

# Sisters of EVE Epic Arc Guide

by Jowen Datloran

The Blood-Stained Stars

## Introduction

This is an epic mission arc mission guide that will take you through the various encounters and tasks in the Sisters of EVE epic arc level 1 mission chain called “The Blood-Stained Stars”. While the guide contains detailed info on encounter opponents and provides hints on trigger spawn mechanics, this was not been my primary goal. Instead I focused on noting down all mission briefings and communications to provide clear insight in the ongoing story. I have included mission debriefings too, when they have contained a little more information than simply a pad on the back for a job well done. Also, in the end of the guide is an “[Info on](#)” section where all background info to the various missions is included.

This particular epic arc starts out at the agent Sister Alitura, who is located at Sister of EVE Bureau station at planet IX – moon 3 in the Arnon solar system. There are no faction or corporation standing requirements to get the first mission of the arc ([A Beacon Beckons](#)). Completing a mission will provide an increase in standing with the corporation any particular agent belongs to.

There are no time constraints on acceptance and completion of epic arc missions, only on the bonus rewards. But if you fail a mission or lose a mission critical item you can no longer complete the arc. An epic arc mission chain can be restarted after every 3 months (90 days), no matter if you failed or completed it the last time.

## Variation in hostile NPC spawns

The composition of hostile NPCs you will encounter in the missions can vary within the ship classes as well as in numbers of ships within each class. This does not happen in all encounters or for all ship classes within some encounters. To report this, I list the possible ship type variants and write the total number of ships.

## Important in regard to this particular epic arc

As this is a level 1 epic arc the missions are in general very easy for complete even for a pilot with limited skill points and ship. The mission chain also has a tutorial aspect as it pulls you across the territory of all the four major empires (Amarr, Caldari, Gallente and Minmatar). Take note that if you have less than -5.0 in effective standing with a faction, its navy will attack you when you enter their space. These are not CONCORD ships and can be evaded with the proper fitting.

The only really difficult encounter for the solo rookie pilot is facing Dagan in the second to last mission ‘[Dal Segno al Fine](#)’. While Dagan does not deal that much damage to smaller vessels he does have very strong tanking capabilities which can surpass the amount of damage a frigate or destroyer can dish out even under optimal conditions. The solution is either to group up with other people (there should be plenty about in Arnon) or acquire a cruiser or larger sized vessel with adequate weaponry.

There is no item reward by the end of this epic arc. Instead you get the choice of selecting one of the four major empires that you would like a faction standing increase with. Remember, this increase carries no derived standing loss/gains, which mean ideally, you could positive standing with all the major empires if you do this epic arc as often as possible. It also means this epic arc is a good way to obtain faction increase with a faction that has started to dislike you. You will get no faction increase with The Servant Sisters of EVE faction though.

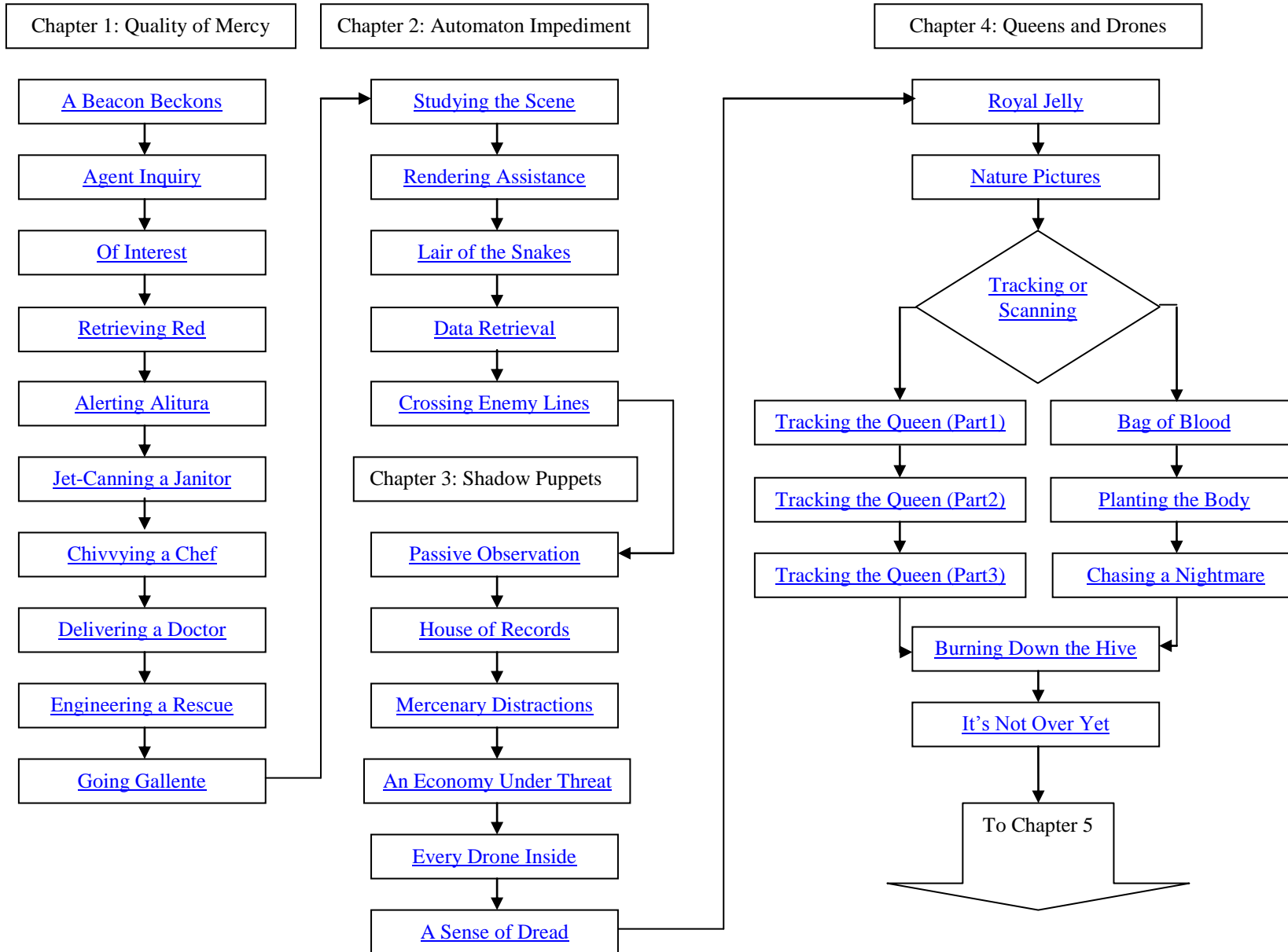
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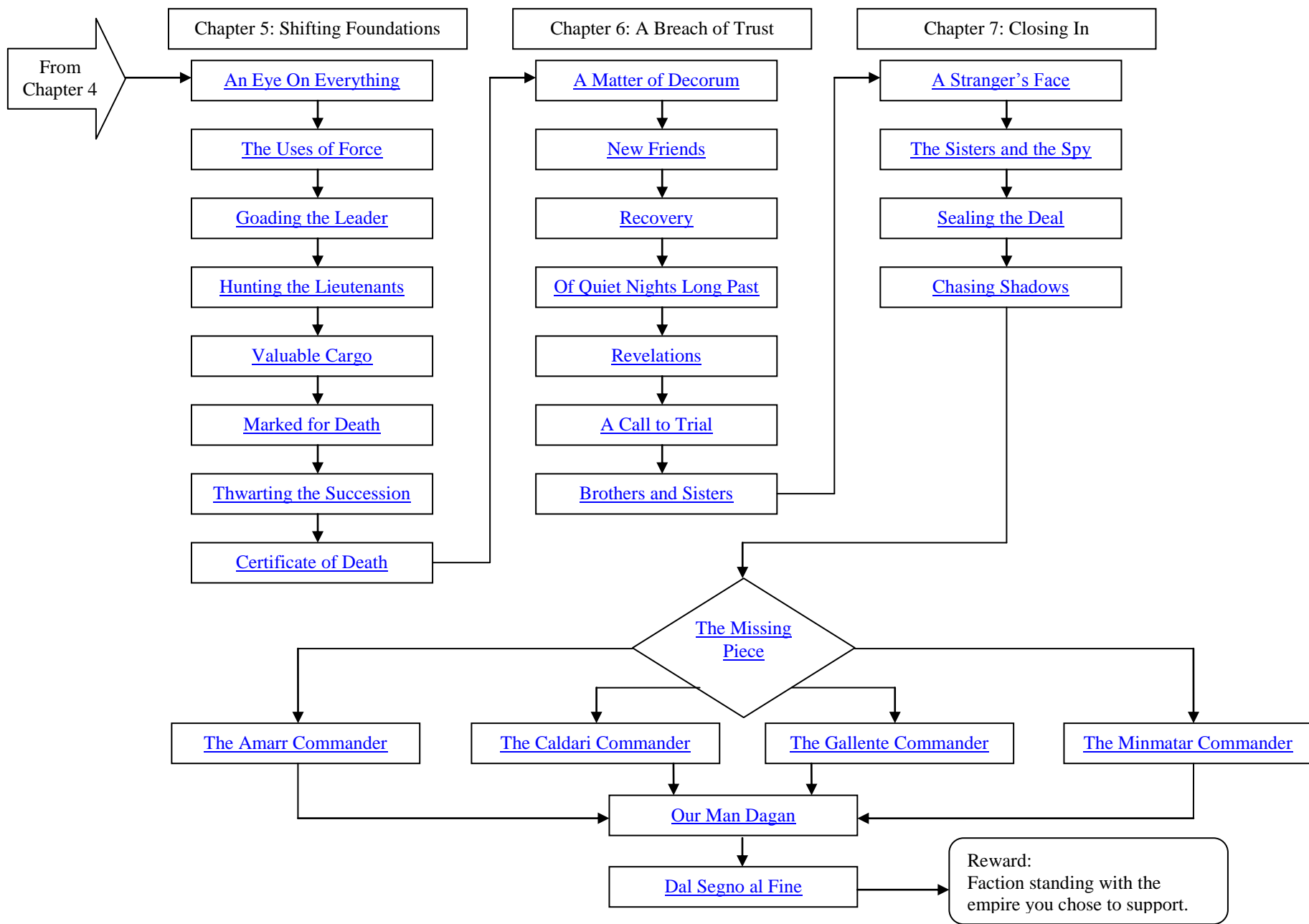
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# Mission Overview





## Missions

**Mission name:** A Beacon Beckons

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

I ask for help, and they send me a capsuleer.

You *are* a capsuleer, aren't you? An immortal pilot who subverts the rules of life and death, who shapes the fate of empires? You'll have to excuse my skepticism.

I work with a humanitarian organization, the Sisterrs of Eve. I've seen you kind hasten the deaths of millions every day. You expect me to believe that you're different? To prove yourself, your actions will have to do the talking.

