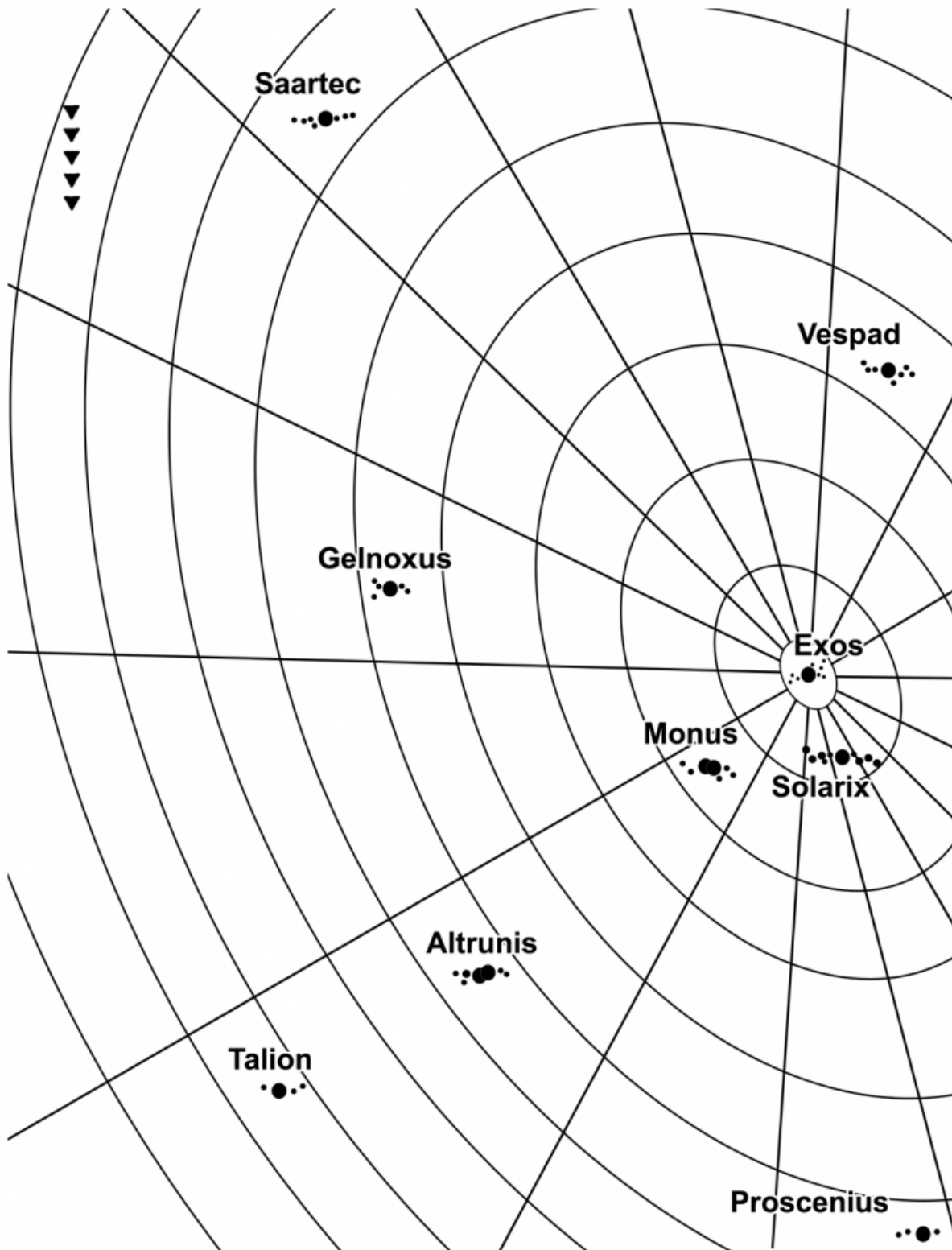


Xenos Alpha







Altunis System

Binary System

Altunis Alpha

Star Type	F4 V Yellow-white Main Sequence
Radius	1.25 x sol
Mass	1.52 x sol
Temperature	6800 K
Luminosity	5.83 x sol

Altunis I

Type	Rock Planet
Orbital Radius	0.57 AU
Period	0.34 earth years
Gravity	1.34 Gs
Special	Heavy radiation

Altunis Belt

Type	Asteroid Belt
Orbital Radius	0.94 AU
Period	0.74 earth years

Altunis II

An enormous gas giant with an atmosphere mostly composed of hydrogen cyanide.

Type	Jovian Planet
Orbital Radius	1.50 AU



Period	1.49 earth years
Gravity	4.99 Gs
Notes	Planetary rings, 59 small moons

Daru Khathak, Altunis III

A terrestrial earth-like planet , only significantly cooler. There are extremely large polar regions, but the equatorial regions are generally warm and pleasant. The Long winters are interrupted every 20 to 30 years as Altunis Beta, the distant companion to their primary star swings around and warms the planet.

Daru Khathak is home to sentient species of large furry mammalian creatures called Khathaki. The Khathaki are royalists, and a single royal household rules the entire planet. They are generally a peaceful species, and they have yet to expand beyond their own star system, however they do possess advanced technology, and they are prepared to defend themselves. They worship the ancient aliens that once visited them. The planet has one moon, which appears as blue in the night sky.

Daru Khathak is currently under the control of **Damshin Colonial Works**, a mining and terraforming research company. DCW mines the world for some of its rare and precious minerals. There are rumors they have enslaved some of the more radical clans of the Khathaki, at the behest of the Khathaki world government.

Type	Terrestrial World
Orbital Radius	3.02 AU
Period	4.25 earth years
Physics	Large iron/silicate
Gravity	1.08 Gs
Hydrosphere	8 % water, 29 % ice
Atmosphere	Standard reducing
Biosphere	Microbes, algae, worms
Civilization	Corporate Spaceport, Homeworld



Notes	Advanced alien ruins, One moon
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Altunis V

Type	Rock Planet
Orbital Radius	8.54 AU
Period	20.22 earth years
Gravity	2.00 Gs

Altunis VI

Type	Ice Planet
Orbital Radius	16.40 AU
Period	53.77 earth years
Gravity	0.59 Gs
Notes	Large moon

Altunis Beta – Distant Companion

Type	K3 V Orange Main Sequence
Distance	85.50 AU
Radius	0.86 x sol
Mass	0.70 x sol
Temperature	4400 K
Luminosity	0.43 x sol
Notes	Irregular Orbit

Exos System

Heavily mined system by Exo Corp, a mining and terraforming company.



Star Type	M6 V Red Dwarf
Radius	0.41 x sol
Mass	0.32 x sol
Temperature	2500 K
Luminosity	0.04 x sol

Exos I

A desert dwarf planet best known for its two-tone coloration, **Exos I** is mostly composed of rock, sand and dust. White areas on the surface are covered by silica based sand. Dark areas are desert regions that have relatively higher concentration of carbon based rock and organic compounds. The planet's small moons create tidal pressures responsible for the geothermal volcanoes, contributing to a thick and corrosive atmosphere.

ExoCorp has established their corporate headquarters on this world, in an impressive underground facility. They also have facilities on each of its moons.

Type	Terrestrial World
Orbital Radius	0.19 AU
Period	0.15 earth years
Physics	Standard iron/silicate



Gravity	1.01 Gs
Hydrosphere	0 % water, 8 % ice
Atmosphere	Dense corrosive
Special	4 small moons

Exos II

Type	Rock Planet
Orbital Radius	0.29 AU
Period	0.27 earth years
Gravity	0.99 Gs

Exos III

Type	Rock Planet
Orbital Radius	0.42 AU
Period	0.48 earth years
Gravity	1.41 Gs

Exos IV

A large gas giant with an atmosphere composed mostly of nitrous oxide and carbon dioxide. The planet is within its star's habitable zone and supports several large moons, one of which is habitable.

Type	Jovian Planet
Orbital Radius	0.63 AU
Period	0.87 earth years
Gravity	2.24 Gs
Special	Planetary rings, 7 small moons, 4 large moons



Exos V

A large gas giant with an atmosphere mostly composed of argon. It has only one large moon with no atmosphere. A busy spaceport orbits the gas giant, while the moon is used as a junkyard.

Type	Ice Planet
Orbital Radius	1.93 AU
Period	4.71 earth years
Gravity	0.89 Gs

Exos VI

Type	Ice Planet
Orbital Radius	3.30 AU
Period	10.55 earth years
Gravity	0.72 Gs
Special	Electromagnetic storms

Exos VII

Type	Ice Planet
Orbital Radius	6.90 AU
Period	31.88 earth years
Gravity	0.21 Gs
Special	Trace atmosphere

Exos VIII

Type	Ice Planet
Orbital Radius	13.83 AU
Period	90.44 earth years



Gravity	0.99 Gs
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Gelnoxus System

Star Type	M2 V Red Dwarf
Radius	0.38 x sol
Mass	0.26 x sol
Temperature	3100 K
Luminosity	0.04 x sol

Noxis, Gelnoxus I

The atmosphere is composed mostly of nitrogen and oxygen, but high levels of methane and carbon dioxide make it lethal to humans. Much of the landmass is covered by forests of fungus-like

Type	Terrestrial World
Orbital Radius	0.16 AU
Period	0.12 earth years
Physics	Large ocean
Gravity	1.64 x earth
Hydrosphere	87 % water, 8 % ice
Atmosphere	Thin toxic
Biosphere	Prokaryotic microbes

Gelnoxus II, Scargill Alpha

An Earth-like planet with an unusually large axial tilt causing extreme seasonal changes. Both the northern and southern hemispheres experience harsh winters, with cold nights that can last for weeks or months at a time depending on latitude.



Type	Terrestrial World
Orbital Radius	0.24 AU
Period	0.23 earth years
Physics	Standard ocean
Gravity	1.00 Gs
Hydrosphere	93 % water, 71 % ice
Atmosphere	Thin toxic
Biosphere	Prokaryotic microbes
Civilization	Fringer Colony
Notes	Advanced alien artifact.

Gelnoxus III

Type	Rock Planet
Orbital Radius	0.30 AU
Period	0.32 earth years
Gravity	1.53 Gs
Notes	Heavy volcanism

Gamiset's End, Gelnoxus IV

The crash landing site of the shatrat pirate Captain Gamiset's and his flagship at the hands of the Silver Crows.

Type	Rock Planet
Orbital Radius	0.47 AU
Period	0.63 earth years
Gravity	1.80 Gs
Notes	Wreckage of a crashed starship



Gelnoxus V

Type	Rock Planet
Orbital Radius	0.73 AU
Period	1.22 earth years
Gravity	0.91 Gs

Gelnoxus VI

Type	Ice Planet
Orbital Radius	1.29 AU
Period	2.89 earth years
Gravity	0.83 Gs
Notes	Large moon

Monus System

Binary Star System

Monus Prime I

Star Type	K9 IV Orange Subgiant
Radius	2.40 x sol
Mass	0.89 x sol
Temperature	3500 K
Luminosity	8.53 x sol

Monus Prime II

Star Type	K8 V Orange Main Sequence
Distance	0.75 AU
Radius	0.89 x sol



Mass	0.77 x sol
Temperature	3700 K
Luminosity	0.47 x sol

Dimran, Monus I

A small planet famous for its silicon-based lifeforms.

