

Abusus Non Tollit Usum

Place	Grail
Date	5018
Challenge	42

"Abuse do not forbid usage."
-- The Stellar Apocryphon, Book 59, folio 5 (proscribed by the Church)

Imperial Crew

Typhoon crew

- Calistre d'Igneden* (captain) (imperial cohort)
- Floyd Carnau* (pilot)
- Hans Zdravos* (engineer)
- Nathanael Stern* (gunner)
- Marzis Dabrez* (gunner)
- Ashoka Sensuki* (gunner)
- Alia Croft
- Fiona D'Enguerrand*

Winterbreeze Escort crew

- Andrea Masseri* (captain)
- Lucia Masseri* (pilot)
- Gail Hardin* (engineer)
- [fenton_hardin was not found] (gunner)
- Annabella Masseri (gunner)

Frigate the Hurrinace crew

- Syark Sir Sic* (Etyri pilot)
- Clara Masseri (Imperial Questing Knight)
- Francesco Masseri (Amalthean Missionary)
- Ravi Lobahura* (Eskatonic Deacon)
- Enzo Contura
- Nina Masseri*

Spaceships

Aeolus [Imperial Fleet | 6]
Typhoon [Imperial Fleet | 4]
Winterbreeze [Imperial Fleet | 5]

Chapter I - Grail

Place	Grail / Sangreal
Challenge	7

Gathering of the Masseri

The first objective is to find **Arno Sforza. Nina Masseri*** is actually on his tracks, but has difficulties approaching her wild parent.

Pirate Activities

At the entrance of the system squat an imperial squadron lead by the **Vanguard [Imperial Fleet | 12]** galliot. It guards the jumpgate of pirate incursions, going in and out, knowing that a few ships (2 li halan escorts and a hawkwood frigate have made it in a few days ago).

Antagonists

- Kristof Ivanovicz* the angry Decados
- Kiera Kursovna* the passive/agressive lover
- Markam Vornicz* the challenger

The Imperial Forces at the gate

- Vanguard [Imperial Fleet | 12]
 - Emerald [Imperial Fleet | 6]
 - Ruby [Imperial Fleet | 6]
- And searching in the system:
- [Mercy was not found]

1.1 Uncharted

Place	Grail
Challenge	3

Expanded domains

Two uncharted worlds are actually reachable through the Grail gate. Those worlds are Rimpoche, a dead world owned by **Jasmina Keddah*** on behalf of House Keddah and Verona, the mythic Masseri world lost a thousand years ago.

Rimpoche

The death of the world is link to lockdown of an annunaki leaving on the planet.

Verona

Some contacts have actually been made with Verona since about ten years, has a few Masseri still have the key to the system. However, this is not through common processes that they go through the gate. Some of them, among the Sathraist have special means to reach the **Sons of Sathra** dwelling on the the other side.

1.1.1 Gathering of the Masseri

Challenge 1

Divided Minor House

Verona Masseri

Grail Masseri

Empire Masseri

Sathraists

Sons of Sathra

The Lost Masseri

Things were not simple for **Arno Sforza**. The man has been the private pilot for 12 years for an Hawkwood noble, before the assassination of that noble by the al-Malik on behalf of a court rival (hypothetically an Hawkwood cousin).

1.1.2 Mantis Pirates

Challenge 1

Turmoil in the System

Escaping the Pandemonium System where they have ruled the system for years, this group of pirates tries to make a new home of the Grail System. At this time, the authority is not yet annoyed by the outlaws, and the hunt started by the Commander of the Mercy, **Sliver Krent***, is actually the only threat to their set up.

1.1.3 Rule of Hospitality

Challenge 1

Encountering the Keddahs

The Court

- Haroun Keddah*
- Jacob Tramel
- Bjorn Rico*
- Songaer Akkarek*
- µD'Rouge-Glace Menp
- Alphonse Lanselme*
- Fabienne Dupré*
- Louis Gagnont*

1.2 Imperial Mandat

Challenge 2

Other Protagonists

- Leona Sterling Hawkwood* (IQK)
- Leester Stenton* (Imperial Cohort)
- Gail Hardin* (Imperial Cohort)

- Magnus Isaac*

1.2.1 Nina... again

Challenge 1

If the party do not follow the Masseri through the gate, there might be no solution to manage to cross the gate later, as the Sons of Sathra will keep it closed to any attempt. The one and only solution is to let **Nina Masseri***, **Arno Sforza** disciple stay in the Empire, and thus be able to call for the Sons of Sathra in time of need.

1.2.2 Helping hands

Challenge 1

Grail Contacts

- Boss **Roscoe Klein***: Scraver contact
- Kiera Kursovna*
- Leira Von Dietrich*
- Adept **Donistar Lugh**
- **Alphonse Lanselme***
- **Azim The Blacksmith***
- Crafter **Stanis Weller***
- **Nicklas Lorrenz**
- **Manfred Douglas***

Illuminata Croft is now helped by **Garlen Timpal***

1.3 Lurk on Rimpoche

Challenge 2

The Last Masseri

- Arno Sforza
- Kristof Ivanovicz*

Romeric Juandaastas*

1.3.1 Wanted: Terraformers

Challenge 1

Arno Sforza has been busy the last weeks. He was contacted by **Natasha Hardin***, [**fonton_hardin was not found**] presumed dead mother. They are actually on the tracks of **Jacob Tramel**, the last terraformer following the Sacred Geometry of Doramos.

