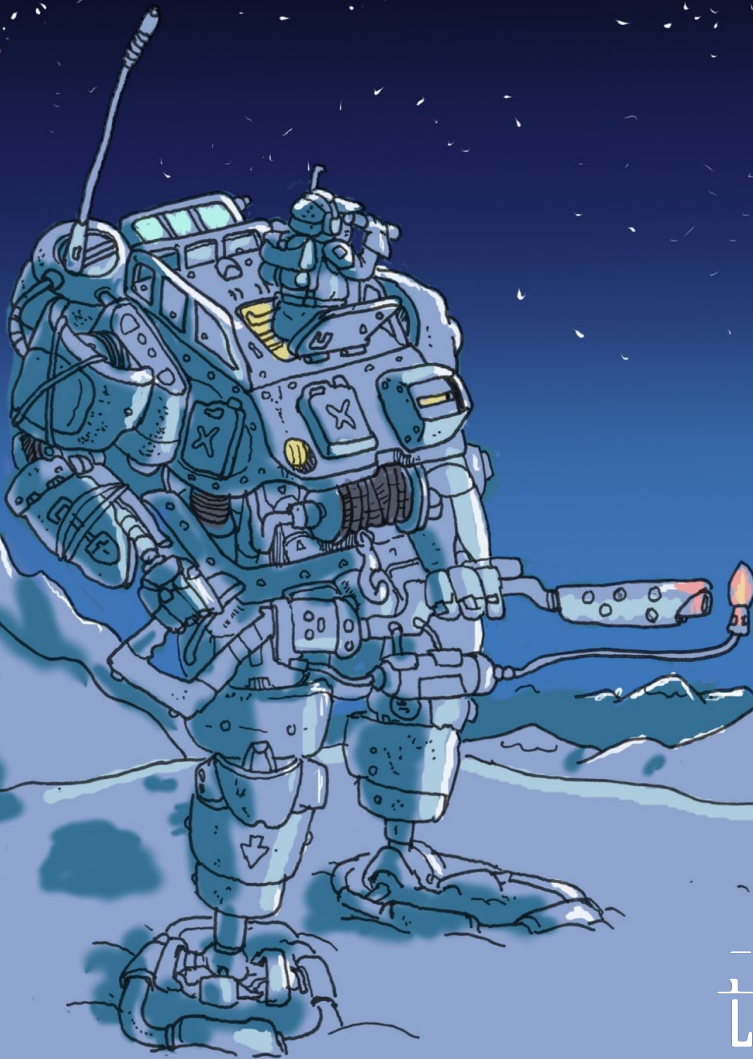


STOLEN CROWN

DEATH ON
THE GLACIER



— POWERED BY —

LANLEK

**BENEATH
THE ICE
THE
GODDESS
SLEEPS
TO WAKE**

WELCOME TO SPARR.

THE PEOPLE HERE ARE A PROUD PART OF
THE UNION; THEIR BLOODY HISTORY OF
CLAN VIOLENCE IS ONLY A FOOTNOTE IN
SAGAS OF GLORY AND PROSPERITY.

SPARR'S **TECHNOSHAMANS**, MAGICIANS OF
CIRCUITRY AND AND ENGINEERING, ARE
UNPARALLELED.

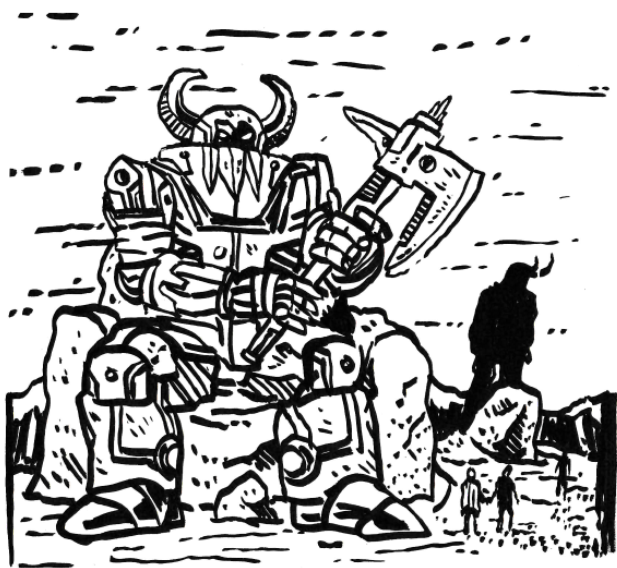
BUT SPARR HAS A SECRET.

