



FAITH

THE SCI-FI RPG

BY BURNING GAMES

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FAITH: BEGINNER'S CAMPAIGN

Thank you for your interest in **FAITH: THE SCI-FI RPG**. This .pdf tells the story of the first campaign we will offer for free set in our Universe and played with the FAITH game system. Using this file a GM can easily drive his players through an intense story, even if he is not very well versed in RPGs in general or with the FAITH system in particular.

The campaign is set around scenes in which the players will interact with their environment, make decisions, and sometimes fight for their lives. The characters of the players for this campaign have been pregenerated so you can start playing straight after reading the rules. They are a group of misfits that were travelling through the Labynth and by chance received a distress call from a Corvo Freighter. When they follow it they discover that it was attacked by a species that was thought to be a myth of deep space: The ravager.

The ravager live in large colonies that have a single female mother that gives birth to different mutant males using the genes of the species they consume to improve their species and make new specialized specimens. The ravager are developed technologically, not just mindless monsters. They attacked the freighter to obtain new genes and materials.

During the game the characters will move from one room to another in a huge space freighter where the power is no longer running and face many struggles. There are many different possible endings for this story depending on the players choice. We hope you have fun discovering the hidden secrets of the Cluster One Freighter.

While navigating this file you will find text in three formats:

"This is a narration that you can either read out loud to the players or paraphrase, it gives a sense of the scene to the players"

"This is information text, for your the GM's eyes only. It will tell you the truth behind what is there and what happens to the players and what they discover."

"These are notes that we think you should keep in mind related to the different aspects of the scene".

Additionally, when the text of a scene tells you to go to another scene, you may click on the name and the link will bring you there immediately. That way you don't have to look for the scene up and down. Per example: **CLICK HERE** to go to the next page.

INTRODUCTION

You are a crew of misfits, and for one reason or another you had to get away from your native world and somehow ended up together in this old spaceship. One thing you have in common: Curiosity. You have the rare chance to live adventures in Worlds never discovered before, see things that no one thought existed and meet creatures that you might never understand.

You all have your backstories, your fears and your regrets but now you have the opportunity of creating yourself anew, do not let the opportunity pass.

Note 1: When you confront the actions of the players first ask yourself what it is that confrontation going to add to the story. Save your cards and only confront players when it can cause interesting situations and to add drama. Let minor things succeed automatically, focus the story and have your players on their toes.

Note 2: Never side with the player in a confrontation and do not force NPC to fail actions playing low cards from your hand for them. Otherwise you create a deus ex machina effect that kills the thrill of the game. If you fear a character might die before his time you can have the NPCs focus their efforts in other players and maybe play a normal card from your hand as the last card of the NPC to avoid the possibility of the NPC drawing a court card and performing a critical success.

Note 3: Force the players to put the beliefs of their characters to the test. See if they can handle it, reward those that do and punish the ones that fail.

Let the players talk by turns and tell each other their stories, remind them that they can keep any details of their stories from the others if they wish. Once the story of how they met is settled you can move on with this story.



SCENE: THE BEACON

The story begins in yet another day in the Labyrinth, the greatest wormhole of them all, with corridors the size of solar systems and thousands of exits to undiscovered Worlds. For the first time you want to take the risk of going outside the known zones, far away from where your maps end. It is time for a true adventure, which could very well be your last.

Only a few hours into uncharted territory your controls reveal a rescue beacon signal coming from far away. It is the beacon of a space freighter from Nation's Solution, one of the largest megacorps in the Corvosphere. It only takes you a few moments to realise that it is the same kind of beacon you heard the day you rescued Remko from a certain death...

Let the players talk about it and wonder. The player playing Remko should have a lot of interest in going to the rescue. The Vexal players should be willing. If they don't, remind them to play in character, if they do not follow the beacon signal warn the Vexal believers that their God might take away a power from them.