Once they find **Jacob Tramel**, the team of the Odysseus as to join back

Verona

, protected from the killroys in its course by the ships of **Kristof Ivanovicz***.

1.3.2 **Madman**

Challenge 1

Avrel Solustan* is an old ermit that left for the Backbone Desert 30 years ago. He is presumed dead by most people, and no one in **Sunset**, even among the church, would be able to establish the link between the Visionary Bishop and the old madman rumored to live in the depth of the desert.

The Timegate

A wonderful marvel made by the **Gatekeepers**, a Timegate is an ancient artifact linked to a specific system.

1.4 **Night Road**

Place Around Grail Jumpgate
Date 5018-09-01
Challenge 0

New horizons

Now it's time to test the **jumpkey** the players have acquired.
Saskia Varnovicz*

Alphonse Lanselme (+)

Arno Sforza
A drunk knight sleeping on a bar
Male Urthish of House Masseri from Severus Nobility.
Born in 4966 (51 years old) Height: 171cm / Weight:63kg

STR:5 CON:4 BOD:5 MOV:4 INT:4 WIL:6 TEM:6 PRE:5 TEC:6 REF:8 AGI:4 AWA:6
REC:9 STA:2 END:45 STU:9 RES:11 DMG:1 TOL:12 HUM:60 PAS:12 WYR:12 SPD:4 RUN:8

Skills: Academia[3], Acrobatics[2], Athletics[3], Disguise[1], Dodge[4], Empathy[2], Etiquette[1], Fight[2], Focus[2], Gunnery[5], Impress[2], Knavery[3], Melee[2], Observe[2], Occult Arts[2], Persuasion[3], Remedy[2], Security[1], Sensors[4], Shoot[4], Stoic Mind[5], Streetwise[2], Teaching[2], Think Machine[2], Trading[2], Dogma (Sathraism)[2], Driving (Celestial Sailing)[9], Driving (Landcraft)[2], Linguistics (Rital)[2], Linguistics (Urthish)[2], Local Expert (Curpertino)[2], Local Expert (New Odessa)[2], Local Expert (Sangreal)[2], Lore (Jumpweb)[2], Redemption (Tinkering)[2].

Shortcuts:Avoid being hit:AGI + Dodge (8), Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (8), Fencing:REF + Melee (10), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (12), Iron will:WIL + Stoic Mind (11)

[000310 / arno_sforza]

Avrel Solustan (+)

Azim The Blacksmith (+)

Bjorn Rico (+)

Donistar Lugh
Commander of the Divine Weapon Outpost in Grail
Male Urthish Master of Brother Battle from De Moley Freefolk.
Born in 4950 (67 years old) Height: 150cm / Weight:50kg

STR:7 CON:5 BOD:6 MOV:4 INT:3 WIL:5 TEM:7 PRE:4 TEC:3 REF:5 AGI:6 AWA:4
REC:12 STA:2 END:55 STU:11 RES:9 DMG:2 TOL:12 HUM:60 PAS:11 WYR:8 SPD:3 RUN:8

Skills: Academia[2], Athletics[3], Cybernetics[1], Dodge[2], Dogma[2], Fight[6], Focus[3], Heavy Weapons[1], Leadership[1], Linguistics[2], Local Expert[2], Lore[1], Melee[3], Observe[2], Persuasion[2], Remedy[3], Shoot[4], Stealth[1], Stoic Body[4], Stoic Mind[1], Surgery[1], Survival[3], Teaching[2], Warfare[2], Dogma (Church of the Celestial Sun)[2], Dogma (Symbiot Lifeweb)[1], Linguistics (Imperial Battle Slang)[3], Linguistics (Urthish)[1],

Local Expert (Grail Pilgrims)[3], Local Expert (Stigmata)[2], Lore (Symbiots)[2].

Shortcuts:Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (8), Heavy weapon fire:REF + Heavy Weapons (6), Give orders to subsidiaries:PRE + Leadership (5), Fencing:REF + Melee (8), Notice something:AWA + Observe (6), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (9), Iron will:WIL + Stoic Mind (6), Apply surgery on wounded:INT + Surgery (4)

[000327 / donistar_lugh]

Fabienne Dupré (+)

Gail Hardin (+)

Garlen Timpal (+)

Haroun Keddah (+)

Jacob Tramel
Terraformer
Male Urthish of Engineers from Leagueheim Freefolk.
Born in 4945 (72 years old) Height: 167cm / Weight:61kg

STR:4 CON:4 BOD:3 MOV:4 INT:7 WIL:5 TEM:5 PRE:6 TEC:8 REF:4 AGI:4 AWA:6
REC:8 STA:1 END:35 STU:7 RES:11 DMG:0 TOL:10 HUM:50 PAS:11 WYR:11 SPD:2 RUN:8

Skills: Academia[5], Athletics[3], Beastcraft[1], Cybernetics[1], Demolition[1], Fight[2], Focus[3], Heavy Weapons[1], Inquiry[2], Leadership[1], Linguistics[3], Local Expert[1], Lore[5], Observe[3], Persuasion[2], Redemption[3], Remedy[1], Science[9], Seduction[1], Stealth[1], Stoic Mind[1], Teaching[3], Think Machine[4], Warfare[1], Linguistics (Imperial Battle Slang)[2], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Local Expert (Stigmata)[2], Lore (Gargoyles)[2], Lore (Sathraists)[1], Lore (Second Republic Tech)[3], Lore (Shards)[2], Lore (Symbiots)[1], Redemption (Forbidden Lore)[4], Redemption (Mech)[4], Redemption (Volt)[4], Science (Artificial Intelligence)[3], Science (Biology)[1], Science (Chemistry)[1], Science (Engineering)[3], Science (Geology)[3], Science (Oceanography)[2], Science (Physics)[3], Science (Quantum Physics)[2], Science (Terraforming)[5].

