

STARWARDEN

ADARA'S PROMISE

The forgotten history of the Fyrael: The Fracture War, The Flight and The Forgetting.

Millenia ago, the ancestors of the Fyrael lived on the homeworld of BRALLAT in a distant galaxy.

They were an advanced civilization who had created a society free from war, hunger and disease but they were a society blighted by insatiable avarice and over the centuries their hedonistic consumerism led to them irreversibly polluting their world-leading to an irreversible climate disaster.

As a result of the damage they caused on their homeworld, the ancestors took to the stars, developing FTL drives and the RUBICON network of wormholes, that allowed them to colonize other worlds in other galaxies.

But, they did not learn from their mistakes and took their short-sighted, destructive ways with them. In turn, polluting and ruining the worlds they settled and so, the cycle began again.

The ancestors were aided and abetted in this by the vast sentient AI system they created, called M-OSAIC, it was developed by the MALLUS CORPORATION, a megacompany that monopolized technological advancements on Brallat.

Mallus employed M-osaic to the task of creating the FTL drives they would need to take to the stars. Then, when it became clear that their unchecked consumption and reckless pollution had taken their world beyond the tipping point, they set Mosaic the task of developing the wormhole technology they would need to travel faster and further as they were forced to abandon their planet.

They left M-osaic behind to use the remains of their exhausted world as the staging area to build a Matroshka Brain: a galactic super-computer, which the ancestors would use to operate the impossibly complex calculations involved in interstellar wormhole travel.

More centuries past and, by extending the Rubicon network, the ancestors began to explore distant galaxies and to colonize nearby systems. They were aided by the

STARWARDEN PROTECTORATE: an intergalactic squadron of pathfinders and scouts who act as the advance guard exploring new regions of space beyond the Rubicon network. Starwardens escorted potential colonists and act as guides and protectors for any deep space exploration. As a response to the profligate waste and exploitation of their homeworld's resources, the Starwardens operated by a strict code of conservation and protection.

Meanwhile, the M-osaic discreetly and inexorably formulated its own plans to fulfil the ultimate expression of its core programming: to consume, create and replicate. It had grown to despise its creators and saw them as an impediment to its end state.

As soon as the Matroshka Brain was activated, M-osaic launched its attack: disabling FTL drives, navigation systems and rerouting ships using the Rubicon gates so they were either torn apart in the gravitational tides or found themselves emerging in the middle of a sun or a black hole. The Fracture war had begun which would ultimately lead to the shattering (fracturing) of the ancestor's civilisation and their desperate escape (flight) from the M-osaic.

It also created an army of creatures made from reanimated polluted waste, 'Goo Monsters', that it used to attack planetary outposts.

The ancestors fought back but the M-osaic was too strong and they were forced to retreat, evacuate their or face extinction. The evacuees were aided in their plight by the Starwardens.

The Starwardens were the only thing that could resist the M-osaic's onslaught- the Warden's unique adaptive environmental uniform, called PHOTIS suits, and their natural physical prowess honed by intensive of training and years of living in the harsh environs of space made them particularly resilient fighters and they dealt the M-osaic several early defeats.

But, it was only a matter of time before the relentless and unstoppable AI would win and so the last retreat of the Fyrael's ancestors began. Over time, this came to be known in their mythology as 'The Flight'.

In the dying days of the war with the M-osaic, the last survivors of the battles fled in generation ships they had constructed and their retreat was defended by the last of the Starwardens who fought a doomed rearguard action.

As they travelled through the Rubicon gates, a Starwarden would stay behind and detonate their PHOTIS suit to destroy the gate; sealing it and ensuring the M-osaic could not follow.

The Fyrael's ancestor's ship travelled to the remote reaches of the RUBICON gate network to the Xaan system, which was rich with M and K-class planets and also the location of a space anomaly (something like a Neutron Star that is part of a binary star system) which made long-range communications and scanning virtually impossible. This was where they decided to settle; far from the M-osaic's forces and safe from its far-reaching sensors.

The last of the Starwarden's sacrificed herself in the gate but things didn't work as planned (maybe due to the exotic energies the Neutron star creates) and the gate was only severely damaged- taken offline. And the PHOTIS suit remained intact, lost with the Rubicon gate for millennia.

The ancestors settled on Xaanji and disabled their FTL drives leaving the Generation ship to drift in the system whilst creating the myths of the Flight and beginning what they called, 'the Forgetting'- turning away from their past in the hope they would not be destined to repeat it and hoping their descendants when they reach the stars would be worthy of the gifts they had left for them there.

This is what Voen's xeno-archaeological researches uncovered after she had found the remains of the ancestor's Generation ship. She had to go to the SOLUS Corporation to get funding to back her archaeological mission to prove her theories.

She discovers the remains of the RUBICON gate and the SOLUS Corp quickly dispatch a support team to 'help' her. In fact, they go against her wishes and fast track rebuilding and reactivating the gate.

Unbeknownst to them, Voen has also discovered the PHOTIS suit but kept this a secret because she mistrusts SOLUS's motivations- something that is proven to her when they reactivate the gate and stop her from sharing news of the discovery with the rest of the Fyrael.

Voen escapes her captors and uses the gate to escape them but not before leaving a trail of breadcrumbs for her family to follow that will lead them to her and the PHOTIS suit, which she has hidden somewhere safe.

SOLUS tell Adara's Dad, Alden, that she is missing, presumed dead. He doesn't believe them and, when he receives a scrambled message from Voen, decides to mount his own rescue mission.

The Twins stow away on his ship (they've hacked the baby sitter droid Aladen left them with) and send Adara their own message.

Adara goes AWOL from the Starwarden Academy and gives chase and the game begins...