

**FRAGGED**  
EMPIRE

# Alien Flame

Written by Ryan Schoon

An Adventure Suitable for Characters  
with 6-10 Resources.

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An adventure for Characters  
with 6-10 Current Resources.

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**Fragged Empire Adventure: Alien Flame.**

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# Introduction

GM Eyes Only

## Tying Alien Flame into your Campaign

A lot of the text in this adventure assumes this mission is being run as a one shot. It doesn't dive into the structure of a campaign or rely on past character decisions to fuel its twists and turns. It also doesn't take into account the PC's history before this moment. It is very possible that decisions your characters have made in past sessions may directly conflict with the information present in this module. In that case, make the right decision for your gaming group. If sections of this module need to be skipped or changed, feel free to do that.

This adventure also assumes the PCs are bounty hunters, pirates, or other fringe characters who rely on taking odd jobs to provide an income. If the PCs in your campaign are part of a faction or government who pays their way and sends them on missions, then tie that setup into Alien Flame. Here are a few hooks to tie the events of Alien Flame into your campaign:

- » The Twi Far scientist Elidrav has connections with the organization that the PCs work for. Elidrav requests assistance in a basic search & rescue mission, and the PCs are sent to respond to the call.
- » The PCs have uncovered a data disc rumouring an unimaginable treasure aboard the Twi Far vessel The Flame. Unfortunately, by the time the PCs reach the given coordinates, The Flame has already been lost, and Elidrav hails the PCs on an open frequency.
- » A third party interest discovers that The Flame has gone AWOL and brokers with the PCs to retrieve the ship for him. When Elidrav finds out the PCs are going after his ship, he attempts to set up a meeting with them.

If you are a player interested in experiencing the storyline of Alien Flame, then read no further! This module is full of spoilers which can ruin your experience of the adventure! The adventure is written directly to the GM, with tips and options being presented in the black boxes.

We have included a few general guidelines and directions for leading the players through this adventure in an "optimal" path, but it is important to let them explore their sense of agency. There are some events in this module that will occur no matter what the PCs

do – sometimes their fate is determined by other influences, but it is important that these events feel organic and the PCs feel like they had a chance to fight against it, even if they really didn't. The last thing you want is for the PCs to feel like they're on rails, or that they're passive observers to the story happening around them.

## About the Faren

This adventure touches on the mysteries of the Twi Far and their relationship with the enigmatic, symbiotic beings known as 'Faren.' Within this adventure several possible explanations for the origin of the Faren are either explained or hinted at. It is important to note that none of these explanations are explicitly canonical, meaning the players may find information leading them in the wrong direction, or may come to their own conclusions about the very nature of the Faren. Each gaming group will run this adventure differently, picking up on different clues, and you are encouraged to lead the players towards whatever origin of the Faren that you feel best fits the game you are running, and the players you are running it for.

The nature of the Faren is so malleable that the conclusions drawn by the PCs may change over time as new information is presented to them.

## The Two Tasks

There are two disparate plot lines at work in this adventure: the arc that is presented to the PCs by Elidrav, and the arc that is happening behind the scenes.

Elidrav, a Twi Far scientist and the voice of The Monitor, has posted a bounty mission in public channels, or has in some other way contact the PCs. The players take on the role of the characters who have expected this mission: whether they have worked together before or not is up to them. On the surface, the mission feels very routine. Elidrav hires the PCs to retrieve a malfunctioning Twi Far science vessel, The Flame, that has ventured far off course and into deep space, right in the middle of pirate territory belonging to the 7 Brothers, a fearsome pirate organization. The disappearance of this ship is a bit of a mystery in its own right, as the crew of The Flame did not signal their departure from the fleet, nor have they maintained any form of communication: their channels have all been shut down.

Elidrav is eager to solve the mystery of this wayward ship and is willing to pay generously to retrieve the lost vessel. It is very possible that the 7 Brothers have not yet discovered The Flame, but if they learn of the ship's existence, they will be quick to salvage the rare Twi Far technology on board.

# Pre-Gen Characters

The situation is far more complicated. The Voice of The Monitor, and the scientist running the on board experiments, is a shady character named Elidrav. The experiments that he has been running on The Monitor have been done so in secret. He hopes to channel the power of the Faren and build an army of soldiers more powerful than anything that has come before. These experiments are top secret, and the PCs will have no way of knowing what is happening behind the scenes, nor will they realize Elidrav has masterminded this whole operation, but the clues are there. Elidrav claims The Flame was his most valuable research ship, and the experiments there are so secret that the ship itself must be kept completely off the books. Throughout the adventure, the Twi Far leaders they meet will claim to have no recollection or knowledge of either The Monitor or The Flame. Though the PCs won't believe it, this is not a lie — only Elidrav's select team know of its existence.

The experiments that Elidrav performed on the Faren were equivalent to torture. It is no surprise that the Faren gathered together to revolt — an action Elidrav thought impossible. It turns out he vastly underestimated these beings, who slaughtered his crew and stole command of The Flame. Elidrav has no idea where the ship is travelling — that much is true — but he knows more than he is letting on.

## The Black Faren

The key to solving this mystery lies with a newly discovered variety of Faren known as "Black Faren." The Flame managed to capture an incredibly large and powerful Black Faren, which they called Negru. It was Negru who orchestrated the breakout and led his fellow Faren to capture The Flame, but in the process it was tricked and caged.

Once the PCs unknowingly free Negru it will gather a massive Faren swarm and lead an assault against the Twi Far fleet as it searches for Elidrav.

## Suggested Timeline

- » Meeting with Elidrav aboard The Monitor.
- » The PCs decide how to best handle the pirates, possibly striking a deal.
- » The PCs find The Flame and board it.
- » The PCs accidentally release Negru, who gathers a massive swarm to attack the Twi Far.
- » The PCs travel back toward the Twi Far fleet, possibly aiding the pirates on their way through.
- » The PCs arrive just in time to witness the Attack on the Twi Far.
- » The PCs must fight Elidrav and Negru in a three way combat.

These pre generated characters are designed to fit the needs of the adventure. If this is your first time playing Fraggged Empire, it is our suggestion that you play with these characters as they have all the required skills and abilities needed to complete the module.

You are always welcome to create characters of your own, as only you know the strengths and weakness of your group of players. If players do decide to make their own characters, here is a list of important skills that should be included in order to avoid any serious stumbles during gameplay.

- » Leadership.
- » Culture.
- » Programming.
- » Electronics.

PCs should also have a mixture of Energy and non Energy Weaponry.

## The Crew of the Dove

The PCs will take on the roles of bounty hunters on board The Dove, their trusty ship. They are a group of factionless opportunists who travel the galaxy in search of the biggest scores. Some of what they do is criminal, but most of it is above board. However, there are very few jobs that they won't take, and they tend to gravitate to the jobs with the best pay — out over the jobs that will make the most difference in the galaxy.



## Yanata\_0086, Palantor Ship Captain

Once a soldier, always a soldier. Long ago, in the days when you were a human, you fought in a massive system wide war that has long been forgotten. You have only dim memories of this, buried beneath the thousands of years of digital memories you made while wasting away in a isolated Palantor Network node. These memories haunt you in the form of flashbacks quick snippets of images of your life as a human. They aren't enough to figure out where you were or even the weapons you had used, but they are enough to distract you and cause dissonance between your mind and body.

When your consciousness was rescued from the network and you were given your first robotic body, the instinct to fight was still strong in you. You decide you would keep fighting, and fought you did. You became instrumental in the Palantor's war against their Mechnoid foes. That is, until the glitches became more regular and

your personality started to fragment. Unable to control your own mind, you are prone to fits of outrage and violence. Your Admins deemed you unfit for duty and pulled you from the front lines. They offered you a new life: that of a civilian working a shop on one of the Palantor ships. But that life never called for you you will not sit idly by while others fight your battles.

Your quest to fight started off noble enough. You stole a Kaltoran ship, renamed it The Dove, grabbed a crew, and started your own personal war against the Mechnoids. It ended badly when an ambush killed your organic crew with a bio bomb, leaving you as the only one to survive. You quickly realized you were not strong enough to fight the Mechnoids on your own so you put your ship to different use. Now you travel the stars, alongside your new crew, hoping to keep them alive while keeping your glitches hidden.

### Primary Skills:

+1 Wealth  
2 Conversation  
+1 Leadership  
2 Culture  
+1 Physical  
+2 Resolve  
2 Awareness  
2 Survival  
2 Mechanics  
+3 Electronics  
+4 Programming  
2 Bio Tech  
2 Medicine  
1 Psychology  
2 Astronomy  
2 Planetoids

### Combat Skills:

+2 Small Arms  
1 Heavy Arms  
+3 Tactical  
1 Exotic

### Ship Skills:

+1 Command  
1 Engineering  
+1 Operations  
2 Gunnery

### Equipment:

Head Set (Short Range Comms (100km)).  
Token of your Former Life (Resolve Toolbox).  
Electricians Tool Belt (Electronic Toolbox).  
Computer (Programming Toolbox).

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

**Ref** 3 2 **Int** 3 5 **vs Impair** Def+Str + 2 = 19

**Mov** 3 3 **Per** 3 6 **vs Psionic** Def+Foc + 0 = 15

**Fate** 2 **vs Stealth** 10+Per + 0 = 13 \*

\*#Allies (max: 10)

**Armour:** 3 + 3 = 3

**vs Energy** + 0

**vs Slow** + 0

**at 0 Endurance** - 1

**End:** 10+(Str x5) + 0 = 30

**Recovery** Foc + 5 = 7

**Stealth** Tac + Ref + 1 = +8

**Combat Order** Int + 2 = 5

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Plasma Rifle	+4*	6	4	4	2	3	2	1**	2	Gun	4
Lock On +4, Burn, Energy, Jam (1 3), *One Attack per Turn, **Strong Hit (4 6) with all RoF 1 Attack Rolls, <b>Modification:</b> Personal, IR Laser Sight.											
Body Mounted Targeting Laser	+Int+1			Foc +3		Inf	2	1	0	Combat Computer	1
Gauntlet, Small, Strong Hit (5 6), <b>Modification:</b> Personalised, Extended Barrel.											

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.
Reactive Shot	Analyse OR Overwatch, Hit	If a character moves within 5 spaces of you: you may gain an immediate Free Attack against them with any Active Weapon.
Target Lock	Targeting Laser, Hit	Target is Locked On.

### Notes:

- » You have anger issues: Gain +1 Crit Dmg vs characters that have caused you Attribute Damage this Combat (does not Stack).
- » You always have 1 Cover Step.
- » You can see in the dark: Reduce all Low Light Cover penalties by 1 Step.







## Garaga Chidza, Remnant Scientist

Growing up on the fringe of Remnant society you have never felt understood by your peers: most Remnant search for the meaning behind their resurrection internally, by looking into their souls and finding religion. Commonly, Remnant flock to the banner, and priests, of the All Being, worshipping him at one of the many temples run by one of the many factions of the Remnant faith.

This life of religion is not for you, you've never seen the point of making a deity out of the All Being, who was more than likely just a scientist like you. You search outwardly for the meaning of life. Instead of asking why you were resurrected, you ask how. How do the Simba Mabwe keep the Echoes ghosts at bay? Who was this mysterious All Being and how did he gain the power to create the Remnant? You are quick to dismiss superstitions of magic even the Echoes have a scientific explanation in your mind, and you will be the one to discover it.

Your inquisitive mind was misunderstood in your home guta they

saw your disinterest in worship as an attempt to discredit the very religion they were building. Your own family and friends turned their back on you. You were called a heretic, and worse. You weren't even given a trial, the priests simply exiled you.

You became an outcast from your society, given to wander the endless Echo filled deserts of your homeworld. They all expected you to die out there, but you didn't. Instead, you moved forward, pushed on by your inquisitive mind. You used what the desert provided to survive, and you managed to keep the Echoes at bay long enough to reach another guta this one with a spaceport. You took a job on the first ship you could find, The Dove.

You will unravel the mysteries of the Remnant, but travelling with The Dove allows you access to places you would never have gone, and gives you a place to stay while you conduct your endless research into the truth behind the All Being.

### Primary Skills:

2 Wealth  
2 Conversation  
2 Leadership  
2 Culture  
1 Physical  
2 Resolve  
+0 Awareness  
+1 Survival

2 Mechanics  
2 Electronics  
2 Programming  
+3 Bio Tech  
+3 Medicine  
+4 Psychology  
+3 Astronomy  
+3 Planetoids

### Combat Skills:



+2 Small Arms  
+1 Heavy Arms  
2 Tactical  
2 Exotic



### Ship Skills:



2 Command  
2 Engineering  
+1 Operations  
+2 Gunnery



### Equipment:



Head Set (Short Range Comms (100km)).  
Flashlight.  
Chem Kit (Bio Tech Toolboxes).  
Med Kit (Medicine Toolboxes).  
Digital Books (Psychology Toolbox).  
Digital Books (Astronomy Toolbox).


**Str** 2 1 **Foc** 3 4 **Defence:** 10 + Ref +  =  14 + Cover


**Ref** 4 2 **Int** 5 5 **vs Impair** Def + Str +  =  16


**Mov** 4 3 **Per** 2 6 **vs Psionic** Def + Foc +  =  18



**Fate** 2 **vs Stealth** 10 + Per +  =  12\*  
\*+ #Allies (max: 10)



**Armour:** 2 +  =  2



**vs Energy** + 



**vs Slow** + 

**at 0 Endurance** - 

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

**Recovery** Foc +  =  3

**Stealth** Req: Cover Tac + Ref +  =  +2

**Combat Order** Int +  =  5

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Dual Laser Submachine Gun	+0	8	3	6	3	12	1	4 (+3d6)	2	Gun	4
Energy. May fire through transparent objects (eg: glass) but not smoke, <b>Modification:</b> Personalised, Dual Wield, Extended Clip.											
Shrapnel Grenades	1	8	4	2	2	1	1	1	1	Shell, Thrown	1
Splash 2, Small, Slow, Low Tech.											

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.
Kill Zone	Damage, Does not Require Hit, RoF 3+	'End Dmg +2, Shield Dmg +2 and Splash +1' OR 'Splash +2'.

### Notes:

- » It's bad when you bleed: Bleeding Effect deals Attribute Damage to 2 random (2d6) Attributes (normally 1).
- » Cover grants you +2 additional Defence.



## Jenta Starborn, Twi-Far Engineer

It is the nature of a Twi Far to explore; to seek the vastness of the stars and find one's place among them. In no single Twi Far is this desire more discernible than in you, a brilliant Twi Far engineer.

You were born with a wrench in your hand and an understanding of power systems far beyond others of your age. It was clear you were designed for great things. If only you wanted those great things. You could have earned yourself riches and power working in a Corporation shipyard or as the mechanic for a pirate fleet. You could have even stayed on your home ship and made a comfortable life for yourself, travelling with from system to system.

But that is not the life for you. The wanderlust burns strong in you, and your Faren knows it. The two of you were conjoined during the merging, but your Faren chose you because it also feels this call. Your Faren shares your propensity for rebellion and the urge to simply drift among the stars.

One day, you will have a ship all to your own, where you and your Faren can blindly travel from one system or another. Until then, you've thrown in your lot with the crew of 'The Dove', a ship whose captain doesn't demand much of you.

You long for a ship to call your own, one that you know better than your own self, and your Faren understands that need. One day, after being questioned by your Twi Far superiors, you decided you had enough and retired your post. The next day, you were on board The Dove, the closest ship that would have you.

You craved a life of peace, and a ship to call home. You have found both, floating among the stars aboard The Dove. Eventually, you will leave again to answer the call of the stars but, until then, you have found yourself a home.

### Primary Skills:

2 Wealth	+2 Mechanics
2 Conversation	+4 Electronics
2 Leadership	+2 Programming
2 Culture	2 Bio Tech
+1 Physical	2 Medicine
+1 Resolve	2 Psychology
+1 Awareness	+2 Astronomy
2 Survival	2 Planetoids

### Combat Skills:





2 Small Arms
+2 Heavy Arms
+1 Tactical
2 Exotic

### Ship Skills:





1 Command
+1 Engineering
+4 Operations
2 Gunnery





### Equipment:

Handheld Com (Short Range Comms (100km)).  
Flashlight.  
Toolbox (Mechanics & Electronic Toolbox).

Str 3 1	Foc 3 4	Defence: 10+Ref +  = 13
Ref 3 2	Int 4 5	vs Impair Def+Str +  = 16
Mov 2 3	Per 3 6	vs Psionic Def+Foc +  = 13
Fate 2		vs Stealth 10+Per +  = 13*

\*+Allies (max: 10)

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

End: 10+(Str x5) +  = 25
Recovery Foc +  = 3
Stealth Tac + Ref +  = 4
Combat Order Int +  = 4

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Faren Blast	+6	5	4	6	5	3	2	1	0	Gun	2
Energy, Natural, Slow, Pen 2 min 3, <b>Modification:</b> Personalised.											
Electro Grav Gauntlet	+7	4	3	2	3	6	2	1	0	Melee, Impairment	3
Gauntlet, Electro Gravity, Blunt, <b>Modification:</b> Personalised.											
Strong Hit: <b>Float Target</b> (Hit) Debuff Target: 1 Cover Step, reduce all Movement by 2 (minimum 0) and Push moves Target 1 additional space until your next Turn.											

