

BURN BRYTE: Trapped at the Edge

OLAXIS

Olaxis is an enormous galaxy with all manner of cultures, history, creatures, and worlds. This handout provides the background information about Olaxis you need just to play this module. If you want a deeper dive into the lore of Olaxis and additional details about the *Burn Bryte* system, check out the [Burn Bryte Core Rulebook](#).

Each player can read this handout on their own, or take turns reading aloud to the group.

A Galaxy of Many Cultures

The sapient species of Olaxis have long histories, and most of these species have been expanding across the galaxy for centuries. While each species is distinct and has its own home world, there are many places in Olaxis where no single group of sapients dominates. In these systems, different species live, work, and love together, creating new cultures and governments from a variety of customs.

The Burn Shrinks Olaxis

A century ago, a red and orange phenomenon, now dubbed the **Burn**, began to engulf the Olaxis Galaxy on all sides. The Burn consumes everything it touches, and nothing that enters the Burn returns or is heard from again. It advances at an erratic pace and has already overtaken many worlds. As the Burn constricts the galaxy, panic increases as every being in Olaxis fights for increasingly scarce resources and a home as far from the Burn as possible.

Bryte Means “Age” or “Era”

In Olaxis, an era, age, or other significant time period is called a **bryte**. There have been several significant brytes in the galaxy’s recent history, such as the Exploration Bryte, a time of peace during which the cultures of Olaxis worked together to discover what the galaxy had to offer. The current time period of panic and uncertainty is called the Burn Bryte.

A Galaxy of Magic

The technology of Olaxis relies primarily upon **plasma**, a magic fluid found below the surface of some of the galaxy’s terrestrial bodies. Plasma powers technology that makes many things possible, including convenient space travel, instantaneous language translation, the generation of force fields, and more.

Plasma

Long before any other sapient species traversed the planets of Olaxis, a powerful civilization of magical beings called omniscients ruled the galaxy. During a terrible war that almost destroyed their kind, some omniscients burrowed into the crust of planets, moons, and asteroids, slumbering for ages. Many died in this subterranean sleep and their bodies turned into the magical liquid called plasma.

Plasma is a viscous, iridescent liquid that is toxic to most living things. If a creature dies submerged in plasma, their spirit can return as a plasma ghost, an incorporeal spirit with the faint memories and physical appearance of the creature who died. As incorporeal beings, they slowly lose their connection to the material world. But as that connection fades, the ghost stay anchored in the material world, causing them to become unsettled, agitated, and eventually, aggressive. This degradation affects all ghosts differently, taking some days while others can last centuries before they give in to the bloodlust.

Magical Intelligences

Most spaceships in Olaxis are powered by a magical, sapient entity that is bound to the ship called a **magical intelligence** (or MI). MIs are created through an expensive and complicated magic ritual and fuel all the ship's functions, from engines to communications. Every MI is a sapient being that can talk to its crew. An MI can pilot a ship in most situations, though at times a vessel needs finer control than the MI can provide, such as during combat or while navigating an asteroid field.

The player characters have a ship called the *Rogue Explorer* with an MI who goes by Rogue. You can find out more about Rogue's personality and capabilities on their character sheet in the PREGENERATED CHARACTERS folder.

A Galaxy of Hope

Though the Burn is slowly wiping Olaxis from existence, many estimate that it will take thousands of years before the galaxy is fully consumed. There are heroes in Olaxis, called adventurers, determined to help those in need, despite the fate of the universe.

The Setting and Story for this Adventure

Trapped at the Edge takes place in the *Fortune Well*, a derelict plasma mining station on Nebis, an asteroid in the **Ghost Belt**, a region of Olaxis that borders the Burn. Many of the planets, moons, space stations, and other celestial bodies in the Ghost Belt are abandoned because the former residents had the good sense to flee the Burn.

The player characters were contracted by the **Egan Overguild**, a collective of businesses that makes medical technology, to explore the abandoned station to see if there were any barrels of plasma left aboard. After arriving on Nebis, the player characters docked the *Rogue Explorer* with the *Fortune Well*. You investigated the station and found a room filled with sealed plasma barrels. Your crew contacted the Egan Overguild, which sent a massive, unarmed cargo ship called the *Caduceus* to collect the barrels. Knowing the *Caduceus* was on the way, all the player characters had to do was sit and wait to collect an easy paycheck. You were waiting in the cargo bay with the barrels for the *Caduceus* when the station suddenly went into lockdown, locking you all inside the cargo bay of the mining station!

Next Handout

When you're done reading this handout, all players should read the [SAFETY DECK](#) handout next.