow her.

These actions have initiated a waking-cycle, drawing Leviathan out of deep hibernation. Whether the drones harass the PCs is up to the GM. Either way, they've put the team in enough danger by waking up the hundred year-old vessel.

Alternatively, Nathaniel's delaying tactic back on Paradiso didn't slow the PCs down enough. They arrive before he does. In either case, he deploys drones. He does not risk his own hide.

Suggested Encounter (for 4 PCs):

- » x2 Nathaniel's Swarm Drone Groups.
- » x2 Nathaniel's Gun Drones.

Theatre of the Mind Combat: Evenly Matched (12+).



Running the Corp Rival: Nathaniel

Though the PCs may never learn it during this adventure, the rival Corp is named Nathaniel. He's a freelance operative who was burned by Milo when they both worked for The Corporation. Nathaniel literally got burned. He had to have reconstructive surgery. Lucas doesn't recognize him, but the man sure does recognize Lucas. Nathaniel is devious, ruthless and out for revenge. He hasn't seen Lucas since the incident.

Now, Nathaniel needs to balance his desire for revenge against the mighty haul Leviathan represents. Better to take the money and use it to torture Lucas further, right? Sure, if Nathaniel can keep his temper under control. He has an intricate plan like the Count of Monte Cristo. He could harry Lucas and the team for many missions. Or, if the GM wants, he could snap now.

Nathaniel's Swarm Drone

Enemy Type: Henchmen

Balanced to Fight Players with: 1-5 Current Resources

Swarm Drone	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Particle SMG	+1	4+Bodies	2	3	Inf	RoF x2	1	3+Bodies	Gun, Particle	1	4	16	2	4
Lock On +2, Energy, Does not Work in Void														
Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits:	Droid Body (You are a Robot), Strong Hit: Pin Down (Damage, Hit, End Dmg 6+) Target Character is Suppressed if they receive 6 or more End Dmg from Characters that are not you before your next Turn.													

Nathaniel's Gun Drones

Enemy Type: Skilled

Balanced to Fight Players with: 1-5 Current Resources

Str 3 1	Foc 3 4	Defence: 10+Ref +  = 	Armour: 3 + -1 = 	End: 10+(Str x5) +  = 
Ref 2 2	Int 2 5	vs Impair Def+Str +  = 	vs Energy + 	Recovery Foc +  = 
Mov 2 3	Per 2 6	vs Psionic Def+Foc +  = 	vs Slow + 	Stealth Req: Cover 2 + Ref +  = 
Fate 		vs Stealth 10+Per +  = 	at 0 Endurance - 	Combat Order Int +  = 
*+Allies (max: 10)				

Weapon (pick one)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Ion SMG	+3	4	3	3	5	9	1*	3 (+2d6)	1	Gun, Ion	2
Lock On +2, Natural, Energy, *-2 Draw.											
Self-Propelled Rifle	+2	3	4	6*	2	4	2*	1**	2	Gun, Self-Propelled	2
Lock On +2, Natural, Low Tech, Works in Liquid, *-2 Draw, **Strong Hit (5-6) with all RoF 1 Attack Rolls.											
Particle Assault Rifle	+4	4	3	4	Inf	6	2*	2 (+1d6)	2	Gun, Particle	2
Lock On +2, Jam (1-4), Energy, Natural, *-2 Draw, Does not Work in Void.											
Self-Propelled Shotgun	+4	6	3	3*	5	2	1**	2 (+1d6)	3	Gun, Self-Propelled	2
Lock On +2, Natural, Low Tech, *Strong Hit (5-6) vs Targets within first Range Increment, **-2 Draw, Works in Liquid.											

Race / Var / Trait	Requirements	Benefits
Droid	NPC	You are a Robot.
Regular Work Out	Min Foc 3	

Leviathan's Living Weapons

The weapons hail from the latter days of the X'ion War. As such, they are lethal and offensive to any civilized society. The pods hold creatures that actively hunt any enemy. An enemy is defined by the programming mapped onto the creature's brains. In most cases, these are organic beings.

Each fully-grown weapon stands about seven feet tall and scrambles along on four limbs. These limbs are tipped with razor-like claws, but their real weapon is a mouth gun that shoots biological nanites that disassemble organic tissue wherever it hits. An entire person might vanish in the course of seconds, as the bio-bots split their molecules and reduce them to goo. The creatures consume this goo for continual power [or Leviathan does in the current scenario]. The sight of these alien beasts licking up the remains of a former companion drove more than one soldier mad during the war.

The living weapons are quick and hunt in packs. When first activated, they appear very small. An armor piercing torpedo delivers this lethal payload. A ship would launch these torpedoes at the enemy. The torpedo hits, then burrows through the armour of the opposing vessel. Once it does, it releases the small pods. These then rapidly grow into full size weapons. It's like watching some horrific experiment on fast forward.

These weapons were designed to take ships intact. In the late stages of the war, resources were dwindling and captured enemy warships filled out the ranks of most armies. Normally, this required a boarding action, but the Nephilim developed a way around this. As an added advantage, the weapons also protected Nephilim warships against boarders – boarders like the crew of The Ransom.

Assume the Living Weapons have grown to full size deeper in the ship after activation, even though the ship itself appears dead. Note, these Living Weapons are designed to kill organic life. They ignore the drones.

After the Weapons Wake

After the weapons are active, they grow quickly and begin hunting the team. They are intelligent, though not in any sentient way recognized by today's races. At first, the weapons will try to kill the PCs but, as Leviathan stirs, it assert control over the creatures. At this point, they become organised around a central purpose – herding the team toward its stomach (pg: 24). Leviathan has not eaten in a very long time and, like most animals, its first stirring thoughts are of food.

Suggested Encounter (for 4 PCs):

- » x1 Malformed Living Weapon Group (Spitter).
- » x2 Living Weapons (Organic Nanite Spray).
- » x1 Living Weapon (Organic Nanite Spit).

Suggested Encounter (for 4 PCs):

- » x1 Malformed Living Weapon Group (Clawed).
- » x1 Malformed Living Weapon Groups (Fatso).
- » x1 Living Weapon (Organic Nanite Spray).
- » x1 Living Weapon (Organic Nanite Spit).

Theatre of the Mind Combat: Evenly Matched (12+).



Malformed Living Weapon

Enemy Type: Henchmen

Balanced to Fight Players with: 1-5 Current Resources

Clawed	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Claws	+2	5+Bodies	4	-	-	-	1	1+Bodies	Melee, Claw	0	6	16	3	4

Natural, Bio Tech, **Modification:** Low Quality.

Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19

Traits: Critter (able to function in Air Vents), Soldier.

Spitter	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Spit	+2	3+Bodies	4	5	2	RoF x4	2	1+Bodies*	Gun	1	6	14	1	4

Natural, Bio Tech, *Strong Hit (5-6) with all RoF 1 Attack Rolls, **Modification:** Low Quality.

Slots: 3, Defence vs Stealth: 10, Defence vs Impair: 17

Traits: Critter (able to function in Air Vents), Sniper (+1 Rng with RoF 1).

Strong Hit: **Pinning** (Damage, Damage, Does not Require Hit) Target Character in Entrenched Cover is Suppressed).

Fatso	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Scream	+2	6+Bodies	3	2*	5	RoF x1	1	2+Bodies	Gun	1	4	16	2	4

Natural, Bio Tech, *Strong Hit (5-6) vs Targets within first Range Increment, **Modification:** Low Quality.

Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19

Traits: Meat Shield (Any time an Ally within 2 (or behind) of one of your Bodies takes Attribute Damage, you may loose a Body and your Ally takes no Attribute Damage from that Attack).

Living Weapon

Enemy Type: Skilled

Balanced to Fight Players with: 1-5 Current Resources

Str 3 1

Ref 3 2

Mov 3 3

Foc 1 4

Int 2 5

Per 2 6

Fate 0

Defence: 10 + Ref + =

vs Impair Def + Str + =

vs Psionic Def + Foc + =

vs Stealth 10 + Per + =

*+ #Allies (max: 10)

Armour: 3 + -1 =

vs Energy +

vs Slow +

at 0 Endurance -

End: 10 + (Str x5) + =

Recovery Foc + =

Stealth Req: Cover 2 + Ref + =

Combat Order Int + =

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Nanite Coated Claws	+1	4	4	-	-	-	0	1	2	Melee, Nano-Bone	1

Bio Tech, Natural, Pen 1 min 3.

Weapon (pick one)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Organic Nanite Spray	+5	5*	0*	2*	5	2	1	2 (+1d6)	3	Shell, Dispersion, Chemical, Synthetic Poison	3

Splash 1, Low Tech, Bio Tech, Natural, *+2 Damage vs Targets at 0 Endurance. *Strong Hit (5-6) vs Targets within first Range Increment.

Strong Hit: **Coated in Nanites** (Hit) Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Coated in Nanites Effect can stack up to 4 times).

Organic Nanite Spit	+2	6*	4*	5	3	8	1	2 (+1d6)	2	Gun, Burst Spores, Synthetic Poison	3
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Bio Tech, Natural, *+2 Damage vs Targets at 0 Endurance.

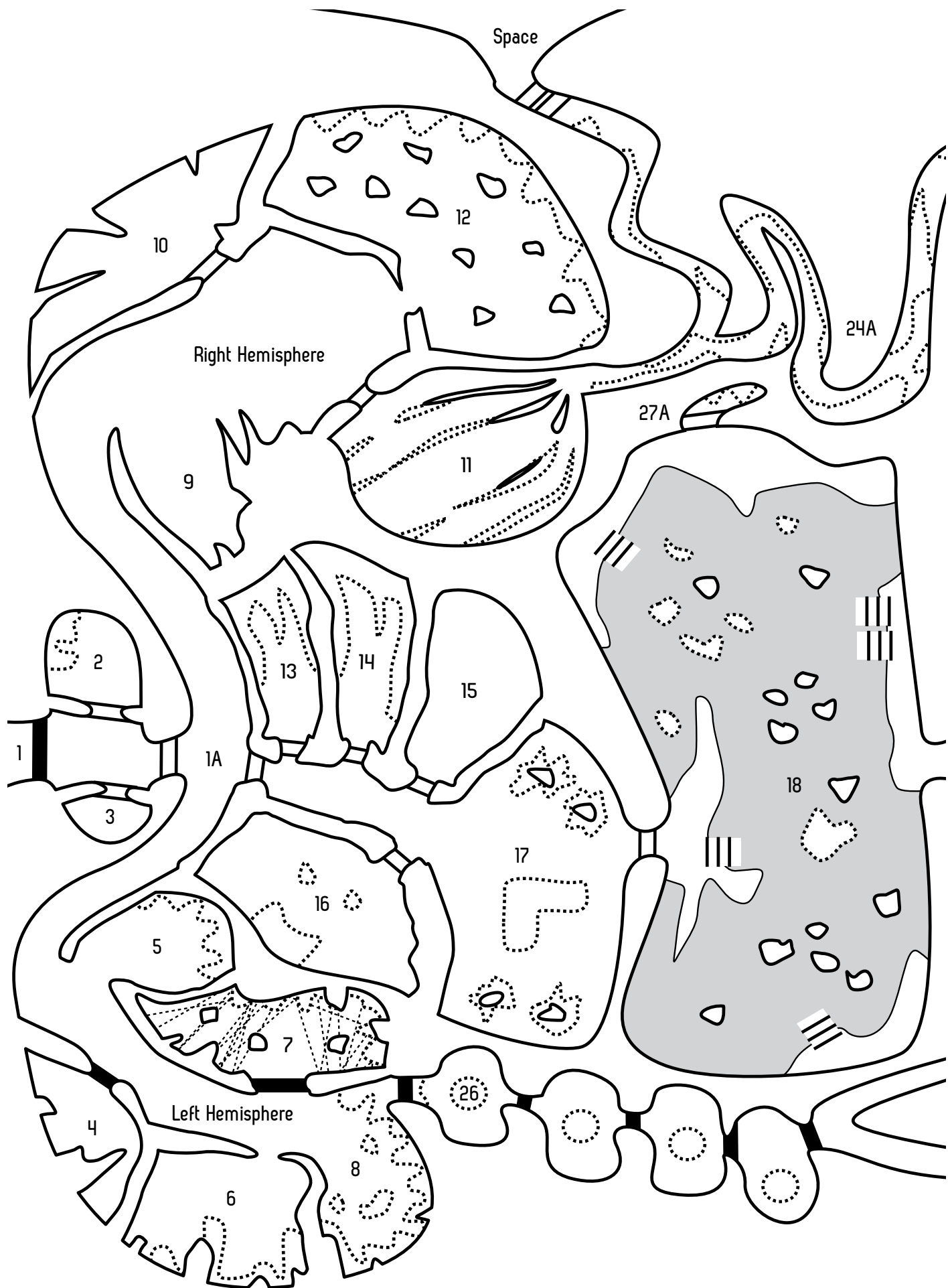
Strong Hit: **Coated in Nanites** (Hit) Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Coated in Nanites Effect can stack up to 4 times).