We've just received a distress call from a ship called the *Damsel*, and you're the closest thing to aid available right now. Get out there and save some lives. Prove to me you're not just another murderous liar with a god complex. With all the power at your disposal, you certainly could be a force for good. And one thing is certain: Good is in dire need of allies these days.

**Objective:** Scout given destination.

*Deadspace entry point guards:*

None.

**Notes/hints:** Approach the non-destructible Damsel Wreckage parts to complete the mission.

**Debriefing:** It seems CONCORD was faster to respond, but your backup was definitely appreciated. There were a handful of survivors picked up. They've been taken to various facilities in the area – wherever vacancies could be found.

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**Missions:** [Overview](#), [Next](#)



**Mission name:** A Call to Trail

**Agent name:** Dovirch Anselm

**Mission type:** Encounter

**Mission briefing:**

I'm sure you have several questions for me, but I'm afraid they'll have to wait. It seems Taphos caught wind of your investigation. I know because he has challenged you to trial by combat.

It hasn't been common for years, but Taphos considers himself an old-fashioned true Amarr, and blue laws still allow it. Luckily, this provides the perfect opportunity for us. With the information we've uncovered, namely this cipher, we have enough to bring Taphos on charges. Doing so, however, would cause a huge political uproar, the kind we frankly don't have time for.

I want you to go out there, meet Taphos, and kill him in combat. We've shut off access to his clones, so he won't be coming back. As you were challenged by a noble you'll suffer no consequences, legal or otherwise. His family line gets to keep their good name, and everyone can then go back to their nice, safe lives, confident that Imperial secrets are still safe.

**Objective:** Destroy Lord Taphos.

*Deadspace entry point guards:*

1 Taphos (frigate)

**Notes/hints:** None.

**Debriefing:** It is done, then. I've already started making my calls. As far as the media is concerned, he accused you of contract fraud, but God proved your innocence through a lawful trial by combat.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** A Matter of Decorum

**Agent name:** Dovirch Anselm

**Mission type:** Encounter

**Mission briefing:**

I would speak with you about your search for Dagan, but first, a matter of decorum. The late Mistress Mizara's parents entrusted the safety of their child to my lord. He has attempted to make amends, but I am afraid my lord can be... indelicate. He would replace their daughter with reparations of gold and ISK. This must be handled with more care.

Take this toy. The mistress first arrived at my lord's estate with nothing to her name but this. As you destroyed her body, it is the only physical connection left in this world that her family will recognize as hers. Deliver this to the family, and with the utmost care. They have already suffered enough.

**Objective:** Transport 1 [Mizara's Doll](#) (1.0 m3) to the [Mizara Family Hovel](#) structure.

*Deadspace entry point guards:*

None.

**Notes/hints:** You are granted the Doll upon acceptance of the mission.

**Debriefing:** Thank you for doing this, my friend. To see others suffer is never easy.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** A Sense of Dread

**Agent name:** Immuri Asaka

**Mission type:** Courier

**Mission briefing:**

I've been contacted by Sister Alitura – she wants you to get back in touch with her right away. Here, take this transponder beacon with you when you leave; that way I can know you've arrived safely.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** A Stranger's Face

**Agent name:** Sister Alitura

**Mission type:** Courier

**Mission briefing:**

Your anger is understandable, but we've got more reason to cooperate than to quarrel. Dagan's your real enemy. You'll be interested to know that some of his corpmates have been spotted at a nearby station. We've prepared an agent to gain their confidence and extract information on their further operations. To you, she'll be Tahaki Karin, a ship's engineer from the *Damsel*. Before our operative can infiltrate Dagan's group, Karin's identity records will need to be altered. Take these records to an archive station. Once they're updated there, our friends will make sure they're changed throughout the entire network.

**Objective:** Transport 1 [Altered Identity Records](#) (1.0 m3) to given destination.

**Notes/hints:** None.

**Debriefing:** Excellent work, pilot. The altered records are being distributed as we speak.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Agent Inquiry

**Agent name:** Sister Alitura

**Mission type:** Courier

**Mission briefing:**

We got some interesting information out of your trip. It seems no one fired on the *Damsel*. Something must have happened inside the ship.

We'd like you to track those survivors down, see if you can get any information about the ship's path, pilot, or cargo. We need to know what caused this disaster.

CONCORD is the first logical step. I've gotten in touch with CONCORD Agent Tevis Jak, who may have information for you. His location is being uploaded to your NeoCom: he's currently acting as an ORE agent. Go see if you can find a piece of this puzzle.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Alerting Alitura

**Agent name:** Tevis Jak

**Mission type:** Courier

**Mission briefing:**

Just got a message from Sister Alitura. I sent her that weird datacore you found at the site. She says they weren't able to decipher it. Pity.

Still, she's very interested in consulting with you. So go do what she wishes. The Sisters are good people.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** An Economy Under Threat

**Agent name:** Immuri Asaka

**Mission type:** Encounter

**Mission briefing:**

Damn Vitamala! He wasn't coordinating with the Navy's emergency logistics division. There's a colony nearby that missed a shipment of farming supplies thanks to the chaos caused by these drones. If we don't make the delivery ourselves, then we risk their entire agricultural economy. Once you take these goods over to our fleet, they will deal with the rest; we can finally turn our focus on the underlying cause for these problems. You will need at least 150m<sup>3</sup> of cargo space to make the delivery. Keep that in mind.

**Objective:** Deliver 1 Farming Supplies (150.0 m<sup>3</sup>) to the Storage Warehouse structure.

*Deadspace stage 1 guards:*

6 Caldari Navy Battleship (battleship)

4 Caldari Navy Cruiser (cruiser)

6 Caldari Navy Frigate (frigate)

3-5 Infestor Alvi (frigate)

2 Belphegor Apis (drone)

2-4 Mammon Apis (drone)

**Notes/hints:** The Caldari Navy battleships, cruisers and frigates are friendly unless fired upon. The rogue drones are too far away to provoke aggression. Upon entering the stage you will receive the following message:

*"The Caldari forces look far better prepared this time around. "Anti-support" Frigates and Cruisers flank their larger allies, standing ready and able to deal with any smaller hostiles that come their way. If these drones try to escape, the faster and more agile ones won't slip past the amassed fleet so easily now."*

**Debriefing:** Yes, I just received word from the colony. They should be able to stick to their production schedule, which is great news. Thank you, "name", you've done the Caldari people a great service today. If you need any further help with your drone investigation, just say the word.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** An Eye on Everything

**Agent name:** Keita Eslin

**Mission type:** Encounter

**Mission briefing:**

The missing capsuleer you are looking for has been quite busy recently, as I'm sure you'll be interested to hear. The Krusual Tribe became aware of his actions just a couple of days ago, when he was caught smuggling something out of Minmatar space. We've seen a few of his accomplices since then, shifting back and forth between Minmatar and Amarr borders.

You want information, we want information. Help us track down his friends, and we'll help you any way we can when you find this capsuleer. Your first step will be to scout one of their major smuggling hubs and report back on the strength of security forces there.

**Objective:** Scout given destination.

*Deadspace entry point guards:*

7-8 Smuggler (battleship) 1162500/1218750 ISK

7-8 Smuggler (battlecruiser) 135000/142500/146250/153750ISK

3-4 Smuggler (cruiser) 281250 ISK

3-4 Smuggler (frigate) 27000/28125 ISK

*Reinforcement wave 1:*

1 Stolen Nidhoggur (carrier)

**Notes/hints:** The Smuggler frigates might web and warp scramble you ship. No hostile is within range to provoke aggression when you enter the stage. Shortly after, the Stolen Nidhoggur will appear, the mission will be marked as complete and you will receive the following message from the agent Keita Eslin:

*"Looks like they're still getting reinforcements. They even have a stolen Nidhoggur. Alright, I have all the information I need, good work. Get back to me before they realize you're there, and we can discuss what comes next."*

**Debriefing:** Good work on the recon there. When you're ready to go and do something about those smugglers, you let me know.

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**Missions:** [Previous](#), [Overview](#), [Next](#)



**Mission name:** Bag of Blood  
**Agent name:** Sister Alitura  
**Mission type:** Courier  
**Mission briefing:**  
Thanks, I really appreciate it.

**Objective:** Transport 1 [Wolf Burgan's DNA](#) (1.0 m3) from given destination to agent.

**Notes/hints:** None.

**Debriefing:** Let me just rush this over to the medlab... there. The body should be here in a minute.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Brothers and Sisters

**Agent name:** Dovirch Anselm

**Mission type:** Courier

**Mission briefing:**

Now, about Dagan. We've had our suspicions as to who he is. With the cipher you found, we know for sure. I'm violating my oath by giving you this intel, but odds are good we'd never be able to act on it ourselves. See, Dagan is from the Society of Conscious Thought.

Dagan's made a mistake, though. He's been cut off from his buddies. The Sisters have seen to that. Yeah, the Sisters. I've been curious why they were so interested in my case. Now I know: if there's one group that keeps a closer eye on the Society than the Empire, it's the Sisters of EVE.

They knew the whole damn time who Dagan was. I'd say it's time to head back over to the Sisters and get the full story.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Burning Down the Hive

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

Based on the data you've provided me, I was able to locate where the drone and its swarm is heading: Arnon. Do whatever it takes to destroy it.

**Objective:** Destroy all guards.

*Deadspace entry point guards:*

- 1 [Mysterious Drone](#) (cruiser)
- 2-3 ┌ Decimator Alvi (frigate)
  - ├ Infester Alvi (frigate)
  - └ Sunder Alvi (frigate)
- 5-6 ┌ Belphegor Apis (drone)
  - └ Mammon Apis (drone)

**Notes/hints:** Shortly after you enter the stage the Mysterious Drone will disappear and you will receive the following message:

*"The drone has escaped through that acceleration gate. Follow it."*

*Deadspace stage 1 guards:*

- 1 [Mysterious Drone](#) (cruiser)
- 12-13 ┌ Hunter Alvi (frigate)
  - ├ Infester Alvi (frigate)
  - ├ Raider Alvi (frigate)
  - ├ Render Alvi (frigate)
  - ├ Silverfish Alvi (frigate)
  - ├ Splinter Alvi (frigate)
  - └ Sunder Alvi (frigate)
- 1-2 ┌ Strain Infester Alvi (frigate)
  - └ Strain Render Alvi (frigate)

**Notes/hints:** The Strain Render Alvi frigates might web and warp scramble your ship. Shortly after you enter the stage the Mysterious Drone will disappear and you will receive the following message:

*"The drone has escaped through that acceleration gate. Follow it."*

*Deadspace stage 2 guards:*

- 1 [Mysterious Drone](#) (cruiser)
- 1 Wrecker Alvum (cruiser)
- 1 Decimator Alvi (frigate)
- 4 Render Alvi (frigate)

*Reinforcement wave 1:*

- 1 [Mysterious Ship](#) (cruiser) 202500 ISK

**Notes/hints:** Shortly after you enter the stage the Mysterious ship will appear and the Mysterious Drone will be destroyed. The Mysterious Ship then disappears again and you will receive the following message:

*“You’ll never get the secrets of the rogue drone!”*

**Debriefing:** I can’t... He’s supposed to be dead! Are you telling me Dagan’s been alive this whole time?

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**Missions:** Previous ([Tracking the Queen \(Part 3\)](#)), [Chasing a Nightmare](#)), [Overview](#), [Next](#)

**Mission name:** Certificate of Death

**Agent name:** Keita Eslin

**Mission type:** Courier

**Mission briefing:**

You've done good work for me, and I have one last request. Go and tell Mizara's Amarr masters that she will work for them no more.

