

THE AUCTION

A twisting of fate! The Obsidian Crystal, a relic from an ancient group of orthodox sorcerers, has resurfaced after the death of a collector. The Crystal is set for auction at Ordu Station, drawing the attention of a variety of interested parties.

You've been hired to serve as the Underground Academy's representatives at the auction, with a reward of 10k credits if you can ensure the Crystal does not end up in the hands of the Oppressor. The UA does not have the credits to outbid the other interested parties, but will double the reward if you can retrieve the Crystal for them.

The Crystal's Secret: Contained within is the spirit of the sorcerer Jolis Archerre, who whispers ancient arcane secrets to those that can listen.

Running the Adventure: Players can approach the objective as a traditional heist, by allying with one of the various factions or NPCs, or in any other manner they see fit. Each faction wants the Crystal for their own reasons and will act in their own self interest. *Without the intervention of the PCs, the Oppressor will end up with the Crystal*, either through a high bid or violent means. Assuming no interruptions, the factions will be present in their noted locations when the PCs arrive, but will gather in the Auction Hall by the end of the event, when the Crystal is up for auction.

THE FACTIONS

The Oppressor: The supreme governing power in the galaxy.

- ▶ **Representative:** Caldanis Sceral, a regional governor. Accompanied by six elite troopers.
- ▶ **Goal:** The Exalted Overlord desires the Crystal. Governor Sceral expects to win the Crystal for them at auction, but will resort to violence to obtain it if necessary.

The Inorganic Alliance: An organization that advocates for the rights of androids and other inorganic beings.

- ▶ **Representative:** B3 and 3B, identical hive mind androids. Accompanied by four assassin androids.
- ▶ **Goal:** They believe sorcery to be illogical and a threat to all inorganics, so the Crystal must be destroyed.

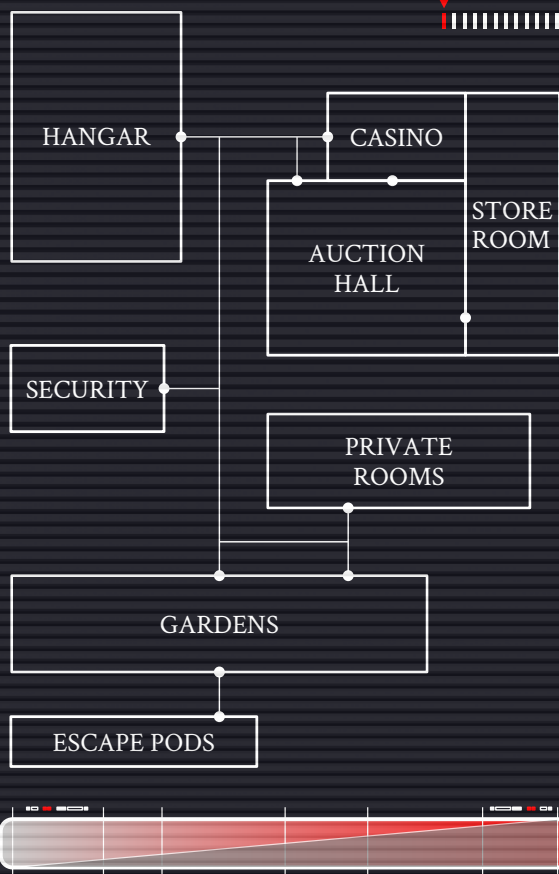
Children of the Twin Moons: A fanatical cult that believes it is their divine right to rule the galaxy.

- ▶ **Representative:** Xan'til, a high priest in billowing robes. Accompanied by an entourage of acolytes and servants.
- ▶ **Goal:** They believe obtaining the Crystal is a step along the path to galactic domination.

Fallen Sun: A criminal syndicate that uses a series of successful legitimate businesses as fronts for their heavy involvement in the black market.

- ▶ **Representative:** Janus, a near perfect human replica android. Accompanied by three highly trained guards.
- ▶ **Goal:** Give the Crystal as a personal gift to the Exalted Overlord in an attempt to gain favor.

ORDU STATION



Ordu Station lies at the edge of the core worlds, where the wealthy elite can escape the monotony of their busy lives and enjoy a stunning view of the nearby nebula. While there are many fine experiences throughout, the auction will be conducted on the top floor of the station.

Hangar: An assortment of neatly aligned starships that run the gamut from sleek and expensive to the highly customized work of pirates and smugglers. Guards at the door into the station check IDs.

Auction Hall: Glass cases containing priceless artifacts line the walls. A crowd gathers around a central elevated platform where items are being auctioned off.

- **NPCs:** Caldanis Sceral, Vyr Laa (merchant).

Store Room: Primary storage for the most valuable items up for auction. The doors are guarded by two security androids and security cameras monitor the interior.

Bar & Casino: A lively, crowded room filled with debauchery, alcohol, and the copious display of wealth.

- **NPCs:** B3 & 3B, Cassell Khan (gambler), Helenex Wealof (wealthy noble).

Gardens: Lush greenery from around the galaxy artfully arranged around water features and seating areas. A glass domed ceiling reveals a stunning view of the nearby nebula.

- ▶ **NPCs:** Janus, Igat Togo (bounty hunter).

Private Rooms: Meeting chambers and luxury rooms for extended stay.

- **NPCs:** Xan'til.

Security: The main monitoring hub. An array of screens show security feeds from around the station. Stored within are a dozen security androids.

Escape Pods: A series of small emergency escape craft. There are not enough for all guests.

Additional Complications:

- ▶ Sceral has a platoon of troopers on standby orbiting the station.
- ▶ The IA have “liberated” the station’s security androids.