



SEVEN WORLDS

Campaign Book Overview

The *Campaign Book* is a 250-page full-color softcover that contains a complete galaxy-shattering campaign for *Seven Worlds*. Inspired by such grand RPG campaigns as the original *Dragonlance* saga, and classic science-fiction books like *The Expanse* and TV series like *Babylon 5* and *Battlestar Galactica*, this is a story the players will never forget, and is the highlight of *Seven Worlds*!

Players, don't read any further!

PLOT SUMMARY

The *Seven Worlds* campaign has two parallel plots: The invasion of human space by an advanced alien species ("the Devourers"); and the conspiracy orchestrated by Ganendra Nathan, leader of the Psion Brotherhood, to eliminate all non-psion human societies by taking advantage of the invasion.

The Devourers have been close to human space for several decades, preparing their invasion. Twenty years before the beginning of the adventure, the Psion Brotherhood (the organization that groups all humans with psionic powers to ease their integration into non-psion society) comes across a Devourer scout ship, thus learning of the alien menace; and they also discover that despite being significantly more powerful than mankind, Devourers are fatally vulnerable to psionic powers.

Seeing an opportunity, Ganendra Nathan, leader of the Psion Brotherhood, plans to leverage the upcoming Devourer invasion to make psions the undisputed leaders of humanity.

For the next twenty years Ganendra runs a massive migration program to Chrysalis, a secret Psion Brotherhood outpost on a planet unknown to non-psions. All psions in this planet are trained in the use of a psionic power that can stop the Devourers, should they try to invade Chrysalis. Thus Ganendra guarantees that when the Devourers overrun the *Seven Worlds*, Chrysalis will survive.

Simultaneously, Ganendra plants the seeds of discord in human society, making sure non-psions are weak and divided when the Devourers attack. He fosters a war between the two nations coexisting

on the planet of Nouvelle Vie, thus creating a proxy war between these nations' sponsors, the powerful worlds of Concordia and Bay Jing. And he plants a software backdoor to sabotage the Stellar Communications Network, the technology that allows the *Seven Worlds* to communicate and orchestrate a coordinated defense. When Dr. Luis LaMarche discovers this hack, he barely manages to escape Brotherhood agents with his information.

In the months leading to the start of the adventure, strange sightings and ship disappearances in the frontier worlds have increased. Sensing that the Devourer invasion is about to begin, Ganendra puts his plan into action.

CAMPAIGN OVERVIEW

In the introductory adventure ([page 159 of the Setting Guide](#)) the heroes are members of The Circle, an interplanetary peace-keeping organization. During a routine mission in the frontier planet of Nouvelle Vie the heroes witness the appearance of a strange alien ship (a Devourer ship) and experience its awesome destructive power. This concludes with the heroes being sent to Circle HQ on Concordia to report on their sighting.

Unsolved mystery: What strange thing did the heroes witness in the depths of space?

PART I: RUMORS OF WAR (PAGE 3)

In Concordia the heroes are ordered to continue to Earth to obtain more information on these strange sightings from the Psion Brotherhood (which has been asking for details on the sightings to be classified); and to investigate the disappearance of Dr. Luis LaMarche, a renowned scientist from Earth and brother to a high-ranking Circle officer.

Before leaving Concordia, the heroes witness the assassination (orchestrated by Ganendra Nathan) of the leader of Bay Jing during a diplomatic event. This precipitates a war between both worlds.

On Earth, the heroes meet the N'ahili, the only alien species mankind has encountered so far, and reach a dead-end in their investigation into the mysterious alien ship they saw. Following Dr. LaMarche's trail, the heroes break into the offices of his employer and discover that he had been working on unspecified "improvements" to the Stellar Communications Network, which apparently had something to do with his disappearance.

Unsolved mysteries: Why is the Psion Brotherhood keeping alien sightings files classified? Who ordered the assassination on the leader of Bay Jing? What secret on the Stellar Communications Network did Dr. LaMarche discover? Where is he?

COOL THINGS TO CHECK OUT:

- A “game within the game” full fantasy virtual world, where the heroes can become knights, wizards, and more (**pages 20-28**).
- LaMarche’s employer’s offices are physical and virtual spaces, at the same time; the heroes must explore both simultaneously (**pages 28-31**).

PART II: DIVIDED WE FALL (PAGE 37)

As the heroes return to the frontier they become involved in the war between Concordia and Bay Jing. After secretly infiltrating the Concordian navy, the heroes discover that the Concordians know of a secret jump point shortcut to Nouvelle Vie. This secret shortcut is the basis of a devious plan to destroy the Bay Jingian navy at Nouvelle Vie.

When, pursued by the Concordian navy, the heroes reach Nouvelle Vie with their precious information, war between both fleets breaks out. At this point, a Devourer fleet materializes and obliterates both fleets and the planet under them. Simultaneously the entire Stellar Communications Network crashes, thus isolating the Seven Worlds. The heroes barely escape with their lives, carrying a desperate cry for help against an unstoppable invader.

Unsolved mystery: The Stellar Communications Network crashed at the same time the aliens began their invasion. How or why did it crash? Is it a coincidence? Is it connected to Dr. LaMarche?

COOL THINGS TO CHECK OUT:

- The jump point shortcut (**pages 43-44, 46-47**) makes even more sense in 3-D, and is an example of how REAL star locations were used to enhance the game. If you can, check out the star distributions in the 3-D map viewer.
- There is a detailed, rich social combat scene in which the heroes must understand each warring council member’s personality and motivations, and convince them to set their quarrels aside to face the alien invaders (**pages 54-58**).