**Objective:** Report to given agent.

**Notes/hints:** None.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Chasing a Nightmare

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

We've secured Wolf Burgan's aid. Now all you need to do is fly out to a few of the hot spots where the drone has been spotted. Burgan's staying behind, but he'll be connected to your systems remotely. Wolf will update you as the situation changes. Listen to what he says. He'll point you in the right direction.

**Objective:** Scout the given destination.

*Deadspace entry point guards:*

None.

**Notes/hints:** You will receive the following message when entering the stage:

*"Well, it looks like we missed the party. Something was here, but it's faint. Take that acceleration gate."*

*Deadspace stage 1 guards:*

None.

*Reinforcement wave 1:*

1 [Mysterious Drone](#) (cruiser)

**Notes/hints:** You will receive the following message when entering the stage:

*"Wait I am getting something."*

This is followed by the appearance of the Mysterious Drone which opens a Spatial Rift to the next stage and then disappears again. You then receive the following message:

*"Did that just-? How did it do that? What are you sitting here for, follow it!"*

*Deadspace stage 2 guards:*

1 [Mysterious Drone](#) (cruiser)

**Notes/hints:** Shortly after entering the stage the Mysterious Drone will open a new Spatial Rift to the next stage and then disappear.

*Deadspace stage 3 guards:*

1 [Mysterious Drone](#) (cruiser)

**Notes/hints:** Shortly after entering the stage the Mysterious Drone will open a new Spatial Rift to the next stage and then disappear.

*Deadspace stage 4 guards:*

None.

**Notes/hints:** When entering the stage the mission will be marked as complete and you will receive the following message:

*“I've lost the signal. Whatever that thing is, it's hightailed it out of there. That's okay. I've got enough data here I know how to track it. With this we should be able to pin point its exact location. Come on back.”*

**Debriefing:** You followed it through a special rift of some sort. They aren't suppose to be able to do that...

Drones, I mean. Now, your next mission.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Chasing Shadows

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

Our agent hasn't been able to determine where Dagan is. But in decoding her sensory data, we managed to pick up a clue. An Amarr pilot named Kritsan Parthus recently delivered a cargo of drone parts to Dagan. These parts were black market, and may have been scavenged from some of your recent battles. We contacted Parthus. He's an independent operator, but wouldn't see the light. We've managed to locate him by tracking his communication signals. Unfortunately, it will be necessary for you to bring him in for a meeting under duress. Our archive data suggests that Parthus will travel with a small contingent of support ship. Identify his command vessel, destroy it, and retrieve him from his pod. Bring him to me, personally.

**Objective:** Provide 1 [Kritsan Parthus](#) (1.0 m3) to agent.

*Deadspace entry point guards:*

1 Kritsan Parthus (battlecruiser)

5 Mercenary Rookie (frigate) 2000 ISK

*Reinforcement wave 1:*

3 Mercenary Fighter (frigate) 5000 ISK

**Notes/hints:** Reinforcement wave 1 is triggered upon destruction of all Mercenary Rookies in the initial group. After destroying Kritsan Parthus you will receive the following message from the agent Lear Evans:

*"That's an Amarr citizen you've kidnapped, pilot. But if I understand your motives correctly, we can overlook that. Once you've extracted Dagan's location, we'll help you bring the hammer of God down on that bastard."*

**Debriefing:** I'll handle questioning Parthus. Rest assured, he will be treated humanely, and compensated well.

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**Missions:** [Previous](#), [Overview](#), [Next](#)



**Mission name:** Chivvying a Chef

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

We got the information from Nebben, but there's a problem.

It appears Aubrei Azil, the ship's cook, has shipped out as well. There's no way they would all get reassignments so soon after an incident like this. They're being shuffled through the system so we don't find them. And then there're the drones....

You need to find Aubrei. If we follow this long enough, we might discover who doesn't want the truth uncovered.

**Objective:** Provide 1 [Chef Aubrei Azil](#) (3.0 m3) from Azil's Transport to agent.

*Deadspace entry point guards:*

None.

*Reinforcement wave 1:*

3 Infester Alvi (frigate)

*Reinforcement wave 2:*

3 Splinter Alvi (frigate)

**Notes/hints:** You will receive the following message upon entering the stage:

*"Hey, could you give me a hand, here? The damn things took out my propulsion; I'm dead in the water!"*

Reinforcement wave 1 will be triggered as you approach Azil's Transport and you will receive the following message from the agent Sister Alitura:

*"Rogue drones? Hmm. Well, bring Azil back here and we'll see what we can do for him."*

Reinforcement wave 2 is triggered upon destruction of all ships in wave 1. When destroying the last drone Aubrei Azil will say:

*"It's like those bastards were leaving me to die out there."*

**Debriefing:** This drone involvement is certainly worrying news. Let me see what other leads I have for you.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Crossing Enemy Lines

**Agent name:** Delphine Xarasier

**Mission type:** Courier

**Mission briefing:**

The datacore you recovered has proved interesting. Before her kidnapping, Dr. Castille found several oddities in the drone components. Honestly, it's created more questions than answers for CreoDron staff. As a sign of good faith, I'm going to share some information with you. Our drones are being corrupted by some *other* kind of drone. I need you to take some information to a friend of mine in Caldari space. They've also been suffering from drone problems recently, and this data may help him and his people. I need you to keep this quiet: Our friendship isn't exactly something we're broadcasting, not with both our empires at each other's throats.

If you agree, I'll make sure the information is securely hidden onboard your ship. You'll never even know it's there; all you have to do is go and talk to Immuri Asaka, and he'll take care of the rest.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Dal Segno al Fine

**Agent name:** Multiple options (Adani Yusev, Brus Colterne, Kitar Ang, Lear Evans)

**Mission type:** Encounter

**Mission briefing:**

Adani Yusev:

As per our agreement with the Sisters of Eve, we will turn Dagan over to their care. A Sisters of Eve ship awaits his delivery. Sister Alitura assures me Dagan will be treated humanely.

**Brus Colterne:**

**Kitar Ang:**

Lear Evans:

The Sisters of Eve have requested that we turn Dagan to their forces as payment for their aid. They're welcome to him. The Sisters may appear peaceful, but we are providing this Society member no mercy by delivering him to their care.

A Sisters of Eve convoy awaits the delivery of Dagan. They wish you to do the honors. I can think of no one more appropriate.

**Objective:** Transport 1 [Dagan](#) (1.0 m3) to the Cargo Wreath.

*Deadspace stage 1 guards:*

None.

**Notes/hints:** This mission can be obtained from four different agents (those listed). This affects the mission briefing and debriefing as well as the faction boost you will be rewarded upon completion of the mission. You will receive the faction boost according to which empire the agent giving the mission belongs to (Amarr, Caldari, Gallente or Minmatar).

You will be granted Dagan upon acceptance of the mission. When entering the stage you will receive the following message from the agent Sister Alitura:

*"Hello, old friend. Simply deposit Dagan in the Wreath Prison Transport, and your long journey will be at an end.*

*No matter what you see, I must ask you to stay calm and do not fire."*

When approaching the Cargo Wreath a huge rogue drone structure will appear some distance away, but will do nothing and is not destructible. Upon placing Dagan in the Cargo Wreath the drone structure will disappear again and you will receive the following message from the agent Sister Alitura:

*"I told you had nothing to fear, pilot. Thanks to your help, the rogue drones need no longer be a hindrance to our efforts.*

*Return to your commander, and tell him Dagan will no longer trouble the empires.*

*Farewell. Perhaps there is hope for your kind yet."*

**Debriefing:**

Adani Yusev:

The rogue drones did what? That's the damndest thing. I've heard they can think for themselves, but I've never heard of them just watching like that. There's something much larger going on than we realize.

Regardless, you've been a tremendous help to the Caldari State. Whether you continue your efforts defending the Empire or forge your own empires with your fellow capsuleers in the depths of lawless space, know that you have proven your worth as a demigod.

**Brus Colterne:**

**Kitar Ang:**

Lear Evanus:

So the soulless drones returned. I confess their behavior is strange. I had heard the automatons have a free will of their own, but I never gave it much weight until now. There's something much larger going on than we realize.

But that is a mystery for another day. You have been an ally to the Empress and the Amarr people. Whether you continue your efforts defending the Empire or forge your own empires with your fellow capsuleers in the depths of lawless space, know that you have proven your worth as capsuleer.

---

**Missions:** [Previous](#), [Overview](#)

**Mission name:** Data Retrieval

**Agent name:** Delphine Xarasier

**Mission type:** Encounter

**Mission briefing:**

I'm glad you contacted me, "name".

Since you destroyed the Serpentis research station, the transport ship headed to another location to make the transfer. Though we were able to intercept, both ships were lost in the course of the ensuing battle. However, we believe a datacore containing Dr. Castille's notes may still exist.

Your task is to go to Harerget, locate the datacore, and bring it back to me.

Be warned, all indications are that the ship was contracted by the Guardian Angels as part of their protection agreement with the Serpentis Corporation. I'm sure they'll send a ship to scan the wreckage and see what can be salvaged as well. They will be looking for some way to recoup part of their loss.

**Objective:** Provide 1 [Dr. Castille's Data Core \(Property of CreoDron\)](#) (0.1 m3) from the Destroyed Ship to agent.

*Deadspace entry point guards:*

2 Gistii Impaler (frigate) 9000 ISK

1 Gistii Nomad (frigate) 6375 ISK

2 Gistii Ruffian (frigate) 6000 ISK

*Reinforcement wave 1:*

2 Gistior Haunter (destroyer) 12375 ISK

1 Gistii Nomad (frigate) 6375 ISK

2 Gistii Ruffian (frigate) 6000 ISK

*Reinforcement wave 2:*

1 Angel Forward Scout (cruiser) 37500 ISK

1 Gistii Thug (frigate) 4875 ISK

3 Gistii Outlaw (frigate) 4500 ISK

**Notes/hints:** The reinforcement waves are triggered by the destruction of all ships in the previous group.

**Debriefing:** I am glad to see you have returned in one piece.

Now it's time for you to decide if you trust me. I have a final mission to offer you, but it's risky for us both.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Delivering a Doctor

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

We've located the doctor from the wrecked ship. Unfortunately, we've located her by way of a ransom demand. We want this doctor alive, so we're going to pay it. Luckily they just want planetary currency, so the real ISK value is minimal. I'll put the money in your hangar when you accept this mission.

