

# Pancreator Vobiscum Sit

The epic takes place after the **Three Crowns War**, opposing from 2018 to 2020 the *Empire of the Phoenix* against the *Caliphate of Kurga*. The war has not technically ended, as the helping intervention of *House Gesar* has not been yet considered as an ally move by the Empire.

On the diplomatic front, a lot of discussions are actually held, with both combinations of the three parties. In the Known Worlds, most would like House Gesar to join the Empire instead of keeping the neutral status, but it seems *Kaiser Friedrich-Gustav Von Gesar* would prefer being considered as a peer by *Imperator Alexius Primus*, not a vassal.

It is now the end of year 2021 A.D, and the Children of Urth are about to witness mighty changes. On their side, Kurgans have simply withdrawn, licking their wounds while keeping communication lines with both parties.

## Chapter I - Stella Incognita

This adventure is an introduction to **Fading Suns**. it's supposed to be played by 3-4 people, and absolutely no knowledge of the universe is needed.

The last member of the crew is **Ron Gorlig\***.

The players are supposed to get their complete character sheets when they access the *Preceptor* think machine in the cockpit, or when their pod lands on the moon.

Characters

- Clayton Briggs

- Ellis McMoran

- Gustavo Salamenca de Acero

### 1.1 Black Out

#### Introduction

##### Situation

The PC wake up from a terrible crash of the cruiser that was carrying them. They seem to be part of a prisoners convoy that has been heavily destroyed. Only a few decks of the ship, starting from the main deck to the airlock beyond the detention block are still bringing breathable air, and the remaining crew need to cross the messy detention block where the PC are to reach the last escape pods.

##### Escape pods

Each of them can host three people. Only three pods are remaining, one of them clearly damage (the B-Pod). The A-Pod will have malfunctions, but it is impossible to say so without a technical check. The C-Pod will do the job.

#### 1.1.1 Vac Bags

##### Survivors

The PC will wake up with no memory. This is due to the time spent in the VAC bags they are in. They should normally be die soon, but Ron Goslig, the member of the crew that comes to check for the access to the escape pods has caused their rupture automatically by pushing breathable air there from the main deck.

##### Crewmembers

Along with Goslig, three other crew members are alive. One, **Regie Copram\***, the first pilot is in a coma. The second one is **Gart\*** a serf that is watching over Regie. The last one, **Kit Solonia\*** is locked in the engine deck at the other end of the ship and only communicates through squaker. He should not be able to reach the pods without help.

##### Prisoners

There is only one other prisoner alive, the Ur Obun [**logun\_bran\_tazin was not found**]. She was able to free herself earlier thanks to the stable pressurisation on the women aisle, and think she killed the three other women prisoners.

The last one, [**cassandra\_varnovicz.decados was not found**] is still alive, thanks to the cybernetics she took so many care to hide...

#### 1.1.2 Negotiations

#### 1.1.3 No way out

### 1.2 Under Attack

#### 1.2.1 Pirates

#### 1.2.2 Saving Lives

### 1.2.3 Queen's Gambit

The cruiser name is Queen Victoria

## 1.3 Nameless

### 1.3.1 Reaching The Ground

### 1.3.2 Sterile Land

### 1.3.3 New Beginnings

Gart (+)

Kit Solonia (+)

Regie Copram (+)

Ron Gorlig (+)

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