Type	Terrestrial World
Orbital Radius	3.63 AU
Period	5.37 earth years
Physics	Small ocean
Gravity	0.45 Gs
Hydrosphere	83 % water, 61 % ice
Atmosphere	Thin breathable
Biosphere	Microbes, fungi
Notes	Planetary rings

Monus II

Type	Rock Planet
Orbital Radius	6.39 AU
Period	12.57 earth years
Gravity	1.46 Gs
Notes	Heavy radiation

Monus III

Type	Rock Planet
Orbital Radius	11.82 AU
Period	31.58 earth years



Gravity	1.03 Gs
Notes	Advanced alien artifact

Cliadros, Monus IV

A planet with mostly nitrogen atmosphere. The surface is pitted with deep circular holes. The holes vary in diameter and extend several kilometers underground. The nature of these holes is yet to be determined. Could these be natural geological features, the result of meteorite impacts, indigenous lifeforms, or the work of some unknown intelligence.

Type	Ice Planet
Orbital Radius	22.28 AU
Period	81.77 earth years
Gravity	0.71 Gs
Notes	Trace atmosphere

Monus V

Type	Ice Planet
Orbital Radius	45.28 AU
Period	236.87 earth years
Gravity	1.15 Gs



Proscenius System

Star Type	K8 V Orange Main Sequence
Radius	0.98 x sol
Mass	1.02 x sol
Temperature	3700 K
Luminosity	0.38 x sol

Proscenius I

Type	Rock Planet
Orbital Radius	0.12 AU
Period	0.34 earth years
Gravity	1.35 Gs
Special	Electromagnetic storms, heavy volcanism

Proscenius Belt, Proscenius II

Type	Asteroid Belt
Orbital Radius	0.35 AU
Period	0.20 earth years

Vantage Point, Proscenius III

Home to the Hykosian Liberation Army

Type	Terrestrial World
Orbital Radius	1.15 AU
Period	0.74 earth years
Physics	Small iron/silicate
Gravity	0.66 Gs
Hydrosphere	29 % water, 36 % ice



Atmosphere	Breathable Thin, Cold
Civilization	Fringer World, former Brodie Corporate Facility

Proscenius IV

Type	Rock Planet
Orbital Radius	2.05 AU
Period	1.47 earth years
Gravity	0.64 Gs

Saartec System

The jewel of the Exos sector, two habitable worlds. It is the corporate and population center (but yet still not the capital) of the sector.

Star Type	M5 V Red Dwarf
Radius	0.37 x sol
Mass	0.23 x sol
Temperature	2600 K
Luminosity	0.05 x sol

Saartec I

Type	Rock Planet
Orbital Radius	0.08 AU
Period	0.05 earth years
Gravity	0.82 Gs
Special	Heavy volcanism

Saartec II

A terrestrial world with few geological features. The surface of the planet is mostly rocky desert, but two large seas sit in the equatorial region. The seas are joined by a series of rivers, each several thousand miles long. Tidal forces pull water from one sea into the other and then back



again once per lunar cycle. The CSS Noble Traveller crashed here over a century ago. The survivors have built a modest but thriving community.

Type	Terrestrial World
Orbital Radius	0.17 AU
Period	0.14 earth years
Physics	Standard iron/silicate
Gravity	1.09 Gs
Hydrosphere	8 % water, 0 % ice
Atmosphere	Standard breathable
Biosphere	Prokaryotic microbes
Civilization	Colony
Notes	Planetary rings, one moon

New Mercury, Saartec III

An Earth-like planet with several large landmasses concentrated around the planet's poles. A planet with an abundance of native lifeforms. The atmosphere is slightly richer in oxygen, but still perfectly breathable. The most dangerous thing about this planet is its native wildlife. There are several landmasses on New Mercury, ranging from archipelagos to large continents. Most of the equatorial lands are covered by dense tropical rainforest, although the planet's largest continent also features open grassland regions and a large central desert. The poles are cold but forested, with temperatures never falling below 0°C. There are several large cities, starports and resorts. Big game hunting (poaching) is a very popular sport and the corporation behind it clones most of the life forms that are hunted, keeping the wildlife population very high.

Type	Terrestrial World
Orbital Radius	0.24 AU
Period	0.25 earth years
Physics	Small iron/silicate
Gravity	0.61 Gs



Hydrosphere	30 % water, 28 % ice
Atmosphere	Standard breathable
Biosphere	Microbes
Civilization	Colony
Special	Advanced alien ruins

Saartec IV

Type	Rock Planet
Orbital Radius	0.42 AU
Period	0.56 earth years
Gravity	0.97 Gs

Saartec V

Type	Rock Planet
Orbital Radius	0.76 AU
Period	1.38 earth years
Gravity	0.63 Gs

Saartec VI

Type	Ice Planet
Orbital Radius	1.61 AU
Period	4.23 earth years
Gravity	0.91 x earth
Notes	Trace atmosphere

Saartec VII

Type	Ice Planet
Orbital Radius	3.10 AU



Period	11.34 earth years
Gravity	.02 Gs

Solarix System

The system of the two triplets

Star Type	M0 V Red Dwarf
Radius	0.39 x sol
Mass	0.27 x sol
Temperature	3400 K
Luminosity	0.03 x sol

Novdros

A earth-sized planet almost entirely covered in dust and sand. Only at the height of winter do temperatures lower to human norms. The atmosphere is mostly composed of nitrogen and CO₂.

Type	Terrestrial World
Orbital Radius	0.14 AU
Period	0.10 earth years
Physics	Standard iron/silicate
Gravity	0.91 Gs
Hydrosphere	0 % water, 1 % ice
Atmosphere	Thin reducing
Special	Planetary rings

Solarix II

Type	Rock Planet
Orbital Radius	0.24 AU
Period	0.22 earth years



Gravity	1.14 Gs
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Troserty I

A large gas giant with an atmosphere mostly composed of hydrogen. There are two giant storm systems in the planet's atmosphere. The sentient former inhabitants of one of the giant's moons believe these to be the 'eyes' of the planet, which they worship as a god. Ruins on this now dead world depict the "Eyes of God" watching over them, protecting them. The irony is that a radiation storm from Troserty I was what killed them.

Type	Jovian Planet
Orbital Radius	0.32 AU
Period	0.35 earth years
Gravity	2.13 Gs
Special	37 small moons

Troserty II

Type	Jovian Planet
Orbital Radius	0.78 AU
Period	1.32 earth years
Gravity	0.71 Gs
Special	Planetary rings, 19 small moons, 12 large moons

Troserty III

Type	Jovian Planet
Orbital Radius	1.49 AU
Period	3.50 earth years
Gravity	3.01 Gs
Special	Planetary rings



Pentotede I

Type	Neptunian Planet
Orbital Radius	5.63 AU
Period	25.81 earth years
Gravity	0.96 Gs
Special	6 small moons, 2 large moons

Pentotede II

Type	Neptunian Planet
Orbital Radius	10.62 AU
Period	66.88 earth years
Gravity	0.52 Gs
Special	4 large moons

Pentotede III

Type	Neptunian Planet
Orbital Radius	21.06 AU
Period	186.77 earth years
Gravity	1.16 Gs
Special	6 small moons

Talion System

Star Type	M3 V Red Dwarf
Radius	0.39 x sol
Mass	0.27 x sol
Temperature	3000 K
Luminosity	0.03 x sol



Namanova, Talion I

A lush jungle and water planet with a gravity slightly higher than that of Earth. The planet rotates very slowly on its axis, causing long hot days and cold nights. A relatively small axial tilt makes for a stable, predictable climate. The planet was colonized by the bolters, the Evodack over a century ago, and it is now considered to be one of their core worlds, with a population of over four billion concentrated mostly in coastal mega-cities and offshore industrial complexes.

Type	Terrestrial World
Orbital Radius	0.14 AU
Period	0.10 earth years
Physics	Large ocean
Gravity	1.65 Gs
Hydrosphere	84 % water, 4 % ice
Atmosphere	Dense reducing
Civilization	Bolter Colony, Evodack
Biosphere	Microbes

Talion II

Type	Rock Planet
Orbital Radius	0.27 AU
Period	0.26 earth years
Gravity	1.35 Gs
Notes	Heavy radiation



Rokenuson, Talion III

A tiny planet famous for its hydrocarbon lakes.

Type	Rock Planet
Orbital Radius	0.40 AU
Period	0.48 earth years
Gravity	0.37 Gs
Notes	Planetary rings

Parnusian Belt, Talion Asteroid Belt

Type	Asteroid Belt
Orbital Radius	0.59 AU
Period	0.86 earth years

Talion IV

Type	Ice Planet
Orbital Radius	1.15 AU
Period	2.37 earth years
Gravity	0.70 Gs

Vespad System

Star Type	M2 V Red Dwarf
Radius	0.36 x sol
Mass	0.22 x sol
Temperature	3000 K



Luminosity	0.03 x sol
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Yarik Dath, Vespada I

An small earth-like planet with a breathable nitrogen/oxygen atmosphere but low gravity. One large continent stretches from the north pole to the south pole. Ecosystems range from tropical rain forest to arid grassland and frozen tundra. The super-continent is home to a species of intelligent giraffe-like creatures.

Type	Terrestrial World
Orbital Radius	0.15 AU
Period	0.12 earth years
Physics	Small iron/silicate
Gravity	0.42 Gs
Hydrosphere	65 % water, 6 % ice
Atmosphere	Thin toxic
Civilization	Colony
Special	Large moon, wreckage of a crashed starship

Vespada II

Type	Rock Planet
Orbital Radius	0.29 AU
Period	0.34 earth years
Gravity	1.51 Gs

Vespada III

Type	Rock Planet
Orbital Radius	0.39 AU
Period	0.51 earth years



Gravity	0.40 Gs
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Vespad IV

Type	Rock Planet
Orbital Radius	0.59 AU
Period	0.98 earth years
Gravity	0.62 Gs
Special	Heavy volcanism

Vespad V

Type	Ice Planet
Orbital Radius	0.97 AU
Period	2.05 earth years
Gravity	0.21 Gs

Vespad VI

Type	Ice Planet
Orbital Radius	1.87 AU
Period	5.49 earth years
Gravity	0.99 Gs
Special	3 small moons

Vespad VII

Type	Ice Planet
Orbital Radius	3.56 AU
Period	14.38 earth years
Gravity	0.87 Gs



Azrael System, Xenos Sector

Star Name: Azrael (white)

Number of Planets: 5

Clarus

Orbit: 1

Type: barren rock

Orbital Radius: 0.48 AU

Period: 0.31 earth years

Gravity: 0.87 Gs

Heavy Radiation. Dark gray surface, rich in iron, nickel and other basic minerals. No mining operations have been attempted

War's Heart

Type: barren rock

Orbital Radius: 0.69 AU

Period: 0.87 earth years

Gravity: 0.80 Gs

Heavy radiation, strange mineral combination causes the planet to glow blood red during certain periods of time during its rotation, thus the name given to the world. Some suspect that it is a planetoid that came through the 'Zone and was captured by the gravity of Azrael.