I need you to take the ransom to the designated drop location. They're to drop off the doctor as soon as you drop off the money.

That's the plan, anyway. I'd be prepared for a double-cross, just in case.

**Objective:** Transport 1 [A Lot of Money](#) (3.0 m3) to given destination and return with 1 [Doctor Luija Elban](#) (1.0 m3) to agent.

*Deadspace entry point guards:*

None.

*Reinforcement wave 1:*

3 Coreli Agent (frigate) 4875 ISK

*Reinforcement wave 2:*

3 Coreli Spy (frigate) 4500 ISK

**Notes/hints:** Reinforcement wave 1 will be triggered upon placing the money in the Dead Drop structure and you will receive the following message:

*"That worked out well. I wonder how much cash we can get if we kill you and keep the doctor?"*

Reinforcement wave 2 is triggered upon destruction of all ships in wave 1. Destroying the last ship will make it drop Doctor Luija Elban.

**Debriefing:** You handled yourself well out there. Doctor Elban is cooperating with us.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Engineering a Rescue

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

We've gone a long way, but we've found the key survivor. Her name is Tahaki Karin. She was the engineer on the main ship from the ruined fleet, and she's signed on to the crew of the *Heartbreak*. She may be the only one who knows what really happened.

You know the drill by now: Get out there and get her before someone else does. I'm fairly certain there'll be someone there to shoot at you.

**Objective:** Provide 1 [Engineer Tahaki Karin](#) (1.0 m3) from The Heartbreak to agent.

*Deadspace entry point guards:*

4 Infester Alvi (frigate)

*Reinforcement wave 1:*

4 Decimator Alvi (frigate)

**Notes/hints:** You will receive the following message upon entering the stage:

*"Get me out of here! This thing might explode any second now!"*

Reinforcement wave 2 is triggered upon destruction of all ships in wave 1.

**Debriefing:** Excellent. Karin is being transported to a more secure Sisters of Eve location for a full debriefing with our people. Don't worry, we'll keep CONCORD well informed of our progress.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Every Drone Inside

**Agent name:** Immuri Asaka

**Mission type:** Encounter

**Mission briefing:**

Normally, the local security forces would want to handle this drone threat themselves, but we're willing to contract the job out to a capsuleer.

You'll have to go in alone while our fleet holds the line. I suggest you take some friends into the fight. The drones have been growing in number as more are corrupted and somehow find their way to the swarm.

Once you neutralize the threat, you should search the wreckage for something that will help with your investigation.

**Objective:** Destroy all hostile guards.

*Deadspace stage 1 guards:*

6 Caldari Navy Battleship (battleship)

4 Caldari Navy Cruiser (cruiser)

11 Caldari Navy Frigate (frigate)

5-6 Infestor Alvi (frigate)

4-5 Belphegor Apis (drone)

5 Mammon Apis (drone)

**Notes/hints:** The Caldari Navy battleships, cruisers and frigates are friendly unless fired upon. The rogue drones are too far away to provoke aggression.

After destroying the last rogue drone you will receive the following message from the agent Immuri Asaka: *"Nice flying pilot. That's the last of the drones taken care of. Feel free to inspect the wreckage if you like but I just received an official transmission for you from the Sisters of Eve. Looks like they've got a new lead for you to chase up anyways."*

**Debriefing:** Thank you for taking care of that drone problem. A capsuleer like you may not consider it a big achievement, but trust me, you've done what few others could. You clearly have a great future ahead of you. I hope you continue to use that talent to do good things, either within the State or elsewhere.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)



**Mission name:** Goadng the Leader

**Agent name:** Tarak Erand

**Mission type:** Encounter

**Mission briefing:**

Straight to business then, eh? Here's my plan: My men are currently standing by, ready to launch a secondary assault on a poorly defended base nearby. This should draw a good portion of the security forces off the base we're truly aiming for. That's when you sweep in. Kill everything that moves, "name". If you can take out their reinforcements and logistics, then we'll be able to clean up what's left. I'm thinking that all this commotion should draw their leader out, or at least get his attention. We can see how it plays out once the bullets start flying. You'll receive updates on the field once we launch our assault. Ready to roll?

**Objective:** Destroy the Auxiliary Power Array structure.

*Deadspace entry point guards:*

1 Stolen Nidhoggur (carrier)

6-8 Smuggler (battleship) 1162500/1218750 ISK

6-7 Smuggler (battlecruiser) 131250/146250/150000 ISK

3-4 Smuggler (cruiser) 270000/281250 ISK

1 Watchman (cruiser) 37500/43125 ISK

2-4 Smuggler (frigate) 24750/27000 ISK

3 Watchman (frigate) 6000/6375 ISK

*Reinforcement wave 1:*

4 Watchman (frigate) 4500/4875 ISK

**Notes/hints:** The Smuggler frigates might web and warp scramble you ship. No hostile is within range to provoke aggression when you enter the stage. Shortly after, all Smuggler type of ships disappears leaving only the Watchman types behind. The reinforcement wave is triggered upon destruction of all frigate type of Watchman ships from the initial group.

**Debriefing:** My men finished cleaning up the remaining hostiles just a few moments ago. You'll be pleased to hear this though, "name".

We caught someone trying to flee the scene; we think he knows something about the guys running this whole operation. He's been taken into questioning. If he does know anything, we'll have the information ourselves very shortly.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Going Gallente

**Agent name:** Sister Alitura

**Mission type:** Courier

**Mission briefing:**

Remember the strange datacore you found? We've determined that it must have been made by rogue drones of some kind. I'm sending you to Gallente space, where I've contacted someone who can help you continue this investigation. Her name is Delphine Xarasier, an agent for CreoDron and the daughter of their chief researcher. We've tapped out our other leads for now, which leaves us in need of more information on drones, and she can certainly give you that.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** House of Records

**Agent name:** Immuri Asaka

**Mission type:** Courier

**Mission briefing:**

The situation has gotten complicated. That current security deployment won't last long against those drones. The local commander, Vitimala, seems happy just to contain the drones, but that only buys the little bastards more time to escape or supplement their numbers.

I need to know more about the commander and why he doesn't seem to know what he's doing. I have a friend name Nachi Koruda working for the House of Records who should have those answers.

Fly over to the achieves facility where she works and return to me with any that might offer some explanations. It isn't glamorous work, but it needs to be done if we want to make informed decisions about how to proceed.

**Objective:** Transport 1 Hidden Data Sheets (1.0 m3) from given destination to agent.

**Notes/hints:** None.

**Debriefing:** This says Vitamala got his position thanks to family connections. Bad news for us.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Hunting the Lieutenants

**Agent name:** Tarak Erand

**Mission type:** Encounter

**Mission briefing:**

That didn't take long. You can't get good mercenaries anymore. They crack before you even get to the fun stuff.

He gave us the names of three lieutenants, supposedly the underlings for the man running this whole operation. If we can capture one of them, then maybe they'll know something about this missing capsuleer of yours. If they don't, they should at least know where we can find their boss.

The lieutenants are supposed to be meeting at a nearby deadspace facility, arranging some kind of "big deal". We have no idea what this could involve; drugs, money, people. It might be anything, but it definitely means some more hired security to deal with. Once you clear the area, we should be able to scan the structures and locate any of the lieutenants, assuming they're still hanging around. Fly by and pick them up. If they refuse to board, pop a few shots off into the facility shields. That usually convinces people you mean business. So, feel like crashing the party, "name"?

**Objective:** Destroy all guards and shoot the Habitation Module structure.

*Deadspace entry point guards:*

7 Mercenary (frigate) 2000 ISK

**Notes/hints:** After destroying all guards you will receive the following message from the agent Tarak Erand:

*"We were scanning the radio chatter of those guys you took out. They were trying to evacuate someone from the Habitation Module. It's vulnerable now without them guarding it, so you can fire a few rounds off into the building. That should flush them out."*

You will also receive this message:

*"No way in hell am I coming with you, egger. You'd best leave here while you still have that pretty ship of yours."*

When opening fire on the Habitation Module the mission is marked as complete and you receive the following message:

*"Alright, alright! Stop shooting. I'll come with you!"*

**Debriefing:** Good work, "name". I had a feeling we'd find at least one of them there. We'll take him out back and encourage him to talk.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** It's Not Over Yet

**Agent name:** Sister Alitura

**Mission type:** Courier

**Mission briefing:**

Dagan was the pilot leading the fleet that the drones first destroyed, and a known terrorist. He was supposed to be dead. It's very important that he is made dead. The Sisters consider this a top priority.

Dagan is heading for a system in Minmatar space. He can't have gone far. I'll connect you with Keita Eslin, Advisor to the Krusual Tribe. She can help you track down Dagan.

I've been to Minmatar space quite a few times myself, "name". It's not so bad there, but just be careful where you wander and what you say. Their way of doing things can be a little rough around the edges at times, but I've also never known a Minmatar to not get a job done. In case you don't know, the Krusual can be a little sly. Just make sure this one looks after your interests, too. Still, I'm sure you can handle yourself.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Jet-Canning a Janitor

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

We have another crew member located. The ship's janitor, Nebben Centrien, is stationed at a small outpost. We hope he'll have a lead on where some of the other personnel are recuperating.

In light of what happened to Red, I'd like you to bring him back here once you've found him – for his own safety, you understand.

**Objective:** Provide 1 [Nebben Centrien, Janitor](#) (3.0 m3) from Centrien's Shuttle to agent.

*Deadspace entry point guards:*

3 Coreli Spy (frigate) 4500 ISK

*Reinforcement wave 1:*

4 Coreli Scout (frigate) 3750 ISK

**Notes/hints:** The reinforcement wave is triggered by the destruction of all ships in the initial group. Upon destruction of the last guard Centrien's Shuttle will appear, containing Nebben Centrien, and you will receive the following message:

*"Yeah, I know where Aubrei--the ship's cook--was headed, but I'll need a terminal to give you the coordinates. A terminal in a safe station. I'm not stupid."*

**Debriefing:** Give me a moment to input Nebben's data. He's already provided us with good information.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Lair of the Snakes

**Agent name:** Delphine Xarasier

**Mission type:** Encounter

**Mission briefing:**

I told you I'd help if you helped me. Well, the Serpentis Corporation has just kidnapped one of CreoDron's top minds, Dr. Aspasia Castille. She was analyzing those drone parts that you recovered earlier. The information she has is critical to figuring out what's going wrong with the drones, but the Serpentis aren't going to let her go without a fight. They're planning to take her to their installation at Harerget. I want you to get there first. Destroy their base and the ships guarding it before the transport ship arrives.