The beacon signal takes you through one of the exits of the Labyrinth, your logs have no information about it, either because they are not up to date or because this exit has not yet been explored.

It takes you to a star system with a bright but small star with a few planets orbiting it, but your attention is soon caught by the huge space freighter in front of you.

At first sight you can tell that it is out of power. The engines are off but they are always off if the ship is not accelerating. What is surprising is that the ship is slowly turning in circles. Most likely it did not exit the Labyrinth by choice but chance. It is now continuously looping around the same area of the wormhole.

The space freighter is enormous, a triple A class cargo ship that can move millions of tons at a time. The ship itself is a structure designed to hold six cargo shuttles that are used to descend to mining colonies and come back fully loaded with all sorts of cargo in containers. The cockpit and most of the rooms and the hangar are in the front of the ship, and the engine room is 400 meters behind, joined by a large spine that holds the six shuttles underneath.

Before you come out of your astonishment the freighter keeps turning over itself and reveals that the hangar doors are open...

Let the players discuss their next steps. If they have questions about the ship inform Nadia of the technicalities about it - she should know them. If they want to know more about this particular ship, not the model, ask them to explore around it.

If they decide to do directly to the open hangar go the **SCENE: THE HANGAR**, if they want to explore around go to **SCENE: THERE IS SOMETHING IN THIS SHIP**.

SCENE: THERE IS SOMETHING IN THIS SHIP

WARNING: If the players went directly to **the hangar** do not play this scene out.

As you slowly move around the freighter two things come to your attention: The fourth shuttle has been damaged rendering it useless and something seems to be stuck on one side of the freighter. You quickly zoom digitally into it and the powerful camera of the ship shows you a high quality image of an strange shaped ship encrusted into the freighter. The area of contact is melted metal. Somehow that organic looking ship assaulted the freighter. In disbelief you realise that the strange ship seems to be pulsing, like a living organism or an oversized organ.

The players have never seen anything like that ship, it does not belong to any of the three known species. Let them discuss it for a while and play mysterious. If they try to approach it or run away, the ship starts attacking them. If they decide to go for the hangar it does not do anything and go to **SCENE: THE HANGAR**.

If they are attacked play for the **alien ship**, which has ballistics 5///, it has caught Nadia by surprise and has advantage over her. The ship of the players has no offensive measures, it can only try to dodge and run away. If they get hit, explain to them that the engine of their ship has taken too much damage to enter the wormhole safely and that their shields are low - they cannot enter an atmosphere, so they are forced to land on the hangar. If they get hit by a critical success each character takes 1 point of physical damage (We do not recommend you to force this to happen). Go to **SCENE: THE HANGAR**.

In the unlikely event that the players dodge the attack if they go for the hangar let them do it and if they try to run away from the scene, have the alien ship attack them again.

Their ship is now useless and they must find a new one or fix the freighter to get away. They cannot even repair it, because they are missing vital parts.



SCENE: THE HANGAR

The hangar is as dark as the guts of space. Dim and distant as starlights, the emergency lights create more shadows than lights. You can only hear the sound of your own breath. The lights of your ship reveal what is in front of you, while the corner of your eyes reveals a darkness full of imaginary monsters.

You can see a supervising room overseeing the hangar, empty and dark and four doors, one that takes you into the ship, other that seems to be a storage unit and two that have a restricted area symbol on the door.

The small repair ships are held on one of the walls of the hangar, full of compartments like a hive; one of the ships is gone which explains why the hangar door is open but it does not explain why it was left open or why the repair ship is nowhere to be seen; such a ship cannot fly very far from the main ship and hope to survive

Note 1: A crewmember escaped inside a repair ship in such a hurry that he did not close the hangar airlock behind him before opening the outer gate, which means that all the air inside the hangar has been sucked into the vacuum of space. This crewmember tried to escape through the wormhole and he is probably going to die soon.

