MOD. NO. 01-616

A ONE SHOT FOR

THE BREACH

A SCIENCE FICTION ROLEPLAYING GAME

OPERATION FIREFLY

BRIEFING

On the morning of day 48 of the seventh month, at 4:33 AM, the Eye systems detected a sudden instability. The Breach, whose tuning had appeared persistent in recent weeks, suddenly vibrated on alternating and inverted frequencies, well above the Higgs threshold.

The data collected proved to be incomplete. However, when cross-referenced with printouts recorded in previous days, it was possible to calculate the coordinates for tuning to a new Paradox, cataloged in the annals as 220918, with a 2.7 percent margin of error.

Warden Kirst, on duty during the survey, thus initiated the contact procedure. The seals were removed, and sirens began to echo through the corridors of Bastion: Operation Firefly has begun.

Main Goal: As watchers, you are assigned the task of making contact with a creature in the Paradox. This creature belongs to an alien civilization, traces of which have been detected through early analysis: the quantum patterns are similar to those of previous operations - all successfully completed, for the glory of the Prime of State and The Enlightened Confederacy.

Secondary Goal (Secret): Herald Aesha approaches the watchers during the vesting procedure and assigns a secondary goal: to identify the origin of a mysterious radio signal that was recorded in the first moments the Breach was aligned. The objective is secret: only you and the cadre of Heralds to which Aesha belongs are aware of the mission.

OPERATOR'S EYES ONLY

Why does Herald Aesha want to keep the secondary objective a secret? Is the Vessel aware of this mission? What will the failure of this objective entail?

The radio signal originates from a radio transmitter left by watchers from a parallel universe similar to that of the players.

Determine the message of the transmission:

TABLE 1: RADIO TRANSMISSION	
D6	MESSAGE
1	It is a warning message left to alert of a danger
2	It is incomprehensible: the recording is too worn out
3	It is a prophecy of the coming of the Devourer
4	It is an old song from the 1920s
5	It is the solution to an equation not yet theorized
6	It is a propaganda message from the Confederacy

To identify the origin of the signal, watchers will need to tune their communication instruments to the frequency of the radio located in Area [D].

PARADOX [220918]

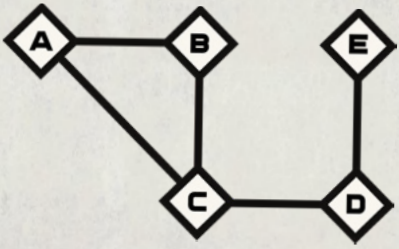
Paradox 220918 has been classified with high danger level. The systems and probes sent at the beginning of the alignment procedure detected unfamiliar substances in the atmosphere, which contained traces of ammonium. Gravity is about 1.2 times the Earth's. The watchers' movements may be weighted down and their travel obstructed.

In the first zone - the only one the probes can analyze through the Eye - radio signal reception appears to be stable. Therefore, communications should not be difficult.

The Wardens have compiled the cataloging sheet for the annals archive.

OPERATOR'S EYES ONLY

The layout of the Paradox is of the Chalice type:



Essence: Pyramid

Danger Level: High

Keywords: Obelisk, ancient, pinnacle, chamber, hyperboloid.

AREA [A]

Area [A] is the link to Bastion: this is the area watchers enter by crossing the Breach.

At first glance, what might seem like a natural cave turns out to be a hexagonal-based hall, undoubtedly part of an artificial structure.

Walls and flooring are constructed from polished black basalt, marbled with crimson veins. The entire hall is shrouded in profound darkness, and even the Cloak's flashlights can only illuminate a few yards ahead.

As the watchers step into the hall, sensors detect intermittent movements coming from beneath the ground.

Obstacle 1: A **Nyar** wanders the hall, gliding restlessy through the shadows. Her recently born cubs hide in the darkness. Getting close, even inadvertently, will turn the creature hostile.

Obstacle 2: Navigating through the thick darkness can be challenging, and precautions must be taken to avoid getting lost.

Findings: Eggs laid by the **Nyar**, an empty cigarette pack now discontinued in the Confederacy, a crimson-colored crystal fragment with a shape that changes every lunar cycle.

Connection to Area [B]: A very tight and rugged burrow that descends into the depths. Crossing it is going to be long and difficult.

Connection to Area [C]: A long staircase that goes down and up and down and up and tilts and twists and turns.

AREA [B]

Brightened by iridescent mushrooms growing along the walls, this small room appears to be a vestibule of a burial chamber. On the wall, pictographs represent what seems to be a rite of passage: a stone sarcophagus with a body inside, a blade penetrating the body, and a blood-red river.

Obstacle 1: Looking at pictographs for too long will cause a sense of nausea and dizziness. As you observe the pictographs, they observe you.

Obstacle 2: Placed along a wall is what appears to be a replica of the sarcophagus from the pictographs. Bizarrely shaped alien craft tools, alongside with the unrecognizable remains of a creature, are located inside. Opening the lid will release a gas produced by the breakdown of tissues and organs. The gas, upon contact with the atmosphere, will cause an **explosion**.

Findings: Alien craft tools, small iridescent mushrooms, a stone tablet engraved with a cuneiform language.