A **MURDERED GOD** LONG FROZEN IN THE
ICE, AWAKENS.

AN **ANCIENT INJURY** DEMANDS TO BE
AVENGED.

WHAT'S YOUR PLAY,

LANCER?



sleeping above a
**STOLEN
CROWN**

ACKNOWLEDGEMENTS

ART CREDITS

The cover for Stolen Crown has been designed by Alain Gruetter (@alaingruetter on twitter)

Spot art for this adventure has been made by Hodag RPG (@HODAGRPG on twitter) to whom I am eternally grateful.

JE Shields drew the stock art used on page 0 - A Sparri Hunter using traditional gear takes shelter from an approaching snowstorm

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This game owes a huge amount to the Lancer universe. The setting, Sparr, is a creation of Massif Press. I give no guarantees that this is a faithful portrayal as the initial writers intended it, but this is my interpretation.

A NOTE ON STATBLOCKS

In order to respect Lancer's third party license, I have not reprinted every stat block used in this adventure in full. The adventure is entirely compatible with COMP/CON, and a JSON file of the encounters is provided alongside the digital download on itch.io. Relevant statblocks and sitreps can also be found in the Lancer corebook.

I have reprinted simplified versions of two statblocks which are homebrewed, either because they contain a mix of abilities from different templates in the Lancer corebook, or entirely new abilities. *Massif Press have been contacted to ask if the printing of homebrew statblocks is permissible under the 3rd Party License. If it is not, the downloadable adventure will be amended with this in mind, but the full content will still be available using COMP CON.*



ABOVE: A SPARRI HUNTER USING TRADITIONAL GEAR TAKES SHELTER FROM AN APPROACHING SNOWSTORM

SETTING

More information about Sparri society can be found on **PAGE 412-4** of the **LANCER** corebook

FIELD GUIDE TO SPARR

The city of Ynn lies at the heart of Sparr, a brutal planet of ice and snow. The people here have been struggling simply to survive since first landfall. This settlement- and the others across Sparr, can continue to exist only because it is built in the equatorial area of Sparr, heated just enough to raise the temperature by a vital $\frac{1}{2}$ degree and put it within the range of human survival. The mountains around Ynn protect the city from the worst of the arctic blizzards, which can freeze a man standing in less than a few seconds, strip skin from bone and kill crops and livestock as easily as blinking.

To go outside these valleys is death; unless you are protected by a suit of powered armour, or are a trained and well resourced Sparri survivalist. Most don't dare; aside from the mineral mines set into the Fjallandr mountain range, there is little out therewith risking life, limb and sanity for. A long time ago, when Sparr was a lone settlement lost in space, the Sparri struggled to farm hardy wheat and vegetables in tiny, barely habitable, pockets of land. Now, since integration into the Union under the aegis of SECCOM, most produce is imported from other Union worlds.

Ynn itself is a bustling hub of industry on a barren planet. Ynn is known for its electrical workshops which produce cutting edge technology for the Union. Many of

the Sparri worship machine spirits, and their pseudo-religious relationship with technology produces a productive workforce and incredibly creative design. This goes doubly true for Sparr's technoshamans, a class of priests highly venerated in Sparri society, educated in Ynneval's halls and proficient both in martial disciplines and machine- knowledge. Many of Sparr's technoshamans spend five to ten years of study plying a trade as LANCER pilots across Union space, earning battle-scars and stories to tell before returning home to educate the new generation.

