



SEVEN WORLDS

DIVIDED WE FALL



Module 2 of the Epic Seven Worlds Campaign





SEVEN WORLDS

In the year 2217 humanity's greatest achievement is the colonization of the nearby star systems now known as the seven worlds. Here humanity lives, thrives, and prepares the next great wave of space exploration.

The seven worlds. This is the story of how we lost them, and of the heroes who tried to avert their fall.

The second adventure in an epic seven-part campaign!

Sample file

The war between Concordia and Bay Jing, the two most powerful planets in the Seven Worlds, is heating up. One of the combatants hides a secret that could change the tide of the war, and it is the heroes' job to discover what it is. As the heroes uncover this secret, and prepare to witness the mutual annihilation of Concordia and Bay Jing, the sudden arrival of a third participant changes everything and forces humanity to choose between leaving their quarrels aside and joining against the darkness, or falling together!

This product also includes six new side stories so your players can explore the Seven Worlds while they play the main campaign!

www.sevenworldsrpg.com



SEVEN WORLDS

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WARNING TO PLAYERS: DON'T READ ANY FURTHER!

The content of this book is for Game Masters only! Reading it will only spoil the adventure. If you are a player rather than a Game Master read the *Seven Worlds Setting Guide* instead.

INTRODUCTION

ADVENTURE SYNOPSIS2

DIVIDED WE FALL

PART I: WAR SECRETS15
PART II: THE BEGINNING OF THE END.....15
EPILOGUE.....24

SIDE STORIES

A "FLARE" FOR KILLING 25
SCHOOL PRANK, THEILING STYLE 25
THE PSION RIOTS, REDUX..... 26
ON ONE CONDITION27
BAD CROPS27
WILD WILD V-WEST, PART I..... 28

ALLIES AND FOES

IMPORTANT CHARACTERS..... 29
ENCOUNTERS 30
VEHICLES AND SPACESHIPS..... 33

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introduction

"WHERE IS EVERYBODY?"

— ATTRIBUTED TO ENRICO FERMI, ON THE EXISTENCE OF ALIEN CIVILIZATIONS

Welcome to the second module in the *Seven Worlds* campaign! This epic, unforgettable odyssey places the heroes at the center of the greatest conflict humanity has ever seen, and puts its future in their hands.

At its heart, the story told in the *Seven Worlds* campaign is a tragedy, the story of the annihilation of humanity by forces far beyond its comprehension, and of a few heroes' efforts to turn back the tide. Other campaign's measure of success is the answer to the question "Did we win?" In this campaign, success or failure is measured in the answer to a different question: "Did we survive?"

This adventure continues where *Rumors of War*, the first *Seven Worlds* campaign adventure, left off. It is assumed you've already played that adventure before starting this one, but if you haven't you will still find lots of interesting and challenging scenarios for you and your players to enjoy!

ADVENTURE SYNOPSIS

This section gives a short overview of the *Seven Worlds* Campaign up until this point.

WHAT'S HAPPENED BEFORE

A *Mysterious Encounter*, the introductory adventure included in the *Seven Worlds Setting Guide*, told the story of a group of Circle officers who, while on a routine patrol next to the frontier planet of Nouvelle Vie, witness the appearance of a strange alien ship and see its awesome destructive power. As a result, the heroes were sent to Concordia, one of the most powerful planets in the *Seven Worlds*, and the headquarters of the Circle, to report on what they saw.

In *Rumors of War*, the heroes travelled to Concordia and met Epsilon Leader Antoine, leader of the Circle. Antoine told the heroes that the Psion Brotherhood had been secretly interested in these strange ship sightings, and asked them to go to Brotherhood Headquarters on Earth and request information on the sighting from the Brotherhood, using official

channels. Antoine also asked the heroes to investigate the mysterious disappearance of Dr. Luis LaMarche, a renowned scientist from Earth.

While attending Concordia's Centenary Celebration the heroes became involved in a terrorist attack that ended with the successful assassination of Governor Selnes, the leader of Bay Jing. Since Bay Jing and Concordia were bitter rivals, this assassination sparked the beginnings of an interstellar war.