Note 2: There is no artificial gravity in this spaceship, keep this in mind and remind it to your players. Shooting firearms makes you fly away if you are not holding yourself on to something, and you can move in any direction using EVA instead of Athletics for any physical action.

Note 3: There cannot be sound where there is no air. While in most of the ship there is air (no gravity, but air) in the hangar there is no air therefore you can only hear yourself and others through the radio, nothing else.

Note 4: All the doors are double, so you can close a door behind you before opening the next and that way the air is not lost. If both doors are open the air within the room will have anyone who is not holding tight on to a wall, floor or ceiling fly away. If they restore energy in the freighter they can close the hangar doors and the atmosphere will be restored in all areas.

Let the players know that they all have spacesuits. These spacesuits have oxygen for 2 hours, they have small but very weak thrusters to move around and they have a torchlight in their helmets. Remind them that if they take any physical damage while wearing these suits and they are in the vacuum of space they will die within minutes because of the space exposure. Nadia can wear her **deployment suit** instead and she can take damage wearing it without suffering any other effects.

Once the players have landed their ship and they get out they can try to go directly to the interior of the ship, go to **SCENE: CORRIDOR** or they can try to explore around and check any of the other doors.



If they go into any of the rooms, apart from the corridor they need to either dismantle or hack the door lock. They can use a **Multitool** or, if they want to hack it, they must connect themselves to the lock and power it up (Remember: the ship is out of power!). The lock of each door has Firewall 5 and plays two cards, if a character fails a hacking action the lock gains an advantage against him. They can:

1. Pull a cable from their own ship.
2. Power it with the **deployment suit's** nuclear energy.
3. Power it with the rig's energy itself - if you confront it successfully you can tell the player that the rig runs out of energy and does not work anymore.

Inside the **storage unit** they find four space suits similar to theirs and whoever has highest survival among those searching finds a **Survival Suit** and an **Infrared helmet**. Hand him over the Survival suit card, the helmet simply allows him to see in infrared there is no card for it. That player can hide the helmet from the others if he wishes to.

If they go to the **restricted area #1** (the one closest to the hangar door) inside they will find an **intergalactic ship**, capable of flying through wormholes and enter atmospheres of planets. The ship is in excellent condition and it can be operated. The only problem is that it does not fit through the door you just entered; there is another hangar gate in this new area but it is closed. Because there is no power on the ship you cannot open it, it requires so much power that either Ying or Xiang realise that the only way to open that door is to reboot the engine systems. For this they need to go to the engine room or the control room. They know these two areas exist because they have basic knowledge of the structure in normal ships.

If they go to the **repair ships area** they can get inside those ships, fly around or even use them remotely with a rig. If they explore around the freighter together take them to **SCENE: THERE IS SOMETHING IN MY SHIP**. They can see that the 4th **landing shuttle** needs repairs and they can perform those. If they do they can later on detach it from the freighter from the control shuttles.

If they go to the **restricted area #2** (the one furthest away from the hangar door) they discover that it does not have a double door, if they do not hold themselves to something or move away when they open the door they can fly away against one of the walls. Nothing happens but they should feel scared. Then play **SCENE: THE BROKEN PODS**. If they do not go to this area before going to **the corridor**, then the Morthars that they would have found there come out and break their ship, after that they will attack them if they enter **the hangar** again.

Go to **SCENE: CORRIDOR**.



SCENE: THE BROKEN PODS

The door opens with the laziness that characterizes most movements in space and while no sound can be heard, in your minds you imagine the squeaking sound of an old rusty door. Inside there are no emergency lights, darkness is absolute. Your heads and eyes move trying to cover everything, because in space danger can come from any side. You see boxes upon boxes and a row of four cryostasis pods. All of them are broken and three of them are wet with blood. There are pieces of clothes everywhere, as if bitten by a rabid dog. The only things left of the humans kept there are the non organic parts, their watches, their radios and their belts.