SPARRI CULTURE

Sparri society has a Norse flavour, and this is reflected in their names. The ship that made its first landfall, the Yggdrasil, bore with it the memory of this ancient human society and, in struggling to build in a life in a harsh climate, the Sparri found those traditions suitable. However, do not mistake this for an implication that all the Sparri are white; the Yggdrasil carried a diverse range of people in its iron belly.

Sparri Names

01.	Hrolf	06.	Freyja
02.	Leinani	07.	Ragnar
03.	Aolani	08.	Erik
04.	Helga	09.	Oliana
05.	Hrankfel	10.	Sven

LEGENDS OF SPARR

SPARRI HISTORY

A thousand years ago, humanity left earth in massive, creaking coffin ships, seeking hope elsewhere. One of those ships, the Yggdrasil, crash-landed on Sparr. Though virtually uninhabitable, the people of Sparr struggled to eke out an existence on the frozen planet in a tiny patch of slightly warmer land called the Yuga pocket. The population dwindled to nearly nothing, until eventually they salvaged what remained of the ship to make a break for the equator, and Ynn.

Though Ynn was much more viable, the Iron-Age society which grew up there was torn apart by feuding clans, fighting over the scraps of a society built on scarcity. This era of kin-based violence became known as the Familkrieg Saga. Outside Ynn, however, a whole new world was being born - a Union of successful colonies with far more resources and technology, who were setting out to make contact with those doomed first explorers. Unfortunately, once again, things did not go as planned. Of the staff of the Union contact-making expedition which crash-landed, only the on-board NHP survived. Making a snap decision, the NHP presented herself as a goddess, Ynneval, and grew to be worshipped by the Sparri, until she herself believed her own story.

Under Ynneval's leadership, the Sparri developed new technologies and the clans were unified. Outside Sparr, though, the Union had changed. The Second Committee were far more aggressive and warfaring, and integrated Sparr into the Union by force, destroying Ynneval's casket in the process. Sparr has been a part of the Union ever since, but the trauma of those blood-soaked sagas still lingers in Sparri society.

Sparr's history is the creation of Massif Press and has only been summarised here for the GM & players' convenience.

A VIOLENT PAST

The sagas tell stories largely of war and conflict. The collective traumas of Sparri society are written large across their history, though Sparr's storytellers try to give these painful tales a heroic edge.

But this is not all the Sparri are capable of. If not for the co-operation of every citizen who landed on the Yggdrasil, the Sparri civilisation would not have survived its first century. In the worst of ecological conditions, the Sparri built a culturally thriving Iron-Age civilisation, which would later blossom to develop technological marvels. With the horrific scarcity which bred conflict during the Familkrieg Saga done away with as a result of trade with other Union territories, the Sparri are free to forge their own destiny.

WHAT DO YOU CALL YOUR Mech?

- | | |
|--------------------|--------------------------|
| 01. DRACA | 11. RED HARE |
| 02. SHORT-SERPENT | 12. GREYGOOSE |
| 03. ARCTIC-SWIMMER | 13. THE OX |
| 04. VALKYRIE | 14. ICELANDER |
| 05. WHITEOUT | 15. STAR SKATER |
| 06. HORNED BISON | 16. BLIZZARDSHIELD |
| 07. VISUNDA | 17. HROLFS HREINN |
| 08. TRANA | 18. EYES OF THE ANCESTOR |
| 09. SAGA OF AGES | 19. PATHFINDER |
| 10. REINDEER | 20. FATE-KNIFE |

Clans of Sparr

01. SHYFING

A clan which hails from the Huga pocket, a tiny pocket of habitable land to the north of Sparr heated by geothermal vents. Known for the value they put in fair trade, it is a point of honour that the Shyfing clan never surrendered to SECCOM

YNGLING 02

A nomadic clan who are experts in exploring and making habitable Sparr's warm subglacial caverns. If you can find the entrance to one of their camps, they are known to be a welcoming safe harbour from the harshness of the wilderness.

03. BLOODAXE

One of the first clans to surrender to SECCOM, the Bloodaxe clan enjoyed a prominent position in the post-invasion hierarchy and still today dominate much of Sparr's clan politics. One of the highest in numbers.

