TWILIGHT IMPERIUM®

THE ROLEPLAYING GAME

WAR FOR THE THRONE

MAP REFERENCE GUIDE

SPACE OPERA ADVENTURE

EDGE STUDIO

GENESYS

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The War for the Throne Begins!

Welcome to the Twilight Imperium, and a galaxy in flux. For generations, the Great Civilizations have tested their strength against each other, their goal the vacant seat of power on Mecatol Rex, once capital of the fallen Lazax Empire. Now, a faction more ancient and terrible than the Lazax themselves threatens to reclaim that seat of power and seize control of the galaxy.

In War for the Throne, a Mahact king, Vesh Nil Qor, makes his play for ultimate power. He intends to rule even over the other Mahact kings, and to build an empire of thralls obedient to his absolute sovereignty. Mahact gene-sorcery can turn even loyal soldiers and diplomats against their own factions, and so the Galactic Council has commissioned a weapon to negate this fearful power. Vesh Nil Qor intends to bring his fleet to Mecatol Rex, claim this weapon for his own use, and take over the galaxy.

The Galactic Council is divided in the face of peril and ill-prepared for an imminent invasion. The fate of the galaxy hangs in the balance, and the actions of a small group of Keleres might tip that balance, either saving the galaxy from Mahact rule or condemning it to Vesh Nil Qor's domination.

Using This Book

This book is designed to be used alongside the Genesys Core Rulebook and Embers of the Imperium. War for the Throne contains everything you need to run an adventure that sees your players face some of the most terrifying threats in the galaxy and beyond. In the course of play, the player characters (PCs) risk Nekro infestation, narrowly escape the Vuil'raith, and foil the plans of a Mahact king. If they fail, it's not only their lives on the line but the fate of the entire galaxy.

The Game Master

Since the purpose of this book is to provide an adventure for a Game Master (GM) to run for a group of players, the reader is assumed to be the GM. Therefore, "you" refers to the GM. The only exception is in the read-aloud text, when it refers to the PCs.

This adventure is divided into three acts, which are further divided into episodes. Each episode consists of related encounters and the supplemental background information you need to run them (and sometimes additional encounters the PCs' actions might prompt). Each episode is a discrete incident within the overall story, with its own immediate conflict. An episode should usually take a single game session to complete.

As always, you should let the players lead and give a reasonable chance of success to any plan they concoct—prioritize drama and fun over "realism." Options for alternative approaches are given where possible, but players should be accommodated when they think outside the box, and the adventure adapted as necessary.

Background Information

If players aren't familiar with the universe of Twilight Imperium, it's worth giving them a quick rundown ahead of play. After all, it's common knowledge on most worlds that the Lazax once ruled a vast empire that encompassed much of the known galaxy, that many factions of the galaxy fought over control of that empire after they fell, and that Mecatol Rex is the symbolic and political center of intergalactic power.

