

Minmatar Epic Arc Guide

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Wildfire

Introduction

This is an epic mission arc mission guide that will take you through the various encounters and tasks in the Minmatar epic arc level 4 mission chain called “Wildfire”. 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 Arsten Takalo, who is located at the [Brutor Tribe Community Area](#) beacon in the Frarn solar system. Before Arsten is willing to hand over the first mission of the arc ([A Demonstration](#)) you need to have a minimum of 7.0 in effective standing (skills included) with either the Brutor tribe corporation or the Minmatar Republic faction. **No other standing levels matter!** As such, it does not matter what standings you have with any of the other corporations or factions that agents in the arc belongs to; you will have access to them as long as you have managed to start the arc. Though, 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.

The final boss

When getting to a final encounter mission, you will be met with NPCs who are a bit out of the ordinary. Often one, sometimes more, of the NPCs in that mission will have what is called “advanced AI”, the same type of NPC AI applied to Sleeper drones in Wormhole space. This means a bit more cleverness from that NPC side than the rest. As example, such an NPC will target more than one hostile at a time, may switch between targets based on threat and can fire one weapon group (guns) against one target while firing another group (missiles) against a different target. They also try to position themselves a bit cleverer than by simply approaching you.

Some arc paths do not have an encounter mission in its ending, and as such, will have no final boss.

Important in regard to this particular epic arc

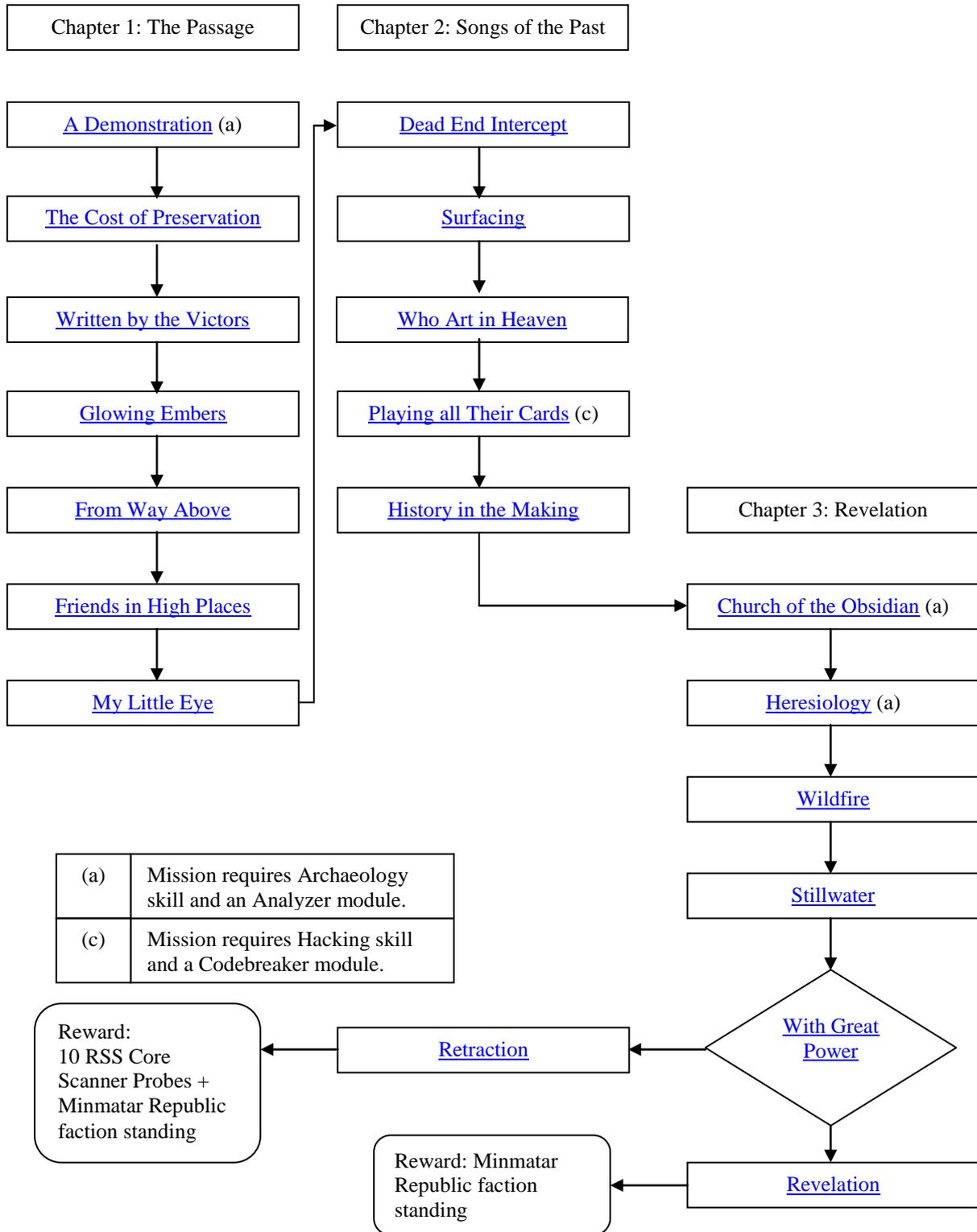
There is not many paths through the epic arc, in fact there is only one branch point ([With Great Power](#)) and it comes only after the final battle has been fought. As such, it only allows you to choose which kind of reward you want in the end. You have the option of choosing either 10 RSS Core Scanning Probes and a smaller increase in Minmatar faction rating or twice the increase to Minmatar faction rating but with no special item reward.

