

# REFLUX

a scenario for M-SPACE



clarence redd

*The Constellate never fell. It faded.*

*The year is Y3260. The Ocath sub-sector is free, after many years under The Constellate's brutal rule.*

*Free, but in turmoil.*

This scenario for M-SPACE introduces *The Weaver* setting, telling an epic story about a dying empire .

A starship fleeing from the The Constellate's armed forces disappeared 170 years ago. Now the characters must go to the Qioria system to search for it. But time is short. The planet is on a slow course for destruction and the hell holes of ignited gas grow every day.

Their only hope seems to emanate from the long forgotten teachings of the Weavers.



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# Introduction

This is an introductory scenario for *M-SPACE*, suitable for 2-5 beginner characters. It introduces the characters to *The Weaver* setting, telling an epic story about a dying empire called The Constellate. Small kingdoms and federations have risen in its wake, fighting for power, while the baroque empire struggles to keep its rotten core from collapsing. In this chaotic age, hope seems to emanate from the long forgotten teachings of The Weavers – a species almost wiped out by The Constellate’s forces, centuries ago.

The main rulebook for *M-SPACE* is required to get the most out of this book, however the scenario is useful with any BRP-based game.

## How to Use This Book

Scenarios are like first draft manuscripts, describing a small part of a setting with a chain of events linked to it. The GameMaster prepares by reading the entire book, before clarifying any rules that feel unclear. On the game night (or day), the GM sets the stage for the players by describing the starting conditions of each scene. The players will then dictate the actions of their characters, with everyone creating an interactive storytelling experience together.



The entire story is summarised in the *Synopsis* chapter and the necessary setting background follows after that. The next eight chapters contain the actual scenario, with every *Passage* detailing the events of a particular site. The events described may not happen in that exact order – or even at all – but they provide a rough outline of the way that the story will unfold. The end of the scenario is quite open, offering several ideas on how to continue the campaign. After that, five chapters go into details regarding NPCs, locations, alien species, organisations and some additional rules.

Overall, the scenario is best suited to those PCs of a somewhat heroic bent, or those likely to champion the underdog against tyranny. Any type of characters included in the *M-SPACE* rules will suit the scenario – with one exception: psionic characters. As psionics does not exist within The Constellate's old domains, apart from for the mysterious Weavers, no mental powers can be chosen by the players. This may change during a longer campaign when the Weavers will play a more important part; see future additions to the Weaver setting. A POW of 16 or higher will still indicate a mind fit for psionics.

#### Roleplaying Games, Maps & Handouts

*If you are new to roleplaying games, you may want to take a look at the introduction in the M-SPACE rulebook and the recommendations that can be found there.*

*Also, make sure you take a look at our website ([www.frostbytebooks.com](http://www.frostbytebooks.com)). The maps and handouts for the scenario can be found there in full color, easy to print at home or in a print shop.*

*Top: The small Aëlian Angling Spider hunts by letting its long thread sway in the wind. Together with the transparent, drifting seed pods of the ïentje plant, they play a major – but indirect – role in the scenario.*

# Setting Background

*The Constellate never fell. It faded.*

*When asked, no-one could tell when it happened, when the power and influence of the 800-year-old behemoth no longer mattered.*

*The reasons were the same as they had been on countless other occasions. Stagnation, intrigue and a sliver of madness. They believed so intensely in their superiority, they failed to see the world as it was.*

*When the fading became apparent, the suppressed slowly found some breathing room again. Some came up roaring, casting the shackles off, some sniffed the morning air cautiously, and some continued the habit of secrecy and hiding, not trusting that the new world order would be much kinder to them.*

The year is Y3260, Constellate Standard. The Ocath subsector is free, after many years under The Constellate's brutal rule.

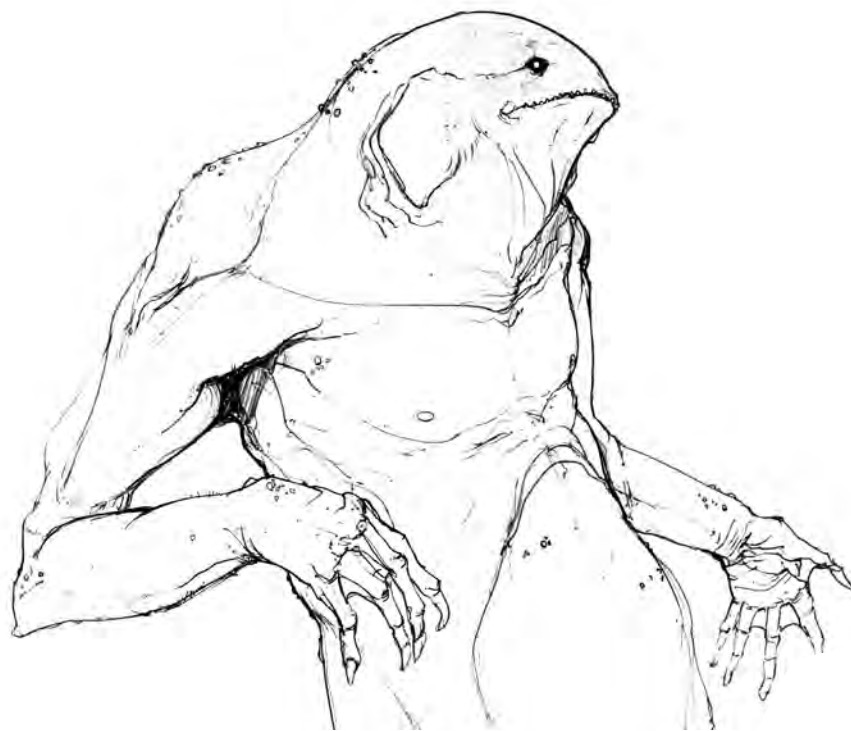
Free, but in turmoil.