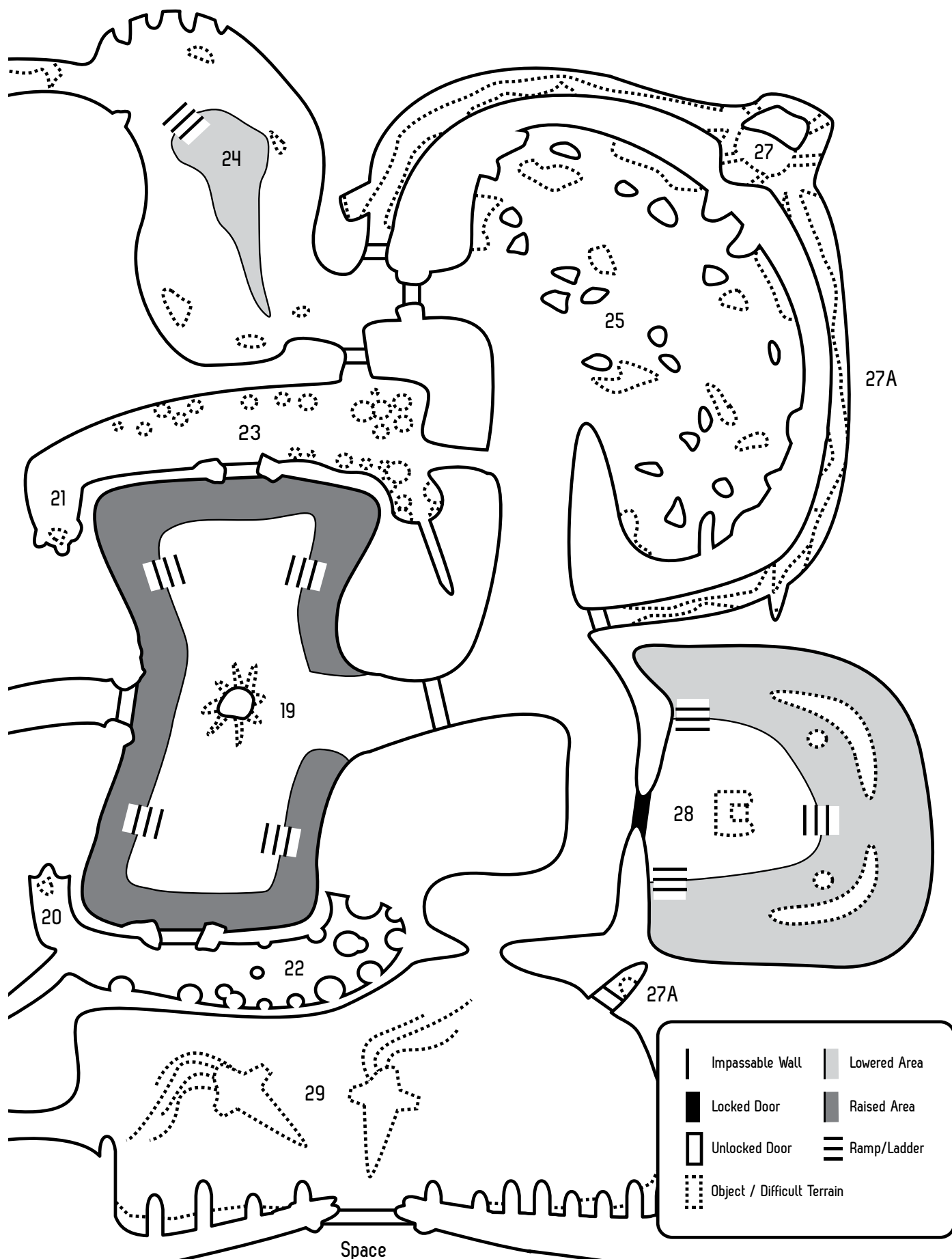
Race / Var / Trait	Requirements	Benefits
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Beast NPC Able to function in spacecraft arteries and ducts.

Well Prepared Skilled NPC

Nasty Toxins Strong Hit: **Nanite Infection** (Damage, Hit, Bio Tech or Chemical) Target can not gain a Recovery until they receive First Aid.





Leviathan Map Key

The following numbered entries are keyed to the included map of Leviathan. Each entry details a specific portion of the ship and adds additional plot elements for the GM's use.

Leviathan Overall

The Leviathan is a living ship. It's corridors are not the smooth metal usually seen in sci-fi but instead rotting organic constructions that pulse with the faint beat of life once awoken. It has a circulatory system, a heart and a brain. Being inside the ship is like being inside a body – one that is slowly decomposing. There are recognizable aspects of spacecraft design, as Leviathan was grown for that purpose, but emphasize the alien nature when possible. The keys below give inspirational descriptions for the rooms. Use them or dismiss them as you like. They exist entirely for atmosphere and to fuel your imagination.

1. Primary Docking Bay

Slick tendrils hang limply in the vacuum of space. You suspect these might once have guided craft into the beast's docking port but have remained inert for nearly a century. You'll have to dock your ship yourself. Better remember flight school training.

Inside you find something more like the loops of a rotting intestine than any airlock you're familiar with. Small insects feeding on the decomposing walls flee as your light finds them. They skitter over the skeletons of small lifeforms that no doubt died long ago.

The stench of rotting organs overcomes your nostrils. Everything here that is not dead must be some sort of carrion which feeds upon death itself.

The ship's autonomic functions barely function. Leviathan is in deep hibernation. For all the PC's sensors can tell, the ship is dead.

The walls are, as mentioned, like a desiccated, rotting intestine. The smell is awful. The door may be forced with a **Physical Skill Roll**. This leads to the secondary decontamination section. As a living ship, Leviathan was doubly careful of alien bacteria and viruses. During the Great War, the Archons developed viruses precisely to kill these great beasts. The viruses were harmless to their creations but not to the Nephilim. This genocidal weapons program ultimately failed, but any Kaltoran will remember it from racial memory (**Resolve** or **Psychology Skill Roll**).

The viruses have long since vanished, but the memory could open a way for an enterprising PC to kill Leviathan at a later time. Whether any character can create such a virus under battlefield conditions is unlikely but ultimately up to the GM.

- » **Skill Rolls:** Wealth Roll to determine if anything is worth salvaging. Physical Roll to open door. Resolve or Psychology Roll to know about anti-Nephilim ship virus failure.
- » **If the Ship is Powered Up:** Not applicable at this time.
- » **If the Captain is Awake:** Not applicable at this time.
- » **Salvage:** There is nothing of value to salvage here.

2 & 3. Quarantine Cells

On either side of the secondary chamber are two "cells." These are to quarantine contagions. In the left cell [#2 on the map], the PCs find a dessicated husk that was once a Nephilim monster.

- » **Skill Rolls:** Awareness Roll to determine if there is anything worth salvaging.
- » **If the Ship is Powered Up:** Not applicable at this time.
- » **If the Captain is Awake:** Not applicable at this time.
- » **Salvage:** There is nothing of value to salvage here.

1a. Ganglia Chamber

A corridor laced in translucent cables which wind round the ceiling and floor. The cables have gone dark, though one can see where they once might have provided light. A small bridge leads across the cables to another iris-shaped door. Into the darkness, to your left or right, the corridor continues.

These were not lighting cables at all. These are ganglia that formed the equivalent of a corpus collosum connecting the two hemispheres of Leviathan's brain. They appear impervious to any cutting mechanism or weapon the PCs have available to them. A Nephilim could certainly figure out why they are so armoured, if said Nephilim knew what they were. It is unlikely any do. Kaltoran's have not been aboard living Nephilim ships of this era and lived. There are likely no racial memories that can help. A Legion can certainly see (Heavy Weapons Skill Roll of 12) they're armoured though.

A Bio Tech Skill Roll of 14 determines some of the cables appear to have been rewired. This is because the Leviathan suffered viral damage from an Archon bioweapon and neural connections were rerouted ad-hoc by the crew.

Already, Lucas, or any other Corp, sees the value in this technology.

- » **Skill Rolls:** Wealth or Bio Tech Roll to determine if anything is worth salvaging. Heavy Arms rolls to determine cables are armoured. Bio Tech Rolls reveal the cables have been rewired.
- » **If the Ship is Powered Up:** Not applicable at this time.
- » **If the Captain is Awake:** Not applicable at this time.
- » **Salvage:** The cables are high technology that would be worth 1 Influence worth of salvage. However, they cannot be cut at this time.

Left Hemisphere

Like most living creatures, Leviathan has a brain. In this case, it's super-sized, and the PCs can literally walk inside the two hemispheres. They may not recognize where they are. In fact, at this point, it's dramatically advantageous that they do not understand that they are in one half of a brain. Let them piece it out by mapping or by deduction. If later in the adventure, they still haven't figured it out, let Awareness Skill Roll or Beytah's knowledge tip your hand.

4. Interface Room

Grey passages lead to an even more muted tone growth along the wall. Past the doorway, the interior looks almost like it was made by waves licking the sand along a beach. Curved patterns are formed in every wall, waving and twisting back upon themselves. One tentacle hangs from the ceiling, its end an array of translucent unmoving cilia.

The walls are shaped the way they are because these are folds in the brain. This is the interface room for the left hemisphere. It allowed the crew to access the cerebral functions of the ship in an emergency. One member would let his brain replace Leviathan's left hemisphere, while another would do the same for the right. This gave the crew direct control over the ship if the need arose. Two PCs cannot compensate for two crew members. Four minds are needed to get minimal functional control of the ship. The PCs are not designed for this. See Leviathan Wakes on pg: 36 for more on this.

The PCs might attempt an interface anyway, should the GM allow it. At this point, anyone who toys with the tentacle finds it unresponsive. However, if the ship has been awakened, the cilia find connections along the head of anyone toying with the protrusion. This immediately pulls them into the alternate reality outlined in Leviathan Wakes, pg: 36.

Without functional power – i.e. the ship being awake – this room is a curiosity. In fact, most of the brain is useless as Leviathan slumbers.