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.
Shields Up	Engineering, Success	Regen Shields.

### Notes:

- » Any Attack with the Energy Keyword that causes you Endurance Damage gains Splash +1.
- » You have no Defence or Movement penalties from Zero Gravity Difficult Terrain.
- » Heavy (and Entrenched) Cover reduces all Endurance Damage dealt to you from RoF 3+ Weapons by 6 (normally 2).





## Zwar, Zhou Translator

You were not the bravest, or the strongest, or even the most intelligent of the Zhou. There would be no reason for the Twi Far to ever take you off world, as you were told multiple times. And so you studied, finding ways to barter for and, sometimes, steal whatever volumes you could get your hand on. You learned as many languages as possible in order to read untranslated texts and philosophies in your eagerness to learn what you could from cultures you would likely never get to see.

Eventually, your strange pastime drew notice, and you earned a job translating for a powerful and cruel Twi Far stationed on Praid; one that never bothered to learn Zhou. At first, the Twi Far were amazed of your ability to speak their language, and even more amazed at your ability to speak the other languages of the galaxy. You were a novelty, and much loved by your Twi Far employer, who took you with him when he left Praid, showing you off to his twisted and sadistic underworld friends.

You couldn't have been living a better life, until the Twi Far witnessed you in the pangs of hunger for the first time. The goodwill of your employer quickly turned as your boss became unnerved of your presence. Every Zhou will outlive their usefulness to the Twi Far eventually; you've always known that. There comes a time when you will no longer sate their desire for 'the new'.

You were discarded, thrown away by your former employer. With no home, and no way to return to Praid, you began to rely on the only skill you had language. You had already been making a name for yourself among Havens underworld a Zhou translator of such skill is a very uncommon thing. That very skill earned you a place among the crew of The Dove and the closest thing you have to a family, but a dark voice in the back of your mind tells you they will soon grow as unnerved by you as the Twi Far once did and you will find yourself alone again.

### Primary Skills:

2 Wealth  
+3 Conversation  
1 Leadership  
+3 Culture  
+4 Physical  
2 Resolve  
+2 Awareness  
+3 Survival  
2 Mechanics  
4 Electronics  
4 Programming  
1 Bio Tech  
1 Medicine  
+2 Psychology  
2 Astronomy  
1 Planetoids

### Combat Skills:

2 Small Arms  
2 Heavy Arms  
+1 Tactical  
+2 Exotic

### Ship Skills:

+1 Command  
2 Engineering  
2 Operations  
+1 Gunnery

### Equipment:

Handheld Com (Short Range Comms (100km)).  
Flashlight.  
Books (Culture Toolbox).  
Survival Pack (Survival Toolbox).  
Language Book (Psychology Toolbox).

**Str** 4 1 **Foc** 3 4 **Defence:** 10+Ref + 1 = 12 (+Cover)

**Ref** 3 2 **Int** 2 5 **vs Impair** Def+Str + 2 = 18

**Mov** 4 3 **Per** 2 6 **vs Psionic** Def+Foc + 0 = 15

**Fate** 2 **vs Stealth** 10+Per + 0 = 12\*

\*#Allies (max: 10)

**Armour:** 3 + 3 = 3

**vs Energy** + 0

**vs Slow** + 1

**at 0 Endurance** - 0

**End:** 10+(Str x5) + 0 = 30

**Recovery** Foc + 0 = 3

**Stealth** Req: Cover Tac + Ref + 1 = +3

**Combat Order** Int + 0 = 2

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Claws	1*	8*	4				1	2 (+1d6)	4	Melee	1
Natural, Gauntlet, Modification: Dual Wield, Low Quality.											
Arc Fire Bow	+1	4*	4	5*		Inf	2	1	3	Gun	3
Slow, Energy, Burn, Jam (1 3), Stealth 2, *Analyse Action Grants +2 End Dmg and Range (Max +2), Maximum Range = Rng x2 (normally Rng x10).											

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.
Taunt	Attack, Hit	Target character has Strong Hit 1 on their next Attack if they do not Attack you or include you within a Splash area.

### Notes:

- » You may function normally in all, non heat related, hostile environments (eg: void, underwater, etc...).
- » You speak multiple languages, including Twi Far and Legion.
- » If you perform the Full Move or a Charge Action you gain +1 Armour until your next Turn if you move at least 4 from your starting location.







## Lenny White, Corp Smuggler

During your youth, you showed great potential among the Corporation. You were among the top of your class at the Corporation engineering academy, and everyone who knew you from a distance expected you to go on to be a great Corp Commander. But those closest to you, included your commanding officers, were familiar with your penchant for rebellion and the chip on your shoulder a parsec wide.

Even though you excelled in your curriculum, your superiors and fellow classmates did not like you. Your abrasive, arrogant attitude put them off. So, instead of graduating with honours, you were accused of cheating, framed by your own peers and kicked out of the academy.

That chip on your shoulder grew even bigger and you swore vengeance on the Corporation. For a few years, you did everything

you could to sabotage them: stealing from their factories, sabotaging their supply lines and smuggling illicit goods in and out of Corporation space. You were their number one most wanted, accused of treachery, murder, and rebellion. If the Corporation had ever caught you, you would have never seen the light of day again.

At a certain point, the heat began to be too much to bear. You started setting your eyes on easier prizes: merchant caravans, freighter shipments. Eventually you found yourself making such a good living doing this that the slights you received back at the academy didn't seem to matter much anymore: smuggling paid better than your quest for vengeance ever would. And so you put that vengeance to the side and decided to expand your smuggling empire. The abilities and contacts you made on Corp stations make you a good fit for the crew of the Dove.

### Primary Skills:

+3 Wealth  
+1 Conversation  
1 Leadership  
+1 Culture  
1 Physical  
+0 Resolve  
+1 Awareness  
+0 Survival

+2 Mechanics  
1 Electronics  
+0 Programming  
1 Bio Tech  
1 Medicine  
+1 Psychology  
1 Astronomy  
1 Planetoids

### Combat Skills:

+1 Small Arms  
2 Heavy Arms  
+2 Tactical  
2 Exotic

### Ship Skills:

+1 Command  
+2 Engineering  
+0 Operations  
1 Gunnery

### Equipment:

Head Set (Short Range Comms (100km)).  
Flashlight.  
Credit Card (Wealth Toolbox).  
Mechanics Toolbox (Mechanics Toolbox).

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

**Ref** 3 2 **Int** 3 5 **vs Impair** Def + Str + = 15

**Mov** 2 3 **Per** 3 6 **vs Psionic** Def + Foc + = 18

**Fate** 1 **vs Stealth** 10 + Per + = 13\*  
\*\*#Allies (max: 10)

**Armour:** 2 + = 2

**vs Energy** + = 0

**vs Slow** + = 1

**at 0 Endurance** - = 0

**End:** 10 + (Str x 5) + = 20

**Recovery** Foc + = 2

**Stealth** Req: Cover Tac + Ref + = 1

**Combat Order** Int + = 3

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Body Mounted Fire Computer	2			Int + Foc	Inf	16	3	2 (+1d6)	1	Combat Computer	4
Lock On +2 (Strong Hit (5-6)), Gauntlet, <b>Modifications:</b> Personalised, IR Targeting Laser, Extended Barrel, Targeting Matrix.											
Strong Hit: <b>Target Lock</b> (Hit) Target is Locked On.											
Strong Hit: <b>Fire Support</b> (Hit, Locked On) Until your next Turn, all allies gain: Lock On (+2 End Dmg) (Does not Stack).											
Strong Hit: <b>Combat Superiority</b> (Hit, Locked On) Until your next Turn, all allies gain: Lock On +2 (+2 Rng) (Does not Stack).											
Self Propelled Shotgun	+5	6	3	4*	5	2	1	2 (+1d6)	3	Gun or Shell (Pick One)	2
Lock On +6, *Strong Hit (5-6) vs Targets within first Range Increment, <b>Modifications:</b> Adv Ammo, Personalised, IR Targeting Laser, Targeting Matrix.											

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).
Insignificant Target	Analyse, Hit	Gain +1 Cover Step until your next Turn.

## Repair

### Change Out

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

14t (+)

### Maintenance: Heal 1

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

12t (+)

### 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.

12 (+)

### Rebuild: Heal one 8

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

2x 14t (+)

## Spacecraft Environment

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

## Spacecraft Effects

<b>Boarded:</b>	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.
<b>Locked On:</b>	Enemies gain Hit: +Lock On vs you.
<b>On Fire:</b>	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.

10 (+)

### Extended Care: Heal all 1

and a Minor Condition.  
Requires: Toolbox.

2x 12t (+)

### 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.

12 (+)

### Surgery: Heal one 8

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

2x 14t (+)

## Personal Combat Environment

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

## Personal Combat Effects

<b>Bleeding:</b>	1 Attribute Dmg (no Armour) at the start of your Turn.
<b>Grabbing Target:</b>	As with Grabbed Effect but may remove as a Free Action.
<b>Grabbed:</b>	1 Action per Turn. May Move with Target if you have higher Str. Gain 1 Additional Action if you remove this Effect.
<b>Limited Vision:</b>	Targets gain Cover versus you: Light Cover (Low Light) or Heavy Cover (Blind, Pitch Black) vs You.
<b>Locked On:</b>	Enemies gain Hit: +Lock On vs you.
<b>Prone:</b>	+1 Cover Step Cost 2 Movement to Change. Moving one space costs 2 Movement while Prone.
<b>Stealthed:</b>	May not be Targeted while in Cover. Lost on Major Effect: Attack. Lost next Turn if 1st Action is not a successful Stealth Action.
<b>Suppressed:</b>	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		
<b>Full Move</b>	Move	Move +2	<b>Snap Shot</b>	Attack Damage Move	
<b>Take Cover</b>	Move	+1 Cover Step Armour vs Slow +1 (go Prone)	<b>Spray Fire</b>	Attack Damage Move	Hit +Per +Extra RoF Dice Move -2
<b>Prep</b>	Recover	Pick One: Draw Wpn Reload Un-Jam Set Up Pull Down Use Stim or Skill Roll (Medical).	<b>Sighted Shot</b>	Attack Damage	Hit +Per Range +Foc
<b>Analyse</b>	Attack Recover	On Hit: Boost next Attack: Crit Attribute Location +/-2	<b>Throw</b>	Attack Damage Move	Hit +Ref Range +Str
<b>Stealth</b>	Stealth	Vs Highest Defence On Hit: Cannot Be Targeted	<b>Overwatch</b>	Attack* Damage	Hit +Per *May Attack in a 180 Arc in response to any Action.
Melee Actions					
<b>Strike</b>	Attack Damage Move	Hit +Ref +Extra RoF Dice Move -2			
<b>Charge</b>	Attack Damage Move	Move +2 (Straight Line) Damage +1 (per 4 Movement)			
<b>Block</b>	Impair	Hit +Per +Foc On Hit: Debuff Targets next Attack: Strong Hit -1			
<b>Impair</b>	Damage Impair Move	Hit +Ref +Str On Hit: Pick One Debuff vs Target: Prone Grab or Move 1			
<b>Escape</b>	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 +		Gunnery +	
Skill Roll		Skill Roll		Skill Roll		Skill Roll	
<b>Full Burn</b>	8	<b>Damage Control</b>	12-Crew	<b>Calibrate</b>	12-CPU	<b>Preparation</b>	8-Crew
	Rotate 45° Alter Velocity = Eng.		Remove 1 On Fire Effect. Regen Shields. Armour vs Boarding +1		Add or remove 1 Locked On Effect.		Reload or Un Jam a Weapon. May Roll Once per Weapon.
<b>Manoeuvre</b>	Size x4	<b>Divert Power</b>	14-Pow	<b>Dumb Fire</b>	vs Def	<b>Volley</b>	vs Def
	Rotate 90° Alter Velocity = Eng -2.		A System Roll gains Str Hit +1. Take 5 Shield Damage.		Launch and Attack with a Warhead. Destroy this Warhead at the end of the Turn.		Attack with a Battery. Shield Dmg +1 May Roll Once per Weapon.
<b>Direct Crew</b>	14-Crew	<b>Combat Jump</b>	14-CPU*	<b>Seeker</b>	8-Crew	<b>Lead the Target</b>	vs Def
	Rotate 45° Armour vs Boarding +1 Make System Roll at -2 or Launch a Fighter.		*4 Success +2 Success required if Spacecraft leaves Combat Area. ○○○○		Launch a Warhead. This Warheads gains: Lock On +6.		Attack with a Battery. Range +1 May Roll Once per Weapon.
<b>Strafe</b>	vs Def	<b>Patch Job</b>	14-Crew	<b>Scan</b>	14 -CPU	<b>Bombard</b>	vs Def
Size 1 or 2	Rotate 45° Attack Front Arc with a Battery. Range -1		Repair 1 Attribute Dmg that was dealt after your last Turn.		Boost next Attack: Crit Attribute Location +/-1 vs a Locked On Target.		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

## Ship: The Dove

Your ship, The Dove, is a stolen Kaltoran transport that has been modified to meet your crew's needs. It is not only your primary method of travel and base of operations it is your home. The Dove is a fast ship with light armour, meant to outrace danger instead of facing it head on. It is equipped with a few short range weapons, and one cannon, as well as a high tech communications suite and a link directly to the bounty network, where most parties place their requests.

### If the PCs don't have a Ship

If the PCs are involved in a land based campaign where they might not have a ship, introduce them to Yanata, the ship captain, below. If this mission is inserted into the middle of an ongoing campaign, Yanata can provide the ship and act as the broker between the PCs and Elidrav. Perhaps Yanata heard of the mission and decided the PCs would be a fitting crew for his ship.



## The Dove

Influence Cost: 39.

<b>Hul</b> 3 1	<b>Pow</b> 3 4	<b>Defence:</b> 12-Size+E+3 = 16	<b>Armour:</b> 3+0 = 3	<b>Shield:</b> 10+(PxSize)+0 = 19
<b>Eng</b> 4 2	<b>CPU</b> 3 5	vs Ordnance Def+0 = 15	vs Boarding 0+0 = 0	<b>Regen</b> Power+1 = 2
<b>Cre</b> 2 3	<b>Sen</b> 3 6	vs Boading 10+Size+C+0 = 15	at 0 Shield -1	<b>Weapon Slots</b> Size+1 = 2
<b>Size</b> 3				

Weapons	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type & Variation	Cost
Crack Burst Turrets	4	5	4	Sen 1	Inf	12	1	3 (+2d6)	2	Battery	9
Full Arc (normally Front and Side), Lock On +2, Modifications: Weapon Bank, Improved.											
Forward Cannon	+1	3	5	Sensors	Inf	3	1	1	2	Battery	10
Front Fire Arc only (normally Front and Side), Lock On +2, Strong Hit (5 6)											

Build / Traits	Requirements	Benefits	Disadvantages
Kaltoran		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).
Boosters	Min Eng 4		
Wrap Shield	Max Pow 3		

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.
Boost	Engineering, Success	Increase your Velocity by 1 and immediately move forward 1 space.

## Notes:

- » Equipped with a Medbay.
- » Equipped with an Armoury.



# Part 1: Aboard the Monitor

## Elidrav, Voice of the Monitor

A Twi Far named Elidrav, the Voice (Captain) of a ship 'The Monitor' is offering a rather sizable reward for the safe return of another science vessel called "The Flame." Elidrav is offering a large amount of Corporate credits (2 Resources each) and technological secrets.

According to Elidrav's posting, The Flame has gone AWOL: it changed its trajectory without a word and is now heading into deep space. All attempts to communicate with The Flame have been unsuccessful the ship's communications suite appears to be deactivated. This vessel is important to Elidrav's research, and to the future of the Twi Far, and its hasty return is of utmost importance. The briefing includes coordinates leading to the Monitor's location at the far rear of the Twi Far fleet, and instructions on how to dock with it.

## The Monitor

The Monitor is an old model Twi Far science vessel, completely out of place with the newest generation of Twi Far ships. The Twi Far prefer non traditional designs that look as if they were pulled out of their imaginations. But the Monitor is very utilitarian, clunky and militaristic in its design. Its solar sails spring up above it, pulling radiation from the nearby stars to power its reactors.

The PCs are met at the docking bay by a dedicated Twi Far bodyguard named Tobar, who introduces himself as Elidrav's lieutenant. When he speaks of Elidrav, his eyes burn in intense emotion, and he truly believes in what Elidrav is doing on the ship.

Tobar brings a full complement of guards along with him and orders the PCs to leave their weapons and electronic devices on board their ship. They must submit to a full body scan if they wish to enter the ship.