VOLSUNG 04

A small clan of skilled technoshamans known for putting low stock in blood relations. Prospective members are interviewed and adopted into the clan based on merit.

EXTREME WEATHER EFFECTS

01.	ARCTIC BLIZZARD A powerful snowstorm blows across the planes. If unprotected, take shelter or die. If within a vehicle or mech, reduce visibility to RANGE 3 and Sensors to RANGE 10
02.	GALE A wind rushes through the mountain pass. Double all movement speeds in one randomly determined direction, halve all movement in opposite direction.
03.	CROPKILLER FROST The temperature drops suddenly. No effect if within heated vehicle or building. If exposed, make checks every hour to avoid hypothermia or frostbite.
04.	NORTHERN LIGHTS A beautiful display of pink and orange aurora dances over the horizon, illuminating Sparr's moons. Thought by some Sparri to be caused by the stars fighting battles in the sky.
05.	WHITEOUT The snow, the ice and the sky become a consistent white colour; the viewer loses all sense of perspective. Ranged attacks gain one difficulty; navigation requires a DIFFICULT roll
06.	OPTICAL HAZE A shimmer in the air causes objects seen at a distance to blur. Checks to pick out details in the landscape are DIFFICULT .

Bookmark this page! You'll want to roll on these tables as your players explore the Sparri wilderness

WILDERNESS LANDMARKS

01.	THE VAULT A high security seed depot hidden beneath a glacier, intended to preserve the biological diversity of union space in case of ecological disaster.
02.	AGARTHA An empty coal mine, abandoned in a hurry when the miners were relocated during the invasion of Sparr by SECCOM. The miners' belongings can still be found preserved by the cold.
03.	THE GLASSCLIFFS Cliffs of ice at the edge of a wide glacier. Fortunate viewers may witness the sight of a section of the glacier breaking off to fall into the sea below.
04.	DEATH'S HEAD PASS A narrow pass which was the site of a battlefield during SECCOM's invasion. Skeletons of the Sheafing Clan, who held off an army for three days, still lie in the snow..
05.	GODDESS'S CRATER A huge crater with the wreck of an early Union contact making expedition. The ship crash-landed, killing everyone on board, but parts of it are still scattered around the area.
06.	MOUNTAIN CAIRN A cairn of stones painted a bevy of bright colours. It marks the entrance of the Yngling Clan's main camp, a nearby subglacial cavern heated by geothermal vents.

LLO

DEATH ON THE GLACIER



WHY ARE YOU HERE?

YOU HAVE OPTIONS: Pick a beginning scenario for each character or chose one for the whole crew as one. The three following prompts are written to prove a starting point for this, but if none of them speak out to you, pick and mix them or work with the group to come up with a different scenario. You should aim to begin the campaign in Ynn, with a group of Lancers with motivation to take a job from Ynn's wilderness rescue squadron.

PUBLIC SERVANTS On finishing your training as Lancers, you were picked up by a prestigious scheme to fast-track pilots into Thirdcomm's Disaster Relief Corps under the jurisdiction of the UAD . It's more bureaucratic than merc work and there's a lot of legislation to follow, but eventually, you'll do a lot of good. Your first posting is in Sparr, where you've been told to learn the ropes by helping out with Sparr's wilderness rescue teams during their long, freezing winter.

MERCENARIES You are guards hired by Fjallson Trading Company, a group responsible for ensuring that adequate food supplies arrive at Ynn in exchange for the technological goods the Sparri produce and send off world. The 'hard' bit of your job, guarding the transport ships on the way to Sparr, is already done – now, you're waiting around for trades to be fulfilled and seeing if you can pick up any minor jobs in Ynn before you need to head back.

TECHNOSHAMANS You are Sparri, born and bred. You trained in the halls of Ynneval-Returned in the Sparri capital, and completed your training only recently. You're lingering around Ynn until you find a job that will take you off-planet, where you can begin your own heroic journey and return home with stories for your children and grandchildren to retell for generations. Whether or not you are religious is up to you – but you know your way around a mech.