You all look at Remko with pity, Remko only has eyes for what he sees and what he has seen, the memory of a very similar moment.

Ying feels a current of air on his shoulders, he shivers. Then he realises: It cannot be, there was no air there, what he feel had to be the touch of something...

Create a confrontation against a **Morthar** or two **Morthar** if there are 5 players.

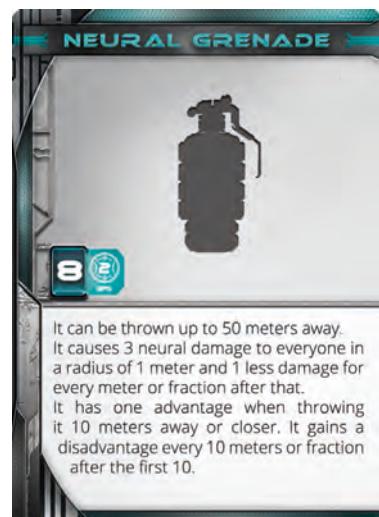
The players can perform a **search action**. A search action is performed with the Survival Skill and the Mind Attribute and it is confronted by the character hiding with the Cunning Skill and the Agility Attribute.

The **Morthar** have the capacity to hide in plain sight, because their skin is made of a material that bends the light and when you look straight at them you see what is behind them; but it is possible to see them because they slightly distort the light or with infrared vision.

Have the players start an **initiative round**. Whenever is their turn they can perform a **search action**, which if successful allows a player to play out another action straight away –even when normally a player can only perform an action per round. If they already know where a **Morthar** is they will not need to look for it anymore, they see them.

During the **search action** do not show the players any info about what they are looking for, simply let them know that “something” confronts them with 7//. If a player succeeds in the search action he sees a **Morthar**. **Morthars** can only be attacked by players that discover them this way. If none succeed they cannot find the **Morthar**. The **Morthars** will attack whoever sees them and those that are not seen will attack whomever tries to get out of the room, catching them by surprise.

After the fight with the **Morthars** is finalised the players can explore around. They will realise that it seems like one of the humans in the pods escaped, while the others were killed inside their pods. They find a **neural grenade**, give them the relevant card.



Remind them that they find the watches, the radios and the belts. If they take a **radio** they can now communicate with the surviving human.

The surviving human is hidden in **the capitán's room**, he went there to try to get the code for the door to the intergalactic ship - He tells the players about the intergalactic ship if they have not yet discovered it. He is now hiding there because there are monsters lurking around and he does not dare get out. The monsters apparently sees in infrared because they were able to find one of the crew members hiding with a stealth suit. Needless to say it ate him.

The human is called Ivan and he is badly hurt, there is not much he can do for you apart from keep you update on the movements of the monsters. If you do not offer your help he will desperately ask for it in the radio. Make sure the players feel the need to help him, adding drama and interest to what is to come.

Go back to **SCENE: THE HANGAR.**



SCENE: THE CORRIDOR

The door takes you to a round and big corridor that goes up, or such is your impression as you must look up when you enter it, but what does any of this mean in space? The dim emergency lights help a little bit, as they are set around the different doors. Apart from the doors the only things you find in the corridor are handles so people can push themselves up or down - again useless terms. The corridor is large enough for all of you to move through it without needing to make a line.

The doors have written on the sides where they take you, there are three in addition to the one that takes to the hangar. Scenes you can go to from here:

SCENE: THE HANGAR

SCENE: THE CONTROL ROOM

SCENE: THE CREW AREA

SCENE: THE CORE

To go from any of those scenes to another of those scenes the players must move across the corridor.



SCENE: THE CONTROL ROOM

Sadly the control rooms of spaceships are not as impressive as people imagine them to be. There are not thousands of bleeping lights and buttons. There are not screens everywhere and dozens of workspaces for each specialist. There are only three seats in front of an empty wall and each seat has a connexion at the height of the neck, there the three pilots can connect themselves to the ship, and become the ship.