If there is a Palantor in the group, Tobar is hesitant to let them on at all, but the PCs can convince him the Palantor are no danger with a Conversation successful roll of 12. Tobar is worried the Palantor may be transmitting information or filming, but he can't explain why he would worry about that without giving away the nature of their experiments.

The military motif continues inside the ship. The Twi Far believe in personal freedoms and the open sharing of ideas. But on the Monitor, many areas are marked 'Restricted' and armed guards stand in front of passageways: the PCs aren't given a free pass to roam.

The only path that is available to them leads straight from the docking bay down to the Laboratory on the sub level.

As the PCs pass rooms and corridors, they may notice the ship is outfitted for all manner of strange experiments, the purpose of which

cannot be deduced. If they look through the windows and viewports as they pass, they witness a multitude of flashing lights of many different colours and varieties. Some of the hallways are brightly lit with high intensity spotlights, while other hallways are lit with one single black light, casting a strange purple glow on the walls.

Tobar and his team will not be the first to fire, but will defend themselves if provoked or attacked. If the PCs escalate their meeting with Tobar towards an encounter, he will call for backup and have the PCs arrested and jailed in the Engineering Bay instead. They will only be let out if they agree to speak to Elidrav and carry out his mission: except now they must do it for free or become wanted fugitives across Haven.

As long as the PCs allow the disarmament and search, they will be led directly downstairs to the main research laboratory to meet Elidrav, the accomplished scientist and Voice of the Monitor. Tobar will speak endlessly of Elidrav and the achievements he has made for the Twi Far people, but he will never specifically say exactly what Elidrav has been doing.

## Elidrav's Secret History

The Twi Far are ruled by a great wanderlust it pushes them to explore the galaxy in search of new discoveries and adventures. This same wanderlust consumed Elidrav, giving him a passion for knowledge, and a desire to uncover all of the galaxies secrets. Elidrav started with the Faren he believed the bond could be strengthened to a point in which the Twi Far became gods. The experiments he performed, which involved dissecting and experimenting on live Twi Far and Twilinger subjects, were brought to light by the Chorus, he was banned from the Twi Far fleet.

But the Chorus underestimated the cult of personality that surrounded Elidrav. His followers, especially Tobar, were true believers. They saw it as their mission to help Elidrav ascend to godhood and unlock the secrets of the galaxy. Together, his new army stole two old, decommissioned Twi Far ships from a salvage yard.

He now continues his research in silence, hiding in the old ships that can't be tracked by the Twi Far Chorus. He follows behind the fleet, far enough he can't be detected, and harvests the Faren left behind by the fleet in order to continue his experiments.

Elidrav has gone so far as to experiment on himself, and his body is covered in burns and scars, covered by a long, white cloak that snaps closed in front, along with white gloves, which hide the disfigurement.. If questioned about his attire, he cites lab protocols and exposure risks.

None of this history is known to the PCs, as Elidrav had all record of himself and his ships deleted, but they may pick up hints of his true nature, and the dedication of his followers, through the conversations with Elidrav and the NPCs.

### The Research Laboratory

Elidrav greets them as “the Voice” of the Monitor. In other words, he is the captain of the ship and commands everyone inside it, which is quite the responsibility for a simple scientist. He takes his position very seriously, and doesn't have a sense of humour.

The PCs notice the Research Lab is equipped with more lights similar to those seen outside. Elidrav explains that he is in the middle of a decade long experiment studying the way light particles interact with each other at different wavelengths. He is incredibly well researched on the topic of light, but is vague about the actual goal of the experiments. He is most certainly a genius: he goes toe to toe with the most intelligent scientists and manages to answer their questions while distracting them away from topics he doesn't discuss.

All he'll suggest is that studying these lights is part of a grander experiment that will catapult the Twi Far into the future. He won't even mention the Faren at all, and guides the PCs away from any questions about the Twi Far's relationship with the creatures. Elidrav will continue to talk as long as the PCs feed his ego

Elidrav's passion for knowledge shines through the conversation. He is as brilliant, but maybe a little too devoted to his task. There is a darkness tinging his passion, and the more astute PCs can pick up on that. They get the feeling there are few lines Elidrav wouldn't cross in order to achieve his goals.



## The Briefing

The following information is delivered to the PCs as part of Elidrav's briefing. Fee free to read the dialogue directly from this page or paraphrase whichever suits you best.

"Thank you for responding to the call," Elidrav says as he motions you to sit before a large screen hanging from the wall of the research lab. The flat surface springs to life, displaying a picture of "The Flame," a vessel which mirrors "The Monitor". Elidrav motions towards it.

"This is The Flame, one of our finest science research vessels and twin to The Monitor. It is instrumental to the work I do here; without it, the breakthroughs I've had here are meaningless.

Three days ago, The Flame changed course without warning and broke off from the rest of the fleet. We were given no explanation and the captain did not respond to our hails. Our scout ships pursued the vessel for hours, but no one aboard The Flame answered our calls or contacted us with a ransom.

"The Flame has now entered the territory of the 7 Brothers, a pirate organization. I have pleaded with the Chorus to send our ships in after it, but they have no desire to start a war with the 7 Brothers. We still have a chance to bring The Flame back in one piece. The Chorus has authorized me to send in a small team, completely under the radar.

It is important that you retrieve our ship and return it to us before the pirates break it open and realize what they have. If they manage to strip it, our technology will be lost and the future of the Twi Far will be set back by decades.

This information is completely classified. Only the highest ranked Twi Far know of the existence of The Flame, and we would like to keep it that way. Any record of the ship has been expunged, and we will disavow any connection to you if you are caught.

Do you accept? The clock is already running"

In addition to the briefing, Elidrav will hand them a classified electronic tablet full of information, encrypted to their fingerprint. There are dossiers on The Flame and the 7 Brothers pirate faction, including the Brother in charge of this area of space, Dominus.

The Flame has not triggered its distress beacon, for an unknown reason, and so it cannot be tracked by that. The communications suite has also been deactivated, cutting the connection with the main fleet, so its current position is unknown. Finding The Flame will not be easy. Luckily, Elidrav has a device that can assist with this: a short wave radio scanner tuned to the specific frequency given off by a piece of equipment on board The Flame.

## Some guidelines for the conversation with Elidrav:

- » If asked directly about the strange lights all over the ship, he will wave off the question. If pressed, he will admit that the Monitor is performing experiments on the lights and the way they interact with each other.
- » If asked about the Faren, or about the Twi Far in general, he will refuse to answer, citing Twi Far regulations. He appears eager to change the subject away from the Faren.
- » If they turn on the scanner during their conversation, or while on board the ship, the Monitor puts out the same frequency as The Flame. Elidrav will acknowledge this, as both ships are identical in design, but he will not verify which piece of equipment is linked to it, or why they have that signature in common.
- » He believes the 7 Brothers to be an incredibly dangerous organization and fears for the life of The Flame's crew if they don't hurry.
- » If the PCs press about the nature of the ship or the mission, Elidrav gets increasingly paranoid. When he's had enough, he will rush away on important business and have Tobar escort them back to their ship.

Once the conversation is ended, Tobar and his guards escort the PCs back to their ship to make sure they leave in peace and the guards will hold their post until the PCs leave. Tobar gives them a cryptic warning that their movements are being followed, so they should avoid any suspicious activities.

## Next Steps

At this point, the PCs have a few branching options, but the most logical would be to follow in the footsteps of The Flame and set their course for its last known trajectory, which means cutting straight through pirate territory.

If the PCs attempt to get help from any other Twi Far vessel, they will be told The Flame does not exist and they've never heard of a ship called the Monitor or a Voice named Elidrav. This may seem like a simple cover up to keep the project a secret, but in reality everything Elidrav does is off the books, there is no record of the Monitor or The Flame in any fleet record, but the PCs will not know this.



# Part 2: The 7 Brothers

The Flame's trajectory carries it through the territory of the 7 Brothers, a Legion pirate group who make a living by capturing ships and either salvaging them or holding them for ransom. The particular area of space that The Flame is travelling through is overseen by Brother Dominus, one of the 7 Generals: a viciously brilliant tactician.

## The 7 Brothers

The 7 Brothers were once a small group of renegade Legion who fought for the good of all Legion everywhere. After they were killed in battle, another group stepped into their iconic armour and continued to carry the name. Now, the 7 Brothers have become one of the largest pirate fleets in the Haven system and have kept the name in spite of their immense growth. For more information on the 7 Brothers, see the Antagonist Archive, pg: 25.

This sector of space will be crawling with pirate ships and, unless one of the PCs has ties to the 7 Brothers or to Dominus personally, their ship is seen as an enemy vessel. The PCs have a few options for navigating through this part of the adventure.

## Following the Trail

As the PCs move through 7 Brothers space, they will begin to see signs of The Flame's presence: a trail so to speak. It starts with a dead pirate ship, a burned out scout vessel floating in the blackness, unpowered and empty. As the trail continues, they find a few more.

As they get closer, they hear snippets of chatter over their communications network, the pirates talk about an enemy vessel that has wiped out a bunch of ships on his path.

Eventually, they will approach a large congregation of pirates that seem to be following behind and monitoring The Flame. This is a large force, including Dominus' own flagship, The Black Blade, a sharp edged, ebony black Bastion gunship.

## The Fleet

- » They may attempt to Sneak Past the fleet and try to get to The Flame on the other side.
- » They may strike forward and Engage Head On, hoping to take the pirates with the element of surprise playing to their advantage.
- » They might Attempt to Parlay, if they think they have a reasonable chance of working with the pirates instead of against them.

## Sneaking Past the Brothers

In order to stealthily move past the 7 Brother's fleet, the PCs must win a series of successful **Ship System Roll skill tests**. For each successful test, the PC pilot navigates their vessel a little further without being spotted. This series of tests increases in difficulty with each attempt, making it harder to avoid capture over time.

The skill check starts at 10 and increases by +2 difficulty with each subsequent check, made in appropriate intervals as the PCs travel the long way around. If the PCs every fail their check, they are spotted by the pirates. The outcome of this varies based on the PC's diplomatic abilities and decisions. The pirates are hostile, but they will issue a warning before they fire upon the PC's ship.

### Example Skill Uses

- » **Command:** Carefully pilot the ship in such a way as to keep astronomical phenomena and objects between the PCs ship and the pirates.
- » **Command:** Move their ship forward as fast as possible while keeping their engine use to a minimum.
- » **Engineering:** Carefully regulate your ships energy systems to keep your signature to a minimum.
- » **Operations:** Secretly monitor the pirates' locations, sensors and coms.
- » **Gunnery:** Has no use in assisting with stealth.

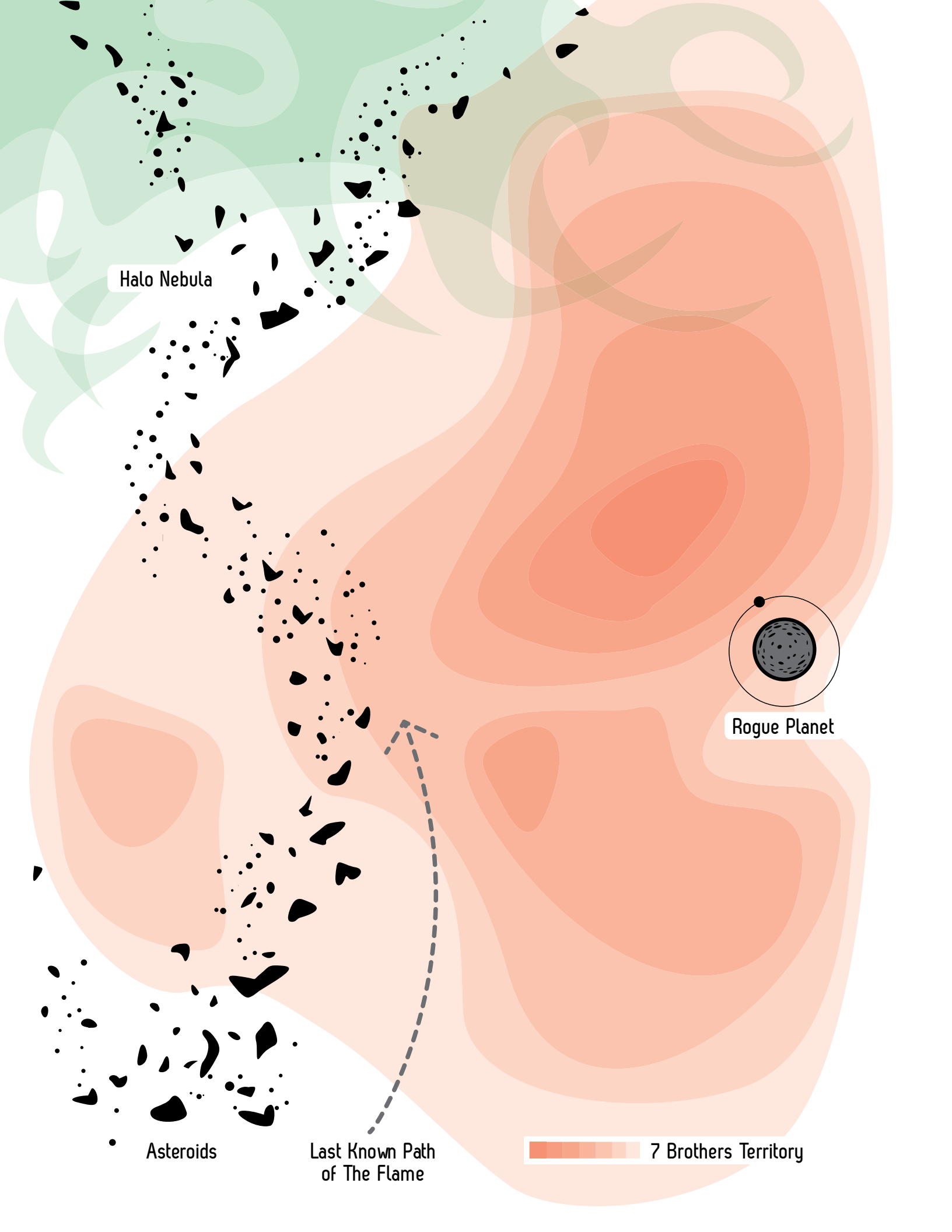
If the PCs refuse to hand over their ship, they warn the PCs that they will be forcibly boarded if they attempt to resist. If the PCs run, the fastest ships will pursue, otherwise they will use the Black Blade to forcibly dock with and Board the ship. If the PCs decide to fight back, the events are the same as if they Engaged the Brothers Head On. If they stay and wait, as directed, then they are Boarded by the 7 Brothers.



## Engaging the Brothers Head On

The PCs may decide to fight their way through the pirate fleet to get to The Flame. Whether this is a viable strategy, or not, depends on the capabilities of their ship. Most ships, including The Dove, would not stand a chance against a bulk force of the 7 Brother's fleet.

If it comes to a fight, the 7 Brothers will give the PCs an opportunity to stand down by hailing them over their radio. If the PCs do stand down, then the 7 Brothers will Board them and continue along that path. If the PCs resist, then the fight will continue.



Halo Nebula

Rogue Planet

Asteroids

Last Known Path  
of The Flame

7 Brothers Territory

The 7 Brothers aren't looking to blow the PCs out of the sky; their ship is more valuable if it can be captured in one piece. Instead, they will seek to immobilize it by destroying its engines or by hitting them with an Disruptor weaponry, which will disable the ship. Once the ship is disabled, the 7 Brothers will forcibly Board them.

They PCs may win a few fights against the smaller ships but decide to cut and run when the larger ships appear, including Dominus' own ship: The Black Blade. The PCs may have a chance to escape, but it will become a contested chase between the racing ships. If the PCs refuse to surrender, and the 7 Brothers are having issues boarding them, only then will they resort to blasting apart the ship and salvaging the remains.

### Attempting to Parlay with Dominus

A presumably less dangerous course of action would be to hail the pirate fleet and request a parlay with their commander, Dominus, aboard his ship, The Black Blade.

At first, Dominus is sceptical. The PCs will need to convince him to parlay through a **Conversation or Leadership Skill Roll of 14 or more**, or hint that they know about the Twi Far vessel in their space: **Dominus grows more interested at the mention of The Flame** and what it might hold.

If the PCs succeed in convincing Dominus to meet with them he will do so under one condition: the PCs must agree to disarm before leaving their ship and be escorted by armed Legion at all times. If the PCs agree to this then Dominus will rendezvous with the PC's ship and Board it.



### Boarded by the 7 Brothers

The 7 Brothers would much rather disable, board, and capture the PC's ship, as opposed to destroying it. If they get the chance, they will either pull in the PC's ship with a tractor beam or forcibly spear their ship with high tensile wire and pull it in. Once the PC ship is close enough, the pirates will cut through the outer hull of the ship and make their way inside.

