LURIAN TRAILING CLUSTER – BOOK 2
THE LOST FLAME OF PROMETHEUS

COMPATIBLE WITH STARS WITHOUT NUMBER

By Josh Peters

LURIAN TRAILING CLUSTER – BOOK 2
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Introduction: Welcome back to the Lurian Trailing Cluster

The Lurian Trailing Cluster (LTC) is a group of fourteen adjacent systems in Karta Sector that form a natural trading zone. During the Terran colonization era, misfits, rebels, exiles, and immigrants settled these worlds looking for a fresh start. Six hundred years ago, a psychic cataclysm caused the Deluge, a time of chaos, death, and the near-total collapse of human civilization. Most of the worlds of the LTC survived the Deluge because they were already self-reliant, but some weathered the calamity better than others. Now that the Deluge has finally receded, these traumatized societies are ready to reclaim the stars.

Exploration in the name of advancing technological and scientific development is paramount to the long-term survival of any society, and those of the Lurian Trailing Cluster are no different. There is a real, practical, need to uncover the secrets of long-lost civilizations and decipher their technologies. The Deluge set back scientific and technological development by centuries. Finding useful artifacts is one thing, but finding examples of technology that can be reverse-engineered can be even more valuable to any society. Finding a data repository, like a library or archive, filled with the scientific, technical and cultural information needed to *advance* society is the ultimate dream of any scholarly expedition into the ruins of the past. There are many reasons hardy individuals take up a life of adventure in pursuit of knowledge. Some are scholars willing to chase down even the most tenuous myths, in the hope that they will uncover a long-lost truth. Some are scientists who are sick of waiting for others to return from expeditions, just to sift through amateurishly sourced piles of technological scrap. Some are genteel treasure hunters, whose hunger for knowledge is spurred on by a thirst for glory and fame. And some just want to get paid *very well* by whoever is sponsoring expeditions into the unknown these days.

This book is split into three chapters. Chapter One describes, in detail, five systems of the Lurian Trailing Cluster. Chapter Two recounts the Legend of the Flame of Prometheus – a quasi-mythical repository of vast knowledge - and how it was lost during the Deluge. It also discusses the true fate of the missing Flame. Finally, Chapter Three presents a campaign about a group of ambitious Lurian treasure hunters and scholars who go searching for the long-lost Flame of Prometheus.

One more Lurian Trailing Cluster book is planned, and will include write-ups of the remaining six systems, as well as details for further adventures set in the Cluster.

Required *Materials*

The Lurian Trailing Cluster Book 2: The Lost Flame of Prometheus is designed for use with Sine Nomine Publishing's excellent game *Stars Without Number*. The complete free version of *Stars Without Number* is available for download at: http://www.drivethrurpg.com/product/86467/Stars-Without-Number-Free-Edition.

Stellagama Publishing's *Lurian Trailing Cluster: Book 1* is highly recommended to get the most out of this product. It can be found at:
http://www.drivethrurpg.com/product/193545/Lurian-Trailing-Cluster--Book-1

A pencil, paper, and a complete set of polyhedral dice are also required in order to get the most out of this—or any—gaming book.

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References to Other Books

In this book, references to specific pages in other books and products are shown as the code for the relevant book followed by the page number, both in italics, thus: *SWN x* or (*SWN x*)

- Stars Without Number Free Edition: *SWN*
- Suns of Gold: Merchant Campaigns for Stars Without Number: *SoG*
- Skyward Steel: Naval Campaigns for Stars Without Number: *SS*
- Engines of Babylon*: EB*
- Lurian Trailing Cluster: Book 1: *LTC1*
- Basic Fantasy Role Playing Game 3rd Edition: *BFRP*. This free OSR fantasy game can be downloaded at: http://basicfantasy.org/download.cgi/Basic-Fantasy-RPG-Rules-r97-bookmarked.pdf

Die Throw & Notation Conventions

The die throw and notation conventions used in this book are the same as those described on *SWN 6*.

Systems

The rules for skills, combat, hazards such as radiation, starship travel, or other game systems are the same as those in the Systems chapter on *SWN 59*.

About the Author

Josh Peters is a high school math and history teacher, an accomplished drummer, and avid tabletop RPG gamer. Josh has a Master's degree in history, and resides in Montreal, Canada, with his beautiful, patient wife and deviously adorable daughter.

Stellagama Publishing

Stellagama Publishing is a small, independent, international role-playing game publisher focused on science fiction gaming. We publish stuff for the White Star™ RPG; Sword & Wizardry: White Box™; Mongoose Publishing® Traveller™, 2nd edition; Stars Without Number, and the 2D6 Sci-Fi OGL rules; and. Our interests are first and foremost to put forth enjoyable, immediately playable supplements, settings and adventures for these games for the enjoyment of our fellow players and GMs.

GM Info: Navigating the Lurian Trailing Cluster

The worlds of the Lurian Trailing Cluster are all accessible via Spike-1 drive-equipped starships. This would normally make it a very busy section of the galaxy, with a very high volume of interstellar traffic, and very lucrative interstellar trade. However, one of the main conceits of *Stars Without Number* is that in order to drill safely from one system to the next, a starship requires a safe course chart by which to navigate. Without an accurate chart, even the most mundane Spike drill can be catastrophic for all but the most experienced navigators. Moreover, a world that is adjacent on the map but without a Spike drill course connecting it to another world may as well be located across the galaxy: it is, for all intents and purposes, completely isolated—unless someone is foolhardy enough to attempt a blind drill.

The existence of specific drill courses combined with the dangers associated with attempting to navigate without any course charts creates a "Spike geography" in the LTC. The peculiar Spike geography of the LTC is the result of the exploration and colonization efforts that occurred before the Deluge, and has not changed since. Basajaun serves as the central hub system, and from there, three arms extend out: one to Spinward, ending at Moloch; one to Trailing and Coreward, which includes everything from Lur up to Vanth; finally, the Rimward arm extends down to Enke, and to Artume, and is the only one that is not commonly travelled. Only a select few Karta Trading League and Gure Gauza (*LTC1 17-19*) captains have access to the spike drill course charts from Basajaun, to Enke and on to Artume. There are no known course charts that plot the drill to Rudianos. No one has visited that system in centuries.

Understandably, an up-to-date spike drill course chart is a valuable commodity. Gaining access to course charts can be an adventure unto itself. More importantly, a previously unknown drill route, complete with a (relatively) safe course chart, is a priceless treasure for any starship captain. For the newly resurgent Lurian Trailing Cluster, the revival of interstellar trade is made possible only by the rediscovery of all the drill routes within the Cluster itself, and to the systems beyond. Recently, the Karta Trading League and Lurian Republic have negotiated a deal to make Spike drill course charts publicly available for the routes along the Spinward and Trailing-Coreward arms. The KTL and Gure Gauza are still the only traders with access to the systems of Enke and Artume. The KTL has not deemed it fit to share any of its course charts that leave the Lurian Trailing Cluster.

For general information on the Lurian Trailing Cluster, an overview of the fourteen worlds in the Cluster, as well as information and game statistics for the factions found in the Cluster, please see *LTC1 7-24*.

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New Ship Size Classification: Corvette

Corvette-size vessels: Falling between small fighter-class hulls and larger frigate hulls, the corvette hull fills the gap between small one-person crewed ships and larger vessels that might be too large for a handful of entrepreneurs looking to make a fortune among the stars. Corvette-class ships are usually civilian vessels, though some interstellar navies have made use of small, cheap, well-armed vessels as pickets, espionage ships, and raiders.

Special Rule: treat Corvette-class hulls as Fighter-hulls for purposes of starship fitting masses. Corvettes use the Frigate-class price multiplier for starship fittings.

Cutter Hull: The cutter is a common workhorse vessel in the Lurian Trailing Cluster. Occupying a middle ground between small shuttles and larger trader hulls, the cutter can be many things: small trader, courier, scout, and, in Aipaloovik, privateer. Cutters are a cheap alternative to larger free merchant ships for crews not interested in, or able to, engage in bulk trade.

Gunboat Hull: Occupying a middle ground between small fighters and larger patrol boats, the Gunboat is a small military vessel. It is used mainly as a raider, scout, and privateer. This type of vessel is highly prized in the Lurian Trailing Cluster, because it is relatively cheap and packs a punch.

Class	Cost	Speed	Armor	HP	Crew Min/Max	AC	Power	Mass	Hardpoints	Size
Cutter	500k	3	2	15	1/4	6	8	8	1	Corvette
Gunboat	800k	4	5	18	1/4	6	10	10	2	Corvette

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System Index:

Hex	Name	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars	Tags
0506	Moloch	Thin	Cold	Immiscible	OP: 1000	4	3	M3V M9V	Tomb World, Outpost World
0606	Kadmon	Breathable	Temperate	Miscible	150 million	3	1	G8V M2V	Cold War, Heavy Industry
0706	Aipaloovik	Airless	Temperate	Remnant	200	0	1	M3V M4V	Abandoned Colony, Heavy Mining (former)
0805	Basajaun	Breathable	Warm	Hybrid	400k	3+	2	M4V M3V	Colonized Population, Trade Hub
0806	Enke	Breathable	Temp-Cold	Miscible	600k	3	2	K4V M7V	Sea-going cities, Xenophobes
0906	Meza Virs	Breathable	Temp-Warm	Hybrid	60 million	3+	2	G6V K7V	Badlands World, Warlords
0907	Artume	Airless	Cold	None	OP: 500	4	1	M5V	Bubble Cities, Flame of Prometheus
1003	Vanth	Breathable	Temperate	Hybrid	600k	1	5	K3V M4V	Oceanic World, Restrictive Laws
1004	Byalstok	Thick	Temp-Warm	Hybrid	1 million	4-	2	G7V BD	Heavy Mining, Freak Weather
1005	Yama	Breathable	Temperate	Miscible	19 million	3	0	G8V K9V	Oceanic World, Civil War
1006	Abreia	Breathable	Temperate	Hybrid	5 million	3	2	K0V K5V	Desert World, Rigid Culture
1007	Rudianos	Breathable	Warm	Miscible	800k	3+	4	G1V BD	Flying Cities, Tomb World
1106	Lepra	Corrosive, Invasive	Warm	Microbial	OP: 2000	4	1	F3III	Hostile Space, Gold Rush
1107	Lur	Breathable	Temperate	Miscible	15 million	3+	3	G4IV BD M3V M4V	Progressive, Liberal

Lurian Trailing Cluster

Legend:

— · — · — Common Spike Drive Navigation Route

· · · · · · Karta Trading League Secret Navigation Route

· · · · · · Gure Gauza Secret Navigation Route

🟡 Karta Trading League Station

All distances are meta-dimentional and do not reflect real space locations and distances.
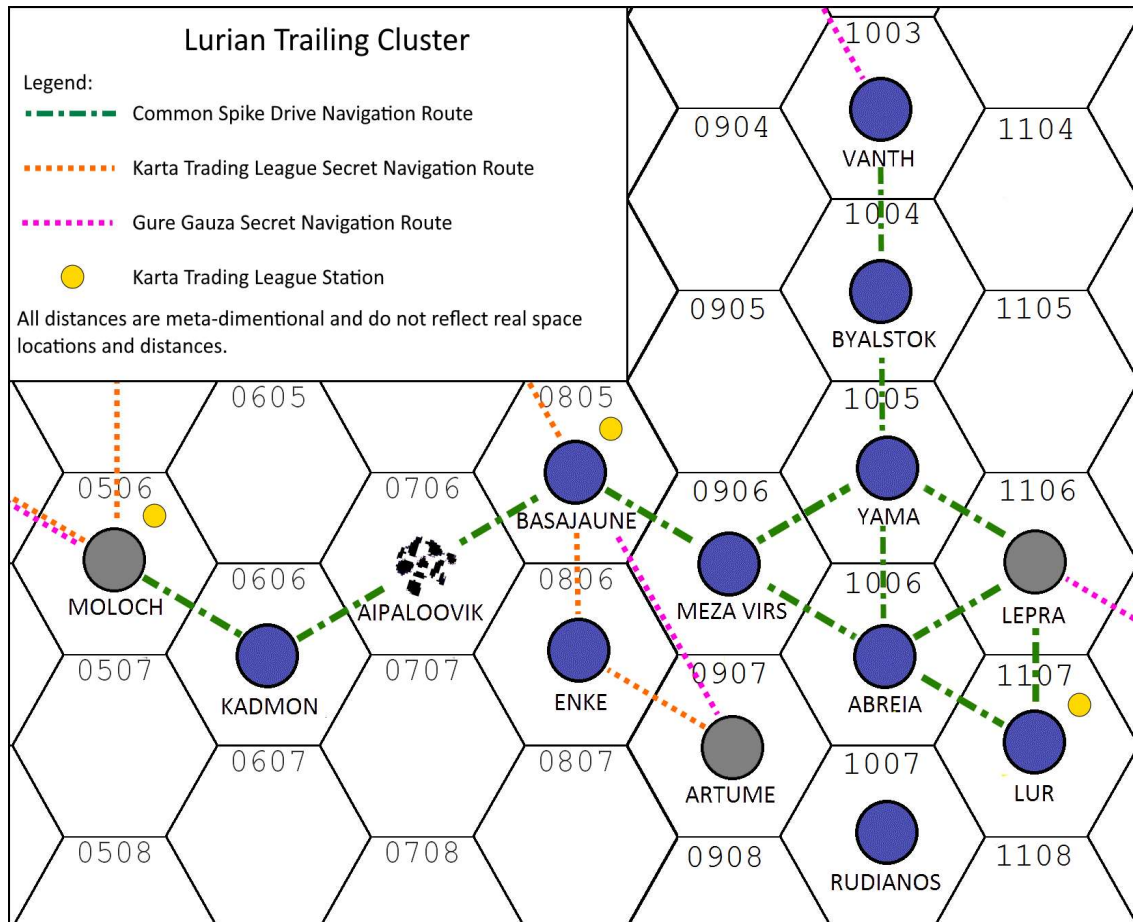
A note on Tech Levels and Terminology:

The Deluge: One of the inspirations for Karta Sector, the Lurian Trailing Cluster and the secrets it contains, is the Deluge Myth: that at one point, humanity was so corrupt and beyond salvation that a higher power decided to wipe the species out and begin anew. In the Lurian Trailing Cluster, the Deluge refers to the events that would quickly wipe out interstellar civilization in Karta Sector: the utter chaos, unmitigated violence, and societal collapse that occurred in the psychic cataclysm's wake.

Tech Level 3+: *Tech Level 3 with specialties* is a fairly common version of a Tech Level 3 society that experiences occasional interstellar contact. While the majority of the world's technology is solidly Tech Level 3, in some areas, typically space travel and weapons technology, the world is able to produce—often by salvage—simple versions of Tech Level 4 items. Spike drives are typically limited to Drive-1. Tech level 3+ worlds often have a definite "frontier" feel.

Tech level 4-:*Tech Level Low 4* is a slightly different phenomenon than 3+. In this case, the world is highly advanced in a variety of ways, but does not have much in the way of interstellar technology. At best, a TL4-world can manufacture a spike drive at Drive 1 rating, but often does not have the facilities or human expertise to do so. These worlds often have an otherwise high-tech feel, but are limited in their interstellar travel capabilities.

The Order of Prometheus: A pre-Deluge monastic order that worked to preserve knowledge and civilization throughout known space, and especially on the frontier. The Prometheans were deeply steeped in mysticism and mysteries, and not much is known about them in the Lurian Trailing Cluster. Their data library on Basajaun, better known as a *Flame of Prometheus*, was lost during the early days of the Deluge.

The Merchant Guild: A pre-Deluge interstellar trading organization. The Merchant Guild often made money acting as intermediaries between parties involved in difficult trade negotiations. The Merchant Guild did not survive the Deluge in the Lurian Trailing Cluster, but their impressive Prime Station orbiting Basajaun did.

Chapter 1: Five Detailed Systems

The following systems were briefly introduced in *LTC1 11-15*, and are discussed in greater detail here.

Aipaloovik

Hex	Name	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
0706	Aipaloovik	Airless	Temperate	Remnant	200	0 (4)	1	M3V M4V

Tags: Abandoned Colony, Heavy Mining (former)

Enemies: A motley scavenger crew picking over the old starport. They will shoot first and loot the bodies later. Their ship, the *Zirnitra*, a well-armed merchant freighter, is hidden in the asteroids. A cunning, semi-sentient stalking predator alien, guarding its lair from humans. *Julius Saracco*, the KTL political refugee-turned-pirate leader in Aipaloovik.

Friends: *Spike,* a lonely AI trapped in a barely functioning computer core that is helpful because the PCs are the first sentient beings it has seen in three centuries. *Orion Kent*, an antediluvianprospector that managed to hide in a suspended animation berth in the depths of an asteroid. If the PCs find him and thaw him out, he will be very grateful. *Francesca Jurako*, a Gure Gauza operator looking to escape Saracco's pirate/mining base.

Complications: The PCs' KTL-registered ship is carrying cargo that the pirates particularly object to: slaves. A mine is not structurally sound, and there is a cave-in. Trapped methane gas is released during exploration of a mine: any sudden move could set the whole place alight. An asteroid is home to a rare and hungry space-worm. The mining facility security system is activated, and ancient security drones are on the way.

Things: An aggressive, malfunctioning security robot. A long-forgotten mine-car track; where does it lead? Mining lasers and other heavy equipment. A Polymorphic Route Oracle, hidden deep in a forgotten vault: it is a priceless treasure, worth hundreds of thousands of credits—if not millions—to the right buyer. Who else knows about it? The long-lost mining claims of the pre-Deluge miners, on a dataslab. An enormous pile of valuable rare minerals, already processed, and left in the ruins. Prospecting tubes of a promising find. But where is it located? A massive automated mining robot/facility, clinging to a nearby asteroid. It is about to detach and head to another asteroid.

Places: A dark, silent tomb filled with mummified corpses exposed to hard vaccuum. A secret tunnel leading to a cache of pretech relics. The mess hall of a massive miners' residence in the starport. The enormous smelting complex, once a mighty furnace of industry, now a cold, dead, vacuum.

Trading: None. The Aipaloovik Pirates might be willing to trade salvage for luxuries, but not in quantities large enough to warrant using the rules in *SoG*.

Fleet Build Points: 8. The Aipaloovik Pirates have made good use of their technical skills, scavenging parts to maintain their small fleet. The pirates are unable to build new ships, but they can easily maintain their current ship numbers, mainly by cannibalizing any wrecks they come across.

Aipaloovik Fleet: The pirates are well-stocked with small spike-1 capable fighters and shuttles: they have at least a dozen, and possibly more hidden away in storage across the asteroid belt. These are almost always armed with sandthrowers or reaper batteries. The fleet has a handful of larger vessels: two free merchant traders, a patrol boat, and three cutters. These ships are spike drive vessels in name only: none of them have drilled out of Aipaloovik in years.The Aipaloovik pirates are expert navigators in their home system; they have mastered the art of ambushing their prey as they refuel from the only gas giant in the system, and know how to use the asteroid belt to hide their numbers from the occasional KTL patrol that comes looking for trouble.

System Overview:
Aipaloovik was the site of an extensive asteroid belt mining operation, with thousands of miners and hundreds of vessels working the massive asteroid field that still dominates four system orbits today. Aipaloovik is now a dark, lonely system with a single gas giant useful for refueling operations. The main star here is a small red dwarf; a remote binary star orbits half a parsec away. Although the asteroid field around Aipaloovik station itself is played out, the inner and outer belts in this system are still rich. A lucky prospector could find a beltstrike of major value here nowadays, though water and silicates are still common. There is a small fortune to be made in salvage here as well. Pirates also operate out of Aipaloovik, due to the system's location straddling the only spike drill route from Basajaun to Moloch, and to systems further beyond the Lurian Trailing Cluster.

Occupied Orbits	
0	(M3V)
1	Planet (Molten, size 4)
2	
3	
4	Asteroid Belt
5	Asteroid Belt—Aipaloovik
6	Gas Giant (14 moons and Asteroid Belt)
7	Asteroid Belt
8	
9	
16	(M4V)

Planetary Overview:
Aipaloovik is a very large asteroid, and was chosen as the site of the main starport and ore processors in the system, in one of the densest parts of the asteroid belt. It had a major mining operation that employed most of the inhabitants. The rest were on Aipaloovik to run the bars, brothels, processing stations and the star port. This was a frontier belter colony par excellence. When the Deluge came, the habitation domes that provided life support for hundreds if not thousands of miners were compromised during the upheaval. Most of the inhabitants died, and the whole system was left in ruins by those few who made it to Basajaun or Kadmon. A handful of survivors managed to enter emergency cryogenic hibernation berths, but their fate remains unknown. Much as been picked clean over the last six centuries, but who knows what treasure awaits deep in the mines?

Not surprisingly, Aipaloovik has a small transient population of pirates, smugglers and other criminals holed up in a few old facilities in the system. These small groups are independent, and keep to themselves, unless a particularly juicy target enters the system. Notably, some of the pirates here are refugees from Nezha Cluster from beyond the Lurian Trailing Cluster, who did not fit in with the Karta Trading League's new pragmatism—specifically the tacit acceptance of the Gure Gauza slave trade in the Lurian Trailing Cluster. As a result, the Gure Gauza are universally despised by the criminals and pirates in this system.

Notable Places:
The Asteroid Belt: this system's asteroid belt was considered a major find during the Terran State Era, and it was meticulously surveyed and exploited by all sorts of entrepreneurs for all sorts of reasons. When the Deluge hit, chaos reigned for a while, and then silence. The asteroid belt might still contain some rare minerals or heavy

metals. These days, however, anyone visiting this system's belt does so to scavenge from the ruins and wrecks of the vessels and installations that once operated here.

Aipaloovik Starport Ruins: Aipaloovik was the name of the asteroid, and the major belting station in this system. The facility is a massive structure, dominating much of the exterior of the asteroid, and a surprising amount of its interior. Much of Aipaloovik was pressurized, and had artificial gravity. Now, the station has lost most of its atmospheric integrity. The whole place is a maze of twisted metal, exposed circuitry and ruin. Aipaloovik has been scavenged only once before, after the Deluge, but has otherwise been undisturbed for centuries. Knowledge of this place has been lost by even the KTL, who only acknowledge publicly that a mining operation used to be here, and nothing more. Whatever awaits a determined explorer shall be a surprise to all.

Abandoned Mines: By the time of the Deluge, Aipaloovik itself had more or less been played out. However, there were plenty of secondary asteroid facilities and deep mines that twisted and turned through even small rocks. The asteroids in the inner-most system orbit were largely ignored because of the difficulty getting to them compared to the outer belts. Many of the planetoids here are very rich in all the right metals and minerals needed for postech and pretech manufacturing. In any case, abandoned mines are quite common in the belts, and all sorts of salvageable goods can be found here. One such mine has been used to hide a Polymorphic Route Oracle (*SoG 68)* by parties unknown. The device is waiting to be salvaged from the asteroid mine, but whoever hid it also set up some aggressive security measures to discourage unwanted visitors.

Abandoned Mobile Ore Mining Hulk: Sitting astride an asteroid like a giant mechanical space-spider, is a large mobile industrial mining complex. This facility is a massive devourer of asteroids, built in-system by an interested corporate mining conglomorate that did not survive the Deluge. The Hulk is shut down, but in its heyday, its

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operators could steer it to a target asteroid and attach anchor it with its four building-sized "legs". Then, with the help of a small swarm of semi-autonomous mining pods, the Hulk would begin tearing the asteroid apart with a wide variety of drills, lasers and and "frakkers" designed to split the asteroid quickly and efficiently. Everything would be stored in containers, for processing at the Aipaloovik Processing Station. The Hulk is a twisted maze of access hatches, maintenance tunnels, and dangerous rock grinders. No one has been aboard it in half a millenium.

Aipaloovik Processing Station: Adjacent to the asteroid's starport lies the massive, hulking ore refinery that served this whole system. It was once a testament Terran technology and Karta Sector's frontier know-how. The Processing Station was designed to remove the contents of belt-mining cargo hold modules that were specifically designed to mesh with the station. Then, raw material was shunted to various holding zones, some of which were pressurized to enable direct access to the ore for sampling. But most was kept in vacuum storage, and then smelted in massive arcology-sized furnaces. The molten metals were poured into ingots or other desired shapes, and further processed for bulk shipping. Now, the entire station lies cold and dead. Untold wealth and danger is contained within, as the six centuries of micro-gravity vacuum decay have turned the processing station into a silent tomb. *Spike*, the processing station's braked AI core, is in a semi-dormant ready-state. He has limited computing power in his current incarnation in the machinery. Much of the computer core and databanks of the Processing Station were purpose built, and six centuries of neglect have not been kind.

Aipaloovik Stalker: This large, dog-sized creature has taken up residence somehow in the pressurized portions of the Aipaloovik Processing Station, and now defends its territory from any encroachment. Roughly spider-like and hermaphroditic, it usually feeds on vermin and pests that can be found in the dark corners of Aipaloovik. However, it will eagerly take up the challenge of hunting a new food group. The Stalker will attack from ambush, and flee to strike again later if needed. It has a Stealth skill of 2.

Aipaloovik Stalker

Armor Class	4	No. Appearing	1 (1d4 for more fun!)
Hit Dice	4	Saving Throw	11+
Attack Bonus	+6/+6/+6	Movement	30'
Damage	1d6/1d6 claws 1d10 mandible	Morale	7

The Aipaloovik Pirates: The Aipaloovik Pirates are a rag-tag band of political refugees-turned-criminals who inhabit a half-dozen old asteroid mining facilities in this system. They have a *small* fleet of armed spike drive vessels, and prey on shipping that passes through Aipaloovik—especially any vessel known to be affiliated with the Gure Gauza or KTL. You can find their faction information on *LTC1 20*, but it is worthwhile to discuss their motivations and social structure here.

Upon its arrival in the Lurian Trailing Cluster, the Karta Trading League sold its principles in order to develop a working relationship with the Gure Gauza. Early on, many of the KTL traders were uncomfortable dealing with organized crime elements, but they rationalized away their misgivings by the usual means: someone had to provide the illicit goods and services that were in demand across the LTC. If the KTL didn't deal with the Gure Gauza, someone else would. And besides, the Gure Gauza trading network already in place provided *stability*, and that was good for business.

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KTL merchants had to swallow a much larger, harsher, pill when they learned that the Gure Gauza was the main force driving the slave-trade in the Lurian Trailing Cluster. Pragmatism won out, and the merchants would learn to hold their noses when dealing with Gure Gauza slavers. Certainly, the KTL outlawed any slavery on its ships, stations, or planetary holdings. Nor would the KTL allow any of its members to be enslaved. Instead, a tacit understanding of *tolerance* towards slaving took hold very quickly on Prime Station and the KTL's other holdings: outright slavery was forbidden, but perpetual indentured service contracts and other quasi-legal forms of slavery were recognized as a part of the "cultural milieu" in which the KTL was forced to operate.

As the KTL's coffers filled, fewer and fewer voiced their dissent to this moral "flexibility"; however, a group of principled merchant captains and spacers, led by *Julius Saracco*, publicly recoiled from the tacit acceptance of slavery. And when their protests were rebuffed, these captains rebelled, taking their ships and crews to neighboring Aipaloovik system, where they began raiding Gure Gauza and KTL shipping with equal ferocity. Nearly three decades have passed, and the Aipaloovik pirates now form a small community in the asteroid field. Their ships are battered, the crews tired, but they continue their fight against the abomination that is slavery in the Lurian Trailing Cluster.

The pirates are now organized according to their ship: crew and their families are members of the extended "clan" that is their affiliated vessel. They did this largely out of practical needs. The children of these spacers are raised to be spacers themselves, often learning by watching their parents on the job. Meetings take place at a secret asteroid base, discovered early after the fleet's arrival at Aipaloovik. It is here that most trading, matchmaking and planning occurs. These days, the Aipaloovik pirates are increasingly restless. Their attacks on KTL shipping are diminishing in frequency and effectiveness. Slavery, the Gure Gauza, and the KTL don't seem to be going away anytime soon. Some are calling for bloodier raids. Others consider the schism with the KTL all those years ago a lost cause. Only time will tell if the Aipaloovik Pirates can be a force for positive change in the Lurian Trailing Cluster.

The *Trusty*-class light freighter:

This small freighter is an old, well-worn design that is common in the Lurian Trailing Cluster. It is a lower-tech design, usually made from refurbished hulls or cannibalized from older parts. As such, its performance is often lower than normal (armor and speed might be reduced). All this has given the class the less flattering name of "Rusty"-class trader. The Aipaloovik Pirates have a handful of *Trusty*-class freighters, which they have armed with cannibalized weapons from salvage operations. These ships are sufficiently dangerous to pose a problem to the traders making their way from Basajaun to Moloch.

Trusty-class light freighter		Hull: Cutter	Power: 8/4 free	Mass: 8/0 free
Cost: 545 000		HP: 15	Crew: 1/4	Speed: 3
AC: 6	Armor: 2		Cargo	10 tons
Weaponry	Reaper Battery: 3d4, clumsy			
Defenses	None			
Fittings	Spike-1 Drive			
	Atmospheric Configuration			
	Ship's Locker			
Monthly Cost	16200	Payroll: 12000	Stores: 2400	Maint. 1800
Notes	This *Trusty*-class freighter has been cannibalized from a few wrecks that were found drifting in the Aipaloovik system. It has not made a single drill out of Aipaloovik system since it became operational two decades ago. What has prevented this ship and its crew from being the laughingstock of the Pirates is that it mounts a very angry-looking Reaper Battery particle accelerator.			