The lack of power structures after the empire left, 20 years previously, has led to political upheaval where everything is up for grabs. The dominant worlds take what they want, trying to expand their territories, while the weak are subjugated – unless they form alliances of protection and trade.

What many fail to notice, is the newly installed Empress' ambition to restore The Constellate to the dominant force it once was. Sending out her agents to detect weaknesses and spread malcontent, with troops soon to follow, she uses all of her cunning to put the upstarts back in their place.

However, an unexpected power has secretly spread from an unassuming planet further rimward: the Weavers, a human species of psionics, thought to be eradicated once and for all by The Constellate many years ago. Somehow they slipped through the net, now slowly spreading their teachings across the sectors.

*Opposite: The Maurin species. Living in the sponge-like mountains of Eliran, they shape communities around shallow, hot pools. In this scenario the species is represented by Goro Hom, a Weaver agent and Maurin Godchild.*



# Passage 1:

## The Mission

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Location: Anobe

Main NPCs: Jaywa Valeri, Aliura Faaroe, Goro Hom

*The characters are told a story and are then offered a job to find the traces of a long-lost starship.*

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The characters have been staying on the planet Anobe in the Ocath sub-sector, doing various small jobs for a local patron called Jaywa Valeri (a reasonably honest man in Anobe City). For the past two months, however, the characters have been travelling far from civilisation.

## Across the Plains

*Details on Anobe and the other worlds can be found in the chapters Locations. Information on aliens are in Lifeforms, while stats for all NPCs in List of NPCs.*

At the start of the scenario, the characters are slowly travelling over the plains on the backs of large Sutaari. They travel together with an Ano clan, coming back from their yearly feast. Being invited to visit the temporary camp of the Ano is exceptionally rare; not many outsiders have experienced it.

The reason for this unusual invitation is up to the GM, possibly with inspiration from any of the character's backgrounds. Examples may include:

- » The PCs helped the clan get rid of poachers along their routes earlier during the year.
- » A journalist, writer or scholar among the characters has written favourably about the rights of the Ano.

- » The characters have worked with and befriended an urban-dwelling member of the clan and on her return, they were asked to join her. As she is the child of the Clan Mother, the tribe approved.
- » A medic among the characters has saved the life of a clan member, at significant risk to him/herself. While the Ano have adapted to most exo-pathogens brought to Anobe by alien species (including humans), a few remain problematic for them.

Pick one of the examples above, combine several for even deeper connections or come up with entirely new ones.

The characters are on their way back to Anobe City. Staying two and two in large, teardrop-shaped baskets hung over the backs of the giant Sutaari, the 10 days of travelling across the vast landscape have been invigorating. The winds, the tall grass and the steady rocking of the walking Sutaari have become like second nature to them. The basic jumping moves between the beasts are finally feeling less dangerous to them and they have even made a few friends among the Ano.

As they approach Anobe City, one character's datapad awakens her early, with a message from Jaywa Valeri. It is a few days old - communications on the plains have been a bit on and off - and just reads: 'I have a new job for you. Contact me as soon as you can'.

The Clan Mother bids them farewell and the clan drops the characters off close to the city edge. The Mother invites the PCs to ride with them again any time they wish.

Calling Jaywa Valeri back (or sending him a message), he tells the characters that he has got a client in need of their services. It is a slightly bigger, off-planet job this time. If the characters are interested, the client wants to meet with them in an old Ano burial ground on the outskirts of the city as soon as possible (see *Locations* chapter for a map of Anobe City).

'Treat her well. She's a precious contact for me,' Jaywa ends the call/message.

## The Burial Ground

*The burial traditions of the Ano are relatively straightforward. The clan members cover the body with a flat mound and they plant a seed from the Endon tree on top. The sites of the graves are carefully chosen: the microclimate is often ideal for the tree seedlings and after many years of use, the burial grounds resemble small groves. The undulating grass landscape of Anobe only has sparse forests, making these groves stand out clearly. They are considered sacred, not being disturbed even by the immigrants. Anobe City slowly engulfs this particular burial ground. No one has dared to cut a single twig yet, though in fear of the Ano's wrath.*



## Reading up on Aliura Faaroo

*Running a check on Aliura will not turn up much. She is not listed in any of the old Constellate databases (but neither are the characters) and the only information they can get is that she has been staying on Anobe for 4-5 months.*

*'Perhaps she's some noble or diplomat?' is the best answer they get.*





qioria

 mining sites