Shortcuts:Keep focused on a task:WIL + Focus (8), Heavy weapon fire:REF + Heavy Weapons (5), Deduce from data:INT + Inquiry (9), Give orders to subsidiaries:PRE + Leadership (7), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (7), Iron will:WIL + Stoic Mind (6)

[000335 / jacob_tramel]

Jasmina Keddah (+)

Kiera Kursovna (+)

Kristof Ivanovicz (+)

Leester Stenton (+)

Leira Von Dietrich (+)

Leona Sterling Hawkwood (+)

Louis Gragnont (+)

Magnus Isaac (+)

Manfred Douglas (+)

Markam Vornicz (+)

Natasha Hardin (+)

Nicklas Lorrenz
Leader of the Grail Charioteers
Male Urthish Commander of Charioteers from Cadiz Freefolk.

Born in 4973 (44 years old) Height: 165cm / Weight:60kg

STR:4 CON:3 BOD:4 MOV:4 INT:9 WIL:6 TEM:3 PRE:7 TEC:5 REF:7 AGI:3 AWA:6
REC:7 STA:1 END:35 STU:7 RES:13 DMG:0 TOL:9 HUM:45 PAS:9 WYR:16 SPD:4 RUN:8

Skills: Academia[4], Athletics[2], Bribery[2], Bureaucracy[2], Cryptography[1], Driving[4], Empathy[1], Fight[2], Focus[4], Gunnery[1], Impress[1], Inquiry[1], Leadership[2], Linguistics[2], Lore[3], Magna Carta[3], Melee[1], Navigation[3], Observe[4], Persuasion[2], Politics[1], Redemption[2], Remedy[2], Sensors[2], Shoot[1], Streetwise[1], Teaching[2], Think Machine[2], Trading[1], Driving (Celestial Sailing)[4], Driving (Heavy Transport Vehicle)[2], Driving (Railway)[1], Driving (Skycraft Piloting)[2], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (House Keddah)[2], Lore (Jumpweb)[2], Lore (Killroys)[1], Redemption (Tinkering)[3], Redemption (Volt)[3].

Shortcuts:Discern emotions:AWA + Empathy (4), Keep focused on a task:WIL + Focus (10), Deduce from data:INT + Inquiry (10), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (8), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (11), Fire a ranged weapon:REF + Shoot (8)

[0000331 / nicklas_lorrenz]

Nina Masseri (†)

Romeric Juandaastas (†)

Roscoe Klein (†)

Saskia Varnovicz (†)

Sliver Krent (†)

Songaer Akkarek (†)

Stanis Weller (†)

Chapter II - Lost World: Rimpoche

Place	Rimpoche System
Date	5018-06-21
Challenge	6

The discovery of Rimpoche is something unsuspected as only six keys exist in the Empire (and beyond probably). Only a few people actually live on the system.

2.1 Another Keddah Fief

Place	Rimpoche
Challenge	3

- Keddah Men**
- **Jasmina Keddah***: The sheik cousin is in charge for everything Rimpoche.
 - **Ezil Solomniac***: This eskatonic priest is responsible for the well being and behavior of the outpost.
 - **Mohammad Kuhnar***: This serf has made a mission to track all changes concerning the position of the Beast of Rimpoche.
 - **Egon Storken**: Captain of the Keddah troops, he has about 40 men under his command.
 - **Rimpoche Keddah Soldiers**: Those are better soldier than the ones found usually on Grail.

- Imperial Forces**
- **Timon Skaard***: Lord-commander of the outpost
 - **Lucius Gazarel***: Representative of the Charioteers
 - **Moira McKean***: Assistant of lucius, she's an excellent pilot.
 - **Imperial Troopers**: The standard forces for colonial settlements. About 30 soldiers control the imperial outpost.

The trick here is to avoid getting to close to the charioteers, because of the key the players have. Gazarel is an intelligent and open-minded man most of the time.

But his second, the treacherous McKean will do everything in her power to satisfy the vengeful and power hungry Killroy leaders of Grail.

2.1.1 The hidden colony

Challenge	1
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Only 5 jumpkeys can lead to this world. One for the Emperor, one for House Keddah and three for the Charioteers guild.

As the players will arrive on this world with another jumpkey, they will have to be quiet about where they've found it as the Charioteer, and the Killroys still have a few ears on this system.