When the heroes arrived at Earth they met the emissary of the mysterious alien benefactors known as the N'ahili. They also met the leaders of the Psion Brotherhood, including the famous Ganendra Nathan, but failed to get any clues to the identity of the mysterious alien ship they saw. Finally, they get to investigate Dr. LaMarche's disappearance and discovered he had been working on unspecified "improvements" to the Stellar Communications Network, the main technology that allowed the *Seven Worlds* to communicate.

WHAT'S HAPPENING NOW

When the heroes return to Concordia from Earth to report on what they have discovered, Epsilon Leader Antoine sends them on an undercover mission to investigate a curious deployment of ships made by the Concordian fleet as part of their war with Bay Jing. Apparently, Concordia has an ace in its sleeve in its fight against Bay Jing, and it is the heroes' job to find out what it is. An unlikely discovery ends with the heroes carrying information on a top-secret Concordian plan that could ruthlessly allow them to win the war in a single stroke.

The heroes finally arrive at Nouvelle Vie again, this time to expose the Concordian plot. The bulk of the Concordian and Bay Jingian fleets are about to meet in battle here. As the heroes prepare to witness the mutual annihilation of Concordia and Bay Jing, the sudden arrival of a third, unknown, fleet changes everything and forces humanity to choose between leaving their quarrels aside and joining against the darkness, or falling together.

The heroes barely escape with their lives and fly towards Concordia, carrying a desperate cry for help against an invader more powerful than all of them.

divided we fall

PART I: WAR SECRETS

This adventure begins as the heroes enter orbit around Concordia, returning from Earth. If you want, the trip back could be a great opportunity for side stories or encounters.

INTRODUCTION

As the heroes disembark at one of the orbit stations around Concordia, they are greeted by Epsilon Leader Antoine, who has flown all the way from the surface to talk to them up here.

Floating in zero-G through the corridors of the station, Antoine leads the heroes to a small meeting room and makes sure they are alone before speaking. He congratulates the heroes for their excellent work on Earth, and tells them that a couple of weeks ago the Psion Brotherhood sent him a digital packet of files related to the strange sightings in the frontier. He doesn't know yet how useful the files are but his team is reviewing them carefully.

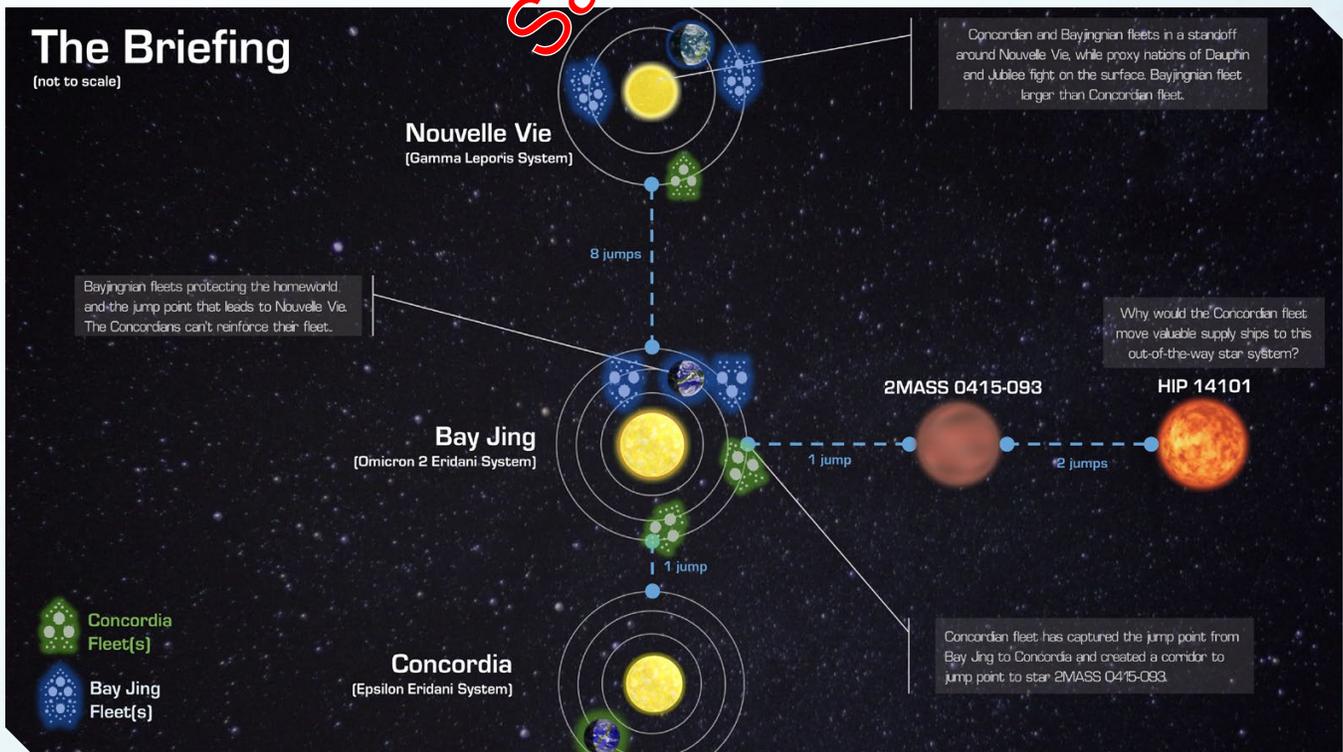
Antoine also asks the heroes about their investigation on Dr. LaMarche, and thanks them for their work there, too. He promises to keep an eye out in case Dr. LaMarche is seen anywhere in known space.