Alternatively, the GM may decide that curious PCs are able to interface with Leviathan right now. If they do, they glimpse the strange, dreamlike terrain outlined later (pg: 36), but also see memories of the ship play across that landscape. The ship's final battle figures prominently. Leviathan fights a host of ships, a silent death in the cold dark of the void.

Any interfacing at this stage definitely begins to rouse Leviathan from its century-long slumber. Nathaniel's drone may have already done so.

- » **Skill Rolls:** Wealth or Medicine Roll to determine if anything is worth salvaging. Interfacing with the ship is a Resolve or Psychology Roll.
- » **If the Ship is Powered Up:** The brain shows electrical activity. Lights hop between the folds and other structures. It is clear the ship is not dead. The interfaces work if the ship is awake.
- » **If the Captain is Awake:** It is very unlikely the captain is awake. If he is, the lights have a more vibrant, distinct pattern as they flare on the neural structure.
- » **Salvage:** The brain is beyond imagining. This tech could put the Corporation years ahead. 1 Influence value.

5. Frontal Lobe A

This multi-folded complexity is dizzying to look at. The patterns along its face are beautiful, if hypnotic. A faint tracery of veins can be seen behind the hard, outer shell.

This is one part of the frontal lobe. The other is found in the right hemisphere.

- » **Skill Rolls:** Wealth or Bio Tech Roll to determine if anything is worth salvaging.
- » **If the Ship is Powered Up:** More lights and brain activity are evident.
- » **If the Captain is Awake:** As above, the patterns are more vibrant and regular.
- » **Salvage:** The frontal lobe is worth 2 Spare Time Points worth of credits, but there's no way to remove it from the ship as a whole.

6. Back-Up Weapons Control

Encased in a hard, amber-like shell, you glimpse the faint patterns of what looks, almost, like circuitry – as if preserved behind dusty museum glass.

This is the back-up weapons control. Leviathan, being a warship, has redundant systems. The primary weapons control is found in the right hemisphere.

- » **Skill Rolls:** Strength Roll to open door. Wealth Roll to determine if anything is worth salvaging. Heavy Arms or Awareness Roll determine the crew doesn't have the cutting lasers powerful enough to slice through the shell.
- » **If the Ship is Powered Up:** The back-up weapons system has some power.
- » **If the Captain is Awake:** The back-up weapons system is fully online.
- » **Salvage:** Getting through the shielding is high impossible without heavy cutting lasers found on a space stations. The Weapons value is 1 Resource.

7. Autonomic Functions

Faint lights, like ghost fire in the dark of space, flare periodically in the glittering array of webs which populate this room. From wall to wall, thick, viscous cords tangle and intertwine. You've heard tales of space spiders but thought such things were made up to frighten children.

And they are... almost. These webs are neural tissue stretched across the room. Each is semi-pliable but impervious to any weapons the characters possess. This room controls the autonomic systems of the ship – hence the lights which dance about the "web." If the PCs have woken the ship at this point, there are more lights and recognizable patterns form.

The door to this room is locked. The PCs need to devise a way to get inside. The door is not easily forced, as this is a vital system. There was an automated defense system in the form of a spider, as it happens, but it is only awakened if the GM wishes.

The "spider" serves two purposes. It reroutes the web as needed to repair damage or avoid destroyed systems, and it defends the autonomic room. It is a fierce creature, with a rubbery, outer shell that is very hard to penetrate. Clearly, the spider and other parts of the brain are grown from the same highly resistant organic material.

The ship's brain is designed to withstand anything except a small nuclear device. That said, the failure of other systems – such as the heart – shut the brain itself down. Leviathan took damage in her last battle which necessitated hibernation.

- » **Skill Rolls:** Wealth or Bio Tech Roll to determine if anything is worth salvaging. A VERY DIFFICULT Physical or Bio Tech Roll to open the door.
- » **If the Ship is Powered Up:** The autonomic systems still appear to be relatively quiet as they run in the background of the subconscious.
- » **If the Captain is Awake:** No difference.
- » **Salvage:** The neural cables are worth a collective 1 Spare Time Point worth of credits.

Suggested Encounter (for 4 PCs):

- » x1 Neural Spider Legs Group.
- » x1 Neural Spider Body.

All Spider Legs should stay within 2 spaces of the Spider Body. The Spider is only considered dead once the Body and all Legs are killed.

Theatre of the Mind Combat: Evenly Matched (12+).

x1 Neural Spider Legs

Enemy Type: Henchmen

Balanced to Fight Players with: 1-5 Current Resources

Spider Legs	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Stab	+3	4+Bodies	4	-	-	-	1	1+Bodies	Melee, Composite	1	6	14	0	8

Natural.

Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19

Traits: Critter (able to function in neural web environments), Swarm

x1 Neural Spider Body

Enemy Type: Nemesis

Balanced to Fight Players with: 1-5 Current Resources

Str 3 1

Ref 4 2

Mov 4 3

Foc 3 4

Int 3 5

Per 3 6

Fate 1

Defence: 10 + Ref +  = 14 + Cover

vs Impair Def + Str +  = 17

vs Psionic Def + Foc +  = 17

vs Stealth 10 + Per +  = 13*

Armour: 4 + -1 = 

vs Energy + 

vs Slow + 

at 0 Endurance - 

End: 10 + (Str x 5) +  = 25

Recovery Foc +  = 3

Stealth Req: Cover 2 + Ref +  = 6

Combat Order Int +  = 3

*+ #Allies (max: 10)

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Pincers		5	3*	-	-	-	0	1	1	Melee, Injector, Chemical, Neurotoxin	2

Natural, Bio Tech, Slow, Gain Strong Hit +1 if you are behind your Target. *Critical Hit Attribute Damage Location 1D3+3 (normally 1d6).

Strong Hit: **Neurotoxin** (Hit, 1 use per RoF) Non Robot Target takes 1 Attribute Damage (no Armour) to a random (1d3+3) Attribute.

Toxic Web	+3	4	4	1	3	9	0	3 (+2d6)	2	Chemical, Cryo-Gel	4
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Natural, Bio Tech, Slow, Jam (1-5), Low Tech, All Targets have -1 Cover Step. *If you perform a Spread Fire with this Weapon: add +1d6 to each Attack Roll
Strong Hit: **Web** (Hit) Debuff Target: Reduce all Movement by 1 (minimum 0) until they receive a First Aid Healing Roll.

Race / Var / Trait	Requirements	Benefits
Beast	NPC	Able to function in neural web environments.
Warlord	Nemesis NPC	Pick one: +3 Resources or one of your Drones or Companions cost 6 less Resources.

8. Weapons Control

Honeycombed apertures with transparent backs reveal an array of complex cabling behind them. Vaguely, through the hexagonal windows, you can see what looks like a door on the other side.

There is a door on the other side, and it leads directly to the cluster of bombs shown in area 26. However, the characters cannot access the door via the weapons control. The honeycombed wall is impenetrable. That said, if they have some control over Leviathan's systems, they can raise the honeycombed shield and push through the jungle of cables to the door.

The PCs could also potentially damage the cables this way to prevent Leviathan from attacking the station. Unfortunately, the back-up weapons control then comes online, and that is sealed off. The PCs never know enough about Leviathan's psyche to gain access to the back-up.

- » **Skill Rolls:** Wealth Roll to determine if anything is worth salvaging. Tactical Roll gives insight into the purpose of this area.
- » **If the Ship is Powered Up:** The PCs would need control over Leviathan, via the interfaces, to open the door.
- » **If the Captain is Awake:** The system is glowing.
- » **Salvage:** This large weapons system is worth 1 Resource.

Right Hemisphere

The appearance of any area not numbered is much the same as the left hemisphere. Leviathan's brain is divided, though the areas of control may not correspond to known neurological structures of sentient entities. Leviathan is a biologically engineered Nephilim, little that applies to other creatures applies to it.

9. Frontal Lobe B

This multi-folded complexity is dizzying to look at. The patterns along its face are beautiful, if not hypnotic. A faint tracery of veins can be seen behind the hard, outer shell.

This is the second part of the frontal lobe which, with the area on the left side, makes up much of Leviathan's "consciousness." Leviathan is an entity which needs a crew to fully function. Alone, it is a bit like a frightened child – it operates on instinct, limited experience and fear. There are sub-systems, located throughout other specialized systems, which also comprise the neurological totality that is Leviathan. Like any complex creature's brain, Leviathan's is a gestalt of neurological events which become "conscious." For the purposes of a functioning battleship – and this adventure – the systems are divided in a simpler way than would reflect reality.

- » **Skill Rolls:** Wealth or Bio Tech Roll to determine if anything is worth salvaging.
- » **If the Ship is Powered Up:** More lights and brain activity are evident.
- » **If the Captain is Awake:** As above, the patterns are more vibrant and regular.
- » **Salvage:** The frontal lobe is worth 2 Spare Time Points worth of credits, but there's no way to remove it from the ship as a whole (same salvage as Interface Frontal Lobe A).

10. Interface Room II

The interior of this room might be an abstract painting – waves curl and bend along the walls. Curved patterns begin to form to the eye, though it's impossible to follow the course of any wave. Running your hands over them reveals they are smooth and sheen, like an egg. One tentacle hangs from the ceiling, its end an array of translucent cilia.

This is the partner chamber to the Interface Room in the left hemisphere. It has the same function. PCs may attempt to interface with Leviathan here (pg: 36).

- » **Skill Rolls:** Wealth or Medicine Roll to determine if anything is worth salvaging. Interfacing with the ship is a Resolve or Psychology Roll.

»

- » **If the Ship is Powered Up:** The brain shows electrical activity. Lights hop between the folds and other structures. It is clear the ship is not dead.

- » **If the Captain is Awake:** It is very unlikely the captain is awake yet. If he is, the lights have a more vibrant, distinct pattern as they flare on the neural structure.

- » **Salvage:** The brain is beyond imagining. This tech could put the Corporation years ahead. 1 Resource minimum value (same salvage as Interface Room I).

11. Nutrient Receiving

If you didn't know better, you'd think this was some type of sorting area for the Corporate Solar Delivery Service. Transparent tubes, now empty, snake over the ceiling and end in various bulbous containers. The entire process looks like it once would have been automated. What it sorts and stores is anyone's guess.

This is where nutrients are moved after being digested in the stomach. [Unfortunate PCs may find their goo-like remains wind up here]. There are various arteries that lead from this chamber which are not shown on the map. These disperse the nutrients to other parts of the ship. Much needed electrolytes, or the Nephilim equivalent, are directly processed here and sent to the two hemispheres.

If Leviathan has been fed, these tubes are full of a yellow-coloured material.

- » **Skill Rolls:** Wealth or Medicine Roll to determine if anything is worth salvaging. Medicine Rolls allow PCs to determine the purpose of this area. A Difficult Bio Tech or Medicine Roll reveals that Leviathan appears to have been storing energy for an unknown purpose.

- » **If the Ship is Powered Up:** More activity is apparent inside the tubes.

- » **If the Captain is Awake:** As above, but nutrients flow more quickly as the reserves are tapped in preparation for the ship's final mission.

- » **Salvage:** The nutrient area is worth 1 Spare Time Point of Credits, but there's no way to remove it from the ship as a whole without a space station's resources.

12. Memory Storage/Processing

Like an organic hard drive, this room contains row upon row of what you'd call servers – if they weren't shaped like trees and conformed to a rectilinear shape. Instead, they rise up to the ceiling, stalactites and stalagmites meeting, supporting a roof that is a maze of ganglia-like wires. The briefest flashes of light stir inside the columns and cables – flaring briefly, then gone.