A FIRST JOB

The administrator looks at your party ruefully. "It's a bit of an odd one, I'm afraid."

"We sent out a group a few days ago to respond to a distress signal near the base of the Fjallandr mountains. That was before the blizzard came down yesterday. Took out their comms and we haven't heard from them since. Our wilderness rescue organisation doesn't bring in a lot of mana –we're a public institution, not a mercenary company. But if you can bring them back safe I'll put in a good word for you with the higher ups. Maybe see about getting you kids some upgrades for future jobs. What do you say?"

HOOK: The UAD administrator is fairly desperate for assistance. Sparr's winter is even worse than usual this year, and when the blizzard came down yesterday, everyone was caught by surprise. Most of the pilots who work for Sparr's newly formed Wilderness Rescue Squadron, are already out on the ice. They're looking for anyone willing to take a last minute job to search for another rescue team who have gone missing in a the **FJALLANDR MOUNTAINS**, a nearby range. Looks like your team fits the bill.

MOTIVATION: The WRS doesn't pay – there's limits to what you can actually buy in Ynn, where most items are freely available to community members, and clans

operate on systems of mutual indebtedness and direct trade – but it has the clout to requisition low level licenses for pilots who impress them. Making the UAD bureaucrats happy could be a road to bigger, better mechs, and thus jobs, in the future.

The administrator can tell the group the following information:

- The last team, led by Sergeant Helgi, were responding to another distress call when they went dark after a sudden blizzard came down.
- The call stood out because it was in an archaic form of Sparrtungu, the native language. Whilst under Seccom, Sparrtungu has had a revival, most people would use Union Standard when sending out a distress call – higher chance of somebody understanding it. Perhaps the caller was from one of the more isolated clans in the Yuga pocket, where Sparrtungu is taught as a mother tongue?
- The administrator worries that the team may have been accosted by one of the huge beasts that roam the upper stretches of the Fjallandr glacier, many of which prefer to hunt under the cover of the storm.

*UAD = Union Administrative Department

*WRS = Wilderness Rescue Squadron

SEARCH & RESCUE

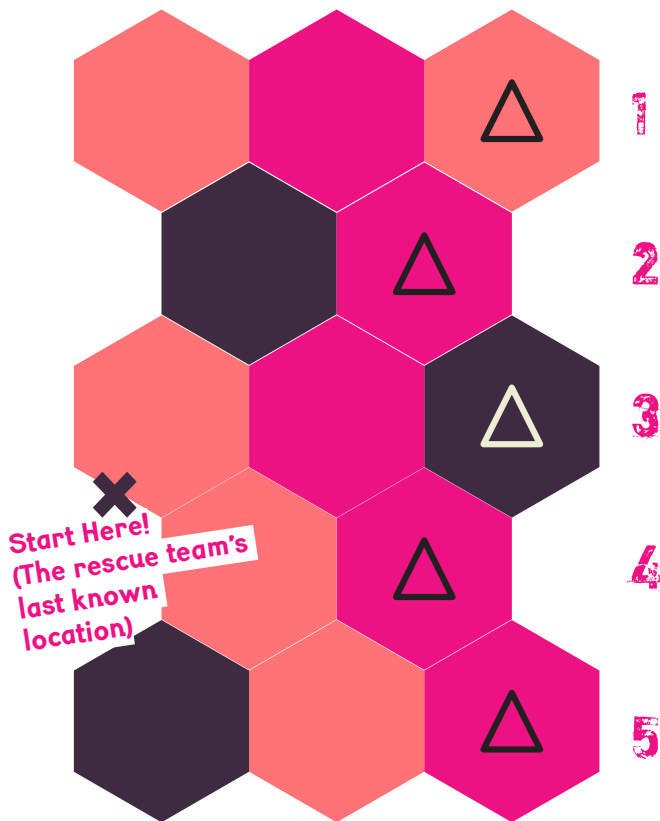
You can run the search for the missing rescue team as a hex-crawl.