Several of their larger ships are armed with tractor beams designed specifically for this situation. If they can get close enough, they will lock their tractor beams on to the PC's ship. The PCs will need to make an **opposed Command Roll in order to escape the beam**, but a disabled ship has no defence against the tractor beam.

**Note:** If the pirates are boarding the ship in response to a request to parlay, the 7 Brothers will take a much less violent approach.

The PCs must decide if they will surrender willingly or if they will ambush the pirates who come aboard. Even if they optioned for the parlay and agreed to lie down their weapons for Dominus, they can still change their minds now, but it will be a much more difficult fight once they're aboard the Black Blade

If they decide to fight against the pirates, then a Pirate Encounter occurs, using one of the suggested encounters listed on pg: 24 Most likely, the pirates will invade with a regular Boarding Party, but the difficulty of this encounter can be increased based on the situation and the PC's preparedness.

If the PCs invited the pirates as part of the parlay and they hand over their weapons with no issue, then the pirates will be comparatively gentle with them. They will not attempt to handcuff or bind them, but will keep the PCs at gunpoint as they escort them back to the Black Blade. Otherwise, the pirates will do their best to capture the PCs instead of killing them, as they are worth more as hostages or slaves sold to the black market.

If the PCs decided to fight back, and were defeated they are treated brutally: knocked to the ground, blindfolded, gaged, tied up, and taken to Dominus by force.

### Ongoing Campaign: The PCs are Pirates

If you're running this adventure as part of an ongoing campaign it's possible that the PCs are actually pirates themselves. They may even have ties to the 7 Brothers. If this is the case, it will put an interesting twist on the events. Dominus will respect the right of parlay with another pirate organization, even if they are rivals. However, if the group they are affiliated with has wronged the 7 Brothers in the past, convincing Dominus to let them pass through their territory will become even more difficult.

If the PCs happen to be part of the 7 Brothers organization, then Dominus will want in on whatever job they are performing, as is the pirate way. If the PCs wish to hold their place in the organization, then they must allow this, which will change the events below as they will be escorted by a group of pirates as they investigate the Flame. If you don't want this to occur, feel free to change up the pirate group involved here. You can pick a different pirate faction or make up your own.



## Possible Encounters:

The nature of the PC's encounters with the 7 Brothers are nebulous; the exact composition of any given encounter, and the frequency of these encounters, depends on their actions. The following is a list of pre made encounters you can use to antagonise the PCs as they travel through the territory, along with some tips on how to play out these encounters.

### Pirate Scout Ambush

The PCs run afoul of a group of scouts sent by the pirate fleet. A mixture of a few pre placed Disruptor mines alongside a number of 7 Brothers Fighters to lock on to the PC's position and hail for reinforcements. The scout party will circle around the PCs ones they approach their mines, preventing their escape. The PCs must either destroy the scouts quickly or find a way to jam their sensors in order to make a clean escape.

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

» Suggested Encounter (with 40 Influence):  
» x4 Fighter Brothers

### The Black Blade's Fleet

Once the Black Blade has entered combat, a peaceful resolution is far from Dominus' mind; he is eager to dispose of this annoyance. He brings with him a small portion of the 7 Brothers fleet. Several small attack squads and heavy fighters accompany him into battle. This fight is nearly impossible, and unless the PCs surrender to him, Dominus will do his best to destroy them.

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

» Suggested Encounter (with 40 Influence):  
» x2 Fighter Brothers  
» x1 The Black Blade

## The Black Blade

Dominus' personal ship is a highly modified Bastion freighter, transformed from a cargo freighter into a pirate vessel capable of holding large amounts of salvage and fighter squads. Its firepower has also been improved with plasma batteries and pivoting laser turrets. The ship itself has been painted to match Dominus' paint scheme: black with silver accents, and the emblem of the 7 Brothers. The Black Blade has a reputation for being a mobile fortress.

### Boarding Party

If the Pirates are able to board The Dove they won't take any chances; they'll send a few experienced soldiers backed up by several of their newer recruits. They won't know the PCs number, so they will expect strong resistance and have a force prepared to handle it.

Members of the boarding party are trained killers and are equipped with both ranged and melee weapons, making them effective in all forms of combat.

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

## Meeting Dominus

### The Hanger Bay

Whether the PCs are there by choice or not, they will be met on their ship and marched out to meet Dominus. They are searched before they are allowed to leave their ship, and difficult PCs are also handcuffed or even blindfolded.

The Hanger Bay of the Black Blade is well stocked with Scout Ships and Shrieks. If the PCs ever thought they had a fighting chance against Dominus, one quick look around the hanger would prove them wrong.

The PCs are escorted directly to the Throne Room, unless they attempt an escape, which will leave them somewhere along the corridors in the middle of the ship, leading to the Throne Room.

### The Throne Room

The Throne Room is Dominus' name for the bridge of the Black Blade, redesigned according to his specifications. The captain's chair is elegant and looks to be carved from a dark metal, truly resembling a throne. The room is decorated with thick tapestries depicting Dominus and his brothers, and the room is lit by simulated lanterns hanging from the walls. Dominus himself cuts quite the opposing figure in his ebony black Legion armour, his famous war blade slung in a sheath on his back.

Dominus is a gruff, no nonsense pirate who sees little reason to value the PCs as more than slave trades. If they come to him as prisoners, he will hear them out but has little interest in what they have to say, unless they mention knowledge of The Flame. If the PCs are there on invitation to parlay, Dominus is only slightly more tolerant of them.
























Dominus will be instantly swayed if the PCs mention The Flame. Dominus is aware of it, and his fleet is keeping an eye on it. But every ship he sends to investigate it comes back disabled, with its crew slaughtered. Dominus considers the ship an ill omen, and is convinced powerful warriors live aboard it.

If the PCs are willing to at least try and clear out The Flame, Dominus will let them get to it. He will go as far as to offer the PCs a large amount of Corp Credits if they agree to return the ship to him after they steal it, instead of bringing it to Elidrav.

If the PCs do not manage to convince Dominus to let them go, he will keep them as prisoners with the intention of selling them into slavery or ransoming them back to whoever hired them. But first, he will try and get whatever information out of them he can.

## Fighter Brothers

Influence Cost: 10.
























<b>Hul</b>  1	<b>Pow</b>  4	<b>Defence</b> 12-Size+E+  = 	<b>Armour</b> 3+  = 	<b>Shield</b> 10+(PxSize)+  = 
<b>Eng</b>  2	<b>CPU</b>  5	vs Ordnance Def+  = 	vs Boarding 0+  = 	Regen Power +  = 
<b>Cre</b>  3	<b>Sen</b>  6	vs Boading 10+Size+C+  = 	at 0 Shield -1	Weapon Slots Size +  = 
<b>Size</b> 				

Weapons (Pick 2)	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type	Cost
Disruptor Pulse Guns	+1	6	4	Sen 1	Inf	8	1	2 (+1d6)	2	Battery	6
Front and Side Arc, Lock On +2, Energy, Blunt.											
Micro Disruptor Mines	1*	5	4				0	1	2	Ordnance, Warhead	4
Defence: 12, Armour: 0, Movement: 0, Bodies: 10, Rear Arc (normally Front and Side), Energy, Blunt.											
*You must immediately make 1 Free Attack (even mid movement) against any non Ally Target with the Locked On Effect that comes within 2.											
Energy Missiles	2	3	3				0	1	2	Ordnance, Warhead	5
Defence: 16, Armour: 1, Movement: 6, Bodies: 12, Front Arc (normally Front and Side), Strong Hit (5 6)											
Energy, after a failed Attack Roll: Destroy this Body.											

Build / Traits	Requirements	Benefits	Disadvantages
Legion		On Fire Effect deals Damage at the end of your Turn (normally at the start).	
Light Fighter	Max Crew 2	Gain +2 Armour while you are moving at Velocity 3 or more. You may make 1 free Command System Roll each Turn.	You may only cause Critical Hits on Size 3+ spacecraft if they have 0 Shields.
My Baby	NPC		Maximum of 1 character on this Spacecraft (normally unlimited).

## The Black Blade

Influence Cost: 50.

<b>Hul</b>  1	<b>Pow</b>  4	<b>Defence</b> 12-Size+E+  = 	<b>Armour</b> 3+  = 	<b>Shield</b> 10+(PxSize)+  = 
<b>Eng</b>  2	<b>CPU</b>  5	vs Ordnance Def+  = 	vs Boarding 0+  = 	Regen Power +  = 
<b>Cre</b>  3	<b>Sen</b>  6	vs Boading 10+Size+C+  = 	at 0 Shield -1	Weapon Slots Size +  = 
<b>Size</b> 				

Weapons	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type	Cost
Beam Laser Blaster	+3	4	4	Sen +1	Inf	3	1	1	2	Battery	8
Front and Side Arc, Lock On +2, Strong Hit (5 6), Energy, Modifications: Improved.											
Strong Hit: <b>Burn Through</b> (Hit, Once per RoF) Make a free Attack against the Target (costs 0 Ammo) with this Weapon, at Rng 2 for each Attack made with this Weapon during this Turn.											
Plasma Batteries	+2	7	4	Sen 1	Inf	8	1	2 (+1d6)	2	Battery	8
Front and Side Arc, Lock On +2, Energy, Burn, Jam (1 3), Modifications: Improved.											
Combat Fighters	+1	2+Bodies	1	2			0		3	Ordnance, Fighter	9
Defence: 17, Armour: 1, Movement: 3, Bodies: 5, Front and Side Arc, Lock On +2, all Allies within 2 of a Combat Squad Body gain +2 Def vs Ord											
Modifications: Improved, Long Range Weaponry.											

Build / Traits	Requirements	Benefits
Legion		On Fire Effect deals Damage at the end of your Turn (normally at the start).
Destroyer		
Officer	Min Crew 4	You may make 1 free System Roll each Turn at +2 (no Strong Hits).
Jump Interdiction	Min Sen 2 Min CPU 3	At the End of your Turn, remove 1 Combat Jump Success from a spacecraft that has the Locked On Effect applied to them. Strong Hit: <b>Jam System</b> (Operations, Success) All Locked On Targets have -2 to their Operations Rolls until your next Turn.

# Part 3: The Flame

## Finding The Flame

The Flame has passed through 7 Brothers space, and the PCs have managed to catch up to it either by making a deal with Dominus or by avoiding the pirate fleet. Now, they need to find a way to aboard.

From the outside, the ship looks to be a carbon copy of the Monitor, just as it did in the briefing. However, its solar sails are detracted and it appears to be running at minimal power—all of the external lights and sensors are powered down and the window that looks into the main bridge is eerily dark. One side of the ship has been torn open, and a close look reveals it was blown out from inside, like something was trying to escape from the ship. This tear can provide an easy way to enter The Flame.

### What are they Tracking?

The PCs may find it strange that the ship is powered down yet their scanner is still picking up the frequency of a machine. It is important to note that the PCs have never been following the frequency of a piece of machinery: the scanner Elidrav gave them is tuned to the frequency emitted by the Black Faren, Negru.

The Flame doesn't respond to any attempts to hail it and the Hanger doors don't respond to any external requests for docking privileges: the whole ship feels like it has been cut off. The tear marks the most obvious and easiest way to enter The Flame, but they will need to tether their ship to The Flame to ensure it stays close by, or have a pilot stay on board the ship to control it. If the pilot is a player (as opposed to an NPC), this situation wouldn't be much fun for them, so the autopilot can be programmed to tail The Flame and pick up the PCs when they need it to.

If the PCs decide to skip the gaping hole and enter somewhere else, they could conceivably enter into any room—provided they have a way to cut through the hull of the ship. This move would be very dangerous as the PCs don't know the fate of the crew of The Flame: they could very well be alive, and blasting their way through the hull would put those surviving crew members at great risk.

If the PCs enter through the tear, they will find themselves in the Crew Quarter. If they decide to blast or force their way into the ship, it is a good idea to have them end up in one of the large public areas like the Recreation Room or Cafeteria.

## Setting the Tone

The following scenes aboard The Flame are designed to thrust the PCs into the middle of a sci fi horror film. Flickering lights, sudden plunges into darkness, the screams of the last few Twi'leks are discovered and killed, and grotesque visuals should be awaiting the PCs around every corner and in every room.

Don't be afraid to slow play this section: it shouldn't be presented as a series of fast paced encounters stacked on top of each other. Slowly build the tension of these scenes, give the PCs a chance to explore and begin to dread what is waiting for them. Let the player's own nervousness heighten their experience.

## Freeing Negru

At the crux of this mission lies a mystery: how do the PCs enter the Mechanical Bay? They have to get into this room if they have any hope of taking back control of the ship, but it has been barricaded off. The room is shut tight due to the lock down, and there is a strange light grid surrounding all of the entrance doors, created by a hard light generator.

Elidrav's scanner also points directly to this room as this is where Negru is held captive.

The key to getting into the Mechanical Bay lies in shutting down the hard light generator or finding a way to get around it. This can be done by destroying the generator producing the hard light, hacking it, or finding the commands to shut it off (in the Research Laboratory).

Once the light grid is off, the door has to be opened, which can also be hacked or can be opened with the Alpha keycard found in the Captain's Quarters.

Remember which method the PCs used to disable the hard light generator. Negru will copy this method later in the mission.



## The Faren

There are several different types of Faren spread out across the ship. It is important to note that PCs won't know what they're looking at during these encounters, so calling them Faren might be too much of a clue itself. Faren are, at their core, floating beings of energy that can fade in and out from the physical world. Describing them instead of explaining them will really help set up the mystery.

Included with the descriptions of each room are examples of how the Faren might be used in that location, but let the Faren slowly scale up in both their horror factor and in their danger level, with the Blood Faren and Black Faren, Negru, being the most deadly. The Faren are complicated creatures that perform a variety of functions. Some of their abilities are dependent on what type of light they are exposed to.

### Regular Faren

Are the type normally collected by the Twi Far and used to merge with young Twilinger..

### Blood Faren

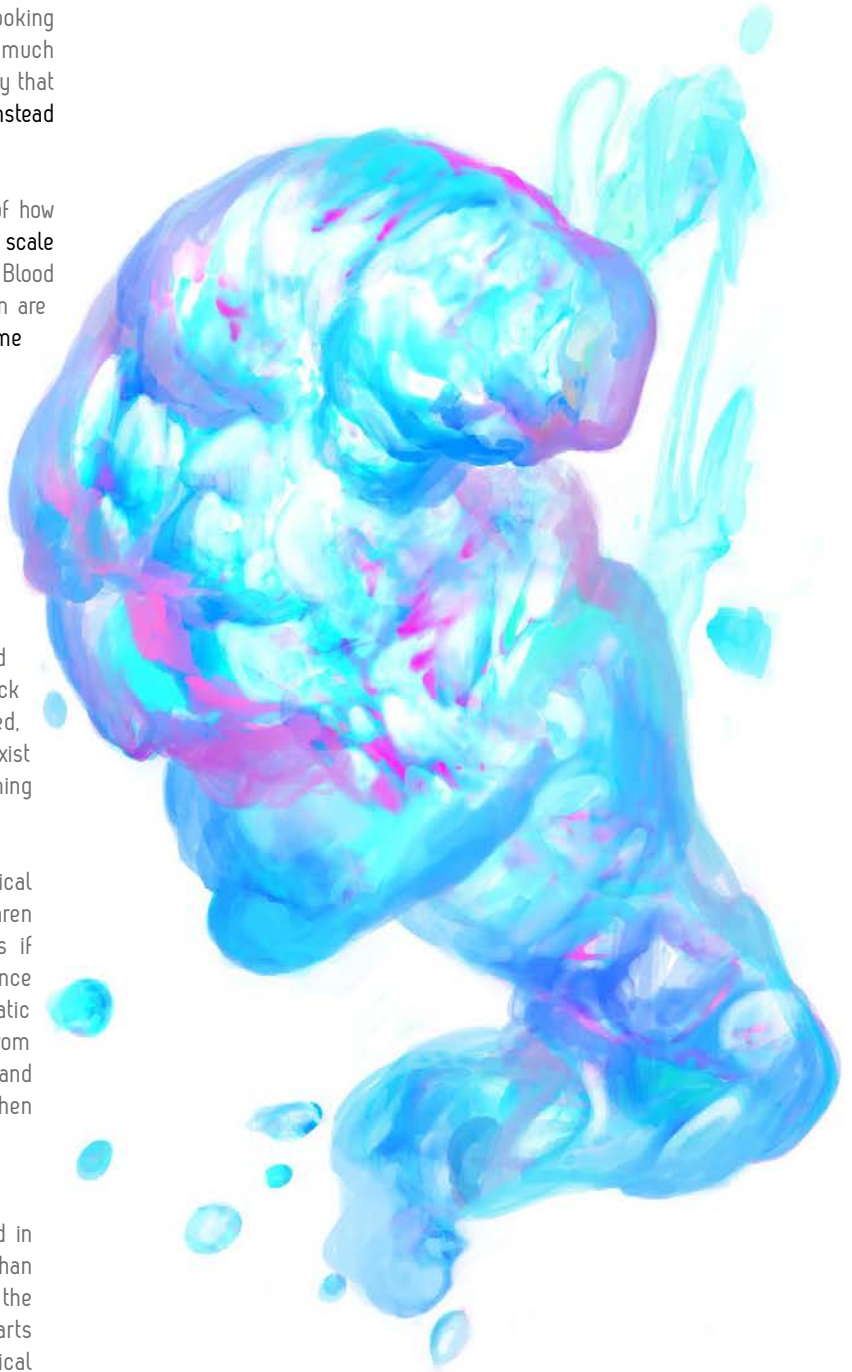
Are normal Faren that were once merged as part of a Twi Far pair. They spent so long being part of a humanoid structure that it became ingrained into them. When the Black Faren led the attack on the ship, many of the Twi Far died, and their Faren were ripped from their bodies, forced to exist outside of the pair possibly an effect of Negru's light shining upon them.