There are no missions in low or no security space in this epic arc. Though, you need the ability to both use Codebreaker (Hacking skill) and Analyzer (Archaeology skill) modules to be able to complete some mission in the arc (see [Mission Overview](#) for which).

Contents

Introduction	1
Variation in hostile NPC spawns	1
The final boss	1
Important in regard to this particular epic arc	2
Mission Overview	4
Missions	5
Mission name: A Demonstration	5
Mission name: Church of the Obsidian	6
Mission name: Dead End Intercept	8
Mission name: Friends in High Places	10
Mission name: From Way Above	12
Mission name: Glowing Embers	14
Mission name: Heresiology	16
Mission name: History in the Making	18
Mission name: My Little Eye	19
Mission name: Playing all Their Cards	20
Mission name: Retraction	22
Mission name: Revelation	24
Mission name: Stillwater	25
Mission name: Surfacing	27
Mission name: The Cost of Preservation	29
Mission name: Who Art in Heaven	31
Mission name: Wildfire	33
Mission name: With Great Power	35
Mission name: Written by the Victors	37
Deadspace Complexes	39
Complex name: A Demonstration	39
Complex name: Brutor Tribe Community Area	40
Complex name: Krusual Mobile Library	40
Complex name: RSS Liaison Headquarters	41
Info on	42
Defiance	42
Former Selves	42
Rising Tensions	42
The Ammatar – Past and Present	42
The Republic-Cartel Relationship	43
The Republic Security Services	43

Mission Overview



Missions

Mission name: A Demonstration

Agent name: Arsten Takalo

Mission type: Trade

Mission briefing:

A visitor, and a capsuleer no less. I can tell my day is about to get more interesting.

Hello “name”. I’m guessing you flew out here because you heard I was handing out work, right? Well, I do have something for you. Nothing amazingly difficult and nothing someone without a pod could handle easily, either. If you can pull this off, we can see about maybe getting you in on some other things. Maybe.

We Matari are known for our ingenuity. Civilization owes us a great debt, and the Amarr owe it twice over. Before they came, we were by far the most advanced nation; our technological achievements were regarded with envy by the rest of the cluster. You eggheads know a lot, but did you know that?

Well, regardless of history, and regardless of your race, you will need to demonstrate an understanding of this if you want to work with us. Prove your resourcefulness by bringing me an Olfei Medallion. You will have to explore as only a capsuleer can and find one somewhere in the Sveipar constellation, near our homeworld Pator. Of course, some other egger can milk your wallet in exchange for doing the thinking and grunt work for you. That works too. Whether you scan it down inside an Angel Cartel fortress, or buy it for 2 ISK on the market – I don’t really care. Results are what matters most.