This is the “memory” of Leviathan. There is no apparent interface, though one could “hack” into the system using one of the other interfaces if they have enough **Bio Tech** knowledge and a **Toolbox**. In this fashion, Leviathan's memory could be recovered. Pieces of its memory, like acid-worn film, play over any character's mind who successfully hacks Leviathan. The creature is well over 100 years old, and it's memories are deep. To access it's memories is to fall into a well of time not unlike a Kaltoran racial memory. In fact, only a Kaltoran may emerge unscathed. Any other race accessing the memory directly must **Resolve Roll**, to retain their persona, as the two begin to mix, and the original persona is lost in the void of Leviathan's long years.

- » **Skill Rolls:** Culture Roll to determine if anything is worth salvaging. Any non-Kaltoran interfacing with the memories must make A Resolve Roll to resist being subsumed. Anyone can make a Bio Tech Roll to hack into the system for interface. There is no apparent interface available.
- » **If the Ship is Powered Up:** Lots of activity appears along the walls.
- » **If the Captain is Awake:** As above, but the patterns are more vibrant and regular.
- » **Salvage:** The memory is worth 1 Spare Time Point worth of credits as a technological artifact, but the ship's memories are worth another Spare Time Point for historical value.

13. Crew Quarters

As if scooped out of the walls, a large area, almost like a hatched egg, lays open. Unidentifiable growths line the walls. More birthing chamber than crew quarters, it takes you a moment to realise that this is where the monstrous Nephilim crew slept. Unidentifiable bio-mechanical gadgets are placed in recesses along one wall.

This is a berth for two of the crew. Fully manned, seven people piloted this ship. Two of them lived here. The bio-mechanical items are tools and scanners. Two of these are sidearms. A **Small Arms** or **Culture Roll** is necessary to identify and use it.

- » **Skill Rolls:** Wealth or Culture Roll to determine if anything is worth salvaging. A Small Arms or Culture Roll identifies and allows use of the sidearm.
- » **If the Ship is Powered Up:** Nothing changes.
- » **If the Captain is Awake:** Nothing changes.
- » **Salvage:** The tools and weapon are worth 1 Spare Time Point.

Small Arm	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Acidic Acid Pistol	-5	3	4	4	2	6	1	1	1	Gun, Burst Spores, Chemical, Antimonic Acid	2
Splash 1, Small, Bio Tech, Burn, Modification: Low Quality.											
Spine SMG	-1	5	2	2	1	10	0	5 (+4d6)	1	Gun, Spine Launcher	2
Bio Tech, Modification: Low Quality.											

14. Crew Quarters

Another double berth, this one containing the remains of one of the crew. The unfortunate crew member has fused with the bed and there is little to distinguish one from the other now.

This crewman was the first to die and was never “eaten” by the ship. The bed, in trying to conform to the body, began to absorb it. Other crew members were moved by the Utility Drone found in area 25. This crewman was infected with the bio-plague that also ravaged some of Leviathan’s systems. He was not an optimal food source. The rest of the crew died before being able to eject his body into space.

- » Skill Rolls: Wealth Roll to determine if anything is worth salvaging.
- » If the Ship is Powered Up: More lights and brain activity are evident.
- » If the Captain is Awake: As above, the patterns are more vibrant and regular.
- » Salvage: There is nothing of value here.

15. Crew Quarters

This room is entirely empty. Where there would be two beds in the other rooms, the walls here are smooth, as if whomever lived here had been erased along with all their belongings.

Leviathan altered the shape of this room. It’s intent was to erase the other rooms in similar fashion, as it was overcome with grief and guilt for consuming its friends. Leviathan didn’t have enough power to complete these tasks, and the ship’s Captain put the vessel into hibernate.

A successful Psychology Roll might suggest this room looks a bit like what a grieving parent might do to a lost child’s bedroom.

- » Skill Rolls: Wealth Roll to determine if anything is worth salvaging. A Psychology Roll reveals the grieving-parent-erasing-a-child’s-room feel to the chamber.
- » If the Ship is Powered Up: Nothing changes.
- » If the Captain is Awake: Nothing changes.
- » Salvage: There is nothing of value here.

16. Captain’s Quarters

More spacious and ornate than the other living areas, this room contains a pod recessed into the wall. Also in the wall, immersed in an amber-like orb, is what might be a viewing screen. The imprint of a three fingered hand lies next to the orb.

The orb is a viewing screen. It’s also a passive interface with Leviathan. Using the interface requires a PC to form their fingers in the shape of the impression. Only Beytah, or another Nephilim’s DNA, is recognized. The orb burns internally, and the Captain’s “head” appears. This image is in 3D. He begins to speak (in High X’ion). This is his log. It stutters and skips as the PCs listen:

“...I have failed my masters and my genetic programming. Leviathan and I die, here, in the endless void of space. I shall put her to sleep. Perhaps, she has enough energy to wake later. If only I could say the same. I am a failed creation, X’ion...”

Beytah can translate. The other members of the team do not speak the Nephilim language. The captain appears as a stony creature. Its motives are inscrutable.

Activating the log begins to wake Leviathan. For a time, the ship thinks the Captain has awakened from his hibernation and is confused.

- » Skill Rolls: Wealth or Culture Roll to determine if anything is worth salvaging..
- » If the Ship is Powered Up: Nothing changes.
- » If the Captain is Awake: The lights are on.
- » Salvage: There orb is worth 1 Resource.

17. Galley

Small plants and algae create a forest along the walls. In the centre of the large chamber lies a table grown from the floor. The flat surface is clean and free of utensils, though you inherently know this to be an eating area. This is a communal area, one not used in over a century. You have a place like this aboard The Ransom. Will someone one day find your ship derelict like this?

The algae and plants are the galley’s “stores.” They’ve overgrown the chamber since the crew died. Like the atrium in 25, this is an area of the ship that grows its own food. Unfortunately, protein stores

ran out long ago and neither crew nor ship run as herbivores. Both require meat.

Should the GM wish to strike some unease into the player's stomachs, have the bones of a crew member sitting on the table. Adrift in space, they resorted to cannibalism. Eventually, the ship did the same to them.

- » Skill Rolls: Survival or Planetoids Roll to determine if anything is worth salvaging.
- » If the Ship is Powered Up: Nothing changes.
- » If the Captain is Awake: Nothing changes.
- » Salvage: Several exotic plants here are valuable, collectively-worth 1 Spare Time Point.

18. Swamp

A raised level overlooks a murky swamp scummed over by bioluminescent fungi. The entire feeling of the place is that of a bio-dome, as if these creatures native habitat were transplanted aboard the ship. Is this some sort of nostalgia brought with the monstrosities that X'ion created?

Is this possibly a hint to what the Nephilim home was like?

Inside the swamp are several Tchocamth, space-born parasites which seeks out dark, abandoned areas to feed and survive. They are predators, currently eating the algae, but they would much rather eat the team.

The beasts have no sentience but operates on animal instinct. Shaped like a giant eel, they stuns their prey with electrical charges. It can "swim" in open space, impervious to the conditions that would kill most living things. Tchocamths are rumoured to be native to the dark reaches of space. They survive by hopping from one feeding area to the next. If they have to venture too far without finding food, they die.

Suggested Encounter (for 4 PCs):

- » x4 Tchocamths

Theatre of the Mind Combat: Evenly Matched (12+).

- » Skill Rolls: Planetoids Roll to determine if anything is worth salvaging. Awareness Rolls will alert the PCs to something moving in the swamp.
- » If the Ship is Powered Up: Nothing changes
- » If the Captain is Awake: Nothing changes, though the GM may decide he visits here.
- » Salvage: The body of the Tchocamths are collectively worth 1 Spare Time Point of credits for scientific study.

x4 Tchocamths

Enemy Type: Skilled

Balanced to Fight Players with: 1-5 Current Resources

Str 2 1 **Foc** 2 4 **Defence:** 10+Ref+ =

Ref 4 2 **Int** 1 5 **vs Impair** Def+Str+ =

Mov 3 3 **Per** 2 6 **vs Psionic** Def+Foc+ =

Fate 0 **vs Stealth** 10+Per+ =

*#Allies (max: 10)

Armour: 3 + -1 =

vs Energy +

vs Slow +

at 0 Endurance -

End: 10+(Str x5)+ =

Recovery Foc + =

Stealth 2 + Ref + =

Combat Order Int + =

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Electric Shock		5	2*	2	3	4	0	1	2	Disruptor	2
Jam (1-5), Energy, Blunt, **2 Crit Dmg vs Robots, Modification: Low Quality.											
Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.											
Massive Shock	-2	8	3*	2	0	1	0	1	1	Disruptor	0
Splash 1, Small, Slow, Energy, Blunt, Strong Hit (5-6) **2 Crit Dmg vs Robots, Modification: Low Quality.											
Strong Hit: Disrupt (Hit) Debuff Targets Active Non Low Tech, Non Bio Tech Weapons: Lose Ammunition equal to RoF.											

Race / Var / Trait	Requirements	Benefits
Beast	NPC	Able to fly.
Disruptor Flash		Strong Hit: Flash (Damage, Hit, Disruptor) Target Character not in Entrenched Cover is Suppressed.

19. Engineering

A giant tree-like structure made of bone stretches from the floor to the ceiling of this impossibly tall chamber. The bone itself is translucent, and inside a marrow of raw energy flickers. It's currently dormant. All around the edge of the vast chamber is an elevated platform accessed by four ladders. On this platform is an array of orbs embedded into the walls of the ship like pearls in the gooey mouths of clams.

This is the engine room. It's powered down unless the characters have woken the ship. In that case, the engine room hums and the bone tree (the engine) glows with a blue light. How loud the room hums and how bright the light is depends on if the ship has fed and how long it's been awake.

Leviathan has been feeding for years, storing the energy necessary to make its final mission a success. It needs sentient minds, or energy from said minds, to complete its mission.

The orbs are similar to that in the captain's quarters. A single engineer, interfaced with Leviathan, can operate the engine room. This is done through a unique interface/arm device the PCs cannot see until they get to the top level of the room.

There, a crane-like arm extends from the ceiling. If Leviathan is awake, it may try to grab one of the team and forcibly interface with them. The interface finds that it needs more mental power than one humanoid can provide, however. The arm attacks with an unnatural swiftness.

When the ship functioned, the arm cradled the engineer and moved him from level to level, and orb to orb, while he interfaced.

Any non-Nephilim characters that spend more than ten minutes in this room must make a Physical Roll of 12 or take 1 radiation Damage to a random (1d6) Attribute (no Armour or Paramedics Healing Roll). The engine, even if dormant, still emits invisible gamma rays..

- » Skill Rolls: Mechanics or Bio Tech Roll to determine if anything is worth salvaging. Non-Nephilim must make a Physical Roll to avoid radiation poisoning. An Mechanics or Bio Tech Roll easily identifies this as the ship's engine.
- » If the Ship is Powered Up: The engine hums and glows. It's clearly operational.
- » If the Captain is Awake: As above.
- » Salvage: The orbs and engine are worth 1 Resource. Some tools lying around are collectively worth 1 Spare Time Point.

20. Weapons Interface I

A confluence of wires, folds and curves culminate in a recess shaped like a humanoid approximately two and half meters tall. In this recess, around where the head would lay, are a profusion of cilia ready to grasp the cranium. Orbs hang like spider eggs from the ceiling, all within view of whoever would sit in the less-than-inviting receptacle.