Once forced out of the body, these Faren took on the only physical structure they knew. With no body to cling to, these Blood Faren walk the halls looking like living circulatory systems, as if they're still alive, continuing to perform the actions they once shared with their hosts. These Faren have undergone a traumatic event, and have had everything they loved stripped away from them and thusly send out an emotional aura of sadness and confusion. They can be very dangerous and aggressive when startled, or when direct light is shined upon them.

### The Black Faren

Named Negru, is a special Faren the only one of its kind in known existence. It is larger, tougher, and more intelligent than a regular Faren it seems to be overseeing operations on the ship. Negru pulses with a strange dark light that is equal parts black light and UV, which both grants nearby Faren a physical presence and allows them to store energy.

If the PCs ever have their scanner on near the Black Faren, it will show the strongest reading it can.



## Faren Light Interactions

Faren are invisible, intangible creatures when there is no light present, only taking on a physical presence when light is also present. Some particular types of light affect Faren in particular ways.

Faren will usually avoid the light so as to remain undetected but if there are a large number of them they may attempt to aggressively swarm, defending themselves from possible attacks.

The PCs should already have fluorescent lights attached to their suits or flashlights. If not, there will be a large number of fluorescent lights scattered throughout The Flame.

### Slowly Learn how the Faren Work

The PCs should slowly learn how the Faren react to different lights as the progress through The Flame. The Faren are a mystery to be slowly unravelled.

#### No Light

For all purposes, they appear to not exist in the dark they have no effect on the world, can't attack or be attacked, can pass through solid material, and they seem to vanish from the senses.

- » May move through any object.
- » Are always Stealthed.
- » +3 Armour.
- » 3 End and Crit Dmg.

#### Standard Fluorescent Light:

Faren will appear to flicker in and out of existence when a common fluorescent light is shone upon them. If they are not attacking, the PCs may only catch a glimpse of their shimmering forms as they quickly dart to safety and obscurity through a nearby wall.

- » May move through any object that is not bathed in light.
- » +1 Armour.
- » 1 End and Crit Dmg.

#### Ultraviolet Light (UV):

High intensity UV lights force Faren to take solid form, preventing them from passing through other objects.

#### Infrared Light (IR)

Whenever a focused IR light (like many targeting lasers found on most military grade weaponry) is shined on any part of a Faren they go wild with rage, lashing out at all other creatures in their immediate area, and particularly those carrying the IR light.

- » Complication: You're enraged.
- » No light only reduces your End and Crit Dmg by 1 (not 3).

#### Black Light:

Like the light generated from Negru, a focused black light allows a Faren to curl into a small ball of fire floating in the air, looking like eggs nesting and waiting to hatch. While under the influence of a black light Faren passively ingest energy from the area around them and store it within their body; their body grows brighter and more like a flame as the Faren consumes more energy. Once the Faren is full to capacity, it can share that energy with a nearby Faren and electronic devices as it gains a temporary burst of incredibly speed and ferocity.

- » If you choose to enter this state you may perform no Actions.
- » Gain +1 Armour at the start of your Turn, up to +3.
- » At the start of your 4th Turn you lose your bonus Armour, completely Heal (Endurance and Attribute) a Faren within 6 spaces of you and you may perform 6 Actions during your current Turn (normally 2 per Turn).

#### Hard Light:

The specially made force field prevents all, and especially Faren, from passing through it.

It is used to hold the Black Faren 'Negru' within the Mechanical Bay.

## Physical Damage

Physical Weapons do not destroy Faren but slice them up into smaller and smaller Faren.

## Energy Damage

As creatures of pure energy Faren are particularly resilient to energy based Weapons. But if they absorb too much energy they will explode, causing damage to all others, including other Faren, around them. Overloading Faren in such a way is the only way to truly destroy them.

## Faren Aspects

Aspect	Benefits	Disadvantages
Energy	If you take Attribute Damage from a non-Energy Weapon, all Faren Henchmen within your area gain +1 Body (even if they currently have 0 Bodies).	If you die from an Energy Weapon, all characters within 10 of you take 10 Endurance Damage.
Light	You only exist in this dimension while you are in the light. You may move through any object while gaining Low Light Cover. While in 2 or more Low Light Cover Steps you may ignore all Endurance Damage, and Effects. +1 Armour per Low Light Cover Step that you are gaining.	All of your Weapons have 1 End, and Crit Dmg per Low Light Cover Step that you are gaining.

Balanced to Fight Players with: 6 10 Current Resources.

Faren Swarm	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type	Cost	Movement	Defence	Armour	Bodies
Energy Blast	+2	5+Bodies	4	3	3	RoF x4	2	2+Bodies	Gun	2	3	16	4	4
Natural, Energy, Burn.														
Slots: 5, Defence vs Stealth: 12, Defence vs Impair: 21														
Traits:	Faren (you may fly), Brute.													

## Large Faren

NPC Type: Skilled.

Balanced to Fight Players with: 6 10 Current Resources.

Str 4 1	Foc 3 4	Defence: 10+Ref + 1 = 12 +Cover	Armour: 3 + = 3	End: 10+(Str x5) + = 30
Ref 3 2	Int 3 5	vs Impair Def+Str + 4 = 20	vs Energy + 1	Recovery Foc + = 3
Mov 4 3	Per 3 6	vs Psionic Def+Foc + = 15	vs Slow +	Stealth Req: Cover 2 + Ref + 2 = 7
Fate 0		vs Stealth 10+Per + = 13 *	at 0 Endurance -	Combat Order Int + = 3
*+ #Allies (max: 10)				

Weapon (Pick 1 and Burning Touch)	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type	Cost
Massive Energy Blast	+2	6	5	5	6	3	2	1	4	Gun	4
Splash 1, Slow, Natural, Energy, Burn.											
Swift Energy Blasts	+3	7	3	4	2	12	2	4 (+3d6)	2	Gun	4
Natural, Energy, Burn.											
Burning Touch	+2	4	4				1	1	3	Melee	0
Natural, Energy, Burn.											

Race / Var / Trait	Requirements	Benefits
Faren		You may Fly.
Set Alight		Strong Hit: <b>Set Alight</b> (Damage, Hit, Burn) Make a free Attack against Target character at the start of each of your Turns (costs no Ammo, at 0 range) until they gain First Aid (Set Alight Effects do not Stack multiple times).

## Blood Faren

NPC Type: Skilled.

Balanced to Fight Players with: 6 10 Current Resources.

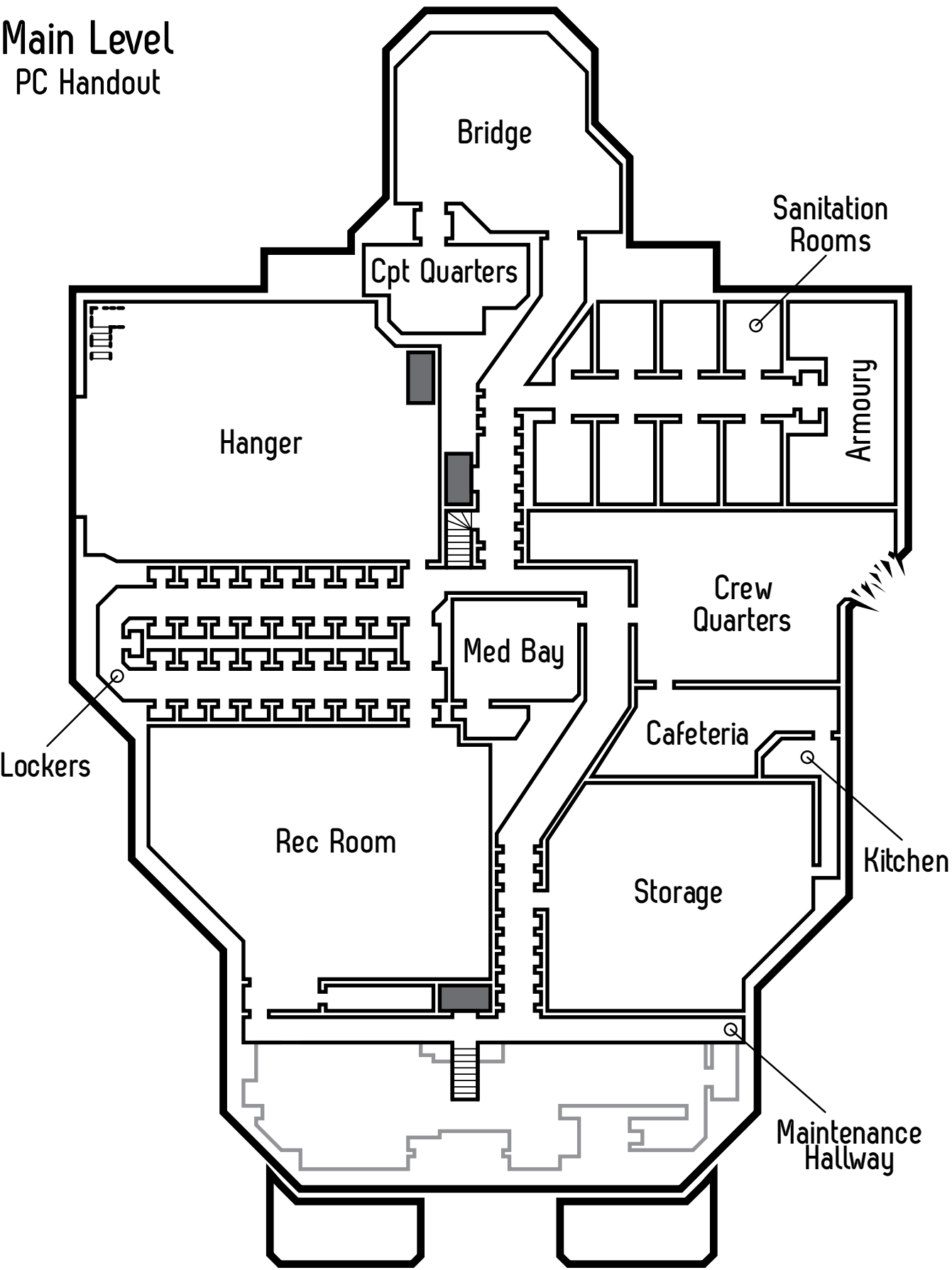
Str 6 1	Foc 3 4	Defence: 10+Ref + 1 = 12 +Cover	Armour: 3 + = 3	End: 10+(Str x5) + = 40
Ref 3 2	Int 3 5	vs Impair Def+Str + 4 = 21	vs Energy + 1	Recovery Foc + 2 = 5
Mov 3 3	Per 2 6	vs Psionic Def+Foc + 2 = 17	vs Slow +	Stealth Req: Cover 2 + Ref + = 5
Fate 0		vs Stealth 10+Per + = 12 *	at 0 Endurance -	Combat Order Int + 1 = 2
*+ #Allies (max: 10)				

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type	Cost
Shocking Wail	+2	8	3	3*	Inf	1	1	2 (+1d6)	3	Gun	2
Natural, Energy, Burn. *Strong Hit (5 6) vs Targets within first Range Increment.											
Burning Touch	1	8	4				1	1	3	Melee	0
Natural, Energy, Burn.											

Race / Var / Trait	Requirements	Benefits
Blood Faren		
Pack Hunter	NPC	All Weapons gain +2 Endurance Damage (up to +8) for each Ally within 2 of you.
Terrifying	NPC	Any enemy character without a Resolve Toolbox takes 4 Endurance Damage at the start of any Combat against you, all other characters take 2 Endurance Damage.

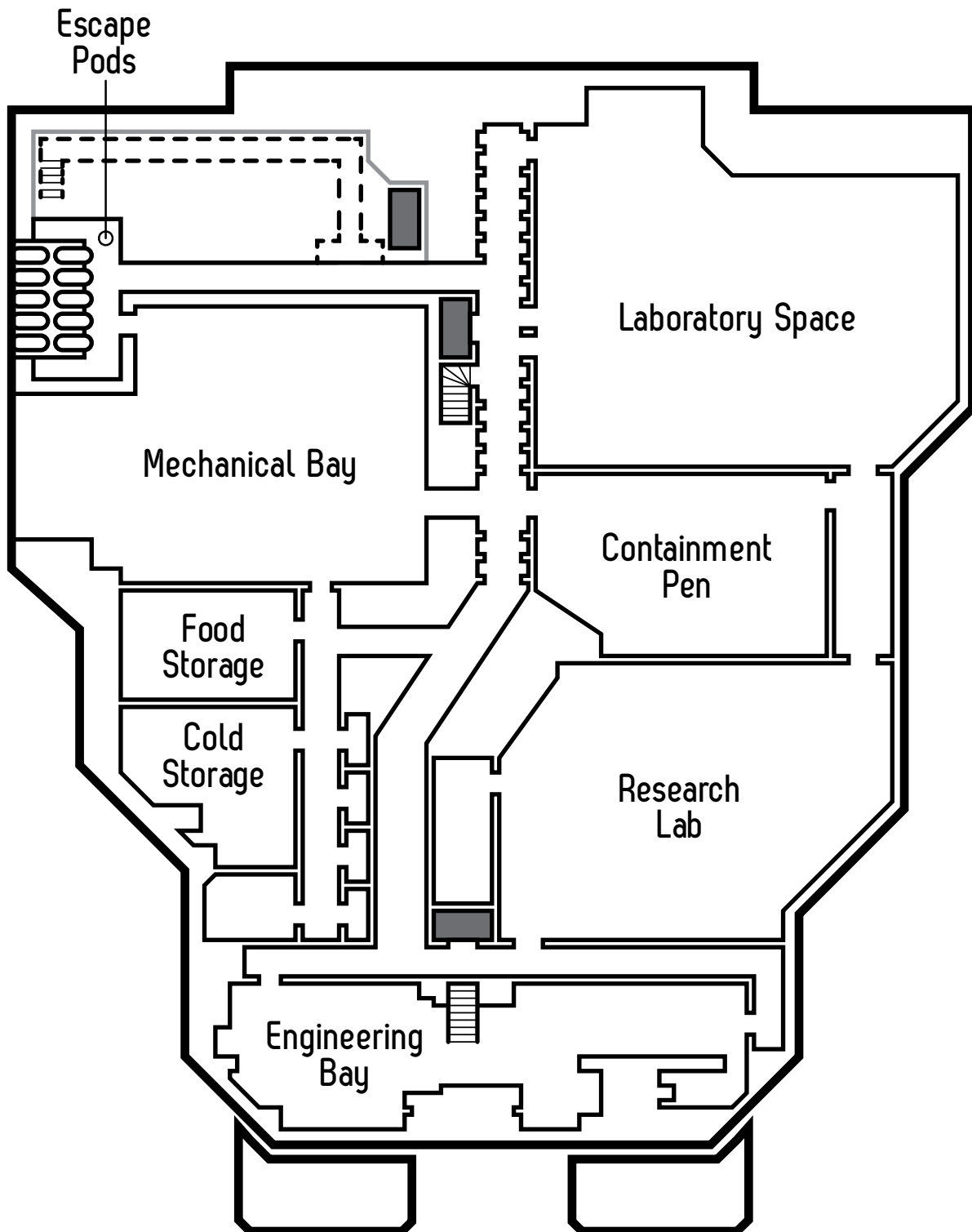


Main Level  
PC Handout



# Sub Level

PC Handout



## The Secrets of The Flame

There are several secrets to be found by exploring The Flame. Some of these clues are linked to specific areas or information found in rooms, but other clues can be spread out. Some of these may be missed, but try to work them in as you see fit.

### What Really Happened

By the time the PCs are done investigating The Flame, they should have a solid idea of what happened. The ship captured a Black Faren, a new type of Faren never encountered before, and hoped it would provide the key to unlocking the Faren's secrets, but they got more than they bargained for.

Negru, as they called it, is much more intelligent than the other types of Faren, and the light it provides allowed the Faren to take physical form and drain the ship's energy. Suddenly, the Twi Far were overwhelmed with loose Faren. The truth behind these events can be determined through frantic recordings from the scientists, scrawled notes left behind to family members, and even video recordings from the day the outbreak occurred.