You’ll go far with me if you keep that in mind.

Objective: Provide 1 Olfei Medallion (5.0 m3) to agent.

Notes/hints: The medallion can be found inside an Abandoned Container structure at the cosmic anomaly site named [A Demonstration](#). The anomaly is found in a random system in the Sveipar constellation and can, like other cosmic anomalies, be scanned down using either the on-board ship scanner or an exploration probe. The Abandoned Container structures require the Archeology skill and an Analyzer module to access.

Mission: [Overview](#), [Next](#)

Mission name: Church of the Obsidian

Agent name: Hiva Shesha

Mission type: Encounter

Mission briefing:

Do you have any idea how tough this relic is to crack? You'd think something this simple would come with a manual. We've used the Khumaak for a long time as a symbol of defiance. But the presence of one little rock adds a whole new level of meaning.

Oh yeah. Welcome, "name"! I take it that Nilf sent you over? You've earned a lot of trust with the Republic, and I hope we can continue that trend.

I was one of the Republic University scholars to take a look at the Wildfire Khumaak for the Brutors. I was also sent to look over the documents you recovered from the RSS. So, essentially, I've been with you from the beginning, lurking in the shadows. That's what we historians do: Skulk about in dusty corners looking for information. It's a dirty job, but somebody has to do it.

The Ammatar "sister" that was the source of all the information was based in a nearby cathedral called the Church of Obsidian. I've contacted the church, and she's no longer there. In fact, I have no clue where she went. She did make reference to some artifact located in the church. They've denied me access to the church grounds – those bloody lapdogs – but I think you might be able to persuade them. Get inside that church and get something called the "Blood Obsidian Orb". I don't know what to do with it after that, but I think that's our first step.

Take this analyzer with you, and use it on the church. It should help you unearth the Blood Obsidian Orb.

Oh yeah. I may have forgotten to mention that there are some armed guards there. I'm a scholar, not a fighter. Which one are you?

Objective: Provide 1 Blood Obsidian Orb (0.1 m3) to agent.

Deadspace entry point guards:

5 Amarr Cruiser Vessel (cruiser)

Reinforcement wave 1:

1 Ammatar Navy Apocalypse (battleship)

2 Ammatar Navy Armageddon (battleship)

3 Ammatar Navy Delta I Support Frigate (frigate)

3 Ammatar Navy Gamma II Support Frigate (frigate)

1-3 Ammatar Navy Soldier (frigate)

Notes/hints: When entering the stage you will receive the following message: *"We know what you are here for. You are not allowed on the church grounds. Leave now or face the consequences."*

The initial cruiser vessels are non-hostile but will disappear and get replaced with reinforcement wave 1 as you approach the acceleration gate to the next stage. The reinforcement wave will be aggressive.

Deadspace stage 1 guards:

6 Ammatar Navy Apocalypse (battleship)
4 Ammatar Navy Armageddon (battleship)
5 Ammatar Navy Maller (cruiser)
5 Ammatar Navy Soldier (frigate)

Notes/hints: The Blood Obsidian Orb is found inside the Chapel of Obsidian structure which requires a successful attempt with an Analyzer module to access. The agent will provide you with an Analyzer module upon acceptance of this mission.

Debriefing: You found it? Really? Well, I guess it's kind of orb-like. I have no idea what its significance is, but I'm going to find out. Hang on real quick. I must look into this further.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: Dead End Intercept

Agent name: Nilf Abruskur

Mission type: Encounter

Mission briefing:

Greeting “name”. I’m Corporal Nilf Abruskur, I’m glad to have you working with us. Now, we have much to discuss and little time in which to discuss it, so if you don’t mind I’ll get straight to the point.

You conducted yourself with skill and cunning for Agent Takalo. Due to this, and due to the fact that you’re already involved in this delicate matter, we have decided to enlist your services, if you will provide them.