Enke

Hex	Name	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
0806	Enke	Breathable	Temp-Cold	Miscible	600k	3	2	K4V M7V

Tags: Sea-Going Cities, Xenophobia

Enemies: *Commodor Jonas Gilford*, tasked with defending the floating city of Iridia and Enke in general from Offworlders. He commands a wet-navy fleet of escorts and destroyers. *Carmine Obororos*, an Enken treasure hunter/pirate with a large, armed, deep sea submarine. A group of hunters from the frozen city of *Yoramba*, ready to ambush any Offworlders (PCs). *Ilya Chinedu*, the *Buru* of the Gure Gauza interstellar slaver ring that operates in the Lurian Trailing Cluster. She has two ships, the *Red Queen*, a large slaving frigate, and the *Eris*, a small scout/raiding ship.

Friends: *San Lucas*, a fishing community of roughly 20 boats and a small island village/harbour in the equatorial region, open to trade. *Pablo Urago*, the captain of a belter vessel operating quietly in the gas giant asteroid field. *Mikal Navar*, a young fish farmer from Ankara who is desperate for someone to help him free his family from slavers.

Complications: Pirate marauders from Meza Virs and Abreia arrive and engage in slave raids. A massive storm drives a floating city onto shallow shoals, causing extensive damage. A pack of icebergs threatens a city. The rulers of a city have banned trade with offworld merchants. An Iridian customs patrol, bearing down on the ship the PCs are travelling in—if they discover offworlders, they'll shoot and neglect to ask questions.

Things: The untouched treasures of the sunken ruined city of *Kayzar*. A map of the last known location of the city of Kayzar, carved in rock on a small island atoll. A weak homing beacon for the *Polaris*, a small starship that crashed into the northern glacier a century ago. It is trapped in the ice with cold sleep pods; unfortunately, the PCs aren't the only ones tracking it. A vital shipment of repair supplies for the city of Yoramba. Rare deep core glacier samples that would be useful in understanding the rapid glaciation on Enke.

Places: *Ankara*, a frozen city, nearly encased in ice, with a vibrant holdout population. A frozen, brilliant, wind-swept ice sheet plain. The asteroid belt around the gas giant, where interstellar merchants often play cat and mouse with slave raiders. The high seas in a rough storm. The bridge of the city of Iridia, where major decisions are made. The slums of Iridia, which are nothing more than rafts moored to larger rafts, outsiders can find shelter here. A small fishing village on a remote island atoll, far away from everything.

Trade: Waterworld/Glacier World

Friction: 5—Enke is deeply xenophobic, and most traders have a hard time making headway.

Supply and Demand: -2 Agricultural, -1 Vehicles, +1 Survival, +1 Tools, +2 Livestock

	Goods	Type	Cost
1	Processed fish and krill	Agricultural, Low tech	500
2	Exotic Caviars	Luxury, Low tech, Compact	10000
3	Aquatic Pharmaceuticals	Medical, Compact, Rare	50000
4	Housewares, Postech	Common, Postech	5000
5	Parts, Vehicles (watercraft)	Tools, Vehicle, bulky	10000
6	Metawheat	Agricultural, Low Tech	500
7	Tools, Industrial	Tool, Postech	10000
8	Slaves	Sapient	25000
9	Small Arms, Projectile	Military, Low Tech,	5000
10	Vehicles, military watercraft	Vehicle, Postech, Military, Bulky	25000

Trouble: 4 As per Tyranny.

Notes: Enke presents a major problem to traders and most offworlders because the Enkens believe that offworlders are a scourge. Even those Enkens who do engage in trade with off-world strangers are remarkably circumspect and often very bigoted in outlook.

Fleet Build Points: 28. Enke is a TL3 world with some remnant technological capabilities in computing and cybernetics from before the Deluge. The most developed technology on the planet is wet-naval architecture, which does have some space applications. The Enkens have not been able to develop any space-going technology on their own.

Enke Fleet: None. The Enkens have been subjected to repeated slaver raids during the Deluge because they have not been able to defend themselves from threats from space. The three largest floating cities of Iridia, Delhi and Artemisa do have advanced wet navies. When they are not busy jockeying for position or engaging in low-level warfare amongst themselves, the most advanced of these vessels might have the ability to shoot down a careless spacecraft in atmosphere.

System Overview:

Jaya, the bright orange star in this system, has a binary red dwarf in the tenth orbit. Nayda orbits in a very, very slow procession, altering seasons and tides on the other planetary bodies. One of the system's two gas giants orbits this red dwarf, further complicating refuelling operations and navigation in and out of system. The other gas giant sports a massive asteroid belt that has not been extensively exploited. The only planet with any water and life is Enke, the mainworld.

Occupied Orbits	
0	Jaya (K4V)
1	Jurema (Airless rockball, burning)
2	Niti (rockball, polar ice caps)
3	Prinelas (rockball, cold)
4	Enke
5	Bessarion (GG, with major asteroid belt)
6	Sophoulis (frozen GG, 5 large moons)
10	Nayda (M7V)
10a	Leda (GG, 12 moons)

Planetary Overview:

Enke is an arctic water world. The planet is far enough away from its sun that it is not tidally locked, and makes a full day's rotation every 30 hours. Only 14% of the planet is dry land, and most of that is trapped under massive, multi-kilometer thick glacial ice. The planet is currently in the grips of a brutal ice age, which began just at the beginning of the Deluge. The dominant theory among Enken scientists is that the ice age might be due to the slow progression of Nayda's orbit in the solar system, and there is no indication of it letting up any time soon. The ice sheets on Enke are extensive. Most of the planet is covered in ice except for a thin equatorial band. The ice is not encroaching on the remaining liquid ocean, but neither is it receding.The flora and fauna of this world are mostly aquatic, though some species have evolved to live on the small continents and island archipelagos that dot the equatorial regions. Most of the native life is compatible with human biochemistry. It is theorized

that a massive enzyme compatibility introduction project was undertaken when the colony was first settled, but no one really knows.
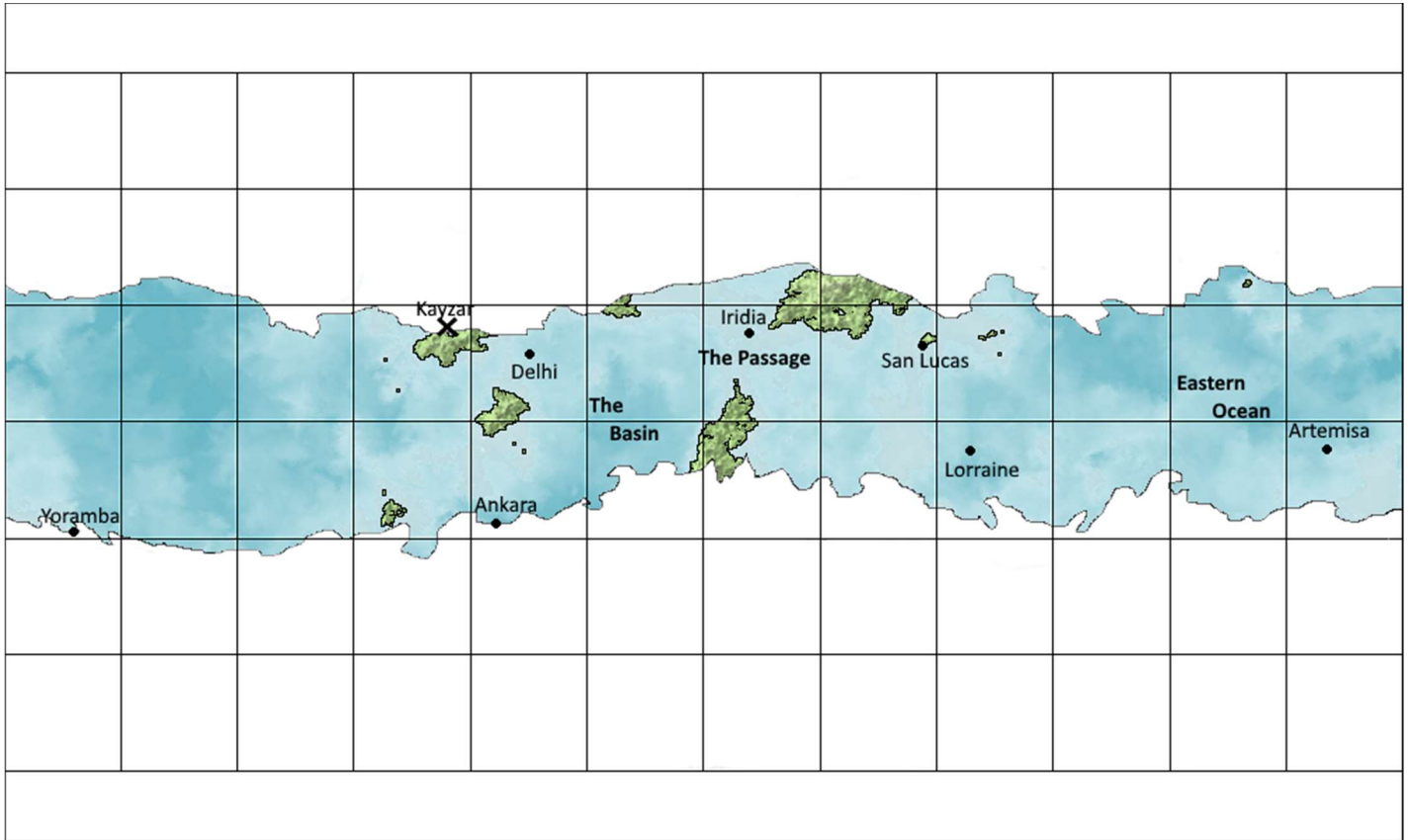
Enke Society:

Before the Deluge, Enke was the site of major engineering feats. The colonists had constructed massive floating cities, and the world's culture had evolved around these amazing structures.The destruction wrought by the Deluge was profound: some cities sunk after riots, while violence and social disorder caused fires and huge damage to those cities that remained afloat. Then, the ice age commenced. Cities were trapped on shoals as sea levels dropped, only to be crushed by the advancing ice shelf. Some of the trapped cities have been completely abandoned, their last known location lost to all but a few emigres. Others still subsist on whatever can be farmed in undersea aquaculture operations. The few free-floating cities near the equator are the most prosperous, but even there, life is difficult. The Enkens are particularly resentful of offworlders: after the Deluge no help from their neighbours ever came. They feel they were abandoned to drown with their cities. Matters only got worse when contact was finally re-established, it was in the form off-world raiders who began a brutal campaign of pillaging, slaving, and destruction. While some cities are more reasonable in their outlook towards off-world visitors, the prevailing notion among the floating and trapped cities is that off-worlders are predatory savages responsible for the Deluge, and will one day be made to pay for the suffering they inflicted on the poor people of Enke.

Enkens are divided into two major social groups: the City Folk live in the massive floating arcologies and are generally urban in outlook and behavior. The Fisherfolk are more nomadic, living in their boats, or base their operations out of small island villages. Many Fisherfolk hail from coastal villages located on the remaining larger

land masses. Few live in the interior: the tundra and arctic climates are particularly harsh, and unsuited for agriculture. The two groups are not necessarily antagonistic, though many of their interests do conflict. In general, the City Folk are less tolerant of outsiders, both local and extra-planetary, than the Fisherfolk. The City Folk have also maintained a fairly high level of technology. They are capable of producing some amazing deep-sea exploration vehicles when they are required. As well, the City Folk are no strangers to cybernetic augmentation, advanced computers, and advanced engineering techniques. The Fisher Folk are much less tech-savvy, but they have mastered the technologies that they rely on to survive and thrive as well. The knowledge and infrastructure required to build spike-drive capable ships has been completely lost on Enke.

Language, Culture and Religion: Nigerian, English, and Germanic are the most common languages among the Enkens. Culturally, most Enkens are quite xenophobic, and their society is riddled with self-doubt and insecurity about its future on the planet. This resignation is not all-pervasive, but it does inform much of the religious observance on Enke. A number of doomsday cults exist here, though they have not discovered any maltech to spark them to act on their beliefs. However, this has not prevented them from supplanting many of the more traditional Christian and Buddhist adherents on Enke. Even those more traditional faiths have taken an apocalyptic turn among Enken believers.

Notable Locations:

Iridia: The largest and most prosperous of the floating cities. Iridia guards the Passage, the navigable strait leading from the Eastern Ocean to the Basin. It is the main bottleneck for ocean-going vessels on Enke. The Iridians maintain a Passage Due, which provides them with a great deal of hard currency, as well as establishing them as a major irritant to sailors on Enke. Unfortunately for the other floating cities and independents, Iridia's population of 150000 also maintains one of the finest navies on the planet. They have two (small) aircraft carriers, a fleet of patrol destroyers and frigates, as well as a large but classified number of submarines. These vessels are in various states of repair, as many are pre-Deluge relics. The Iridians are desperate to maintain their stranglehold on shipping trade on Enke, and the city's royal family occasionally entertains thoughts of uniting Enke's floating cities under its benevolent rule. In order to increase Iridia's power, the royal family is considering allowing the Karta Trading League access to their markets, in return for spares for its navy. The Royal House of Eridani has also sent a small delegation to Prime Station, orbiting Basajaun (*LTC1 38-39*) in order to petition the KTL to help end slave raids on Enke. The Iridians are not aware of any connection between the KTL and the Gure Gauza slave trade. Iridia is also desperate to develop nuclear weapons in order to cement its rulership over the other cities and the few land settlements. Iridian scientists are working feverishly to develop a rudimentary nuclear device. They are also considering a radical plan that involves detonating multiple nuclear bombs deep in the polar glaciers to help bring about an end to the ice age.

Delhi: The main contender for the spot of most powerful floating city after Iridia is Delhi, population 170,000. This floating city is currently anchored in the open ocean in the center of a large gyre. This provides the city with a great deal of stability. It also forces anyone who would attack Delhi to enter into strong ocean currents that would necessitate certain maneuvers that make most naval attack plans more predictable to the defenders in the city. Delhi is a large and ungainly urban structure especially lacking in maneuverability, as far as ocean-going cities are concerned. The city is ruled by a Confucianist theocracy that took power a century ago. The former government, a democratic council, had lost a series of naval skirmishes with the Iridians, and the Confucian mandarins that had staffed much of the city's bureaucracy was spurred into action. Delhi is now ruled by the Council of Mandarins, who ensure that the city's residents conform to the Bureaucracy of the Deep Waters. Delhi's residents have grudgingly accepted the Council's rule, as it has provided stability and a great deal of organizational know-how: much of the city's navy was once located on the ocean floor. It is now a reconstituted

fighting force, and is almost ready to challenge Iridia for naval supremacy on Enke. Delhi is, unfortunately, extremely hostile to off-worlders, and barely welcomes Fisherfolk or Cityfolk from other floating cities on Enke.

Artemisa: This city is an industrial powerhouse on the high seas. Artemisa has a population of 120,000, and is a dirty, pollution-spewing mass of tangled factories and warehouses. Artemisa makes everything, and its citizens are proud of the fact that every other floating city trades for Artemisan manufactured goods, from weapons to power plants. The city is one of the few places on Enke where the government is not totalitarian or absolutist in some way. Here, a republican system holds the various factions in check, ensuring that no one group—the military, the clergy, the industrialists, the workers—hold too much power. Unfortunately, this internal politicking has turned Artemisa inward-looking; there are few here who are interested in military dominance or scientific exploration. Like most places on Enke, Artemisa is rather hostile to offworlders, though some goodwill might be accorded traders who are willing to part with exotic foodstuffs in exchange for manufactured goods.

Yoramba: One of the major floating cities that has been recently trapped in polar ice. The Yorambans have managed to make the best of a bad situation, but are constantly attempting to free their giant arcology from the glacier's clutches. Over 40000 people make Yoramba their home, and while many Yorambans are bitter about the eventual fate of their home, a vocal, energetic minority are confident that they can solve the problem. The glacier is roughly 2km tall, and is slowly driving Yoramba up and out of the sea. The most recent failed attempt to free the city was just two years ago.

Ankara: This city is a glittering jewel, a tragedy, and a secret haven for freedom. Ankara is nearly completely encased in glacial ice. When the ice age began, the sea level dropped dramatically, and the city ran aground on a previously unknown shoal. The Ankarans tried to free their home for many generations, but the city has been lifted out of the ocean by the ice sheet, and has finally been surrounded over the last decade. The most optimistic estimate is that Ankara has another two decades before it is completely crushed by the ice. The Ankarans are resigned to the fate of the city. Much of the old elite has already left, and those who remain are determined to enjoy their doomed home to the fullest. There is an open democracy flourishing in Ankara, which is also the least xenophobic major settlement on the planet—10,000 people who won't automatically shun, cheat, or assault offworlders as a matter of course. The Ankarans have also developed amazing forms of cultural expression: their deep core ice sculptures are singularly spectacular.

San Lucas: This small fishing village is actually descended from a group of off-worlders who made Enke their home during the height of the Deluge. They are remarkably friendly for Enkens, and many of their children make a point of accepting outsiders, or even hitching a ride on visiting spacecraft to other stars. The Lucans number no more than 150, and keep to themselves on their small, lush and flourishing island home.

Kayzar: The Lost City of Kayzar is a mythological sunken ruined city. It is one of many such myths, but there are those who claim to be former residents of the Lost City, and have an inkling of its final resting place. The truth is that the city was lost in living memory, as the northern ice shelf finally sunk the trapped floating arcology. The city now rests at the bottom of the ocean under four kilometers of solid ice, its exact location now a mystery. Those who claim to have a map to its location are nearly all charlatans, but someone currently alive must have an idea of where the city is…

The Red Queen and Eris slave ships: There are many slave ships that have plagued Enke over the centuries. In the last fifty years, none have inspired more terror than the *Red Queen* slaver, and its "herald" the *Eris*. The *Red Queen* is a Gure Gauza-affiliated frigate that has a reputation across the Lurian Trailing Cluster. Due to the KTL's tacit acceptance of the slave trade, the *Red Queen* is able to operate out of Yukatan on Meza Virs with little difficulty. The *Eris* is an independent mercenary ship that has been engaged by the Red Queen's financial backers

to provide extra muscle and escort capabilities for the larger ship. The two ships are harbingers of death and terror, and the appearance of either in the skies over Enke has brought down the government of mor than one floating city that could not prevent slave raids on its citizenry. Recently, the Iridians have sent a small delegation of noblemen and women to Prime Station in order to petition the KTL to put an end to slave raids on Enke. They do not yet know how futile their diplomatic efforts will be.

The Red Queen Slaver		**Hull**: Frigate	**Power**: 15/0 free	**Mass**: 15/0 free
Cost: 4,640,000		**HP**: 40	**Crew**: 10/80	**Speed**: 2
AC: 7	**Armor**:	10	**Cargo Space**	20 tons
Weaponry	Reaper Battery: 3d4, Clumsy			
Defenses	None			
Fittings	Armory, Atmospheric Configuration, Cold Sleep Pods (x5) Extended Life Support, Fuel Scoops, Ship's Locker			
Monthly Cost Total	109000	Payroll: 75000	Stores: 15000	Maint: 19300
Description	A much-feared slaving ship in the Lurian Trailing Cluster. *The Red Queen* is not fast, nor is it well-armed, but it is advanced enough to overcome any resistance a low-tech settlement may have. The Queen can carry 200 captives in cold sleep, and has enough stores for 80 active humans. Usually the Queen has 40 crew/raiders, and another 40 slaves in chains in the cargo hold.			

The Eris Slaver Scout		**Hull**: Gunboat	**Power**: 10/0	**Mass**: 10/0
Cost: 1,870,000		**HP**: 15	**Crew**: 1/4	**Speed**: 4
AC: 6	**Armor**:	5	**Cargo Space**	4 tons
Weaponry	Plasma Beam: 3d6, AP: 10			
Defenses	None			
Fittings	Atmospheric Configuration, Armory, Boarding Tubes, Cold Sleep Pods, Extended Life Support			
Monthly Cost	15500	**Payroll**: 7500	**Stores**: 1500	**Maint**: 6500
Description	The *Eris* works with the *Red Queen* slaver, and is considered to be the "herald" of the larger vessel. This small, heavily armed ship operates as a pirate and slaving scout for the Gure Gauza slavers in the Lurian Trailing Cluster. In addition to the crew, the *Eris* holds a small contingent of raiders, and can store four captives in cold sleep.			

Artume

Hex	Name	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
0907	Artume	Airless	Cold	None	OP: 500	4	1	M5V

Tags: Bubble Cities (Tomb World), Flame of Prometheus

Enemies: *Karlin Perera*, the leader of a group of scavengers who are quietly exploring many large domes on Artume's surface. *The Intimates*, a secret cabal of technology cultists who are not happy that the Flame of Prometheus on Artume will be defiled by the unclean. *Emanuel Naxos*, unscrupulous KTL treasure hunter. *Boss Lisger Trall*, the harsh Gure Gauza *Buru* that runs Nestor. He'll want his cut of whatever the PCs bring back to the station. *Harrison Churchill*, a slave trading ship's captain on Nestor station looking for wholesale wares.

Friends: *Elias Tobin*, scrap dealer who knows his way around the ruins of Solozanos. *Geraldine Hayward*, a wandering Nativ Zohar acolyte and seeker of knowledge. She might have information to help the PCs' search for the Flame of Prometheus. *Mendy Janorus*, a Gure Gauza man on Lazardis that needs the PCs for some jobs. Captain *Zeru Etxea*, the captain of the *Belauntzi*, the Gure Gauza merchant ship that keeps the Artume settlement afloat.

Complications: A decaying support strut fails and some of the ruins collapse on the PCs! The PCs have triggered an ancient alarm system, and reactivated security drones are on the way—they have blasters. The competition arrives to ambush the PCs and relieve them of their salvaged treasure. An NPC with a grudge against a PC has arrived on Nestor station, with some of his biggest, meanest friends, and, unlike the PCs, *he's* in the good graces of the Gure Gauza here.

Things: The ancient Flame of Prometheus, which is a secret underground library complex, filled with pretech and priceless knowledge. Its main database is priceless, and it *belongs in a museum.* A wreck of a pretech scout/corvette starship in good condition. An alien artifact with script matching the same script found at Lepra,in the Flame of Prometheus. Somewhat portable pretech habitat life support technology, which would be priceless on countless other planets. A shipment of a *few dozen slaves* from Abreia, languishing in a pen in Lazardis. The Gure Gauza captured them and brought them to Artume for warehousing and processing.

Places: On the outside of an old habitat dome, surveying the damage. Deep inside the rockball Artume, in the dusty halls of the Flame of Prometheus. The old parts of the Solozanos starport, still in decent shape, but cold and dead. The lively cantinas and merchant stands on the station Nestor. By lively, read *dangerous*. An out of the way warehouse in Lazardis, where the Gure Gauza have set up slave pens.

Trade: Station/Wreck. Artume is a mining and scavenging outpost that exists to facilitate the plundering of the old settlement that used to thrive here. In general, it's a haven for all sorts of shady deals.

Friction: 2

Supply and Demand: +2 Survival, +1 Livestock, -1 Postech, -2 Sapients

	Goods	Type	Cost
1	Colonial Survival Materials	Survival, Postech, Common	2000
2	Fine Liquor	Luxury, Low Tech, Compact	10000
3	Medical Supplies, Postech	Medical, Postech, Compact	25000
4	Parts, Starship Maintenance	Postech, Astronautic, Rare	25000
5	Parts, Postech Industry	Postech, Tool	10000
6	Pretech Junk	Pretech	50000
7	Slaves	Sapients	25000
8	Housewares, Postech	Postech, Consumer	5000
9	Tools, Astronautic	Tool, Postech, Astronautic	25000
10	Metal Ingots, Rare Alloys	Mineral, Bulky, Rare	5000

Trouble: 3, as Tyrranical world. Subsitute in Gure Gauza organized crime goons instead of more typical political goons.

Notes: Artume is a scavenging operation first and foremost. It needs basic supplies like rations and all the necessities of life support, as well as the sorts of luxuries and amenities that you can't bring along with you when you're planning an expedition into the deepest darkest parts of an entombed airless city. There are two major points of trade: Lazardis, the starport, which is on the surface, and the station Nestor, which is in geosynchronous orbit. Both are dens—nay, nests—of iniquity, but trade does happen.

Fleet Build Points: 3. The Gure Gauza that run Artume are not interested in shipbuilding, as that might attract too much attention to their operation here. However, enough high-tech salvage comes up off Artume's surface to be useful for parts and repairs.

Artume Fleet: A few system shuttles exist to take merchandise up from Lazardis to Nestor and back down. As well, the Gure Gauza ship *Belauntzi* operates out of Nestor. The *Belauntzi* is a fast free merchant, with a Spike-2 drive and a secret proprietary drill rudder to Basajaun. The Gure Gauza rely on the ship for supplies and news.

System Overview:

This lonely system is cold and quiet. Artume is the single rockball planetoid orbiting a massive jovian gas giant. The gas giant, Zar, is far enough away not to be tidally locked to its nameless red dwarf star, but there really isn't much worth exploring here. The tidal forces from the tug of war between the red dwarf star and Zar provide Artume's planetary core with some energy, which is what made this barren rockball an attractive prospect for miners. There isn't much else in this system, though the occasional asteroid and planetoid can be found if you really look hard enough.

Planetary Overview:

Artume itself is just another rockball moon, however its geothermal activities formed rich mineral deposits and subsequently led to extensive mining operations. There is no liquid water present on the planet, and no atmosphere. The surface is scoured with impact craters, and further scarred by multiple strip-mining sites and old boreholes. Even with the intensive mining capacities of Antediluvian technology, Artume was not played

out. Many small and medium sized domes dot the planetary surface as well, each a massive, ancient, tombstone marking someone's failed dreams of making it rich.

Artume was once a burgeoning hub of heavy mining, with a population in the tens of thousands. There were multiple operations; domes can be found everywhere on the planetary surface. The main spaceport was on the surface at Solozanos, with a smaller space station Nestor. Solozanos was a magnificent testament to advanced industrial techiques: it was as much an ore and compound processing center as it was a full starport. The Deluge was easy on Artume, although panic swept Solozanos when the few psions in the system died or went insane. However, the situation stabilized very quickly, and humanity on Artume looked like it was going to be able to weather the flood, for the near future at least. Plans were made to set up a trade expedition to Lur: processed ores would be exchanged for much-needed life support supplies and food. Then, tragedy struck. A massive ore hauling ship, the *MTD Javadi*, crashed into the main habitation dome at Solozanos, causing an explosive decompression. Whoever survived the disaster left as quickly as they could. All that remains of Artume's main settlement at Solozanos are mummified corpses, unprocessed ores, and half-empty fuel bunkers in the starport. Other settlements collapsed as life support systems failed. In the end, Artume sat dead and lifeless for centuries.

At some point during the Terran State Era, the Prometheans set up a commune and research facility deep inside the planet in an old mine. Fearing the worst in human nature, the Flame of Prometheus computer core and vault/repository was kept away from prying eyes. Hidden within are multiple pretech artifacts, as well as xeno-artifacts that predate settlement in Karta subsector. These xeno-artifacts include alien devices brought to the Prometheans from the Lepra system, as well as samples of the mysterious alien script that are found on the ruins on Camros beyond the LTC. Most importantly, the Flame of Prometheus contains data that could provide untold scientific and technological knowledge to all worlds in the Lurian Trailing Cluster. It must not fall in the wrong hands. The Prometheans, if they still exist, have not visited their Artume facility since the beginning of the Deluge. It has passed into myth, and occasionally treasure hunters arrive on Artume to seek it out. None have succeeded.
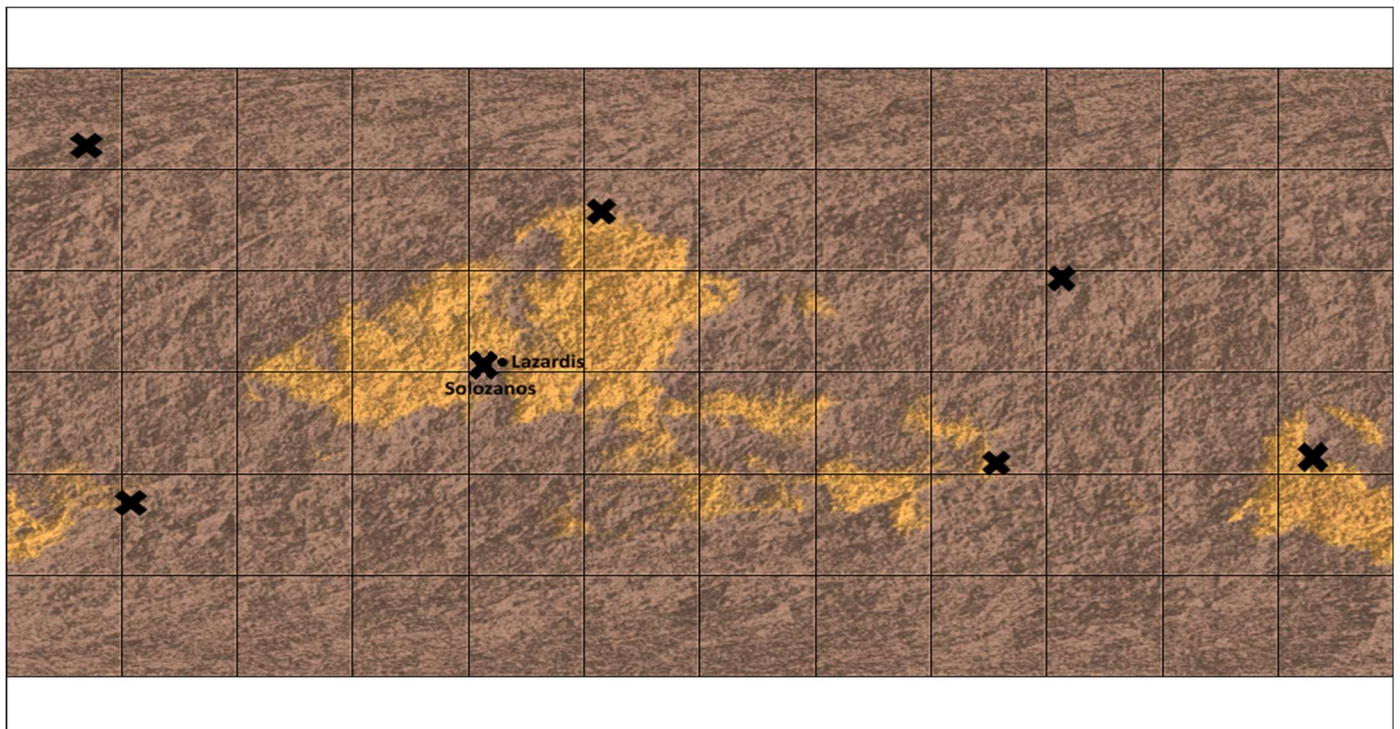
Black X's refer to major habitat dome ruins and/or remains of large mining operations on Artume's surface.