Point Bren

Type: Terrestrial desert, mountains

Orbital Radius: 0.81 AU

Period: 0.69 earth years

Physics: Standard iron/silicate

Gravity: 1.03 Gs

Hydrosphere: 34 % water, 14 % ice

Atmosphere: Standard breathable

Biosphere: Microbes

Civilization: Shatrat Colony

Special: Ruins of an ancient civilization, wreckage of a crashed starship

Silva

Type: Terrestrial forest, grassland, mountains

Orbital Radius: 1.04 AU

Period: 0.74 earth years

Physics: Small oceans

Gravity: 0.87 Gs

Hydrosphere: 89 % water, 33% ice

Atmosphere: Thin breathable

Biosphere: Microbes



Quintelus

Type: gas giant

Orbital Radius: 2.73 AU

Period: 3.96 earth years

Gravity: 207 Gs

Special: 15 small moons, 8 large moons

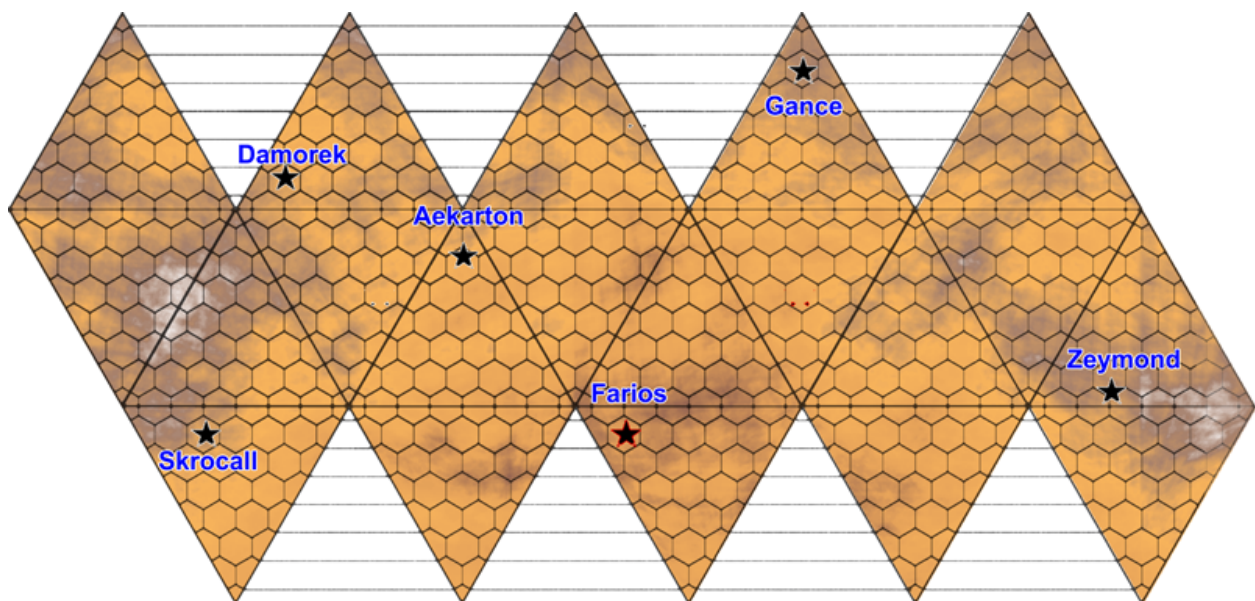
Taril, barren rock moon in the 8th orbit, used as a trading operations for weapons runners.

System: Azrael

Sector: Xenos

Moons: 1 – Ablenides; 1 debris field, former moon.

Climate: Desert world



Background

Most know the unremarkable world of Point Bren, home to the bothersome shatrat group lead by **Cror Sendalven**, but few know its history. A few Zeenarchs have discovered random clues but getting close to Point Bren to piece them together has proven difficult. One sentient has pieced enough together to assume that it was not always a barren wasteland that we see today.

Evidence can be found in caves and hidden underground ruins on Point Bren as well as Silva that there once was a thriving primitive culture living on the world now called Point Bren - then



called (roughly translated from an alien Zeenarch's notes) Craldrusia. Rest assured, the original denizens - Caldrusians - saw their home world as much more than just a *point* on some star map.

Cladrusia was the center of the universe, according to their religions. They were a growing primitive culture with a lot of potential. They saw themselves as inheritors of the great *River of the Gods*. On certain clear nights, one could see the bands of strange colored gases and matter that made up the 'Zone and they saw that as their destiny.

What they did not know is that it would be their undoing.

Somehow, despite the light years between the system and the 'Zone, a very fluke planetary and lunar alignment created a strange gravimetric wormhole-like phenomenon that channeled deadly Shatterzone-like radiation through the gas giant Quintelus onto the planet. It did not kill the population but poisoned the planet for all flora and fauna. The planet slowly died out over a single generation. This was called the *Tears of the Gods* incident.

The survivors of Caldrusia were however saved by some unknown benevolent ancient alien species, transporting enough of their species over to the sister world, now known as Silva. These ancient aliens genetically modified the new colony stock to survive on the colder and thin-aired world. Combined with the harsh flora and fauna of the planet, the end result developed into the modern day Silvans.

The benevolent aliens also destroyed the second moon to prevent it happening again. Although the damage was done, they feared the effects on the system as a whole if it happened again.



Basics

Location: Xenos Sector

The Party

The party is made up of former Brodie personnel abandoned after they were forced out of the region. They are 3 scientists and 2 security guards plus one Bolter that joined later all working together in the Xenos Sector to survive. These scientists were sent to study the Shatterzone and assigned to the **Elysium Alpha Station**, a special and newly developed station owned by Brodie to study the 'Zone.

Ashtyn "Ash" Brooke - Former Brodie Security Chief, Human

Benno "Ben" Goodson - Former Brodie engineer, Rednas

Darrin Martell - Former Brodie Marine/Pilot, Human

Drasmi "Dras" Ruen - Rogue Bolter Alien (Kitharan)

Iborith "Ibbie" Besnorok - Former Brodie medical tech, Glahn.

Vroksor "Vrok" Fulaku - Former Brodie scientist/Zone Expert, Ishantran

This adventure will illustrate the brutality of the Universe, the mystery that is the 'Zone and the ever changing loyalties of people within the setting. At first, the players will be hired by the Fleet Redeemer "Sarge" York Sartin. He hires them to investigate Orlan Sanborn and act as independent mercenaries for hire. In the service of Sanborn, however, he will make a good case for betraying the Fleet Redeemer and test the players resolve and loyalty.

The motivation behind the PCs throughout the series is to get out of the Xenos/Exos region of the Inner Frontier and get closer to the core, where it is safe. This may cause some to shift loyalties while others question their motivation.

The players are currently hiding out on **Crossed Stakes, Ghast System**. They have found an abandoned mining facility in the southern mountains that has plenty of surface facilities for them to use. The mine itself is heavily sealed with massive synth-steel bulkheads. No one told them

why it was sealed and they have chosen to stay away from that aspect of their refuge. The small abandoned mining town was enough for them to use a base of operations.

OPTIONAL IDEA: *Behind the bulkheads is a nest of creatures the mining company uncovered (and the reason why they abandoned them). They are nocturnal and until unsurfaced, hunted underground. If these bulkheads are opened somehow at night, they may come out.*

Creature: ??





Elysium Alpha Station

As a continued effort to study weak spots in the 'Zone, *Elysium* is a secretly constructed station once owned by Brodie to study the 'Zone. It was constructed about 1.5 AU from the zone.

While in operations for Brodie, supplies runs were set up through the shatrats at Point Bren, in exchange for weapons. When Brodie left, the station was taken over by the Port Bren shatrats.



Elysium was in the middle of the phase II expansion when Brodie was forced out of the region by the Hykosian Liberation Army terrorists. What few know is that the station was developing new tech that would enable the station to scan beyond the Shatterzone. It uses a complex AI algorithm to predict the flows of the Shatterzone to a 89% accuracy rating. Using this, the device can penetrate the 'Zone to get data, images and readings from the other side.

What even fewer people know is that the lead scientist **Dr. Jiang Wen** and a select few of his assistance are using ancient tech - the **Crusax Resonus** - to accomplish this feat. Dr. Wen claims he invented the tech but in truth he found the relic on an asteroid on the outer edges of the Donner Belt. Wen knows it is a part of something but not sure what.

With Wen's death when the station was taken by the shatrats, knowledge of the device only exists hidden deep in the stations systems. The device itself sits in storage vault deep in a station as well. The HLA on the station are completely unaware of the item and have yet to access many of the vaults on the station.



The Artifacts

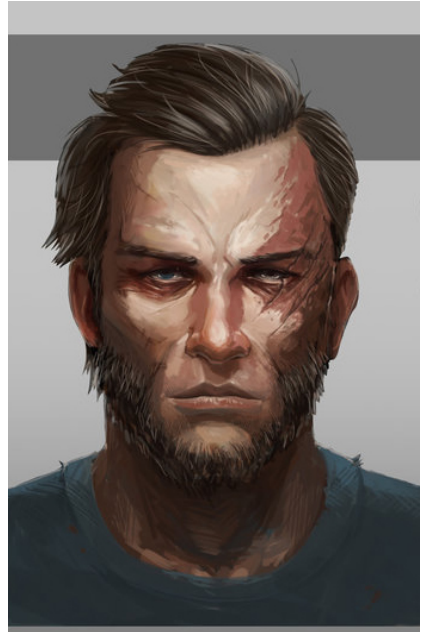
Crusax Relic, as Sanborn calls it, is an ancient alien device that once together would change the universe as we know it. It comes in 3 pieces and is the center of the Xenos Trilogy of adventures.

1. **Crusax Resonus** - The Crusax Resonus was discovered by a team of Zeenarchs in the Xenos sector while on a dead world in a lesser known system called Gelith 295. It was subsequently stolen by a Point Bren raiding party. Currently it is located on the Elysium Station hidden in a Vault. {{Xeno Alpha adventure}}
2. **Crusax Vortus** - The Crusax Vortus is the second piece Sanborn seeks. The HLA has information on a not-so-well known homeless and blind psychic who claims to be connected to the Crusax and speaks of it often. The HLA seeks to capture this psychic. Sanborn wishes to capture him first. {{Xeno Beta adventure}}
3. **Cortus Crusax** - This part is located within the Donner Belt, discovered by a private Zeenarch team. Unbeknownst to them, however, they have stumbled upon more than just an ancient alien find. {{Xeno Gamma adventure}}

The Redeemer - York “Sarge” Sartin

Sartin has been in the “bush” probably a little too long. Some might say he might have forgotten his true mission. York “Sarg” Sartin is a hardcore individual with a laser focus on the task at hand. The task at hand now - capture and interrogate someone he used to think was a friend.