**Objective:** Destroy all guards.

*Deadspace entry point guards:*

2 Coreli Spy (frigate) 4500 ISK

2 Coreli Scout (frigate) 3750 ISK

1 Coreli Initiate (frigate) 3000 ISK

*Reinforcement wave 1:*

1 Corelior Infantry (destroyer) 12375 ISK

1 Corelior Soldier (destroyer) 11813 ISK

3 Coreli Watchman (frigate) 6000 ISK

*Reinforcement wave 2:*

1 Corelum Chief Scout (cruiser) 37500 ISK

3 Coreli Patroller (frigate) 6375 ISK

*Reinforcement wave 3:*

1 Serpentis Personnel Transport (industrial) 25000 ISK

**Notes/hints:** Reinforcement waves 1 and 2 are triggered by the destruction of all ships in the previous group. Reinforcement wave 3 is triggered by attacking the Corelum Chief Scout cruiser and will only hang around for a very short while before disappearing again with the following message:

*"Transport Ship Bitis, abort your delivery. Our location is compromised. Move on to secondary site!"*

**Debriefing:** Very efficient, "name". If you're willing to take another job from me, I have more details on the location of Aspasia Castille.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Marked for Death

**Agent name:** Keita Eslin

**Mission type:** Encounter

**Mission briefing:**

We've been working tirelessly over all the intelligence you delivered to me. A lot of it we already knew, but after some cross analysis, we discovered that there was a particular location that only Lieutenant Kirus and a few others had access to. Kirus caved when he saw we knew the coordinates to his employer's hideout. The guy's alias is Izia Tabar. He's a battle-hardened smuggler baron; CONCORD's wanted him for a long time now.

We have his location, "name". Can we rely on you to end this? I'd expect his place to be well defended, but if we lose him now it all counts for nothing.

**Objective:** Destroy Izia Tabar.

*Deadspace entry point guards:*

5 Mercenary (frigate) 2000 ISK

*Reinforcement wave 1:*

5 Mercenary (frigate) 2000 ISK

*Reinforcement wave 2:*

1 [Izia Tabar](#) (frigate)

**Notes/hints:** Reinforcement wave is triggered by destroying one of the ships in the initial group. Reinforcement wave 2 is triggered upon destruction of all ships in wave 1.

**Debriefing:** You have done exceptionally well, "name". Our team will head over to Tabar's compound now and comb the area for further evidence. Get back to me when you are ready for one last assignment. It is about time the Minmatar repaid you for all you've done, and I have some information about how we can make that happen.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)



**Mission name:** Mercenary Distractions

**Agent name:** Immuri Asaka

**Mission type:** Encounter

**Mission briefing:**

The situation we have is a delicate one. We can't go after Vitamala directly. Even though he doesn't really have a clue about what he's doing, he's too well-connected to displace without good reason. I'd expect this sort of thing from the Gallente, but not in the State. A man achieves rank because of his hard work and dedication, not because his father has friends in the bureaucracy.

Someone else can help with this situation, a true warrior and dutiful servant of the State. The first difficulty is freeing up his schedule. If you can handle that part, I can deal with the paperwork for his reassignment.

He's currently on deployment in a nearby system, busy dealing with a mercenary force we believe to be funded by Guristas Pirates. If you can take out the Guristas ships, then I can arrange to have him reassigned to the drone problem.

**Objective:** Destroy all guards.

*Deadspace entry point guards:*

3-4 T Pithi Despoiler (frigate) 6375 ISK

└ Pithi Despoiler (frigate) 6000 ISK

**Notes/hints:** None.

**Debriefing:** I'm pleased to inform you that everything went smoothly with the transfer. One of the first things our new commander did was to request frigate and cruiser backup for his fleet. They should be capable of defending themselves if the drones try to fight their way out.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Nature Pictures

**Agent name:** Sister Alitura

**Mission type:** Courier

**Mission briefing:**

I have a plan to help us track the rogue drone down. Up until now, we haven't had a chance to get a good look on the damned thing. The good news is that one of my Sisters was able to get holopics and scans of the drone that will help us track it down. The bad news is that she's doing missionary work near Guristas space. She can't broadcast the data to us without raising suspicion from the pirates, so she's going to leave a canister as close to the edge of their space as she can. I need you to get that data and bring it back to me.

**Objective:** Transport 1 Encoded Data Transmission (50.0 m3) from given destination to agent.

**Notes/hints:** None.

**Debriefing:** You continue to surprise me, "name". Give me a moment to process this data, and then we can discuss our strategy.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** New Friends

**Agent name:** Dovirch Anselm

**Mission type:** Courier

**Mission briefing:**

You have proven you respect our ways. My lord now believes he can trust you.

Yes, we know Dagan, and of your hunt for him. My lord hired him as a tutor for Mistress Mizara some ten years ago. Though my lord fancies himself a skilled pilot, he is very much of old Amarr stock. He wished the mistress to be better educated in the newly emerging technologies and political realities than he. Dagan proved a remarkable teacher. Sadly, he and Lord Taphos had a falling out after the coronation of Empress Sarum. There was an altercation, and both Dagan and the mistress fled.

I do not know where Dagan himself is, but I do know the man who brought Dagan to my lord's attention: an archaeologist of some respect, by the name of Doctor Canius. You'll find him at the location provided. Be warned: he surrenders nothing for free.

**Objective:** Report to given agent.

**Notes/hints:** None.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Of Interest

**Agent name:** Tevis Jak

**Mission type:** Encounter

**Mission briefing:**

Yeah, I picked up the crew that outlived that explosion – pretty massive, whatever it was. I'll see if I can track down the facilities they were sent to if you can do me a favor.

A bunch of pirates have been scavenging the explosion site. Go and take them out for me. It shouldn't be too much trouble for a capsuleer, and you might even find some extra information. Hell, you can probably get it done in the time I'll need to look up the rest of this data. Damn legacy systems...

**Objective:** Provide 1 [Strange Datacore](#) (0.1 m3) to agent.

*Deadspace entry point guards:*

2 Corpii Worshipper (frigate) 3750 ISK

*Reinforcement wave 1:*

3 Corpii Upholder (frigate) 4875 ISK

*Reinforcement wave 2:*

4 Corpii Worshipper (frigate) 3750 ISK

**Notes/hints:** Each reinforcement wave is triggered by the destruction of all ships in the previous group. Destroying the last ship will make it drop the Strange Datacore and you will receive the following message from the agent Tevis Jak:

*“My sensors are picking up a strange bit of tech that just dropped in that can. Open the can, take the item, and bring it to me.”*

**Debriefing:** Ah, you're done. Good timing.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Of Quiet Night Long Past

**Agent name:** Doctor Canius

**Mission type:** Encounter

**Mission briefing:**

You've done me a solid, so I'll return the favor.

A few years ago Lord Taphos tried to hit me up to tutor his new miracle girl. I declined, but pointed him to Dagan. Dagan was holed up in this monastery at the time, part of some weird hermitage. So I introduced them, thinking nothing of it. Then I start hearin' rumors about how friendly dagan is with Mizara. This doesn't go well with Taphos, particularly if you also believe what they say about Taphos and Dagan. Dagan was driven off, and truth told that's what properly turned Mizara against Taphos right then. So taphos wants to keep a tight lid on the whole affair himself, keep the rumors still.

So that's his character history. Hope you wrote all that down. Nah, I don't care. There's no test or anything.

But what did Dagan do after? I honestly don't know, but five will get you ten that it has something to do with his life before Taphos. This is the location of the monastery he stayed at. It's been abandoned for some time. I wouldn't be surprised if scavengers have moved in. Go reclaim the hell out of that place, and I'm sure you'll find something useful.

**Objective:** Provide 1 [Strange Coded Document](#) (0.1 m3) to agent.

*Deadspace entry point guards:*

8 Scavenger (frigate)

**Notes/hints:** Last guard destroyed drops the Strange Coded Document.

**Debriefing:** Good job cleaning those guys out. I wouldn't worry about ramifications of slaughtering some godless scavengers. The first rule of any good reclaiming is it's about souls, not bodies. You just happen to have a lot of the latter left over.

Now, let's have a look at that document you found.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Our Man Dagan

**Agent name:** Multiple options (Adani Yusev, Brus Colterne, Kitar Ang, Lear Evans)

**Mission type:** Encounter

**Mission briefing:**

Adani Yusev:

We are ready when you are. My forces will disarm the station. Engage Dagan and retrieve him from his pod.

**Brus Colterne:**

**Kitar Ang:**

Lear Evans:

Shall we begin?

While we regret the need to trouble an Imperial citizen, we imagine that confession was good for his soul. We have dispatched an assault group to eliminate his allies. They will clear your way so that you may strike Dagan down.

**Objective:** Provide 1 [Dagan](#) (1.0 m3) to agent.

*Deadspace entry point guards:*

1 Dagan (cruiser) 202500 ISK

3 Amarr/Caldari/Gallente/Minmatar Navy Cruiser (cruiser)

10 Dagan's Escort (frigate)

**Notes/hints:** This mission can be obtained from four different agents (those listed). This affects the mission briefing and debriefing as well as the type of Navy Cruiser encountered in the mission.

Shortly after you enter the stage all Navy Cruisers and 7 of the Dagan's Escort frigates will be destroyed, leaving you with only 3 frigates and Dagan to handle. Dagan has very strong defensive capabilities and can be difficult to take on as a solo rookie pilot; getting help from another pilot can be needed.

**Debriefing:**

Adani Yusev:

You set a fine example. We will show reels of the fight in corps academy for years.

**Brus Colterne:**

**Kitar Ang:**

Lear Evans:

Rarely is the wrath of God demonstrated in such fiery terms. Congratulations, pilot.

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**Missions:** [Previous](#) ([The Amarr Commander](#), [The Caldari Commander](#), [The Gallente Commander](#), [The Minmatar Commander](#)), [Overview](#), [Next](#)



**Mission name:** Passive Observation

**Agent name:** Immuri Asaka

**Mission type:** Encounter

**Mission briefing:**

We've been dealing with the same drone corruption described by Xarasier. We've managed to contain the contaminated ones inside a deadspace pocket, but that's only a temporary solution.

I need you to scout the situation personally. I've been trying to get updates from my colleague in the field, but apparently she is having trouble getting clearance for outside communication. Fly over there and make sure the drones are still adequately contained. If they aren't, report back to me. Do not enter into any confrontations with the security forces attempting to contain the drones. Am I clear?

**Objective:** Scout the given destination.

*Deadspace stage 1 guards:*

6 Caldari Navy Battleship (battleship)

2 Infester Alvi (frigate)

6 T Belphegor Apis (drone)

└ Mammon Apis (drone)

**Notes/hints:** The Caldari Navy battleships are friendly unless fired upon. The rogue drones are too far away to provoke aggression. Upon approaching the Drone Hive structure the mission will complete and you will receive the following message:

*"Arriving out of warp it becomes immediately clear that whoever is handling security has little idea how to fight drones. Battleships patrol on the fringe of the swarm, seemingly oblivious to just how vulnerable they are without proper support from smaller vessels."*

**Debriefing:** Then it's as I feared. Thank you for the report, "name". I'll need you again in just a moment, if you're still free to work.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)



**Mission name:** Planting the Body

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

Yes, the body's done. I had the techs at the cloning lab imprint Wolf Burgan's DNA on one of their blank slabs of biomass. If you were to take a tissue sample, it would come back as one hundred percent Wolf Burgan. Of course, the slab is completely inert and only vaguely human-shaped, but that won't be a problem once we blow it up.