Artume Society:

Nearly a century ago a small group of Gure Gauza-affiliated salvagers and explorers managed to restore power to the main orbital station Nestor. Since then, Artume has been home to a transient population of scavengers, miners and speculators, all of whom have been desperately searching for the hidden treasures that they *know* must still be waiting inside the ancient mines or the airless halls of the old settlements on the moon's surface. There are now two main outposts: the orbital station Nestor exists mainly for traders and the more transient adventurers. It's population is roughly 200 people, give or take. Nestor station is a large, convoluted facility, ancient and complex. Half of it is still unused and somewhat unexplored.

The rest of Artume's population is found dirt-side, mainly in Lazardis, a small secondary starport facility that was brought back online some five years ago. Lazardis was once a mining center on the planet, and has become something of a boom town, especially since a very small ore refining system was brought to the planet's surface and began smelting operations. The massive Antediluvian ore refinery in Solozanos remains empty and dead, and Solozanos itself is still largely unexplored and dark. The wreckage of the *MTD Javadi* still lies in the middle of the city, its habitat dome a shattered mess of composites and glass scattered around the ship. No one who has entered the *Javadi* has ever emerged alive.

Nestor and Lazardis are ruled by the *Gure Gauza*, through a variety of front organizations to present a bare fascade of respectability. The Gure Gauza use Nestor as an out-of-the-way clearing house for black market items: slaves, illicits of all sorts, pretech artifacts, information, and occasionally spacecraft. If goods are marketed on Nestor, it means that the Gure Gauza doesn't want the rest of the Lurian Trailing Cluster to know about them. On Lazardis, they provide more legitimate services for miners, but charge hefty service, storage, and refining fees. Artume is one place where the Gure Gauza can operate with impunity, and even then they are reluctant to rule directly. The Gure Gauza on Artume have a single ship, the free merchant *Belauntzi*, which they use for regular resupply and shipping to and from Basajaun. The *Belauntzi* is carefully disguised as a Spike-1 vessel, but is, in reality, a rare Spike-2 capable ship. The Gure Gauza captain, Zeru Etxea, has a secret course rutter direct from Artume to Basajaun, which he uses to make infrequent but quick resupply and trading missions.

In the shadows, watching very carefully, are the *Intimates*. This group of technology cultists are an ancient and secret sect of the Gure Gauza that were tasked with stealing the Flame of Prometheus from Prime Station on Basajaun, and moving it to Artume for their own nefarious purposes. They see themselves as Guardians of the Flame, though their leadership were largely destroyed when the *MTD Javadi* crashed. Their ultimate goal was to use the knowledge in the Flame to control the development of the Lurian Trailing Cluster, and eventually rule Karta sector and destroy all who oppose them! Unfortunately, the Deluge nipped those plans in the bud. For more information on the Flame of Prometheus and the Intimates of Artume, see the following chapters.

Notable Locations:

Nestor: The two hundred or so spacers and traders who make Nestor their home are a hardy, tough group of survivors. The station is not particularly well-explored. The Gure Gauza boss, *Buru* Lisgur Trall, keeps people out of the unexplored parts of the station mainly because he is understaffed and unwilling to take responsibility for whatever changes that might occur should the station's habitable areas be expanded. Boss Trall currently has the locals under his thumb, and he knows that any change would probably be bad for business.

The station is divided up into a handful of sections: the *Docks* are the starship repair and cargo section is well-maintained, though very worn and old. A hangar exists for minor overhauls, though the work must be conducted in zero-gravity and in a vacuum. There is no airlock for the Nestor repair facility. The *Docks* are also not fully sealed, and require a great deal of maintenance to make sure that traders and their goods (mainly the latter)

are not damaged in transit. The "*Market*" is the major warehousing and brokerage space on the station. Traders looking for a good deal are advised to make friends with the locals who work the Market for one of the larger trading houses—all under Gure Gauza protection, naturally. Anyone who is violently opposed to slavery, or who cannot conceal this attitude, is unwise to visit the Market. The *Court* is the main station promenade and social space, with rough bars, brothels, and drug dens mixed in with hotels, restaurants, and slightly more savoury locales. The *Hab* is where the station's permanent residents reside in quarters that have all seen better days.

Lazardis: This small dome was once a mining town satellite settlement of Solozanos, and in the re-establishment of human settlement on Artume, Lazardis was selected because it was close enough to Solozanos and other dead settlements for easy salvage operations. It already had sufficient mining and ore processing equipment on hand to make any new operations economically feasible. Only a few dozen outfitters and the owners of the ore processing machinery make Lazardis their home. However, a few adventurous souls have set up bars and a brothel here for the miners and salvagers. Lazardis is under the direct rulership of Lisgur Trall and the Gure Gauza. Every business pays protection money, and the local security force is brutal in enforcing the peace. Woe to the salvager who attempts to disrupt things at Lazardis.

Solozanos: The Dead City has only seen a handful of successful salvage operations pull out some lucrative goods. The city's dome is shattered, and the *MTD Javari* sits in the middle of the city, a giant sealed tomb. No one who has entered the wreck of the *Javadi* has ever returned. Rumours abound of Solozanos' hidden pressurized buildings, and animals that have adapted to the environment, still guarding the untold treasures that lie within the city's shattered dome.

The Flame of Prometheus: The Prometheans did not actually move their priceless archive to Artume. That was the work of the *Intimates*, who proceeded to establish the fake Legend of the Flame. The Flame was destroyed by the crash of the *MTD Javadi*. However, enough relics and data survived for the Intimates to continue with their plan and move the remaining pieces of the Prometheans' work to their secret facility at *Ringshadow Station*. There, a few score Intimates rest in cryo-sleep, guarded by advanced security systems and a number of traps for those who may have found their way to their hidden base. The data archive, the Intimates and the legend of the Flame of Prometheus are all detailed in the following chapter.

Language, Culture and Religion: The lingua franca on Artume is English, though the Gure Gauza operators here have been known to converse openly in their strange language. Artume is home to spacers and scavengers, so most of the cultural norms here are based on adaptations from spacer culture. If there are any religious observances among those living on Artume, they are kept very private.

Abreia

Hex	Name	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
1006	Abreia	Breathable	Temperate	Hybrid	5 million	3	2	K0V K5V

Tags: Desert World, Rigid Culture

Enemies: *Arlene Kershaw*, corrupt Lurian trader: she has been working with Gure Gauza-affiliated slavers who have been preying on many of the Lurian Trailing Cluster's more vulnerable worlds. Abreia serves as her inconspicuous and central base of operations. *Abreian sand snake*, a 5-meter long predator with fangs, and poison in the dunes. *Bjorn Nimota*, an imperialist local warlord with dreams of conquest. He will not negotiate and will actively stymie any peace talks among the northern powers. *Guillaum Chen*, a scavenger and mineral prospector convinced the PCs are going to claim jump him. A hive of angry, hungry, *Abreian xeno-termites*.

Friends: *Julian Nuro*, a technician at a desert outpost near Gateway who will help anyone in need. He has begun smuggling slaves off of Abreia, aboard any vessel that will help. *Leon Kristal*, a local scientist exploring the ruins of a habitat tower with his team. *Piata Yokosawa*, the ruler of Bregan who is willing to work with other warlords in order to consolidate her position and survive what she sees as the last great conflict on Abreia. She is a ruthless political animal, and needs leverage on Nimota to get him to cooperate, or to get him removed from power somehow.

Complications: A sandstorm strands the PCs in a ruin. Can they survive long enough for rescue? A scavenging team arrives at the PC's campsite, and is looking to make a score. Local bandits want a cut of the PCs' trading revenues, An outpost's water supply has been contaminated, and it is beyond the locals' capability to fix. The PCs accidentally deal with the Untouchable caste, or otherwise offend the locals by breaking caste laws.

Things: Pretech water condenser. Downed weather satellite with important information. A map of hidden wells. A warehouse full of the last KTL merchant's cargo. Precious traditional regalia needed for a Brahmana wedding in Arbos, Peasant tribute to Heka, Opulent treasures of the Brahmana caste, lost in the Living Desert.

Places: The ancient and well-used palace of Placida, where water is channeled into fountains and pools for all to enjoy. Sudra-caste slums in Heka, where opposition to Nimota is palpable. Inside a ruin of a massive skyscraper that peeks out from under a cracked habitation dome. In a quiet oasis spring, deep inside a dark grotto. A warehouse in the desert outpost of Gateway, filled with offworlder contraband seized by the Oligarchy.

Trade: Savage Desert World

Friction: 4

Supply and Demand: -2 Agricultural, -1 Cultural, -1 Sapient, +1 Tools, +1 Survival, +2 Military

	Goods	Type	Cost
1	Colonial Survival Supplies	Survival, Postech	5000
2	Housewares, Basic	Low Tech, Consumer	2000
3	Livestock, Common	Common, Livestock	2000
4	Native Artwork	Cultural, Luxury	10000
5	Postech Building Material	Tools, Postech, Bulky	10000
6	Pretech Junk (Salvage)	Pretech	50000
7	Slaves	Sapient	25000
8	Small Arms, Projectiles	Military, Low Tech	5000
9	Tools, Basic Hand Tools	Low Tech, Tools	5000
10	Fine Liquor	Luxury, Low Tech, Compact	10000

Trouble: 4, As Savage World.

Notes: Abreia is not a great place for trading, mainly because everyone is going to want a piece of the action. The ruling class are quite aware that a trader could change the balance of power very suddenly. Gateway is the notable exception. Reduce the Friction to 3 and the Trouble to 3. It's not amazing, but it's better than anywhere else on the planet. The sole caveat is that only non-military goods receive this special adjustment.

Fleet Build Points: 38. The Abreians are not spacefarers, and are more concerned with surviving their hostile desert home than they are with reclaiming their system. However, enough technology exists on the world that they could contribute to a shipbuilding effort with proper diplomatic enticements. Abreia is also home to many lost TL5 small vessels and astronautic parts that could be very beneficial if retrieved from the ancient starports buried under desert sands.

Abreia Fleet: None of the warlords in the northern reaches of Abreia have any space assets. The habitat tower of Gateway has the closest thing to a reliable starport on the planet, but the Oligarchy that rules Gateway lacks any space assets as well.

System Overview:

Abreia system's twin orange stars emit a large amount of radiation, and much of this system has borne the brunt of this bombardment. The inner terrestrial planets here are all rockballs, their magnetic fields were unable to prevent the EM radiation from the twin stars to strip away planetary atmospheres. Abreia itself orbits within the precarious habitable zone, which is further out from the close binary than usual. The asteroid field here is viable, but has not been explored since the Deluge. There are likely abandoned mining posts and other industrial facilities hidden in the rocks. Two gas giants stand silent sentry further out, on slow orbits around the binary. Their moons may have many secrets to divulge.

| Occupied Orbits	
0	Bikiak (K5V)
1	Ireki (K0V)
2	Kula (vacuum)
3	Vereg (thin atmosphere, bacterial biosphere)
4	Loth (airless rockball)
5	Carmina (thin atmosphere, no biosphere)
6	Abreia (Lina, Ober)
8	Asteroid Belt (viable)
9	Nioba (GG, 20 moons)
10	Krim (GG, 19 moons)

Planetary Overview:

Abreia is a dry, desert world with a thinner than average atmosphere. The native flora and fauna are highly evolved, and have adapted well enough to the heat, the radiation, the atmosphere, and the aridity. The planet is not tidally locked, but days are *three weeks* long. This tends to have a detrimental effect on imported life, especially plant life and visiting spacers. There are no oceans here, and only at the poles are there any standing lakes. Much of the water is subterranean; native life has adapted accordingly.

The vast majority of Abreia's landscape is stark desert, though with a great deal of variation near the poles and in protected valleys. This was not always the case; old Abreian myths hint at a time when the planet was a more temperate, more lush home for humanity. Whatever happened during the Deluge either initiated rapid desertification, or sped up the process a great deal. The end result is that between the 40th parellels, north and south, there is very little water present on the surface of the planet. Much of the wildlife has adapted to

requiring minimal water, or by finding it deep in the ground. It is only at the poles where some standing bodies of water exist, and even here life is harsh and unforgiving. Under the desert lies a vast subterranean network of caves which hold much of the planet's water. These caves teem with undiscovered and highly alien life forms. Entrances to these caves are common and easy to find, as long as one knows what to look for. However, the northern hemisphere, with its standing lakes and rivers, has fewer access points to the tunnels, since the water is on the surface already.

Dotting the planetary desert landscape are the countless ruins of extensive human habitation: derelict and decaying small towns, ruins of cities, cracked and destroyed habitat domes, and the settlements found inside. Sometimes imported life forms that were once domesticated have survived and prospered in these ruins. Whatever happened on Abreia, it took the lives of millions, if not billions of humans. Most significantly, there are six ruined megalopolises on Abreia, scattered across the globe. Some are practically buried by the encroaching sand dunes, but other megacities still stand in the open, in the dry cracking heat of the desert. They are often visited by scavengers and raiders, desperately seeking to find whatever remaining technology that might be salvageable.
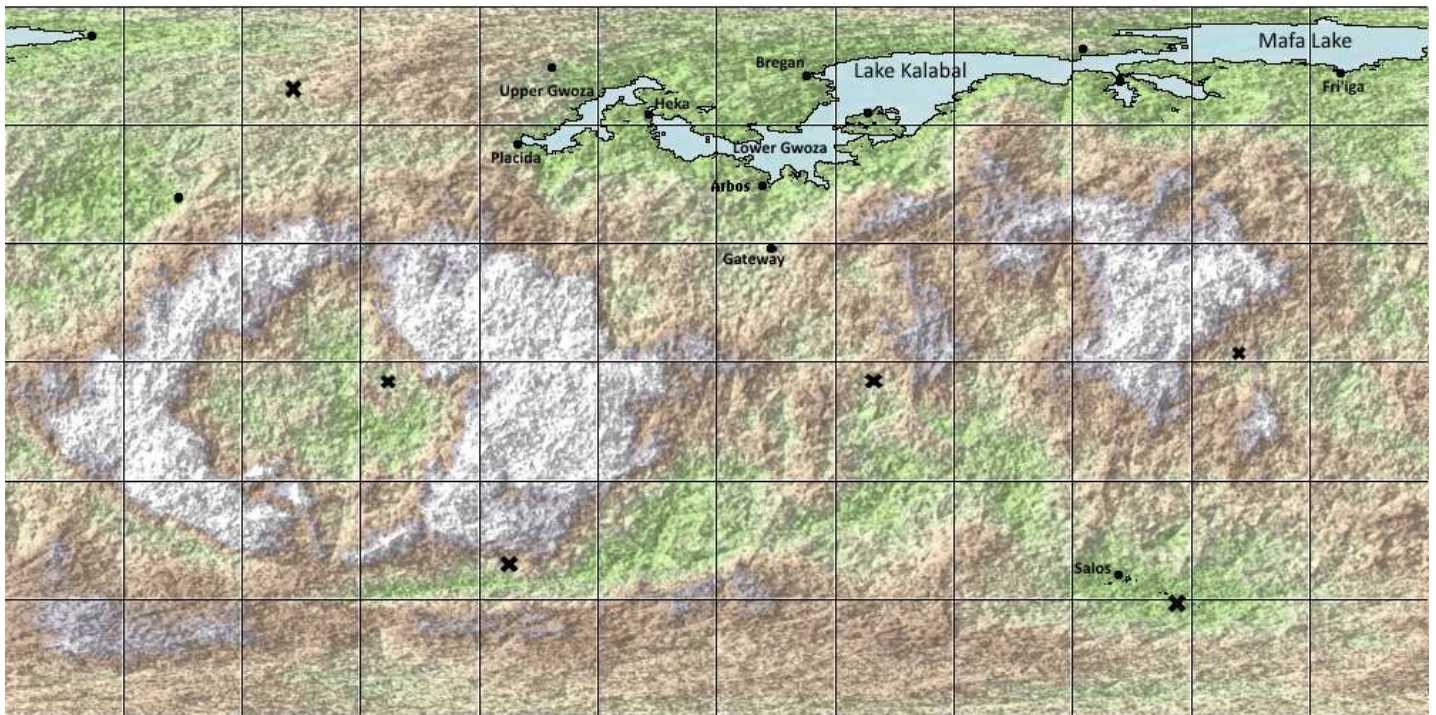
Abreian Society: The Caste System
Human society on Abreia is defined by a rigid caste system that has evolved out of the socio-economic and cultural realities of life in this harsh environment. The caste system that developed out of the chaos of the Deluge is just one of the survival mechanisms that have endured due to its utility and inertia. Abreians are born into four main castes, arranged below in order of precedence. Each caste can have as many as six sub-castes, detailing various regional and occupational pecking orders:

Brahmana: leaders, diplomats and priests. Most Brahmana Abreians are Mandalay speakers, and are urbanites, living in the large northern cities, where they are closer to the centers of power. Brahmana Abreians comprise roughly two per cent of the population. The Brahmana actively disdain commercial activity, relying on their land holdings and other hereditary wealth for power.

Satria: public servants, police, and military officers. The Satria comprise five per cent of the planetary population. While most do end up employed in government services in many small towns and villages, the majority of the Satria caste is concentrated in urban centers.

Wesia: merchants, scientists and skilled craftsmen. Although they generate most of the commercial activity on Abreia, the Wesia and much of their activities are viewed with disdain. The Wesia caste runs all the major trans-desert caravans on Abreia, and is also responsible for any interstellar trade—under Brahmana supervision, of course. Roughly twenty-five per cent of Abreians belong to the Wesia caste.

Sudra: unskilled labour, servants and slaves. The Sudra is the most numerous caste, as well as the poorest. Slaves from military conquest, regardless of their former caste membership, automatically become Sudra. The Sudra are the least educated and have the lowest life expectancy of any caste.

Untouchables: Below the Sudra are the Avarna, or Untouchables, who live outside the caste system. Untouchables are born into their caste, though it is possible to either leave the caste system or be expelled from it: breaking the rules regarding caste intermingling is one of the main ways of becoming Untouchable. However, small groups have been Untouchable since the implementation of the caste system. This is either a holdover from the colonization of Abreia, or an indication that some rejected the caste system from the outset and were made Untouchable during the Deluge.

The caste system on Abreia has a variety of cultural and social consequences. However, it should be noted that despite any friction caused by the inherent injustice of the caste system, the stratification of Abreian society has done a lot to keep it together in the face of the hardships humanity has suffered here since the Deluge. The chaos of individuality, social mobility and democracy has been replaced by a necessarily sturdy social structure that ensures continuity and stability.

The caste system is a complex affair that is difficult for outsiders to comprehend. There are restrictions on nearly everything, from whom and when one can eat with, talk to, trade with, and sleep with. Generally, the upper castes are proscribed from accepting gifts from the lower castes, though the reverse is not true. Certain streets and districts in cities and towns are segregated by caste. Urban living is often dictated by caste, with higher castes living more centrally, while lower castes living on the periphery of the city. Water use is also highly dependent on caste: Brahmana are entitled to more water than lower castes, but they must be careful not to use too much, or risk sparking highly destructive water riots.

Occupations, especially among Wesia, are usually inherited. This is done to ensure that every settlement always has the right mix of technical and intellectual expertise. Naturally, the Brahmana view lower caste professions as degrading, and will not (openly) engage in trade, craftsmanship, or servitude. Finally, social mobility within the sub-castes of Abreian society is allowed, but upward mobility to a new caste is nearly unheard of. Marriage outside of one's caste is grounds for expulsion from the family, if not the entire community.

Abreian Society: The Rest
The preferred form of settlement on Abreia is a walled township, where the caste system does a decent job of guaranteeing social cohesion. The population is concentrated in the northern hemisphere, and is sufficient to support basic industry; most of the resources available are put towards survival and defense. Large cities are

rare, with only five major urban centers with more than 50,000 people existing on the planet. Here, industrial manufacturing and large scale agriculture take place. As a result, life for the majority of urban Abreians is difficult, but bearable.

Technology on Abreia is varied, though generally averages out to a poor TL3. Aircraft are rare and not seen outside of the polar regions, due to the high winds of the desert. Ground vehicles are common, salvaged grav vehicles and powered armor suits less so, the latter often adapted from survival gear. The cities are, naturally, more technologically advanced than the more rural regions. Construction, hydroponics, and water recycling are the most advanced technologies on the planet, crucial as they are to everyone's survival. However, it is worth noting that settlements are inter-dependent, and require vigourous trade in foodstuffs and outside technical expertise in order to survive.

There is a major crisis challenging humanity on Abreia: the all-encompassing desertification of the planet, which the locals have called the "Living Desert." Abreians are experts at desert survival, and many will spend their entire lives contending with the Living Desert. Their architecture tends towards building low, semi-submerged structures, often drilling down deep enough to access the water that is hidden underground. Abreians understandably prize water, greenery, and cool, damp spaces enough to make them standard features in any long term habitats. Since the days are so long and unpleasantly hot, and the nights interminably long and surprisingly cold, the pace of life can be slowed down to a speed off-worlders might find aggravating. However, when the sun does not set for three weeks, there is little rush to carry out certain activities. "Putting things off until tomorrow" is a ridiculous statement on Abreia.

The Living Desert: The Abreian Desert is, somewhat ironically, the result of the Deluge. Prior to the cataclysm, Abreia was a prosperous colony with a population numbering in the hundreds of millions. The planet was perfectly suited to human habitation, with a wide range of diverse ecosystems and life forms. Unbeknownst to the Terran State or the colonists, this fortuitous situation was the result of ancient alien psychic terraforming technology that had been planted deep within the planet millennia ago. When the Deluge hit, the psychic shock wave destabilized the terraforming devices. Worse still, Kelechi Etung, a precognitive psychic, survived the Deluge but was driven into a state of insane paranoia. In his feral state, Etung was now aware of these terraformers. He managed to remotely access the alien technology and set the planet on a course for rapid and total environmental collapse, before dying in the midst of the new desert he had created.

The Living Desert was mad Etung's parting gift to humanity on Abreia. The devices that comprise the alien psi-tech terraformers are nodes embedded deep in the planet's crust, and are powered by geothermal energy sources. They work by projecting telekinetic or teleportative phenomena within their area of operation, and can supplement this with a legion of psitech nanite-swarms capable of acting as psi-antenna relays. In short, the Abreian Desert *does* seem to come alive, in the form of weather phenomena and "sand creatures" that can suddenly ruin an otherwise well-prepared desert expedition or trade caravan.

Language, Culture and Religion: The majority of Abreians speak Nigerian or Mandalay, with Sino-Slavic and English existing as trade/technical languages. Religion on Abreia is highly animist, and the deserts themselves are worshipped as living entities that are analogous to how ancient mariners once worshipped and respected the seas and oceans. Trees and water figure prominently in religious depictions of mercy and comfort. A few Christian and Muslim missions exist here, but are often seen as inauthentic impositions on Abreia's reality.

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Notable Places and Details:

Gateway: One of the larger oasis tower structures in the northern hemisphere, Gateway is so named because it serves as the last stop before the great expanse of equatorial desert on the planet. The Living Desert holds many secrets, and Gateway beckons the brave and foolhardy who are keen on making their fortune. The tower is currently an independent free city with a population of about 25000. The city is ruled by the mercantile Oligarchy that has maintained its power there for the last three decades. The secret to Gateway's success is that it relies on trade: the other cities sell it food and water in exchange for technical and luxury goods coming from offworld or the ruins in the Living Desert. Gateway is the only place on the planet where offworld traders can even hope to get something close to a fair shake, and has a reputation as a cosmopolitan trading settlement, despite its government. As long as traders are willing to obey the rules and grease the right palms, they will be able to operate with little problem.

Heka: This settlement is the largest urban center on Abreia, and is ruled by a driven, ruthless warlord: Bjorn Nimota's rule is absolute, and he collects tribute from countless farms and hamlets across the north. He has set his sights on Gateway, as well as all the other northern fiefdoms. He has only recently consolidated his grip on his own holdings, and is building a fearsome army and navy in order to spread his rule across the planet. Only time will tell if he is successful in creating an empire or not.

Bregan: This is a large city on the shores of Lake Kalabal. It supplements its agricultural production with a thriving fishery—much of it compatible native species—the surplus of which is aggressively traded. Bregan is governed by a council of elders known as The Five. Currently, Piata Yokosawa has secured her position as leader of the Five, and has initiated negotiations with Heka in order to stay out of the coming war everyone knows Nimota is going to instigate. Yokosawa's administration of her city has been exceptionally effective, and her power base is drawn from all strata of society. Bregan is militarily weak, but the city has much to offer Nimota should he agree to a tacit understanding of non-aggression.

Placida: On the south-west shore of the Upper Gwoza, a swamp and lake system that provides much of the water for the region's agriculture, is the sprawling city of Placida. This large, disorganized city is home to over half a million people. Notably, half of Placida is constructed on a flood plain, using stilts and floats to accommodate the changing swamp and lake water levels. Placida has never been conquered in the city's history, due to the fact that the terrain around it is so difficult to navigate. The corrupt oligarchy here that passes for a government is confident that the city will withstand Nimota's ambitions. Meanwhile, the merchants here continue to get rich off of trade caravans arriving from Fri'iga further west.

Arbos: This is a small fortified city of 100000 on the southern shore of the Lower Gwoza swamp. It is a vibrant place, and has grown quite wealthy off of trade with Gateway further south.

Fri'iga: Lake Mafa is a large and deep freshwater lake with a diverse native biosphere, as well as imported human-compatible species. Fri'iga supports its large population through the cultivation of local kelp-analogues and a sophisticated fishing industry. Fri'igans are noticing, however, that their crop yields and fishing catches have been declining. The Living Desert might finally be coming for them.

Salos: This remote settlement in the southern hemisphere of Abreia is barely known among the northerners, but occasionally a Saloser trading caravan will find its way to Gateway or even Heka. The city of Salos is barely 20000-strong, but is well-fortified and sits atop a deep underground water cistern. The city is also partially enclosed within a mesa. Drip agriculture and the mining of precious minerals provide some export goods. As well, Saloser desert guides are considered the finest on the planet. If the Living Desert wishes to divulge its secrets, it will do so to a Saloser.

The Lost City of Urbanos: the equatorial region of Abreia is notoriously inhospitable. However, due to the mountain chains' effects on dominant weather patterns, a valley exists in the equator that is quite inviting. It is said that an advanced civilization exists in this hidden valley—a sort of Shangri-La on Abreia. The legend goes that the city of Urbanos thrives on Abreia and will make itself known when the time is right. No less than three separate expeditions equipped with starships and survey sensors have all been lost while attempting to locate the city in the past decade. Perhaps the Living Desert simply does not want Urbanos to be found.

Bestiary:

Abreian Sand Snake: This fearsome 5-meter long predator is native to the dunes and rocks of the Living Desert. It has a nasty poisonous bite (Toxicity 12, Virulence 2, Interval 2 minutes). Failure to save means death from organ failure. Usually attacking from ambush, the Sand Snake has a Stealth skill of 0.

Abreian Sand Snake			
Armor Class	6	No. Appearing	1d4
Hit Dice	6	Saving Throw	12
Attack Bonus	+8	Movement	30'
Damage	1d8 bite (poison)	Morale	10

Abreian Xeno-Termite: These swarming insect-like creatures are a major pest in underground constructions, and are notoriously unselective with regards to their appetites. The queen of a xeno-termite hive is a meter-long monstrous-looking insect, prized for its jewelled chitin: the husks are often wrought into jewellery.