This is the first weapons interface for the ship. A weapons officer would sit in this "chair" and control some of the weapons bristling the ship. Leviathan can fire without a weapons officer in either compartment, but protocols still bind its most efficient attacks with humanoid sentients.

Anyone sitting in the chair feels the cilia crawl over their scalp as they seek out neural clusters with which to synch. The orbs then bloom with targeting arrays and images of the space surrounding the ship on all sides. While there are two weapons "pods" [22 and 23], Leviathan has weapons pointing in all directions. It does not have to turn to execute an attack.

If Leviathan is not awake, sitting in the chair wakes the ship. Interfacing with the weapons systems works only briefly and only the first time. Thereafter, the PC must do psychic battle with Leviathan to control the systems as outlined in Leviathan Wakes. Beytah and other Nephilim receive a bonus to this battle.

This interface controls the bombs at #26. Anyone interfacing gleans enough information about the bombs to know they are very powerful.

If someone interfaces, read the following:

Flashes of targeting arrays, weapons details, ranges and alien numbers flood your mind. It washes over you in a wave of information. You comprehend only fragments of it. Pieces spun out from the mind of the ship toward you like fragmentation from a grenade. Bombs, this system controls bombs.

- » Skill Rolls: Wealth or Bio Tech Roll to determine if anything is worth salvaging. A Exotic Roll identifies the eggs as bio-weapons of some kind. Resolve or Psychology Roll allows a brief interface.
- » If the Ship is Powered Up: The interface is active and anyone trying to interface duels with Leviathan's psyche.
- » If the Captain is Awake: As above.
- » Salvage: The weapons interface is worth 1 Influence, but can not be removed at this time.

21. Weapons Interface II

Tangles of wires lead toward a central chair. At least it looks like a chair, though made for nothing remotely human. Various orbs hang around the chair at what would be eye level for a Nephilim beast. Some sort of weapons display system, you guess. The orbs are cracked though, and the cables leading to the chair frayed. This section took significant damage.

This room may be activated if the PCs repair the damage. Once they have relative “control” of Leviathan, they can deactivate or reactivate this weapons room at will.

- » **Skill Rolls:** Wealth or Bio Tech Roll to determine if anything is worth salvaging. A Exotic Roll identifies the eggs as bio-weapons of some kind. Resolve or Phsychology Roll allows a brief interface.
- » **If the Ship is Powered Up:** The blaster is powered and humming.
- » **If the Captain is Awake:** As above.
- » **Salvage:** The weapons interface is worth 1 Influence, but can not be removed at this time (same salvage as Weapons Interface I).

22. Blaster Pods

Huge organic pods dominate this room. Each is cabled via vein-like wires to ports in the ceiling. These ominous pods loom large, dwarfing mere bipeds like you. What were they used for?

Aurelius certainly recognizes an offensive weapon when he sees it. With a successful **Gunnery Roll**, Aurelius (or another Character) is able to determine that this is the main power for the ship’s “blaster.” The weapon emits a high-powered beam that can tear through the hull of most vessels. While Leviathan may attack from any position, this beam is most powerful when fired from the primary, forward mounted port. Otherwise, the energy is rerouted via the circulatory system to other firing points. This necessarily dampens the force of the blast. [Note, anyone inside the circulatory system when the weapon is fired this way is hit with the blast]. It’s a good way to kill the Captain, if he uses the system to ambush the team.

The blast itself is a terrifying weapon. See Leviathan’s stats (pg: 10) for more information.

- » **Skill Rolls:** Wealth or Bio Tech Roll to determine if anything is worth salvaging. Gunnery Roll identify the nature of the blaster. Resolve or Psychology Roll allows interfacing.

- » **If the Ship is Powered Up:** The blaster is powered and humming.
- » **If the Captain is Awake:** As above.
- » **Salvage:** The blaster and eggs are collectively worth 1 Resource.

23. Living Torpedoes

Eggs hang from the ceiling in sacs of viscous syrup. Similar eggs grow from stumps on the floor. Together, they create a forest of strange, spherical shapes. At the end of the tube lies a receptacle looking eager to harvest these eggs and give birth to... the Archons only know what. Something like a large, dead claw sits inert on the ceiling, curled into itself like a dead spider.

These are the living weapons. Depending on what transpired to this point, they may yet be dormant. PCs sitting in the chair or investigating the eggs cause their waking process to begin. If the PCs have already woken Leviathan, it has harvested eggs and released the living weapons on the ship to herd the invaders toward the stomach and then the interface rooms.

The “claw” is a self-loading mechanism. The entire chamber is basically a torpedo room. The claw grabs an egg, loads it in the receptacle, and then it’s fired. The process then repeats. The outer shell of each egg contains a biological nano parasite that eats through the hulls of ships. This process has been made so rapid as to be unnaturally fast – imagine the decay of an animal on fast forward. The egg/torpedo then delivers its payload – the living weapons. These grow and attack the crew. Vessels are then captured intact.

See pg: 19 for full Living Weapon Stats.

- » **Skill Rolls:** Wealth or Bio Tech Roll to determine if anything is worth salvaging. Bio Tech Roll identifies the nature of the bio-weapons, but only insofar as the PC knows they are organic weapons. The PC won’t know how they work. Resolve or Psychology Roll allows interfacing.
- » **If the Ship is Powered Up:** The eggs are empty.
- » **If the Captain is Awake:** As above.
- » **Salvage:** The unhatched eggs are worth, collectively, 1 Influence.

24. The Stomach

The lair of some terrible predators, this cavern is littered with bones fused together to form a kind of floor. Creatures of all types and sentience are represented from rodentia to humanoids such as yourselves. The entire chamber smells of a sweet, but nauseating, acid. The stuff continues to drip from the ceiling, falling on the bones below and further fusing them with one another. Whatever creature lairs here must be huge, for this cavern is vast. The sounds of your footsteps are absorbed by the soft, mucous-slick walls.

This is not a lair. This is Leviathan's stomach. Such a revelation should come as a moment of genuine terror. Yes, the ship is alive and it is huge, but this is the first encounter the PCs have with just how alien a vessel they have found. Like Jonah inside the Whale, they have stumbled onto something beyond their ken.

The acidic juices dripping from the ceiling exist because Leviathan is hungry. Anyone hit by them takes 3 Attribute Damage (reduced by Armour) to a random Attribute (1d6). Avoiding the drops requires a Physical Roll of 14 (+2 if you have 4 or more Reflexes).

This is a minor issue. What is of real concern is how the PCs arrived here. Did they stumble upon it by exploration? If so, they have a better shot at getting out. If not, then they were likely herded here by the living weapons. That means Leviathan attempts to digest the team. They are attacked by the bacteria in its stomach which oozes from the walls. The living weapons also continue to attack.

Worse, the three exits seal off as the stomach prepares to do its work. This isn't so much a door closing as an intestine shrinking until it's impassable. The PCs have to force their way through one of the exits using Physical Roll (+2 if you have 4 or more Strength). One roll for ever 5 meters should be made (20 meters total).

As all this is going on, the floor begins to open while the stomach prepares for complete digestion of the PCs. This is one of those situations where things keep getting worse and worse. It should be a gory and disturbing action set piece the players remember for a long time.

- » Skill Rolls: Wealth Roll to determine if anything is worth salvaging. Physical Rolls are needed to push through the tightened 'intestines.' Physical Rolls are needed to avoid the dripping acid.
- » If the Ship is Powered Up: The stomach is active regardless.
- » If the Captain is Awake: Herding the characters is interrupted more quickly. See sidebar.
- » Salvage: There is nothing of value here.

Players are notoriously stubborn. They often resist the GM's best efforts to steer them in a particular direction. THIS IS AS IT SHOULD BE. Leviathan is very hungry though, and it has an animal cunning. The ship directs the living weapons to push the PCs in the direction of the stomach. This means when they access a room of the GM's choosing - or based on when they wake Leviathan - the living weapons attack. They attack in force, swarming and, possibly, overpowering the PCs, forcing them to flee.

As they flee, Leviathan uses the weapons to push the PCs further toward the stomach. The ship also seals doors, making all Physical Rolls to open doors VERY DIFFICULT. Between the oncoming hordes of the living weapons and the locked doors, the PCs find the path of least resistance leads inexorably toward the stomach.

Keep them running. Make the chase and combat intense. Don't give the PCs a lot of time to think.

They may realise they are being herded but, unless they want to fight through scores of the living weapons, they are gradually moved toward the stomach. Maybe they will fight though these hordes. The living weapons are powerful and deadly, but very clever PCs [or very good Rolls] may get them through waves of these monsters. If that happens, let it. Let the PCs avoid the stomach at this time. THEIR AGENCY IS PARAMOUNT.

24a. Bowels

Horrid stench. Really, like nothing you've ever smelled before. The floor is slick with a liquid foulness as are the walls. You have to try not to retch. The tunnel leads forward into a deeper, somehow more noxious, odor.

This is the bowel system of Leviathan. Any unfortunate PCs killed in the stomach eventually wind up as waste product here. The bowels lead to space via an evacuation "sphincter." Another tunnel, which can be closed off at will, routes the useful material to Area 11. The players may have to push their way there. If not, the GM may decide Physical Rolls are needed to prevent being, literally, pooped out into space. An ignominious end to be sure.

- » Skill Rolls: Wealth Roll to determine if anything is worth salvaging.
- » If the Ship is Powered Up: No change unless the ship has fed recently.
- » If the Captain is Awake: Nothing changes.

- » **Salvage:** Nothing but fecal waste and sundry objects from various prey.

25. Atrium/Farm

This immense chamber is a virtual jungle. Tangles of undergrowth form a loam around trees as thick as a small bedroom. Somewhere from above, light filters in from open space – photons bouncing off asteroids from the belt to find your eye. Due to the flora, it is impossible to judge the size of this chamber upon entering. Indeed, if you weren't already on a ship, you would assume you'd entered an entire forest.

This was once a living ecosystem which fed both the ship and the crew. As the PCs explore the jungle, they'll find remnants of fences where livestock were kept and slaughtered. All such creatures were long ago slain and eaten. Birds and small rodentia also existed here, but the living weapons were directed to hunt them down for fuel.

A technical **servitors**, which looks something like a round ball with legs – imagine a WW II era naval mine with the protrusions being pliable “legs” – lives here. It periodically picks plant biomass to feed Leviathan. This keeps the ship alive, but Leviathan needs protein to really go – it's been storing protein energy as noted previously.

When the ship functioned, the animals grew very rapidly. They would give birth and then be slaughtered immediately by a swarm of servitors. The crew ate the smaller, tastier parts, while Leviathan ate the rest. All that's left are the stray bone fragments the servitors created in its role as butcher.

Naturally, the servitor considers the PCs livestock and attempt to “butcher” them.

- » **Skill Rolls:** Wealth Roll to determine if anything is worth salvaging. Planetoids Roll identifies some of the species of plant as well as the farms.

- » **If the Ship is Powered Up:** The servitor might be tasked with herding the PCs instead of killing them.

- » **If the Captain is Awake:** As above.

- » **Salvage:** The remnants of previous “meals” have left behind technology that's worth 1 Spare Time Point. These include some weapons, tools, scanners, and other devices. If the GM sees a need to supply the PCs with a particular item, they might find it here.

The Servitor

This bio-mechanical attendants provide for all Leviathan's lesser needs. Since the last battle, it has mostly been used to butcher what the living weapons killed. It is therefore armed with an array of boning, cutting and slicing blades with which to attack the team. There's no flanking it, and the servitor rolls faster than most creatures can run. It's an accidental terror – running its program as best it knows how.