There's a small outpost that the Serpentis are convinced Wolf is hiding out in. Take the body and fly it to the outpost. Kill the Serpentis if you feel like it. You're going to place the fake body in the outpost, then fly away. This will activate the timed explosives Burgan planted.

To any observer it should look like you swooped in and took out Burgan yourself, and the charred body with his DNA should sell it.

**Objective:** Place 1 [Wolf Burgan's Body Double](#) (1.0 m3) in the Wolf Burgan Hideout structure.

*Deadspace entry point guards:*

1 Corelior Soldier (destroyer) 11813 ISK

2 Coreli Protector (frigate) 9000 ISK

2 Coreli Safeguard (frigate) 7875 ISK

4 Coreli Patroller (frigate) 6375 ISK

3 Coreli Watchman (frigate) 6000 ISK

*Reinforcement wave 1:*

1 Corelum Chief Spy (cruiser) 43125 ISK

3 Coreli Agent (frigate) 4875 ISK

1 Coreli Spy (frigate) 4500 ISK

**Notes/hints:** You are granted the Body Double upon acceptance of the mission. The reinforcement wave is triggered upon placing the Body Double in the Hideout structure.

**Debriefing:** I'm surprised it actually worked. Burgan says the Serpentis bought it. He's ready to help us out

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Recovery

**Agent name:** Doctor Canius

**Mission type:** Encounter

**Mission briefing:**

Dead, is she? Damn. I was fond of her, and not in Taphos's way, mind you.

Yeah, I know. "He was purely her protector and patron, to mold her and shape her for a life of dedicated service to God and Empire." Listen, I've been studying human history for a long while, and a platonic patronage between a "Lord" and "Mistress" hasn't happened since the time when the Reclaiming just involve stabbing our heathen neighbors with pointy sticks. But if that was all that was goin' on, nobody would fuss.

But that's enough story-time for now. You want more; you'll have to do somethin' for me. Hell, you don't want to hear more; you still have to do somethin' for me. Don't worry, it's real simple.

There's a dig site a little ways from here: a small cluster of asteroids, containing artifacts from some of the first Amarr space lanes. I know there's at least one good piece left, but every time I hire a team, they get driven off by pirates. All you have to do is go in, get that artifact, and return it to me without dying.

**Objective:** Provide 1 [Mysterious Statue](#) (1.0 m3) from the [Ancient Tomb Dig Site](#) structure to agent.

*Deadspace entry point guards:*

- 1 T Corpum Arch Engraver (cruiser) 43125 ISK
  - L Corpum Arch Reaver (cruiser) 37500 ISK
- 1-2 T Corpior Friar (destroyer) 14625 ISK
  - L Corpior Converter (destroyer) 11813 ISK

*Reinforcement wave 1:*

- 1 T Corpii Collector (frigate) 6375 ISK
  - L Corpii Seeker (frigate) 6000 ISK

**Notes/hints:** You will be granted 1 Civilian Analyzer (5.0 m3) upon acceptance of the mission. This type of Analyzer requires no particular skill to operate. This, or any other type of Analyzer module, can be used to allow access to the Ancient Tomb Dig Site structure. The reinforcement wave is triggered upon attacking one of the destroyer type of ships from the initial group.

**Debriefing:** Blood Raiders? You're lucky you lived. They're psychotic and blood thirsty, literally. Their sect believes purity can only be reached by consuming blood, and clone blood is purest of all. I'm afraid that makes you Capsuleers their favorite snack.

But you're alive, and you've got the artifact, so we're good.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Rendering Assistance

**Agent name:** Delphine Xarasier

**Mission type:** Encounter

**Mission briefing:**

A recently established colony still depends on Federation support for items they can't produce yet. Their last shipment of medical supplies was lost en route, and we think it may be due to rogue drone action. Regardless, this batch of supplies needs to get through. Lives are depending on it.

**Objective:** Deliver 1 Antibiotics (0.2 m3) to the Colonial Supply Depot structure.

*Deadspace entry point guards:*

None.

**Notes/hints:** You will be granted the Antibiotics upon acceptance of the mission.

**Debriefing:** Good capsuleers are always in short supply. I have an urgent recovery mission I could use your help with.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Retrieving Red

**Agent name:** Tevis Jak

**Mission type:** Encounter

**Mission briefing:**

Okay, I found your first guy, but it looks like he's shipped out already. What a fighter, huh? He's down in the crew manifest as "Red", and his convey has him listed under the same handle, so there you go.

I'm giving you coordinates to intercept the convoy now. You should be able to catch them before they get too far. Go quick, though: I'm worried that they don't have enough security to deal with the number of 'rats – sorry, *pirates* – where they're headed. They might need your help.

**Objective:** Provide 1 [Red](#) (1.0 m3) to agent.

*Deadspace entry point guards:*

4 Corpii Follower (frigate) 3000 ISK

*Reinforcement wave 1:*

2 Corpii Diviner (frigate) 7875 ISK

**Notes/hints:** The reinforcement wave is triggered by the destruction of all ships in the initial group. Destroying the last ship will make it drop Red.

**Debriefing:** Dead, is he? Figures. I'll keep the investigation open, but unless something changes there's little CONCORD can do.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Revelations

**Agent name:** Doctor Canius

**Mission type:** Courier

**Mission briefing:**

This is fascinating. See this character here? It's only found in the jovian alphabet. It's not proper Jovian, though. It's like they just were using the character set as a cipher of some sort. Unfortunate for Dagan, no cipher exists to stop a Hedion University man!

Let's see... that's strange. I can't tell who this is to, but it's definitely from Dagan. He says his mission went well, and that he fully earned the mark's— I assume that's Taphos's— trust. The mark willingly gave him passwords and clearance to Imperial archives, and... Emperors of old, he says he has sent all records pertaining to the Empire's knowledge of "pre-Jovian" weapons!

I can only guess at what qualifies as "pre-Jovian", but Taphos has clearly unwittingly provided Imperial secrets to a spy. You must deliver this information to him at once!

**Objective:** Report to given agent.

**Notes/hints:** None.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Royal Jelly

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

The rogue drone you and I want has been spotted in a deadspace pocket near one of our stations, building a swarm of drones. I think it's going to try and destroy that station. There are fifteen people on that expedition-- bring them all back home safely.

You have a chance here to save some lives and deal with that drone once and for all.

**Objective:** Retrieve 15 [FR Personnel](#) (15.0 m3) from the Habitation Module – Personnel Quarters structure to the agent.

*Deadspace entry point guards:*

None.

*Reinforcement waves:*

6-7 Infestor Alvi (frigate)

11-14 Belphegor Apis (drone)

1 └ Incubus Apis (drone)

└ Tarantula Apis (drone)

8-12 Mammon Apis (drone)

**Notes/hints:** Shortly after you enter the stage the rogue drones will start to appear; one after another with a short time delay in-between. They do no aggress, though.

**Debriefing:** Bless you for saving those people. I know you didn't do this out of charity, but your help is appreciated anyway. You have been paid, but when you're ready, I have another lead on this drone.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Sealing the Deal

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

Karin's information is still coming in. But if you really want to find Dagan, you're going to have to help us deal with a little problem. The Society of Conscious Thought has deployed a refitted cruiser, the *Omnipresence*, nearby... with a substantial escort. We think they may be recording our local communications. If they are, there's a good chance they'll be able to decipher them, and root out our agent. The Society will certainly murder our sister if they uncover her identity. We need you to locate the *Omnipresence*, and destroy her. If necessary, engage her escort, but try not to destroy them. The loss of human life would be catastrophic.

**Objective:** Destroy the Society Spy.

*Deadspace entry point guards:*

1 Society Spy (cruiser)

7 Society Escort (frigate)

**Notes/hints:** Destroying the Society Spy will make the remaining guards disappear and you will receive the following message from the agent Adani Yusev:

*"I'm Adani Yusev from Ishukone internal security. We've been monitoring data traffic between you and the Servant Sister of Eve. No, don't get excited. We're on the same side, here. The State will help you get Dagan... as long as you hand him over to us once you've got him."*

**Debriefing:** Excellent work. The *Omnipresence* has been destroyed, and there's no indication that she managed to inform her Society masters. We'll be resuming contact with Karin immediately.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Studying the Scene

**Agent name:** Delphine Xarasier

**Mission type:** Encounter

**Mission briefing:**

Alitura said you needed more information about some kind of drone problem.

The Sisters have referred a few promising capsuleers in the past, so I'm willing to give you a chance, but I can't do anything until this mess I'm dealing with has been taken care of. If you could retrieve some drones from Harerget, that would speed things up considerably.

You see, every drone in that system has ceased responding to signals. That doesn't happen with Federation technology... unless the drones have been destroyed. Our research and development team needs whatever components still exist in order to analyze the remains.

Fly out there and bring back one of the drones – or any parts that might remain. You'll need to be careful. There were no signs of other ships in the system, so I have no idea what could have destroyed our drones.

**Objective:** Provide 1 [Corrupted Drone Components](#) (1.0 m3) from the Corrupted Drone entity to agent.

*Deadspace entry point guards:*

1 Broken Duvolle Laboratories Recon Drones (frigate)

2 Broken Duvolle Laboratories Recon Drones (drone)

**Notes/hints:** None.

**Debriefing:** Wonderful! The RDteam has been waiting for your return. Are you available for another mission?

---

**Missions:** [Previous](#), [Overview](#), [Next](#)



**Mission name:** The Amarr Commander

**Agent name:** Sister Alitura

**Mission type:** Courier

**Mission briefing:**

Stay alive, friend.

**Objective:** Report to given agent.

**Notes/hints:** None.

---

**Missions:** Previous, [Overview](#), Next

**Mission name:** The Caldari Commander

**Agent name:** Sister Alitura

**Mission type:** Courier

**Mission briefing:**

Thank you, and good luck.

**Objective:** Report to given agent.

**Notes/hints:** None.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** The Gallente Commander

**Agent name:** Sister Alitura

**Mission type:** Courier

**Mission briefing:**

**Objective:** Report to given agent.

**Notes/hints:** None.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** The Minmatar Commander

**Agent name:** Sister Alitura

**Mission type:** Courier

**Mission briefing:**

**Objective:** Report to given agent.

**Notes/hints:** None.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** The Missing Piece

**Agent name:** Sister Alitura

**Mission type:** Branch point

**Mission briefing:**

We've finally determined Dagan's location. It appears that he's outfitting another expedition. If he successfully acquires more of those drones – and worse, maintains control of them – he and his clients will be able to wreak terrible destruction across the cluster. I'm sure you can take out Dagan yourself, but it looks like he's hired some muscle. You've made some imperial contacts, yes? They might be able to clear a path for you to engage Dagan.

