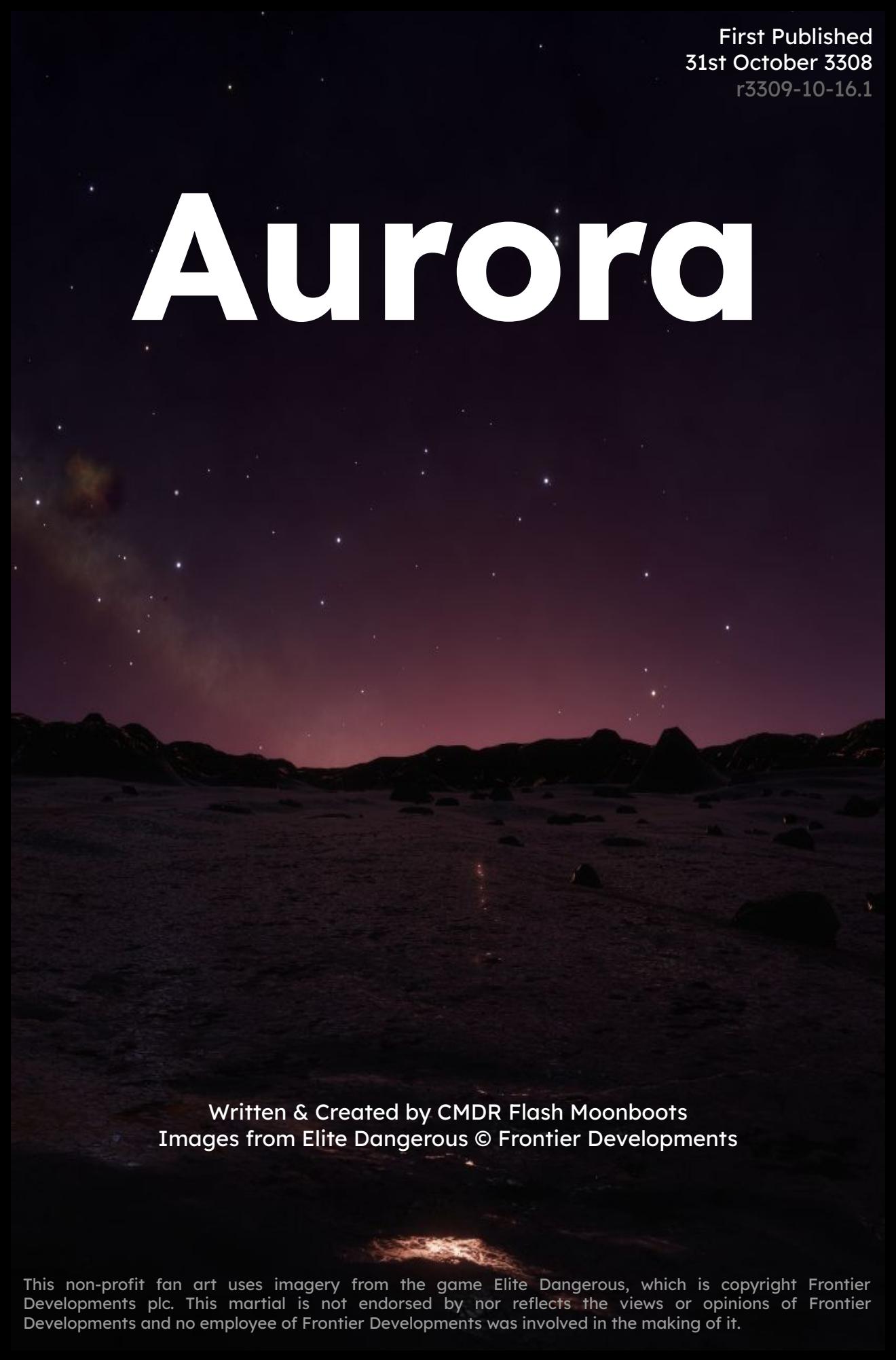


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# Aurora



Written & Created by CMDR Flash Moonboots  
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Ardent Industry's ICARUS Communications Facility  
Perseus Arm  
3308



She looked even less pleased to see me than usual.



I assumed she had already heard from Gregory in Spectrographics about yesterday's fiasco in the loading bay.