This should be a desperate jungle fight. The servitor can easily scale trees and swing along vines using its various limbs. Killing it, or getting away from it, is no simple task.

Suggested Encounter (for 4 PCs):

- » x2 Servitor Collector Groups.
- » x2 Servitor Butcher Groups.

Theatre of the Mind Combat: Easy (10+).

If Leviathan is awake, and doesn't want the PCs dead, the servitor does not attack. It may help herd the PCs where the ship wants.

x4 Servitor Groups

Enemy Type: Henchmen

Balanced to Fight Players with: 1-5 Current Resources

Servitor Collector	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Grappel Cords		4+Bodies	3	1*	-	-	1	1+Bodies	Melee, Impairment	1	4	16	2	4
Lock On +2, Bio Tech, Strong Hit (5-6), *Max range 5, Modification: Low Quality.														
Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits:	Droid Body (You are a Organic Robot), Tackle (Strong Hit: Tackle (Melee, Hit) Pick One Debuff to apply to Target: Prone, Push 1 or reduce all Movement by 2 until your next Turn.).													

Servitor Butcher	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Blade	-1	4+Bodies	4	-	-	-	1	1+Bodies	Melee, Composite	0	3	16	4	3
Lock On +2, Modification: Low Quality.														
Slots: 5, Defence vs Stealth: 12, Defence vs Impair: 21														
Traits:	Droid Body (You are a Organic Robot), Brute													

26. Fusion Bombs

This relatively small chamber is comprised of hexagonal plates forming a rough sphere. Children play with balls not unlike these. In the centre, wrapped in intestinal-like loops of cable, lies a green, pulsating rock the size of a man.

These chambers are actually nuclear bombs though biological in nature. Leviathan was quite capable of wiping out a small planet with these. Mechanics, Electronics or Gunnery Rolls, will clue the characters in on the nature of these "rooms." The Leviathan or the PCs may try to trigger one or more of these at some point.

- » Skill Rolls: Wealth, Mechanics or Electronics Roll to determine if anything is worth salvaging. Mechanics, Electronics or Gunnery Roll identifies the pods as nuclear bombs. Very Difficult Physical Roll required to open the doors if the ship or Captain is awake.
- » If the Ship is Powered Up: The chambers are sealed.
- » If the Captain is Awake: As above.
- » Salvage: The nuclear bomb are collectively worth 1 Influence.

27. The Heart

Veins crawl along the walls of this room. It appears to be broken into several chambers with each leading, via large portals, to the next. A thick red liquid fills the floors to your knees. Every minute or so, the entire chamber rumbles and convulses.

This is Leviathan's blood pumping heart. A Medicine Roll reveals the purpose of these chambers. There are four in total. The heart beats more rapidly [convulses more quickly] if Leviathan is awake. In fact, if the ship is awake, the players need to make Physical Roll to not to be "pumped" into the circulatory system as the entire heart fills with blood. One could quite easily drown.

- » Skill Rolls: Medicine Roll to determine if anything is worth salvaging. Medicine Rolls identifies the chambers as a heart. Physical Rolls are needed if the heart pumps or fills with blood. See Artery 27.
- » If the Ship is Powered Up: The heart is far more active. It beats faster, blood fills the chambers and is pumped out. The PCs may drown if they do not make the rolls listed above.
- » If the Captain is Awake: As above.
- » Salvage: There is nothing of value here.

27a. Artery

Ship is Hibernating:

These thick tunnels are dry and clogged in places. It's as if some kind of arterial plaque has accumulated along the walls. Small pools of red liquid flow into a tiny river, which moves at a slow pace.

Ship is Awake:

Blood courses through these arteries, sweeping away clogged areas and taking you with it.

The description for this area depends on the state of Leviathan. Fully awake, these arteries are full of blood. The Captain navigates them using his suit, which has a rebreather. If Leviathan is still hibernating, the arteries fill to the ankle with blood. That blood pumps every minute or so.

The main function of the circulatory system during the adventure is to allow the Captain to get around and attack the PCs in a guerrilla fashion if they flee him, or he wakes early. Otherwise, it is doing its job providing blood to the ship.

- » Skill Rolls: Medicine Roll to determine if anything is worth salvaging. Medicine Rolls identifies the chambers as a heart. Physical Rolls are needed if the Artery fills with blood.
- » If the Ship is Powered Up: The blood flows freely.
- » If the Captain is Awake: As above.
- » Salvage: The arteries have no value in and of themselves.

28. The Bridge

The Players have to get inside the bridge which is locked. If they have not yet had their interface encounter with him (see Part Three, pg: 36), the doors do not open, and the team lacks the proper tools to force their way in.

A vast view of space from the inside of an impossibly huge insect eye. Each facet of the eye distorts the space outside, providing a surreal vision of multiple views your merely humanoid ocular system cannot hope to process. Looking away from the view allows you some normalcy. You are on the bridge. A console curves around three seats. The middle resembles a throne. On it rests the king or, in this case, the Captain. He and the chair have become one, with his head and face covered in cilia snaking from a tentacle above. He must have died with the crew, but why wasn't he consumed? Then you see his chest rise slowly - he's still breathing. Very slowly, but he's breathing.

If the PCs Try to Kill The Captain

Let's face it, PCs often shoot first and ask questions after the game is over. That may well be the case here. The GM doesn't have to let the captain die here though. If the PCs attempt to kill him, a shield forms around him which repels all attacks. This field is generated by the chair. It also only works when he's in the chair. This gives the Captain a chance to flee or fight the characters here.

If possible, save the battle with the Captain as the penultimate encounter. Have him wake, then react by retreating and reassessing the situation. The PCs get some shots in, but he's fast and likely gets away.

Alternatively, you may allow them to kill him right here at any time. This may detract from the climax, but the real climax lies ahead.

The window looking out into space dominates the room. This convex bubble is shaped like the eye of an insect. The window allows multiple views from many angles of the ship to be viewed simultaneously. The Nephilim who piloted this ship could process all this, but it overloads the PC's eyes.

The console contains more of the orbs with which the team is now familiar. Two interface tentacles hang over the empty two chairs.

The captain is not literally fused with the chair. The chair is designed to penetrate the flesh of one sitting there and put them in stasis if necessary. It appears that the two have merged, but that's only the macro view. If the PCs look closely, they'll see the points at which needles have entered the Captain from the chair. **Electronics Roll** tells the team that this is a form of stasis, though one with which they are not familiar.

If the captain is already awake, he may attack the team here. Alternatively, the captain may already hunt the team, in which case he is not present on the bridge.

The doors to the bridge are impossible to force. In fact, gaining control of the bridge is one of the main goals of the adventure. It is only through the Captain's interface that the PCs can rescind the Captain's command.

If they've defeated Leviathan in the dreamland, the teams still have to come here to reverse the command. A command to attack, or any other major command, cannot come from anywhere but the Captain's interface. Leviathan has been trying to carry out its final orders for over a century. This is its chance. The PCs need to stop the ship from completing its final mission.

» **Skill Rolls:** Wealth or Electronics Roll to determine if anything is worth salvaging. Electronics Roll identifies the stasis chair. If Leviathan has been defeated in its dream world, the PCs only need to make a simple Resolve or Psychology Roll to interface and rescind the captain's final order.

» **If the Ship is Powered Up:** The captain is starting to wake.

» **If the Captain is Awake:** The Captain is only here if the GM wishes.

» **Salvage:** The stasis chair, console and orbs are collectively worth 1 Resource but aren't very portable.

29. Hangar

Huge ribs curve away into the darkness above. One would not be blamed for mistaking this as a cathedral, but it is, in fact, a giant hangar. Presently, only two ships – small fighter crafts – are docked. Each looks like a scarab. Weapons grow from the front of each ship. There is no ready means of accessing either craft. A huge set of doors dominates one wall. Clearly, a much larger ship could warehouse itself inside Leviathan. Along one wall lies what appears to be a docking port similar to the one from which you entered.

The two fighters can be entered, but it takes a **Mechanics** or **Bio Tech Roll** to find out how to get the cockpit open. The pilot lies inside like a man on a motorcycle, head thrust forward. Piloting the ships is unfamiliar but possible for characters with relevant skills. Aurelius can certainly pilot one.

During the final encounter, these ships might be used to flank the Corporate ship or engage its fighters. It is up to the PCs if they want to venture outside the relative safety of Leviathan.

» **Skill Rolls:** Wealth Roll to determine if anything is worth salvaging. Mechanics or Bio Tech Roll allows the PCs to enter the fighters and use them.

» **If the Ship is Powered Up:** The hangar lights are on.

» **If the Captain is Awake:** As above.

» **Salvage:** The two fighters are collectively worth 1 Influence. Tools and repair materials are worth 1 Spare Time Point in total.

Part Three: Leviathan Wakes

The goal of this section of the mission is to interface with Leviathan. The ship puts up mental defences, trying to confuse the players into believing they are trapped in some aspect of their childhood. The PCs must see through this illusion before Leviathan worms its psyche into the PC's minds. One group succeeds here, and the other fails. Either the team get inside Leviathan's strange mind, or it gets inside theirs.

Having escaped being eaten by Leviathan, the PCs find the ship is now fully awake. Not fully sane, mind you, but awake. Without a functioning crew, it's brain is a bit schizoid. This can be used to assist players having a rough time. While the fully-crewed ship would exercise the best strategy at all times, Leviathan on its own may not. Leviathan doesn't have to make the best decision in every case. If things are going rough for the team, cut them some slack. Leviathan's current mental state makes this slack plausible.

This section places the team in a dilemma. Leviathan has sealed the airlocks leading out. The PCs are trapped aboard. There isn't any getting out. Cutting their way out might be possible if they had heavy weapons, but they do not. For all intents and purposes, once Leviathan wakes, they are its prisoners.

Leviathan wants them to replace the dead crew. Granted, the ship itself ate the crew, but that was only after the crew was dead. It preserved the captain so that, in time, he too could be awakened to give the necessary command to complete the ship's 100 year-old mission. To fulfil this, Leviathan needs to interface with the PCs. To this end, Leviathan may again employ the living weapons to guide the PCs toward the interface room. It may also close off doors within itself to force the team along a path toward this room. Surely, the crew will sense a trap, but their options are limited.

However, if the group comes up with a great plan to get around interfacing with the ship, let them do so. Their feeling of agency outweighs anything cool written into this scenario.

Interfacing

Leviathan ideally wants everyone to interface. It believes, and rightly so, that if it can get inside the heads of the PCs, it will be able to use them as a surrogate crew. What this does to their minds is of little consequence to the ship.. It simply needs their wet drives [read: brains] to function well enough that the captain can command.

The situation in this episode is simple. The PCs need to interface with Leviathan to get off the ship. Leviathan needs to interface with the PCs to replace its crew. Only one can win.

Interfacing requires the cilia found in various interface areas to lock around the face of the "victim" while a smaller tube is inserted

up through the nose and into the brain. There, tiny, near microscopic tendrils seek out neurotransmitters and establish a link between the ship and the prospective crew member.

If The PCs Don't Know What To Do

If the players are stuck, have them make science rolls when in interface areas or while trying to puzzle it out.

Successful Bio Tech or Psychology Rolls hint at what the PCs must do to access Leviathan's systems. Further Awareness Rolls and deductive reasoning will lead them to the conclusion that the ship:

- » Once had a crew.
- » The crew must have been necessary to operate the ship, or it would have taken off on it's own.
- » The crew interfaced with the ship to control the vessel.
- » The PCs must do the same.