As you’ve no doubt learned by now, it appears we have an intelligence asset in the Ammatar Consulate, and their handler – our agent – has disappeared under mysterious circumstances as well. It is a messy situation at the moment, but I have little doubt that we’ll clean it up one way or another.

Our Ammatar asset is the priority now; if we can find her, we will be able to make sense of the Wildfire Khumaak you have discovered. The tribes have their best people working on those documents you recovered as well, trying to glean her identity from something in there, but even though we don’t know *her* identity, they have shown us who one of her enemies is.

The data you have recovered has strongly supported existing evidence that we have an Ammatar counteragent in our midst, and now we have their name. We believe this person has gathered information that may compromise our own source in the Ammatar government. This traitor is currently residing at one of our residential quarters with his family, completely unaware that the world is about to come crashing down on him.

We’ve dissolved his ship’s FTL link without his knowledge, and for the past twelve hours we’ve run a dead-end intercept on every transmission he’s tried to make out of the area. We know he’s about to make an escape with his family sometime soon.

Your task is to ensure that his ship does not escape the area intact. Local agents will stand down, they know the score.

Good. His name is Lomar Vujik. As soon as he emerges, terminate with extreme prejudice. Recover any data that wasn’t destroyed and report immediately back to me.

Objective: Provide 1 Singed Datapad (0.1 m3) to agent.

Deadspace entry point guards:

5 RSS Cruiser (cruiser)

13 RSS Frigate (frigate)

1 RSS Fenrir (freighter)

Reinforcement wave 1:

1 Lomar Vujik (battleship)

Notes/hints: When warping to the stage you will receive the following message:

“This reconfigured station houses thousands of RSS agents along with their families, and serves as just one of many secure locations for employees to settle down. Often the line of work RSS agents undertake brings with it a risk for recriminations. In order to minimize the threat to their families and keep agent’s minds on the job, the RSS often heavily subsidizes the accommodation at these residential suites. For them it is just another way to approach internal security; the cost of these subsidies pales in comparison to the amounts the Amarr would pay for just one good defector, and the damage done from a high-level leak would be significant for an entity that built itself on the security of information.”

Lomar Vujik will appear a few seconds after you enter the stage. All other guards are friendly unless fired upon. Destroying Lomar Vujik will make him drop a Cargo Container containing the Singed Datapad.

Debriefing: It’s good to know we’re on the same page, “name”. Our asset in Ammatar sends their thanks. They’ve been gathering information for us; there will be something shortly. Get back to me in a minute or two.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: Friends in High Places

Agent name: Arsten Takalo

Mission type: Encounter

Mission briefing:

Alright, we've talked it out and I was right. You're going in there. The RSS almost threatened to have you killed for attempting it, but with the accusations being leveled against them right now they're just gonna have to get over it. We needed someone independent, not tied to any faction, and who we knew we could trust. You were the obvious answer; I didn't even have to suggest it.

The RSS has given us the location of the compound where this agent was doing his work. Your task will be to fly to Alakgur and investigate it. We're looking for anything that would give us further insight into why he was visiting the Defiants. All they could tell us was that he expressed an interest in examining the Khumaak and then suddenly showed up. The Angels followed shortly after.

It's a politically delicate assignment "name", but a pretty easy one from your end. Just fly there, have a poke around, and bring back anything you think may be relevant to our investigations. I'll be plugged into your camera drones for this one, along with the rest of the RSS, heh. We'll tell you what to look for too, if we see anything in there. Sorry about the invasive measures, but it was either that or a 500m ISK collateral for the RSS.

You down for this?

Objective: Investigate the RSS facility.

Deadspace entry point guards:

6 RSS Cruiser (cruiser)

10 RSS Frigate (frigate)

Notes/hints: When entering this stage you will receive the following message from the agent Arsten Takalo:

"You're now in warp to the RSS compound foyer, from here you have to use the acceleration gate marked RRD-XX3. It should be the only one you have access to."

The guards are friendly unless fired upon.