Abreian Xeno-Termites			
Armor Class	6	No. Appearing	1d8
Hit Dice	1/2	Saving Throw	15
Attack Bonus	+1	Movement	20
Damage	1d4	Morale	8

Abreian Desert "Elemental": A common manifestation of the Living Desert, especially during sandstorms. The Desert Elemental is a fearsome engine of destruction, and will demolish anything in its path. It appears as a form of sand and shimmering air, and often takes a humanoid shape (possibly the result of Kelechi Etung's tampering). Telepaths, precognitives and metapsionists will recognize the psychic nature of the Desert Elemental. Elementals can only be harmed by psitech or energy weapons. Projectile weapons that have no explosive component will do no damage. Explosives do half damage. A Desert Elemental takes double damage from water-based attacks, like high pressure steam.

Special attack: Any creature of 4HD or fewer hit by a Desert Elemental must make a Physical save or be thrown off their feet in 2d12 meters in a random direction, for 1d6 damage. A desert elemental does an extra 1d8 damage against flying targets.

Abreian Desert Elemental (Lesser)			
Armor Class	3	No. Appearing	1
Hit Dice	8	Saving Throw	10
Attack Bonus	+6	Movement	60
Damage	2d8, Special	Morale	12

Abreian "Demon": These entities are another symptom of the malfunctioning terraforming devices hidden in Abreia's crust. An Abreian Demon is a humanoid creature that is composed of clouds of smoke, surrounded by flames. A Demon is a rare and terrifying sight: an intelligent, disembodied humanoid who speaks to the PCs directly. They are not inherently violent, but are unstable, and easily provoked. They can only be damaged by

psitech weaponry, and non-heat energy weapons: lasers and plasma do not work. It is possible that an Abreian Demon is actually some sort of avatar of the alien terraforming technology that was combined with Kelechi Etung's insane psychic imprint.

An Abreian Demon can create illusions (as per *phantasmal force, BFRP 27)*, but with sound and other physical effects. A Demon can also turn *invisible* (*BFRP 24*), at will, as often as it likes. It can create a *wall of fire* (*BFRP 34*) three times per day. It can also create fire at will, causing the flame to behave as it wishes, and can launch a fire attack up to 60 meters away, doing 1d8+1 damage. A Demon may also transform itself into a 5-meter-tall pillar of flame three times per day that will set fire to all flammable items within 3 meters. It can retain the pillar shape for up to 3 rounds. When in this form, the pillar of fire adds 1d8 points of damage to the Demon's blows.

Abreian Demon

Armor Class	3	No. Appearing	1
Hit Dice	10	Saving Throw	10
Attack Bonus	+12	Movement	90
Damage	2d8 fist, and special	Morale	12

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Rudianos

Hex	Name	Atmosphere	Temperature	Biosphere	Pop	TL	GG	Stars
1007	Rudianos	Breathable	Warm	Miscible	800 000	3+	4	G1V BD

Tags: Flying Cities, Tomb World

Enemies: *Megan Orneal*, a Sistro Air Force ace known for her ruthlessness. She leads a squadron of advanced grav fliers on terror raids across the planet. *Lewis Bachari*, a KTL operator who is trying to steal grav tech schematics and working parts. He will soon have enough "samples" to return to Basajaun a very wealthy man. *Vanessa Midolera*, an Alexandrian saboteur working to destroy the city of Derrot. *Jiao Benshu*, demented survivor tribe chieftain on Tomar. He knows that should any expedition return from Tomar, his people's way of life will be destroyed in short order. He and his tribe, the Xiao-Ling, are cannibals. *Havar Krux*, a bloody-minded scavenger of the Reef. Sistro automated defense drone system, which is a semi-autonomous expert system that is also capable of operating in multiple drones simultaneously. The patrol drones are often supplemented with "defense" drones, which are especially merciless. The Sistro "Yeti": a native apex predator that lives in the mountains the government of Sistro is attempting to terraform into step-farms. The Yetis are nocturnal apex omnivorous predators. *King Orman Turner II*, ruler of the doomed city of Beylix. *Kalum Prescott*, ruler of the city of New Alexandria.

Friends: *Umberto Johar*, a Sistro maintenance tech in need of help. *Liss Holt*, former New Alexandria city defense force pilot. She is no longer flying for the city, and now operates an airborne search and rescue company off of a grav-barge near New Alexandria. *Timon Nurbery*, a meteorological researcher at the New Alexandria Institute who predicts that the frequency and intensity of the ion storms will increase in the coming decade. *Kunming Son*, the captain of a fleet of air-scavengers. His men operate off of a grav-carrier called the *Sky Lady*. They mainly scavenge off of the abandoned floating cities that still drift in the skies of Rudianos. *Dr. Dalilah Bai*, a historian and archaeologist from Lur studying the ancient cities and is hoping to descend to the planet's dead surface. *Maxwell Ridley*, Huang-Di Air Pirate leader, smuggler and scoundrel.

Complications: Sudden storms break out: these are compounded by the fact that the volcanic ash acts as an ionizing catalyst, making the storms particularly dangerous. Drastic altitude loss: one of the gravitic generators on a flying city fails, and the city begins a slow, uncomfortable descent towards the clouds below. A raid from a rival city (Sistro, Derrot and New Alexandria are all at war) disrupts whatever the PCs are doing. Vital hydroponic or carniculture machinery break down. Do the PCs have the parts and technological skills necessary to save the day? All the cities are partially abandoned, old booby-traps and patrol drones lie in wait for scavengers. On the surface of the planet, the atmosphere is corrosive enough that extended exposure, especially when mixed with rain and wind, will begin degrading equipment! A handful of desperate natives survived the Catastrophe. They live in the darkest parts of the "islands", where they have enough shelter and privacy to avoid detection. Their tech level is generally TL1, though some may have more advanced artifacts. A building in one of the floating cities collapses, killing scores, and requiring a major rescue operation for trapped survivors. Where are the PCs when this occurs?

Things: Precious refined atmospheric gases: without access to mines and other sources of mass raw materials, recycling of old materials on the floating cities is common. Refined atmospheric gases, especially from the ash clouds below, is a major source of minerals for manufacturing. Pretech grav engine plans from Derrot: the KTL or any other off-world faction would pay dearly for plans and working models of pretech. Especially since this might help break the Spike-2 barrier for starship construction. Lost pretech equipment in a salvager's hold. Psitech caches in Huang-Di, just sitting there, waiting to be picked up. Ancient historical documents detailing

the years after the Deluge. Since Rudianos did not suffer greatly during the Deluge, it is possible that these are some of the most important historical documents about the Lurian Trailing Cluster to have survived, outside of a Flame of Prometheus.

Places: Underside of the city of Huang-Di, with sky pirates dogfighting all around. A calm and quiet library on the surface of Rudianos, in a city covered in human bones and volcanic ash. Catwalks stretching over unimaginable gulfs below. Crumbling hive-city in Tadeh, where people live in squalor and life is cheap. A ruined hydroponic facility in a ghost city. Although the machinery no longer functions, there are ample salvage opportunities here. Jiao Benshu's cannibal tribe's lair on the island of Tomar, deep in the forest.

Trade: Isolated Tyranny World

Friction: 4

Supply and Demand: +2 Agriculture, +2 Livestock, +1 Postech, -1 Tool, -1 Military, -2 Consumer

	Goods	Type	Cost
1	Colonial Supplies	Agriculture, Survival	1000
2	Drugs, Raw Materials	Agriculture, Biotech, Bulky	2000
3	Exotic Jewels	Rare, Mineral, Luxury, Compact	25000
4	Housewares, Basic	Low Tech, Consumer	2000
5	Vehicle Parts	Tool, Vehicle, Postech	25000
6	Metal Ingots, Rare Alloys	Mineral, Bulky, Rare	5000
7	Native Artwork	Luxury, Cultural	10000
8	Parts, Basic Industry	Low Tech, Tool	5000
9	Small Arms, Heavy Weapons	Military, Low Tech, Rare	10000
10	Tools, Basic Hand Tools	Low Tech, Tool	5000

Trouble: 3, As per Tyranny

Notes: Trading on Rudianos is complicated by a healthy distrust of offworlders. Merchants who make good local contacts and who import foodstuffs are likely to be more successful than most. Depending on the floating city that the PCs encounter, they may have an easier time or not. Currently, Rudianos is effectively isolated, as all known metadimensional course charts to the system have been lost.

Fleet Build Points: 29. Rudianos society is particularly well-suited to supplying interstellar navies, but they have not managed to build a spike-drive ship since Antediluvian times. The Rudianites are currently too busy engaging in brutal low-intensity warfare using high-tech grav flyers (and quite a few lower tech flyers) to spend too much time worrying about space flight. Ironically, their expertise in gravitics would go a long way in advancing spike drive technology in the Lurian Trailing Cluster.

Rudianos Fleet: None, though it is unknown what ships might be hidden under the thick volcanic ash clouds that cover the surface of Rudianos. As well, many of the floating cities still have unexplored sections. Who knows what small spacecraft might be tucked away in a private hangar.

System Overview:

Mirzam is a stable yellow main stage star with a distant brown dwarf Vela, orbiting far past the Oort cloud. The asteroid field that lies in the system was deemed attractive for exploitation, but no belting has occurred here for centuries. This system is largely dominated by four exceptionally large gas giants, making it an ideal spot for discreet wilderness refuelling. As well, the preponderance of moons orbiting these gas giants can supply ample amounts of minerals and water for space stations and belting operations.

Occupied Orbits	
0	Mirzam (G1V)
1	
2	Sabik (Medium rock ball, 2 moons)
3	Rudianos (2 moons, both large, Lurri, Kara)
4	Kaus (GG, 8 large moons, rings)
5	Heta (GG 16 moons)
6	Asteroid Belt (viable)
7	Phad (GG, 20 moons, rings)
8	Syrma (GG, frozen)
15	Lenar (BD)

Planetary Overview

Rudianos is an Earth-sized world with a pronounced (20 degree) axial tilt, 20 hour days, and 380 day years. The planet was ecologically diverse, with very warm average temperatures. There are no ice caps on Rudianos, though a handful of glaciers inhabit the coldest mountain regions in the northern and southern hemispheres. Rudioanos suffers from violent tides and high levels of tectonic activity, due to the planet's two large moons, Lurri and Kara. Despite this, humans inhabited the planetary surface in great numbers during the Terran State Era. Once teeming with life, blessed with large oceans and ample drinking water, Rudianos is now a hellish, blasted world: most of the planet is blanketed in a thick cloud of ash and dust. Yet interstellar civilization's collapse in the aftermath of the Deluge was not to blame for this environmental catastrophe that left Rudianos bereft of a biosphere. Instead, a massive volcanic eruption, likely due to the planet's inherent seismic instability, brought about an extinction-level event. The planetary surface is dark and gloomy, with very little sunlight piercing the thick cloud cover. The flora have all but perished, and animal life is non-existent beyond only the most hardy extremophile microbes. The long winter shows no signs of subsiding. There are small islands—the tops of mountains and remote alpine valleys—that peek through the clouds. Here it is possible to understand the extent of the tragedy on Rudianos. These tiny sheltered biomes are filled with interesting plant life, and highly evolved exotic creatures.

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Map 1: Rudianos Flying Cities and "Islands":
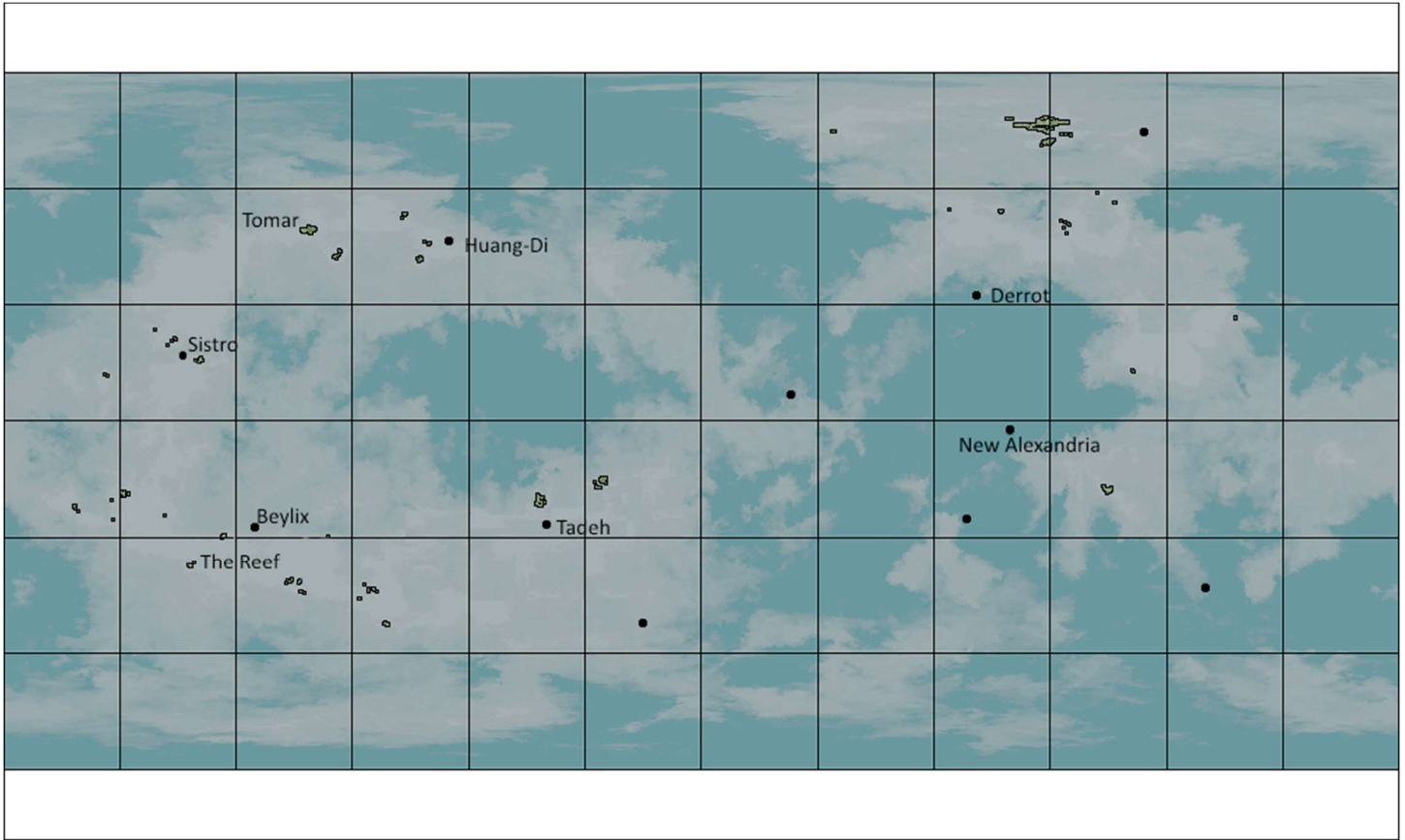
Rudianos Society

In the face of this tragedy, humanity nevertheless endures on Rudianos. The environmental catastrophe that blotted out the sun did not end civilization. Because of the prevalence of earthquakes and the extreme tidal forces on the planet, the settlers on Rudianos had adapted long before volcanic ash filled the sky. During the Terran State Period, the floating cities of Rudianos were constructed by an extremely forward-thinking technology conglomerate specializing in gravitics and life support technology. Colonial Gravitics Group was the major corporate sponsor of settlement on Rudianos, provided settlers agreed to live in enormous arcologies kept aloft via their advanced proprietary anti-grav technology. The result of this settlement effort produced over a dozen massive cities, each one a fully contained urban center, in which millions lived and died while floating in the lower atmosphere of the planet. Only agricultural settlements existed on the planetary surface; these were established only when it became clear that the carniculture and hydroponics bays incorporated in each city designs were not sufficient to sustain the population and have a surplus for trade with the other cities and systems.

The Deluge caused major dislocation on Rudianos, but a lack of high-powered psychics meant that most of the cities and surface farms that sustained them survived more or less intact. When the volcanic Catastrophe occurred, however, the situation became dire. The floating cities were overpopulated, and once the harvests failed and the surface settlements became untenable, the meager output of the integral hydroponics were strained to the breaking point. The chaos and dislocation of food riots brought a number of cities crashing down to the planet's surface; once starvation was widespread, it was easier for the authorities to regain control of the surviving floating cities and institute harsh rationing measures. The rationing was very strict, but only delayed

the inevitable. In the end, only those cities that also instituted strict reproductive restrictions on their populaces were able to weather the worst of the Deluge. Since those draconian measures were enacted, Rudianites have survived, but never thrived, in their floating cities.

Rudianos is an example of a "knockdown" TL3 society: once blessed with a high TL4 technological base, the suffering and deprivations of the Deluge caused untold technical knowledge to be lost forever. The foremost of this knowledge is how to construct new floating cities, but even simple gravitics is now considered cutting-edge technology on this world. Aside from basic grav flyer technology, Rudianos is solidly TL3. Much of the various floating cities' industrial output is taken up by commercial goods and other sundries meant to placate the underclass of inhabitants who are constantly searching for distractions and meaning in their lives. The baseline tech level on Rudianos is roughly that of an early 21st century Earth, though with more advanced gravitics, genetics, and hydroponics. Military production is also a major industrial activity, with grav flyers, and more traditional jet aircraft and aerodynes being produced. Since the floating cities lack easy (or any) access to fossil fuels, much of their military might runs on solar-charged power cells.

Rudianites have adapted to their situation as best they can, but their societies have been deformed accordingly. Where there were once a multitude of cosmopolitan city-states in the clouds, there are now a handful of floating tyrannies, each one equally repressive towards their own citizens, and furiously xenophobic to all outsiders. Living in a floating city is a miserable existence. The food is bland, the opportunities for personal advancement, travel, and self-expression are limited, and sexual reproduction is limited to those who can justify their progeny by pledging them to the state.

This bears further explanation. The shortage of food for the denizens of the cities is so acute, even to this day, that when two people wish to have children, they must apply to the local government for permission to do so. However, this permission carries with it the promise that the offspring of this couple will serve the state in some capacity or another, for a period of time determined at conception. If a couple wish to have more children (and some do), the service requirements only increase. Most indentured conscription terms last five years after the child reaches the age of majority (16). The end result is that the cities are capable of fielding military forces much larger than their populations would suggest. Moreover, these militaries are dominated by aggressive, easily indoctrinated young adults eager to prove themselves. While many object to the indentured conscription, the system is viewed as a fact of life; the birth of a child is generally not considered to be the happy event it would be elsewhere. The governments of the remaining floating cities cling to power via this system, which is weirdly self-sustaining: those who would not contribute to the city's military tend to not have children to which they can pass on their anti-governmental beliefs. Instead, zealots produce five or six children for the city, indoctrinating them with the righteousness of their service from a young age. The result is that most of the floating cities on Rudianos are authoritarian dictatorships protected by a zealous praetorian guard of young soldiers willing to die for their government.

Anti-Government movements exist in secret in every floating city. They usually coalesce around orphanages, hidden in the forgotten depths of the city; it is illegal to have a child without government authorization. The parents of an unauthorized child are considered traitors—they are straining the city's already overtaxed resources—and the children themselves are non-persons until taken into custody by the government. Captured "feral" children are subjected to a battery of tests, and those who pass are considered conscripted for twenty years after they reach the age of majority. Those children who fail are never seen again. The anti-government resistance movements are mainly concerned with smuggling feral children off-city to live among the nomadic grav barge caravans, or providing them with fake IDs and a chance at a normal life.

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Language, Culture and Religion: Originally, Rudianos was settled by a mix of Euroslavic and Sianese-speaking settlers. However, The Colonial Gravitics Group brought its own group of settlers with it to the planet when it set up shop and began building the floating cities. This later immigration was largely English and Hispanic speaking. This later group comprised the majority of the personnel trained in running the floating cities. Today, English and Hispanic are the languages of the upper and educated classes on Rudianos, while the majority of city-dwellers still speak a guttural Euroslavic or Sianese. Sino-Slavic is also spoken as a trade language among the few merchants that ply the skies in their grav barges. The vast majority of Rudianos is atheist, a cynical holdover from the privations and destruction of the Deluge and the Volcanic Event. Many of the resistance groups that operate the Children's Underground Railroad on Rudianos are religious. Some monotheistic sects do survive among the most devout of the lower-classes, but the governments of the floating cities have correctly recognized this threat. After all, their reproduction regulations fly in the face of the most primordial commandment ever given: be fruitful, and multiply.

Map 2: Ruins on the Surface of Rudianos:
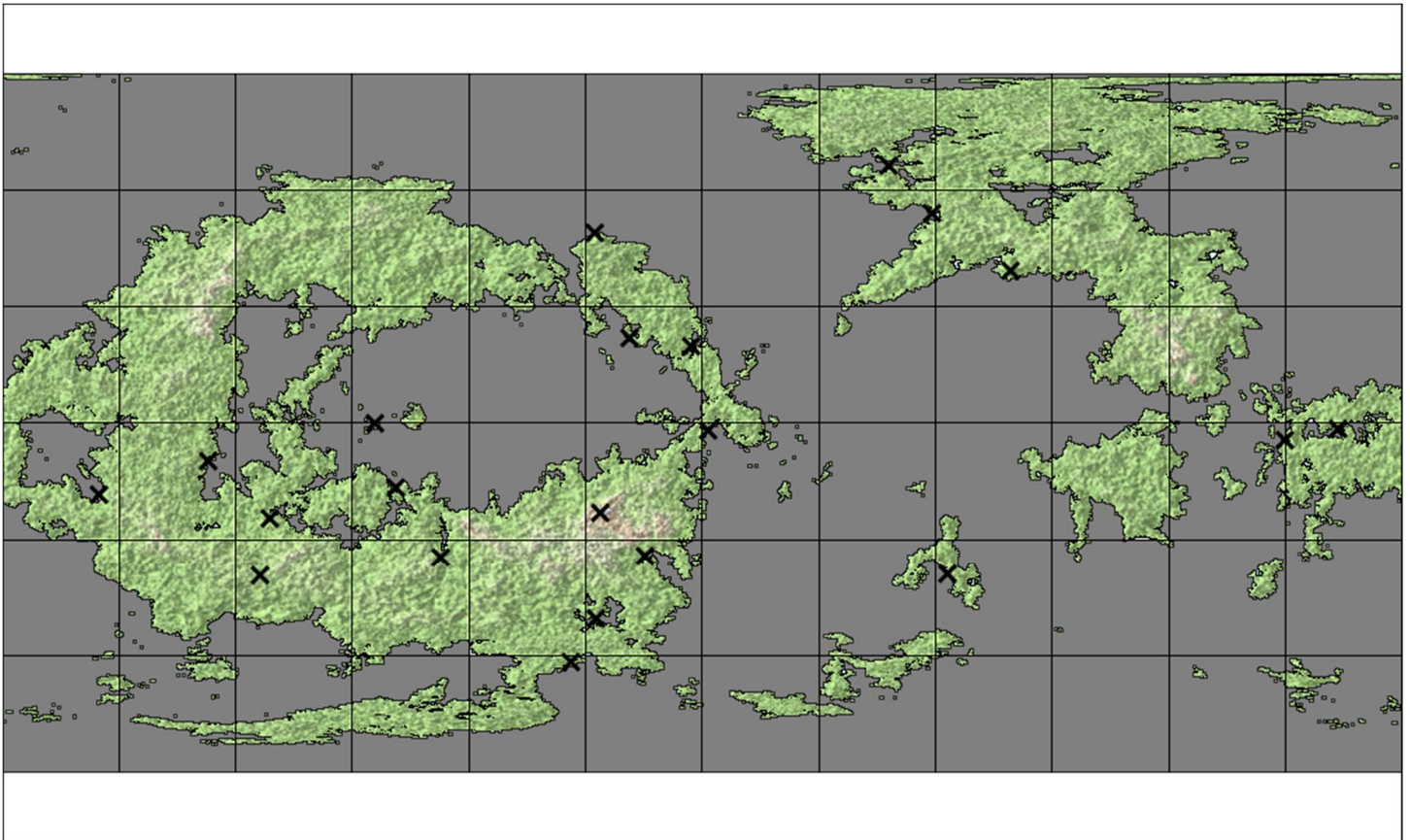
Black X's represent major city ruins.

Notable Places: There are nine floating cities on Rudianos. Each one is a marvel of Terran engineering: an enormous floating structure with skyscrapers and other buildings on the top side. Much of each city state is currently in disrepair or even abandoned. Each is a shadow of its former self, reduced to drifting above the ash clouds that blanket the planetary surface. The cities themselves are filled with unknown technologies from the former age, much of it malfunctioning and now very dangerous. Each city's society is unique, but those that have survived have each adopted some form of authoritarianism and the population control measures described above. The six largest, as well as two major land masses, are discussed here. Note that there exist a half-dozen ghost cities: floating cities with no (or very nearly no) population whatsoever. Many were abandoned by their inhabitants, or their populations starved to death when hydroponics systems finally failed.

Sistro: A city of roughly 200000 souls, drifting near an archipelago of mountaintops on the planetary equator. Sistro is a particularly odious tyranny. The ruling junta has devoted much of its time to reclaiming the mountains as arable land. This process requires the use of forced labour, the majority of whom are prisoners of war or "feral" children. Other than producing arable land, the rulers of Sistro do not have a long term plan. Half of their city is abandoned, save for the occasional patrol drone or maintenance crew. The repair crews are important because the city's anti-gravity system is on its last legs. There are those in the anti-government resistance who believe that Sistro's leadership plans on colonizing the mountaintop archipelago with the faithful once the grav systems die, leaving the rest of the city to plunge into the ash clouds below. Sistro is currently at war with New Alexandria and Tadeh.

Derrot: Drifting high up in the lower atmosphere, the city of Derrot was once a spectacular showpiece of Terran technology. Sealed under a giant dome, Derrot was always designed as a high-flying city, where those wishing to be far removed from the day-to-day were able to, at least metaphorically, soar in the heavens. After the Deluge and the Catastrophe, Derrot's leaders were the first to enact strict rationing and reproduction laws in a vain effort to save their floating haven from the worst deprivations. It was a failure. Derrot is now ruled by a repressive, hierarchical technocratic dictatorship that sees the lower classes (both in Derrot and on other cities) as fit for nothing more than cannon fodder. Derrot is one of the most technologically advanced of the flying cities, with a wide array of cybernetic enhancements made available to the upper classes. As well, its air force is particularly well-equipped with grav fliers and high-speed ramjet interceptors.

Huang-Di: This floating city is a shell of what it once was. With barely 10 000 permanent residents, much of the city is abandoned and decaying rapidly. Now, it is home to a motley band of air pirates, who use Huang-Di as a base of operations and hideout. Huang-Di is somewhat remote, and difficult to locate given the EM static and turbulence of the region. This makes it a perfect place for slave-traders, smugglers and other dealers of illicit goods. It is also one of the major destinations for escaped children and other dissidents from the other floating cities. The pirate leader, Maxwell Ridley, has no problems with anyone who makes their way to 'his' city, but he also has no qualms betraying any dissidents should their presence cause problems with the other cities. Maxwell's pirates are a diverse group themselves, and their equipment runs the gamut from "barely flying" to "advanced prototype". The pilots and navigators in Maxwell's band are top notch, though they lack the discipline of a more traditional military.

Tadeh: A poor, overcrowded floating city with a population of about 150 000, Tadeh is a blight upon the skies of Rudianos. The city's rulers, the Overlords, are brutal and total in their authority. The city has a hive-like atmosphere, being formed out of massive enclosed arcologies that were designed by seemingly baroque Terran social engineers. The result is a panopticon: the Overlords have eyes, both electronic and organic, everywhere. The social order here is built upon seemingly scientific notions of urban design and advanced social darwinism justified by genetics. Everyone in Tadeh has a place, and everyone has a role to play. Unfortunately, dissent is

not tolerated, and escape is nearly impossible. Most lawbreakers are punished by execution, though the city does boast of a large prisoner force of air marines. Tadeh's air force is currently tasked with developing the island of Migros for military and agricultural purposes. Tadeh is in a state of war with both Sistro and New Alexandria.

New Alexandria: Though ruled by an autocratic dictatorship, the floating city of New Alexandria is something of a forward thinking place. It would be foolishly optimistic to call Kalum Prescott a progressive ruler, but his foresight regarding the need for reclaiming what little land there is on Rudianos, as well as his willingness to deal with other floating city governments and off-worlders does put him in a different category than the rulers of most of the other cities on this planet. New Alexandria is roughly 100 000 strong, and boasts a high technological base, as well as an educated upper class. The New Alexandria Institute is the only location on Rudianos where psionics can safely develop their powers. Of course, none of this comes without a price: Institute graduates, both psychic and normal, are conscripted for five years in addition to the mandatory conscription term their parents agreed to when they were conceived. The result is that Alexandrian society suffers from a superiority complex: most of the upper class feel that it is their destiny to eventually rule all the floating cities on Rudianos, and for their way of life to dominate over all other social orders. The Alexandrian military is especially advanced, and its grav technology is coveted by all other militaries on the planet. New Alexandria is in a three-way war with Sistro and Tadeh.

Beylix: A more remote floating city with a population of only 75000, Beylix is ruled by an absolute monarch, King Orman Turner II. Turner's rule is somewhat benign, though his councillors and noblemen are kept happy with riches and favours. Beylix is a poor city, and most of the denizens work in factories, maintenance crews or the air force. What Beylix' rulers are not telling anyone is that the city is doomed to drift into the Reef within the next five years.