Antoine then grows serious, and gives the heroes their new mission, describing it as "a mission on the success of which millions of lives may depend."

THE MISSION

As the heroes should know by now, the war between Concordia and Bay Jing has begun, sparked by the cowardly assassination the heroes witnessed some time ago. There is fighting going on between the proxy nations of Dauphin and Jubilee in the planet of Nouvelle Vie, and the fleets of Concordia and Bay Jing around that planet are ready to go head-to-head to defend their protectorates. The Circle fleet and several EarthGov ships are trying to keep the peace, but it's just a matter of time before the war escalates.

Concordia's great disadvantage in this war is that Bay Jing lies in the path to Nouvelle Vie. This means it is very difficult for Concordia to move ships or supplies to Nouvelle Vie. Bay Jing is likely to win just because of this.



But four weeks ago, things changed. The Concordian Military Forces, led by General Carlo Ruehle (whom the heroes met in the previous adventure, *Rumors of War*), have invaded the Bay Jing star system, Omicron 2 Eridani, and captured the jump point between Concordia and Bay Jing. The Bay Jingnians fully expected to be invaded and mounted a defense of their planet, as well as of the jump point towards Nouvelle Vie. But strangely, the Concordian fleet did not move towards the jump point; instead, they have created a fortified corridor to a different jump point, to an uninhabited and supposedly worthless star system chain that ends at HIP 14101, a dead-end M3 star with absolutely no strategic value. In the last few weeks they have sent several dozen ships to that star system, including several of their largest and most powerful warships.

Why would Concordia waste time and resources on a worthless star? What are they hiding that is so valuable? That's where Antoine needs help. *The heroes must travel undercover to HIP 14101, find out what the Concordian military is planning there, and report back as soon as possible.*

Antoine then tells the heroes they have recently been approached by someone in a position to help. His investigators have concluded she is trustworthy, and the psionic tests have also given a positive result. Then the meeting room door opens and a tall woman in her forties, dressed in the uniform of the Concordian Military forces, enters the room. Epsilon Leader Antoine introduces her as Captain Isabelle Dominic, captain of a Concordian military cargo ship called the *Weaving*.

Captain Dominic explains to the heroes that whatever they may think, she does not consider herself a traitor to her planet. She is not above killing every single Bay Jingnian soldier they come across. Although she does not know what secret her leaders are protecting, from several comments she's heard she believes whatever is in HIP 14101 is not only lethal, but will also be used against innocent civilians, in Bay Jing, Nouvelle Vie, or somewhere else. She trusts the Circle to be an impartial observer that will not give an advantage to Bay Jing, but will use whatever information it obtains to stop any atrocity and save civilian lives on all sides.

Captain Dominic is willing to pass the heroes undercover as "Concordian Officers" in her ship, which has been ordered to travel to HIP14101 transporting some supplies. They will need some minor training in Concordian dialects and accents, as well as fake IDTagging and DNA scanning, but should do fine provided they do not bring much attention to themselves.