The empires will want Dagan not just for justice, but for his knowledge. Accept their help, but consider delivering him into our merciful hands, instead. We'll spare him... and make sure his knowledge does no harm. You have to make a choice between the Empires: Which one do you want to help you in taking down Dagan?

**Branch 1:** [The Gallente Commander](#)

The Gallente Federation have sent commander Brus Colterne to Sheroo as your contact. Colterne is an idealist, but effective. You will find him a reliable ally.

**Branch 2:** [The Minmatar Commander](#)

Kitar Ang, a veteran of the Minmatar Republic Fleet, awaits you in Avyuh. She is a brilliant tactician, if impatient.

**Branch 3:** [The Caldari Commander](#)

Adani Yusev, a contractor with Ishukone, is eager to speak with you in Sosh. I've heard he is the very model of an efficient Caldari soldier.

**Branch 4:** [The Amarr Commander](#)

The Amarr Empire has sent Lear Evanus, a commander of some fame, to Manarq. She is a firm defender of the Amarr faith. Her zeal will provide effective against Dagan.

**Notes/hints:** None.

---

**Missions:** [Previous](#), [Overview](#)

**Mission name:** The Sisters and the Spy

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

With those records replaced, our agent *is* Tahaki Karin.

What happened to real one? Electronically speaking, she's a non-person. She's alive and safe, though; if she wanted better, she shouldn't have joined the Society. Now, we need to get our Karin into place. I've filed a travel request in her name, which the Society has granted. All you need to do is rendezvous with a Society transport and drop her off.

Once that's done, we just have to wait for her to tell us where Dagan is.

**Objective:** Transport 1 [Tahaki Karin](#) (3.0 m3) to the [SOCT Luxury Spaceliner](#).

*Deadspace entry point guards:*

None.

**Notes/hints:** Shortly after placing Karin in the SOCT Luxuryliner it will take off and disappear and you will receive the following message from the agent Kitar Ang:

*"Republic intelligence tells me you might have a lead on our prodigal son, Dagan. He needs to be taken down for everyone's good. The Republic will watch your back."*

**Debriefing:** Well done, capsuleer. I believe Karin has begun transmitting data already.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** The Uses of Force

**Agent name:** Keita Eslin

**Mission type:** Courier

**Mission briefing:**

Alright, you'll need to take these surveillance captures over to a friend of mine. He'll want to see them before he commits his own forces to the fight. I'd have sent them over the network, but I'm afraid this mission is completely unauthorized. All of the evidence I've gathered so far has been through methods the Republic Fleet wouldn't turn a blind eye to, so we're reliant on his help. Once he has the information he needs, he'll properly want to send you in first to take out the heaviest security; then his people will follow to clean up. Are you ready to commit yourself to this task, "name"?

**Objective:** Report to given agent.

**Notes/hints:** None.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Thwarting the Succession

**Agent name:** Keita Eslin

**Mission type:** Encounter

**Mission briefing:**

Before you arrived, we managed to get one of our people inside Tabar's recruitment and training facility. He informed us that the missing capsuleer you seek passed through this place briefly.

Moments ago, we received word that our man is now trapped there. We had hoped that Tabar's assassination would scatter the remnants of his forces and provide an easy escape, but we had no such luck. One of Tabar's remaining lieutenants, an Ammatar by the name of Mizara Nefra, has returned to the facility and taken over.

Not only is our spy and your only lead captured, but this smuggling crew may operate again someday unless we put a stop to this. You must kill Mizara and recover our agent.

**Objective:** Destroy all guards.

*Deadspace entry point guards:*

3 Mercenary Rookie (frigate) 2000 ISK

*Reinforcement wave 1:*

1 Mizara (frigate) 10000 ISK

3 Mercenary Fighter (frigate) 5000 ISK

**Notes/hints:** Reinforcement wave 1 is triggered upon destruction of all ships in the initial group.

**Debriefing:** You've destroyed a pirate ring that would have taken us months to work through. High marks all around.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)



**Mission name:** Tracking the Queen (Part 1)

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

Stay alive, friend.

**Objective:** Provide 1 [Corin Risia](#) (1.0 m3) from the Risia Wrecked Ship to agent.

*Deadspace entry point guards:*

None.

*Reinforcement wave 1:*

1 Mordu's Bounty Hunter (frigate) 30000 ISK

3 Mordus Katana (frigate) 17500 ISK

3 Mordus Gladius (frigate) 12000 ISK

**Notes/hints:** The Mordu's Bounty Hunter might web and warp scramble your ship. You will receive the following message upon entering the stage:

*"Hey! Get me out of here before a patrol finds us here!"*

Reinforcement wave 1 is triggered upon picking up Corin Risia from the Risia Wrecked Ship and you will receive the **following row of messages**:

*"I told you, I'm just a reporter. Just because I'm Gallente doesn't mean I'm out to overthrow the Caldari State!"*

*"You were caught spying in our space, and you're listed as a war criminal in our database. We didn't buy your story about a "rogue drone" then, and we don't now. We were paid to do a job, and now we'll finish it."*

*"Thanks for the lift, but I stashed the data in a secure place. Take me there, and I'll sell it to you."*

**Debriefing:** Risia said to thank you for the lift.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Tracking the Queen (Part 2)

**Agent name:** Sister Alitura

**Mission type:** Courier

**Mission briefing:**

That was close. At least Corin's out of danger for the moment. We really want the tracking data for his drone. Luckily, he hid the data in a secure place. Can I trust you to take him to his hideout in a nearby station so he can transfer the data? Buying and selling information takes time, you know?

**Objective:** Transport 1 [Corin Risia](#) (1.0 m3) from to given destination.

**Notes/hints:** None.

**Debriefing:** Risia said to thank you for the lift.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Tracking the Queen (Part 3)

**Agent name:** Sister Alitura

**Mission type:** Encounter

**Mission briefing:**

Now that we have the data, we can deliver it to a more secure, untraceable Sisters of EVE location. If you could take the data to Arnon, I'd appreciate it. Don't worry, this is completely safe; you'll be fine.

**Objective:** Deliver 1 [Drone Tracking Data](#) (1.0 m3) to the Delivery Jetcan canister.

*Deadspace entry point guards:*

None.

*Reinforcement wave 1:*

1 Mordu's Bounty Hunter (frigate) 30000 ISK

5 Mordus Gladius (frigate) 12000 ISK

**Notes/hints:** You are granted the tracking data upon acceptance of the mission.

“Doesn't this seem odd to you? All these clandestine machinations for a single drone? I've sold more important information to seedier clients, and right in front of a Concord station, no less. There's more to this whole deal than they're letting on.”

There's the capsuleer who took Risia from us! Get him!

**Debriefing:** Risia said to thank you for the lift.

---

**Missions:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Tracking or Scanning

**Agent name:** Sister Alitura

**Mission type:** Branch point

**Mission briefing:**

While you were acquiring the data, I found two leads. One is a Gallente reporter who claims to have tracked the drone after you were near the Food Relief station. Another is a Caldari mercenary spy who says he has a formula that can help you scan for the drone. Both offers are time-sensitive, and we have to pick one *now*. I leave the choice to you: Which do you want to pursue?

**Branch 1:** [Tracking the Queen \(Part 1\)](#)

A Scope reporter named Corin Risia managed to get some tracking data off the drone two days ago; the holos you got confirmed that it's the same drone. He's willing to sell us the data in exchange for extracting him from a Mordu's Legions outpost. Mordu's Legion are generally a honest group, but for some reason Risia needs to get out of there quickly. He thinks the Legion wants to kill him.

Go to Mordu's outpost and extract Corin Risia. He's afraid for his life, so expect anything.

**Branch 2:** [Bag of Blood](#)

Before we get the mercenary's help, we need to get him out of a jam.

This guy goes by the name "Wolf Burgan". Yeah, it's stupid, but I'm willing to cut him slack because he's a damn good tracker. Wolf's been all over the universe and hunted damn near everything at some point.

You don't get that good without a few enemies. Right now the Serpentis want his head in a bad way. Wolf may be a great captain, but he's not a capsuleer. If he croaks, there's no resurrection. The Serpentis know it.

We're going to use this to our advantage. Thanks to a previous indictment, the local law at a nearby station has a sample of Wol's DNA. You should have no trouble getting access to it just by virtue of being a capsuleer. Bring me Wolf's DNA sample, and I can hatch my crazy scheme.

**Notes/hints:** None.

---

**Missions:** [Previous](#), [Overview](#)

**Mission name:** Valuable Cargo

**Agent name:** Tarak Erand

**Mission type:** Courier

**Mission briefing:**

Keita says she found something in the evidence you brought over from your tours around State and Federation space. She thinks it might help her people direct the interrogation of Kirus, so we need you to take him back to her. We have a strong overlap of aims here, "name". You want to find this capsuleer, and we want to hamper smuggling operations in our space. So long your work takes you down this path, we will be happy to offer assistance. We will speak again perhaps, once Keita has gleaned some information from Kirus. If we don't, then let me say that it's been a pleasure having you as a friend and ally of the Minmatar people. I hope the good work doesn't stop with the end of our investigation.

Good work and good luck. I hope you find the answers you seek. I'm sure Keita will help.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Missions:** [Previous](#), [Overview](#), [Next](#)

## Info on

A Lot of Money  
(Item description)  
This is a lot of money.

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Altered Identity Records  
(Item description)  
These identity records will overwrite the original data in the system.

---

Ancient Tomb Dig Site  
(Structure description)  
Both conservative Amarr and the fanatical Blood Raiders have left this tomb alone out of respect for the honored dead. You think you could get a good pot out of it.

---

Battle Scars  
([Passive Observation](#))  
The Caldari are very protective of their way of life and tolerate only those foreigners that stick to the rules. Almost any time the Gallente seek to influence events inside the State, the Caldari are swift to label it as nothing less than a violation of their sovereignty. The Caldari paid a huge cost fighting the Federation, losing millions of people between the exodus from Caldari Prime and the war itself.

---

Cargo Wreathe  
(Ship description)  
A Wreathe-class industrial awaiting cargo.

---

Chef Aubrei Azil  
(Item description)  
Aubrei Azil is a talented space-faring chef and ship's cook.

---

Colonial Supplies  
([Rendering Assistance](#))  
The Gallente Federation emphasizes personal freedoms and accomplishments, but they also believe in providing the tools for personal advancement. Gallente believe in “investing in the future,” so shipments of supplies for new colonies are almost always supported by lobbyists and the government. History has shown that the returns generated over the years more than repay the initial investment.

---

Corin Risia

(Item description)

Corin Risia is a Scope reporter held captive by Mordu's Legion. He has information for you – at a price, of course.

---

Corrupted Drone Components

(Item description)

These components were gathered from obviously malfunctioning drones.

---

Dagan

(Item description)

Dagan lies imprisoned within his pod. Distorted through the glass, you can see impressive, chiseled features contorted in impotent rage. He knows he is at your mercy, and has every reason to fear the "mercy" of a capsule pilot.