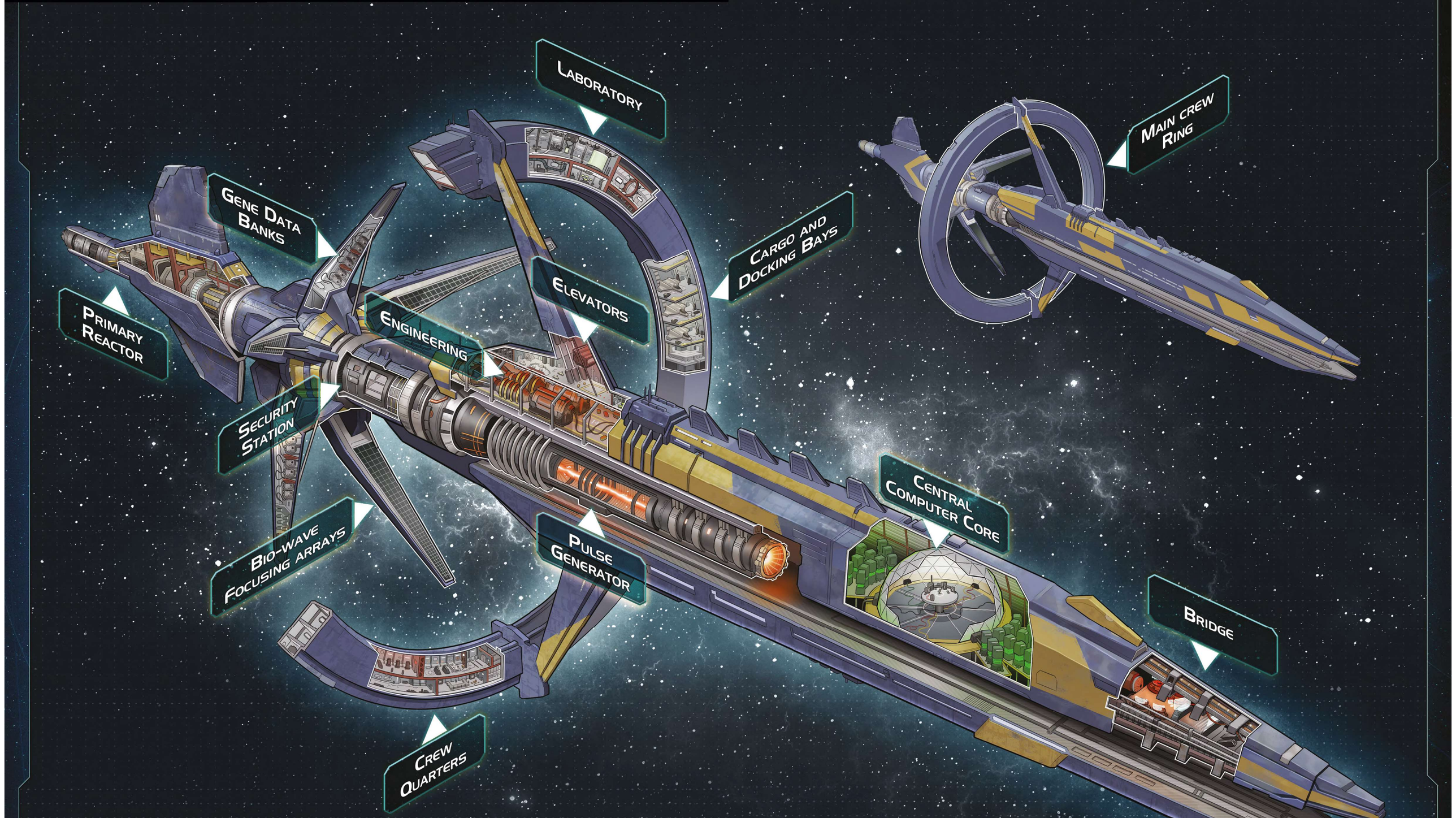
For players who have played through the free adventure Ashes of Power, War for the Throne should not be played as though they have just returned from their mission on Herool's Truce; rather, it should be set some time later. Where PCs' actions during the previous adventure might make a difference to current play, a note or sidebar highlights this. While PCs need not have played Ashes of Power, the incidents at Herool's Truce do occur before War for the Throne. If you or the players need a summary of events, see the **Herool's Truce** sidebar on page 6.

CCRYSUS

DEEP-SPACE MONITORING STATION

SHARDPOINT

THE MENTAK OUTPOST



SYNAPTIC ORDINATOR

TWILIGHT IMPERIUM®
THE ROLEPLAYING GAME

WAR FOR THE THRONE

War Comes to the Throne of the Imperium!

After their defeat thousands of years in the past, everybody thought that they were gone forever. But now, the Mahact Gene-Sorcerers are back! And the return of those baleful tyrants has plunged the galaxy into chaos and panic.

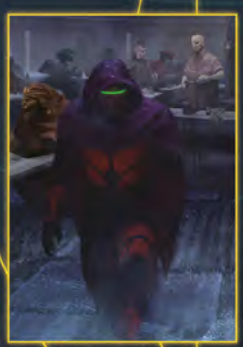
Now one of the Mahact has decided to crush the insolent mortals who dare defy him once and for all. Once the Galactic Council has been ground to dust beneath his fleet and legions of thrall clones, the rest of the galaxy will face a simple choice: submit…or be destroyed.

Only the Keleres can hope to defeat this evil. When one of the Galactic Council's early warning surveillance stations goes silent, a team of operatives must discover if this is the prelude to an invasion. Little do they realize that this will plunge them into a maelstrom of treachery, mystery, and warfare that sees the fate of the galaxy resting in their hands…

This supplement for the *Genesys* roleplaying game includes:

- A thrilling, three-part adventure for new or intermediate players that takes them from the depths of space to the heart of galactic power.
- Opportunities for intrigue, investigation, and thrilling combat on the ground and in space.
- A host of diabolical enemies from murderous robots to deranged cults, culminating in a showdown with one of the most powerful villains to plague the galaxy!
- The chance to earn glory and honor, and even take command of a powerful warship during the final epic battle in the skies above Mecatol Rex!

War for the Throne is an adventure book that takes place in the universe of *Twilight Imperium*, a universe explored in the sourcebook *Embers of the Imperium*. To play those adventures, you'll also need a copy of the *Genesys* Core Rulebook.



GENESYS

GENESYS DICE APP
available for
free download.

GENESYS CORE RULEBOOK, EMBERS OF THE IMPERIUM AND EITHER THE GENESYS DICE OR DICE APP ARE REQUIRED TO USE THIS SUPPLEMENT.

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