

The King's Blight

Basics:

- The Players find what looks like the King's freighter deep in the edge of the 'Zone, caught in 'Zone eddy - an anomaly of fluctuating EM fields and charged gases. The nature of the eddy had somehow repelled all asteroids and dark matter.
- The ship, the *Forosik Grellm*, seems to be covered in layers of a organic shell or skin. Some of the ship is visible through the carapace, but the majority of the hull is covered in a dark, slick sheath. Random protrusions that seem to be pseudopodia or tentacles jut out from the hull.
- There seems to be one airlock visible and all escape pods seem to be in place. The ship seems to have some artificial hull damage visible through some of thinner layers of the carapace. The ship was a Ka' Abrellian Freighter, stolen by the Sleyeth royal guard for the purpose of the king's journey.
- Three royal guard accompanied the king on his journey, and help him program the robot crew to get them to their destination.
- Their destination was to find the legendary ghost ship, the *Yeskar Prophet*, a huge mother ship of Sleyeth legend that is said to haunt the edges of the 'Zone in search for a crew. It is said to have the technology of the Sleyeth ancients. The ancients were said to have seen the future, and that a plight would befall their race. They built the ship to act as a deliverance from the plight, and the race was to keep it until that day came. Unfortunately, it was lost when the ancients were overthrown by their slave caste, who later grew into the modern day Sleyeth.

Pull/Push:

- There are life signs on board. Sensors seem to see a lot on board, but they seem faint.
- The Ship is caught in a EM-grav eddy which seems to be slowly increasing in strength. A strong gravitational build up is collecting in the center of the eddy, which is negating the matter repelling effect. All types of matter will soon begin to be pulled into the center. The radiation coming from the anomaly is also extreme.
- A small neutron star is not far from the anomaly.

Gimmick:

- The king set course for the 'Zone upon leaving the Morshid Rel system. This course put them passed a human fringer world of Lost Tribesman. Unknowingly, they stopped for provisions, only to be attacked by a small, but still overpowering orbital attack fleet. The fringers, calling themselves the Sons of the Eye, captured the ship and forced the king and his crew to alter their course and bring the fringer to where they wanted to go.
- The Sons of the Eye is a fringer group that was long ago part of the first exodus from terra. They found their planet decades later near the 'Zone, and colonized it to the best of their ability, ruling in a pseudo-feudal system, dividing into clans, and allying with certain leader. Their development was a violent one, like most Lost Tribes. At one point in their history, an anomaly of sorts flared brightly in the 'zone, bright enough to be seen by the Sons' primitive astronomers and theologians. The flare-up, from their angle, looked like a profile of a man's head with a bright eye. They saw it as a sign from God, and they must go to the place of the anomaly to receive his message. They had been divinely chosen to be a deliverer of His message. The Flare churned up a pulsating storms within the 'Zone, with fluctuating eddies and gravitational pools. Occasionally and nearby star or planet would be dragged in, it would be torn to pieces, causing large bright explosions that was thought to be a beacon from God. The Storm recently has centralized into a thick billowing cloud of gas and flaring random radiation. Bizarre EM activity at time erupts from the storm cloud, causing bizarre occurrences on passing by ships.

- The Storm is creating rifts into other parts of space, large random worm holes, and dragging in random matter, sometimes life forms, other time pieces of planets or stars. Everything that passes through is either destroyed or badly mutated, which is what happened to the king's freighter. The Sons of the Eye found the storm and attempted to enter it. They were caught in an aftershock of a rift pulse, which caused a bizarre and tragic effect. It blended the crew including the king into the ship as one large organic shell, inside and out. They all act as one large organism, with the ship their bone structure. The victims of this are still alive, their psionic essences still present where they last were and all the organic material that was their bodies as well.
- The ship was then thrown from the storm and caught in a nearby eddy.
- The process can be reversed, with the right analysis and timing. If the storm is bombarded by the right amount of charged particles (technobabble here), the rift effect can be recreated, but the ship has to be flown back to the rift. The characters have to get to the bridge to fly the ship.
- Encounters on the way:
 - Mutated anti-body beasts - they are a foreign element in a body; the body would have a natural reaction to purge the foreign element.
 - Robot/fringer-blend creatures - horrible melding of flesh and metal, mutating both man and machine.
 - Shatrats who tried to board to plunder - Their ship was destroyed in the attempt, and much of their number are now dead from antibody attack, but some survive and have gone insane.