RULES Roll **1d6-1** to decide where the missing pilots are located. They are always somewhere in the mountains. The players decide which direction to go, but appropriate checks can help them track the reconnaissance team. Conventional methods – looking for footprints, for example – will be difficult as a result of the recent blizzard. Each hex takes about 3 hours to travel through at a normal pace.

PURPLE hexes contain a **Wilderness Landmark** from the table on **Page 2**.

PINK hexes contain a **Wilderness Encounter** from the table on **Page 12**.

In each **MOUNTAIN** hex, there is a 20% chance that they are discovered by the Glacier Beast, increasing by 10% for every 3 hours spent in the mountains.



Wilderness Encounter



20% Chance of Glacier Beast



Wilderness Landmark



No Wilderness Encounters

Beware OF THE Beast

The Glacier Beast is a Tier 1 Monstrosity with the ULTRA tag and the extra abilities: NATURAL CAMOUFLAGE, HUNT, and PROWL

TACTICS: The **GLACIER BEAST** is an apex predator which hunts on the Fjallandr glacier. It prefers to hunt after a storm, when the visibility is low and it can move virtually invisible against the ice. Use the Beast's invisibility to harass the PCs, wearing them down and disappearing after a quick but brutal strike. An invisible, biological target is a frustrating one, but the PCs do not actually have to defeat the beast, only escape or prove that they're a target too tough for the predator to handle.

SHOCK AND AWE: The Beast takes two separate turns each round. They regain spent reactions each time they take a turn. If facing five or more hostiles when combat begins, the Beast takes a third turn each round.

JUGGERNAUT: At the start of the Beast's turn, clear one condition. At the end of their turn, repair one destroyed weapon or limb.

MAIN WEAPON: CLAWS

THREAT 1

DAMAGE 6 Kinetic

+2 ATK Bonus

+1 Accuracy

skills

Hull	3	Systems	-2
Agility	2	Engineering	-2

stats

Size	2	Structure	4
Armour	1	HP	18
Speed	6	Save Target	10
Evade	10		
Heat Cap	N/A	E Def	N/A
Sensors	10	Reactor	N/A

NATURAL CAMOUFLAGE:

The Beast is Invisible while adjacent to any terrain or cover, and treats soft cover as hard cover.

HUNT

The Beast's melee attacks deal +5 damage when no other characters are adjacent to their target.

PROWL – QUICK ACTION:

The Beast moves spaces equal to Speed, then becomes Hidden. This movement ignores engagement & doesn't provoke reactions.

When the Glacier Beast takes Structure Damage, roll on the Unique Physiology Table (Page 324 of the LANCER Core Book)

WILDERNESS ENCOUNTERS

01.	<p>GLACIER RAIDERS A team of outlaws exiled from one of the Sparri clans. They pilot salvaged and stolen mecha, but this doesn't make them any less dangerous.</p> <p>SITREP: STANDARD : 2x T1 WITCHES, 1x T1 BERSERKER (Elite).</p>
02.	<p>GLACIER RAIDER GAUNTLET: Outlaws have used the cover of the storm to set up artillery in a narrow mountain pass, looking to salvage mechs to improve their loadout.</p> <p>SITREP: GAUNTLET : 1x T1 SNIPER, 1x T1 AEGIS, 3x T1 BERSERKER</p>
03.	<p>CARAVAN GUARD: A Lancer caravan guard seperated from their escort in the blizzard. Lost, and hallucinating due to snow-madness, he treats anyone who approaches as a hostile.</p> <p>SITREP: DEESCALATE : 1x T1 AEGIS (Elite)</p>
04.	<p>WHITE VULTURES: Sparr's mountain vultures are the size of a grown man. They circle a caravan which looks to have been caught out by the blizzard. One person in the caravan is still alive, barely.</p> <p>SITREP: ESCORT : 2x T1 MONSTROSITIES (+Flight, +Acid Spray), 2 x T1 MONSTROSITIES (+Flight) (Grunts). Reserves: 6x T1 MONSTROSITIES (+Flight) (Grunts)</p>
05.	<p>GLACIER BEAST LAIR: A warm air current leads to an entrance to a subglacial animal den heated by geothermal currents. Inside is a sleeping Glacier Beast and child. In the corner is visible an unconcious humanoid form, missing an arm, but still alive.</p> <p>SITREP: ESCORT : 1x T1 GLACIER BEAST, 1x T1 GLACIER BEAST (Grunt)</p>
06.	<p>COLDSNAP The temperature drops suddenly. You have to keep moving or your mechs will freeze. For the next 12 hours, it is impossible to Rest without finding shelter. All Mech combats are subject to the following condition:</p> <p>EXTREME COLD : Mechs that don't move or Boost on their turn become Immobilized at the end of their turn. This lasts until they break free with a successful Hull check as a quick action. In addition, all mechs gain Resistance to HEAT.</p>