21.2 The Rimpoche Dragon

Challenge 1

The Rimpoche Gargoyle is capable of many things. But as long as the players will do

21.3 The ones in the Desert

Challenge 1

22 Expanding the Colony

Challenge 3

22.1 Forging Alliance

Challenge 1

The Gesar Frigate

This ship is captained by Fregattenkapitän **Zander Glasscherben***, assisted by apostel **Franz Gummerick***, according to Gesar Fleet Rules. They are actually tracking a squadron of seven Kurgan mujahidin heavy raiders.

22.2 Worst Evil

Challenge 1

22.3 Cursed for ever

Challenge 1

Egon Storken
Captain of Keddans Soldiers

Male Urthish Commander of House Keddah from Tethys Freefolk.
Born in 4976 (41 years old) Height: 179cm / Weight:84kg

STR:6 CON:6 BOD:7 MOV:4 INT:3 WIL:6 TEM:5 PRE:5 TEC:6 REF:6 AGI:5 AWA:4
REC:12 STA:3 END:65 STU:13 RES:11 DMG:1 TOL:11 HUM:55 PAS:9 WYR:9 SPD:3 RUN:8

Skills: Academia[2], Acrobatics[1], Athletics[6], Beastcraft[1], Bureaucracy[3], Cryptography[1], Cybernetics[1], Dodge[3], Driving[1], Fight[6], Focus[3], Forgery[2], Impress[2], Leadership[4], Linguistics[1], Local Expert[1], Lore[2], Melee[3], Observe[4], Persuasion[2], Redemption[2], Remedy[2], Search[1], Security[2], Seduction[1], Shadowing[1], Shoot[5], Streetwise[2], Survival[1], Teaching[2], Think Machine[2], Warfare[3], Driving (Landcraft)[3], Linguistics (Urthish)[2], Local Expert (Grail Pilgrims)[2], Lore (Dervishes Coven)[2], Lore (Grail System)[2], Redemption (Mech)[3], Redemption (Tinkering)[1].

Shortcuts:Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (9), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (5), Search a place:AWA + Search (5), Charm others:PRE + Seduction (6), Fire a ranged weapon:REF + Shoot (11)

[000359 / egon_storken]

Ezil Solomniac (†)

Franz Gummerick (†)

Imperial Troopers
Typical Imperial Colonial Troopers
Male Urthish Private of Emperor Alexius Primus from Byzantium Secundus Freefolk.

Born in 4995 (22 years old) Height: 174cm / Weight:72kg

PHY:6 MEN:4 COM:5
REC:12 STA:2 END:55 STU:11 RES:9 DMG:1 TOL:9 HUM:45 PAS:8 WYR:9 SPD:3 RUN:10

Skills: Academia[2], Acrobatics[2], Athletics[4], Beastcraft[1], Bureaucracy[1], Dodge[3], Driving[2], Fight[5], Focus[2], Impress[2], Linguistics[1], Local Expert[2], Lore[2], Melee[3], Observe[2], Persuasion[2], Redemption[1], Remedy[2], Search[1], Seduction[1], Shadowing[1], Shoot[4], Streetwise[2], Survival[1], Teaching[2], Driving (Hovertank)[1], Driving (Landcraft)[1], Linguistics (Urthish)[2], Local Expert (Imperial Dominion)[1], Local Expert (New Odessa)[1], Lore (Byzantium Secundus System)[1], Lore (House Keddah)[1], Redemption (Mech)[2].

Shortcuts:Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (7), Fencing:REF + Melee (9), Notice something:AWA + Observe (6), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (5), Search a place:AWA + Search (5), Charm others:PRE + Seduction (5), Fire a ranged weapon:REF + Shoot (10)

[000363 / imperial_troopers]

Jasmina Keddah (†)

Lucius Gazarel (†)

Mohammad Kuhnar (†)

Moira McKean (†)

Rimpoche Keddah Soldiers
Male Urthish Private of House Keddah from Grail Freefolk.
Born in 4991 (26 years old) Height: 164cm / Weight:59kg

STR:3 CON:3 BOD:3 MOV:3 INT:3 WIL:3 TEM:3 PRE:3 TEC:3 REF:3 AGI:3 AWA:3
REC:6 STA:1 END:30 STU:6 RES:6 DMG:0 TOL:6 HUM:30 PAS:6 WYR:6 SPD:2 RUN:6

Skills: Academia[3], Athletics[2], Fight[2], Focus[2], Linguistics[1], Observe[2], Persuasion[2], Teaching[2], Linguistics (Urthish)[1].

Shortcuts:Keep focused on a task:WIL + Focus (5), Notice something:AWA + Observe (5), Convince someone with arguments:PRE + Persuasion (5)

[000362 / rimpoche_keddah_soldiers]

Timon Skaard (†)

Zander Glasscherben (†)

Chapter III - Lost World: Verona

Challenge 12

History of Verona

In The Hands of House Masseri

The Masseri arrived on Verona from Grail in 2715 AD

The Ukar Fraud (3305 AD)

The ukar comunity present with the Masseri starts the *Shaduqai*, a mystic event supposed to append after the rebond of the ur ukar people with the annunaki.

Clockwork: Third World (3834 AD)

Named **Clockwork** at first, Verona was the third World of House Masseri.

Shelter from the Storm (3917 AD)

Perpetual Lock Down (4133 AD)

In 4133 AD, House Masseri decided to solve the Kurgan invasion menace with the more extreme decision, shutting down the gate forever.