PART III: INTO THE FIRE (PAGE 65)

As the Devourers begin their advance into the Seven Worlds, the heroes are sent on a long-shot mission to find a way to stop them: An anonymous tip points

to a terrorist in the planet of Apollo who may have a clue the heroes need. After becoming involved in a political war between corporations and storming a faraway ice-covered research facility taken over by terrorists, the heroes obtain the clue they were looking for: The rumors of an unknown place that goes by the name of “Chrysalis.” The trail to Chrysalis points to Logan’s End, the farthest and least civilized planet in the Seven Worlds.

Unsolved mystery: Who sent the anonymous tip? What is “Chrysalis” and how can it help stop the Devourers?

COOL THINGS TO CHECK OUT:

- The core of this chapter has the heroes break into a huge ice-covered research station. The climactic battle occurs in a garden dome with multiple obstacles and robotic tools for heroes and Assistants to use (**pages 78-85**).

PART IV: BROKEN CIRCLE (PAGE 95)

Three of the Seven Worlds have fallen to the Devourer invasion. On the way to Logan’s End the heroes find Dr. LaMarche and obtain his secret: He has discovered that the Stellar Comm Network was sabotaged by the Psion Brotherhood.

When the heroes reach Logan’s End, they crisscross the planet investigating the fate of the crew of the *Aurora Borealis*, a failing smuggler ship that had a strange encounter years ago. After surviving the dangers of the jungles of Logan’s End, the heroes obtain their reward from the only remaining crewmember: The coordinates to Chrysalis.

Unsolved mystery: Why would the Psion Brotherhood want to sabotage the Stellar Comm Network? Did they know the Devourers were coming? Are they allied with the Devourers? What is hidden in the coordinates for Chrysalis?

COOL THINGS TO CHECK OUT:

- The heroes must plan the defense of a rickety space station against hired agents of the Psion Brotherhood. To do this they have the space station (with special space station combat rules) as well as a fleet of mini-mining ships that must be managed as a unit (**Pages 108-109**).

PART V: CHRYSALIS (PAGE 127)

The heroes reach Chrysalis, the Eighth World, and discover Ganendra’s secret plan. They also discover that Ganendra locked a secret psionic power,

called **raze**, into all Chrysalis' psions minds, and only he knows the password to activate it.

Emboldened by their discovery, the heroes lead a resistance fight to take over Chrysalis. After a climactic battle at the top of one of the city skyscrapers, the heroes assemble a fleet with tens of thousands of psions to fly towards Earth, recover the password for the raze power from Ganendra, and stop the Devourers before they destroy Earth.

Unsolved mystery: The local Psion Brotherhood leader mentions that they “found” the raze power instead of creating it. Where could they have “found” a power that can stop and kill aliens?

COOL THINGS TO CHECK OUT:

- Chrysalis is an “Eyeball Earth”, a strange planet that could in theory exist! (pages 134, 137).
- The heroes enter a V-World room that simulates the Devourer environment. This plays like a small horror scene (pages 148-150).
- The final space battle uses the Savage Worlds Mass Battle rules with Seven Worlds' specific modifications for space (pages 154-156).

PART VI: EXODUS (PAGE 159)

The heroes lead a hastily assembled fleet of military and civilian ships carrying tens of thousands of psions from Chrysalis to Earth. Along the way they must deal with mutiny and betrayal within the fleet.

Desperate to reach Earth before it's too late, the heroes meet the N'ahili again, who show them a secret shortcut jump-point that could allow them to reach Earth in weeks instead of months. The only catch: There's a fully armed Devourer base in the way.

Unsolved mystery: What is the relationship between the N'ahili and the Devourers? How could they acquire a human-ready Devourer mini-ship for the heroes? Why are the N'ahili leaving humans after having guided them for so long?

COOL THINGS TO CHECK OUT:

- The heroes' attempt to take back their mutinied ship uses an abstract ship map that simulates guard awareness, sensors, V-World knowledge, and more (pages 171-181); and requires them to hack the ship's computer systems, which is a minigame in itself (pages 171-175).

- The combat in the main bridge (pages 179-181), is a zero-G combat fought *inside a sphere*, and includes rules for 3-D movement not only to the sides, but across the sphere. This makes for a completely new tactical combat scenario!
- Special rules for managing and running a fleet are included (pages 185-187). From food to mutinies to morale and more, successfully running the fleet influences the heroes' ability to be more effective in the final battle for Earth.

PART VII: ENDGAME (PAGE 191)

In order to get the fleet past the jump point to Earth the heroes decide to stage a dangerous raid into the Devourer base in an attempt to blow it up. Inside, the heroes finally meet the Devourers and discover how truly terrifying their enemy is.

When the heroes reach Earth, they find that its destruction is imminent. After a desperate run to board Brotherhood Station, finally get to confront Ganendra Nathan. As the station disintegrates all around them, the heroes must defeat Nathan, recover the password for raze, and use it to stop the Devourers before they obliterate Earth!

Unsolved mystery: The source of the raze power: How could this power have been discovered by the early founders of the Circle and the Brotherhood, decades before the Devourers had been encountered? Did the early founders know about these aliens centuries ago? What is in the package the N'ahili have left mankind?

COOL THINGS TO CHECK OUT:

- From gravity to air composition to the strange hallways, the alien Devourer base the heroes storm is truly bizarre (pages 198-209).
- Huge space battle around on Earth pushes the space combat rules to the limit, with up to four sides fighting simultaneously (pages 211-214).
- Two showcase battle scenes with custom maps: A multi-level walkway combat with rules for jumping or falling between levels (pages 216-218); and a battle in a space elevator's window-paned observation room under attack from space! (pages 220-223).

AFTER THE CAMPAIGN

Several side adventures and idea seeds deal with the reconstruction, the politics of what remains of mankind, the N'ahili package, future Devourer interactions, and more (pages 226-227).