Deadspace stage 1 guards:

None.

Notes/hints: When entering this stage you will receive the following message from the agent Arsten Takalo:

"Okay, we're in. Good."

Now see those three storage warehouses to your left, up the back? Start there. The RSS says any documents archived there would have more than enough information. Let's see about that."

When you get close to the RSS Storage Warehouse structures you will receive the following message from the agent Arsten Takalo:

"Ah, crap, scans are showing them all empty. Dammit, this guy better not has cleared the place out."

Alright, let's move on. See the three cargo rigs in the middle of this area? You close-range scanners are too far from that third one. There could be someone in that interrogation facility over there, go check that out next."

When you get close to the Cargo Rig structures you will receive the following message from the agent Arsten Takalo:

"Still nothing? What the hell?"

Okay... one last thing to try. That giant radio telescope over there? I'm guessing it cached all outgoing transmissions. Everything else might be empty but I'll bet there's still some data in that thing. Head over and check it out. We're going to kindly ask the RSS for the decryption passwords right now..."

When you get close to the RSS Radio Telescope structure it turns into a lootable structure and you will receive the following message from the agent Arsten Takalo:

"Finally, something this is looking good. We're picking up all sorts of data on your sensors."

We just uploaded the interface protocols and security clearance to your electronics subsystems; you should be able to freely access the telescope's storage compartment. That will have hard copies of all communication logs. Bring everything you find there back to me. Good work."

Inside the RSS Radio Telescope structure you will find 1 Operation Stillwater: Synopsis (0.1 m3), 1 Report R:081-9560 (0.1 m3) and 1 Report R:081-9568 (0.1 m3). Take these and the mission will be marked as completed.

Debriefing: Excellent work out there, "name". We're making copies of the data you recovered now. It looks like we'll have more than enough to work from.

From first impressions, it looks like this RSS was working almost entirely alone on some operation involving a highly-placed Ammatar defector and the Wildfire Khumaak. The RSS people here with me are claiming they've never heard of this matter before. I'm seeing reports here to suggest that this Ammatar "sister" was a source for historical information on the Wildfire.

I don't like the name of that RSS operation though, "name". Stillwater? That's basically the opposite of "Wildfire". We should be careful not to trust the RSS too much on this one, I think.

In fact, I have an idea. I'll speak with you again after I've made a few arrangements with the RSS.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: From Way Above

Agent name: Arsten Takalo

Mission type: Encounter

Mission briefing:

“Name”, you’re not gonna like this. Only moments ago the Angel Cartel launched an attack on the Defiant base to recover what was taken from them. Seems they only realized now that they were sitting on something of value. Hell, *we* barely even know what we’re sitting on right now.

The Defiants have fled the camp, which has now been converted into a base of operations for the Angel’s invasion fleet. The Defiants can easily evade a bunch of Angel thugs, but they have asked that we put this chase to an end quickly and violently. Your task will be to smash the Angel’s operational base. That will sever the attacking forces still chasing our brothers from their reinforcements. As soon as that happens, the Defiants can stop running and turn to meet their attackers in a fair fight. They’ve never lost one, “name”. Those Angels will drop like sacks of fedo crap once they have their support pulled out from under them.

You have your orders, “name”, will you accept them?

We’re lucky to have you working with us, now go kick their teeth in. For Muritor!

Objective: Destroy all guards.

Deadspace entry point guards:

- 2 └ Gistatis Tribunus (battlecruiser) 146250 ISK
- └ Gistatis Praefectus (battlecruiser) 142500 ISK
- 3 └ Arch Gistum Centurion (cruiser) 281250 ISK
- └ Arch Gistum Phalanx (cruiser) 270000 ISK
- 3 └ Arch Gistii Raider (frigate) 25875 ISK
- └ Arch Gistii Ambusher (frigate) 24750 ISK

Reinforcement wave 1:

- 1 Gist Warlord (battleship) 543750 ISK
- 3 └ Arch Gistum Liquidator (cruiser) 258750 ISK
- └ Arch Gistum Marauder (cruiser) 247500 ISK
- 3 └ Arch Gistii Ruffian (frigate) 22500 ISK
- └ Arch Gistii Nomad (frigate) 23625 ISK ISK

Reinforcement wave 2:

- 3 └ Gist Cherubim (battleship) 1162500 ISK
- └ Gist Throne (battleship) 993750 ISK
- 4 └ Arch Gistum Defeater (cruiser) 236250 ISK
- └ Arch Gistum Breaker (cruiser) 225000 ISK
- 1 └ Arch Gistii Ruffian (frigate) 22500 ISK
- └ Arch Gistii Nomad (frigate) 23625 ISK ISK

Reinforcement wave 3:

- 3 └ Gistatis Legatus (battlecruiser) 153750 ISK
- └ Gistatis Tribunus (battlecruiser) 146250 ISK

- 4 T Gistior Trasher (destroyer) 15750 ISK
 - T Gistior Seizer (destroyer) 14625 ISK
- 3 T Arch Gistii Impaler (frigate) 28125 ISK
 - T Arch Gistii Hunter (frigate) 27000 ISK

Reinforcement wave 4:

- 3 Gist Seraphim (battleship) 1218750 ISK
- 2 T Gist Domination Nephilim (battleship) 1106250 ISK
 - T Gist Domination Saint (battleship) 1050000 ISK
- 5 T Arch Gistum Defeater (cruiser) 236250 ISK
 - T Arch Gistum Breaker (cruiser) 225000 ISK

Notes/hints: The reinforcement waves spawn with approximately 3 minutes in-between after you enter the stage. Do not delay their destruction.

Debriefing: Nice flying out there “name”. The Defiants dealt with the remains of the attacking fleet easily once you took out their support.

As for the situation with this RSS Agent, we’re still discussing our options among the tribal leadership, but chances are that this guy was operating on his own. That means basically nobody knew what he was doing or why the Wildfire Khumaak grabbed his attention. You’re properly going to have to take that guy’s passkey and go in there yourself, if the RSS lets us. We’re still talking with them about the situation. Some people are looking at his disappearance in an entirely different light, if you get me. RSS operative shows up and not much later so do a bunch of Angels. Yeah... still a few discussions yet to be had. I reckon.

Anyways, get back to me again soon and we’ll have a plan ready for you. You’ve more than proven yourself now, so I’d be more than happy to trust you with whatever comes next.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: Glowing Embers

Agent name: Arsten Takalo

Mission type: Courier

Mission briefing:

Ever heard about the Defiants, “name”? Well, either way, you’re about to meet them – if you think you’re ready for it. They’re one of the few groups the Brutor tribe can trust these days. I once had the honor of meeting their leader, Karishal Muritor, before our own fleet had him put down like a dog for daring to fight the Amarr. A shameful day for us all, it was.

Still, it showed us who will fight, and who can be trusted. There is no group of people I personally would want more than them to handle this. We don’t know how significant this Khumaak is, but let me tell you friend, some of our people are very excited about its discovery. They think it may shed new light on our past. Me, I’m excited too I guess, but more concerned than anything. I’ll relax once this is in the Defiants’ hands, not any earlier.

So, can we count on you to make the delivery? I think you and I are past collateral now, “name”. I’m happy to trust you with the current location of their camp, if only because you have no chance of finding them after this meeting. The Defiants are only discovered when they want to be.

Objective: Transport the Wildfire Khumaak (0.3 m3) to given destination.

Deadspace entry point guards:

1 Brutor Tribe Battleship (battleship)

1 Defiant Battleship (battleship)

5 Brutor Tribe Cruiser (cruiser)

5 Defiant Cruiser (cruiser)

5 Brutor Tribe Frigate (frigate)

5 Defiant Frigate (frigate)

Notes/hints: When warping to the stage you will receive the following message:

“This camp is reminiscent of the Thukker caravans that ply the spacelanes of the Great Wildlands – their home and sanctuary. After their defeat at the hands of a vicious Amarrian counter-attack, the Defiants were thought to have been completely destroyed. Rumors always persisted however, that a few survivors had fled with the Thukker to the safe havens of the south, outside Republic borders. Evidently, there is a kernel of truth to such tales, but the fleet here now is but a shadow of its former self.”