Last fief of the House (4974 AD)

A group of imperial Masseri open the gate and reached Verona, the first newcomers since 4133 AD.

Ennemy at the Gate (4998 AD)

Assault (5000 AD)

Kurgans manage to go through the gate once more thanks to the treason of **Giacomo Kellerman***. They are led by the mighty **Taashik Al Kalibann***.

Breaking the cog (5004 AD)

In 5004 AD, an incident happened on Verona terraforming engine. The failure caused all water to be removed from the low atmosphere, creating in the same move the deep thick steam cloak that now surrounds **Verona** and make it look like a tiny gas giant from a distance.

The current situation

For six monthes, since the arrival of the last message from **Arno Sforza**, the **Sons of Sathra** and more generally the whole house Masseri have been waiting for the coming of the *imperiali*.

Tricks in the Adventure

- The opportunity to gain knowledge of some of the secrets of the Sons of Sathra (Void Sensitivity).

3.1 Remini Space Station

Challenge 3

Command Center & Control of the Gate

Meeting with the leaders of the offworld refugees:

- And the expedition:
- **Clara Masseri**
 - **Fenton Hardin Masseri***
 - **Arno Sforza**
 - **Gail Hardin***
 - **Francesco Masseri**
 - **Annabella Masseri**
 - **Lucia Masseri***
 - **Alina Lecci***

- Others non Masseri
- **Jacob Tramel**
 - **Syark Sir Sic***
 - **Ravi Lobahura***

Population

Remini

- crew 56
- marines 24
- marauders 9
- starfighter pilots 16
- Sons of Sathra 16

The station can support 150 persons.

3.1.1 Calm before the Storm

Challenge 1

The Sons of Sathra

First encounter with the Masseri and the Sons of Sathra.
Ionoc da Qa*
Mercucio di Medici*

This is an H5

This is an H6

This is **strong** and this is *em*. This is **Saskia Varnovicz***

3.1.2 **Sacred Moon**

Challenge 1

Sanctuary to all offworld refugees

House Masseri holds **Rotunda**, the first moon of *Penthac* the fifth planet of the Verona System as a refugees colony. It has been established centuries ago and is fully operational. It is here that all operation on the jumpgate are done, by a special mystical/religious order called the Navigators.

Old Acquaintances

Here, among the tunnels, the party will met an old friend, **Ravi Lobahura*** who has decided to come help the community.

Landscape

Primo Rotunda is essentially an underground facility transformed into a giant shelter. With time, it has started to look like a refugee camp with more and more improvised solution to everyday problems transformed into permanent resources. A lot of underground culture is done in the alleys of Primo.

Population

Primo Rotunda

- Urthish: 34000
- Ur Ukar: 20000

Celestial Ships

- Civilian: 835
- Military: 123

3.1.3 **The Fall**

Place Mudworld atmosphere
Challenge 1

Test trip

From space, Verona appears as a gas giant.

Reaching the Ground

This operation is a really tough one, and will be done only by the best pilots.

- The Cloudstorm can disable all systems at any time if the ships goes through a node (electro magnetical node, source of terrible lightning bolts). A navigation check is needed every hour to avoid one.
- With winds reaching 500 km/h in the middle layer of the atmosphere (between 10% and 70% of the trip), manoeuvre checks are needed every 30 minutes to avoid drifting to a node.
- The upper layer (70% to 71%) is liquid water. If not handled correctly it can be a terrible impact at contact.
- The moons of Verona are actually at the 30%, 45% and 69% of the atmosphere. They are obstacle that should be avoided and solid bodies that create gravity wells also.

The best way to reach the ground of Verona is by using an escape pod. House Masseri has a few that had been modified to handle the length of the trip.

3.2 **Crack Pilot**

Challenge 3

The conclusions from the flight test should be obvious: it takes an ace to bring a lander down the ground. More than this, it can be really hazardous to find a place to land properly due to the global ground condition.

Numbers

<tt>TEC+Driving(Celestial Ship) DV 30</tt>

3.2.1 **Hellcloud**

Challenge 1

3.2.2 **Enemy presence**

Challenge 1

3.2.3 **The Verona Resistance**

Place Mudworld
Challenge 1

Juliana Zino*
[aurelio_garusca was not found]

3.3 **Alra'ad yiildiz**

Challenge 3

Bad Guys

The Kurgan al raa'ad yiildiz are the elite troops based on Verona. Commander **Taashik Al Kalibann*** is an honorable officer. Highly respected by his men and ennemies alike.
Prophetess **Zarosinia Al Shazaar***

Heroes from the Resistance

- Capitano **Lorenzo Carucci***
- Capitano **Juliana Zino***
- Capitano **Tonino Vanini***

3.3.1 **Kurgan Recon Team**

Challenge 1

Open Battle

A patrol will soon be sent when close to point 0, in a radius of 150 km. This patrol is a squadron of six Sharadiq Manned Battle Drones and three *Maruk AntiGrav shuttles*. Each Maruk as a crew of one pilot, one communication/navigator specialist and four Baratur Marines. The kurgan troopers are 95% male, in contrast with 70% women filling the ranks of the Resistance.