Captain Dominic suggests loading the heroes' ship, the *Voyager*, into her "ship's sides." This is a tubular contraption with a passageway that connects several smaller spaceships to the *Weaving*, allowing the larger ship to transport other ships as well. The *Voyager* would have to have its identification tags changed so it can be ID'd as a Concordian ship. Provided no one looks at it too hard it should be relatively easy to hide it as a "new model" patrol ship created for the war.

Epsilon Leader Antoine expresses concern that the Circle has to resort to undercover missions, and on top of that to spying on the planet that hosts the headquarters of the Circle Foundation, but believes the recent behavior of Concordian leadership leaves him with no choice.

After answering any questions the heroes may have, Epsilon Leader Antoine asks them to report to Circle HQ on Melissant, where they are being expected. There a new fake IDTag is inserted in their bodies, their real IDTag is temporarily disabled (a difficult and very uncommon procedure) and special DNA traces are put in place for routine DNA scans.

After being thus prepared, the heroes undergo a few days of crash-study in Concordian Military Forces habits. They will learn to imitate specific dialects and idioms as well as memorize a fake identity and background. In game terms, encourage each player to create their own fake name and identity, then have him or her make a Smarts roll, representing how well they studied. A bonus or penalty may be applied to the roll depending on how good a job the player made when inventing their identity. No Bennies may be used on this roll. Each success and raise gives the hero a

THE 3-D MAP

The 3-D maps are one of the major attractions of *Seven Worlds*. If you have a compatible laptop or tablet, familiarize yourself with the map and use it frequently to explain to the players where they are and what is going on. You can start by setting the Introduction to this adventure with the 3-D map to give the heroes a sense of where they are and where they should go.

Visit <http://www.sevenworldsrpg.com> to download the 3-D maps.

Remember the 3-D map has different versions to reflect new routes being discovered and the changes to the *Seven Worlds*. Take advantage of this and give players, with the appropriate devices, access to the maps so they can explore by themselves.

temporary +1 bonus to all Stealth and Persuasion rolls related to faking their identity while dealing with Concordians during their mission. This temporary bonus disappears when the heroes are discovered in Scene #2.

Once they're done, the heroes are provided with uniforms and sent back to orbit so they can accompany Captain Dominic back to her ship. The Circle has already taken the *Voyager* to an orbital depot to make ship identification changes so it will pass a casual inspection and resemble a Concordian ship. Once the heroes board the *Weaving*, the *Voyager* is placed with the other ships in the ship's sides.

SCENE 1: INTRASHIP POLITICS

For the next few weeks, the heroes are spies aboard the *Weaving*, pretending to be lower officers in the Concordian Forces. Their cover story is that Command is quickly promoting people who are "not quite ready", and thus the heroes have been assigned to the ship after serving for quite some time in an unspecified mission far from Concordia. Captain Dominic has avoided interacting with them since they arrived.

The trip to HIP14101 can be as detailed or uneventful as you wish. The heroes may have to deal with suspicious crewmates or awkward questions in the mess hall or the bunk rooms or even a fight or two (with Morenne being the most likely antagonist). The bonus to Stealth and Persuasion rolls the heroes may have obtained to fake their identity may be useful during these encounters.

What follows is a short list of NPCs you may use to create your own encounters during the trip:

- **Lieutenant Eustace Morenne:** A cruel, bad-mouthed middle officer, Morenne takes a disliking to the heroes immediately. He hates Captain Dominic and believes (correctly) they are here because of her. He is not above antagonizing the heroes in a mess room, and would enjoy ambushing them in a lonely passageway if he thinks the heroes are not who they are. Morenne leads a small band of bullies (use stats for Typical Soldier) who distribute drugs and other illegal tough stuff within the officer corps of the *Weaving*, and who would help him with such an ambush.
- **Wiley the Cook:** Although most food is produced automatically on ships nowadays, a cook can still make a difference between tasteless and wonderful meals. And Wiley is gifted in that respect; the mess hall in the *Weaving* serves some of the best food in the fleet (for a military ship mess hall, of course). Wiley likes newcomers and serves them a "special recipe" on their first day on the ship. He knows more ship scuttlebutt than anyone else in the *Weaving*. He's worried about First Officer Gruethe and is looking for ways to help him out.
- **First Officer Donald Gruethe:** The slim, quiet Gruethe is normally efficient and a good complement to Captain Dominic. Although they have never become close friends, they have served together in other ships for many years. That's why Captain Dominic is worried about Gruethe's recent lack of effectiveness. Gruethe now appears tired, distracted and moody, and this is affecting results. Unbeknownst to most people, Gruethe has recently become addicted to Peak, one of the most popular drugs in the *Seven Worlds*, and the results are showing. Morenne is behind the supply of Peak in the ship, and thus he is gaining significant influence and power over the First Officer.
- **Private Charlot Bigelow:** The large Private Bigelow is apparently everywhere at once. The heroes always end up bumping into him in passageways, the mess room and even the head. His habit of turning up at the most inappropriate moments may make the heroes suspicious of him. In truth, Charlot Bigelow is just an unlucky young man who always ends up in the wrong place at the wrong time.
- **Specialist Paulette Montminny:** Miss Montminny is officially a civilian expert on interspatial communications techniques, and has thus been assigned by the High Command to support a secret communication technology experiment at HIP 14101. In reality, Paulette Montminny is a Concordian spy investigating Captain Dominic. High Command is suspicious about Dominic's loyalty and has assigned Montminny to find out if she is up to anything treacherous. If Montminny discovers the heroes' secret, she will show her true identity, round up a group of soldiers, and kill or capture both Dominic and the heroes.

When the *Weaving* reaches Omicron 2 Eridani, Bay Jing's system, read or paraphrase the following:

A few hours ago, the Weaving made the jump to Omicron 2 Eridani, Bay Jing's star. As you know, this jump point has been captured by Concordian forces. When you arrive, you are surprised at the number of Concordian ships protecting the jump point. On the starmaps you see Bay Jingian forces far away, aching to recover their jump point but not daring to leave their home planet undefended for long. This humiliating situation is obviously unsustainable.

Several Concordian warships form a virtual corridor in space, not to the jump point to the star system that leads to Nouvelle Vie, but instead to the jump point that leads to an obscure star called 2MASS 0415–093, which in turn leads after a couple of jumps to the dead-end star HIP14101. This jump point is also protected by several Concordian ships. Your mission is to discover what about this star system is so important that Concordia would devote so many resources to it.

SCENE 2: BLOWN COVER

When the *Weaving* arrives at HIP1101, read or paraphrase the following:

*Finally, you arrive at HIP14101. At first nothing seems out of the ordinary in this uninhabited, out-of-the-way star system. Then your screen lights up with dozens of points, marking the locations in space of many starships. It is a fleet of Concordian warships, floating in space a few days away from you! The *Weaving* receives immediate orders to move towards the fleet. "What could all these warships be doing in this out-of-the-way backwater?," asks [Insert hero's Assistant's name here].*

*Several days later, as you are looking out the screen in one of the *Weaving*'s meeting rooms, a message appears on your AR lenses and on every wall-screen: "Prepare for jump. Prepare for jump."*

The heroes should realize part of the Concordians' secret: There is a jump point here! But where does it lead? If a hero realizes what is happening, give him or her a Benny. Otherwise, have an Assistant gently explain what this means.

After the heroes have realized the implications of there being a jump point here, read or paraphrase the following. The text below assumes Morenne discovered who the heroes are and is about to kill them. If Morenne is dead or taken care of, replace him with Paulette Montminny, or with a new NPC.

Just then your screen changes, and a horrifying image appears in front of you. It's Captain Dominic, seriously wounded and covered in blood, lying on the floor in what appear to be her quarters, which have been ransacked and destroyed. "Run!," she whispers, looking at you with wild eyes. "Morenne has discovered everything! He knows who you are! He is going there to kill you right now! Leave!"

Just then the door opens behind you and a crazed-looking Lieutenant Morenne enters, followed by several soldiers and guards, as fully armed as he is. "Circle Spies! You will not leave with what you know!," he orders the guards, who raise their weapons to fire.

Once again the heroes are unarmed, but this time their enemies are not.

The heroes begin the battle in front of the screen on the top-right side of the room, while their enemies enter through the west and south doors. Remember to use the rules for microgravity and superconductive magnetic arrays (see the *Seven Worlds Setting Guide*).

The chairs and table are securely fastened to the floor, and have special belts and superconductive materials designed to allow characters to withstand space combat without gravity. They have Toughness 10 and give Medium Cover (-2) to characters crouched behind them.