They no longer need to read or see the information, they know the information, it is part of them, like childhood memories or the concept of self - all that occurs within the ship is uploaded to their minds in real time. As soon as something happens, the pilots are aware, and the partial AI of the ship also uploads to their memories all forms of solutions within milliseconds after contrasting what is happening with its memory banks. Pilots do not need to read, compare, or analyze anything. Their job is to make decisions.

If the players look around they find logs about the crew (which is composed of 30 corvo members and 4 human soldiers in cryostasis in the **restricted area #2**, next to the **hangar**). Additionally they find a physical map of the ship, from now on you must tell them where each room takes them.

If someone with a cortex connector connects himself to the spaceship he can try to power it up. To do so, they must:

1. Power it with the deployment's suit nuclear energy.
2. Power it with the rig's energy itself - if you confront it successfully you can tell the player that the rig runs out of energy and does not work anymore.

While connected to the ship they learn that the ship is actually working but needs to have its power restored. They find out the route of the ship, it was going to a mining colony to drop heavy machinery and pick up ores. They also can download the **Code Bugbot**, give the card to the player that connected himself to the ship.

Let them know that the beacon signal is still working, if they ask let them know they can turn it off. If they do not pirates will arrive in three days time.

They can hack the camera system that has Firewall 2 and plays three cards. If they do, they see a monster going into shuttle #6. If they keep watching they go further back in time and they see a corvo going into shuttle #4 to hide. No one else enters there.

After this scene, you have to go back to
SCENE: THE CORRIDOR



SCENE: THE CREW AREA

At the beginning of the corridor there are two doors, one takes to the mechanic's office and the other to the medical facilities. After that there are seven rooms to each side of the wall.

The rooms are tiny and the crew sleeps by simply strapping themselves to the wall. One would think that because the space is infinite real state in it would be cheap, but ships are made as small as possible and everything is minimalistic, there is barely room to move around.

The room is anything but impressive..

As soon as they enter or pass by the medical facilities some **Havesters** come out fast as a bullet and jump on them. If players said that they were looking at every entrance they can, respond normally. If they had contact with the human they know the mosnters are there and have an advantage. Otherwise, the **Havesters** have advantage.

Create a confrontation against as many **Havesters** as the players. If a character is badly wounded do not count him for this.

After defeating the **Havesters** they can enter the rooms. Everything is full of blood and gore, drops of blood and pieces of people flow around the rooms.

If they search the closets in the medical facility they find a **Medical Kit**, give the card to the player with the highest Survival that searched.

If they search the closets in the mechanic's office they find the **Repair nanobots**, give the card to the player with the highest Survival that searched.

In the captain's room they find 1,000 credits, an ID for Nation's Solution with the identification number and picture of the capitán, and a list of the cargo: Shuttles #1 to #4 are empty, #5 carries fuel and #6 carries heavy machinery for the miners.

When they find the human he is taking his last breaths and dies a few seconds later, if a player tries to heal it he will need to perform a critical medical action, but the human will stay unconcious for a day.

In the normal rooms they find about a 100 credits each if they spend a minute looking in each room, but if they get greedy and decide to look in more than 3 rooms then the **Ironskin** grows restless inside shuttle #6 and comes out to the CORE while they are in it. They will find him there.

If they remember about what the human said about the corvo with a **stealth suit** killed by the monsters they can search for it and find it following the blood bubbles floating around. They find a battered stealth suit, give the card to the player that remembered it. To be able to wear it they must repair it which takes half an hour. Consider it as if they looked into more than 3 rooms.