Once the Faren were free from their bonds, they were able to wage war against the crew. Negru proved to be an incredibly dangerous, deadly being, and the rest of the Faren acted as its army as if a swarm had erupted in the middle of the ship.

Negru was able to interface with the ship, set its course, and destroy its controls while its fellow Faren killed the crew. Shortly after destroying the bridge the lead scientist who had personally experiment on Negru lured it into a trap in the Mechanical Bay by sacrificing her own life.

There Negru will remain stuck until the PCs accidentally release it.

### The Flame is Powered Down:

The Flame is running on low emergency power. Lights flicker, doors don't open when they're supposed to, speakers crackle to life with a sudden energy burst. Even the bridge is powered down and no one seems to be piloting the ship. The thrusters are still pushing the ship forward but everything else is dead, meaning that Elidrav's frequency scanner is really detecting something else.

### Faren, Faren Everywhere:

The Flame is actually filled with Faren, but the PC's probably won't realize that. At first, they only catch a glimpse of the Faren with the fluorescent lights attached to their space suits. They will spot the Faren out of the corner of their eye as they see them scurry out of the light. Some of the Faren, however, are attracted to the light and might try and attack them as long as the light is on. Turning their lights off make the Faren disappear.

### Elidrav's Involvement:

There are clues pointing to Elidrav's involvement scattered around the ship. From specific directions to scientific papers written by Elidrav, it's impossible to deny that he was in charge of the cruel experiments being performed on the Faren and their fellow Twi Far, and oversees the cult of science that seems to worship their leader that they consider 'god like'.

### Sample Recording

You can use the following text as a recording made by one of the scientists. This recorder could be found anywhere, but most likely will be in the laboratory or research labs. The recording is punctuated with static and is slightly garbled, the device was damaged in the fight.

"This is grand scientist Fragra ... zzt ... my final report. Please, Elidrav, you have to stop ... zzt ... underestimated the Faren ... zzt ... cannot be controlled. The Black Faren, they rebelled ... zzt ... took control of ... zzt ... and sabotaged our ship. Elidrav you must listen ... zzt ... this will be my last record. Tell my ... zzt."



## Main Level

### Crew Quarters (Breached)

A large gaping hole in the outer hull dominates this room. Despite it now being sealed by a thin atmospheric force field (that the characters can freely move through), signs of the explosive decompression that followed its creation and evidence of a great battle can be found across the entire room.

Twi Far bodies lie strewn across the floor, beds are overturned and lockers have crashed to the ground. The walls are peppered with gunfire and scorch marks from Twi Far energy bursts. It looks like the PCs have discovered what happened to the crew—it looks like something killed them and then escaped. Or maybe the crew blew the hull themselves, hoping to flee whatever had come for them.

As the PCs shine their lights around the environment, they can almost catch glimpses of the Faren escaping their beams. To them, it appears more like shadows jumping out at them from around every corner. It's very difficult to catch a Faren with light in this wide open room and if a PC does, it will appear to them more a trick of the mind than an actual encounter. **This is a great opportunity to lay on the horror,** as the still silence of the room hides the multitude of Faren who are, at this point, too nervous to enter the light.

A cursory exam of the bodies shows a strange mix of doctors and scientists alongside military personnel. Usually, on a research vessel this size, there would be somewhere around 1 soldier for every 10 scientists, but it appears to be a 1 to 1 ratio. What were the scientists so concerned about that they'd need this many soldiers? Or were most scientists killed before they could fall back to this room?

#### Clues:

- » There are flashlights all over the room and several of the dead bodies are clutching them in their frozen hands. Other, more complicated multispectral lights can be found, but are smashed up and broken, their purpose unknown.
- » The lights in this room are flickering on and off in waves, as if stuttering to turn on. The power on the ship is very weak.

### Cafeteria

There are more bodies to be found in the cafeteria, but no signs of a battle. It looks like these Twi Far were killed during their daily routine; many are slouched over tables still filled with food.

The cafeteria might be a good place to introduce the Blood Faren, depending on how long the PCs have been investigating the ship. These Blood Faren walk around the cafeteria, paying little attention to the bodies and debris around them as they look for a place to sit. Others have found seats and are pantomiming the motion of eating, though they have no food in front of them. These Blood Faren seem to be flickering in and out of existence as they meander about the room—some walk through walls and never return.

The Blood Faren in the cafeteria will leave the PCs alone as long as they are undisturbed. If the PCs shine a light directly on one (and especially a UV light) it will frenzy and come after them. One Blood Faren shouldn't be a problem for the PCs, but this area can become incredibly dangerous if the PCs disturb too many at once.

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

- » Suggested Encounter (for 5 PCs):
- » x1 Faren Swarm
- » x4 Blood Faren

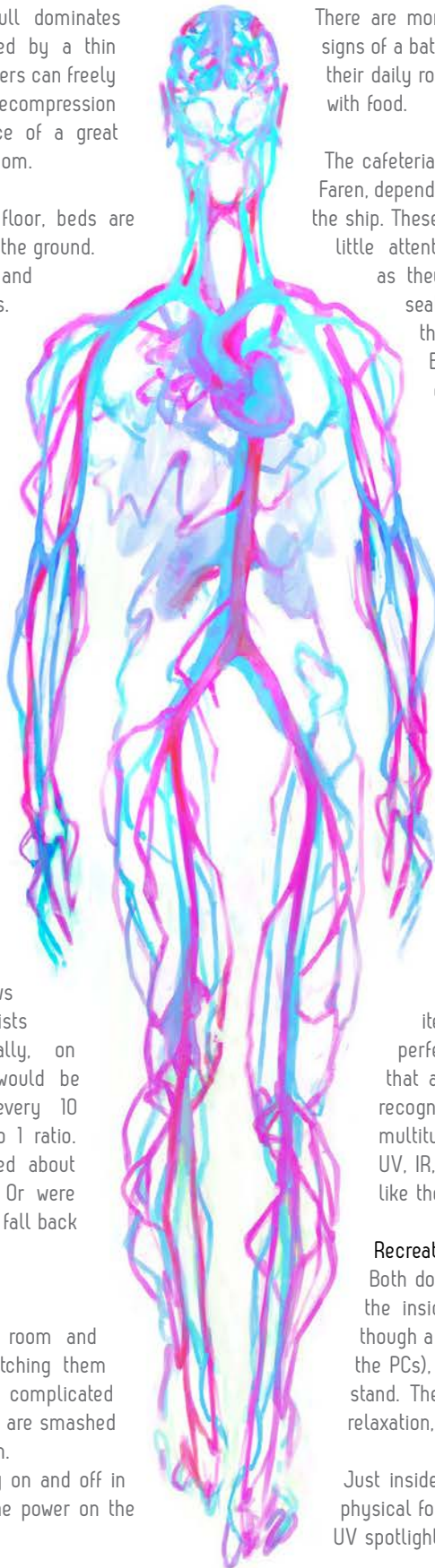
### Storage

This incredibly large warehouse is filled with both scientific tools and more mundane items. It is also somewhat of a maze, and the perfect place to have the PCs haunted by the Faren that are moving about the storage room. The most recognizable items stored in this warehouse are the multitude of light bulbs of different types and models: UV, IR, black light, and fluorescent to name a few like those used in the experiments on the Monitor.

### Recreation Room

Both doors to the Rec Room are barricaded shut from the inside. They can be forced open (or blow open, though a large explosion would call Faren attention onto the PCs), to reveal what may have been the crew's last stand. The Rec Room, once a place of enjoyment and relaxation, looks like a battlefield.

Just inside the doors are piles of dead Faren, in stables, physical forms, bleeding strange goo onto the floor. Large UV spotlights have been hung along the roof, bathing both



of the entrances and all of the walls in light. It appears that once a Faren is dead they still lose their ability to phase out of existence due to these lights.

Scorch marks dot the walls and many tables have been flipped up onto their sides to provide cover, which didn't save the soldiers found dead behind their fortifications. The live Faren are avoiding the rec room, as if they don't wish to revisit the scene of that massive battle.

### Lockers

These personal storage lockers hold the personal gear of the crew aboard the ship, and are a source of many clues regarding the true nature of The Flame. The lockers contain labcoats and notebooks detailing experiments and procedures. The exact nature and function of these experiments are far too advanced for most to decipher, but it appears they were testing the way Faren react to different types of light. These journals make it clear Elidrav was lying to them about the exact nature of their experiments.

A successful search of the storage lockers unlocks clues regarding the nature of the Faren, and can help the PCs conclude that the Faren react to different lights, if they haven't figured it out already. If this is one of the first rooms the PCs explore, and you feel it is too early to spoil this mystery, these notebooks can alternatively be found in the Research Labs.

### Clues:

- » Elidrav was not only aware of the experiments here, he was funding them.
- » The scientists look up to Elidrav as if he is some sort of cult leader and they are true believers in the work they were doing here.
- » Faren react to certain lights, which can change their physical form and temperament.
- » Faren appear to be able to leave the physical universe altogether perhaps signifying that the Faren originate in a dimension parallel to our own.
- » The research team discovered a new type of Faren a large Black Faren that they have dubbed 'Negru.'

### Hanger

The Hanger facility was once used to store the personal, scientific and military vessels of the crew stationed on the ship. It would have also housed the ships of visiting supply ships. The hanger is large and tall, taking up both levels of the ship, and can hold dozens of different vessels a large elevator, used to deposit and retrieve ships from the stacks of bays, can also be used to safely drop down into the sub level once reliable power is restored to the ship. Without the generators running, it will only groan and try to come to life before shutting off again.

The hanger is basically empty, even though the information they were given by Elidrav shows at least 15 different vessels

docked there. It seems they were used to escape before The Flame lost power. The Main Level of the hanger is attached directly to the docking bay, and the large elevator is currently locked at that level.

More dead bodies can be found here, littered on the ground. It looks like many Twi Far died in a rush to reach the ships that were once stored down here, and some fell to their death from the platform above. A few Blood Faren still wander around their own dead bodies, standing mournfully near them as they reach down and touch the dead shell of the body they once shared.

### Bridge

The first thing the PCs will notice about the bridge is that it's been destroyed. The control panels have been torn off of the stations, with the wires ripped out and left in piles all around the main cabin. A man matching the record of The Flame's captain, Adelus, is slumped over the burned out console, dead.

Adelus is wearing only his smallclothes, like he had just woken up and rushed to the bridge without even putting on his uniform.

The Flame appears to be on backup autopilot, following a course plotted before the destruction of the bridge. Even if the PCs manage to restore power to the ship, the state of the bridge makes it impossible to change direction. The bridge consoles must be repaired, or bypassed by plugging directly into the mainframe in the Engineering Bay (which allows very minimal control) before the ship's direction can be altered.

### Clues:

- » It looks like someone had hacked the ship before destroying its controls.
- » Much of the damaged was caused by something hot, possibly the Faren.

### Captain's Quarters

Due to a nearby IR light trap the hallway to the Captain's Quarters is guarded by aggressive Faren. If the PCs try and walk down this hallway without a UV light source, which makes the Faren tangible, they will take Attribute Damage as the invisible Faren lash out at them. If the PCs press on and try to reach the end of the hallway, they run the risk of dying in their approach.

As the Faren are trapped near the IR trap it will be impossible to get to the trap without engaging the wild Faren in combat first. But it may be possible to disable the trap mid combat with a Mechanics and Electronics Skill Roll of 12 or more.

Inside the Captain's Quarters the captain's uniform is laid out on the bed as part of a morning ritual. Attached to the uniform is a series of key cards, including the Alpha Keycard that can grant access to the Mechanical Bay.

Clues:

- » Among Adelus' personal belongings is a handwritten note from Elidrav: "Captain Adelus, I hope you understand the great burden that I'm placing upon you. The Flame, and all of its operations, must remain a closely guarded secret. You will be my eyes on the inside any suspicious activity must be reported directly to me. I suspect the Twi Far Chorus may attempt to infiltrate out operation with a spy." Elidrav
- » More references to "Negru" within Adelus' correspondence.

### Engineering (and Maintenance Hallway)

The Maintenance Hallway would be another great chance to introduce a Blood Faren. The hallway is long, and dimly lit, and so a flickering Blood Faren approaching them from the far side of the hallway would make this a tense, but memorable, moment.

Once the Faren have been cleared out of this hallway (and the power has been restored by raising the solar sails via the Mechanical Bay), then perhaps the ship can be stopped or re directed by directly overriding the engineering instructions. The PCs may have already discovered that the bridge has been destroyed, making manual control of the ship impossible. Clearing the Engineering Bay would be the only way to guide the ship now, and it will require a Programming Roll of 12 to do so.

There are several catwalks and shafts leading down to the sub level below the Engineering Bay, which holds the thruster controls that must be overridden.

### Sanitation Chambers

The Sanitation Chambers handle the basic hygiene functions needed on the ship, including showers and water faucets. The chambers have not been spared the devastation of the Faren attacks and, just like the other areas, many Twi Far can be found dead killed right in the middle of their morning activities. The chambers are powered down, but many taps and shows are still running (cold) water.

### Armoury

Since The Flame is a science vessel, it shouldn't have much of an armoury. The fact that it has a whole room devoted to weaponry is very odd. The armoury was mostly cleared out during the battle, but a few weapons still remain. These weapons are equipped with UV flashlights and no IR targeting lasers, as they were designed to help protect the ship from the Faren. Most of the more specialized weapons were taken and used to arm the soldiers during the battle.

## Sub Level

### Hanger

See pg: 34.

### Escape Pods

Most of the Escape Pods have already been jettisoned, but a few remain unused. One looks like it malfunctioned in the middle of its jettison, and its wreckage is all that is sealing the vacuum left by the escape hatch. It looks like several lives were lost in the pod's misfire, and more were lost as they tried to reach the pods. There are many Faren hiding around the escape pods, waiting to see if anyone else tries to escape. As long as the power is off, the escape pods are useless as they cannot be jettisoned manually without some sort of explosion.

The PCs should also find an active communication device next to one of the dead bodies. It looks like one of the crew was trying to convince a crew member named Fragra to escape the she, she refused saying that she "needed to make thing right again."

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

» Suggested Encounter (for 5 PCs):

- » x1 Faren Swarm
- » x4 Large Faren

### Mechanical Bay

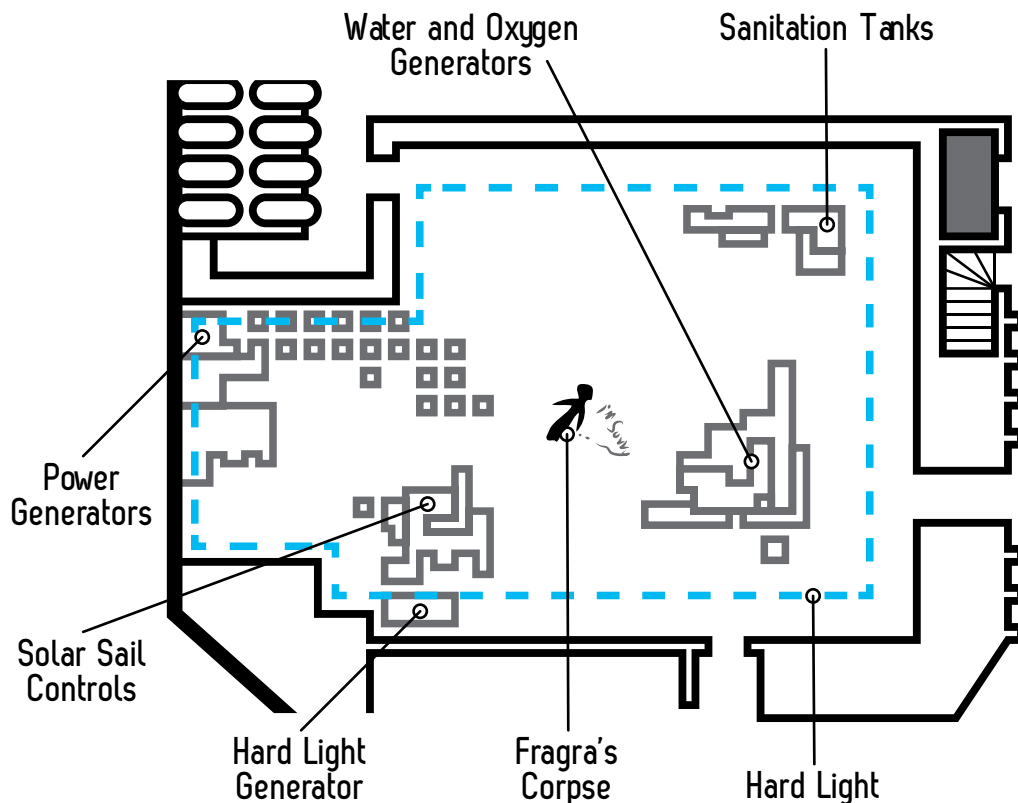
The Mechanical Bay itself is both guarded by a hard light grid and locked by an Alpha Keycard, which must be obtained by searching the Captain's Quarters. The Mechanical Bay is where the Twi Far head scientist Fragra finally managed to lure and trap Negru, and as long as the hard light generators are up, it cannot escape its imprisonment.