3.3.2 Tracked

Challenge 1

3.3.3 Losing the pursuers

Challenge 1

3.4 Emptiness & Loneliness

Challenge 3

World without Water

This episode is the discovery of Verona in its current state, with the dysfunctioning terraforming engine.

Join the Resistance

The Kurgan Army

3.4.1 Mudworld

Challenge 1

Fixing the world

This is something that can be held in a few day with the correct engine shard to fix the terraforming engine. However, the recovery for verona, and to have it back to its terraformed allure will take between one and twelve years.

3.4.2 The Resistance

Challenge 1

3.4.3 Freeing Verona

Challenge 1

Alina Lecci (†)

Annabella Masseri
Pretty & Serious Maid

Female Urthish Knight of House Masseri from Grail Nobility.
Born in 4991 (26 years old) Height: 168cm / Weight: 58kg

STR:5 CON:4 BOD:4 MOV:4 INT:6 WIL:7 TEM:5 PRE:6 TEC:4 REF:5 AGI:4 AWA:5
REC:9 STA:1 END:40 STU:8 RES:13 DMG:1 TOL:12 HUM:60 PAS:10 WYR:11 SPD:3 RUN:8

Skills: Academia[2], Athletics[2], Bureaucracy[1], Dodge[4], Empathy[1], Etiquette[2], Fight[2], Focus[2], Forgery[1], Gunnery[4], Impress[1], Leadership[2], Linguistics[1], Melee[4], Observe[2], Occult Arts[2], Persuasion[2], Remedy[2], Shoot[2], Streetwise[2], Teaching[3], Think Machine[1], Linguistics (Urthish)[2].

Shortcuts:Avoid being hit:AGI + Dodge (8), Discern emotions:AWA + Empathy (6), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (8), Fencing:REF + Melee (9), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (8), Fire a ranged weapon:REF + Shoot (7)

[000307 / annabella_masseri]

Arno Sforza
A drunk knight sleeping on a bar
Male Urthish of House Masseri from Severus Nobility.
Born in 4966 (51 years old) Height: 171cm / Weight:63kg

STR:5 CON:4 BOD:5 MOV:4 INT:4 WIL:6 TEM:6 PRE:5 TEC:6 REF:8 AGI:4 AWA:6
REC:9 STA:2 END:45 STU:9 RES:11 DMG:1 TOL:12 HUM:60 PAS:12 WYR:12 SPD:4 RUN:8

Skills: Academia[3], Acrobatics[2], Athletics[3], Disguise[1], Dodge[4], Empathy[2], Etiquette[1], Fight[2], Focus[2], Gunnery[5], Impress[2], Knavery[3], Melee[2], Observe[2], Occult Arts[2], Persuasion[3], Remedy[2], Security[1], Sensors[4], Shoot[4], Stoic Mind[5], Streetwise[2], Teaching[2], Think Machine[2], Trading[2], Dogma (Sathraism)[2], Driving (Celestial Sailing)[9], Driving (Landcraft)[2], Linguistics (Rital)[2], Linguistics (Urthish)[2], Local Expert (Curpertino)[2], Local Expert (New Odessa)[2], Local Expert (Sangreal)[2], Lore (Jumpweb)[2], Redemption (Tinkering)[2].

Shortcuts:Avoid being hit:AGI + Dodge (8), Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (8), Fencing:REF + Melee (10), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (12), Iron will:WIL + Stoic Mind (11)

[000310 / arno_sforza]

Clara Masseri
A young lady with some temper
Female Urthish of House Masseri from none Freefolk.
Born in 4993 (24 years old) Height: 174cm / Weight:68kg

STR:6 CON:5 BOD:5 MOV:4 INT:6 WIL:8 TEM:4 PRE:6 TEC:5 REF:7 AGI:5 AWA:6
REC:11 STA:2 END:50 STU:10 RES:14 DMG:1 TOL:12 HUM:60 PAS:10 WYR:13 SPD:4 RUN:8

Skills: Academia[2], Athletics[3], Dodge[4], Driving[2], Etiquette[3], Fight[5], Focus[2], Gunnery[1], Impress[4], Inquiry[2], Leadership[2], Linguistics[1], Local Expert[2], Magna Carta[2], Melee[3], Observe[2], Persuasion[3], Redemption[1], Remedy[2], Search[1], Seduction[1], Shadowing[1], Shoot[5], Streetwise[2], Survival[1], Teaching[3], Think Machine[1], Driving (Heavy Transport Vehicle)[2], Driving (Hovertank)[2], Linguistics (Urthish)[2], Local Expert (Curpertino)[1], Local Expert (Cybernetics Black Market)[1], Redemption (Mech)[1].