Connection to Area [C]: A hallway whose glossy walls mirror the images of those who pass through it, but with **a few different details**. *Images from other realities, other us who have come to this place before or who will come in the distant future. We are many.*

AREA [C]

Embedded on the east wall of this expansive hall is a 35-yard diameter sphere made of transparent, glass-like material. Through it, you can glimpse outside: reddish rock formations with a fractal bark-like pattern. They might be fossilized plants or something entirely non-carbon-based.

The sphere filters enough light from the outside to illuminate the entire room. In the center stands an octagonal-based pillar, standing at less than a man's height.

The walls are adorned with columns skillfully inlaid and intricately carved. On the opposite wall, a grand stone doorway stands tall.

Obstacle 1: Above the octagonal pillar levitates a reddish shiny metal sphere. The sphere is a **kujtim**, a data storage tool. By grabbing the sphere, one can access the long-lost knowledge of the place, yet it will pour thousands of images and sounds and memories into the minds of those who graze it. Only the strongest psyches can withstand such a shock. Voices, images, faces. Sounds, places, sensations. *Wars, death, birth, endless cycles, thousands of eyes, stone and cold, darkness and heat. Everything spirals.*

Connection to Area [D]: The large doorway may be opened when pushed vigorously by several people. With great effort. Slowly. Emitting an audible screech throughout the entire compound.

AREA [D]

This room seems to have served as a place of study in the past: eight stone parallelepipeds are evenly arranged in two equidistant rows, alongside smaller stone cubes resembling simple benches. There are signs of recent passage, possibly pertaining to creatures other than the original inhabitants. The ruins of this passage look... familiar. An airtight tent remains intact, and on top of a table sits a radio transmitter that seems to broadcast a message.

Obstacle 1: The radio transmits over frequencies near those of the communications channel. By tuning to them, it is possible to hear the content of the message. However, resuming the link with Bastion and the Keepers will prove difficult: the old frequency used during missions is now occupied by a gloomy, persistent wailing, as if a creature were... crying.

Findings: A modifier for the gutter, an old book with a dedication on page 3, a repair kit.

Connection to Area [E]: A long corridor further descending into the depths, winding in on itself.

AREA [E]

The heart of the building: the central tomb. Five sarcophagi lie arranged in a radial pattern, each one large enough to contain three men. While their lids are sealed, all five sarcophagi have a spherical slit on the back. A different symbol is engraved on top of each one.

Obstacle 1: The slits in the sarcophagi allow the contents to be reached by slipping a hand. Each sarcophagus contains a giant humanoid, a **Tarr**, whose face is wrapped in a biomechanical mask, connected to a tank inside the sarcophagus itself.

The **Tarrs** are alive, but they are sleeping. If the sarcophagi are opened, they continue to sleep. If the masks are removed or their bodies are damaged, the Tarr awaken and act aggressively.

Inside sarcophagus 1: Only pain and fear and emptiness.
Inside sarcophagus 2: A small parasite will penetrate the flesh. Until the parasite is removed you obtain the Fragile (permanent) condition and the traits Quick and Stealthy.
Inside sarcophagus 3: A small pendant with a faded photo of a distant relative of yours.
Inside sarcophagus 4: A lever: if pulled, it opens all the sarcophagi but the slit will close, neatly chopping off the hand. You gain the Severed Limb (permanent) condition.
Inside sarcophagus 5: High-tech tools of unknown function.

CREATURES

NYAR	Similar to an elongated snake the size of a crocodile, it slithers quietly through the darkness. It can crystallize its skin, forming a defensive carapace.			
RATING	D8	TRAITS	Body covered with black scales, white eyes capable of seeing in total darkness	
HARM AND RANGE	2 (jaws), 3 (crushing) Close		ARMOR	N/A (3 in crystallized form)
WEAK POINT	Light-sensitive optical system		SOCIAL STRUCTURE	Matriarchal
MOVES	1	Crystallizes the body, turning as hard as diamonds, and enters a sort of defensive hibernation		
	2-3	Beats tail violently against targets and obstacles to injure, scare or bury them under the debris		
	4-7	Slips into the shadows to sneak up on a prey and tear it apart with its jaws		
	8	Grabs a target and crushes it with its tail		

TARR	Gigantic humanoid with scaly skin.			
RATING	D10	TRAITS	Scaly body, almost transparent skin (organs and blood vessels can be glimpsed)	
HARM AND RANGE	4 Close		ARMOR	N/A
WEAK POINT	The transmission picked up by the radio located in Area [D]		SOCIAL STRUCTURE	Unknown
MOVES	1	Collapses lifelessly		
	2-8	Attacks the target with his bare hands, trying to hit and crush, exploiting his size		
	9-10	Grabs the target's head and clutches it, staring into the eyes and eliciting a feeling of desperation and dread. Inflicts the conditions Terrified (temporary, d6) and Desperate (temporary, d8)		

Operation Firefly is a module for the roleplaying game THE BREACH and you need the base game to play. If you wish, you can adapt this to other games, but some changes may be necessary. THE BREACH is a game by **Matteo Sciutteri**, published by **Need Games**.
Writing and Game Design: Matteo Sciutteri. **Graphic Design:** Erica Viotto. **Layout:** Marco Munari. **Art:** CC BY Mike Winkelmann, a.k.a. BEEPLE.