---

Doctor Luija Elban

(Item description)

Dr. Elban is an extremely competent ship's doctor who has recently been having a run of rather bad luck.

---

Dr. Castille's Data Core (Property of CreoDron)

(Item description)

This data core contains Dr. Aspasia Castille's notes on the corrupted drone problem, but it's heavily encrypted.

---

Drone Tracking Data

(Item description)

An analysis of this data may help to uncover the mysteries of that evasive rogue drone.

---

Early Drones

([Studying the Scene](#))

The first drones in the Gallente-Caldari war were little more than mines with proximity detonators and limited movement, but soon they advanced to a level where a single drone rivaled a solo-fighter's capabilities. The drones reversed the tide of the war and helped create a stalemate between the two empires.

---

Engineer Tahaki Karin

(Item description)

Tahaki Karin is a youngish woman of middling height and build, dressed practically in a mechanic's coveralls. Her hands are rough and heavily callused, and she carries some scars that look like they

were caused by shrapnel. Her voice is brisk, carrying a clear expectation that her orders will be followed. She looks like she's seen a lot recently, and none of it's been pleasant.

---

Food Relief Corporation

([Royal Jelly](#))

The Food Relief corporation is owned and run by the Sisters of EVE. Food Relief (FR) is ostensibly responsible for delivering necessities (primarily food and medicine) to people in need in any empire. FR have never officially withheld their deliveries, but in recent times there have been occasions where their medicine drops were delayed or reduced due to unforeseen environmental conditions or a sudden outbreak of hostility on their caravan routes. Some political analysts maintain that these delays indirectly affected the outcomes of other factions' military campaigns.

---

FR Personnel

(Item description)

Peaceful emissaries of comfort and salvation, the Food Relief personnel are not a threat to anybody. But try telling that to a swarm of rogue drones.

---

Guardian Angels

([Data Retrieval](#))

The Guardian Angels are a division of the Angel Cartel occupied with guarding Serpents space stations. The Angel Cartel is the largest and best organized of the space-based criminal factions. The Angels are divided into several groups, each with a distinct function. The Angels recruit members from all the races and are thus not bound to any one zone of operation.

---

Izia Tabar

(Ship description)

Izia Tabar has been wanted by CONCORD for many years, having been charged with countless kidnappings and assaults. He has always managed to evade their raiding parties by maintaining a large security detachment wherever he goes.

---

Janitors

([Jet-Canning a Janitor](#))

If you think it's easy to find people to take on the janitor role between the stars-- well, it's not, okay? Janitors are in high demand, especially in places frequented by capsuleers, who are not exactly famous for cleaning up after themselves.

---

Knowledge is Money, Money is Power

([Tracking the Queen \(Part 3\)](#))

Information is the most precious commodity in the EVE Universe. But it comes at many costs: ethical decline, moral malaise, personal extortion, or even bodily harm. Some denizens consider these aspects to be major obstacles; others consider them personal challenges. Those that are successful, though, end up with monetary riches, but at what cost?



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### Kritsan Parthus

(Item description)

Parthus is an Amarr pirate. Quiet in person, he's known both as a wild gambler and a man who can cover his bets. His success in outfitting and executing illegal missions is similar: he takes a lot of risks, but thinks practically and can generally repay his debts.

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### Mizara's Doll

(Item description)

This doll is old and well-worn. It still smells faintly of brown sugar.

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### Mizara Family Hovel

(Structure description)

Even among the remnants of this rundown mining colony, the Mizara family's hovel looks particularly impoverished.

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### Mordu's Legion

([Tracking the Queen \(Part 1\)](#))

The Legion, mostly consisting of old Caldari veterans from the war with the Federation and young hotheads eager for action, is the largest and most famous mercenary corps in New Eden. They accept members from any race, as long as they are not known enemies of the Caldari State, and non-Caldari that have served in the Legion for a long time are offered Caldari citizenship on their retirement. The Legion is often employed by governments to settle issues that are not directly under anyone's jurisdiction, especially when fast deployment and swift results are needed. Their reputation as combat experts as well as fair and honest warriors has never been tarnished.

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### Mysterious Drone

(Ship description)

The mysterious drone that began this whole affair. Sensors show that the drone is comprised of a carbonaceous alloy not used by any of the empires. It continuously gives off a signal that on audio sounds like a mournful whale song with the chattering of insects.

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### Mysterious Ship

(Ship description)

The Society of Conscious Thought applies its cruiser when anticipating hostilities or when carrying precious cargo. Despite their objections to violence, they rather be deadly than dead.

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### Mysterious Statue

(Item description)

This ancient, faintly engraved statuette looks like just the kind of thing Canius was after.

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Nebben Centrien, Janitor

(Item description)

Nebben Centrien is in top physical condition, with sharp eyes and a shrewd expression.

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Recent Gallente-Caldari Relations

([Crossing Enemy Lines](#))

A Federation-owned Nyx-class carrier rammed into a Caldari station owned by the Ishukone mega-corporation, killing hundreds of thousands of people, including the Caldari State's most popular centrist figure, Otro Gariushi. In retaliation, the Caldari Navy crossed the Border Zone, fighting their way to Caldari Prime in Luminaire. The Gallente Federation's forces were soundly defeated. Caldari armed forces succeeded in taking control of the planet and seizing millions of Gallente hostages. For now, Caldari Prime is firmly in the hands of the Caldari State, despite its location in Federation Space and despite the exposed Caldari flanks in their own territories. Based on the rhetoric flowing from both sides, hostilities are only going to increase, and people maintaining connections with the enemy will place themselves and their corporations at risk.

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Reclaiming

([Of Quiet Nights Long Past](#))

The Reclaiming is a major part of the Amarr religion, and of the Empire itself. They believe that all people in the universe were once part of the same empire, and the Amarr Empire is the direct heir to that legacy. Through Empress Jamyl Sarum the Amarr are given a divine mandate to reunify the peoples of the universe through any means necessary.

Historically, this has led to numerous wars of conquest in which the Amarr decimate and then absorb civilizations. Each war is itself referred to as a Reclaiming to emphasize their divine mandate.

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Red

(Item description)

This is the corpse of a man wearing a red shirt. It looks like he was a pretty tough guy just a few hours ago.

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Smuggling

([Goading the Leader](#))

Smuggling is one of the larger illegal industries in New Eden. Each nation in the cluster has numerous underground distribution cartels sourcing all sorts of illicit goods. Tracking the movement of ships and their cargo across borders is a monumental task that often spreads customs agents thin. For this reason, it isn't hard for a determined smuggler to find loopholes that they can exploit in the busy shipping schedules.

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## SOCT Luxury Spaceliner

(Ship description)

The large majority of luxury vessels are produced inside the Federation, which has an unrivaled reputation for opulence in boutique and luxury yacht design. Ships of this class are typically flown by the elite of interstellar society, but pilots and passengers can also include high-ranking corporate and governmental officials.

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## Strange Coded Document

(Item description)

This document would look like gibberish if it weren't for Dagan's signature at the bottom. Perhaps Canius can decipher it.

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## Strange Datacore

(Item description)

This item, clearly salvaged from one of the wrecked ships, is recognizable as a datacore, but has a foreign interface that doesn't quite look like it came from any empire you're familiar with.

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## Tahaki Karin

(Item description)

Her face is close enough, if you've only seen a photo or a holo. Right height, right weight. Her voice is close enough, too. Accent, vocabulary, everything suggests this is Tahaki Karin.

She isn't, of course, but you've been forewarned. Anyone who knew the original would find themselves hard-put to detect the mimic. There are little things, though. The scar on her neck is newer. Her nails are filed smooth rather than roughly clipped. And she listens. To everything. She doesn't make a point of it, of course. But she's taking in everything. The whine of the electrical system, the buzz coming off the gravity plating.

Who is she, really? You don't know. But she's closer to being Karin than she is anyone else. Close enough.

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## The Caldari Mindset

([An Economy Under Threat](#))

Despite the existence of several popular political ideologies, financial concerns are the primary driving force among the Caldari people. Although the Federation often tries to paint the Caldari as soulless capitalists, most Caldari view any economic concerns as an extension of their pragmatic mindset, not as an inherent love for money.

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## The Guristas

(Nature Pictures)

The Guristas are probably the largest pirate faction in New Eden. They are infamous for their raids into civilized territory, something that very few pirate clans are willing or able to do. The mission of these raids is most often simply to steal cargo or passengers from freighters for ransom, but on

numerous occasions their main intention seems to be to sabotage empire installations (mining facilities, sentry guns, and the like). This has led to speculations that some unscrupulous empire companies (or even governments) are hiring the Guristas to take out property of the competition.

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#### The Guristas Pirates ([Mercenary Distractions](#))

The Guristas Pirates have been a thorn in the side of the Caldari State for many years, constantly threatening the security of outlying systems and poorly defended convoys. The Guristas tend to shy away from prolonged and overt assaults, preferring instead to take down weaker prey during opportunistic raids.

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#### The Serpents Corporation ([Lair of the Snakes](#))

The Serpents Corporation began as a Gallente research firm, developing over time into the notorious drug cartel that they are today. The Serpents have an ongoing deal with the Angel Cartel to provide protection for various Serpents research stations. There are substantial bounties issued by the Gallente Federation Navy on any ranking officer in the Serpents Corporation.

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#### The Society of Conscious Thought ([Brothers and Sisters](#))

Thought they were just a giant think tank, yeah? That's their public side. Diplomats and the rich send their children to the Society for the best education money can buy. I have a cousin who graduated from one, and he's straight as an arrow.

Every once in a while, though, we get reports of Society ships showing up at the oddest places. Spatial anomalies, weird accidents, the like. They're Society, but almost a different breed entirely. These guys are ghosts. As soon as you think you've found one, they just vanish.

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#### Tradition ([A Matter of Decorum](#))

Amarr society is popularly conceived as hierarchical and old-fashioned. True Amarr are thought to dominate all people they conquer, and treat their own people as little better than cattle. While that can be true in certain cases, the political realities of the Amarr Empire are far too complex to paint the Empire as a wholly evil power.

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#### Vital Staff ([Chivvying a Chef](#))

A good ship's cook is a valuable asset. It's much easier to keep morale up when you don't have to rely solely on generic frozen food. Real chefs who are willing to work in the often-cramped conditions aboard ships are in high demand.

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### Wolf Burgan's Body Double

(Item description)

This slab of biomass was once a blank slate waiting to be turned into a functioning clone for some capsuleer. With the help of an engineered virus and the sample you provided, the slab is now a DNA-perfect replication of Wolf Burgan. Sure, it only looks like him if you squint really hard, but that is what explosions are for.

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### Wolf Burgan's DNA

(Item description)

The genetic material of Wolf Burgan, taken from a local law enforcement agency. Mercenary life has one major drawback: For every client, there's a victim...another mercenary available to make you their target.

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