Shortcuts:Avoid being hit:AGI + Dodge (9), Keep focused on a task:WIL + Focus (10), Deduce from data:INT + Inquiry (8), Give orders to subsidiaries:PRE + Leadership (8), Fencing:REF + Melee (10), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (8), Search a place:AWA + Search (7), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (12)

[000277 / clara_masseri]

Fenton Hardin Masseri (†)

Francesco Masseri
Certainly the wisest Masseri
Male Urthish of Sanctuary Aeon from Grail Nobility.
Born in 4984 (33 years old) Height: 168cm / Weight:68kg

STR:4 CON:4 BOD:4 MOV:3 INT:6 WIL:8 TEM:7 PRE:6 TEC:4 REF:5 AGI:3 AWA:6

REC:8 STA:1 END:40 STU:8 RES:14 DMG:0 TOL:15 HUM:75 PAS:13 WYR:11 SPD:3 RUN:6

Skills: Academia[3], Arts[1], Athletics[2], Beastcraft[1], Dodge[2], Dogma[4], Empathy[3], Etiquette[2], Fight[2], Focus[4], Inquiry[1], Linguistics[4], Observe[3], Oratory[2], Persuasion[2], Remedy[4], Riding[1], Seduction[4], Stoic Mind[1], Streetwise[3], Surgery[4], Teaching[4], Arts (Music)[1], Dogma (Church of the Celestial Sun)[3], Dogma (Omega Gospels)[2], Dogma (Sathraism)[1], Dogma (Stellar Apocryphon)[2], Linguistics (Kurgan)[2], Linguistics (Latin)[2], Linguistics (Rital)[2], Linguistics (Urthish)[2].

Shortcuts:Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (10), Keep focused on a task:WIL + Focus (12), Deduce from data:INT + Inquiry (7), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (10), Charm others:PRE + Seduction (10), Iron will:WIL + Stoic Mind (9), Apply surgery on wounded:INT + Surgery (10)

[000309 / francesco_masseri]

Gail Hardin (†)

Giacomo Kellerman (†)

Ionoc da Qa (†)

Jacob Tramel Terraformer

Male Urthish of Engineers from Leagueheim Freefolk.
Born in 4945 (72 years old) Height: 167cm / Weight: 61kg

STR:4 CON:4 BOD:3 MOV:4 INT:7 WIL:5 TEM:5 PRE:6 TEC:8 REF:4 AGI:4 AWA:6
REC:8 STA:1 END:35 STU:7 RES:11 DMG:0 TOL:10 HUM:50 PAS:11 WYR:11 SPD:2 RUN:8

Skills: Academia[5], Athletics[3], Beastcraft[1], Cybernetics[1], Demolition[1], Fight[2], Focus[3], Heavy Weapons[1], Inquiry[2], Leadership[1], Linguistics[3], Local Expert[1], Lore[5], Observe[3], Persuasion[2], Redemption[3], Remedy[1], Science[9], Seduction[1], Stealth[1], Stoic Mind[1], Teaching[3], Think Machine[4], Warfare[1], Linguistics (Imperial Battle Slang)[2], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Local Expert (Stigmata)[2], Lore (Gargoyles)[2], Lore (Sathraists)[1], Lore (Second Republic Tech)[3], Lore (Shards)[2], Lore (Symbiots)[1], Redemption (Forbidden Lore)[4], Redemption (Mech)[4], Redemption (Vold)[4], Science (Artificial Intelligence)[3], Science (Biology)[1], Science (Chemistry)[1], Science (Engineering)[3], Science (Geology)[3], Science (Oceanography)[2], Science (Physics)[3], Science (Quantum Physics)[2], Science (Terraforming)[5].

Shortcuts:Keep focused on a task:WIL + Focus (8), Heavy weapon fire:REF + Heavy Weapons (5), Deduce from data:INT + Inquiry (9), Give orders to subsidiaries:PRE + Leadership (7), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (7), Iron will:WIL + Stoic Mind (6)

[000335 / jacob_tramel]

Juliana Zino (†)

Lorenzo Carucci (†)

Lucia Masseri (†)

Mercucio di Medici (†)

Ravi Lobahura (†)

Saskia Varnovicz (†)

Syark Sir Sic (†)

Taashik Al Kalibann (†)

Tonino Vanini (†)

Zarosinia Al Shazaar (†)

Chapter IV - Enemy at the Gates

Place	Grail System
Date	5018-10-01
Challenge	17

The party is back to the Grail system. They just met a Gesar ship that took care of a kurgan raiders team.

They come back to the main fief of house Keddah to realise that war in the Garden Worlds has reached Rampart: a full army is awaiting at the jumpgate when they pass through it.

Adventure themes

Goal:
Villain:
Ally:
Patron:
Framing Event:
Twist:
Complication:
Side Quest:
introduction
Climax

4.1 Esmeralda Space Station

Place	Grail
Challenge	8

This brand new imperial military hub is the new Headquarter for the Garden Worlds. Ironically it has been placed on the gas giant of the Grail System has the space conflict was raising in Rampart when the multiple parts of this technical prowess where brought in to be set up.

aaa

4.1.1 Back to Grail

Challenge	1
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The amethyst legion arrived around the 2nd of september.

The arrival of Bloodstone legion is planned for the 24 of september. Before that, no more will happen on the jumpgate, except for two transporter that will cross the jumpgate a few hours after the players.