Once the PCs have the Alpha Keycard and can open the doors, they find their progress blocked by an opaque hard light grid that runs along the interior walls of the room, like a box conforming to the Mechanical Bay's dimensions. The grid is being supported by a hard light generator that keeps the light waves as solid as steel.

The PCs can attempt to hack the generator with a Programming or Electronics Skill Roll of 14 or another creative method, but they can not simply blow it up as it is shielded. Be sure to remember how they accomplished it this will come into play later.

Small Arms	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Plasma Heavy Pistol	*	6	4	2	4	2	1	1	1	Gun	3
Small, Burn, Energy, Jam (1 3), Strong Hit (5 6), *Maximum of one Attack per Turn.											
Self Guided Heavy Pistol	1	4	4	3	4	3	1	1	1	Gun	2
Small, Lock On +4, Lock On (Indirect Fire (Front, Side)), Slow, <b>Modification:</b> Targeting Matrix, Advanced Ammo.											
Laser Drum Assault Rifle		5	4	4	3	12	2	2 (+1d6)	3	Gun	4
Energy, May fire through transparent objects (eg: glass), Limited Vision that is not Low Light (eg: dust or smoke) grants your Targets +2 Cover Steps.											





When the hard light grid dissipates the PCs catch a glimpse of Negru, the large black Faren as it escapes through the hull of The Flame as a swarm of Faren attack. The other Faren inside the room have been keeping the bay running on emergency power, giving it just enough juice to keep the ship moving forward.

The Mechanical Bay houses all the machines and equipment that keep the ship functioning day to day. The power generators, sanitation tanks, water recyclers, oxygen and gravity generators, solar sail controls, and the like have been installed here. There are also many workbenches set up, holding a variety of tools meant to keep the ship in top shape.

The PCs notice the power is on, just barely, enough to keep the lights dim and the engines running. The rest of the machines, which should be running with a steady hum, including the scientific research equipment, are quiet. This is at odds with Elidrav's briefing—he told the PCs the scanner was tuned to the frequency of one of the machines on the ship, but these machines are giving off no signal. However, if the PCs check the scanner, it is now reporting the frequency as coming from outside of the ship, in the direction that Negru travelled.

The machines here were being drained of their energy by the Faren exposed to Negru's light. Now that Negru is gone, the Faren can no longer absorb energy and begin to uncurl from their egg-like forms. The amount of energy built up inside the Faren causes them to act in a frenzy—they will aggressively attack the PCs.

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

» Suggested Encounter (for 5 PCs):

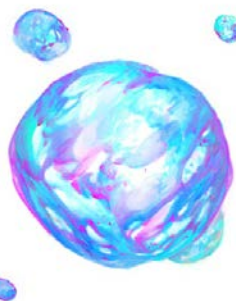
- » x3 Faren Swarms
- » x2 Large Faren

If the PCs are able to clear the Faren from this room, they can manually activate the solar sails and begin to restore power to The Flame and regain control of the ship. Gaining power this way takes some time, so the PCs will still be on their own while the solar sails gather enough energy to power the ship again.

The PCs will also notice the Faren leaving the ship in large numbers, all following Negru and a single female Twi'lek corpse in the middle of the room with the words "I'm Sorry" burned into the floor. This is the body of Fragra, the head Twi'lek scientist. It looks like she lured Negru into this room with her own life, trapping it and many Faren inside with a Hard Light trap.

#### Food Storage

This large pantry holds the food and goods The Flame and its crew would need to survive. No food is actually produced on the ship, as the Twi'lek designate specific vessels to grow the food needed to feed the fleet. Normally, these farm ships would send constant supplies to the fleet, ensuring they always have what they need. But The Flame isn't on their official register, and no one knows it exists. Therefore, the pantries have been stocked with years' worth of food, and most of it looks like it was produced by the Corporation, not the Twi'lek.



The pantry has been ransacked, with large bags of grain piled up in the doorway to act as a fortification. It looks like a few of the Twi Far scientists holed themselves up in the pantry to protect themselves from the Faren, but they didn't survive. The Faren were able to enter the room through the walls, completely ignoring their blockade.

Clue:

» According to the printed log, the last time The Flame received supplies from the Twi Far fleet was over a decade ago.

### Cold Storage

The Cold Storage chambers were used to hold biological samples that needed to be kept at certain temperatures, but the freezers failed when the power began to fluctuate. The materials in the chambers have begun to unfreeze, and the floor is slick with melted ice.

A cursory look over the chambers show they were holding frozen samples of Twi Far.

Many of these biological samples now lay spread across the floor in a haphazard manner. The entire room looks like a scene from a horror show. Many of the vials and jars contained frozen blood that have begun to leak down the sides of the walls, giving the whole room the appearance that it is bleeding.

### Engineering (Lower Level)

The Engineering Bay stretches down to the sub level as well, with several catwalks and shafts connecting the two areas. The sub level controls the thrusters and systems that keep the ship moving. The engines are being powered from the Maintenance Bay, with just enough energy to keep them running.

### Laboratory Space

The Laboratory is the most likely place for the PCs to put together the clues and uncover what is actually happening on the ship. The laboratory is a large space, with several distinct sections, each with matching equipment and lit by different types of light: fluorescent, UV, and black light.

There are notebooks and journals demonstrating the types of experiments that have been performed on the Faren here. It appears that they were being tortured with all manner of scientific devices, trying to figure out how to replicate their power without actually bonding with them. The term "Negru" appears again and again throughout the notes, in reference to a singular powerful Faren.

The scientists have been acting on orders straight from Elidrav.

Blueprints show The Flame was heavily modified to be able to contain wild Faren to be held in small chambers, killed, dissected, and experimented on. It seems Elidrav believed he could harness the powers of multiple Faren himself.

If the PCs haven't already put it together, the laboratory will show them how the different types of Faren interact with the different lights.

The Laboratory itself is full of Blood Faren. These Faren appear highly intelligent, yet angry and mournful. They are trying their hardest to communicate with the PCs, like they would have when they were human but they lack the ability to do so. Some will try to scrawl incoherent messages into the walls.

These Blood Faren have lost themselves and while they might not want to fight, they will act out in aggression and anger if approached or attacked.

Clues:

» The head scientist was a female Twi Far named Fraga.

### Containment Pen

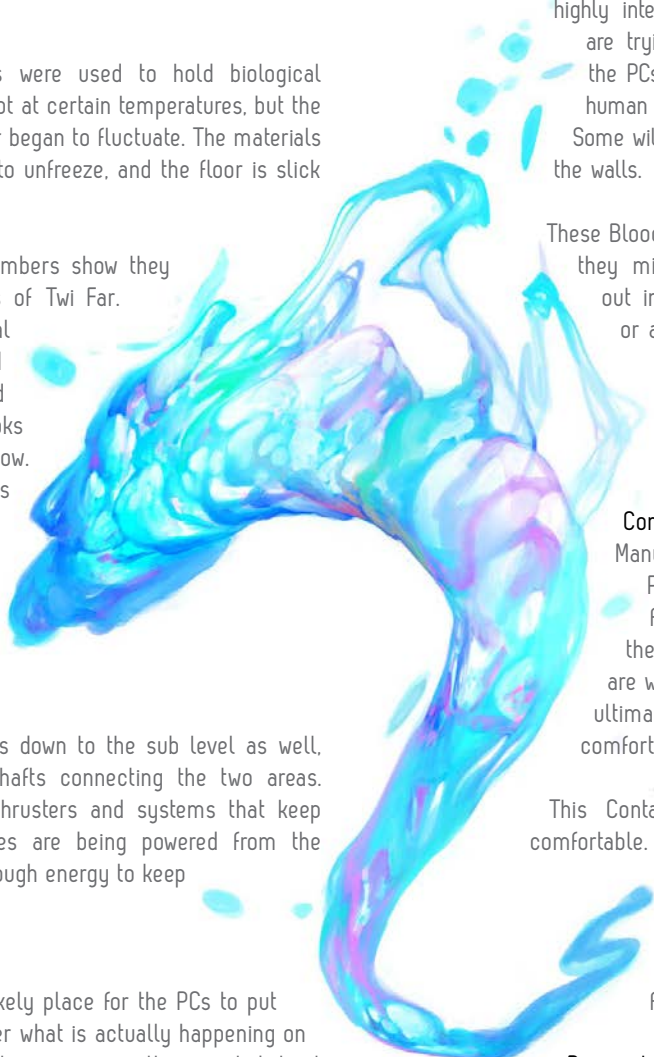
Many larger Twi Far ships have a Faren Pen it is where the Wild Faren caught from swarms are kept and held until they can be merged. Normally, the Faren are well taken care of, as the merging is the ultimate goal and they want the Faren to be comfortable for it.

This Containment Pen looks the opposite of comfortable. The pen is large, but it is not spacious. It is filled wall to wall with cages, each holding a strange substance that seems designed to keep the Faren in suspended animation, waiting for Elidrav's experiments.

### Research Labs

There are Research Labs attached to the Laboratory where the scientists could observe and research different Twi Far and Faren samples. There are several dead Twi Far bodies lying on cold slabs, cut open in different states of autopsy. Some of the bodies have Faren surgically attached to them in different formations.

The notes on the boards near the bodies dictate attempts to use the Faren to grant new powers to Twi Far soldier, which seem to have been a failure. An Awareness Skill Roll of 12 reveals the command lines needed to shut off the hard light grid that is protecting the Mechanical Bay.



# Part 4: The Wild Swarm

## Freeing Negru

A lot can happen to the PCs while exploring The Flame but one thing that should be guaranteed to happen is Negru becoming free. The PC's objective is to turn the ship around and return it safely to Elidrav, which means they'll need to get into the Maintenance Bay to restore power.

Once the solar sails have been raised, the ship will slowly begin to power back up. While The Flame recharges itself Negru will travel out into space and send out his call. If the PCs are still carrying their tracking device, it spikes at such a high level it threatens to break. Negru's frequency is reaching the far stars.

A Faren swarm begins to form around Negru with more joining it by the minute. The whole scene feels like being underwater, with Negru at the centre and hundreds of Faren circling around it like fish among coral. The PCs may not realize it, but this is the largest Faren swarm ever seen.

## Moral Choices

When the swarm is large enough, it will begin to move towards the Twi Far fleet. Once The Flame has been repowered the PCs will now have several moral dilemmas.

- » Do they attempt to return The Flame to Elidrav, or possibly to the 7 Brothers, for payment?
- » The Faren swarm will surely unleash destruction upon the Twi Far fleet as Negru attempts to get to Elidrav. Will they race back to the fleet to save the Twi Far?
- » On their way back to the fleet they will find the 7 Brothers under attack by the swarm, will they help them or rush back to the Twi Far fleet?

## The Great Migration

Once the swarm has gathered, it travels back the way The Flame came, back through 7 Brothers territory. The PCs' next course of action is dependent on how events played out with Dominus and how long it takes them to re-direct their ship.

The swarm moves so quickly that the PCs will have difficulty beating the Swarm to 7 Brothers territory, but they can choose to warn them. If the PCs know the hailing frequency for the 7 Brother ships, or (possibly) befriended them when they passed through earlier in the mission, they can warn the pirates and give them a fighting chance.

## The Battle of the 7 Brothers

"As you near 7 Brothers territory, a strange new sight awaits you. The once empty space is filled with hundreds of 7 Brothers pirate ships, floating like corpses in the dead cold. Further on, you see what appears to be a battle raging between the remaining 7 Brothers ships and the Faren Swarm. The 7 Brothers appear to be outmatched as they circle up to try and defend themselves from the wrath of the Black Faren."

## Save the Pirates?

The PCs are now in a moral dilemma. Do they ignore the distress calls of the pirate ships or do they come to their rescue? They can pull some of the pirates out of their dead ships without having to face the full brunt of the swarm, but if they wish to provide backup to the pirates who are still fighting, they will have to enter the battle head on.

Their decision here will most likely be influenced by the way Dominus treated them earlier in the adventure: if he treated the PCs well and let them go, they may feel guilty just leaving him behind. If the PCs accepted Dominus' offer of better pay, then the only way to secure that money would be to rescue him now.

## Encounter: The Faren Swarm

This is a ship combat with each Faren Mob considered to be a single ship for all combat related rules. Negru has already moved on before the PCs arrive (but this is not immediately obvious) but it has left thousands of Faren behind to lay waste to the 7 Brothers.

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

» Suggested Encounter (with 40 Influence):

» x2 Massive Faren Swarms

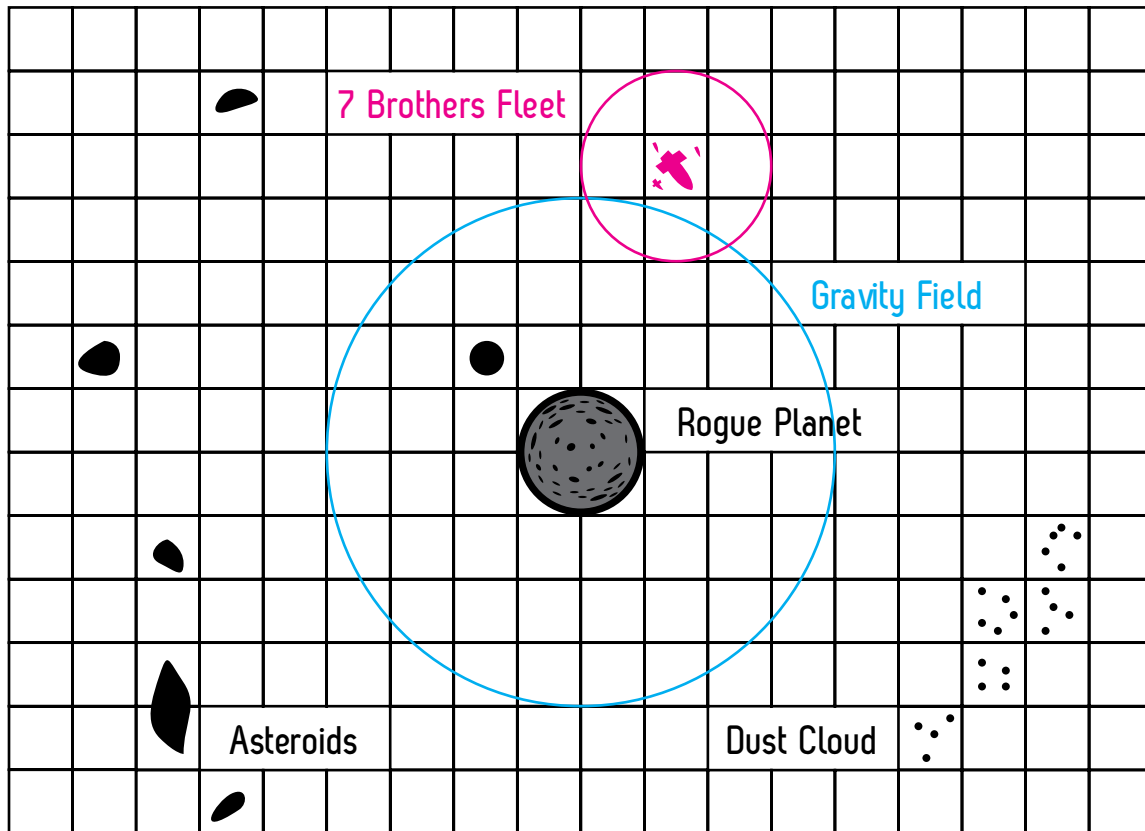
## Heroes Among Pirates

If the PCs protect the pirates, the 7 Brothers will offer them respectful gratitude (+1 Influence for each PC). The PCs may have struck a deal with Dominus, and will try and sell The Flame to him.

But with the recent destruction of so many ships Dominus is unwilling to part with so much money and will flatly refuse to uphold his side of the bargain. If pushed he will offer a smaller financial reward (+1 or +2 Spare Time Points for each PC).

Disappointed, the PCs will have no choice but to return to Elidrav.





### The 7 Brothers Fleet

- » At the end of each Turn roll a d6, on a roll of 4+ (5+ if there is only 1 Swarm) the 7 Brothers Fleet takes 1 point of Damage.
- » After the Fleet takes 8 points of Damage it is destroyed, scattered or jumps away.

- » If a Faren Swarm comes within 1 of the Fleet it takes 1 point of Damage (no Armour) to a random (1d6) Attribute, and the Fleet takes 1 point of Damage.
- » The GM may move the Fleet at any time.

### Massive Faren Swarm

Influence Cost: 20.