He hadn't been happy about the damage to the new equipment caused by the SRV lithobraking breaking into the containers as they were being unloaded and had promised to write me up for it this time.

I didn't think they'd fire me, but expected to get assigned biowaste detail.

Instead she started briefing me about an expedition team sent to the outer rim...



The team were acting on a tip off from the Deep Space Network about a dig site where non-human artifacts had supposedly been recovered from.

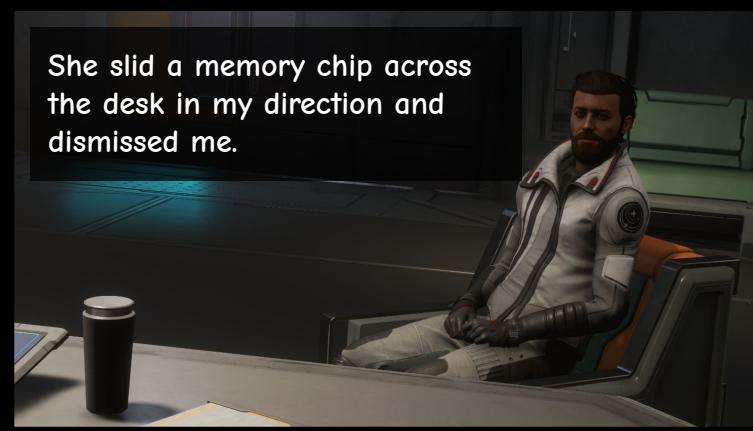
The last message the company had received from the expedition had been 3 months ago. They'd been gone nearly a year and should have been back by now.

It dawned on me why she was explaining this.



The files on the chip were heavily redacted and not much use.

All I really had to go on was the ships manifest and the origin of the crew's last transmission.



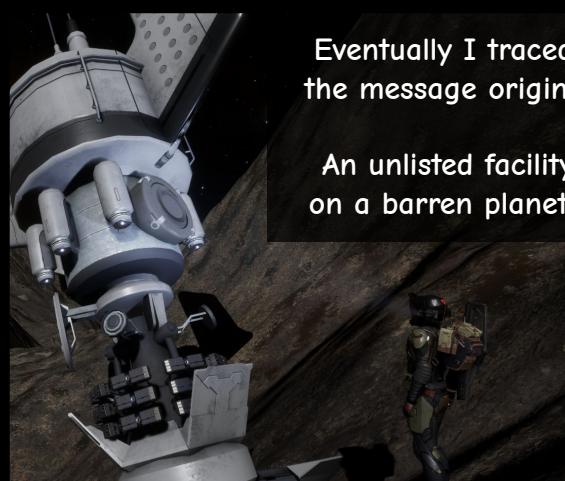
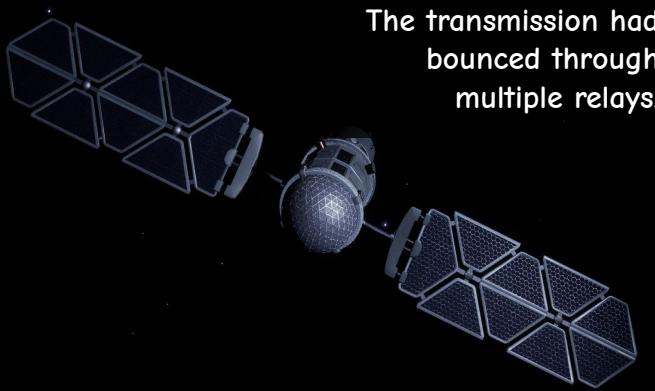
She slid a memory chip across the desk in my direction and dismissed me.



I was packed and ready to go an hour later.



It took 6 weeks to arrive at the location the last mission report had been sent from.



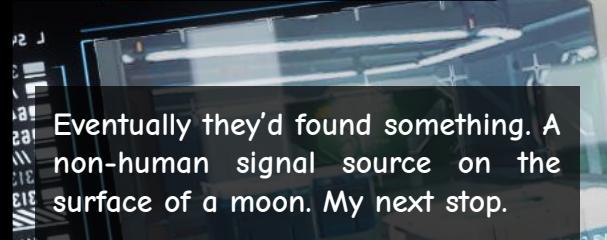
When I found the base it was on emergency power.



The facility was well stocked, but there was nobody home.