Greta Marlowe* and **Juan Garvex***

The transports are coming from Rampart

4.1.2 The Esmeralda High Command

Challenge	1
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- General **Toshiro Wu*** (****): Space Marshall of the Garden Worlds Fleet
- Lieutenant-General **Lazarus Brednicov*** (***): Bloodstone Legion commander
- Major-General **Huen Hishimoro*** (**): Amaranth Legion commander
- Brigadier-General **Radul Al Farka*** (*): Crystal legion commander
- Colonel/Count **Roserio de Comori Al Malik***
- Colonel/Marquessa **Donellia de Aragon***
- Colonel **Lindsay Willard*** (Charioteers, Crystal Legion)
- Colonel/Countess **Helena Nordwick Hawkwood*** (Crystal Legion)
- Brigadier-General/Duke **Kenshi Onaka Li Halan*** (*): Amaranth Legion
Current troops in Grail system:
- Amaranth, Third Rampart Legion (12000 men, Infantry, Hishimoro)

- Crystal, Sixth Imperial Legion (13000 men, Navy, Al-Farka)
- Bloodstone, Twelvth Legion of the Mantis (8000 men, Navy, Brednicov)

4.1.3 The Assembly

Challenge 1

Where the difficult manoeuvre of putting the four modules of Esmeralda takes place.
Four top notch pilots must be recruited especially for this three hours task.
The names are currently:

- Colonel **Lindsay Willard***, a charioteer officer of the Cristal legion.
- Captain **Jaco Mendes***, an Hazat pilot of the Bloodstone Legion
- Captain **[portia_donaevski was not found]**, from the entourage of **Kristof Ivanovicz***
- Lieutenant **Yueh Sakomo*** of the Amethyst legion.

4.1.4 Reinforcement to the Masseri

Challenge 1
Anchor ⌘fiona_denguerrand⌘

Fiona D'Enguerrand* and **Nina Masseri*** have been talking a lot, and something has to be decied for Verona.

Locke Kibran*: Pilot (Imperial cohort)
Veckman Jones*: Enginneer (Imperial cohort)

4.1.5 Fortify Rimpoche

Challenge 1
Anchor ⌘haroun_keddah⌘ ⌘jasmina_keddah⌘

4.1.6 Intelligence Mastery

Challenge 1

4.1.7 The missing soldiers

Challenge 1
Anchor ⌘donellia_de_aragon⌘

Donellia de Aragon*

4.1.8 The Gates of Leopold

Challenge 1
Anchor ⌘eduardo_casombras_de_sutek_de_hazat⌘

Eduardo Casombras de Sutek de Hazat wants to find the *gates of leopold*, near the ruins of Surak in the Backbone desert, in Tapal.

4.2 Stellar Romance

Challenge 3

Commander **Helena Nordwick Hawkwood*** and Captain **Markus Van Delph***

Lisbeth McWinter*

Eduardo Casombras de Sutek de Hazat

4.2.1 4645

Challenge 1

4.2.2 1456

Challenge 1

4.2.3 4654

Challenge 1

4.3 Out of duty

Challenge 3

4.3.1 1

Challenge 1

4.3.2 ert

Challenge 1

4.3.3 46546

Challenge 1

4.4 Sacred Tone

Challenge 3

4.4.1 4565546

Challenge 1

4.4.2 456

Challenge 1

4.4.3 aze

Challenge 1

Donellia de Aragon (†)

Eduardo Casombras de Sutek de Hazat
Collectionneur Extraordinaire
Male Urthish Baron of Royale House Hazat from Sutek Nobility.
Born in 4953 (64 years old) Height: 173cm / Weight:76kg

STR:3 CON:3 BOD:4 MOV:5 INT:7 WIL:8 TEM:6 PRE:6 TEC:3 REF:4 AGI:3 AWA:8
REC:6 STA:1 END:35 STU:7 RES:14 DMG:0 TOL:14 HUM:70 PAS:14 WYR:11 SPD:2 RUN:10

Skills: Academia[3], Arts[2], Athletics[5], Bribery[2], Cryptography[3], Cybernetics[1], Demolition[1], Dodge[3], Dogma[2], Etiquette[7], Fight[2], Focus[2], Forgery[2], Gambling[2], Impress[1], Inquiry[2], Knavery[3], Linguistics[4], Melee[3], Observe[5], Oratory[4], Persuasion[3], Redemption[1], Remedy[1], Riding[1], Search[4], Seduction[4], Shoot[2], Stealth[3], Stoic Body[1], Teaching[2], Warfare[1], Arts (Painting)[2], Arts (Sculpture)[2], Dogma (Kurgan El-Diin)[1], Dogma (Stellar Apocryphon)[1], Linguistics (Franken)[2], Linguistics (Kurgan)[2], Linguistics (Latin)[2], Linguistics (Urthish)[3], Redemption (Mech)[1].

Shortcuts:Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (10), Deduce from data:INT + Inquiry (9), Fencing:REF + Melee (7), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (8), Search a place:AWA + Search (12), Charm others:PRE + Seduction (10), Fire a ranged weapon:REF + Shoot (6)

[000]199 / eduardo_casombras_de_sutek_de_hazat]

Fiona D'Enguerrand (†)

Greta Marlowe (†)

Helena Nordwick Hawkwood (†)

Huen Hishimoro (†)

Jaco Mendes (†)

Juan Garvex (†)

Kenshi Onaka Li Halan (†)

Kristof Ivanovicz (†)

Lazarus Brednicov (†)

Lindsay Willard (†)

Lisbeth McWinter (†)

Locke Kibran (†)

Markus Van Delph (†)

Nina Masseri (†)

Radul Al Farka (†)

Roserio de Comori Al Malik (†)

Toshiro Wu (†)

Veckman Jones (†)

Yueh Sakomo (†)

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