Orlan Sanborn was an informant and insider on all things strange and ancient in the Xenos and Exos sector. Now he is a rogue treasure hunter after something a lot of people are interested in, including Fleet. However, Fleet is not showing their hand quite yet, so they simply want to interrogate Sanborn for stealing something odd - a gravity well generating satellite from Brodie storage on Vantage Point. The fact that Sanborn is buddy-buddy with the HLA is also a concern.



Investigating further into Sanborn’s efforts, Sarge determined that Sanborn may not know what he is doing with the Brodie gravity well generating satellite, it being an experimental device intended to penetrate the Zone. Part of the Oasis Project, this was another Brodie attempt to make it easier to travel through the ‘Zone. Only a few former Brodie scientists have experience with these satellites. Fortunately for the party, one of them is among them.

Knowing that Sanborn also had a goal to visit the Elysium space station, Sarge found that part would be a perfect group to manipulate in this situation. First, he arranged for any other candidate that might qualify as a helper to be arrested or otherwise detained indefinitely. That left only the part available. Placing their profiles on the open network, Sarge hoped that Sanborn would seek them out. Unfortunately, it garnered attention from the party’s enemies as an unintended consequence.

Making their profiles public drew unwanted attention to the PC party, including the encounter that opened the adventure. Sarge knew this and was using it to find them.



York "Sarge" Sartin

AGILITY 8 - Beast riding 10, climbing 9, dodge 12, maneuver 10, melee combat 8 (knives 12), stealth 11

DEXTERITY 10 - Energy weapons 11 (blaster rifle 14), fire combat 12, gunnery 11, lockpicking 13, prestidigitation 10, vehicle piloting: starships 14

ENDURANCE 9 - Resist shock 11

STRENGTH 8

TOUGHNESS 7

INTELLECT 10 - Computer ops 12, demolitions 11, first aid 12, linguistics 13, scholar: Xenos sector 14, sensors: ship's 11, tracking 12, trick 13

MIND 9 - Navigation: space 11, science: weaponsmith 10

CONFIDENCE 8 - Con 9, intimidation 9, streetwise 14, survival: desert 12, willpower 11

CHARISMA 10

Equipment: Fleet scout ship (modified to look generic); miscellaneous survival gear.

ARMOR: Plasteel armor suit, armor value TOU +6 /24;

WEAPON: Brodie LX4 Blaster Rifle, damage value 24, range 5-25(-1 /0) /150(+3/0) | 300(+2/0)

Orlan Sanborn

Orlan is a near-human alien bolter called the **Koseeran**. They are taller and more gaunt than normal humans, with pale gray skin and hairless body. It is rumored they are telepathic but no one has been able to confirm that.

Sanborn is a known scavenger and artifact hunter. He is resourceful and seems to have an endless amount of credits. He was once was a Fleet contractor, but have since “*left their employment for better things*”, so he says.

Sanborn has had his eye on an ancient artifact he heard about through research into various Bolter religions. It is known by many names throughout the Bolter cultures. Sanborn calls it the **Crusax Relic**. Crusax was his people’s god of growth, travel and transition. His research lead him to the Exos Sector as well as the neighboring Xenos Sector. The highest concentration of mythology and lore surround the Crusax was found among Bolters in both these sectors.



Contacts and research within this region revealed to Sanborn the location of the first piece - the **Crusax Resonus**. It is located *a secret space station called Elysium Apha, currently owned and operated by the shatrats of Point Bren*. He theorized that the second piece - the **Crusax Vortus** - can be found once he had the first in hand. He is convinced that the final piece - the **Cortus Crusax** - is somewhere in the Xenos Sector.

*The first goal was to obtain the **Crusax Resonus** from Elysium Alpha, but he had to learn the location of the station (a secret only known by certain Brodie execs and scientists), find a way to the station and a way around all the shatrats that are in control of it. A plan began to hatch after a visit to ruins on Silva (sister world to Point Bren). There, he learned enough to hatch a plan to take the **Crusax Resonus** from its current location.*

During his research and intelligence gathering, Sanborn crossed paths multiple times with the Hykosian Liberation Army fringer group from Vantage Point in the Exos sector. Apparently, the HLA had an interest in the Crusax as well. He learned that much of the Hykosian Way doctrine



*seems to center around something called the **Dignora Vinas**, some kind of device important to the Hykosians. It is portrayed as a means to enter the Hykosian heaven, like the pearly gates or stairway to heaven.*

As he developed his plans, Sanborn realize that his relationship with the HLA was going to have to change if his plans were going to come to fruition. He joined the HLA under an alias in hopes of accessing what intelligence they may have and advance his goals before they advance theirs.



Orlan Sanborn

AGILITY

DEXTERITY

ENDURANCE

STRENGTH

TOUGHNESS

INTELLECT

MIND

CONFIDENCE

CHARISMA

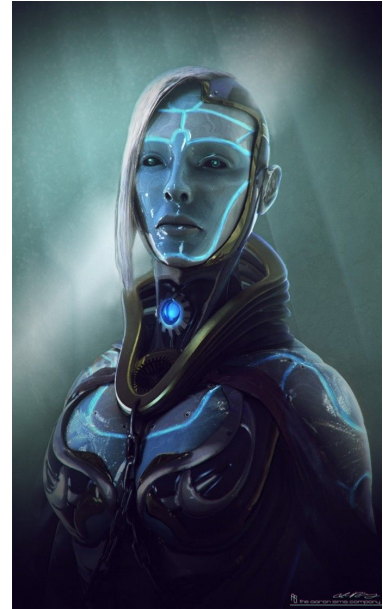
Equipment:

ARMOR: Plasteel armor suit, armor value TOU +6 /24;

WEAPON:

Daniella Baston

The babysitter - a female human named Daniella Baston - is a sly and devious agent who is all-in for the HLA cause. She was “converted” 2 years ago by her fiancé who is now dead after a battle with some Brodie agents attempting to retake Vantage Point. Before her “conversion,” she was an orphaned street thief and occasional prostitute in one of Vantage Point’s corporate shanty towns and her fiancé was her partner in crime. Now with the power of the Hykosian Way “*surging in her veins*,” she has risen up through the ranks of the HLA to be a very resourceful and cunning agent.



Unfortunately while on Taril, Baston drew some unwanted attention, in the form of Brodie Corporate Intel agents - Brodie Information Acquisition & Reclamation Services (BriARS or as it is commonly called the Briar Patch). These agents - nicknamed Patchers or Patchmen - identified Baston as a known terrorist and member of the HLA. Oblivious of the Redeemer operation against the HLA, this special unit of Brodie Corporate Intel is looking to capture and interrogate any HLA member to gain intelligence about Vantage Point.

The Patchers attempted to acquire Baston while both her and Sanborn were returning to safe house. A battle ensued in the Taril underground. Sanborn took the opportunity to escape from his sitter and left her to defend herself against the Patchers. What he does not know was that Baston killed all eight of the Patchers and now hunts him down in the guise of one.



Daniella Baston

AGILITY

DEXTERITY

ENDURANCE

STRENGTH

TOUGHNESS

INTELLECT

MIND

CONFIDENCE

CHARISMA

Equipment:

ARMOR: Plasteel armor suit, armor value TOU +6 /24;

WEAPON:



The Plan

(1) Getting to the Station

The Point Bren shatrats - the Sendalven's Sand Rats - benefit from the most secure facilities in the sector, thanks in part to Cror and his paranoia. This has not changed since Cror moved to the Station, but the Rats are much more complacent since he left.

Ever since he discovered Elysium Alpha Station, Cror has been spending much of his time there, finding its view of the Shatterzone calming. He has commandeered three Q-Space capable shuttles as his own, all programmed with the coordinates of the station. No other ship in his fleet have the coordinates of the station. Only his most trusted lieutenants of access to these shuttles. One is always kept on Point Bren.

Sanborn intends to steal that shuttle.

(2) Infiltrating Point Bren

Infiltrating the stronghold where the shuttle is being kept - the Farios stronghold - is near impossible. With the level of automated security and personnel, no single person could possibly infiltrate the fortress. However, Sanborn has a plan for this - using the gravity well generator.

Through the research he did on Silva and various other local locations in the sector, he was able to determine a general idea that some kind of radioactive/electromagnetic event occurred on Point Bren in its ancient history that destroyed the original ecosystem. This somehow was related to the fact that Point Bren had two moons at one time.

Sanborn theorizes that if he can repeat this event through the use of the gravity well generator. While it won't harm the shatrats, it should in theory wreak havoc with sensors long enough to infiltrate the compound.

This plan has several steps



- (a) Program the telemetry of the satellite so it will orbit in line with opposite side of Point Bren with the other moon. When it reaches the exact point that is in line with the gas giant, the Gravity Well Generator will engage.
- (b) Once the event occurs, Sanborn and a group of capable individuals (PCs) will take a ship into the system and drop off close to the compound.
- (c) Infiltrate the compound through {some means} and commandeer the shuttle.
- (d) Meanwhile, Sanborn MAY send one of the more skilled players deep within the complex to assassinate as many of the trusted lieutenants as possible (to reduce the possibility of pursuit)

(3) Dealing with Shatrats on the Station

Once the shuttle is secure, getting to the station is going to take 20 days. Only Cror's most trusted lieutenants have the location of Elysium station. It will take time to give pursuit, Sanborn hopes.

The Scout Mission

Sanborn immediately got involved with the HLA efforts of finding their **Dignora Vinas**. Feeding innocuous information about what he knew of the artifact, he was able to gain more and more trust within their ranks. He eventually got the HLA on a path to raid the **Elysium Alpha Station**, targeting the artifact of Dr Wen. Although they tried to "convert", he was able to work around it long enough to get what he wanted - access to the Brodie storage facility on Vantage Point that stored the gravity well generators. With help from some shatrat friend, he was able to liberate one (and an additional one which he gave to the shatrats in exchange for their help).

Manipulating the people around him with the information he knew, the HLA command ordered a scout mission to the Azrael system. Sanborn volunteered to go on an intelligence mission for the HLA to learn more about the station. The HLA leadership agreed but did not trust him entirely, so they sent a trusted agent to accompany him - **Daniella Baston**.

He has arranged for his gravity well generator to be

However, hampering his efforts was the "babysitter" sent by the HLA. At first, it was fairly easy to gather intelligence about the station, means of infiltrating it, and the like. Sanborn was able to



hide his true intentions to a point. That point came when the two were on Taril moon in Azrael system, seeking intelligence on the Point Bren shatrats.

Where is Sanborn Now?

Meanwhile, Sanborn is on Taril still attempting to make contact a man named Daslett 'One-Eared' Pickery, in an attempt to find shelter from Brodie, Fleet and HLA (all three of which are after him). While here, he plans to acquire a ship for his mission. He needs a small enough ship to be used as a landing and assault team as well as deploying the satellite. The PCs will be supplied a ship perfect for his purposes.