Tomar: Once a high glacial valley and plateau, the "island" of Tomar is a lush patch of land that rises up out of the ashes of Rudianos' tomb. Ideal for farming, Tomar would be considered an ideal place for humans to farm and settle, if it were not for the fact that no expedition from any of the cities has returned. Flyovers show dense forests and tracts of arable land. Unfortunately, no one is willing to put up the expense to launch another doomed expedition.

The Reef: A chain of high mountains juts through the thick ash cloud in the west of Rudianos' sky. Rumour has it that at least two other floating cities met their dooms on the Reef when their gravitics failed, and they drifted into the mountains, and then tumbled down to the ground below the clouds. A handful of scavengers have explored some of the Reef, and have returned with wonders from a long-dead age. However none have ventured below the clouds to see if anything remains of the floating cities. Currently, the city of Beylix is slowly drifting towards the Reef, caught in a vortex of air currents that will likely lead to its destruction.

Sample Rudianos Aircraft:

These vehicles are typical of the Rudianos air-vehicles that are used in military operations and for what passes for commerce between the flying cities.

Grav Scout/Raider (TL4)			64,000Cr.
Speed	5	**Km/h Travel**	1500
Armor	5	**Power**	6/0 free
Hit Points	15	**Mass**	8/0 free
Crew	1/2	**Hardpoints**	2/0 free
Base Frame	Grav Flyer (modified)		
Fittings	Afterburner, Sealed Atmosphere, Power System, Small Railgun: 3d8		

This fast attack grav flyer is little more than a grav-generator strapped to a railgun and power booster. It is fragile, nimble, and deadly. The power system is not as efficient as it could be, but is typical for most raiders that have to make do with whatever is available.

Gunship (TL4)			97,000Cr
Speed	2	**Km/h Travel**	1200
Armor	8	**Power**	8/0 free
Hit Points	30	**Mass**	22/0 free
Crew	6	**Hardpoints**	6/0 free
Base Frame	Atmoflyer (TL4)		
Fittings	Power System, Milspec, Small Sealed Atmosphere, Targeting Board Cargo Space (14000kg) Heavy Machine Gun: 3d6# Hydra Array x2: 3d6#		

The gunship is typical of the heavy attack aircraft used by the flying cities for terror attacks on each other. There are countless variants of this type of flyer, but all are typically ponderous, tough, and heavily armed.

Grav Barge			75,000Cr
Speed	0	**Km/h Travel**	100
Armor	4	**Power**	3/0 free
Hit Points	30	**Mass**	16/0 free
Crew	10	**Hardpoints**	2/2 free
Base Frame	Grav Truck		
Fittings	Environment, Air Sealed Atmosphere Extra Passengers x2 (8 extra) Cargo Space (10,000kg)		

Civilian trade between the different flying cities is a rare thing, but some nomadic traders do exist. They ply the skies in slow-moving, ungainly grav barges. Each of these vessels is unique, and in constant need of maintenance.

Chapter 2:
The Flame of Prometheus—Fiction and Fact

The Myth:

The Prometheans were a mythical quasi-religious group of scientists and scholars primarily concerned with the dissemination of knowledge and the preservation of human interstellar civilization. One of their main achievements was the establishment of multiple archives, called Flames of Prometheus, across known space. In Karta Sector, a remote frontier region during Antediluvian times, the Prometheans had managed to establish a Flame on Prime Station, the massive orbital over Basajaun. They worked hand in hand with the Merchant Guild, the main trading and diplomatic order that had built Prime Station, to facilitate the growth of commerce and civilization in Karta Sector.

When the Deluge hit, Karta Sector was completely isolated. The violence and chaos of the Deluge began to spiral out of control. Millions perished. In the confusion, the Jump Gate at Basajaun had its orbit destabilized and was lost. In order to prevent the loss of the Flame in a similar fashion, the Prometheans that survived on Prime Station launched a daring plan to move the Flame to a more secure location: a hidden research facility on the mining colony at Artume. There, the Flame could be safeguarded until the Deluge receded and humanity was ready to rebuild their interstellar civilization. There are dozens of mining facilities dotting Artume's surface. Perhaps one of them will offer clues regarding the whereabouts of the Flame?

The Truth:

The Gure Gauza (*LTC1 19*) interstellar crime syndicate is more than just a collection of like-minded criminals operating over great distances. The Gure Gauza is also derived from an ancient ethnic group originally from Earth, which escaped to the stars in the early days of exploration and colonization. The identity of this group has long since been forgotten, but the Gure Gauza remember, and trace their origins back to it (the GM can, if needed, use any ethnicity for the ancestors of the Gure Gauza). The Gure Gauza have survived and prospered as an organization in part because of the ethnic and cultural connections that still persist between disparate Gure Gauza clans, on disparate worlds across Karta Sector. Many Gure Gauza operations are apolitical: the Gure Gauza appreciates the stability afforded by governments, and the opportunities such stability affords. And the Gure Gauza understands that there will always be a place for organized crime activities in every human society. Someone, somewhere, is willing to pay good money for whatever is deemed illegal or immoral.

The Gure Gauza syndicate itself is very diverse and decentralized; each clan has its own way of doing things, depending on the circumstances in which they have found themselves. Over the last millennium or so of dispersion, Gure Gauza culture has fractured and drifted, in some cases quite dramatically. Prior to the Deluge, one of the many Gure Gauza clans transformed into a secretive mystical order known as *Barukko*, which translates loosely as *Intimate*. The Intimates were unique among the Gure Gauza: they abandoned their involvement in more mundane criminal activities, and began offering their services exclusively as spies, infiltrators, and assassins. The Intimates closely adhered to three of the four Old Ways of the Gure Gauza: one, hospitality is to be accorded to any visiting Gure Gauza member; two, secrecy is to be maintained at all times; and three, you must serve the Gure Gauza when called upon. The fourth rule, "the status quo is good for business—chaos is not," was where the Intimates diverged from the main tradition. Though the Intimates were never eager to foment chaos and disruption, they acknowledged that their activities could have political effects that might be detrimental to other Gure Gauza operations. The Intimates were usually able to smooth over any offense their actions may have caused by paying other Gure Gauza clans large sums of money.

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The Intimates' emergence as a mystical group of spies and assassins-for-hire remains a mystery. However, some Gure Gauza clans have records of political and ideological disputes between their leaders and those of the Intimates. A close reading of these records points to the Intimates' ideological motivations. The Intimates were deeply obsessed with the use of illusion, sleight of hand, and facades in order to preserve their secrets and autonomy. Nothing the Intimates ever did was as it seemed. They were masters of diversionary tactics, feints and counter-feints. Their more run-of-the-mill Gure Gauza brethren often became infuriated by Intimate games. What also emerges is that the Intimates developed a sinister long-term agenda: their goal was to hold real power. One of the main sources of power, the Intimates reasoned, was the control of knowledge: scientific, cultural, and technological. Once the Prometheans arrived in Karta Sector and built their Flame, the Intimates saw their opportunity to step out from the shadows and seize power for themselves.

Six hundred years ago, the Flame of Prometheus was indeed located on Prime Station, orbiting Basajaun. However, mere months before the Deluge, the Intimates had infiltrated and subverted the Merchant Guild on Prime Station. The Intimates staged a bloodless coup, replacing the recently deceased Guild Consul with one of their own, and were suddenly in charge of Prime Station. After a few months of preparation, they then carried out a *very* bloody attack on the Flame of Prometheus. They massacred the Prometheans and took over the entire Flame data repository. The Intimates loaded the data core and all the Prometheans' relics onto the *MTD Javadi*, a spike-capable bulk freighter, and headed to a secret Promethean base they had discovered in the highlands of Artume, called Ringshadow. From there, the Intimates were going to use their newfound knowledge and technology to subvert their opponents and bend all of Karta Sector to their will.

The Deluge, however, hit when the *MTD Javadi* was on its descent trajectory over Artume. The *Javadi*'s psychic precognitive navigator went insane, killing everyone on the bridge. The *Javadi* crashed into the main dome at Solozanos, killing thousands, as well as the majority of the Intimates' leadership on board. The surviving Intimates adhered to the mission, and headed to Ringshadow with whatever relics and information from the Flame of Prometheus that survived the crash. Deeply suspicious of the Gure Gauza establishment on Nestor Station, they kept their true intentions completely secret. Meanwhile, at Ringshadow, they set up a series of traps and façades, behind which they hid their treasures. Leaderless, the remaining Intimates then went into cold sleep hibernation. They have very occasionally come out in shifts to get information about their surroundings and the Lurian Trailing Cluster. They also used their Gure Gauza brethren on Nestor Station to unknowingly spread the false myth of the lost Flame of Prometheus. However, the Intimates kept their true scheme a secret from the rest of the Gure Gauza, and the Flame was never recovered.

Basic Game Master Facts About the Flame Today:

No one but the Intimates knew that the *MTD Javadi* was carrying the Flame of Prometheus when it crashed into the Solozanos dome. The remnants of the Flame of Prometheus are now underground at Ringshadow. Nowadays, the Gure Gauza on Artume only know that something very secret and valuable existed on Artume, but are unsure of what, beyond knowing the fake Flame myth themselves. The current Gure Gauza *Buru* on Artume is in the dark, and the organization has not had any contact with the Intimates, that they know of. The majority of the Intimates remain in cold sleep, with only a handful of them being active at a time. Over the years, they have fed the Gure Gauza with some technological know-how—albeit very discreetly—in order to maintain the Gure Gauza's hold on TL4 scientific knowledge. At this point, the Intimates have no real ability to capitalize on their position. They are a tiny population, but are all fanatics. They have remained in stasis for much of the intervening six centuries, with small contingents guarding the Flame. They have only recently awoken in larger numbers since scavenging operations began out of Lazardis on Artume's surface.

If they were to learn about the lack of any interstellar powers at present, the Intimates would make contact with their Gure Gauza brethren on Nestor station and use the Flame data to gain control of the Lurian Trailing Cluster. However, they are reluctant to share their treasures, and hold the Gure Gauza of today in contempt. After all, didn't the Intimates secretly help maintain the Gure Gauza's technological advantage all these years? And for what: the Gure Gauza seem more interested in the slave trade than seizing real power for themselves. Still, the modern Gure Gauza do adhere to the Old Ways, and would be honour-bound to render assistance to the Intimates, if it was requested. Once the Gure Gauza on Artume mobilize behind the Intimates, they would begin work on a multi-system *coup d'état* that would install Gure Gauza puppet-masters on Abreia, Yama, Meza Virs (somewhat accomplished already), Enke, Vanth, Byalstok, Lepra and Basajaun. With the KTL completely subverted, and Prime Station under Gure Gauza control, the Lurians would be the only serious military threat. Then the Gure Gauza would break from tradition and step out from the shadows to rule directly. Few Gure Gauza clans would agree with this major ideological and practical change, but that is a weakness to be exploited by any opponents of the Intimates' plan.

The Scene of the Crime: Prime Station

Above the planet of Basajaun, deep in the old, unused parts of Prime Station, are the lost remains of the Flame of Prometheus: large galleries, computer cores, old empty holocodex libraries, that sort of thing. It's all been abandoned and is in complete shambles. Although the Karta Trading League has managed to get a section of Prime Station running, they've focused their attentions on the station's ship building facilities and other practical concerns. Although they are *very* interested in relics from inside the bowels of Prime Station, they are reluctant to mount expeditions for a couple of reasons: first, the KTL would have to publicly honour any salvage claims made by returning explorers. Second, the KTL does not know how Prime Station works, exactly. The station was built to Tech Level 5 specifications, and fixing anything that would likely be broken during such an expedition would be far beyond the capabilities of the Karta Trading League. Worse than being the clumsy explorer infamous for causing Prime Station to crash into Basajaun would be being the Karta Trading League, who lost their amazing headquarters because they allowed a clumsy explorer to traipse around in its depths.

Breaking into the "Basement" of Prime Station requires some preparation and skill, as the KTL has anticipated that there will always be self-styled archaeologists foolhardy enough to explore the unknown regions of the station, regardless of the risk to the tens of thousands who live here. Any known access points are monitored by a variety of passive security measures, including any drones and robots that might be available. As well, KTL security personnel are authorized to use lethal force to prevent looters from getting access to the rest of Prime Station, if the situation calls for it.

Once past the KTL's security perimeter, a group of adventurers would have a long expedition ahead of them. Prime Station is massive. With so much of it unexplored and lacking power and life support, it would take some time to navigate the various mass transit tunnels that wind through the facility.

Determined explorers will eventually discover the empty remains of the Flame of Prometheus. They would find little except for a small hidden cell of Intimates who remained behind in cryogenic stasis, waiting for intruders. If woken, the Intimates' first move will be to assess their would-be rescuers. Those PCs that are deemed unworthy of aiding the Intimates would be murdered outright by means of robot guardians. Those intruders evaluated to be gullible, but also useful, would be deceived into thinking that these sleepers are actually Prometheans. They have recorded fake logs, and inserted them into the computer banks remaining in the Flame. They have even gone to great lengths to construct a fake tomb for the Head Firebringer, complete with a TL5 body double! The fake Prometheans will need transit to Artume, where their Flame awaits. The gullible pawns

could later be ambushed on Artume, and the Intimates would then have a new spacecraft available to use towards their nefarious plans.

The Intimates' plan is not foolproof. Buried in the remnants of the Flame of Prometheus computer systems on Prime Station are also clues as to the real fate of the Flame. The final log entries of the Prometheans on Prime Station detail the arrival of a "new Head Consul" to the Merchant Guild on the station. They discuss how the relationship between the Exchange and the Prometheans changed for the worse, culminating in the Exchange accusing the Prometheans of breaching their long-term tenancy contract for housing the Flame on Prime Station. The Head Firebringer of the Prometheans was detained and put on trial. The final log entry shows grisly footage of the Prometheans being gunned down and massacred by the Intimates as they carried out their bloody purge. These logs are an important clue, since they cast the entire myth of the Flame into doubt, but they are not easy to find unless the searchers are specifically looking for them. Complicating matters, the Intimates' fake logs have them impersonating Prometheans. These logs detail their heroic preparations for their journey to Artume, and their travails as the Deluge began to hit. This was all part of their myth-making.

The most important clue on Prime Station is even more shocking than finding a group of false Prometheans in stasis: the Head Promethean Firebringer has been kept alive in a horrible semi-comatose state for the past six centuries. She learned much of the Intimates' plans, and might be able to communicate the final resting place of the Flame, before she dies…

Chapter 3: The Hunt for the Flame of Prometheus Campaign

> The Flame of Prometheus? Just another Golden Age myth. It's the same old story: things were good. There were untold wonders and people lived long, happy lives without want of anything. Then things went wrong, but there was someone, somewhere, who had prepared for this eventuality, and hid away the One Thing that would preserve the future. It's just a matter of finding that One Thing. All the signs are there! Believe!
>
> Yeah. The Prometheans were kindly scholars, dedicated to the preservation of knowledge and human civilization. To this end, they would build archives to serve as really fancy public libraries, and then spread these archives across space. Just in case. Well, nothing like an archive has ever turned up on Basajaun, or any of the other systems in the Cluster. Not even on Lur, and the Lurians keep on reminding us that they were First Wave colonists, just waiting for the Prometheans to arrive.
>
> The Flame of Prometheus is a fairy tale: during the Deluge, and in the chaos after, the selfless Prometheans spirited themselves and their knowledge away. This does seem rather counterproductive to their goal of saving humanity by *spreading* knowledge, don't you think?
>
> It's all hidden away in some old mining bore hole on Artume. Or Rudianos. Or in my mother-in-law's basement. Find the Flame of Prometheus, and an interstellar utopia is just around the corner! Well, what are the Prometheans waiting for? Let's face it, if the myth had any basis in reality, then the Prometheans hid themselves and their Flame away a little too well.
>
> Overheard at the *Rude Rudder Spacer Bar*, Prime Station, Basajaun.

Recovering the Lost Flame of Prometheus is a major undertaking. Anyone funding an expedition would usually engage a group of highly professional individuals dedicated to the singular goal of the advancement of human knowledge and re-establishment of interstellar civilization in the Lurian Trailing Cluster.

Instead, a group of player characters will be mounting an expedition.

Campaign Outline:

The Hunt for the Lost Flame of Prometheus campaign follows a group of motivated player characters as they uncover one of the great mysteries of the Lurian Trailing Cluster: the final resting place of the Flame of Prometheus. The PCs will uncover evidence of a horrible crime committed just before the onset of the Deluge. They will have to determine the truth of what transpired on Prime Station, if they stand any chance of surviving this campaign.

Six hundred years ago the main data repository of the Prometheans—the Flame of Prometheus—was located on Prime Station, hanging over the planet Basajaun. The Flame had been constructed in order to support the massive efforts to colonize the Lurian Trailing Cluster, and Karta Sector beyond. To that end, a number of smaller data nodes were planned for each of the burgeoning colony worlds. However, the project was doomed to failure from the start.

Mere months before the catastrophe that would later be named the Deluge destroyed much of human civilization, a highly secretive group of assassin/spies-for-hire known as the Intimates infiltrated the Flame of Prometheus. Once their preparations were complete, they launched a surprise attack on the Flame and massacred the Prometheans there. The Intimates had planned this power-grab for months, or even years; their

victory was swift and sudden. The Flame was loaded onto the MTD *Javadi*, a decrepit spike-drive bulk freighter, and taken to a small secret base on the mining moon of Artume. From there, the Intimates had intended to use the knowledge found in the Flame to eventually assume control over all the worlds in the Lurian Trailing Cluster.

The Deluge, however, crashed through space when the *Javadi* was descending from orbit onto the airless moon of Artume. The psychic precognitive navigator on board went insane, murdered the crew, and crashed the ship into the main habitat dome on the planetary surface. The Intimates were decimated, and the Flame was destroyed.

The few Intimates that had survived salvaged whatever remained from the crash, and hid away in their secret base. They spent some time spreading the myth of the Flame of Prometheus, in order to lure those with the means of uncovering the grisly truth about the Flame's fate into their clutches. Occasionally the Intimates emerge from their cryogenic hibernation to determine if interstellar civilization had recovered enough for them to attempt their takeover.

The player characters are treasure hunters, archaeologists, and other adventurers who have the means and motivation to track down the few clues still remaining about the fate of the Flame of Prometheus. Once they determine its final location, the PCs would mount a daring expedition and recover the Flame, or at least as much of the data contained therein as possible.

The campaign begins wherever the players and GM want it to; their first goal will be getting to Prime Station, and doing some investigation. Once they realize that the Karta Trading League has not explored much of the station, the PCs will want to mount their own expedition for the original home of the Flame of Prometheus—all while not alerting the KTL to their activities.

A successful expedition into Prime Station will create more questions than answers: the Myth of the Flame is clear that the Flame was moved *after* the Deluge began. But this does not match the evidence the PCs will have found. As well, the presence of two cryogenically frozen Intimates—disguised as Prometheans—will further complicate matters.

One thing is known for certain: the Flame *was* moved to Artume. The PCs will travel to that airless moon of a gas giant. There, they will have to quickly learn to navigate the treacherous domain of the Gure Gauza crime lord that runs the salvage operations on Artume's surface. The Intimates have their agent in place as well, quietly watching for anyone attempting to locate the Flame.

The PCs will want to explore the wreck of the MTD *Javadi*, the vessel the Intimates used to transport the Flame to Artume. The *Javadi* is a death trap. A horrible monster guards the unfortunate truth: the Flame's data core was destroyed when the *Javadi* crashed. Should they survive what awaits them in the shipwreck, the PCs will head to Ringshadow Station, the secret base the Intimates had co-opted from the Prometheans. They might also understand by this point that whoever moved the Flame, it was not the Prometheans.

The PC's expedition into Ringshadow Station is fraught with peril. Not only are there advanced security measures in place, but there are also the traps and monsters prepared by the Intimates. And after they enter Ringshadow, the Intimates' agent, *the Watcher*, will follow behind to hunt down these interlopers and destroy them. The climax of the campaign is the dangerous confrontation between the Watcher, his men and monsters under his control, and the PCs. All the while, the Intimates are awakened from their cryogenic slumber.

If the PCs do manage to evade the Intimates' facades and traps and defeat the Watcher, they will discover that while the main Flame was indeed destroyed, there is still hope. Among the small treasure trove of high tech goodies are the Prometheans' Emergency Flame Units. These were designed in case some terrible cataclysm

should befall humanity, and the Prometheans were unable to help restore civilization. The Emergency Flame Units contain enough information in them to restore interstellar civilization to the Lurian Trailing Cluster and Karta Sector. Those who can recover them and disseminate the knowledge contained within will be remembered in history among the great explorers and scholars of all time. Those PCs who are more financially-oriented should surely be able to translate their exploits into a book or movie deal, at the very least.

What follows below is a fairly complete textual description of the campaign. GMs are encouraged to fill in the gaps left in this campaign outline with the details that bring any gaming session to life: maps, monsters and extra NPCs. As well, facilities like Prime Station and Ringshadow Station are outlined only in their overall layout. It is up to the GM to find maps for the player characters to traipse through. Wherever possible, this campaign will assume that the GM will find maps and background setting from a variety of sources on the Internet.

Notable Organizations and NPCs:

The following entries detail the NPCs and organizations that are central to the Lost Flame Campaign. For more information on some of the factions listed below, see *LTC1 17-24*.

The Order of Prometheus: Before the Deluge, the Prometheans established Flames to act as repositories for human knowledge on as many worlds across known space as possible. This way, they hoped to prevent de-civilization: the process by which knowledge is forgotten or lost, as communication between centers of learning and the frontier decreases as humanity spread through the galaxy. In Karta Sector, the Prometheans established a main Flame of Prometheus on Prime Station, orbiting Basajaun, near the Jump Gate, and were in the process of developing subsidiary archives for many nearby colony worlds. The Prometheans did not survive the Deluge in Karta Sector.

Gure Gauza (*LTC1 19*) : This venerable interstellar crime syndicate is highly diversified and decentralized. In the Lurian Trailing Cluster, the Gure Gauza still operate in the shadows, unwilling to openly exert too much control over more legitimate groups and thereby expose themselves to retaliation. The Gure Gauza are the primary financiers of the slave trade that still plagues the LTC. On Prime Station, the Gure Gauza is primarily concerned with maintaining its arrangements with the Karta Trading League. On Artume, the Gure Gauza are able to operate slightly more openly: the entire human settlement in that system is run with Gure Gauza backing.

Karta Trading League (*LTC1 17*) : This interstellar merchants' guild is more than happy to make money helping restore interstellar trade among the disparate worlds of the Lurian Trailing Cluster. Prime Station, however, is their corporate fiefdom, and even if three quarters of it lies unexplored, no one is allowed to mount expeditions. The Karta Trading League is careful to monitor anyone who would foolishly endanger their station by exploring it.

The Intimates: This sect more closely resembles an order of mystical assassins than a splinter faction of the Gure Gauza crime syndicate. The Intimates were expert infiltrators and spies, and decided to seize power for themselves in Karta Sector by killing the Prometheans, stealing their Flame, and moving it to a secret facility. The heist went according to plan, until the Deluge completely derailed it. Intimates now rest in cryogenic hibernation in their secret facility, sitting on top of their ruined scheme of one day ruling Karta Sector.

Emmanuel Naxos: No treasure hunting adventure is complete without the presence of a rival possessing even fewer morals than the typical group of PCs. Naxos is such a villain. He is not interested in the historical or scholastic value of any archaeological finds. He does not care about how the ancients lived, or how they made art, and why it was meaningful to them. He serves only his inexhaustible greedy impulses.

Lurian Trailing Cluster – Book 2

Naxos is a fairly recent arrival on the archaeological/tomb-robbing scene in the LTC, Emmanuel Naxos has his own ship, the *Ruby*, his own crew, and his own agenda. He has made some big scores, but of late he's in a bit of a slump. Generally, Naxos is mainly concerned with the value his finds will have on the relic market. Their utility in restoring the LTC to TL4 is a distant secondary concern to his personal power and prestige.

Naxos can serve as a source of information, or even nav charts (if properly paid), but he is more useful as a means to harry the players. Naxos is well-equipped, has a well-handled public image, and is highly regarded by many KTL Board members. If anyone were able to get official sanction to mount an expedition into The Basement, it would be Emmanuel Naxos. If the GM wishes to complicate the lives of his or her players during their expedition into Prime Station, having Naxos operating as a rival, with a small army of hired goons to back him up, would not be inappropriate.

Emmanuel Naxos (Level 6 Expert)

Armor Class	3	No. Appearing	1 + a retinue of goons
Hit Dice	6 (30HP)	Saving Throw	11
Attack Bonus	+5	Movement	30'
Damage	Thermal Pistol: 2d6*	Morale	9
Special	Pistol is burst capable	Skill Bonus	+3

The Ruby		**Hull**	Gunboat		**Power**	10/1 free		**Mass**	10/0 free
Cost	1150000	**Hit Points:** 18	**Crew:** 1/6		**Speed:** 4		**Armor:** 5	**AC:** 6
Weaponry	Reaper Battery: 3d4, Clumsy								
Defense	Hardened Polyceramic Overlay								
Fittings	Spike-2, Atmospheric Configuration, Fuel Scoops, Fuel Bunkers, Extended Stores , Cargo: 4 tons								
Operating Costs	Monthly: 13800		Payroll: 10500		Stores: 1500			Maint: 4800	

The Ruby is a small corvette-sized courier that has been sufficiently modified to Naxos' tastes. The ship is an advanced, fast vessel designed to take small cargos and sensitive information discreetly and directly to their destinations. It is intended for longer voyages with very little turnover time in port. The vessel is not designed for a stand-up fight, but it can certainly pummel any opponent with its brutal particle accelerator.

Migdal Queens: The natives of Basajaun are increasingly desperate to throw off the yoke of KTL-domination. To that end, the Basajaun Resistance on the planetary surface has reached out to many native merchants on Prime Station. Migdal Queens is a fairly loyal Resistance "fixer", who does much of the "acquisitions" work the Resistance needs in order to build up its forces. Queens is a good patron for the PCs to work for, as long as they don't ask too many questions about the kinds of things he'll be asking them to retrieve from ruined habitat towers on the surface of Basajaun.

Migdal Queens (NPC Patron)

Armor Class	7	No. Appearing	1
Hit Dice	5 HP	Saving Throw	13
Attack Bonus	+1	Movement	30
Damage	1d6+1 pistol	Morale	8
Special		Skill Bonus	+1

Mattitya Tarkwa: Tarkwa is a major scoundrel and terror of the space lanes. He leads a band of blood thirsty pirates from the bridge of his very aggressively fitted frigate the *Reaper*. Tarkwa is not a brutal sadist, but he definitely prefers it when things go his way: all the time. Tarkwa is well past the point of pretending that he's

some sort of Robin Hood figure. However, he does take opportunities to chew the scenery. GMs should take the opportunity to play a powerful, playful, and dangerous pirate in the prime of his career, even if it's over the comms.

Mattitya Tarkwa (level 7 Warrior)

Armor Class	3	No. Appearing	1 + crew
Hit Dice	7 (45HP)	Saving Throw	10
Attack Bonus	+8	Movement	30'
Damage	Mag Rifle: 2d8+2	Morale	10
Special		Skill Bonus	+3 for Leadership, Tactics

Reaper-Raider (Tarkwa's ship)		**Hull**	Frigate	**Power**	15/1 free	**Mass**	15/0 free
Cost	5 410 000	**Hit Points:** 40	**Crew:** 10/40	**Speed:** 3	**Armor:** 10	**AC:** 5	
Weaponry	Charged Particle Caster: 3d6, AP 15, Clumsy (+5 to hit)						
	Sandthrower 2d4, Flak (+5 to hit)						
Defense							
Fittings	Spike-2 Drive, Atmospheric Configuration, Aux. Power Unit, Boarding Shuttles, Fuel Scoops, Booster Pack						
	Cargo: 80 tons						
Operating Costs	Monthly: 112540	Payroll: 75000		Stores: 15000		Maint: 22540	

The *Reaper* is a pirate vessel operating in the Lurian Trailing Cluster. It is commanded by Matitya Tarkwa, a merciless pirate of ill-repute and few morals. Tarkwa's Crew: Vehicle/Space +4, Computers +3, Tactics +3.

Buru Lisger Trall: The Gure Gauza boss of the entire system of Artume, Boss Trall, as he is known locally, is a shrewd and cunning criminal organizer. He plays the role of an aging, decadent man lost in a sea of dark hedonism, to lull any potential opponents into overconfidence. Boss Trall knows what people *want* to see, and is happy to satisfy their prejudices. Trall has one main goal: he is only concerned with the stability and growth of the slaving, salvaging, and warehousing operations taking place on Nestor Station and on Artume's surface. Should anyone prove a threat to that growth or stability, he will act quickly to neutralize the threat. Trall usually takes a 50 per cent cut of salvage from anyone on Artume.

