



# Gathering on Corvus

## Exposition.

*The heroes will need to join forces to find and capture the Suliman brothers.*

As with the start of any campaign, there are many ways in which the party can form. In this case, the heroes can be individuals who just happen to be on the Inner Frontier planet of Corvus for their own reasons, or they may be specifically seeking out the Sulimans. Whether or not they already know each other will become irrelevant when they realize that teaming up will be their best option to bring in the villains. For each individual or group background, pick the most likely scenario below and read it aloud.

[[[Read aloud – Start]]]

## Just Visiting

You probably never intended to get involved with the law while on Corvus. Unfortunately, whatever plans you have here will need to be put on hold, because you've just received

word from a couple locals that the Suliman brothers are hiding on the surface of the planet and something inside of you – a sense of justice, a willingness to help others, or maybe greed now drives you to start looking for the criminals.

As it turns out, you're not the only one on the prowl at this hour. Several other seemingly brave souls have come out in search of the Sulimans, and the lot of you ended up sharing the wall at the local post office, where three of the curly-haired outlaws, John, Ike, and William, stare back at you from holographs on the wall. Rumor has it that Phin and Alonzo Suliman are somewhere on the planet as well, though neither has a warrant out for his arrest at this time.

## Looking for Trouble

When word reached you that the Sulimans may be shackled up on Corvus, you probably assumed it was fate, circumstance, or just your time to shine. In any case, here you are, standing in the local Post Office, reviewing the wanted posters on the wall until you find the three you're looking for. Ike, John, and William Suliman each stare back at you from holographs, their family's signature curly hair prominent in three different shades of color.

Whether you find it fortunate or not, there are others here with you. They, too, are looking over the pictures of the brothers. One man even comments as he walks away in resignation that the wall is missing the last two Sulimans; Phin and Alonzo.

[[[Read aloud – End]]]

## CORVUS

**Population:** Human 50%, Alien 50%

**Government:** Frontier

**Docking:** Local docking on surface. Taxis to and from Roosevelt III and New Ecuador

**Credit Limit:** 520 CR (Buy, Sell, or Trade)

A temperate planet with little to no real government, Corvus has become the center point for underground transactions and something of a refuge for a good number of outlaws on the Inner Frontier. Since real estate here is at a premium, many of the local men and women have no qualms about selling out somebody, especially when they think that person won't be back to return the favor.

Use this occasion to let the heroes introduce themselves, brag about their presence in the Ballad of the Inner Frontier if they have a verse, or anything else they may want to get out to build their image for the party.

If anybody takes time to look around, it's a little after 6PM galactic standard time, and the sun on this planet will be up for another four hours, at least. Because the post office is entirely automated, there is nobody here except for the heroes. A radio speaker in the corner plays one artist's rendition of the Ballad of the Inner Frontier by Black Orpheus. On the same wall as the wanted posters for the Sulimans are three other holographs.

One poster offers 9,000 credits for Billy Three-Eyes, who has a cleft in his forehead given to him by Giles Sans Pitié (**Tech or Streetwise DC 8**). The next has collected some dust and depicts a man with a distinctive white streak through his otherwise dark hair. Under the name Esteban Cordoba is the offer of 65,000 credits for his capture and return to Deluros VIII for questioning. The last poster has no picture. Instead, overly large print states that 20,000,000 credits are offered for the capture of Santiago, dead or alive.

Once everybody has their take on the area and the rest of the party, you can continue with the storyline.



### [[[Read aloud – Start]]]

As strong, cunning, or stubborn as you may be, the prospect of challenging five known criminals should be enough to convince you that accepting an offer of help would be a good decision. Besides, even if you wanted to work alone, that just means you would have a handful of new rivals to deal with in addition to finding and catching the Sulimans, and that can get complicated.

### [[[Read aloud – End]]]

In the end, it should be a clear hindrance to work alone, but that doesn't mean the party has to stay right next to each other the whole time. Give them a chance to spread out once they have collaborated. Maybe they comb a larger area now that they're working together, or the less-than-brave members can remain grouped up during the search.

#### Personalities at a Glance

The following NPCs are referenced in this chapter. Players can learn more about them by inquiring or may already know something about these characters from prior information or experience. More information about Giles and the Sulimans can be found in Section 2. The heroes will find little else about Billy at this time, and even less about Santiago or Esteban Cordoba.

**Billy Three-Eyes:** One of the few men to have gotten away from old Giles Without Pity, Billy has been seen around Corvus in the past, and is suspected of a handful of robbery murders on and around Goldenrod.

**Giles Sans Pitié:** Known for his steel fist and his dour attitude, Giles has several worlds to which he travels that he has claimed as his own. Corvus just so happens to be one of those worlds.

**The Suliman Brothers:** John, Phin, Ike, William, and Alonzo. The only characteristic shared by the brothers is a close crop of curly hair on their head, of which none have the same color.

#### Locating the Ship

**Exploration. Montage. Level 1 (100 XP, plus 50 XP per success after 4)**

*Leaving the post office, the party sets out in search of the outlaw family.*

When they leave the post office, the search begins. Clever use of their skills can get the heroes to the ship faster when they decide to leave with their gathered information. The scene ends when the heroes either run out of time (by failing 2 skill checks) or decide to move on. The more information they get before they head for the ship, the better.

Here are some examples of how the party can use their skills. A **DC 12** check should be sufficient in most cases.

- By traveling with purpose or moving across rooftops of one-story buildings, the hero covers more ground, and can discover the ship more quickly (**Athletics, Acrobatics, Endurance, Engineering, or Streetwise**).

- The hero may decide to bribe, strong-arm or otherwise

convince a local into giving up his vehicle for easier travel (**Athletics, Diplomacy, Intimidate, or Streetwise**). Subsequent checks are used to drive the car safely or threaten others to stay out of the way.

- Speaking to locals who claim to have seen the Sulimans may yield at least some useful information (**Bluff, Diplomacy, Insight, Intimidate, or Streetwise**).
- Procuring or stealing a vehicle means faster travel around the area (**Engineering, Tech, or Thievery**).
- A quick search of the local database gives a list of areas where ships have recently landed (**Perception or Tech**).
- The local sheriff's hunting animal can help track down the scent of the criminals (**Diplomacy or Nature**).

As the scene comes to a close, the heroes reach the Suliman brother's ship.

### [[[Read aloud – Start]]]

#### Four or More Successes

Just ahead, you see a standard interstellar ship. There are no unique markings on the ship and nothing special stands out, but the information you've gathered assures you that this is what the Suliman's came to Corvus in. It is safe to assume you have some time before your quarry shows up in case you want to plan anything.

#### One, Two, or Three Successes

Just ahead, you hear the whir and blast of engines kicking on. When you get around the corner, you see a man, matching the description of Ike Suliman, punch in the code to shut the door to a basic interstellar ship. He looks at you and waves, and then makes a rude gesture as the hatch begins to close.

#### Failure

You round the corner just in time to see an unmarked interstellar ship taking off toward the atmosphere. Looking closely through the hatch window, you make out a roughly human shape with curly hair.

### [[[Read aloud – End]]]

If the party ended the scene with 3 or fewer successful skill checks, or they have nothing they want to prepare, move on to the combat section.

If the scene closes with at least 4 successful skill checks, the party can prepare an ambush, damage the ship, or do anything else they want before they have to face the Suliman brothers.