Act I Scene 1 - Shatrat Attack

Background

The players have been in hiding since the last job crossed into the territory of a savage shatrat group called the The Flesh Flayers. This group seeks to kill the party through any means necessary. Their ring leader - Zumazmos the King Flayer - is a sadistic psychopath that is very protective of their turf on Farrow (Lore system).

Combat

Location: Crossed Stakes, Ghast System. Abandoned Mine facility in the southern mountains.

The party in the middle of combat with the Externals. Things are pretty dire. Randomly assign damages to players. One may be close to death.

AGILITY 8 - Dodge 9, maneuver 9, melee combat 9, unarmed combat 10

DEXTERITY 8 - Heavy weapons 9, fire combat 11, vehicle piloting (various) 9

ENDURANCE 8

STRENGTH 8

TOUGHNESS 8 (+4 armor)

INTELLECT 7 - Perception 8, trick 9

MIND 7

CONFIDENCE 8 - Con 9, intimidation 9, streetwise 11

CHARISMA 7 - Taunt 8

Life Points: 1-6

Equipment:





WEAPON: Furtherman blaster pistol, damage value 18, ammo 12, range 3-20(-2/+1)/50(+2/0)/150(0/0); Cybernetic attachment - various power tools or blades.

ARMOR: syntheleather mesh armor (+4/19);



Here comes the Cavalry

York "Sarge" Sartin and a team of hired mercs called Ruldock's Rhinos, arrive to save the PCs just as things get bad.

Ruldock's Rhinos Merc

Standard Privateer

AGILITY 10 - Acrobatics 11, dodge 11, melee combat 11, unarmed combat 11

DEXTERITY 9 - Energy weapons 11, fire combat 12, gunnery 10, vehicle piloting: starships 11

ENDURANCES

STRENGTHS

TOUGHNESS 8

INTELLECT 8 - Computer ops 9, first aid 9, perception 9, trick 11

MINDS - Business 9

CONFIDENCE 9 - Con 12, intimidation 10, streetwise 10

CHARISMA 9 - Charm 11, taunt 10

Life Points: 4-7

Equipment: A cred-key; tool kit; hand scanner

ARMOR: Plastovar (+5/21)

WEAPONS: Dagger, damage value STR+4/18; Brodie Fang 52 Slug Pistol, damage value 15, ammo 5, range 3-10 (0/+1)/30 (+1/0)/50 (0/0); Brodie AR LR, damage value 20, ammo 45, range 5-50 (-1/0)/ 500 (+3/0)/1500 (+2/0);



Act I Scene 2 - Redeemer Sales Pitch

After some recouping and first aid, the party is gathered in one abandoned building to meet with Sarge. At first, it feels like the PCs are prisoners of these mercs but once Sarge identifies himself, things change.

Sarge has an interest in a former Fleet informant and contact here in the Xenos Sector and he needs their help to gather intel on the target.

Read aloud

"Orlan Sanborn is a bolter that has drawn some attention in this sector. He has recently gotten involved with the Hykosian Liberation Army, a dangerous and radical fringer terrorist group. This is a growing concern because he used to work for us - Fleet.

"We have gotten reports that an abandoned Brodie secure facility on Vantage Point, where the HLA is currently based, was broken into. Not long after that break in, Sanborn reportedly left Vantage Point on a covert mission for the HLA.

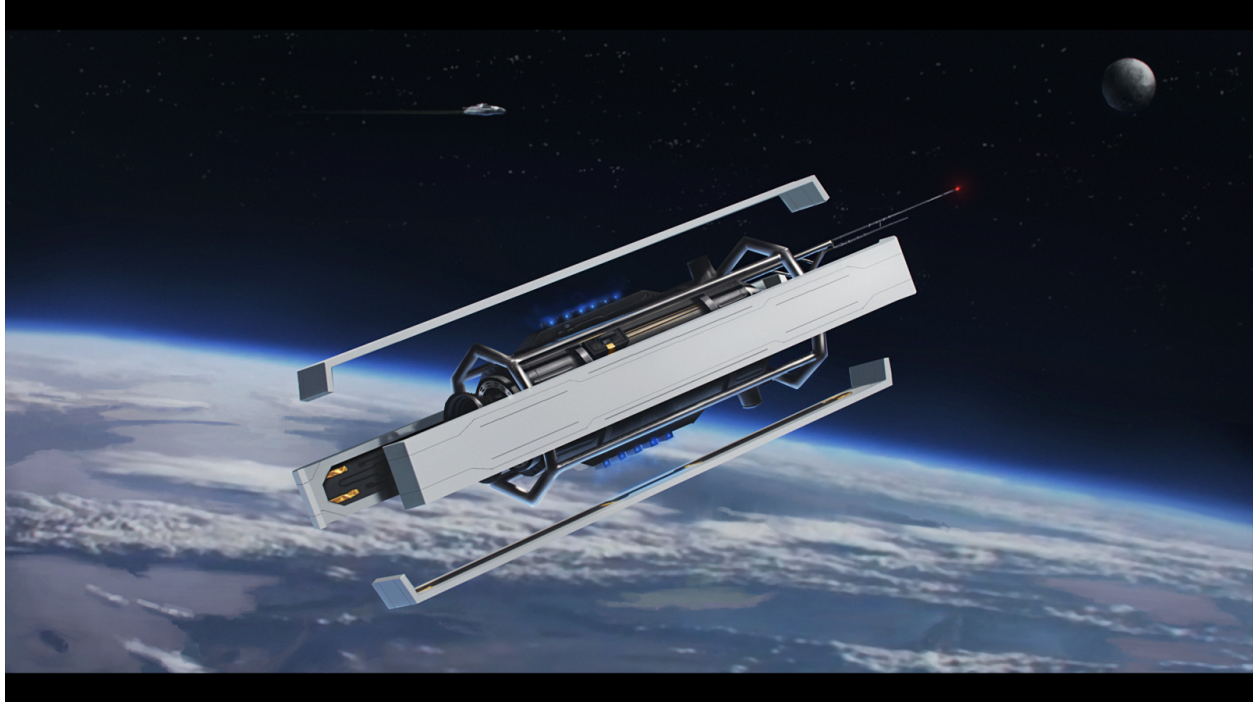
"We have growing concerns that he is using intel he learned while working for Fleet to help the HLA in their efforts of terror and domination of the region.

"We have recently learned of Sanborns current location and have reason to believe he needs a ship and a crew to help him with his latest mission. We have arranged travel and proper credentials for you to get the Taril moon station in the Azrael system . We believe once you are on his radar, he will seek you out. We have arranged it so that you will be on his radar."

In exchange, Sarge offers passage back to the Near Colonies or the Core, at Fleet's expense.

Once they accept, they are told to board a civilian transport and head to Taril. They should get a message en route that will tell them where to meet Sanborn.

Oassis Satellite



Act II Scene 1 - Meeting Sandorn at Taril.

Taril moon station is a vast complex of abandoned mine tunnels, former manufacturing and underground colonial facilities built by a long forgotten corporation. It is now a trade station for the underground of the Xenos sector. It has regular traffic in and out of all kinds of shatrats and fringers. One group, however, is the most well known occupant of the trade station - The Taril Tactics & Research Syndicate.



TTaRS - "Tars" - reside deep in the mining tunnels referred to as the Tar Pits. They are deep hollowed out sections that are cavernous in size, the walls of which are littered with alcoves and caves containing all varieties of weapons and cybernetic smiths and their operations. All work for the syndicate and report to the Syndicate Master - Kramthak Tusker. Deeper in the tunnels are the dojos, shooting ranges and practice yards of the training facilities for on the chosen few.

One of the central caverns contains a huge arena where a form of olympics is held. Contests of hand-to-hand as well as ranged are held here. Weaponsmiths show off their custom work and also participate in contests. Local shatrats provide targets from the unfortunate bolter refugees that cross through or local colonists that don't know how to protect themselves.



Meat Market

Sanborn can be found in the common market area of the eastern hemisphere caverns - Called the Meat Market. This is one of the primary meet-up places for people-for-hire and their respective patrons. Taril is a perfect place for this kind of transaction as it has all the needed places for anyone to show off their skills for a prospective patron.

Sanborn has put out feelers and inquiries for a team of people that can handle a ship as well as guns and some very specialized equipment - Skills that the PC group just so happen to have. Sarge has persuaded an agent to point Sanborn in the direction of the PCs while at the same time, detained any others that might qualify.

The Green Swallow

The Green Swallow is a local bar and bordello, with regular multi-species burlesque and strip shows. Sanborn has chosen this place because one of his bolter friends - a Kestarians dancer named **Apricot Ulexakiite** - is someone he can trust. She is a skilled martial artist and assassin. She has his back when he needs it.

En Route

They are given passage via a freelance civilian transport from their location to Taril, which will take about 3 weeks (20 light years from Ghast to Azrael). While enroute, they receive an encoded message through the ship's civilian comm systems from Sarge. It can be listened to in the private comm booths on the ship.

"The Target has taken the bait. Meet him at the Green Swallow in the Meat Market."

{Baston is on the ship, and is aware of Sanborn's interest in them. She will be watching them}



Meeting

Sanborn meets them in the Green Swallow, in a private room mean for lap dances and the like. **Apricot** is dancing. He has a heavy unplaceable accent and smooth way about himself.

“Greetia, mia eya and eya. I am Orian Sanborn and they call me a treasure hunter. In truth I am simply a person that likes to protect the history that many forgot, most especially those called the Ancients.

“In the vein, I have come across ancient references to something here in the X’es. Something ancient and powerful. Very few put together the references but I think there is something to them. I call it the Crusax Relic. It is in three pieces. I have found the first piece but I need your help to get it.

“If we out all three together, I believe we will be rich beyond our wildest dreams”

If asked, he will present a minimum of information about the multiple references to an ancient source of power somewhere in the region. He won’t reveal too much, however, for obvious reasons.

“I simply need a crew that can handle a ship and very specific hardware. I am confident by your credentials that you can handle it.”

Do you have a ship?

“Not at this time, but I do have contacts here in Taril who can obtain me one.”

What is the job?

{tale of Cror Sandelvan in vague terms}

“The first piece of this relic was in the possession of a Brodie scientist. That scientists had it shipped to a space station they should be familiar with - Elysium Alpha. Right now, that station is under the control of the Point Bren shatrats. In order to get to it, we have to steal one of only two Q-space capable shuttles to go to it.



{Sanborn explains his theory about Point Bren, it's moons and the gas giant}

{Sanborn has a contact inside - a fellow Hykosian "missionary" insider - that can get him to the shuttle. They just have to get in.}



Getting a Ship

{{

Character link to get a ship. Someone they know in-system, usually docked at Taril.

}}



Act II Scene 2 - Hykosian Entanglements

{{

Encounter in the hallways of Taril against a handful of HLA, in the hanger of the ship.