Leviathan is a symbiotic creature. It needs living minds to operate at its full potential. That is the special nature, and disadvantage of, these great ships of war.

Dreamland

Leviathan puts each character inside a dreamlike period of their childhood. This is designed to produce the dopamine and various other chemicals that allow the ship to have sway over their minds. For each character, the childhood moment is different.

The pre-generated PCs all have specific memories outlined. If you are using different characters, then the GM needs to extrapolate from the information provided by the pre-generated characters or make the childhood events from whole cloth. You might want to discuss briefly with the players what they envision as the childhoods for their PCs.

Each childhood moment is detailed on the next page. At the end of each of these dream states, the PC gets a **Resolve Roll** to overcome Leviathan. If they performed well in the trial, give them a bonus.

Each one who succeeds sees Leviathan's final battle and last order. If they do not know about Leviathan's orders to attack the Alabaster Colony, they do now. This adds some urgency to their mission.

Lucas-Childhood Moment

You weren't more than 11, the first time you saw your mother sell herself. Varsphere was capitalism at the lowest scale, and your family was the lowest among the low. The stack you lived in smelled of mold in the fall and ran with gutter rats in the winter. The elevator hadn't worked in years. You joined a gang, and by the Archons name, you've tried hard to forget the experience.

That tattoo, you remember getting it in the ruins of a deli. Dad wasn't going to get mom out of bondage to the local warlord, so you would. You excelled. You rose in the ranks. You made money. You killed.

Thirteen. Is that you? How can you see yourself from outside your own body? No, wait, now you're in your body. You hate this memory. The guy owed the gang money. He couldn't pay. He begged. He offered his daughter. That's what finally made you pull the trigger. His brains on the wall of his crappy flat like artistic vomit. You're shaking. You won't stop for hours. Have to get some cheap liquor back at your squat. Yeah...

Wait, this is a memory. How did it feel so real, so immediate, for that second?

Is that your mother? You see her silhouetted against the entrance to the squat. She's wearing her dress, moving toward you....

Only it isn't her. She looks like a Vagarti, only more so—the way kids draw mythic humans. She's beautiful. She's reaching her hand out to you. Behind her is another man... no, not a man. His brow is sloped. He looks like a primate. He's holding—what is that—a spear?

What the hell is going on here?

The GM should guide Lucas through a brief interaction with his childhood gang and the ruins of Varsphere. As Lucas proceeds, more and more of the dream world turns against him. He must fight his way out if he fails his **Resolve Roll** at the end. Opponents keep assaulting him until he is rendered unconscious or breaks away.

Talia-Childhood Moment

Donny, your brother, was changing channels on the vid again. Mom said it was your hour, but he was older and wanted to watch that sports thing he liked.

"Mom!" you yelled, hoping she'd intervene. That's when it happened. What were you, five? Four?

Donny put the game on, and everything changed. X'ion's legions were raining fire from the sky. Geodesic domes were being destroyed all around you. Your neighbour's house erupted in a fireball. Mom grabbed you, shoving you into the basement just as the fireball hit. Her face, backlit in that instant before she was consumed by fire.

You woke in the dark. The room was leaking again. You never had a mother you knew. That all happened 100 years ago and to someone else, someone whose memories you inherited. You sling on your overalls, already half dressed. No one sleeps naked in the underground. One of the domes just reported seeing something—a big sea creature. That dome has stress fractures already. You'll have to suit up and repair it. You're jogging the short distance to the airlock when you see it through the porthole—impossibly big, bigger than any whale. By the Archons, what the hell is it? Leviathan, it says to you...but in your head, not like anyone else can hear it. Max, your dive partner, looks at you. He looks at the ship. Somehow, you know it's a ship. Somehow, you know it's called Leviathan.

The GM conducts Talia through a dive. She has to go out and reinforce the dome, but the creature called Leviathan might have something to say about that. Her memories might shift between this memory Talia actually experienced and those she only remembers through DNA.

A successful **Resolve Roll** at encounter's end allows escape from the dream. Failure means that Talia cannot repair the dome. It implodes. She must get back inside another part of the facility before her air runs out. She is either rendered unconscious or escapes Leviathan's hold.



Beytah -Childhood Moment

Light scatters through a cut-glass decanter on a black and white tile floor. You're playing with your favourite toy, OMNIMAX, a robot made by the Corporation. OMNIMAX will defeat X'ion when he returns in the greatest battle of all time! OMNIMAX explores the ruins of humanity and fights off pirates for treasures that belong in museums!

Mom comes in, her grey hand brushing away an errant lock of your hair. You smell the lavender on her, the result of soap she uses. You aren't supposed to use that soap. It's expensive and dad bought it for her, but sometimes you do anyway, and she pretends not to notice. You like that.

No...

You're in a tube. You see scientists and techs outside. "Oh, crap. Number twelve's awake," someone says.

"Well put her back under," another says.

What's that you're attached to? Something coming out of your throat... something like a tentacle. Mom never existed, did she? Oh, why do you have to remember this now?

You kick at the glass, sloshing the liquid in which you're suspended. You kick again, and the glass fractures. The crack grows like frost on fast forward. You and the entire contents of the tube spill out.

"Beytah," someone is saying, but it's in the old tongue. The one Nephilim no longer speak. Is that a red sky you see outside the lab window?

The GM guides Beytah through the ego-bruising memory she had not so long ago. Nephilim aren't supposed to wake during memory implantation. It leaves scars. Leviathan has found one and begun to pick at it.

Beytah is naked and surrounded by scientists. She doesn't know who she is. Her memories aren't complete. In reality, she was shuffled back into another tube after being sedated. Or at least that's how she remembers it, but what can you trust when your head is full of thirty years of memory, but you're only four?

As Beytah completes her brief vignette, she makes a **Resolve Roll**. If she succeeds, she escapes. If not, soldiers come to shoot her with non-lethal weapons. The test subject cannot be allowed to escape.

Aurelius-Childhood Moment

Decimus was the best in your class as a junior cadet. He was best when you matriculated to Military Operational Speciality training. He was the best in virtual infantry combat. He didn't last seventeen seconds once your pods opened on that half-assed world.

Contracted to fight for the Corp, Decimus' family would receive a bonus for his death. You were up against Nephilim that day. Why either side would want this swamp was anyone's guess. The Nephilim could really fight. You're whole platoon died, except for you. Your training kicked in. You did things right. But, like they say, it's just luck that separates the dead and the living in the end.

Two days later in the mess hall aboard The Constantine, a guy from Fox Company freaked out. He started screaming, tried to kill his friend with a fork. Rarely happens. You were Legion, you didn't break. Three days later, it happened again during routine training. A guy blew the sergeant's head off during a drill. Would have done you too if you hadn't dropped him.

Again and again over the next three weeks, vets from Basha-IV—that swamp no one should want—started freaking out. Some kind of Nephilim psychoactive nerve agent, the docs said. But, you can't be trusted now. None of you can. Most of your company went crazy in the following months. You didn't. Now, you're in that bar where you met Lucas... what was it called? He's smoking, only then his features get all liquid for a second, and he looks like a Neph Alpha. Bartender has a name tag that says Leviathan. What kind of name is that?

Someone bumps into you and spills your beer. It's on. You sort of remember this part but not really.

Each of these moments, once fully revealed as an illusion, leads to the shared dreamscape of Leviathan's mind. It is here, in this strange, cubist-like terrain, that the PCs see Leviathan's final battle taking place above them. They recognize Alabaster's former weapon's platform: it is now colony.

The mental interface downloads the following information into their minds automatically, if they have not already guessed'

- » Leviathan's final battle nearly killed the ship.
- » It wants to execute its final orders.
- » It needs a new command from the captain to do so.
- » Stopping the captain from issuing that order ends Leviathan's ability to follow said order.
- » The final order sets Leviathan on a course to wipe out a Alabaster Colony, 10,000 people will die.

The GM guides Aurelius through a brawl. He exits to the rainy streets of Aural. Rain coming down, he starts seeing things. Maybe that nerve agent is kicking in? As he navigates an increasing hallucinatory landscape of an industrial city, he gets his **Resolve Roll**. Success brings him back to the waking world. Failure means he is hunted through the streets of this dream city.

Part Four: Oh, Captain, My Captain!

At this point in the adventure, the PCs have found the living Nephilim ship, boarded her, been attacked by living weapons, were nearly digested and tangled with drones. In the last section, they ventured into the mind of the ship itself where they won a mental victory which saved their minds and gave them some control of the ship.

They now need to learn to control Leviathan, but they have little time to do so. Leviathan has prematurely awoken the Captain, so that he might issue the final command. This command resounds from the walls of the ship itself as the Captain shouts at them from the bridge.

The Captain has much better rapport with the ship than the characters do and, unless they can immediately supersede his command – an unlikely scenario – the ship will head to Alabaster to destroy the colony. One or more of the players may elect to stay interfaced to prevent this [this only works if they are in the Captain's chair], but that leaves less to deal with the captain. He is a formidable opponent. The living weapons, despite any control the characters may have over weapon systems, are biologically engineered not to attack any members of the crew. They will not harm the captain.

Likely, the captain takes the most direct route to the players. However, they now have the possibility of closing the doors on the Captain as Leviathan did to them previously. Each time they wish to execute a simple command, they should make the appropriate Conversation or Leadership Roll. A more complex command, such as firing weapons, requires two successful Rolls. Stopping the ship requires three successful Rolls from the command chair.

The Captain's Strategy

He might be half mad, but he isn't stupid. The captain knows his vessel, and he is an excellent tactician. He is also wearing his battle suit, a part mechanical, part biological, piece of powered armour that not only protects him but enhances his strength and bristles with weapons.

If the PCs flee the bridge, the Captain pursues them via the ship's circulatory system (27A). In this way, he may get ahead of, and ambush, them. If the Captain is roused by Leviathan. He hunts the PCs via the circulatory system.

When the PCs enter the bridge, the Captain is in his chair(unless he was roused from sleep). He says the following:

[Eyes blink slowly, then rapidly]. How long have I slept. Leviathan? Where are we? What is our damage status? Leviathan! [He turns slowly and sees the PCs]. A boarding party! All hands to the bridge! All hands to...the... No. They are dead. They are all dead except me. [Something like laughter fills the bridge].

"We are old warriors, you and I, Leviathan. These creatures will be our crew, they shall feed your brain. We will have our last battle, you and I.

Leviathan, I give you the command to engage the engines and destroy the weapons platform around Makor (former name of Alabaster). Now! Victory or death!"

NOTE: The captain's chair emits a shield around him until he fully wakes. Opening fire is the natural reaction, but it does not kill the Captain until he rises.

How the battle unfolds cannot be determined here. The following assumes that the PCs have defeated the captain but no more.

During the battle with the Captain, Leviathan opens a Ley Portal and shoots directly for Alabaster. The final entry into the bridge should be tense, timed dramatically with the beginning of Leviathan's attack run on the colony, if possible. Again, player choice may have already made this impossible.

The GM might even get cinematic about the run on the weapons platform, cutting between what the PCs are doing on the ship and the frantic defences the colony tries to prepare. A scene describing the panic of people at a party, or of fearful children at school, reinforces the dire nature of the situation. Air raid sirens sound all over the colony.

Just as the PC kill the Captain and/or stop Leviathan from firing, another ship appears on the bridge's view screen – a Corporate attack cruiser.

Suggested Encounter (for 4 PCs):

- » x2 Endless Living Ammunition Groups.
- » x1 Leviathan Captain.