Journal entries on the base computer revealed the team had spent weeks running Full Spectrum Scans of nearby systems looking for signs of anything unusual.



Eventually they'd found something. A non-human signal source on the surface of a moon. My next stop.



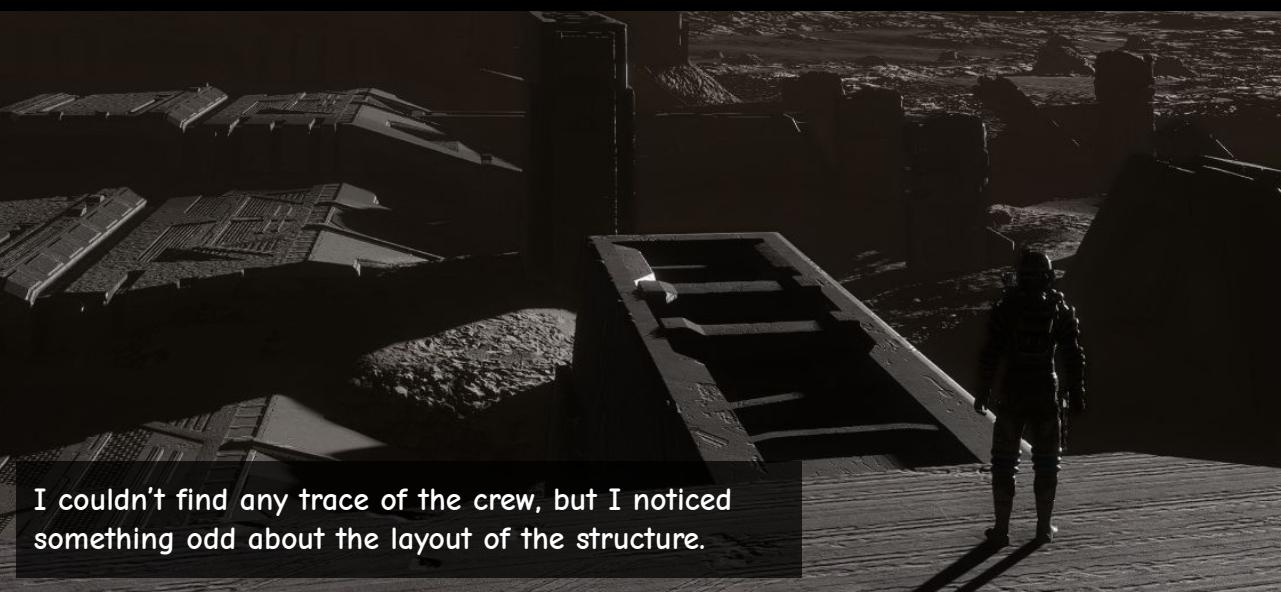


It didn't take long to reach the site.

I don't know what I'd expected to find on the surface but I'd never seen anything like it.

What was this place?

Who had built it?



I couldn't find any trace of the crew, but I noticed something odd about the layout of the structure.

It all seemed to point to something.



A nearby Wolf-Rayet star. I wonder if that's where the team went.

Returning to the ship, I departed the moon, boosting to clear the mass lock zone of the gravity well.



I plotted a course to the Wolf-Rayet star and charged the Frame Shift Drive. I looked back down at the structure as the drive powered up.

*<< FRAME SHIFT DRIVE CHARGING... >>*

*<< THREE... >>*

*<< TWO... >>*

*<< ONE... >>*



**<< BANG >>**

**<< TEMPERATURE CRITICAL >>**

**<< THRUSTERS OFFLINE >>**

**<< PROXIMITY ALERT >>**

**<< HULL INTEGRITY COMPROMISED >>**

The last thing I remember is the ship losing power to thrusters, the smell of burning plastic and the COVAS system narrating the failure of the ship's modules.

The drive must have malfunctioned.

I don't remember the impact.



I remember why I'm here.



I remember the star.

In the distance I can make out what looks like an impact crater and what I guess are parts of a ship embedded in the surface.



There's a damaged escape pod amongst the wreckage.



I recognize the face I can see through the window of the pod.



It's....

...me.

A Halloween story for Elite Dangerous Commanders.

Written & Created by CMDR Flash Moonboots, creator of  
[ICARUS Terminal](#) and [Ardent Industry](#) for Elite Dangerous

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