}}



Act III Scene 1 - Execution & Infiltration

{{

Once all elements - ship, cargo, crew - are in place, the team will depart for Point Bren at a time specific to Sanborn. Timing of this is essential. Tech character will be cybernetically connected to the satellite and it is set up as an extension of the character

Point of Entry & Ground battle

- soldiers and mobile armor units. It looks impossible until the Tech realizes he can use the Satellite as a Thor satellite unit - reverse the polarity to capture small chunks of the shattered moon and drop them from orbit at high speeds - to take out heavy armor units.

Running battle in the compound to get the hangar. Take the shuttle.

How do they prevent pursuit? Up to the characters or GM or both??

}}



Act III Scene 2 - Elysium

{{

Taking the shuttle to the station, encounter more pirates. The group can pose as pirates or have a running battle inside the station.

IDEA: The use of the Gravity Well Generator caused an unintended effect within the Shatterzone. IDEAS:

Options/Ideas:

- *A massive surge within the Shatterzone allowed alien bolters through and invade the station. The pirates on board are in the middle of battle with them.*
-

}}



Appendix

- Character Backgrounds: Misplaced Agents of the Cosmic Ether
- Sendalven's Sand Rats
- The Hykosian Liberation Army

Misplaced Agents of the Cosmic Ether

Group Knowledge

- *All but Dras worked for the Brodie operation on Vantage Point and were getting ready to leave for Elysium Alpha for a month long duty on the station. That was 2 years ago.*
- *The group used to have a short range Q-Space ship - The Cosmic Either. It currently rests on the surface on Crossed Stakes, Ghast System in disrepair. It needs parts to be able to make another Q-Space jump. It still can fly in-system but not between systems.*
- *There is enough of a colony on Crossed Stakes that jobs are fairly easy to find, some of them out of the system.*
- *Most recently, a job went badly and you angered a local shatrat group, the Flesh Flayers. They are psychotic and out for blood.*

Ashtyn “Ash” Brooke

Former Brodie Security Chief, Human

Ash comes from a long line of asteroid miners from the Near Colonies. Her father, mother and brothers all worked as asteroid grunt miners for Brodie in the Near Colonies. However, Ash was restless and always wanted more than working the mines of Brodie owned asteroids.

Growing up in the blue-collar sector of the low gravity **Straaterra**, she was never satisfied with the status quo of the Brodie worker class. She was known as the rebel and the black sheep of the family. She ran away quite often, only to return after encountering things far worse than things at home. She eventually joined a gang of thieves, robbing various corporate installations of their valuables and selling them on the black market. She was slowly being groomed as a new leader of this gang when she and most of the gang were arrested and put into a Brodie prison.



While in prison, someone saw potential in Ash and instead of putting her to work at a labor camp, this person took her on as a protege. **Xhanor Rha**, head of the prison security groomed Ash as an informant, and insider of the prison's activities. She was a big part in breaking up a major drug smuggling operation that was run out of the prison between guards and an imprisoned drug lord - **Dorgarag**. This earned her freedom and a job as a security agent within Brodie. However, she is always watching her back for agents of Dorgarag.

She keeps her criminal past as secret as she can. She has gone so far as changing her name. Ashtyn Brooke is the name of a person she had to kill as part of the drug lord bust. Her real name is **Taya Meret Garatside**.

Brodie Corp sent her out to Vantage Point as part of a new facility operation in the Inner Frontier on the planet Vantage Point (Proscenius System, Exos Sector). Vantage Point was not the most pleasant world but it at least passed all the Brodie protocols for colonization and safety.



None of those protocols were calculated in the Hykosian Liberation Army. Just as Brodie settled in, this very resourceful and capable terrorist group moved in and took over, slaughtering any Brodie personnel they came across. They claimed the planet as their holy land. Ash and her companions were lucky to escape.

Now the group flounders between Exos and Xenos Sector trying to survive. The group's general goal is to get back to the Inner Colonies, but Ash secretly wants to stay in the Inner Frontier. This is place has so much potential. She already has a plan to insert Ash's data into the Brodie records of the lost at Vantage Point and retake her original name. She is working with a shatrat group called the Chaos Bandits, one of the factions of the Point Bren shatrats under Cror Sendalven that wish to break away from Cror. Impressing the Chaos Bandits would be very advantageous to Ash at this point.

Relations with the other party members

Benno "Ben" Goodson - *Former Brodie engineer. Species: Rednas (Rednas are reptilian humanoids with traditions of violence, whose pre-spacefaring civilization is prized for its metalwork.)- Ben is an asshole and he knows it. When you can understand him, with his alien "lisp", he is a sarcastic SOB. However, he is an excellent tech, atypical of the Rednas race.*

Darrin Martell - *Former Brodie Marine/Pilot, Human - A guy that everyone seems to underestimate. You had a thing at one time but you ended it.*

Drasmi "Dras" Ruen - *Rogue Bolter Alien (Kitharan) - Dras joined the group recently. Dras give you the creeps. He looks like part spider and part lizard. He's also a bolter. Enough said. However, he has proven to be a useful fighter when things get ugly. You are not entirely sure why he joined your group, however but he seems to follow Darrin around like a puppy. Thank the gods someone made a translator for him, because otherwise no one could understand him.*

Iborith "Ibbie" Besnorok - *Former Brodie medical tech. (Glahns are one of the three ruling races in the galaxy, blue skinned humanoids organized into clans). -*

Vroksor "Vrok" Fulaku - *Former Brodie scientist/Zone Expert, Ishantran. (Ishantras are ruling race of the Consortium, immensely varied due to cross-species gene-engineering, who lost their homeworld in an ancient cataclysm.) - He's weird but everyone seems to trust him. They confide in him way too much. He is easy to talk to when you need someone.*



Benno “Ben” Goodson

Former Brodie engineer, Rednas

Rednas are reptilian humanoids with traditions of violence, whose pre-spacefaring civilization is prized for its metalwork.

Left on his own at a young age, half his family including his parents were lost in some long forgotten war along the edge of the Inner Frontier. The other half that survive are scattered throughout the Inner Frontier, involved in various nefarious activities that Ben chooses to ignore. Ben wanted more than just a criminal's life. And it would involve tech in some way or another.

Rednas are known for the weapons smiths but nothing is more fascinating to Ben than forging the weapons of the virtual world. Virtual neuro-viruses, subliminal motor-cortex programming, and other varieties of hacking the connected brain have all fascinated Ben. Afterall, access to the virtual world goes both ways. You can access it with your brain but it also makes your brain accessible.

Ben spent much of his youth as a freelance hacker on the streets of the Near Colonies. During this time, Ben obtained high tech bio-engineered cybernetics from a source he does not disclose to anyone. These cybernetics are indistinguishable from organics but are completely compatible with modern systems (and some alien). He drew unwanted attention from Fleet when he hacked into a place he was not supposed to and sold the secrets to a fringer group.

Ben was hired by Brodie after he hacked their secure systems on **Eclaynus IV**. It was here that he developed the healthy fear of the Shatterzone. It was neither the alien bolters that scared him, nor what they were running from. It was research into the unseen dangers coming through the 'Zone that concerned him. A researcher convinced him that it was possible that alien nanites capable of infiltrating Consortium technology - computers, cybernetics, anything - and infect, control or otherwise do malice for some alien purpose. These were collectively labelled the Zed. The research into the Zed drew Ben in and he became heavily involved in it.





This lead Ben to the Vantage Point installation. Brodie picked a large group of employees to help with a new facility in the Exos Sector on the planet Vantage Point, the first of its kind so close to the 'Zone (25+ light years). Ben was selected along with the entire Zed team. They were eventually going to transfer to a station being built less than a light year from the Zone, called Elysium Alpha, to further their research. This made Ben very nervous.

However, Vantage Point was also the target of another group - a very resourceful and savage terrorist group named the Hykosian Liberation Army. Not long after Brodie had settled into Vantage Point, they invaded. Their leaders were like super-men. They had hundreds of followers, who slaughtered most of the Brodie personnel. Using his skills, he was able to hide and encrypt the Zed data spread out through whatever piece of hardware he could find. Ben has been collecting it off and on, when he comes across a piece of Brodie hardware. It's common now to find them on the Exos/Xenos black market.

Ben escaped with a group of strong and capable individuals lead by Darrin, an ex-Fleet Marine and Brodie security officer, Ash. Once Ben gets the data, he wants to get as far away from the Zone as possible. Near Colonies or Core Worlds would be preferable.

Relations with the other party members

Attitude: The group is your security blanket in the harsh region of space, so you do what needs to be done to keep everyone happy. First chance you get, you want out.

Ashtyn "Ash" Brooke - Former Brodie Security Chief, Human - Humans called her a cold bitch. You do not trust her. She has been talking to people she probably should not, behind Darrin back. You only know because you monitor all comm data going out of the group. You are debating telling Darrin.

Darrin Martell - Former Brodie Marine/Pilot, Human - Big dumb solider with very little personalty or intelligence. Going into a fight, you elect to send him in first.

Drasmi "Dras" Ruen - Rogue Bolter Alien (Kitharan) - Dras joined the group recently. His is one of the few interesting things in the group - interesting in a zoo animal kind of way, though. He's a bolter from some unknown reach of the Outer Frontier. And he is good and killed things.



Iborith “Ibbie” Besnorok - Former Brodie medical tech (Glahns are one of the three ruling races in the galaxy, blue skinned humanoids organized into clans). -

Vroksor “Vrok” Fulaku - Former Brodie scientist/Zone Expert, Ishantran. (Ishantras are ruling race of the Consortium, immensely varied due to cross-species gene-engineering, who lost their homeworld in an ancient cataclysm.) - *Alien priest who claims to be an Ishantran. You can never tell because every one you have met is different. He is very intelligent and one of the few in the group you respect. He’s easy to talk to.*

Darrin Martell

Former Brodie Marine/Pilot, Human

Darrin grew up in a harsh environment on the outer reaches of the Near Colonies, his family a part of a criminal organization specializing larceny and fraud. As a teen, an operation with his family went bad and he was left behind to be caught and imprisoned by fleet. Fleet gave him a choice - spend a lifetime in a Inner Frontier labor camp or join the Marines.

He spent 6 years in the Fleet Marines, some good and some bad. The final straw occurred a year into his second tour. He had already earned his freedom and did not really know where else to go, so he stuck with the Marines. The government of a fringer world called Stolanus IV was rejecting Consortium rule and denying the construction of a mega-corporation's facility. Fleet was sent in to settle the dispute.

Darrin retired early after the heavy action on Stolanus IV. The revolt turned ugly and extreme measures were needed. He doesn't talk about it much and still has nightmares. He joined Brodie not long afterwards to try and forget. His family in the meantime, have learned of his exploits and feel that he has abandoned his true calling and destiny. His father, the patriarch of the family and the guild they lead, passed years ago and they expect him to take the throne. To escape this, Darrin took the expedition heading to Vantage Point in the Inner Frontier. Unfortunately for him, Vantage Point turned out to be worse than staying home.