Buru Lisgur Trall (NPC Gangster boss)

Armor Class	7	No. Appearing	1+bodyguards
Hit Dice	10HP	Saving Throw	13
Attack Bonus	+2	Movement	30
Damage	2d6 Thermal Pistol	Morale	8
Special		Skill Bonus	+3 for social skills

Iveran Minika, The Watcher: The Intimates have spent most of the past six centuries in cryogenic hibernation, but occasionally one or two of the Gure Gauza sect is thawed out, woken up, and sent out to have a look around. This Intimate is named The Watcher. The current Watcher is *Iveran Minika*, a healthy man in his mid-forties. He is currently posing as a merchant on Nestor Station. Minika is a discreet and careful observer. He holds the current Gure Gauza leadership on Nestor, and probably on Meza Virs, in absolute contempt. Minika was a fairly well-established Intimate in Antediluvian times. He has multiple cybernetic implants, as well as a variety of high-tech equipment to draw on should the situation warrant it. Most notably, Minika is capable of controlling Bio-Terrors, via a TL5 cybernetic implant. This fact alone makes him one of the most terrifying individuals the PCs will likely encounter in this campaign. Minika will direct the Bio-Terrors to attack the PCs once he locates them in Ringshadow Station.

The Watcher

Armor Class	1 (Deflector Array)	No. Appearing	1
Hit Dice	7 (35 HP)	Saving Throw	12
Attack Bonus	+7	Movement	30
Damage	Plasma SMG: 2d6*	Morale	12
Special	Cybernetics: Minika has a device that allows him to control Bio-Terrors.	Skill Bonus	Leadership 2, Stealth 1, Persuade 1

Brother James and Sister Zhitan: These are two Intimates that have survived for 600 years in cryogenic hibernation on Prime Station.

Brother James is a talented and charismatic man, dedicated to advancing the Intimates' cause. He was a Promethean, but also Intimate, and prided himself on remaining loyal to his true masters when the purge of the Prometheans came. James was the "face-man" of the Intimate cell left behind. It was a job he volunteered for. Brother James' main goal now is to get on a ship, and get to Artume. He will lie, cheat, and connive his way to Artume, but is not above using violence to achieve his goals.

Brother James:
Level 6 Expert

Armor Class	5	No. Appearing	1
Hit Dice	30 HP	Saving Throw	As Expert
Attack Bonus	+4	Movement	30
Damage	Concealed Plasma Pistol 2d6	Morale	12
		Skill Bonus	Stealth 2, Persuade 3, History 1

Sister Zhitan was a budding psychic in the Intimates, but did not adhere to the rules governing the use of psychic powers within the Intimates. Thus, she was put in cold sleep on Prime Station, and not allowed to travel to Artume, as a punishment. Zhitan is a unique individual: all the psychics from before the onset of the Deluge died, or went insane and *then* died. The cold sleep process Sister Zhitan underwent preserved some of her sanity. She is a *completely* feral psychic, able to use the powers she knows without expending Power Points. However, she can maintain a thin veneer of sanity, at least for the first few days after she is thawed out. After that time, she will grow increasingly unstable, and eventually begin committing all sorts of atrocities. Fortunately, she is not capable of inflicting damage directly with her powers.

Sister Zhitan will automatically use the Metalinguistics Telepathic power, and has an established Mental Link with Brother James. She will take her time and attempt probes of all the PCs, in order to learn what they know about the Intimates, and the Flame. As well, she will try to learn what has happened over the centuries that she has been hibernating.

Sister Zhitan
Level 5 Psychic

Armor Class	5	No. Appearing	1
Hit Dice	24	Saving Throw	As Psychic
Attack Bonus	+2	Movement	30
Damage	Concealed Plasma Pistol 2d6	Morale	12
		Skill Bonus	Persuade 1, Stealth 2
Psychic Powers (all mastered)	Level 5 Telepathy Level 5 Precognition		

Starting the Campaign: The Hook

Stars Without Number encourages sandbox-style science fiction gaming. The Lost Flame of Prometheus campaign is written with this in mind. This means that it is important that game masters wishing to run this campaign do their utmost to hook the players into pursuing the Flame without forcing them to do so. Players should be motivated to recover the Flame on their own. That is not to say that the player group cannot diverge from the campaign. However, the GM needs to make pursuing the Flame a worthy goal unto itself. To that end, it might be helpful for the GM to have a discussion with the players first, in order to determine what sort of adventures and campaign the players wish to participate in. Unless something akin to "treasure hunts" or "adventure-archaeology" are mentioned, the Flame of Prometheus will most likely remain lost, as players wanting to engage in interstellar trade or piracy (or both) as their main in-character activities will not find a multi-adventure campaign centering on a lost data core particularly engaging.

For those groups that are interested in a multi-session treasure hunt, there are a number of hooks available to GMs who are at a loss for generating their own ways of motivating a group of ambitious player characters:

1. The PCs have some sort of knowledge that gives them a leg up on the Myth of the Flame of Prometheus. Perhaps they know that the Myth is inconsistent with little-known historical facts they've gathered through their research. Maybe they have some obscure historical knowledge about the Prometheans that might help them. They could have access to a rough, incomplete, map of Prime Station that indicates where the Flame of Prometheus was located. In any case, the information they have may not be at all accurate, but it is sufficient to motivate them to mount an expedition.
2. A classic way of hooking the player characters into the campaign would be by means of a treasure map. One PC might have old, outdated course rudders that lead from Basajaun, to Enke, and finally to Artume. Navigating a drill while using these Spike drill charts would be extremely dangerous, but it still puts the PCs ahead of most interstellar freebooters. Adding in some information regarding the Flame Myth, and the fame and fortune that awaits those who find the Flame might be sufficient.
3. A well-worn trope is to have the PCs be hired by a patron to do some digging: corporations like one of the Merchant Houses on Lur, the Voltaire Astrogation Academy, the Karta Trading League, or a particularly wealthy private individual might suffice. Either way, the patron has information about a very valuable, very old artifact that needs to be recovered. The patron needs a brave crew with a ship, and no questions asked. Archaeological knowledge is an asset, but not a necessity. It never hurts to have the patron be an old, rich relative of one of the PCs.
4. The party might include a PC who is a budding archaeologist. Given enough research and clues, this PC might want to track down any leads that point towards the Flame of Prometheus on Prime Station. Naturally, rival universities, treasure hunters, and governments might have an interest in finding out as

much as possible about the Flame of Prometheus, on the off chance that it can be recovered. GMs might want to consider naming this campaign hook "Raiders of the Lost…Flame."

Whatever hook the GM devises, the player character group will need access to a ship (their own, or one on retainer) and enough money to finance the expedition, especially if an individual or organization is not acting as patron.

Getting to Prime Station

One of the main clues about the whereabouts of the Flame of Prometheus is that it is *not* in the place it was known to be: Prime Station, orbiting Basajaun. Thus, it is only natural for players to want to begin their investigations there. The PCs' starting location will determine the route taken to Prime Station. For those PCs starting on Lur, this will mean a drill from Lur to Abreia, another to Meza Virs, and finally a third drill to Basajaun. Adventures on each of these planets can be one-offs, or can help finance the expedition. Having the players run a trading/smuggling sideline business is a great opportunity for a GM to insert all sorts of complications and hi-jinks into an otherwise linear campaign.

Secondary Adventure Suggestions:

Abreia: visiting Lurians can contact **Arlene Kershaw**, a Lurian trader at the Gateway hab tower (the closest thing Abreia has to a star port). Kershaw often serves as an agent for other patrons, and she is currently looking for a group of adventurers to accompany an expedition out into the Living Desert with **Dr. Leon Kristal**. The doctor is interested in anomalous readings his last expedition logged, before disappearing in the desert. He'd like the PCs to help find whatever's left of the expedition, and hopefully the source of the anomalous readings. The Living Desert is often wracked by violent storms that will make sensor sweeps from spacecraft next-to-useless. The PCs will have to land their ship and begin searching in ATVs. What they find is up to the GM, but it should be dangerous and guarding some pretech stims, to be sure.

Meza Virs (*LTC1 43*): The starport of Yukatan is a very vibrant locale, filled with people who are eager to rob visiting offworlders blind and leave them bleeding in dark alleys. There are all sorts of jobs a group of PCs with a ship can do for business interests that are controlled by the **Three Families**. The Adventure Templates (*SoG 45*) are an excellent source of fodder for basic shady jobs for these shady patrons. More altruistic PCs might find work doing some smuggling of freed slaves off-world, working with **Brother Gill Oppenheim**, a local priest that opposes slavery and is a link in a tenuous underground railroad. However, if they were not discreet, they might have to deal with the repercussions of their altruism when they encounter the Gure Gauza. Another avenue for adventure would be to work for **Yosef Khaleer**, of the Freehold of Talinn. He pays well, and the PCs have a starship for which he would quickly find a use. Players should quickly learn that working for Khaleer means working against the interests of the KTL and the Gure Gauza on Meza Virs.

Game Masters looking to further spice up the voyage from Lur to Basajaun might want to include an encounter with the vicious space pirate, **Matitya Tarkwa**, and his ship, *The Reaper.* Tarkwa only starts fights he knows he can win, so if the PCs do run into him, they should probably run away after getting a sensor reading of his powerful ship.

Prime Station (*LTC1 39*)

Lurians and other lower-tech spacers arriving at Prime Station for the first time will be in awe of the place. Prime Station is an enormous orbital built to TL5 specifications. The station remains parked, stationary, above Basajaun, which is tidally locked to its star. This feat is accomplished by advanced gravitic arrays buried deep within the station itself. That they have not failed in 600 years is testament to the high-tech construction

capabilities of the old Terran regime. Prime Station is detailed on *LTC1 38*; more information on the station is presented below.

There is plenty of interstellar traffic in and out of Prime Station, but if this is the first time the players and their ship have visited, they will attract some attention. While this might not be a bad thing, any inquiries regarding the Flame of Prometheus made to the Karta Trading League administrators of the station will be met with polite dismissals of its existence; the PCs will also be discreetly observed to determine if they are actually going to go exploring in those parts of the station the KTL has deemed off limits.

Worse than attracting the attention of the KTL, the PCs' arrival will attract the attention of *everybody else*. Prime Station is a nest of intrigue and lies, visited by cutthroat traders from across the Lurian Trailing Cluster—and beyond—who are all looking for the next big score. If the PCs are not careful, they could attract a great deal of undesirable attention. This could lead to any number of adventures. *LTC1 38* details the various factions that are operating here. Lurians might do well to at least check in with the Lurian consular delegation here, if only to establish a safe haven if things go horribly wrong. The Basajaun native insurgency might target the PCs in their campaign to disrupt KTL operations on Prime Station. **Migdal Queens** might even hire the PCs to retrieve items like pretech atmospheric purifiers hidden in an abandoned habitat tower on the planet's surface. One such atmo-scrubber would be sufficient to reduce the strain Meridian Tower's (*LTC1 39*) overtaxed life support systems. This would allow more native Basajaun resources to be used towards the anti-KTL insurgency.

The KTL will be interested in the PCs, especially if they are indiscreet. More importantly, rival treasure hunters will come out of the woodwork, attempting to suss out just what the PCs are after. An expedition into Prime Station is almost unheard of, and there are those who are also interested in the Flame of Prometheus Myth. Perhaps the most dangerous is **Emmanuel Naxos**, a KTL affiliated treasure hunter.

However, the players' main goal is to get past KTL security, and get into the "Basement" of Prime Station.

The "Basement" Expedition:

Once they've got their bearings, it might be useful to remind players why their characters are on Prime Station: this is the last known location of the Flame of Prometheus. A bit of discreet poking around should be done. If players are at a loss, it might be useful for the GM to suggest using Bureaucracy, Computer, Culture/Criminal, Culture/Spacer, History, Persuade, Perception, and Security skill rolls to move things along. Encourage the players to roleplay out the processes by which they use their skills. For each point above a roll of 6, give the PCs the following, starting with the first point of information:

1. The station is very large, and only about a quarter of it is occupied and maintained by the Karta Trading League.
2. The unexplored parts are collectively referred to as "The Basement". The KTL lays claim to the entire station, including the Basement, but there are no expeditions, for fear of damaging the integrity of the station, especially the gravitic engines that keep it parked over Basajaun.
3. There is a station-wide system of transit tubes, complete with stations and cars, that is completely inoperable. "Ghost stations" are located all over Prime Station, but they are sealed up and monitored.
4. KTL station crews are given regular maintenance routes. They pass by a number of life support nodes that are either non-functional, or operating at a very diminished capacity.

Remember, the PCs must be discreet in all their inquiries. If they are sloppy looking around Prime Station, the KTL will become aware of their true intentions, and send their professional and highly capable security forces to stop the expedition before it even gets started.

With these clues, and a bit of legwork, the PCs should eventually find two entrance points into the Basement of Prime Station: an old abandoned transit station, and a maintenance access tunnel.

The Basement Itself:

The map below represents the basic layout of the portion of the Basement that the PCs will explore in their bid to find the Flame Hall. GMs should feel free to make any changes that they like. **The Flame Hall** (12), **Heart of the Flame** (13) and the **Crypt of the Intimates** (15) are the most crucial parts of this expedition. The **Private Residence** (13), where the PCs stumble upon the 600-year-old Head Firebringer Paredes, is important, but not necessarily to the later parts of the campaign.
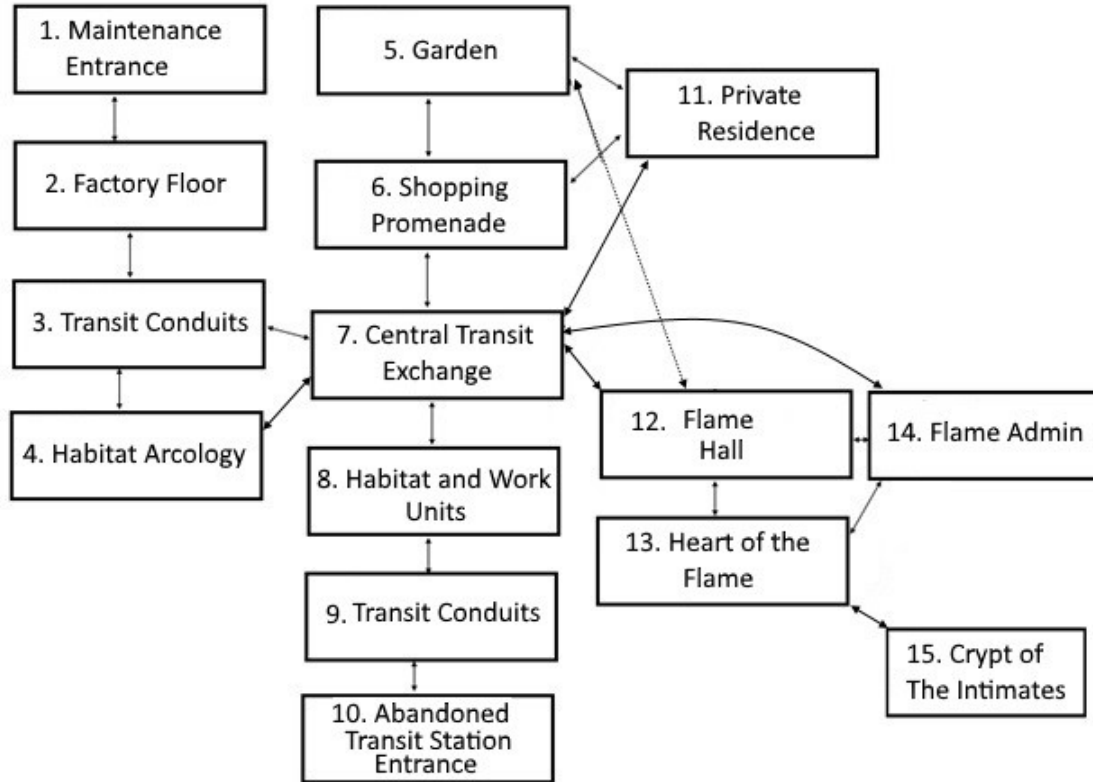
The Basement: Area Descriptions

#1. Maintenance Entrance:

Shadowing a maintenance crew should lead the PCs to a disused manufacturing center. Attached to this old, shut down tangle of robotics and conveyors is a life support node with access tunnels to the Basement. Although it is disused, the facility is part of regular maintenance checks. The maintenance techs are annoyed with this service route. Every week, the maintenance team of two technicians visit. It's very uneventful. There are two security drones that demand a pass-phrase: "Cellar Door" is the most current one. The drones will attack with stun rifles (these do non-lethal damage and knock a target out at zero HP). They also send a beacon to KTL security services. If they are attacked with lethal force, they switch to laser rifles. An armed response team will arrive in 15 minutes.

Basic KTL Security Drone

Armor Class	7	No. Appearing	1
Hit Dice	1 (6HP)	Saving Throw	15
Attack Bonus	+1	Movement	30
Damage	2d6 Stun Rifle, 1d10*	Morale	12
	Laser Rifle	Skill Bonus	+0

#2. Factory Floor

Machines hang in the darkness, robotic arms limp, frozen, or in garishly weird positions cast strange shadows off helmet lights. The Factory Floor has a multitude of nooks and crannies in which to hide. It's a dark and dangerous place. That's why it's been cordoned off by the KTL.

It's Been 600 Years Since the Last Workplace Accident: a wrong step forces a PC to roll an Evasion or Luck save: otherwise a whole assembly system comes crashing down around a PC's head. Lose one random piece of equipment, or 2d6 HP. **Bad news: There is no way back via the factory/maintenance direction to Prime Station!**

#3 and #9. The Transit Conduits:

Once the PCs have entered the Basement through one of the two entrances, they must travel through ancient transit conduits. The transit conduits snake their way through all of Prime Station, and once served as a mass transit system for many of the station's residents. Six centuries of disuse and neglect have turned them into large, poorly lit, dank, cylindrical death-traps with ladders and gantries. Travelling through the conduits is hazardous and slow going.

Time in the Conduits: 2d4hrs – MoS of Navigation 8 roll (minimum 2 hours).

Some stretches of the conduits are relatively safe and unremarkable, with 1G gravity, in the vertical. The lack of maintenance has turned some parts of the tunnels into grav traps. Some sections are zero-G, while others are 1G in a strange direction. There may or may not be atmospheric integrity in every section either. The PCs will encounter 1d4 + 1 different kinds of conduit "terrain" before they find another location. Roll 1d6 and consult the table below:

Die Roll	Hazard
1	**Gravity**: 1G, in the downward direction of the tunnel. PCs will have to climb down. **Atmosphere** : normal.
2	**Gravity**: 1G in a random direction. **Roll 1d6**: 1: Downward, as above, 2-4: Reversed! 5, Left side of the conduit 6: Right side of the conduit. **Atmosphere**: vacuum.
3	**Gravity**: Zero-G. **Atmosphere**: Vacuum
4	**Gravity**: Zero-G. **Atmosphere**: Vacuum
5	**Gravity**: Zero-G. **Atmosphere**: Normal
6	**Gravity**: Random, as above. **Atmosphere**: Normal

On a random result, the PCs have to make a Culture/Spacer or Perception check at 8+ to notice the effects of the switch in gravity before they walk into it. Otherwise, they should roll Tech saves to avoid the worst effects of sudden shifts in gravity or atmospheric pressure.

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While in the conduits, there are only a few **random encounters** possible. Roll for every 2 hours:

Die Roll	Encounter
1	None
2	None
3	Lift Car, safe
4	Lift Car, unsafe
5	Drone
6	Hazard

- **Drone**: This is a basic security drone sent in by the KTL (see above), and will respond with non-lethal force first. The drone will broadcast an alert signal the moment it spots any sapient life forms in the conduits.
- **Lift Car**, **Safe**: Jammed in the conduit with the emergency brakes engaged. It will require a crowbar or cutting torch to get through.
- **Lift Car, Unsafe**: This is the same as above, except that there are remains of a person inside. A skeleton with decaying clothes: Integrity stim, personal effects, holo-display of a hab tower on Basajaun (Tripoli). There is a 1/6 chance of the car sliding or otherwise being unsafe (collapse, etc) while the PCs are inside. Insist on Evasion, Tech or Luck saves to keep the players on their toes. Damage should be minimal, though tarrying too long might cost the PCs a piece of equipment.
- **Hazard**:
    1. **Electrical Surge**: roll vs. Tech or take 2d6 damage from exposed wiring, or lose one piece of electronic equipment.
    2. **Explosive decompression**: roll vs. Tech or Luck three times: one save means taking 2d20 damage. Two saves means 1d20 damage. Making all three saves avoids any damage as the character manages to escape any ill effects. Failing all three saving throws means the character has been sucked out into space!

    3-5. **Strut fails**: Roll Evasion or Luck, to avoid taking 2d6 damage from a collapsing conduit.

    6. **Gas Vent**: Noxious chemicals. Make a Physical save to avoid: -2 to hit, -1 to skills, for 1d6 hours. This only applies if the PCs are not in vacc suits. A Tech/Medtech roll vs. 10+ will remove this effect, as will purge stims.

#4 and #8: Hab/Work Units

These dusty and decaying arcology blocks contain apartments, shops and offices. There is little of exceptional value to find, but much to explore, as the PCs make their way deeper into Prime Station.

Encounters: 1 in 6 chance of encountering a KTL monitoring drone.

Basic KTL Security Drone

Armor Class	7	No. Appearing	1
Hit Dice	1 (6HP)	Saving Throw	15
Attack Bonus	+1	Movement	30
Damage	2d6 Stun Rifle, 1d10*	Morale	12
	Laser Rifle	Skill Bonus	+0

Treasure: after 1d4 hours of searching and scrounging:

A-Cells (1d4 + 2)

Holodisplays: an ad for the botanical gardens and "colonization simulation center" off promenade 5.

A few skeletons wearing AC 7 clothing. (worth some credits); other trinkets worth 1d6x100 credits; historical documents of interest to scholars.

5. Garden

The air is heavy, humid and warm. The PCs exit a cylindrical tunnel with water-stained walls. Water drips from the ceiling, making little splashes in puddles at their feet. Before them is a thickly overgrown green-space. It doesn't take long to see the truth: this was once a garden, now grown wild. There are man-made structures throughout, but everything is covered in thick vegetation: moss, vines, and all sorts of plants. There are stands of trees everywhere, thick enough to block visibility beyond 20 meters. And where there aren't trees there's ferns as tall as a person, and even a small swamp.This was once a lush garden that has been contaminated by the contents of a variety of leaky chemicals and stim units. A trail of discarded stims will eventually lead to the house in the middle of the garden.

But before anyone can say "hunting predator" … **two giant carnivorous lizards attack from ambush**!

Giant Lizard

Armor Class	4	No. Appearing	2
Hit Dice	6	Saving Throw	14+
Attack Bonus	+5/+5/+5	Movement	30
Damage	1d4 claw/1d4	Morale	8
	claw/2d6 bite	Skill Bonus	+1 Stealth

The House: Once clear of the initial welcoming committee, the PCs will soon discover a myriad of life forms, most harmless, though deformed through 600 years of forced closed habitation and low level stim-nanite contamination. They will also discover a one-storey bungalow nestled in the heart of the forest. It is overgrown with vegetation, but otherwise still very sturdily built.

In the house is an infestation of **Giant Centipedes** (8 of them) that will be found nesting in the containers in the dark common room in the corner with the table. They will drop onto the PCs and cause mayhem. This is also where the PCs will find some treasure.

Giant Centipede

Armor Class	9	No. Appearing	1d8
Hit Dice	3HP	Saving Throw	16+
Attack Bonus	+1	Movement	20
Damage	Physical Save or poisoned for 10 days	Morale	7
		Skill Bonus	+0 Stealth

Treasure: 6 **Integrity Stims** (*SWN 57*), 1d6 **stims** of various types. **Map of the park**, and **map of the direction to the Flame of Prometheus** in holo-codex form. A **Navigation** roll will determine that the PCs have a **shortcut**, but will require moving through conduits to #12, the Flame Hall.

6. Shopping Promenade

This was a commercial and social center In Antediluvian times.
- It is dusty, quiet and foreboding. There are huge vaulting ceilings, and old tattered flags hanging down from rafters: Order of Prometheus, Merchant Guild Terran State, and an emblem that represents the Karta Sector. All are unknown to the present-day inhabitants of the Lurian Trailing Cluster.
- The stalls and buildings are separated by alleys and avenues. It's all neatly laid out, and the passage of time has caused very little disturbances. There are doors half-open, and detritus of commercial products and wrapping is strewn about haphazardly.

PCs can explore. The power is on standby, so turning on a holo-arcade and playing games is possible. Everything has Terran State Social Engineering subliminal technology embedded throughout, so to the modern Postdiluvian human, it seems contrived, sugar-coated, and a little bit creepy.

Encounters:
1. **Creepy expert system greeting bot**: "Hellooowwww there…citizen///WELLcommmetoo Commercial and Social PROminAHD 5." This clunky wheeled-humanoid hybrid is eager to greet humans on the Promenade. It has clearly malfunctioned. The robot is stylized to look sleek, shiny, and retro-futurist. It just looks like a reject from the Jetsons, and has been roaming the Promenade, chasing the dogs (see below) for 600 years. The contraption is disconcerting, but otherwise harmless. Though it does generate a lot of noise.
2. A huge **holo-game arcade**. It's still functional, so when the PCs enter there will be lots of light and noise. The only danger here is that there are definitely some conformity "suggestions" embedded in subliminal messages in each game. If a PC decides to play a 600-year-old video game (and who wouldn't?), roll Mental save to avoid being penalized by -1 to all skill rolls for half an hour.
3. **Antedeluvian Security Bots**: These are expert system-driven automatons wielding stun batons. They will attempt to subdue any PC, but are not much of a threat (AC 8, 6 HP, +1 AB, 1d8 non-lethal damage). There are 6 of them, operating in a squad, and PCs should take some visceral pleasure from annihilating robotic mall-cops.

4. **Feral Robo-dog pack**: This is a pack of "enhanced personality" pets that have gone slightly *off* in the past 600 years of isolation. The robo-dogs are somewhat sentient, though are not true AIs, and have evolved a standard pack hierarchy/territorial social order. They will observe the PCs, and only emerge once the robots have been dealt with. The dogs are slightly unnerving: they all speak English with Received Pronunciation accents. They also have horrible pun pet names: *Michael Canine*, *James Earl Bones*, *Pawtrick Stewart*, *Caspaw Weinbarker*, etc. They don't see a problem with that. The dogs are capable of eating normal food and converting it to power, but can also run on Type-A power cells (one cell will last a year).

7. Central Exchange

The Central Exchange is a transit junction of maintenance conduits that the PCs can use as a reference point. Everything leads to and from the Central Exchange, so if they get back here, they know they've worked through a full arm of the Prime Station expedition.

The Exchange hallways are decaying and old. It's dark, and barely lit anywhere. There is a transit track (for maintenance) along the main throughway. The car the transit track is lodged near the eastern edge of the map, dead and unmovable. The power can be restored with an hour of work. During that hour, the PCs will have to contend with the monster below…

Treasure: A small trove of maintenance-style gear can be found in the northwest (med closet):

2 **Integrity Stims** (*SWN 57*), 2 **Micropurgator Stims** (*SWN 57*), 4 **random stims**, 4 **Laz Patches** (*SWN 42*)

In the closets in the south of the main track are a variety of tools: a full Pretech toolkit, as well as 12 A-Cells and 4 B-Cells (*SWN 42*). There is also a micro laser cutting torch which uses A-Cells.

Monster: **Bio-Terror**! This terrifying creature will stalk the PCs and strike from ambush. It is difficult to detect. A Bio-Terror is a horrifying swarm of nano-cybernetically augmented bacteria that has achieved animal intelligence! It looks like a strange shimmering black protoplasm, constantly roiling and bubbling, and entire creature can weigh up to 300kg, but still slide through cracks and crevasses to get at prey. Rumors of these creatures abound, but very few individuals have ever survived meeting one. A Bio-Terror is very resistant to physical attacks: projectile weapons will only do half damage. Energy weapons and electrical attacks do full damage. When a Bio-Terror is reduced to zero hit points, it will retreat and regenerate within an hour. The only way to destroy one is to set it on fire and reduce it to zero hit points—in either order. Because of this weakness, Bio-Terrors will recoil from extreme heat (plasma guns, flamethrowers), but are quick to realize that any such heat is temporary. Once the PCs set up a perimeter of flames, it is possible to permanently defeat this monster, or at least keep it at bay. Its two tendrils have a range of 10 feet.

Bio Terror

Armor Class	6	No. Appearing	1
Hit Dice	8	Saving Throw	11+
Attack Bonus	+10/+10	Movement	30
Damage	1d10/1d10 tendrils	Morale	12
Special	Physical attacks do ½ damage Can only be killed by fire.	Skill Bonus	

#10. Abandoned Transit Station Entrance: A ghost station for the inoperative transit system that winds its way through all of Prime Station. It is located in a fairly well-travelled part of the habitat zone, but has been forgotten about in the last ten years. As an expedient, a hab arcology was built over the station, since it was not in service anyways. The entrance is monitored by a handful of security cameras: two on the main sealed entrance, and one on the hidden maintenance entrance still accessible from the hab arcology's maintenance level. There are no discernable blind-spots to these cameras. Getting by them will take a bit of high-tech ECM wizardry, or some other highly stealthy abilities. If the PCs are detected by the cameras, a KTL security team will arrive in 5 minutes.

11. Private Residence

This is the secluded private house where the Head Firebringer, Master Devika Paredes, has been imprisoned and tortured in a state of suspended animation for the past 600 years!

The Gure Gauza-corrupted Merchant Guild carried out their purge of the Flame of Prometheus, and slaughtered most of the Prometheans. They had a special fate for the Head Firebringer, Master Paredes: she was to be tortured, forced to reveal the secrets of the Prometheans, until her death. But a particularly vicious turn of fate occurred when the Deluge hit: the psychic who was tasked with her torture went insane while using psitech devices. His body was consumed by the torching he underwent. Unfortunately, his psychic energy lingered on in the psitech machinery around him.

