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Eris Beta-V

JumpCorp grabbed the Beta-V system, like so many others, to exploit its vast mineral and biological wealth. Just the moons and rings around its gas giant Eris could boost the balance sheet, which is why they’re crawling with miners and salvagers, not to mention pirates and unscrupulous profiteers. Many seek super-tech artifacts left behind by the Voidsmen vessel that was long ago destroyed and scattered among the rings, while others seek easier riches among the proximate planetoids circling Eris Beta-V. Meanwhile, explorers seek secrets of ancient cultures on exotic worlds like Dysnomia and Algos.

Eris Beta-V includes a few new Hindrances, Lethargic and Void Sickness, and the Improved Gravitic Acclimation Edge. Mining an asteroid ring without getting pulverized takes special equipment – which is why JumpCorp equips its contractors with new, system-specific ships like the Mining Pod and Ringsweeper.

Eris Beta-V’s Plot Point Campaign, The Spy Who Came in From the Void, takes your intrepid JumpCorp team on an epic journey through the system to foil the plots of a nefarious terrorist group called Vector Ultra. The tale begins at Harmonia Station, where heroes meet and accompany a famed explorer on his quest for knowledge on the moon Dysnomia. But the past clashes violently with the present as the team plumbs the dark depths of Eris Beta-V’s mysteries.
Leviathan tempts visitors of all sorts from throughout the Known Worlds with its magnificent jungle continents teeming with exotic creatures, untamed and unspoiled. While the planet draws scientists and adventurers of all types from throughout the Known Worlds, outdoorsmen in particular are drawn to it to stalk its colossal lacerauns. These huge beasts are reminiscent of prehistoric dinosaurs from Earth, but with additional sensory abilities to even further challenge a hunter’s skills. A laceraun trophy distinguishes a hunter as being at the top of his game, and Leviathan draws both the brave and the foolhardy, to experience the ultimate safari. An entire industry of guides and agents awaits them on this world of dangerous game and dark secrets.

Leviathan features a couple of Edges—Explorer and Scout—to give heroes a much-needed advantage when facing its unique hazards, and a Hindrance, Weak Stomach, to make life even more difficult for those who love a challenge! In addition, there are new weapons designed to handle the massive lacerauns, survival gear, and a number of new vehicles and vehicle modifications for the planet’s wild interiors.

The Plot Point Campaign “Extinction Event” puts the team in the role of troubleshooters for JumpCorp, protecting the interests of another corporation on Leviathan threatened by infiltrators who object to the planet’s exploitation. They must battle wily adversaries while fending off every natural dangerous obstacle the jungle planet can throw at them, including an enemy who proves that size is not, as Leviathan’s marketing claims, truly everything!

In addition to the Plot Point Campaign, there is an ample supply of Savage Tales and Encounter Tables for every major region on the planet to fill any downtime left in the heroes’ schedule. Finally, befitting its namesake, Leviathan contains a large bestiary detailing a wide variety of the dinosaur-like lacerauns, as well as the planet’s other major lifeform, the colemata, a xenomorph best described as a cross between a spider and an octopus.
Scientorium

An enormous artifact from a previous galactic age orbits unnoticed around a cold gas giant in an unremarkable star system beyond the edge of the Known Worlds. Once it welcomed visitors by the thousands, the inquisitive and the curious from all parts of a massive empire, but now it drifts quiet and empty, not by accident but by design. For the artifact is a library, a relic of unimaginable technology, a gateway to a million million histories and discoveries, so powerful that it shrouds itself against discovery, lest its secrets damage an unprepared universe.

Scientorium presents numerous relics of super-ancient technology to be explored and cautiously utilized. Experience Chambers let visitors explore a near-infinite previous realities, waiting for those clever enough to master the controls and daring enough to step beyond these dimensions. There are exquisite but long-abandoned accommodations for strange visitors to be explored and investigated. The enigmatic Librarians themselves – descendants of exotic race of semi-electronic creatures – watch over their aged, failing facility, guarding against its abuse and exploitation.

The Plot Point Campaign Palimpsest puts the team on the trail of an elusive humanoid who is himself pursuing an enigmatic professor and his exotic menagerie’s traveling circus-like trek across the Known Worlds. The professor seeks the ancient library Scientorium, and together they are all caught up in a galaxy-threatening adventure, snared between powerful forces that would gather lurking apocalyptic energies and those who would nullify them.

Beyond the Plot Point campaign, several Savage Tales further link the JumpCorp team to the ancient library. They can meet the Professor well in advance of the main adventure and become embroiled in his nefarious schemes, encounter another tortured soul who’s sacrificed his sanity and much of his life to finding the great trove of galactic lore, or get involved with the secretive Collectors whose fate seems forever entangled with the mysterious history and powers of the lost artifact Scientorium.