After this scene, you have to go back to **SCENE: THE CORRIDOR**

SCENE: THE CORE

The door that takes you to the core through the corridor is open, broken and floating next to the entrance. It is 20 centimeters thick which makes you all very uncomfortable. You dodge it and enter the core, which is basically another corridor, with three numbered doors to each side and another one at the very end. The corridor is extremely long as it takes you all the way to the end of the ship. Each door is a hundred meters from each other, and you can only see them as a dim circle of light because like everywhere else only the emergency lights work. To make things worse the emergency generator seems to be running out of power because the lights go out for a second every few. Which leaves you with only your helmet torchlight for an instant.

Each door takes to a manual control room of each of the six shuttles, from where pilots guide the shuttles into the atmosphere of a planet. The gate at the end of the corridor is so far away that it is only a point in the distance.

If the players looted more than 3 rooms then go directly to **SCENE: A RESTLESS MONSTER**.

Shuttles #1 to #4 are empty, but the players will have to check for themselves if they have not found this information before. If they spend time looking in 3 shuttles once they exit the third go directly to **SCENE: A RESTLESS MONSTER**. Additionally in shuttle #4, they can find a corvo hiding where the cargo would be if they knew he was there and call him out. He was unlucky enough to try to escape in the only shuttle that was broken. The corvo is very scared and explains to them that they were taken by surprise and he had to hid, he is a technician and he thinks he can fix the freighter, but he won't come out of there until all the monsters are dead. You can force him out at gunpoint but he will hate you after that instead of feeling grateful.

Shuttle #5 has heavy machinery and it can be detached manually - either sending it to the closest planet or simply separate a few hundred meters from the ship, which will allow the players later on to loot it. If they do, it makes a hell lot of noise, so once they exit the shuttle go directly to **SCENE: A RESTLESS MONSTER**.

Shuttle #6 is occupied by an **Ironsing**, if it did not come out by itself it you can catch it by surprise, go to **SCENE: BACKSTABBING A MOUNTAIN**. If the players have no interest in going into this shuttle, confront the player with less EVA and agility, if you win he will hit himself against a wall and the **Ironsing** will hear it and come out, play out **SCENE: A RESTLESS MONSTER**.

If they go to the engine room play out **SCENE: THE ENGINE ROOM**.

They can take any of the shuttles (except #4 because it is broken) at any time to escape to the closest planet. The adventure ends there if they do, but who knows what they will find in a wild and never before seen planet?



SCENE: A RESTLESS MONSTER

You are floating forward quietly, getting closer to the engine room. You are almost by the door of the last two shuttles. The only noises are the clicking noises of the emergency lights going on and off when a roar makes you lose the rhythm, from shuttle #6 comes out a gigantic beast with a even bigger mouth. It grabs himself to the side of the door and propels himself toward you like a missile full of teeth...

Create a confrontation against an **Ironsing**. If there are 4 players add a **Techno**, if there are 5 players also add a **Harvester**. Do not count players who are badly wounded.

The players have one turn before the **Ironsing** gets close enough to start attacking them in close combat, any other NPC takes an extra turn to reach them. The players can try to float away but the **Ironsing** moves twice as fast. Let the players know that it will take them three turns to reach shuttles #3 or #4.

If they manage to lock themselves inside a shuttle the **Ironsing** will force the door, which can be confronted by the players with an EVA action using Constitution.

The **Ironsing** continues to roar while fighting, if the players do not manage to kill it within 4 turns the **Hunter** will hear it and come out of the engine room at the end of the fourth turn; from the moment it comes out it takes it two turns to reach shuttles #5 and #6 and two more to reach shuttles #3 and #4. If the players are having a very bad time in combat do not do this.

After this scene go back to **SCENE: THE CORE**.



SCENE: BACKSTABBING A MOUNTAIN

You enter shuttle #6 and you face a hole where the pilots area was, a hole that goes deep into the shuttle and into the cargo, do you dare look?

The players have now two choices: look around or move on. If they move on simply ask them where do they go. If they look around:

The darkness is absolute so you must use your torchlights, which reveal you the presence of a gigantic monster having a banquet on all kinds of yummy metals. He has taken a bite out of almost every machine. The light catches his attention and he starts to turn towards you...