The result: Firebringer Paredes has been left to suffer, hooked up to machines and slowly wasting away to insanity, for the past 600 years as a psychic ghost continues to sustain her in her agony! The good news is that her ordeal has bonded her to her tormentor. She knows the final location of the Flame of Prometheus: **Ringshadow**. This she can reveal to the PCs in her last dying breath. , The Firebringer's belongings can be found in the horror's chamber. All that is left is a single data chip hidden in a locket. In the data chip will be a journal entry regarding the betrayal and purge of the Flame.

Psychic Horror

Armor Class	6	No. Appearing	1
Hit Dice	4	Saving Throw	12
Attack Bonus	+4	Movement	30
Damage	2d6 Stun Rifle,	Morale	12
	Horror Attack	Skill Bonus	+0

The ghost of the Psychic Intimate was torturing Firebringer Paredes when the Deluge began. It no longer knows its own name, and will want to torture anything living that enters the house. It will investigate and analyse first, but will soon attack from ambush. It has two attacks: the first, a biopsychic blast of 2d6 non-lethal damage that is excruciatingly painful. Anyone who is hit must roll Physical Save or lose their next action. The second is a Telepathic horror assault: roll Mental Effect save or suffer -2 to hit, -2 to saves and -1 to skills. This lasts until the horror is destroyed. The ghost is immune to physical attacks, though energy weapons will do half damage. Destroying it requires finding the psitech generator in the basement and destroying it. The horror will oppose this with all its power.

12. Flame of Prometheus Hall

This massive, promenade is dusty and dark. Despite it being on a space station, the Flame Hall still feels like a large, open-air atrium, with windows opening out over the planet far below. The view is spectacular. There are art installations, the occasional slogan etched into the obelisks and other monuments that are silently decaying.

Here and there is evidence of a struggle. Deeper investigation will reveal evidence of a mass shooting and clean-up: some plasma scorching, a few splatters of blood, and some parts of the floor where industrial cleaners stained the tiles.

A visitor's map to the Flame of Prometheus can be found on a mural in an ancient Roman-style mosaic.

13. Heart of the Flame of Prometheus

The Flame of Prometheus itself is a cathedral-like structure with high arching ceilings, columns, gardens and beautiful art, all done in a style that is at once avant guarde and classical. The sweeping dome overhead creates an especially impressive effect. But the walls are decaying and damaged. There are definitely signs that something terrible transpired here: some blood smears can be found in the corners and behind furniture. But the walls are covered in geometric mosaics, wonderful tilings, and all sorts of mathematical artistry. Some flickering lights indicate that power is still intermittently available.

The Heart of the Flame is a massive, massive open space with a huge dome overhead, multiple levels, and stacks and stacks of books, computers, holo-displays, holo-cubes, emitters, a true marvel of education and knowledge.

With only a little effort, the power can be restored. And a holo-emitted expert system of a Promethean will appear. His name is Promethean Yan, and he is happy to assist in any way possible. Unfortunately, without access to the actual Flame, Yan is friendly, but has no knowledge of anything other than the basic layout of the Flame, some facts about Basajaun, the date and time (he will be amazed to discover how out of synch his clock is).

Here, the main computer logs are active. The PCs can very quickly cycle up the forged logs. It is impossible to find the real logs in the Heart of Fire. [See **Appendix** for logs]

14. Flame of Prometheus Administrative Center

This is one of the more banal sections of the Flame: the day to day running of the Flame of Prometheus repository was done from this office core, with the help of an advanced series of expert systems. The power is now intermittent, and the expert systems are completely offline.

Quasi-religious motifs adorn the walls, even if this was the office/admin sector. There is very little here: a few holo records of colonial construction projects on Basajaun's surface are interesting. Some plasma blasts and other signs of violence scar the walls.

- **The computers here can be activated**. If they are, the log entries will be dated March 15, 2665 (12 days **after** the Deluge began); they describe the plan to move the Flame to Artume. This evidence is forged, and was planted by the Intimates to prevent anyone from learning the truth. [See **Appendix** for logs]
- Extra work (Computer 10+) will dig up buried Promethean computer logs: The PCs will find the logs of the actual Protheans, before the Intimates' purge, and including one log of video footage of the

purge, and the first time the PCs will hear the Intimates speak in their Gure Gauza tongue. [See **Appendix** for logs]

15. The Den of the Intimates

This is a small crypt off the Heart of Fire. It is dark and dimly lit, with mosaics of flame, fire, and light motifs throughout. There are study alcoves and nooks for introspection. This was the old private study of the senior Prometheans, and the quarters of the Master Firebringer and two of her trusted servants. It was turned into a (fake) crypt by the Intimates, as part of their efforts to cover their tracks in the wake of their coup.

The secret door in the wall of the servants' room hides a small chamber with 1d3 Integrity stims. Everything here suggests holiness and solemnity. Beyond some double doors is a large ritual room: a communal altar, a small stage, and some valuables still adorning racks and wall-mounts. But it's all very bland, and somehow does not mesh with the stark, yet glorious architecture of the Heart of the Flame or Hall of the Flame.

There is a sarcophagus in the back: it is part of the ruse. On it is marked the name of Master Firebringer Devika Paredes. The well-preserved body contained within is a fake, though it will require a scan with TL5 sensors to determine this.

There is a secret door under the altar in the ritual room, leading to the Crypt.

The Crypt of the Intimates: an outer chamber holds the power systems and supplies for the eight Intimates that are lying in a state of suspended animation here. Unfortunately, or fortunately if you're *not* an Intimate, six of the cold sleep pods have malfunctioned. Only two Intimates remain: Brother James, and Sister Zhitan. Reviving the two remaining Intimates will take a number of hours equal to 1d6 x the margin of success of a Tech/Pretech or Tech/Medtech roll.

The Intimates: These two Antediluvians are a major archaeological find in and of themselves. However, unless the PCs are sharp, it is likely that the two Intimates are going to cause major problems for the expedition. Their main goals are:
1. to pass themselves off as Prometheans
2. get a bit of intelligence regarding the nature of the Lurian Trailing Cluster;
3. get to Artume and make contact with whatever Intimates are there.

There are two complications: the cryo-chambers of the six other Intimates failed, which has left **Brother James** and **Sister Zhitan** without any manpower or a qualified crew of spacers. As well, these two were left on Prime Station as *punishment*, and being low-level Intimates meant that they *do not know where the Flame is hidden*. All they know is that the *MTD Javadi* left for Artume…

What the Antediluvians know:
1. They were participants in the purge.
2. They know that the Master Firebringer was captured and tortured.
3. They know that the Flame is at Artume, *but they don't know where.*
4. Their job was to stay behind and clean things up, and then wait for either rescue, or for discovery.

Their supplies:

The room with all the boxes contains all sorts of supplies:

Rations, A and B power cells, 8 vacc skins, 24 Integrity stims, 1d6+3 random stims.

TL4 survival supplies, and 50KCr in precious jewels.

The Guardian: These expert system-driven Guardian robots are hidden in the Crypt of the Intimates, and will only activate when (not if) the PCs alert the Intimates to their true intentions. They will defend the Intimates first, and kill PCs second.

The Guardian Bots

Armor Class	3	No. Appearing	2
Hit Dice	36HP	Saving Throw	12
Attack Bonus	+7	Movement	30
Damage	Laser Rifle: 1d12*, Monoblade 1d8+1	Morale	12

Part 2: Getting to Artume

The end result of the Prime Station expedition should hopefully be that the players have learned that the Prometheans themselves did not move the Flame to Artume. They might not know who the Intimates are, but they should rightly suspect foul play on Prime Station. Hopefully, they learned about Ringshadow Station from Firebringer Paredes. If not, they should at least want to follow the trail to Artume, and might want to look for the *MTD Javadi*.

The PCs may or may not have course nav charts to get them to Enke, and then to Artume. If not, they'll have to get their hands on some. Either way, they will likely have to make a stopover at Enke. Adventures could include doing a job for the KTL, or a KTL-affiliated merchant, in exchange for course charts to Enke and Artume. While refueling in the Enke system, the PCs might witness a slaving raid. If they're on the planetary surface (rather than skimming fuel from a gas giant) then they might be caught up in such a raid. Alternatively, the PCs might be caught up in the local rivalries of the different floating cities. Trading on Enke will be difficult, as the locals are highly xenophobic.

Artume:

Background

Ringshadow, or Ringshadow Station, was a secret facility used by the Prometheans to study any alien technology that they came across. As Terra lost its grip on Karta Sector, the Prometheans became worried of a long term decivilization trend, and expanded Ringshadow as an emergency bunker. After a major interstellar social upheaval, the Prometheans reasoned that there would be a time of chaos and violence that they would be ill-equipped to contain directly. However, once this Deluge subsided, they would emerge from their bunker at Ringshadow, and begin restoring civilization by disseminating lost technology and knowledge. This plan might have worked except that the Intimates had learned about the Promethean base at Ringshadow. The Intimates took over the site as part of their coup, and expanded it over the course of their first few years on Artume.

When the *MTD Javadi* crashed on Artume, the few survivors and the small contingent of Intimates working at Ringshadow salvaged what they could and established the protocols that would ensure that their secrets would not be discovered: the institution of Watcher was created to act as the eyes and ears of the Intimates. Furthermore, work was carried out at Ringshadow Station to make the facility more secure. Anyone who would be foolish enough to mount an expedition would be ambushed by the Intimates, and murdered. Traps and fail safes were put in place in order to ensure that the treasures of the Intimates would never leave Ringshadow.

The Situation Now

Everyone who knows anything about the legend of the Flame of Prometheus knows that Artume is a strange place for it. But that's what the legend says. The problem is that Artume is riddled with small mining settlements, research stations, and other less savoury old locales, all abandoned. It has been 600 years, and the handful of intrepid souls who have dared look for the Flame have never found anything. No one knows where to even begin.

The wreck of the MTD *Javadi* sits in the middle of the ruins of Solozanos. Salvage expeditions into the wreck are not encouraged. *Things* live in the wreck, and no one who has ever ventured deep into the ship has ever made it out alive. In order to gain access to the computers on the bridge of the *Javadi*, it will be necessary to hook up power from engineering, which means an excursion into the bowels of the ship. It is here that a **Bio-Terror** waits to destroy anyone looking through the wreckage.

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The Gure Gauza on Nestor Station do not know what it is that they are guarding, or awaiting. They know that Artume holds some sort of treasure for the interstellar crime syndicate, and little else. Someday, someone with knowledge will arrive, speak the secret words in the secret language, and the Gure Gauza on Nestor will do their duty. Until then, the station is used as a clearing house for unsavoury goods and trades in the Lurian Trailing Cluster: slaves, drugs, maltech, that sort of thing.

There are a handful of people on Artume eking out a living as salvagers on the moon's surface, or as traders and brokers at Lazardis, the small dirtside station that the Gure Gauza have established.

Arriving at Nestor Station, the PCs will be mistaken for KTL traders, and are informed that whatever salvage they get from the moon's surface, Boss Lisgur Trall takes his cut: 50%. It is up to the PCs to decide how to proceed. Discretion on Nestor Station is advised. Do the PCs play along, or do they buck the system? And do they attract enough attention that the Intimates begin watching them? At the *Javadi*, the PCs make a discovery about the Flame: it's probably destroyed. Also, they have logs from Prime Station, and they know from those logs that the final resting spot is some place called Ringshadow.

The Watcher: Iveran Minika (see *Notable NPCs*, above) has not had any cause to worry about anyone finding the Flame, or Ringshadow Station, and only a handful of individuals have made it as far as the wreck of the *Javadi*, never to be seen again. While the PCs are exploring Nestor Station and the MTD *Javadi*, Minika will not go out of his way to interact with them in order to determine their intentions. However, if they have survived the Bio-Terror on the *Javadi*, he will become *extremely* interested. Still, the Watcher will not directly engage with the PCs until he has determined that they are on their way to Ringshadow, and a major threat. At which point, he will invoke the ancient Gure Gauza code (much to his chagrin) and ask the local Gure Gauza *Buru* for a number of picked men to act as muscle. Then, Iveran Minika will head to Ringshadow and hunt the PCs down as they search for the Flame in the facility.

The MTD *Javadi*: This ancient wreck lies in the middle of Solozanos' ruined habitat dome, on Artume's surface. If the PCs know that the Intimates had acquired this vessel to ship the Flame of Prometheus to Artume, they will probably want to explore the hulk. If they don't know about the *Javadi*'s significance, it might be useful for the GM to tempt the players by mentioning that *no one* who has tried exploring the wreck has ever survived.

The *Javadi* crashed onto the airless moon of Artume, smashing through Solozanos' habitat dome, causing a very violent and sudden decompression. Thousands died as they were sucked out into space. Because of the rapid loss of oxygen, the *Javadi*'s wreck is surprisingly intact, as there was little to feed the flames of any explosions. After smashing through the dome, the freighter drove into the ground, plowing through the heart of Solozanos, and finally coming to rest in the middle of the settlement, with debris and shattered dome all around. The Flame and all the relics contained within were largely lost, when most of the cargo containers attached to the vessel's central spine were torn and crushed to bits in the crash. Whatever did survive was moved to Ringshadow by the survivors, and those few Intimates who were already waiting for the *Javadi*'s arrival.

Exploring the *Javadi*: there are four sections to this hulk. This should be played as a horror scene as much as possible. The *Javadi* is pitch dark and airless. The hallways are smeared with blood and gore, preserved in the vacuum. There are remains of body parts, but no bodies. It is dangerous and slow going for PCs, as they pick their way through twisted bulkheads and hallways. Their only sources of light are those that they bring with them. The *Javadi* is an airless tomb, so the tension of having to wear a vacc suit should be emphasized as well.

1. **Airlock and Bridge**: The *Javadi* is accessible via the airlock, which has no power, and will have to be cranked open. Not that there's any air remaining inside. The bridge is another point of entry that is visible, and relatively safe. Explorers will have to climb up the vessel to reach either access points,

which is not difficulty in the moon's lower gravity. The bridge is accessible through the rooftop, which looks as though it has been cracked apart and peeled back by a massive claw. The bridge computers are not powered, but do contain important information. It will take 1d6 x10 minutes to jury-rig a B-Cell to power up the computer and download whatever logs remain.

2. **Quarters**: The crew quarters were picked clean by the Intimates when they salvage what they could from the ship. However, something here went horribly wrong. There are remains of people, ripped apart, and blood stains can be seen everywhere.

3. **The Cargo Spine**: The *Javadi* hauled cargo by attaching standardized shipping containers to a long, thin spine that ran from the bridge and crew quarters, back to the engineering section. The spine is currently bent, and broken in a number of places. The PCs will have to exit the spine on at least one occasion on their way back to the engineering section. Below them are the crushed remains of dozens of cargo containers. Many are missing, but whatever remains is totally wrecked, and not worth salvaging. Players might feel particularly despondent at this point, especially if they know that the Flame was on board.

4. **Engineering**: The *Javadi*'s aft section is in surprisingly good shape, all things considered. However, the only viable access point is through the cargo spine. This means that the PCs will enter the Engineering section one at a time, and slowly pick their way through a dark, multi-level jungle of twisted metal, dangerous power conduits, and a horror waiting for them. Once the PCs get into the guts of the Engineering section, they will encounter a *massive* Bio-Terror, left by the Intimates to keep anyone from learning anything. If the PCs have supplied power to the ship's computer in the Bridge, or if they enter the Engineering section, the Bio-Terror will awaken and begin stalking any interlopers. The creature is at a supreme advantage, as there is very little light in the *Javadi*'s hull, nor on Artume in general. The PCs will be hard pressed to permanently defeat this creature, but they may be able to delay it long enough to get off the ship with any information they do find.

Really Large Bio-Terror

Armor Class	4	No. Appearing	1
Hit Dice	12	Saving Throw	12
Attack Bonus	+10/+10/+10	Movement	30
Damage	Tendrils x3: 1d10	Morale	9
	damage each	Skill Bonus	Stealth 1

The *Javadi* **Logs**: these will explain more of the story. **See Appendix.**
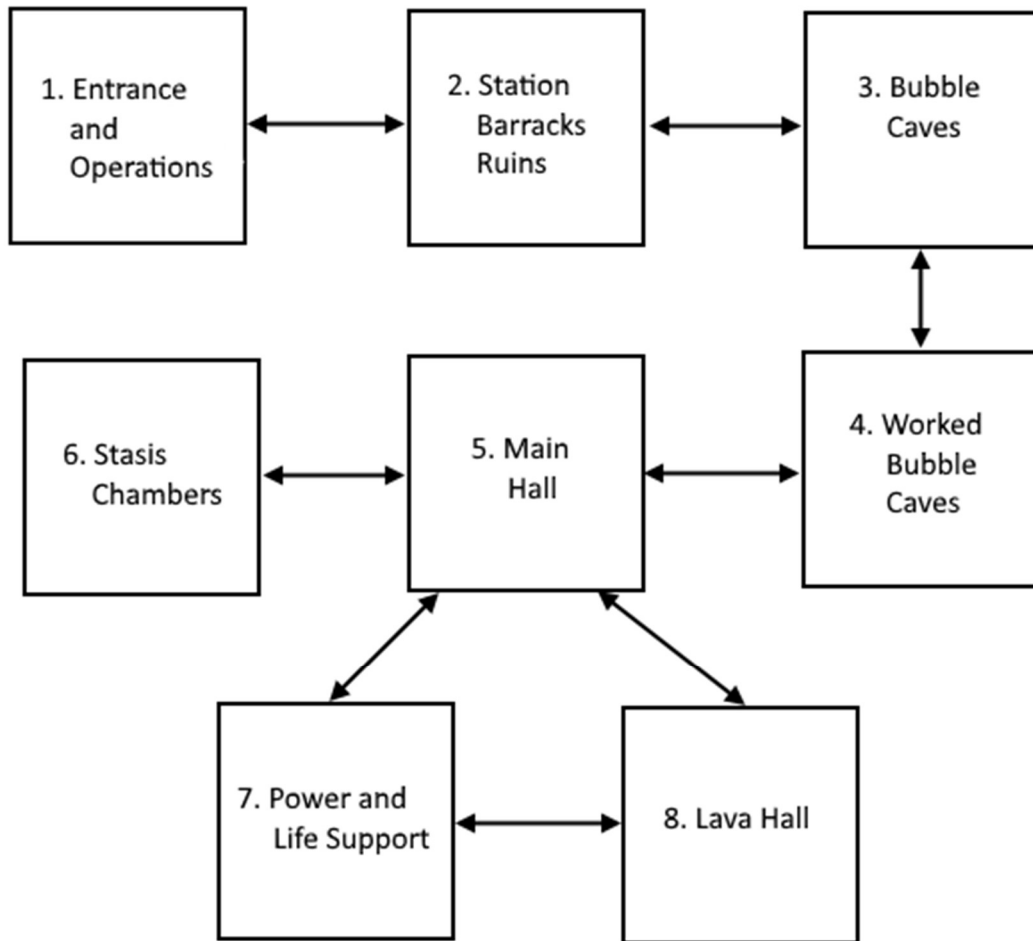
Ringshadow Station:

The first question to ask when mounting the expedition to Ringshadow Station is: "where is Ringshadow Station?" The answer to this is that Artume is the largest moon of a gas giant with rings. The GM should make this comment in an off-hand manner, in order to make sure the players are paying attention. Of course, six hundred years ago, the rings were casting a slightly different shadow than they are currently. It will require a Science or Navigation skill check to figure out the exact coordinates of Ringshadow station, but it is *not* an obvious location. Particularly cruel GMs might want to provide the players with as many as three or four alternate sites for them to explore before they stumble on the actual location. This should be done only to ramp up the tension, especially if the players are starting to realize that their characters are being watched.

Once the PCs have arrived at Ringshadow, the GM should run the "dungeon delving" expedition like any other, but with a catch: once the PCs are in Ringshadow, the Watcher will be racing to catch up with them. As well, the PCs might cause the thawing and awakening of the remaining Intimates in Ringshadow. Between the opposition ahead of and behind them, as well as a few Bio-Terrors waiting in the depths of the facility, Ringshadow Station should provide plenty of challenges to any group of players.

Ringshadow Station: Basic Information

The station's life support and power are on standby. The air is stale, the lights do not work, the computer systems are completely deactivated, and the airlocks take a long time to cycle. PCs will have to use their personal lights for illumination, but they will not need oxygen bottles unless they plan on staying there for a while and don't turn on the life support systems. The entire facility has also suffered some damage from seismic activity that occurs on Artume from time to time. A few centuries of earthquakes have not been kind to certain parts of Ringshadow. This will only make life more challenging for anyone exploring the facility.

1. Entrance and Operations:

This section represents the "operations" part of Ringshadow. Here, teams of Prometheans and other scholars working on behalf of human civilization would prepare for expeditions, usually to study or recover ancient alien artifacts, or to ensure that a society is properly equipped to survive on the frontier without reverting to barbarism. Time has not been kind to this facility. The entire place is pitch black, the air is musty, and there is only minimal power: enough to run the front door airlocks, security cameras and the grav security drones.

A. **Holo-Projector News Hall**: past the airlock with the Promethean Torch Sigil on the floor is a raised platform. The four columns on this platform are holoprojectors that display news and intelligence to those who ask for it. They are currently non-functional.

B. **Security Drone Bay**: Two grav-mobile security drones are stationed here.

Grav Security Drone

Armor Class	5	No. Appearing	2
Hit Dice	2 (12 HP)	Saving Throw	15
Attack Bonus	+4	Movement	30m
Damage	2d6 stun rifle, 1d12* laser rifle	Morale	12
Special	These drones are standard security bots, and will respond with non-lethal force *first*, but will switch to lasers quickly enough.		

Two charging ports are located in this room, along with a handful of spares. The charging ports can recharge a Type-A cell in 30 minutes, a Type-B cell in 2 hours.

C. **Briefing Room**: A large table, holoprojector, seating in a circular fashion. This room was used to prep agents going out on a mission.
D. **Prep Room**: This room has rows and rows of empty equipment racks. A dozen Type-A cells remain in a cubby. As do three Integrity stims.
   a. **The secret door**: this leads to the **armory hallway** through the secret door. The Armory is nearly empty. There are two TL4 Revolvers (+1 to hit and damage) here.
E. **Ops Center**: More large holo displays, as well as advanced commo systems, are located here. All of it is shut down. An Argus web unit is lying here in a corner.
F. **Computers, Comms and Data Center**: All this has been ransacked, and nothing is functional.
G. **Mess Hall**: Where the Prometheans on duty ate and met, and tried to pass the time. A food prep area is off to the side, as well as an adjoining pantry. Nothing here is really salvageable, except for **two packs of antediluvian field rations.**
H. **Duty Shift Barracks:** Those on duty would bunk here.
I. **Note**: the Intimates have set up monitoring sensors in the airlock. They are detectable on a Perception or Security roll (-2).

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2. Ringshadow Station Barracks Ruins

This map represents the barracks and facilities of the day-to-day functioning of a secret facility on an airless moon. The barracks are generally in ruins after an earthquake destroyed the eastern wing of the facility. What's left has little value, but some treasures can be found. The entire area is totally dark, and the air still smells of rotten eggs.

A. **Medical Bay**: A waiting/triage area joins two clinic rooms. There are medical supplies in the left-most clinic room: 1d6 **Integrity**, 1d3 **Micropurgator** stims (*SWN 57*). A TL5 Medkit is also available. It functions exactly like the TL4 version, but is encumbrance 1.

B. **Barracks**: These rooms are spacious, and housed the Prometheans and occasionally the Guardian Committee Agents who lived and worked here. There are dorm rooms, private quarters, communal washrooms, kitchens, the whole NW corner of the map is like this.

a. **Secret Door**: This is the entrance to the research section of Ringshadow station. It has security protocols that require a Security skill roll to bypass.
b. **Supplies**: A handful of Type-A powercells can be picked through, as well as personal items like old holo-projectors and a **Concert Cube**.
    i. **The Concert Cube**: "Dawn of the Replicants" was a particularly popular weird-prog band from the Core that never really made it big in Karta Sector. Until now. The Cube's volume settings go up to 11.
C. **Lounge**: a black obelisk entertainment unit is mounted in the floor, and there are a handful of tables and chairs left here as well. On the south side of the room is a secret access panel to a supply closet.
    a. **Supply Closet**: This contains a variety of 600-year-old drinks, worth a small fortune to a noted connoisseur.
D. **Ruins**: The hallway here collapsed in an earthquake centuries ago. Much of it is destroyed. However, 4 Xeno-Roaches make their home in these ruins. They will attack the PCs the moment they enter the ruined hall, hoping to eat something that isn't rock. The Roaches are afraid of heat, and will skitter away from any open flames. Astute PCs that have survived an encounter with a Bio-Terror might notice the similarity. In truth, the Bio-Terrors are a genetically engineered, miniaturized, cybernetically enhanced, and fully weaponized swarm of Xeno-Roaches.

Xeno-Roaches

Armor Class	5	No. Appearing	4
Hit Dice	1 (5 HP)	Saving Throw	14
Attack Bonus	+2	Movement	20
Damage	1d4 bite	Morale	12
Special	Rip open vac suits.		

E. **The Other Secret Door**: This leads to the tunnels the Intimates dug to get them from the barracks directly to the research caves, in order to stay out of site. Detecting this door requires either Pretech devices, or a Perception roll of 10+. It will lead the PCs into the small tunnel on map 3.

3. Bubble Caves:

This region represents the deepest the Prometheans needed to dig when they made Ringshadow. It contains a variety of scientific sensor equipment, as well as six Pretech force field generators. The force field generators may or may not work, depending on the room. Any working instruments provide some dim lighting. Otherwise, the entire region is pitch black.

The entire section is made out of cooled lava flows and bubbles. The obsidian and slate here is strikingly pure, and exceptionally beautiful. Unfortunately, the walls are particularly smooth, making climbing difficult.

A. **Faulty Bridge**: The PCs coming from the main tunnel access from map 2 will have to cross a bridge if they wish to explore anything on the other side of the lava flow tunnel. The bridge *will* collapse when the second PC crosses it. Roll an Evasion save to avoid falling to the tunnel floor, and taking 2d6 damage (save Luck to take half).

B. **The Bubble Caves**: This naturally formed complex was used by the Prometheans to store objects and study them. They also had a variety of seismic sensors set up in order to learn more about Artume's particular interplay of tidal forces.

   a. **Seismic Activity Sensors**. They are still functioning, but on low-power mode. There are sensor logs that can be retrieved if the PCs wish to spend 1d6 hours doing so.

C. **The Six Force Field Generators**: These are still active! With good reason! Inside *each* is a frighteningly large **Bio-Terror swarm.** These were put here by the Intimates, as a defense mechanism against intrusion controlled by the Watcher.

D. **Faulty Field Generator**: One field generator is on the fritz. When the PCs get close, a Bio-Terror attacks! It is possible to scavenge the field generator, but it will require 3d6 hours to do so. The field generator will take up 12 points of encumbrance.

Bio-Terror!

Armor Class	5	No. Appearing	1
Hit Dice	8 (35 HP)	Saving Throw	11
Attack Bonus	+8/+8	Movement	30
Damage	1d10/1d10 tendrils (5m range)	Morale	10

4. Worked Bubble Caves

This is the first evidence of actual Intimate activity at Ringshadow Station. This part of the facility was created before the coup, in anticipation of what was to come. Like all their work, the Intimates here rely on deception and stealth to ensure that only the Intimates can find the entrance to the Main Hall (#5). The north side of the lava tunnel has no lighting, but can be lit with some work. The south side has spooky lighting set up in a reverential array in order to evoke the mood that "this is the Flame!".

A. **Intimate Interlopers!** The PCs will be watched while they are crossing the shorter bridge (which looks very sturdy). The Intimates here have been awakened from stasis in order to carry out the scouting. Their four sleep pods here are now empty. They are a little confused, but know what they have to do. They were placed in the sleep pods in this chamber for this very reason.

Intimate Scout Team

Armor Class	4 (CFUs)	No. Appearing	4
Hit Dice	3 (15 HP)	Saving Throw	13
Attack Bonus	+4	Movement	20
Damage	Plasma Proj: 2d8, Monoblades 1d8	Morale	11

Once they've determined that the PCs are threats for two rounds, the Intimates will head towards the secret door and get out to section 5. If they are attacked, they flee directly to the Main Hall (#5) via the secret door, *or* to section 3. They will *not* reveal the location of the secret door to the Main Hall! These Intimates have cybernetic implants that allow them to commit suicide in three rounds. It is possible to defeat the implant, mainly by "inoculation" via the use of an Micropurgator stim (*SWN 57*). This will kill the nanites/poison that is designed to quickly neutralize the Intimate. Unfortunately, these Intimates are fanatics, and will not divulge any secrets.

B. **Supply Room**: Contains rations, Type-A and B power cells, and other mundane necessities.
C. **The Fake Flame of Prometheus:** This is the final part of the ruse. There are pictograms and sigils representing knowledge, Karta, and all the systems in the Lurian Trailing Cluster. However, it all looks like it's been given the once over, and everything is in shambles. It looks as though there is no data here.
D. **Fake Flame of Prometheus 2**: More of the same. There are fake logs retrieved from the *MTD Javadi* on a data disk that is placed conspicuously on a dias:

> "The ship crashed, and we are sorry to report that the majority of the contents, as well as the primary Flame core, have been lost. We have failed in our mission to Karta Sector. We do not know what disaster has befallen humankind here, but we hope that when the Deluge waters recede, we can help restore the first embers of the Flame of civilization."