*FOR NEW GMS:

Prepping randomly rolled encounters on the fly can be difficult. There is no shame in avoiding getting overwhelmed by choosing 2 or so encounters that appeal to you, rather than rolling .

THE SNOWTOPPED BATTLEFIELD

FIND THE LAST SURVIVOR : The mechs in this field seem to have come to life and killed their pilots. There's only one survivor, and you need to find them and get them out of here before it's too late.

SITREP: RECON : Divide a 40x40 battlefield into four quarters. The GM secretly decides which quarter the survivor is in, but it should not be the same as the quarter the Lancers start in. It takes a full action to search a quarter of the map for the survivor.

SITREP: ESCORT : After finding the survivor, Corporal Annette Aboud, the goal of the encounter changes to escorting her out, alive. Her mech is non-functional, so a PC will need to escort her. If a PC is in a mech with Annette and does not have the **EXPANDED COMPARTMENT** upgrade, they get +1 difficulty on all rolls. The battlefield has a certain **RANGE**. If the PCs move 10 or more squares away from the battlefield, pursuing mechs deanimate.

ENEMIES : Each quarter of the battlefield contains 4 x **ASSAULTS (Grunts)**, 2x **HIVE (Grunts)** and 1x **PROPHET OF YNNEVAL_RETURNED (PAGE 14)**. The enemies 'awaken' when any PC enters the quarter of the battlefield they are in and fight with no concern for their own preservation. Use the Grunts to keep the PC's occupied while the Prophets slowly apply the heat and take control of the PCs mechs.

ROLEPLAYING THE ENEMIES : The **PROPHETS** should have the air of mad priests, robotically reciting extracts from Ynnevalian Scripture in battle.

MACHINE SPIRITS : A superstitious Sparri character might come to the conclusion that the mechs are possessed by some sort of machine spirit, whilst other characters might suspect an NHP's involvement.

FINDING THE BATTLEFIELD

As you follow the traces of the missing rescue team up the mountain, finally something catches your eye. A thin trail of red smoke – an emergency flare from the next peak.

Rushing over there though, it is clear that you are too late. Mechs lie scattered across the snowy field, most half buried in the snow. Some must be from the missing team, but others... others you don't recognise. Some are those of Glacier Raiders, like the ones you might encounter on your way up the mountain. Others are older. Much older.

Heading over to the mechs marked with the WRS logo, you see a terrible sight. The pilots are still inside, but not alive, most of them have had their brains bashed out within their own cockpits. Something must have gone wrong with the mechs themselves. Something awful. That's when your radio crackles to life.

"...they're all gone. I'm the only one left alive. Please... help."

*And that's when the mechs start to **MOVE**.*

PROPHETS OF Inneval Returned

TEMPLATE: The Prophets are **WITCH** mechs with **2 STRUCTURE** and an additional ability: **OVERRIDE**.

TACTICS: The Prophet's **Override** ability takes a while to kick in, so apply this early on, then use its other quick tech attacks to distract and wear down opponents. Use the **Blind** ability to prevent the PCS from searching the field for the survivor. The Prophet does best when it stays at a distance, using **Blur** on its turn to move away.

BLUR: During the Prophet's turn, they are **Invisible**.