The only objects available in the room are some magnetic glasses and cups, and some digital books. They are all magnetically fastened to a surface but can easily be taken. They all count as Improvised Weapons of small size.

The following special Assistant actions are available:

- **Room Doors:** After entering, the assailants digitally lock the doors to the room so no one can escape. An Assistant can unlock the doors by spending a Benny and making a successful Hacking roll with a +2 bonus.
- **Glass Screen:** The diagonal wall on the northeast side of the room has a large thick glass screen used to project special 3-D strategic maps. The glass screen separates the conference chamber from a control room. This screen can be broken by a strong hit or a bullet, and has Toughness 8. It can also be broken if an Assistant overloads its circuits (Hacking roll, requires the player to spend a Benny). If the glass screen is broken in any way, glass spills out everywhere. Place a Medium Burst Template centered on the glass wall where the shot hit (use common sense to determine this), or at its center (if an Assistant overloaded it). Any character under the template suffers 2d6 damage. This damage does not Ace. Assuming the window is broken, the heroes can escape through the control room.

In the third round of combat (or when you think it is appropriate) the ship jumps! Everyone in the ship suffers the effects of Jump Disorientation (see *Seven Worlds Setting Guide*).



The combat ends when either all the soldiers are dead, or when all surviving heroes leave the room.

(If the heroes fall or are captured, Morenne grudgingly takes them to the ship's brig, where an ordeal of interrogations awaits them, as well as an opportunity to escape, which you as a GM should give them).

- **Concordian soldiers (2 per hero):** Use stats for Typical Soldier (See page 32). They are fully armed.
- ★ **Lieutenant Eustace Morenne:** Use stats for Veteran Soldier (See page 32). He is fully armed.

SCENE 3: THE SECRET

Assuming the heroes dealt with all their enemies before leaving the room, they can take the firearms of any fallen enemies and take a short breath. If the heroes escaped the room but left some enemies alive behind, proceed directly to the Chase below.

Hopefully a hero will think of asking where they are now that the *Weaving* has jumped. If none of them do, have an Assistant ask.

It does not take long for anyone querying the ship's internal V-World network (either a hero or an

Assistant) to discover they are now in the Delta Eridani star system, 6.5 light-years from their previous location at HIP14101. This is remarkable because no known jump point between these two stars was previously known to exist. The Concordians have discovered a new jump point! Even more remarkable, Delta Eridani is just three known jumps away from Nouvelle Vie. The Concordians have found a back door through which to send a fleet to Nouvelle Vie and defeat Bay Jing in one stroke!