Brodie wanted to study the Shatterzone but the sectors on its' edge were far too chaotic and dangerous. Despite that, they picked the Exos Sector and a planet that only a few fringers and bolters called home at the time. Who knew that a religious fanatical movement would sweep the planet and become a major issue for them? As a matter of fact, Darrin did. All the intel pointed to a possible anti-corporate revolt. There were elements everywhere and it would take considerable personnel to fend it off. Of course, Brodie did not send enough. They promised more later, but Darrin was one of a very small garrison of Marines charged with defending a





considerable operation - a base on a hostile (and cold) world as well as the construction of a space station on the edge of the Shatterzone (Elysium Alpha). The space station was supposed to be his command, once complete.

Darrin expected a long and sustained war against terrorist and guerrilla tactics. What he did not expect was a coordinated invasion of the Brodie facility before the garrison could get reinforcements. It was a slaughter and he lost a lot of good friends. He can't help but think there was a ole, however. It was too convenient for them to attack when they did. Darrin doesn't believe in coincidences.

Escaping, he grabbed whom he could when the evacuation order was given - a security officer who technically outranked him, a lizardman tech who is pain in the ass, a blue skinned medical tech who is easy on the eyes, and a strange scientists who might know something the weirdness around the X'es (Exos and Xenos sectors). In truth, he was very strategic about who he picked to survive here but that's not something he likes to share. Technically, they owe him their lives. He piloted them out of the system on a commandeered scout ship, the *Cosmic Ether*. Unfortunately, it's short range Q-Space drive blew and the group is without a interstellar capable ship.

Relations with the other party members

Attitude: You gave everyone their nicknames. That's your thing. You like to give everyone and everything a nickname.

Ashtyn "Ash" Brooke - Former Brodie Security Chief, Human - *You had a thing with her at one time but it has cooled since. The rest called her the Ice Queen and she has embraced it. You know better. But you can't help but think she is keeping something from you.*

Benno "Ben" Goodson - Former Brodie engineer, Rednas (Rednas are reptilian humanoids with traditions of violence, whose pre-spacefaring civilization is prized for its metalwork.) - *Ben the lizard man, almost rhymes. He's such an asshole, it makes you laugh. You love to irritate him by playing the stereotypical dumb marine. It is also a tactic as you do not trust him, so you let him underestimate you.*

Drasmi "Dras" Ruen - Rogue Bolter Alien (Kitharan) - *Dras joined the group recently. You saved his life in a battle with shatrats back on... some world you have forgotten about. He's a*



good warrior and companion. Glad someone built him a translator because if you talk without it, it's impossible to understand him.

Iborith "Ibbie" Besnorok - Former Brodie medical tech, Glahn. (Glahns are one of the three ruling races in the galaxy, blue skinned humanoids organized into clans). - *She's a cute Glahn, easy on the eyes. A little young but she's good at what she does. She's fun too, and occasionally dangerous. Adrenaline junkie. You wouldn't mind finding out if human and glahn anatomy were compatible.*

Vroksor "Vrok" Fulaku - Former Brodie scientist/Zone Expert, Ishantran. (Ishantras are ruling race of the Consortium, immensely varied due to cross-species gene-engineering, who lost their homeworld in an ancient cataclysm.) - *You are not really sure how this guy ended up on the crew. You just know you felt a need to let him join when he asked. You glad you did, though. He's easy to talk to.*

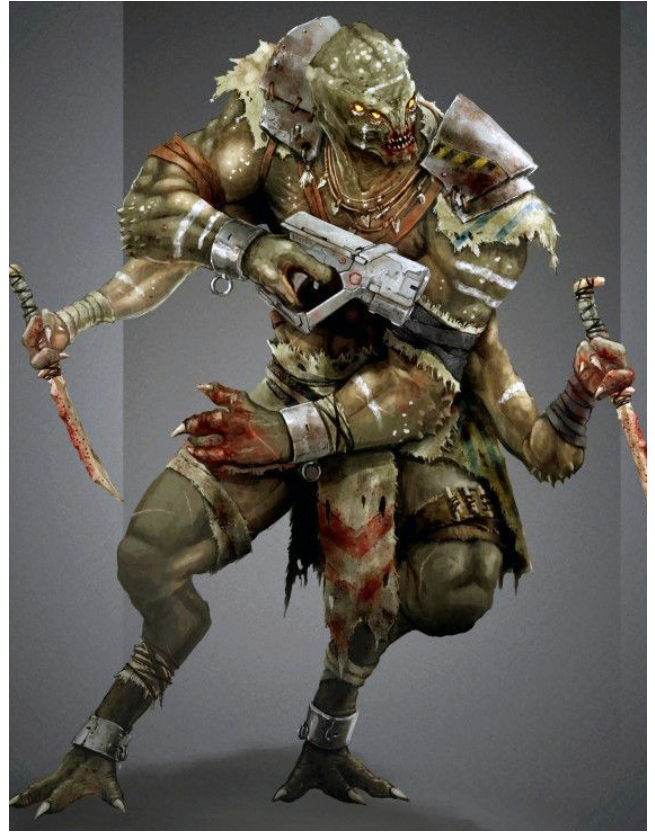
Drasmi “Dras” Ruen

Former Brodie Security, Bolter Alien (Kitharan) - Kitharan are a 4-armed alien species of warrior and philosophers. They were forced through the 'Zone by the ones known as The Darkbrood.

Dras does not remember much from Before. He was a child when his “parents” brought him through the 'Zone. And while they were alive, those he called his parents were never really spoke of it. When he asked, there was an awkward silence and they would change the subject. Dras still has nightmare of the time Before, however, and they keep him up at night regularly.

Dras grew up on a small bolter colony on a relative remote world - Bothion - in a neighboring sector to Exos. There were only a few hundred that survived the trip through the 'Zone. When they settled on Bothion, the Kitharians were greeted with fear and racial hatred by the other races. The Kitharan religion - The Way of Kuvagar - spoke of those beyond the Veil of the Ancients , calling them the Chosen Ones. They were supposed to be Angels and Prophets of the Ancients but the reality was far from the Truth of the Scrolls. Dras had to learn fast how to survive in this harsh universe beyond the Veil of the Ancients.

His parents were killed when a shatrat group and a fringer group fought over claim to their world. Their entire people were caught in the middle of a war no one with authority knew or cared about. Fleet finally stepped in only to lay waste the both factions and leave the planet to Van Kyling Manufacturing mega-corporation, who in turn enslaved his people. While a corporate slave, Dras worked with the resistance to free his people. Eventually, it became too costly for the VK to maintain the operation, and it abandoned the planet. However, the environmental damage from both wars and mining left the world useless to the Kitharan. They scattered a new home.





Since then, Dras has served as a mining engineer, merchant, pirate, thief and ship security throughout the Exos and Xenos Sector. Throughout his time in this region, he has helped disrupt the underground slaver circuit that permeates throughout the region. One particular operations - **the Ivory Fang** - has been a regular target of his work recently.

Two things have recently driven Dras into a different direction and join the group he is with now. The first is a rumor of another refugee ship coming through the 'Zone recently. It crashed somewhere in the Xenos Sector and may contain sleeper pods of hundreds of his kind. The other is the natural need to procreate. Kitharans are hermaphroditic but still needs another of their kind to procreate. They only do it 4 times in their lifetime and both mates give birth at least a dozen eggs, which he then cocoons up in a hidden location, like a cave, until they hatch a year later. Until he finds a mate, his body convulses in pain randomly.

The one called Darrin saved Dras's life in a difficult situation involving some shatrats. Dras owes him his life. Dras has chosen to remain with this group for the time being, despite the uncomfortable stares he receives from the one called Ash.

Relations with the other party members

Attitude: You like these people but you know you don't fit in. Once your feel your debt is paid to Darrin, you will bid farewell to them. Your hopes were that tagging along with them would bring you closer to the missing refugee ship, but that has not panned out.

Ashtyn "Ash" Brooke - Former Brodie Security Chief, Human - *She is mistrusting of you. She is an obvious bigot against bolter aliens like yourself. She probably wishes they all just go back him. However, Ash and Darrin were once mates, but now they are not. However, no eggs results, so you are confused, She is a capable warrior for a two-arm.*

Benno "Ben" Goodson - Former Brodie engineer, Rednas (Rednas are reptilian humanoids with traditions of violence, whose pre-spacefaring civilization is prized for its metalwork.) *Ben makes you laugh. His jokes are very funny but only seem to anger the humans. Ben deals with technology a lot, something you don't know a lot about.*

Darrin Martell - Former Brodie Marine/Pilot, Human - *Darrin is the human that you owe your life to. He has grown into a trusted friend and strange War Sibling.*



Iborith “Ibbie” Besnorok - Former Brodie medical tech. (Glahns are one of the three ruling races in the galaxy, blue skinned humanoids organized into clans). - *Another human, she help the others heal when they get hurt. She tries with you but is still learning about your anatomy. When she is not healing, she likes to do crazy and risky things.*

Vroksor “Vrok” Fulaku - Former Brodie scientist/Zone Expert, Ishantran. (Ishantras are ruling race of the Consortium, immensely varied due to cross-species gene-engineering, who lost their homeworld in an ancient cataclysm.) - *An ishantran, this one is interesting. He is priest and scientist at the same time and seems to know a lot about the Veil. He’s easy to talk to.*

Iborith “Ibbie” Besnorok

Former Brodie medical tech

Glahns are one of the three ruling races in the galaxy, blue skinned humanoids organized into clans.

Iborith (*she hates “Ibbie”, the nickname the human Darrin gave her*) was born to a Glahn clan of interstellar nomads with no planet to call home - only a rag tag fleet of ships cobbled together from various junk yards. Her clan - the Vakrehz - are an outcast clan because of the reliance on tech.

Iborith means *hope* in her clan’s religious tongue. Her family ship just a destroyed in a horrible accident and she was the first born just after the accident. Many still associate that tragic event to her.



She took on the role of med-tech early in life as it was her family trade. They were trauma team specialist in some of the more destitute ships. Her mother was a very skilled doctor and her dad was a good paramedic. All five of her siblings were also brought into the trade. As is the tradition of her people, however, her siblings one by one left the nomadic lifestyle to pursue their own life, with promise to return home again within 5 years. This was called a Yon’hyrith or roughly translated, *soul journey*. Her oldest brother joined Fleet to become a Marine medic. Her other siblings pursued their own paths. Her intention was to join Brodie Corp and their medical research teams, however, unbeknownst to her, the clan council had other plans.

From an early age, Iborith has been a thrill seeker. From high-speed pinnacle racing to Null-G stunt-diving; from sling-shot Q-space jumping to re-entry surfing, she has enjoyed the dangers of space. Nothing compared to staring down a gas giant’s eye as she skimmed across its upper atmosphere in nothing but a sport-spacesuit and thinly armored skimmer. Life was not worth living without taking some risks.



As part of a political alliance with clan families, she was betrothed to another - a male Glann member of a high council family. She had drawn his attention from all her exploits and stunts, which were well-known throughout the Vakrehz fleet. Iborith protested. The council and her parents insisted. She relented and agreed to marry this Glahn noble when she returned from her *soul journey*. However, she was not entirely sure she wanted to return.