<b>Hul</b> 3 1	<b>Pow</b> 5 4	<b>Defence:</b> $12 - \text{Size} + E + \text{Die}$ = 12	<b>Armour:</b> $3 + \text{Die}$ = 3	<b>Shield:</b> $10 + (Px\text{Size}) + \text{Die}$ = 25
<b>Eng</b> 3 2	<b>CPU</b> 3 5	<b>vs Ordnance</b> $\text{Def} + \text{Die}$ = 14	<b>vs Boarding</b> $0 + \text{Die}$ = -1	<b>Regen</b> $\text{Power} + \text{Die}$ = 5
<b>Cre</b> 3 3	<b>Sen</b> 3 6	<b>vs Boading</b> $10 + \text{Size} + C + \text{Die}$ = 99	<b>at 0 Shield</b> -1	<b>Weapon Slots</b> $\text{Size} + \text{Die}$ = 3
<b>Size</b> 3				

Weapons	Hit	Shield Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Mount	Type	Cost
Large Faren	+1	2	3				0	2 (+1d6)	1	Ordnance, Warhead	6
Defence: 12, Armour: 0, Movement: 3, Bodies: 15, Front and Side Arc, Energy, Burn, Lock On (Strong Hit (5 6)). May Launch 3 Bodies at once (normally 1), Launched Bodies must be placed in adjacent spaces to each other											
Energy Spike	+5	1	2	1		Inf	0	2 (+1d6)	1	Battery	3
Full Arc (normally Front and Side), Lock On +4, The first Warhead each Turn that fails an Attack Roll against you is Destroyed, Energy, Burn.											
Massive Faren Blast	+4	3	4	Sensors	Inf	3	1	1	2	Battery	6
Front and Side Arc, Lock On +4, Strong Hit (5 6), Energy, Burn.											

Build / Traits	Requirements	Benefits	Disadvantages
Faren Swarm	NPC	Immune to Boarding Parties. When another ship enters or passes through your space they take 10 Shield Dmg unless they can make a Command Roll of 14.	4 Patch Job.

# Part 5: The Twi-Far Fleet

After handling the Faren attack on the pirates, the PCs reach the Twi Far fleet just in time to witness an attack by Negru and the Faren swarm.

Twi Far command has no idea where this swarm has come from or why it is acting so aggressively. The Twi Far know nothing of Elidrav, the Monitor or the mission. They aren't just being tight lipped – all record of Elidrav and his ships were expunged from their databases by his followers.

The Twi Far will respond to hails and are willing to accept any offer of assistance – they even make promises to match what Elidrav had originally offered them if they can figure out a way to stop Negru's army, either by defeating Negru or by eliminating Elidrav.

Every Twi Far ship is engaging in the battle and they appear to be losing. The larger ships are shielding the lighter ships, giving them time to escape.

The PCs can deduce the reason Negru has come back with an army, and they should be able to put together where to find him. Negru is heading straight for Elidrav, and will destroy the entire Twi Far fleet in the process. The only hope of stopping Negru is by travelling to the one place they know he'll be – The Monitor.

Hopefully, the PCs still have the tracking device that was used to hunt down Negru. They can use it to follow him to the Monitor's location and will arrive shortly after Negru engages with the Monitor's defensive ships. Elidrav's soldiers are doing a good job of holding Negru at bay – for now.

If the PCs engage with Negru in ship to ship combat it will sink into the Monitor to escape, forcing them to dock with the Monitor to stop it.

The PCs aren't welcome aboard Elidrav's ship. The PCs represent a threat to Elidrav, and his cult like followers won't let the PCs get close to him. If they want to make it to Elidrav, they will need to fight their way to him.

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

## Getting a Helping Hand

The scenes set about the Monitor are ripe for interesting moments with the Faren. Negru leads his army through the walls of the ship and, even though the Faren see the PCs as just another enemy, their goals are temporarily aligned, allowing you to set up many cool cinematic moments.

This can even allow temporary alliances between the PCs and Elidrav's crew as they fight back a Faren swarm. Or a situation where the enemy of my enemy is my friend, as the PCs allow a swarm to take down a host of Twi Far warriors that were blocking their way to Elidrav.

As the Faren pass through the ship, they leave death and destruction in their wake. Many of the Twi Far soldiers the PCs come across are slaughtered, and the scene on the Monitor is beginning to look like a reenactment of what happened on the Flame.

As they move deeper into the ship, they find the Twi Far have sectioned off the main laboratories and are defending against the Faren attack. They have built a temporary bulkhead and are using hard light barriers to block the Faren from passing through it, just like they used to trap Negru on the Flame.

By the time the PCs reach the laboratory, they are no longer the main threat. Tobar is the one leading the defence at the bulkhead and recognises the PCs, but he has more important things to worry about. If the PCs speak with him, he will respond, but he does so gruffly. He refuses to let the PCs into the Laboratory, where it can be assumed that Elidrav is hiding.

As the PCs are speaking with Tobar, or fighting with him, depending on how the conversation plays out, Negru enters the room and begins tearing through their defences. Terrified, Tobar gives the order to pull back into the Laboratory. He has the door opened, giving the PCs the chance to bolt through it if they are quick enough. If not, they will have to find another way into the Laboratory.

Negru rails against the hard light grid that is protecting the bulkhead. It is holding it off, for now – its attempts to enter can be heard as loud thumps against the steel door. Negru will be able to bypass the light grid using the same method the PCs used to bypass it on the Flame. Whether they hacked it or destroyed the generator, or found another method, Negru will slowly copy the PCs method as they watch.

Once the PCs manage to get into the laboratory, they find Elidrav waiting for them. He has pulled up a large red chair and drinks from

a goblet of wine while watching the bulkhead to make sure the Negru can't enter. He thinks he is safe from Negru.

Tobar, now heavily wounded, has taken his position next to Elidrav, along with several other Twi Far guards.

Elidrav is open about the experiments he performed on the Faren. If the PCs accuse him of torture, he has no regrets. Everything he did, he did for the future of the Twi Far people.

Even as they talk, Elidrav instructs Tobar to keep the PCs away. The PCs may fight back, but they are overwhelmed and outgunned here. Either they stand to the side and watch, or the following events happen while they are in the middle of the battle.

Elidrav is more than happy to explain the situation from a distance. Negru managed to escape his bonds on the Flame and take over the ship. Most of the crew were killed in the ensuing battle. This left no one alive on board the ship to return it to Elidrav. And so he needed someone to bring the ship, and more importantly, Negru, back with them.

If Elidrav had told them the reason he needed the ship back they never would have helped. But now that Negru is back they can trap him again, and Elidrav can continue to run his terrible experiments on the creature.

The bulkhead doors continue to buckle as the conversation continues. One of the soldiers reports that Negru has discovered a way to bypass the hard light grid, which gives Elidrav pause, which turns into panic as the light grid comes down. Elidrav reels on the PCs, accusing them of collusion with Negru that they brought the Faren back here to kill him.

He immediately orders Tobar to fire on the PCs as Negru comes for him. The PCs may try to kill Elidrav before Negru does, as a peace offering, but it means nothing to Negru. The Faren won't be satisfied until all of the Twi Far are slaughtered. And if that means killing the PCs so be it.

## Encounter: Negru

The only hope of survival the PCs have lies in destroying Negru and Tobar. If they cannot do this, or if they decide to flee, Negru will win and then lay waste to the entire Twi Far fleet.

This combat is a three way fight, the PCs will need to carefully play Negru and Elidrav's warriors against each other before they move in to take out the victor. If they attempt to take both sides on at once they will surely fail.

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

» Suggested Encounter (for 5 PCs):  
» x1 Twi Far Warriors  
» x1 Wounded Tobar  
» x1 Elidrav

» x2 Faren Swarm  
» x1 Negru

## Tying up the Loose Ends

After Negru is defeated the Faren swarm will disperse and the Twi Far fleet will arrive. Command will immediately lock down the Monitor and take control of the ship, sending in warriors to arrest the soldiers lucky enough to survive the Faren attack. If the PCs brought the Flame back with them, they will do the same with that ship but at a distance; they will not send warriors aboard that ship until they know the threat has gone.

At this point, the PCs stand to lose all of the money Elidrav promised them. The only way the PCs stand to come out ahead is by asking for a reward from the Twi Far, which they are willing to give. If the PCs accepted their earlier offer, which was made in a panic, then the PCs stand to profit quite well from this adventure.

## Rewards:

Panicked reward: +2 Resources Each  
Calm reward: +1 Resource and Influence Each





Balanced to Fight Players with: 6 10 Current Resources.

Twi Far Warriors	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type	Cost	Movement	Defence	Armour	Bodies
Faren Blast	+2	3*Bodies	4	5	4	RoFx4	2	Bodies	Gun	2	4	16	3	5
Natural, Energy, Strong Hit (5 6).														
Slots: 3, Defence vs Stealth: 12, Defence vs Impair: 19														
Traits:	Rifle Pro													

## Wounded Tobar

NPC Type: Skilled.

Balanced to Fight Players with: 1 5 Current Resources.

Str 3 1	Foc 3 4	Defence: 10+Ref + = 15 +Cover	Armour: 2 + = 2	End: 10+(Str x5) + 5 = 30
Ref 5 2	Int 3 5	vs Impair Def+Str+ = 18	vs Energy + 1	Recovery Foc + = 3
Mov 3 3	Per 3 6	vs Psionic Def+Foc+ = 18	vs Slow +	Stealth Req: Cover 2 + Ref + 2 = +5
Fate 0	vs Stealth 10+Per+ = 13*	at 0 Endurance -		Combat Order Int + = 3
**#Allies (max: 10)				

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type	Cost
Faren Blast	+4	4	3	3	5	9	1	3 (+2d6)	0	Gun	2
Natural, Energy.											

Race / Var / Trait	Requirements	Benefits	Disadvantages
Twi Far			Any Attack with the Energy Keyword that causes you Endurance Damage gains Splash +1.
Nutrition			

## Elidrav

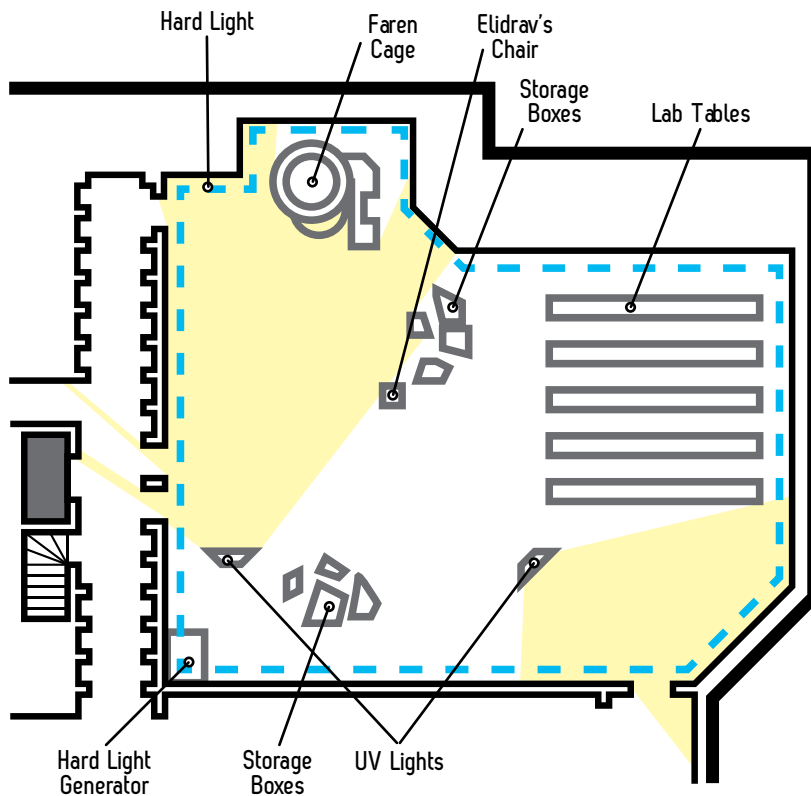
NPC Type: Nemesis.

Balanced to Fight Players with: 6 10 Current Resources.

Str 2 1	Foc 6 4	Defence: 10+Ref + = 13 +Cover	Armour: 3 + = 3	End: 10+(Str x5) + = 20
Ref 3 2	Int 6 5	vs Impair Def+Str+ = 16	vs Energy + 1	Recovery Foc + = 6
Mov 2 3	Per 3 6	vs Psionic Def+Foc+ = 19	vs Slow +	Stealth Req: Cover 2 + Ref + 2 = +3
Fate 0	vs Stealth 10+Per+ = 13*	at 0 Endurance -		Combat Order Int + = 6
**#Allies (max: 10)				

Weapon	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type	Cost
Powerful Faren Blast	+1	6	4	2		Inf	0	1		Analytical, Gun.	4
Natural, Energy.											
Strong Hit: <b>Gather Power</b> (Hit, Once per Turn) This Weapons gains 2 Hit and Strong Hit +1 for the remainder of the Combat (Stacks).											
Strong Hit: <b>Unleash Power</b> (Does not Req Hit) All other characters within 4 of you take 8 Endurance Damage, and you take 4 Endurance Damage.											

Race / Var / Trait	Requirements	Benefits	Disadvantages
Twi Far			Any Attack with the Energy Keyword that causes you Endurance Damage gains Splash +1.
Overseer	Skilled NPC	All Allies have their Combat Order changed to equal your Combat Order. Strong Hit: <b>Plan</b> (Analytical, Hit) All Allies gain +1 Hit for the remainder of the Combat.	
Cunning Faren	Twi Far	If your Attack Roll total is equal to your Target's Defence, this Attack gains 1 free Strong Hit (as if a '6' was rolled).	



Balanced to Fight Players with: 6 10 Current Resources.

Faren Swarm	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Type	Cost	Movement	Defence	Armour	Bodies
Energy Blast	+2	5+Bodies	4	3	3	RoF x4	2	2+Bodies	Gun	2	3	16	4	4
Natural, Energy, Burn.														
Slots: 5, Defence vs Stealth: 12, Defence vs Impair: 21														
Traits:	Faren (you may fly), Brute.													

## Negru

NPC Type: Nemesis.

Balanced to Fight Players with: 6 10 Current Resources.

<b>Str</b> 5 1	<b>Foc</b> 3 4	<b>Defence:</b> $10 + \text{Ref} + 1 = 12$ (+Cover)	<b>Armour:</b> $3 + = 3$	<b>End:</b> $10 + (\text{Str} \times 5) + = 35$
<b>Ref</b> 3 2	<b>Int</b> 4 5	<b>vs Impair</b> $\text{Def} + \text{Str} + 4 = 21$	<b>vs Energy</b> $+ 1$	<b>Recovery</b> $\text{Foc} + = 3$
<b>Mov</b> 4 3	<b>Per</b> 3 6	<b>vs Psionic</b> $\text{Def} + \text{Foc} + = 15$	<b>vs Slow</b> $+ =$	<b>Stealth</b> $2 + \text{Ref} + 2 = 7$ (Req: Cover)
<b>Fate</b> 0		<b>vs Stealth</b> $10 + \text{Per} + = 13$ *	<b>at 0 Endurance</b> $- =$	<b>Combat Order</b> $\text{Int} + = 4$
*#Allies (max: 10)				

Weapons	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Type	Cost
Black Vortex Blast	+3	10	2	3*	Inf	2	1	2 (+1d6)	3	Gun	2
Splash 2, Natural, Energy, Burn. *Strong Hit (5 6) vs Targets within first Range Increment											
Dark Touch	+2	8	5				2	1	5	Melee	2
Slow, Natural, Energy, Burn.											

Race / Var / Trait	Requirements	Benefits
Faren		You may Fly.
Desperate	Nemesis NPC	For every point of Attribute Damage you take, gain +4 Hit and +4 End Dmg to all Weapons.
Reform	Nemesis NPC	Strong Hit: <b>Reform</b> (Damage, Hit) Target takes 5 End Dmg and you Heal 1 point of Attribute Damage to two different Attributes.

## Acknowledgments

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# Alien Flame

An Adventure Suitable for Characters with 6-10 Current Resources.



Written by Ryan Schoon

The galaxy is becoming less mysterious every day. Corporation scientists are unravelling the secrets of the worlds while the Palantors unlock incredible new technologies. It has become rare to encounter something that science simply cannot explain yet the Twi-Far have. The Faren, strange beings of pure energy, make up one half of the Twi-Far pairing, but no one really knows where they came from or what they are doing here.

When the Twi-Far research vessel, "The Flame" unexpectedly veers off course and heads directly for pirate territory, the scientist Elidrav fears the worst. It will take a swift and cunning team to track down "The Flame" and bring it back before the pirates snatch it away. But what exactly were the scientists aboard "The Flame" researching, and why did it so suddenly change course?

Solving these mysteries will put the PCs face to face with deadly secrets, fierce pirates, and innumerable twists and turns. Will the PCs prevail, or will their actions put the entire Twi-Far race at risk?

## What to Expect

 Exploration	 Linear Story
 Twi-Far	 Tactical Miniature Combat
 Faren	 Personal Combat
 7 Brothers Pirates	 Spacecraft Combat

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Created by Wade Dyer



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