Ask the players what do they want to do, give them an advantage for whatever action they do now.

Create a confrontation against an Ironskin. If there are 4 players add a Techno, if there are 5 players also add a Harvester. Do not count players who are badly wounded.

The players have one turn before the **Ironskin** gets close enough to start attacking them in close combat, any other NPC takes an extra turn to reach them, the players can try to float away but the **Ironskin** moves twice as fast.

If they manage to close the **Ironskin** inside the shuttle the **Ironskin** will force the door, which can be confronted by the players with an EVA action using Constitution.

The **Ironskin** continues to roar while fighting, if the players do not manage to kill it within 4 turns the **Hunter** will hear it and come out of the engine room at the end of the fourth turn; from the moment it comes out it takes it two turns to reach shuttles #5 and #6 and two more to reach shuttles #3 and #4. If the players are having a very bad time in combat do not do this.

After this scene go back to **SCENE: THE CORE**



SCENE: THE ENGINE ROOM

The engine room is huge and surprisingly well lit, it seems that most of the energy from the emergency generator is used to keep this area easy to work in. It is apparently empty...

If the **Hunter** is still in there and they knew about it because they sent something or someone into the room without the monster realizing, they can catch it by surprise, they gain an advantage during the first round.

If they did not know about the **Hunter**, it will be hidden and fall upon them from above (or below), the **Hunter** is too big to catch them completely by surprise therefore they can confront it but the **Hunter** has an **advantage** until the end of the round.

If the **Hunter** came out to fight them at some point the players will not find any enemies in this room and they can operate in the engine room without any further problems.



If players try to use the **TO Cloak** the **Hunter** can see through it, so its no help.

If Ying tries to go in alone blending in with the thermal image of the room, the **Hunter** will not see him. You can always confront Ying to have him make some noises and get the **Hunter** on trail. If Ying manages to pass by the **Hunter** he can redirect the emergency energy supply to open the doors of the hangar in **restricted area #1**.

Once the **Hunter** is taken care of the players can operate in the engine room:

If they found the Corvo technician he can fix the freighter in three days (remember that if they did not turn off the beacon signal by now pirates will arrive the third day). If they have not found him by now they hear a great noise and when they come out they see that the third shuttle has detached itself and it is going to the closest planet. The players will have no idea of what just happened but if they end up going there they might find that corvo in future adventures.

Without the Corvo technician they cannot fix the ship, but they can redirect the emergency energy supply to open the doors of the hangar in **restricted area #1** or to the medical facility to use the machines to heal themselves. They can always later on change where they redirect the energy. While redirecting the energy to a specific location the rest of the ship -apart from the engine room- is completely out of light. Any monsters still alive if there are will come out to find out what happened.

ENDINGS

Note: If for any reason the players have not played out one or more of the confrontations and they stick around the ship, have the creatures come after them in any fashion you find interesting. Do not join NPCs from several confrontations together as the characters are unlikely to survive that way.

If they fix the freighter they can try to sell it to pirates or some other outlaws, it is up to you to have the outlaws steal the ship or pay them for it. But if they pay them you will have some millionaire characters in your hands...

If they try to go with the freighter to the Corvo authorities they will be imprisoned, the Corvo will believe that it is a hoax to resell them their own property. If they go to the Iz'kal they will get a small reward and will be offered citizenship and the promise of a job according to their skills. They can decline if they wish.

If they escape with the intergalactic ship or their own ship, they are back to stage one but maybe with some loot and a very spooky story to tell.

If they escape with a shuttle they land in an unkown planet, what will they find there, how will they ever get out? That is a story for another day to play and you to create.

Have fun creating your own stories for the characters of this campaign after this, or perhaps now that your group knows how to play Faith you might want to create your own characters and begin a story of your own. Whatever you do, we hope you enjoy the world of **FAITH!**