OVERRIDE – FULL TECH

+2 ATK Bonus

The Prophet makes a tech attack against a character within Sensors. On a success, the target becomes **Slowed**. On their next turn, the target mech becomes **Immobilized**. On their next turn, the target must make a Systems save or fall under the control of the Prophet for 1d3 terms. After this, all effects end. This effect continues even after the Prophet is destroyed. **Recharge 6+**

TEAR DOWN – QUICK TECH

+2 ATK Bonus

+1 Accuracy

The Prophet makes a tech attack against a character within Sensors. On a success, the target takes 1 heat immediately and then a further 4 Heat at the start of the Prophet's next turn.

BLIND – QUICK TECH

+1 ATK Bonus

+1 Accuracy

The Prophet makes a tech attack against a character within Sensors. On a success, the target only has line of sight to adjacent spaces until the end of their next turn.

Recharge 4+

PREDATORY LOGIC – QUICK TECH

+2 ATK Bonus

+1 Accuracy

The Witch makes a tech attack against a character within Sensors. On a success, the target immediately and as a reaction uses a weapon chosen by the Witch to attack a character within Range chosen by the Witch. **Recharge 6+**

skills

Hull	-2	Systems	3
Agility	1	Engineering	0

stats

Size	1	Structure	2
Armour	0	HP	12
Speed	6	Save Target	12
Evade	10		
Heat Cap	8	E Def	13
Sensors	15	Reactor	1

CONCLUDING THE MISSION

After getting away from the battlefield, the trip back down the mountain should be relatively simple. Treat the Snowtopped Battlefield encounter as a chapter finale – there's no point dropping filler encounters on your players afterwards. If you feel that you have missed out on interesting wilderness encounters, it is better to drop one or two on the players at the beginning of Chapter 2.

The exception is the Glacier Beast. If the characters have not yet encountered the Beast, roll once more for the return journey.

On return, the UAD administrator should reward the characters by updating their license permissions (effectively raising the characters up to LL1) and asking them to stick around in Ynn if they have nothing better to do. The UAD is now extremely short of pilots, and, pending permission from higher up, the strange phenomenon the characters encountered in the mountains deserves further investigation...

Begin the next chapter with Downtime in Ynn.

PICKING UP THE PIECES



WHAT ANNETTE KNOWS: Annette Aboud, the rescued WRS mecha pilot, remembers the following information. Although injured, Annette is an expert survivalist with years of experience, and can help lead the group to safety.

The distress signal was obviously a trap; none of the other mechs contained anyone still in need of aid. Everyone there was long dead.

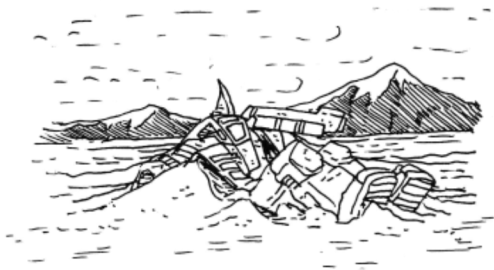
Something took over their mechs as the team searched the field for survivors. It was completely imperceptible until it was far too late. One moment they were in control, the next, they weren't.

Annette survived by manually cutting off all power to her mech. She knew she only had one shot to warn the PCs with a small handheld radio.

The creature that took over the mechs referred to itself as a god. It told the pilots to kneel before it right before it started to kill. It spoke both Sparrtungu and Union standard.

There was a limit to the range of the creature's power. The distress signal the team were responding to, was weak and the creature could only attack mechs within a certain range of the battlefield. The creature must be limited by distance, and thus could be physically present in the area.

The party could search around but Annette needs urgent medical attention, and the bodies of the rest of the team need to be brought back to Sparr. Perhaps they can come back to search the area later?



*"Beneath the ice the goddess sleeps,
The Prophet's blade in safety keeps,
And yet with every passing day,
Her sleep begins to fly away."*

STOLEN CROWN IS AN ADVENTURE BY LAURIE
O'CONNEL (@LAURIE_EEE)

TO BE CONTINUED...