Theatre of the Mind Combat: Out Matched (14+).

x2 Endless Living Ammunition

Enemy Type: Henchmen

Balanced to Fight Players with: 0-5 Current Resources

Living Ammunition	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type & Variation	Cost	Movement	Defence	Armour	Bodies
Spit	+2	3+Bodies	4	5	2	RoF x4	2	1+Bodies* Gun		1	6	14	1	4
Natural, Bio Tech, *Strong Hit (5-6) with all RoF 1 Attack Rolls. Modification: Low Quality.														
Slots: 3, Defence vs Stealth: 10, Defence vs Impair: 17														
Traits: Critter (able to function in Air Vents), Endless (Gain 1 additional body at the start of each of your Turns, unless all other friendly Skilled and Nemesis NPCs are dead or incapacitated).														

x1 Leviathan Captain

Enemy Type: Nemesis

Balanced to Fight Players with: 0-5 Current Resources

Str 3 1	Foc 4 4	Defence: 10 + Ref +  = 	Armour: 4 + -1 = 	End: 10 + (Str x5) +  = 
Ref 4 2	Int 3 5	vs Impair Def + Str +  = 	vs Energy + 	Recovery Foc +  = 
Mov 3 3	Per 3 6	vs Psionic Def + Foc +  = 	vs Slow + 	Stealth 2 + Ref +  = 
Fate 1		vs Stealth 10 + Per +  = 	at 0 Endurance - 	Combat Order Int +  = 
**#Allies (max: 10)				

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type & Variation	Cost
Poison Shotgun	+6	7*	0*	2**	5	2	1	2 (+1d6)	3	Shell, Dispersion, Chemical, Synth Poison	2
Splash 1, Low Tech, Bio Tech, **2 Damage vs Targets at 0 End, **Strong Hit (5-6) vs Targets within first Range Increment.											
Modifications: Personalised.											
Strong Hit: Synthetic Poison (Hit) Non Robot Target takes 3 Endurance Damage at the Start of their Turn until they receive Paramedics or Extended Care (Synthetic Poison Effect can stack up to 4 times).											
Grenades	+4	8	5	1	2	1	1	1	1	Shell, Thrown, Kinetic	1
Splash 2, Small, Slow, Bio Tech, Modifications: Personalised.											

Race / Var / Trait	Requirements	Benefits
NPC Nephilim	NPC	
Sustained	Nemesis NPC	Gain a free Recovery at the start of each Turn.
Reaction Implants	Min Ref 4	
	Armour 0-3	

The Last Battle

This is the actual climax to the adventure. The PCs have, hopefully, saved the colony, but they now have a fight with a Corporate battleship on their hands. What's more, they only have Leviathan (their prize) with which to fight.

The team may also decide that they've had enough and use The Ransom to escape. That's would be viable, except this ship isn't acting under Corporation orders, but under Nathaniel's.

The cruiser isn't quite a match for a functioning Leviathan, but the PCs aren't exactly a trained crew. They are going to have to wing it.

The cruiser Cat O' Nine demands surrender. The voice on the other end of the comm is angry. Lucas recognizes it. It's Nathaniel. Nathaniel wants nothing more than to see his rival destroyed right now. He didn't get the Leviathan, but he will get Milo. In point of fact, Nathaniel is partly bluffing. He doesn't have a full crew for his ship either. He may lie and claim he is back with the Corporation. This is not true.

"You bastard, Lucas. You thought you got clean away, didn't you? Well you didn't. Not like last time."

Nathaniel's face appears on screen. Lucas recognizes his voice, but not his face.

"Looked different last time you saw me, didn't I? Left me to burn. Now it's your turn. Or, Lucas, you can hand over the ship and yourself. I'll let your friends go. If not, I'll kill them while you watch. Then you and I will have a private little chat."

The battle plays out between the two ships according to the ship-to-ship combat rules. The living weapons may be employed, though there is some questionable morality to this choice. Talia, the Kaltoran, most likely objects to their use. The main blaster, or even the fusion bombs, could also be employed. There is no small amount of destruction to be had here.

The encounter likely ends with the PCs either fleeing or defeating Nathaniel's ship. They now have as much control over Leviathan as they can. The ship goes where they wish. The team may have bonded with the ship and might feel its raw, animal pain at being sold into what amounts to slavery. Of course, the team might not turn the ship over to Milo. If they do not, the GM decides what happens in their next encounter with the Corporation.

Suggested Encounter:

» x1 Cat O' Nine.

Theatre of the Mind Combat: Easy Fight (10+) if Leviathan is used.
Theatre of the Mind Combat: Out Matched (14+) if The Ransom is used.

Epilogue

Milo meets the team at a prearranged space station off the beaten path. He doesn't want news of the Leviathan spreading until he's secured it. He's ecstatic about the salvage, and greed twinkles in his eyes.

"You did it. You really did it. Oh, she's a beauty. She'll guarantee me a promotion for sure. Our scientists will take her apart and figure out what makes her tick in no time. I might be made vice president of the Weapons Division for this. Your money is here. Count it, I would. What? I know that look in your eyes, Lucas. This is why you never made it in the Corp. Ethics. Throw them out. You need the money more. Besides, how else are you going to pay your crew, eh?"

Milo smiles, opens a briefcase with the money and waits for the team to count it. They are paid whatever percentage agreed upon out of 1,000,000 credits. At this point, there's already a Corp cruiser, Legion mercs and a tug waiting to take Leviathan. The PCs can pick a fight if they want, but it isn't likely to end well.

Milo is very interested just who in the Corporation tried to get the ship before he did. Who was Nathaniel? And what was his connection to Lucas?

If the team wants to allow Leviathan to remain free, their best bet is to take off after the battle with the Corporation cruiser and leave Milo in the dust.

The adventure ends, most likely, with the PCs taking their reward—no small amount—but feeling a bit bad about what they've done. They are also left with lingering questions.

Loose Ends

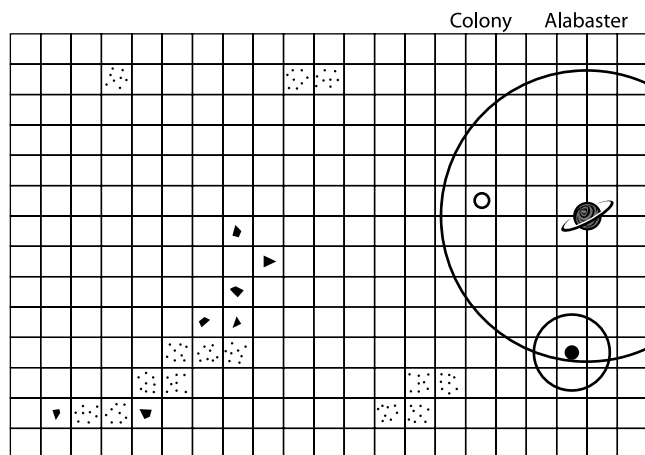
The adventure has concluded, but mysteries remain. How did Nathaniel find the team? If he survived, what will he do next? Finally, what might Leviathan itself remember from so long ago? A map inside its head could lead to anything the GM might imagine. One thing is sure, the team doesn't get out of this adventure without making at least one enemy.

Following Up

The living ship represents a war the characters know nothing about. Aboard her they might have found clues to another artefact from that era or even earlier. Perhaps the ship found something human, something over 10,000 years old with which the PCs must now deal? Perhaps Leviathan's memories contained a kind of treasure map to an ancient human outpost?

You have a galaxy of possibilities to explore. See what parts of the adventure your players liked most and write on from there. The Empire might be fragged and broken, but it is vast and mysterious in its reach.

Suggested Space Map



Cat O' Nine

Balanced to Fight Players with: 56 Total Influence

Hul 4 1

Pow 4 4

Eng 3 2

Cre 3 3

CPU 4 5

Sen 3 6

Size 3

Defence: $12 - \text{Size} + \text{E} + \text{○} = 12$

vs Ordnance $\text{Def} + 2 = 14$

vs Boading $10 + \text{Size} + \text{C} + \text{○} = 16$

Armour: $3 + \text{○} = 3$

vs Boarding $0 + \text{○} = 0$

at 0 Shield -1

Shield: $10 + (\text{PxSize}) + \text{○} = 22$

Regen $\text{Power} + \text{○} = 4$

Weapon Slots $\text{Size} + \text{○} = 3$

Weapons	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Blaster	+4	3	4	Sensors	Inf	3	1	1	2	Battery, Crack	5
Front and Side Arc, Lock On +2, Strong Hit (5-6), Modification: Improved.											
Combat Squad 1	+1	2+Bodies	2	1	-	-	0	Bodies	4	Ordnance, Fighter, Synth Steel Bots	8
Defence: 16, Armour: 1, Movement: 3, Bodies: 4, Front and Side Arc, Lock On +6, Energy, all Allies within 2 of a Combat Squad Body gain +2 Def vs Ord Modifications: Digital Targeting Array, Improved.											
Combat Squad 2	+1	2+Bodies	2	1	-	-	0	Bodies	4	Ordnance, Fighter, Synth Steel Bots	8
Defence: 16, Armour: 1, Movement: 3, Bodies: 4, Front and Side Arc, Lock On +6, Energy, all Allies within 2 of a Combat Squad Body gain +2 Def vs Ord Modifications: Digital Targeting Array, Improved.											

Build / Traits	Requirements	Benefits	Disadvantages
Corporation			-2 Quick Fix Repair Rolls.
Hanger Bay	Min Hull 4	-2 Mount, Fighter. +1 Bodies, Fighter.	
Drone Crew		Reduce all Crew Attribute Damage by 1 to a minimum of 1.	
Fighter Shield	NPC	Any time You or an Ally take Attribute Damage and are within 2 of one of your Fighter Bodies, you may Destroy a Ally Fighter Body and you or your Ally takes no Attribute Damage from that Attack.	
Deck Hand		Strong Hit: Get Back out There! (Engineering, Success) Rebuild one Fighter Body, this Fighter Body may be Launched instantly.	
Balanced	Not Legion		

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See: www.fraggedempire.com

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Let Sleeping Gods Lie

An Adventure Suitable for Characters with 3-5 Current Resources.

Written by Chris Lites.

Welcome to the introductory adventure for Fragged Empire. This free form scenario is just one possible adventure the characters can undertake in the Fragged Empire universe. This mission is designed around some of the core themes of the book: post-post-apocalypse, ancient tech and interspecies communications.

The Job

The crew of "The Ransom" is hired by a Corp contact to salvage the remains of a living Nephilim warship which has recently floated out of the Monopoly Asteroid Belt. The characters are racing against a rival who they've tangled with before. The first to get to the ship gets it and the valuable salvage it promises. But ancient warships are not to be trifled with, and this one isn't dead - merely hibernating. It wants the PCs to become its new crew so it might fulfil its 100 year-old mission to destroy a weapons platform in the Haven system. The only problem is that weapons platform is now a thriving colony, but there's no reasoning with this alien vessel of war.

The Leviathan

Not so much a personality as a creature on the verge of becoming a persona. Leviathan is old, possesses over a century of memories and has been alone for too long. The ship is unstable, unstable as a dog long without its master. The ship is depressed, still grieving and clinging to the single purpose for which it was designed-battle.

What to Expect



Post-Post-Apocalyptic



Freeform Exploration



Genetic Engineering



Tactical Miniature Combat



Corporation



Personal Combat



Nephilim



Spacecraft Combat

www.fraggedempire.com

Created by Wade Dyer