E. **The "Reliquary"**: The Intimates built up a collection of useless Pretech junk, some low-end TL4 or TL5 weaponry and 4 canisters of **polymorphic nano-manufacturing tubes** (*SWN 57*).
    a. **The Secret Door**: There is a primitive glyph in the wall of the reliquary, two triangles touching each other inside a circle. This should give the PCs a clue that there might be more to this whole story. Perception 8+ and/or Security 8+ to access the secret door. Exceptional success means the silent alarm was not tripped.

5. The Main Hall of the Intimates

This is lit, but dimly, in order to preserve power. The air here is just as stale, and there are signs of recent travel (the observation party in section 4). The main hall is grandiose in a way that the Flame of Prometheus is not. There are all sorts of nooks and crannies here.

A. **The Welcoming Alcove**: Lots of empty rooms here, some with basic supplies and rations. The **secret door** to the north has a Type-A cell, a small thermal pistol, and a single Titan stim.
B. **In the "Pit":** Another grav security drone. It will attack after two rounds. Speaking the phrase: "Gure Gauza" will prevent an attack. It has +2 AC for cover against direct fire attacks. If the guardian is overwhelmed it will try to escape via the secret passage in the Pit.

   At the bottom of the pit is a data terminal. This terminal can be used to access the emergency settings and begin the rapid de-thaw process for all Intimates.

Grav Security Drone

Armor Class	5	No. Appearing	2
Hit Dice	3 (18 HP)	Saving Throw	15
Attack Bonus	+4	Movement	30m
Damage	2d8* Shear Rifle	Morale	12

C. **Monitor Center**: This room has multiple holoprojectors and screens on the walls, and if the power is on, it can be used to monitor the **entire** Ringshadow Station!
D. **Drone Bay**: The Intimate Scout Team will be here, resupplying and considering their next course of action. They did not anticipate anyone getting this far without the others being revived. Something must have happened. They have command of **three** more security drones.
E. **Guardian Security**: These two guardian bots in the western-most alcove will not move until living humans arrive and are slow with the pass-phrase: "Gure Gauza".
F.

Two Guardian Bots

Armor Class	3	No. Appearing	2
Hit Dice	36HP	Saving Throw	12
Attack Bonus	+7	Movement	30
Damage	Cutter Rifle: 1d12*, Monoblade 1d8+1	Morale	12

6. Stasis Chambers

This region is poorly lit, and carved out of the slate and obsidian. It is spooky. The smaller crypts contain ossuaries of dead Intimates. Each have the Intimate symbol carved into them. A small ossuary with the remains of Madav Hutton, the leader of the Intimates, inside it also contains a security override key that will allow whoever uses it to have complete control over Ringshadow Station, and its Lava Hall trap. The station's power system is malfunctioning, so complete control is no longer possible.

By the time the PCs get here, the Watcher should be right behind them.

A. **Main Stasis Chamber**: This is where the commanders of the Intimates (such as they are) are in cold sleep. TWO Guardian Bots stand in silent vigil over them. They are keyed to attack anyone who is ***not an Intimate of Ringshadow Station***. They will attack immediately.

Two Guardian Bots

Armor Class	3	No. Appearing	2
Hit Dice	36HP	Saving Throw	12
Attack Bonus	+7	Movement	30
Damage	Cutter Rifle: 1d12*, Monoblade 1d8+1	Morale	12

B. **Stasis Controls**: here each stasis pod can be revived individually, or *en masse*. There are two ways of reviving the Intimates. The first is to do a "slow thaw", which will take about a day, and gently awaken the slumbering cultists. The other way is to initiate an "emergency thaw" which will crash the system and revive the Intimates in 30 + 1d6x10 minutes. Rooms off of this chamber contain basic supplies. A Pretech roll here will grant access to the pods.

C. **Medical Supplies**: The motherlode of medical supplies is located in this chamber.
   a. **HoloLibrary**: A TL5 holographic display for Tech/Medtech skill training, up to level 3.
   b. Bioscanners, Instapanels, Medkits (Pretech), Lazarus Patches (*SWN 42*)
   c. **System Reset Inductor** (*SWN 57*): 3 doses.
   d. **Redivivus Sheaths**: 6 packs (*SWN 57*)
   e. **Stims**: Integrity 12, and 2d10 others, to GM's taste.

7. Power and Life Support

Dark and gloomily lit, this is the main control section for power and life support in the Intimates' facility. All the hallways are lined with pipes and conduits. It is possible to hack the facility's computer system here, but it's also possible to really hurt yourself while doing so.

By the time the PCs get here, the Watcher should be *right* behind them.

A. **Lounge**: a few bits of junk, and some food. This place is surprisingly mundane.
B. **Engineering Controls**: This room is lined with displays, controls, and everything needed to run a scary facility such as this one. There are lots of rooms here filled with various life support machinery, monitors, and systems. There are backups in the smaller rooms as well. This place was built to last.
    a. **It is impossible for the PCs to completely power up the station**. There has been too much damage from seismic tremors to bring the power back online. However, on a successful Computer skill check (10+), enterprising PCs will be able to gain access to data logs about the Flame of Prometheus, the Order of Prometheus, as well as sensor and security information from all over Ringshadow Station.
C. **Geothermal Energy Storage**: This is where the station gets it power from. Massive batteries that occasionally automatically suck up more geothermal energy from the lava flows below the station. It is all advanced, TL5 stuff, but the principles are pretty similar to a Type-B cell, or a capacitor.
D. **Workshop**: There are at least two tons of spare parts for whatever mischief the PCs would like to get up to with their own workshop back on their own vessel.
    i. There is enough here for 1d10x10000Cr for parts for a ship upgrade.
E. **The Engineering Equipment Room**: This room, behind a secret door, is home to some swanky more advanced maintenance gear. The GM is invited to fill this room with wondrous and useful technical devices and toys.

8. Lava Hall and The Ashes of the Fire

This is the heart of it all. Here, the Prometheans' Emergency Flame Units sit, waiting to be picked up. Of course, not everything is what it seems. By now, the players should hopefully understand that the Intimates valued deception and illusion. Their principle means of preventing anyone from discovering their true nature and their horrible crimes was to set up elaborate myths, lies, and facades.

The Trap: The Lava Hall is still designed to kill anyone who is not an Intimate. They clearly have trust issues. Unless the Trap is disarmed via the Control Room (F), the moment a PC (or any *living* being) crosses the force field in section A, they will set off the trap. Throwing a rock through the containment field will **NOT** trigger the trap. The culprit has to be a living entity.

The Trap: a lava dam opens, and will not-too-slowly flood the entire Lava Hall. The doors to sections 5 and 7 will close, and will be sealed behind blast doors and unopenable. Only the Emergency Exit behind the secret door in section C is available!

A. **Artifact Containment Force Field**: What's behind here? A giant "Pretech" orb that glows and hovers. It is utterly fake, but only a Computer roll will determine this.
   a. **The Force Field**: the orb is supposedly the "Heart of the Flame". But it is behind a force field, which is actually just a magnetic pressure field, designed to trigger the trap.
B. **Empty Flame Reliquary 1**: Not enough survived the *MTD Javadi* crash to fill up everything here.
C. **The Secret Airlock**: The secret doors are difficult to detect: Computer (Sensors) or Perception, or having some knowledge of the Intimates might help. There are little glyphs.
D. **The Reliquary 2**: This area does have all the treasure that isn't really exotic:
   a. **Shear Pistols (3):** Enc. 1, (2d8*Range 30/100, Ammo 10) **+3 to hit** (energy weapon bonus included)
   b. **Stealthed Thermal Pistol (2):** two settings: normal compad, or bracelet, 5 shots.
   c. **Stims**: 3 dozen stims of various types.
   d. **Grav PDW (3)**: 2d6+2* Enc 1, **+2 to hit**, Ammo: 15 Range: 30/100
   e. **Gyrojet Sniper Rifle (1)**: 3d8, 1000/2000, Ammo: 3, **+1 to hit**, low recoil (Enc 2) (24 rounds)
   f. **Armor**: 6 Combat Field Uniforms with integral Vacc Skins, AC3, Enc 1 (Each worth about 3000Cr)
   g. **Technical Devices**: Pretech toolkits, and high tech versions of TL4 stuff (15000Cr worth)
   h. **The Flame, Extinguished**: **The Flame of Prometheus was lost during the *MTD Javadi* crash**. Plain and simple. However, the Prometheans had completed a major project: the Emergency Flame Units. These small 10cm cubes were designed to be extremely rugged, uniquely adaptable, and very useful. There are 16 of them in a crate with the Promethean Fire Sigil on it. They are inconspicuously stored with all the other utility items.
   They contain all the basics of TL4 society:
      i. TL4 Spike Drive and spacecraft technology to Spike-3
      ii. TL4 industrial processes
      iii. TL4 Medicine
      iv. TL4 Electronics and Computing
      v. TL4 Military technology, including Quantum ECM technology.
      vi. A *rudimentary and incomplete* history of humanity and of Karta Sector, up to June, 2664.

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vii. A set of the most up-to-date nav charts from 2664, as well as an incomplete databank entry for each system mentioned on the nav charts.

viii. Firebringer Paredes' message.

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E. **The Lava Bed**: This whole area is now caked over with cooled lava. However, it is still quite warm. If the trap is sprung, the hidden dam will release more lava, and the whole bed will churn and swell with hot lava.

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a. The lava will begin rising, and first pour down the stairs towards **section D. This will take 1 minute!** It will burn through the open windows of **section A** in **3 minutes.** In **eight minutes**, it will have spread about as far as it can go before beginning to cool, blocking off the main corridor between B and F (and map 5). There will effectively be no escape at that point. Whoever is here is trapped until they run out of food or oxygen.

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F. **Control Room**: This room is the only place that can deactivate the trap if you are not Hutton and his immediate acolytes. There are biometric voice recognition devices, and all sorts of lovely trips and traps. This feat will require a **Wisdom/Security** 10+ roll, but can be aided by **Computer**. It will also go a lot easier if the PCs have been hacking most of the computer terminals that they've encountered in the Main Hall (#5) and the Power and Life Support (#7) maps. That will give a +1 bonus. Speaking the pass phrase "**Gure Gauza**" will provide another +1 bonus.

G. **Reliquary III—Weird Stuff**: This reliquary contains the strange stuff that the Firebringers had encountered, but was not of human origin. It had come into the Promethean's possession through a variety of honest and not-so-honest means. The Intimates have no idea what any of this stuff is, but they keep it nonetheless. There are four lots in four boxes.

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a. **A Necklace/headpiece from a Chained Lord of Maera.** Touching it, or putting it on, will result in at least three subsequent nightmares about being trapped in a massive prison moon, being chased down by monsters.

b. **A sample of Alien Script A** from Camros on a black 60cm rod. The lettering is golden and shimmery at all times.

c. **A Nort'a Shamanic Mask**. This two-foot-long stylized spider mask was used in rituals by the Nort'a and clandestinely collected by Terran researchers. It is actually a piece of psi-tech, but little-understood by the Prometheans, and unusable by humans in any regard.

d. **Biotech Enhancement Devices (4)**: Four small stones (**Blue**, **Red**, **Violet**, **Orange**). These are pretech devices that when activated will painfully burrow into a person's skin and within minutes insinuate itself into the subject's nervous system, increasing all sorts of biological functions. The stones grant a +1 ability modifier to **one** attribute, and the corresponding bonus effect described below. There is a price, however: the subject suffers from +1 System Strain per activation (a free action), the duration of which lasts for 5 minutes. As well, while the subject is using any attribute-related skill or combat ability, the enhanced nerves/muscles will glow on the subject's skin. This might be problematic at inopportune times.

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i. **Strength (Blue):** The PC gains the ability to make 3m high (or 10m long) jumps, as well as *sprint* at 60m/round (Physical saves will be required if sprinting is done for more than a few rounds at a time). The character also gains 2 points of Stored and 2 points of Readied Encumbrance for the duration.

ii. **Dexterity (Red):** The PC can climb, balance and perform acrobatics and parkour with stunning ease. Athletics skill checks involving acrobatics and timing are rolled with 1d6+8 while the device is active, and can be re-rolled (and take the higher roll).

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iii. **Intelligence (Violet):** The PC gains a perfect eidetic memory with total recall. Anything learned during enhancer's 5-minute duration can be perfectly recalled later when the device is re-activated. The information can be retrieved when the device is not active, though not at the same level of detail. Memories gained prior to the enhancer's installation are a little more difficult to access (Mental Effect save).

iv. **Constitution (Orange):** in addition to the temporary HP bonus, the PC gains the ability to weather hard vacuum for the duration, as well as automatically pass one Virulence Physical save to avoid/recover from poison or disease.

Lurian Trailing Cluster – Book 2

Upon Touching an Emergency Flame Unit:

[A holoprojection of a middle-aged woman with olive skin and black hair appears seated before you. She is wearing the blue and gold robes of the Prometheans. Her face is kindly, with a gentle smile and wrinkles. She has glasses on the tip of her nose.]

"Greetings sentient beings. I am Firebringer Paredes of the Flame of Prometheus of Prime Station. You have activated an emergency Flame unit we Prometheans developed in the event that something terrible happened, and much knowledge was lost on your world. If this is the case, let me offer you my condolences."

[The effect of listening to Paredes' voice is strange. At first, she's coming at you in every language you've ever heard, and some that you clearly do not understand, but by the time she finishes her introduction, you're all hearing her in your most fluent language. It's the audio equivalent of seeing a 3D movie without the glasses, only to have the image resolve for you anyways.]

"If you do not understand what I am talking about, do not be afraid. I am not a god, or a ghost, or any sort of spirit. I was once a person, but now I am a message, from the past, and I am here to bring you knowledge to improve your lives, lessen your suffering, show you where you came from, and how you got to your world.

"Within this Flame you will find all the knowledge you will need to rebuild your society to the point where it can rejoin interstellar civilization. We have included as much technical information as we could in such a limited device, as well as practical knowledge about the history of human civilization, and a variety of virtual cultural exchanges in order to familiarize yourselves with the rest of humanity. We have also included a location of our central Flame in this sector, which will contain countless artefacts and even more information to help you.

Now, I must apologize for the great burden I am about to place on you. If you have found this artefact, it is *your* responsibility to disseminate the knowledge you have found to *everyone*. The Flame in your hands was created to preserve, and if need be to save, human civilization. And it was constructed in the spirit of cooperation and understanding that transcends all of the artificial boundaries we put between one another. Disseminate the contents of this Flame to your world and beyond: *use this knowledge to help humanity reclaim the stars.*

The Emergency Flames themselves:

The Flame of Prometheus was destroyed when the *MTD Javadi* crashed into Solozanos. Whatever remained was secreted away by the surviving Intimates to their hidden base. Fortunately for the PCs and for Karta Sector, the Prometheans had developed "Emergency Flames" designed to help a planetary society recover independently from a large scale catastrophe. These Emergency Flames did survive. The Emergency Flames are ingenious devices that use the latest in holo-imagery and meta-linguistic psi-tech to provide guidance in the form of virtual Prometheans in nearly any language possible. They are highly durable cubes not ten centimeters to a side, and contain all the knowledge required to bring a society to tech level-4 within a few generations. Twelve such devices survived the crash, and were unwittingly taken to the Intimates' base in a non-descript crate.

What's in an Emergency Flame?
- 600-year-old sector map, with 600 year old course rudders for Spike Drives. Not every system is accounted for.
- An overview of known systems and worlds in Karta Sector, complete with highlights.
- Plans for spike-3 drives, given efficient TL4 construction techniques.
- TL4 industrial specs and plans.
- TL4 bio-knowledge, medical knowledge, etc.
- Enough knowledge to get the basics of TL4 society going pretty quickly, given a solid TL3 base. Everything is here, from weaponry to quantum ECM and organ cloning. Most of the information is technical and focused on infrastructure, but there is much in the way of art, music and other "civilizing" aspects of human knowledge and experience.

Order of Prometheus Star Chart, with Drill Nav Routes (December 2664).

This Star Chart is contained in the Emergency Flame Units found in Ringshadow Station. Note that the names of the systems may have changed to reflect 600 years of linguistic drift. The Drill Navigation Routes are all very old. Using them to plot a Drill incurs a -2 penalty to the Navigation skill check. Note that even the Prometheans had not fully explored all of Karta Sector. That task is left to the players and GMs.

Red Ring indicates the Jump Gate (now lost) at Basajaun.

Purple Ring indicates a Drill route to another sector at Maera.

Yellow Suns are flagged for Promethean investigation

Red Suns are flagged as restricted by the Terran State
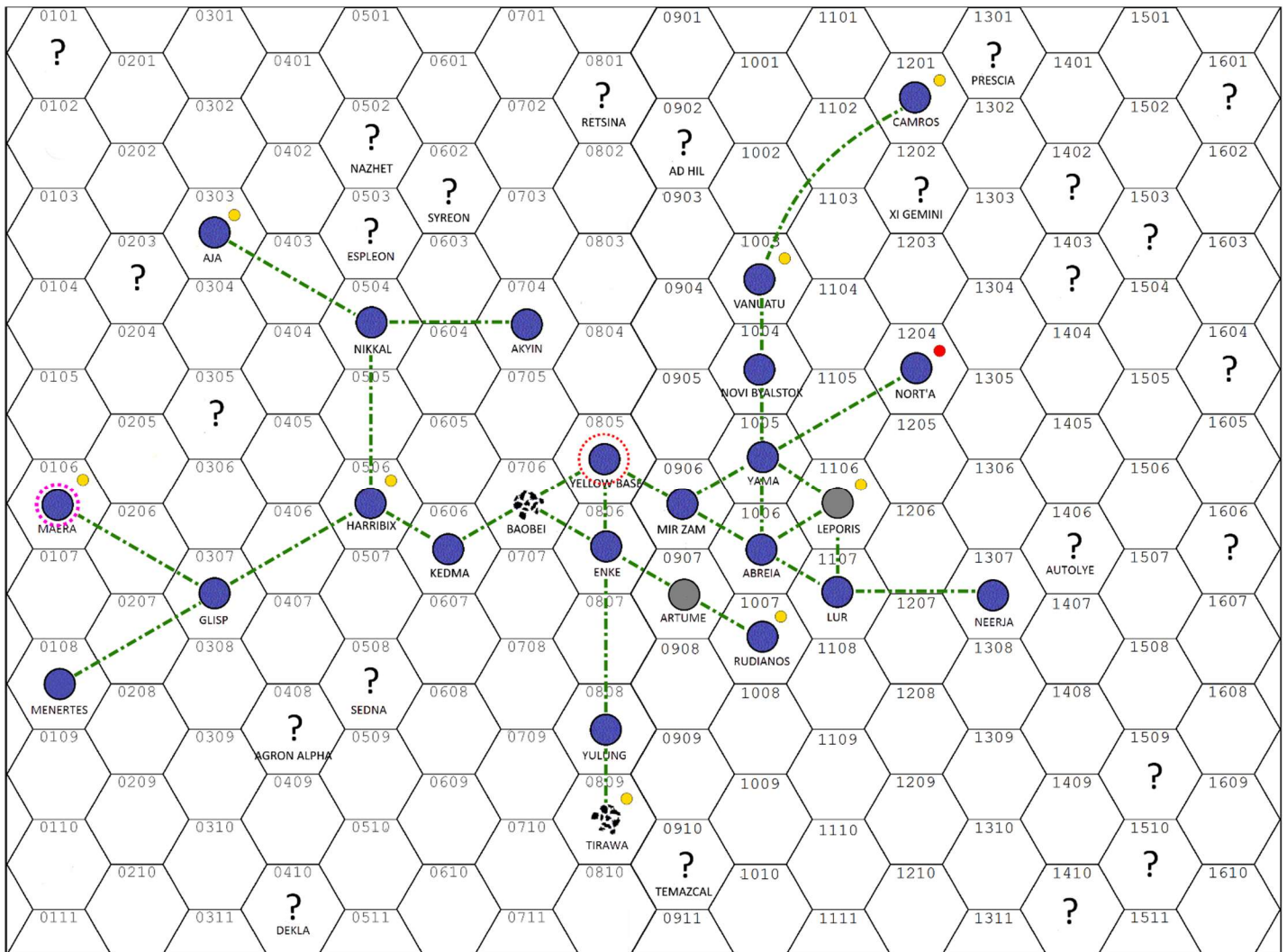
Appendix: Logs and Other In-Character Clues

Holo-log files found in the Prime Station Order of Prometheus Flame Computer

January 13, 2664

Promethean Kristof Singh, Personal Log.

Holo-playback:

[Singh is a portly monk in his mid-50s, with receding black hair, blue eyes, and a slightly misshapen nose. He has no chin to speak of. The robes he wears are the dark blue and gold of the Prometheans.He smiles tightly at the recorder, and then begins speaking.]

"Finally. We have negotiated a long-term contract with the Merchant Guild here on Prime Station. They have agreed to house the Flame of Prometheus for the next hundred years, with the option to renew for another hundred years. Abbess Paredes is quite pleased, and I can't say I blame her. The terms were quite generous, though the goals of the Guild quite neatly match our own, so I can't say that I am surprised, either.

In other news, my subordinates on Abreia and Enke have finally sent their quarterly report back via independent courier. The establishment of smaller Flames of Prometheus in those two systems goes well. The Abreians have had no complaints. The Enkens are naturally quite eager to learn as much as they can about aquaculture, now that their floating colony cities are operational.

The Lurians remain remarkably stubborn in accepting an Flame. Then again, their colony is considerably older than most in this cluster, and they made a point of fleeing before the Terran State's social engineering structures could be implemented on their world."

February 21, 2664

Promethean Kristof Singh, Personal Log

Holo-playback:

"I am pleased to report that the compiling of technical data for safeguarding and anti-decivilization protocols has been put in place. Our Flame is now lit for all eternity.

The signing ceremony cementing the contract between the Guild and us was a beautiful affair. I must find out who catered the event. I had thought it impossible to locate Tromarian Greenfish caviar in this sector, but there it was, calling to me."

May 9, 2664

Promethean Kristof Singh, Personal Log

Holo-playback:

"The Merchant Guild is mourning the loss of Consul Picurna to sudden illness. The Flame is joined in mourning. It is a difficult time.

However, everyone was surprised to learn today that Mahdav Hutton, a recent arrival and relative unknown in the Merchant Guild, has become the new Consul. A few eyebrows were raised, but then shoulders were shrugged, and things got back to relative normalcy."

October 12, 2664

Promethean Kristof Singh, Personal Log

Holo-playback:

"The Guild has formally accused the Prometheans of not adhering to the terms and conditions of our contract with them! We are all very surprised, and the Abbess is quite distraught. I have reassured her that the accusation must be a misunderstanding, or perhaps even a frivolity. She looked grim. I have been working with Firebringer Paredes for two decades, and I've never seen her like this.

I have volunteered to lead a full investigation into Promethean activities in Karta Sector, and this cluster specifically. I am sure we will uncover the truth to these allegations and set things right with our hosts the Guild."

December 25, 2664

Promethean Kristof Singh, Personal Log

Holo-playback:

"Flamekeeper Paredes has been taken into custody. Armed security from the Guild has been present on Prime Station--a clear breach of protocol. I have filed a protest, and it has made it across the jump gate back to the Core."

December 26, 2664

Promethean Kristof Singh, Personal Log

Holo-playback:

"The Guild has betrayed us! They're hunting us down and slaughtering us in the halls! The Great Hall has been painted red. The Heart of the Flame. Red. They betrayed us!---No...no.... [ZAP!]"

[Promethean Singh falls to the floor, a laser hole burned through his head and chest. Two figures approach the holo-recorder, muttering in an unknown language. They are dressed in combat armor, and their weapons are advanced. They poke around the body, and realize that a holorecorder has caught them in the act. They shoot the recorder, which goes blank.]

March 15, 2665

[A younger man with pale skin, dark eyes, and a scar down the left side of his face, from temple to neck, appears in the hologram. He is wearing dark blue and gold robes, and has a worried look about him.]

"Something terrible has happened. We've lost contact with the Core worlds, and even with Basajaun. The Jump Gate has failed. We are moving the Flame to a more secure location on Artume, aboard the *MTD Javadi*."

Abbess Master Paredes Personal Log

October 12, 2664

The Merchant Guild has betrayed us. I have been summoned before the Guild Consul in an hour. They accuse us again of breaking the contract. We have done no such thing. But this new Consul… is different. A darker power is at work here…We are vulnerable, but we do not dare part with our Flame. I do not know what will come of all this, but I fear we have been taken by surprise. There is little time.

December 24, 2664.

It was all a ruse, and we fell for it. I am not sure who to trust anymore. I had sent Brother Singh away, hoping that he would be able to get to the bottom of all this, but now I fear that I had denied myself my last remaining trustworthy lieutenant. They were insidious, and they assumed control.

By the looks in their eyes, I can tell that my Firebringers are terrified. Whoever has carried out this corruption has succeeded. What their aims are, I cannot ascertain. But I can only guess at what comes next for me and the Promethean Flame.

MTD *Javadi* Logs:

[The man at the holo-recorder is older, roughly 50 or so. He has three tattoos of unrecognizable origin on his face, silver hair, and is wearing the blue robes of the Merchant Guild. His eyes betray fiery energy, and his beard is trimmed neatly.]

December 27 2664: The purge is successful. Prime Station is now under our full control. The Promethean's Great Flame is ours! We will begin its dismemberment for transport. We took them by surprise. The Head Firebringer has been less than cooperative. I have tasked *Sorgin* Pietros to get her *kantu.*

February 17 2665: The *MTD Javadi* is suitable for our needs, and we have obtained it as Guild agents. The ship is slow, with only Spike-1, and Cloway, our *sorgin* navigator insists that we take no risks, given the nature of our cargo and mission. In other news, I have been forced to reprimand three of our *erakund. Lagantz* James will have the services of Sister Zhitan. Her flouting of our rules regarding *kanpotar* and *sorginkeria* was the final straw. She will remain on Prime Station in hibernation.

Our departure is in four days.

March 14 2665: We have arrived at Artume, after a particularly grueling journey aboard a vessel that should have been condemned a century ago. Still, all is not lost, as we are entering orbit around the moon. We have contacted the *erakund* on Nestor and Ringshadow. Their *buru* has told me that they are ready to receive shipment for transf—

"HUTTON!" [A voice off-camera screams, and the man recording the log, his face reacting as if he has heard his name, whips around.]

"Cloway, what are you doing here? Shouldn't you be oversee—"

[A loud noise interrupts Hutton, who begins yelling in an unknown language. He shrieks suddenly, as the holo-recorder films his head melting into his shoulders. Another loud bang. Someone is cackling in the room amidst shrieks and wails. Across the room a man is lifted by an invisible force and smashed repeatedly into a bulkhead until his skull cracks open. There is more cackling, and screaming in the unknown language.

Then a man approaches the holo-recorder. He is in his twenties, with black hair and a sallow face, smeared and splattered with blood, brains and gore. His eyes betray the fact that he is a psychic: they are glowing red, and he looks quite unhinged]

"*Gure Gauza, Gure Gauza,* this thing is our thing! Two triangles in the circle! We will be ready for them! They're coming! They've shown me the way! They're burrowing through the holes! I know what to do!"

[He laughs, licking blood from his fingers. He smiles.]

"This is *Sorgin* Cloway, coming to you live from orbit over Artume! The *Gure Gauza* are waiting for us on the surface! We're going to take it all there! And then we wait! Except that we won't have to! They're coming! Sooner, later, time is meaningless to them! We've only delayed the inevitable, Rumar Varga, whoever you are! You won't win! Not against what is coming. They've shown me."

[His face becomes serious, his mad eyes still glowing.]

"I'm going to do the 'right thing'!"

[He turns and pushes his hands forward, upwards. The cabin ceiling bends, and then rips open like a tin can. His cackling echoes for a moment before all the air, bodies and Cloway himself are sucked out into the vacuum of space. The recording continues, soundlessly. After a few minutes, the ship begins a slow dive towards the airless moon's surface. Slowing down the playback makes it possible to see what the *MTD Javadi* is heading towards: a massive habitation dome on the planet's surface. The playback lasts for another thirty seconds, and then goes blank once the ship hits the dome…]

GM Translation Guide for Gure Gauza/Intimate Terms:

Sorgin: A psychic.

Kantu: Confession, intelligence debriefing.

Erakund: a Gure Gauza or Intimate cell. Usually referring to a specific operation or group.

Lagantz: Lieutenant in the Gure Gauza.

Kanpotar: The rules and traditions regarding extreme secrecy in the Gure Gauza. Outsiders are rarely, if ever, permitted into any Erakund, except as low-level pawns.

Sorginkeria: The rules and traditions surrounding Gure Gauza and Intimate psychics. The Sorginkeria is particularly strict, as psychics in the Gure Gauza are considered especially valuable resources to the organization.

Buru: The local Gure Gauza chieftain, usually a ruler of an entire system's worth of organized crime operations. The Buru has a number of Lagantz's overseeing operations.

Lurian Trailing Cluster – Book 2

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