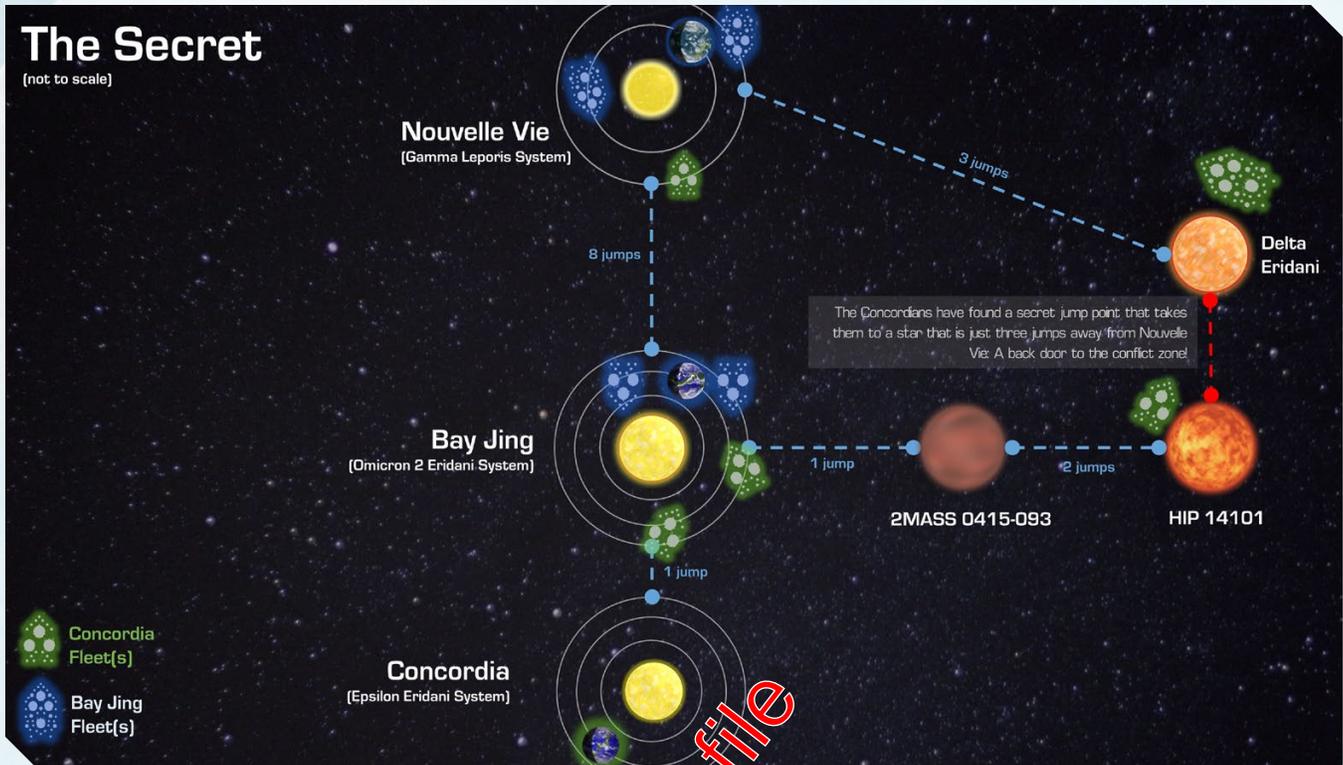
Assistants should nudge the heroes towards the correct course of action: The heroes need to report this information to the Circle. Since they are not in a star with a Stellar Communications Network station they need to get to one as soon as possible, and the closest star within the Stellar Comm Network is Nouvelle Vie itself, three jumps away. And since the heroes' cover is blown, they will have to get there on their own. The heroes' ship, the *Voyager*, is in the *Weaving's* ship's sides. It is time to use it.

THE CHASE

Just when the heroes have figured out the secret (or when things are getting too slow) the ship's alarm blares, and the heroes hear the sound of approaching troops. A Chase begins!

The Secret

(not to scale)



Use the Chase rules from *Savage Worlds*. The Chase lasts five rounds, and uses Agility as the maneuvering Trait, modified by the rules for microgravity and superconductive magnetic arrays. Divide the enemies into as many groups as you feel are appropriate. Some typical obstacles in the chase include closed doors, dead-ends, glass walls, and such. Fortunately Morene did not think to remove the heroes' authorizations from the system before attacking them, so all doors open for the heroes.

The following special Assistant actions are available:

- Weaving Active Map:** An Assistant can hack into the *Weaving's* system to get a map that tracks the location of all enemy soldiers trying to stop the heroes, as well as the best routes to reach the *Voyager*. If a hero spends a Benny, an Assistant may attempt this by making a successful Hacking roll. If successful, the Assistant projects a map overlay of the situation on every hero's lenses. From that round up until the end of the chase the Assistant can, on his owner's Action Card, make a free Investigation roll to read the map and plot the best course. This represents how well the Assistant is detecting the heroes and their enemies' positions and strategy. With a success, all heroes add a +1 to their Chase Agility roll; with a raise, the bonus to the roll increases to +2.

If the heroes bring down most of their enemies before the chase is over, simply have more soldiers arrive.

After five rounds of chase, the heroes reach the *Weaving's* ship's sides.

- Concordian soldiers (2 per hero):** Use stats for Typical Soldier (See page 32).

THE SHIP HOLD

Read or paraphrase the following:

You barely reach the Weaving's ship's sides. The five smaller ships the Weaving transports are not inside, but outside it, connected to the main ship via a short corridor and several superconductive clamps. The room you are in is merely the location to which two of the five ships connect. One of these ships is the Voyager, carefully camouflaged to resemble a Concordian vessel.

A glance at the control panel for your ship shows that the superconductive clamps are protected, and the hatch to your ship is locked. You will need to find out a way to release your ship if you expect to escape.

More soldiers are approaching! You do not have much time!