This is what lead her to join the Brodie Corp Vantage Point expedition. Brodie Corp was recruiting for a special facility being established deep in the Inner Frontier, near the Shatterzone. What better place to thrill-seek than the most dangerous place known to any sentient being. She took her job with Brodie seriously, of course, but any opportunity to get close to the 'Zone was something she could not pass up. Secretly, this was at the heart of her soul-journey.

Competition for seats on the ship to Vantage Point was intense. When her number was finally called up, there were others that felt she did not deserve the position. She was just a thrill seeker and not a serious med-tech. Things got ugly and she had to leave a few people in need of her kind of services - the medical kind.

Vantage Point was a miserable planet - cold, destitute but liveable. She arranged to be chosen to be part of the medical crew of the new space station Elysium Alpha, being built on the edge of the Zone. It called to her. She was ready to explore its waves and eddies. She needed to stare into its darkness, it's chaos and touch its' mysteries. She longed to feel the rush of adrenaline while facing the most dangerous place in the universe.

However, the Hykosian Liberation Army (HLA) interrupted that calling when they attacked the burgeoning and vulnerable Brodie installation. They slaughtered everyone, all in the name of their "saviors," the Hykosians. She barely escaped with her life, thanks to the Brodie Marine. Now, she has teamed up with him and the others to survive in the reaches of the Inner Frontier.

Relations with the other party members

Attitude: Sticking with this group is the best thing for you right now. Not sure about a trip to the Near Colonies or the Core. You really are not sure about that whole marriage thing.



Ashtyn “Ash” Brooke - Former Brodie Security Chief, Human - *Other humans call her a bitch, but her cold and calculating approach seems normal to a Glahn. She is a very capable warrior but has an agenda that she keeps close to the vest.*

Benno “Ben” Goodson - Former Brodie engineer, Rednas (Rednas are reptilian humanoids with traditions of violence, whose pre-spacefaring civilization is prized for its metalwork.) - *A Redna lizard man, he is strangely interesting but aggravating at the same time. Very atypical of his race, he is a very capable tech.*

Darrin Martell - Former Brodie Marine/Pilot, Human - *The guy that saved you from certain death with HLA. He is a very honorable man. He’s also kind of cute for a human.*

Drasmi “Dras” Ruen - Rogue Bolter Alien (Kitharan) - *The group picked him up after you left Brodie, sometime during an operation. Darrin saved his life and he has yet to leave. He comes in handy on occasion, though. He’s a good warrior. His anatomy is hard to figure out though.*

Vroksor “Vrok” Fulaku - Former Brodie scientist/Zone Expert, Ishantran. (Ishantras are ruling race of the Consortium, immensely varied due to cross-species gene-engineering, who lost their homeworld in an ancient cataclysm.) - *This guy is weird. Always talking like some priest or something, in riddles and metaphors. It’s annoying. But he’s easy to talk to when you need someone.*

Vroksor “Vrok” Fulaku

Former Brodie scientist/Zone Expert, Ishantran.

Ishantras are ruling race of the Consortium, immensely varied due to cross-species gene-engineering, who lost their homeworld in an ancient cataclysm.

Vrok is a member of an ancient order of Ishantran monks and scholars - the Qirom - who believe they are the true vessels of the Ancients. The Ishantran as a species are a result of mixing various races from lost worlds beyond the 'Zone in order to preserve their lives and their culture. Genetic traces of many lost civilizations and species beyond the River of the Gods (Shatterzone) exists in all the Ishantran. The Qirom believe that hidden in those genetic traces are the puzzles pieces of their gods - the Ancients.



The Qirom believe that the body is simply a vessel and it is to be preserved genetically even after death. They believe their the Ishantran are the Blessed for being chosen to be the Vessels of the Gods but the true Chosen Ones are those contained on this side of the River of the Gods. Their doctrine teaches that the Ancients are the creators of the River. They created it to be a shelter against the Dark Ones, the Demons of the Darkness Between the Stars, Those that Devour Suns and Destroy Worlds.

Vrok became obsessed with the Zone, learning everything he could about it. From ancient Ishantran scrolls to scientific studies from various Corporations, Vrok has studied them. He knows more about than he even lets on. In fact, some of his information has been obtained through means that perhaps Fleet would not appreciate.

The Ancients saw fit to bless Vrok with Psionic abilities. These have come in handy when being interrogated by Fleet agents about the Shatterzone. They gave him more information than he did them, without saying a single word. The more they asked questions, the more information Vrok could draw out.



Brodie recruited him long ago as an expert and Vrok worked with many so-called experts and scientists throughout the years. But never had he an opportunity like the Vantage Point. Brodie Corp was recruiting for a special facility and space station (Elysium Alpha) being established deep in the Inner Frontier, near the Shatterzone, on a world called Vantage Point.

They called them terrorists and fringers, but Vrok new better. They attacked the Brodie installation when it was at its weakest. They slaughtered everyone they could. Those that escaped were few but he was lucky to tag along with Darrin and a few others. The attackers called themselves the Hykosian Liberation Army but in truth they were servants of the Demons from Beyond the Veil, Devourers of Suns.

Relations with the other party members

Attitude: The call you Vrok, but you prefer to be called by your true title - Watilak Ratacke Vradrax Hormu. Or roughly translated Holder of the Angelic Light and Hunter in the Darkness Between the Stars. For some reason, they all find it easy to confide in you.

Ashtyn “Ash” Brooke - Former Brodie Security Chief, Human - *Harsh and cold human, she is not trustworthy.*

Benno “Ben” Goodson - Former Brodie engineer, Rednas (Rednas are reptilian humanoids with traditions of violence, whose pre-spacefaring civilization is prized for its metalwork.) - *Benno is a troubled individual but capable in his duties.*

Darrin Martell - Former Brodie Marine/Pilot, Human - *Darrin is a good human, perhaps one of the best you have met (not saying much). Honor, integrity, and character. But he struggles with the things he has seen in the past.*

Drasmi “Dras” Ruen - Rogue Bolter Alien (Kitharan) - *Dras the Kitharan is an interesting fellow. This is the first of his race you have encountered. He survived a trip through the Zone as a child.*

Iborith “Ibbie” Besnorok - Former Brodie medical tech. (Glahns are one of the three ruling races in the galaxy, blue skinned humanoids organized into clans). - *Ibbie is a very intense person. She tends to do dangerous things. But she also is caring and very knowledgeable about medical issues.*



Sendalven's Sand Rats

Sendalven's Sand Rats is the collection of shatrat groups that operates out of Point Bren. They follow the leadership of the former Fleet colonel, Cror Sendalven.

Sendalven left Fleet after being framed for a war crime he did not commit in order to protect the "honor and integrity of the Fleet Admiralty." Since then, he found piracy and smuggling more to his liking.

The Sand Rats are not a single group of shatrats. They are several groups all operating out of their own facility on the Point Bren, and all at the behest of Cror. Every one of the shatrats of Point Bren are part of the Sendalven shatrat alliance, one of the strongest and loyal alliances in the Inner Frontier. However, it is not without its own politics.

The six major shatrat groups (and their strongholds) are "

The Silver Crows (Skrocall)

While considered a pirate group by Fleet and the Consortium, the Crows see themselves as something more. Formed from several disparate mercenaries groups and Fleet deserters, they see themselves as unofficial protectors to the Xenos Sector. While some see their operation as a shake down or extortion, they truly feel like their protection deserves some reward. The Zone presents enough threat for them to take advantage of that they don't have to create their own.

The Berserkers (Damorek)

Once a considerable fringer group of barbaric sentients, Cror killed enough of their leadership to take control of them. They are drug addicts and mentally unstable



individuals that ravaged the Inner frontier for years. Instead of annihilating them outright, Cror chose to control them. He first eliminated the leadership and then introduced a new and highly addictive drug to them. He got enough of them hooked that they are now dependent on him.

The Chaos Bandits (Aekarton)

The Chaos Bandits are the group Cror trusts the least. They were once a rival group, vying for control for Point Bren. A small and little known war broke out at that time.

The Shade (Farios)

The Shade was Cror original crew and of all the strongholds, their's is the one he has stayed at the most. However, with the introduction of the Elysium Alpha Space Station, he is seen on planet less and less.

The 'Zone Raiders (Gance)

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The Siren's Song (Zeymond)

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The Hykosian Liberation Army

This sums up what the core book says about the HLA –

They are a fascinating group, who believe that an alien species known as the Hykosians are going to invade Consortium space very soon. They are the self-appointed “fifth column” for this menace, using violence and terror to prepare the way for the aliens.

At one time, I simply treated them as a radical cult influenced by ancient alien tech sent over by the alien drones, the Hykosians. Originally I also had spherical devices that turned out to be a multi-purpose McGuffin. I want to reboot them to something more sinister, darker and less tropey.

Nearly 50 year ago, Project Daedalus was an effort between a secret alliance of mega-corporations and Fleet to probe and map portions of the Shatterzone with drone-ships in search of *weak spots*. Bolters were coming through somehow, and they had to be through weak spots. Several were found, including one near the Xenos Sector. It was labeled Point Forculus Beta or Point Forc-B.

Project Icarus was a secret attempt by the same cabal to penetrate the Shatterzone through some of the weak points found by Project Daedalus. Point Forc-B was the target of Icarus V. Fleet supplied 4 heavy duty exploration ships and manned them with thousands of gen-gineered (genetically engineered) human clones specifically designed for this mission. Fleet trained them as soldiers as well as colonists. Placed in specially designed sleeper pods to survive the unpredictable energies of the ‘Zone.

Project Icarus was a failure. Twelve missions went in. Not a single ship returned or was heard from. It was written off and the theory behind “weak spots” was scrapped. What they don’t know is one returned secretly to form the Hykosian Liberation Army.



FSS Horizon's Fade was one of the few that made it across. It was heavily damaged. Nearly 60% of the pods were damaged or destroyed, taking their clones with them. It limped into the space beyond the 'Zone right into the clutches of a Hykosian patrol fleet. The Hykosians captured the survivors and turned them into their own version of drones. Their brains were injected with similar organics to their Sphere, putting them under the complete control of their Hykosian masters. Only a few survived this process however.

The survivors of the Horizon's Fade, numbering about 100, were secretly returned to the other side of the 'Zone in a ship built from the remains of their old ship. Arriving in the Exos Sector, neighboring Xenos, they had a cargo hold full of Hykosian spheres and Hykosian brain altering bio-tech. They began their campaign of terror, recruiting from fragmented fringer groups and taking control of them, eventually drawing the attention of Fleet.

Recruiting from this region of the Inner Frontier was not hard. They built a small army from the rejects, cast-offs, and lost of each world. Psychologically manipulating those that would listen with a strange doctrine of servitude to the Hykosians and promise of ascension to a higher plain in return, disparate and fragmented groups found a new banner to join under. Groups that would never have worked together before joined together under the banner of the Hykosians. Eventually they became an army.

Conversion

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The Spheres

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