When entering the stage you will receive the following message from the agent Oggur Marendi:

“Welcome, pilot. I understand you’re the one who found the Wildfire Khumaak. The Matari people are indebted to you, I amongst them. All the same, by duty I am obliged to ask that you remember where you are. These are hallowed grounds; where our finest warriors take time to rest and reflect. I trust that you will act accordingly and maintain the peace.

Arsten has informed me of the situation, and as one of the camp’s senior administrators, has asked that I offer you some directions. You will need to take the Wildfire Khumaak over to our storage facility. Simple as that. We can handle the rest.”

All guards are friendly unless fired upon. Place the Wildfire Khumaak obtained from the previous

mission in the Defiant Storage Supply structure. Doing so will trigger mission completion and you will receive the following message from the agent Oggur Marendi:

“Good work. We’ll be bringing is some historians to make sense of it as soon as we can, but you’re done here, pilot. On behalf of my brothers and sisters, thank you for all you’ve done.”

Debriefing: Good work, “name”. I’m relieved to hear the Khumaak made it safely to the Defieants. I’m going to make a few arrangements to have some of the Republic’s most trusted historians pay a visit to their caravan.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: Heresiology

Agent name: Hiva Shesha

Mission type: Encounter

Mission briefing:

I'm still going to need some more time with the Blood Obsidian Orb, but I have managed to glean some information from it. My theory is that the orb acts as a protective case for something hidden inside of it. I'd hate to break open a priceless relic of the past, and I'm trying to avoid that situation as much as possible.

Something was written on the orb as well, and I want you to find what it is. There's a tablet that goes along with the orb and supposedly tells more about its purpose. The Church of the Obsidian did not have this tablet, as far as I can tell, but I was able to decipher a code on the orb that told the tablet's location: the ruins of an old Ammatar church.

The church is an ancient place, and a prime spot for archaeology. Use that analyzer I gave you for the Church of the Obsidian. I expect there to be a lot of stuff to analyze among those ruins. Bring back whatever you can, but I'm especially looking for the Blood Obsidian Tablet. When you come back, I expect that I can crack this thing wide open... figuratively speaking, of course.

Remember to use this analyzer on the area. It'll allow you to unearth anything hidden around those ruins. Good luck!

Objective: Provide 1 Engraved Blood Obsidian tablet (0.1 m3) to agent.

Deadspace entry point guards:

- 1 Ammatar Navy Apocalypse (battleship)
- 3 Ammatar Navy Armageddon (battleship)
- 5 Ammatar Navy Maller (cruiser)
- 3 Ammatar Navy Delta I Support Frigate (frigate)
- 4 Ammatar Navy Detective (frigate)
- 3 Ammatar Navy Gamma II Support Frigate (frigate)

Reinforcement wave 1 (see notes):

- 1 Karkoti Rend (battleship)

Notes/hints: The Navy Gamma II Support Frigates might web and warp scramble your ship. The Navy Delta I Support Frigates only webs.

There are three Ammatar Relics structures located at this stage and all require a successful attempt with an Analyzer module to access. You do not need to loot the structures though. A successful attempt will spawn an additional Ammatar Relics structure, which again will spawn another upon successful attempt. This will happen three times for each of the original three relic structures, giving a total of twelve structures in the end. Sometimes a successful attempt will spawn a Cargo Container besides the new relic structure. Inside these Cargo Containers you will find various Amarrian texts such as: The Benevolent, The Fire in Our Hearts, St. Arzad, The Education of the Starkmanir and Hand of Arzad. Finally, upon successful attempt to open the last relic structure will

spawn a Cargo Container containing the obsidian tablet. At this moment Karkoti Rend will show up for an instant and disappear again.

Debriefing: I can't believe what you found among those ruins. This is a historian's dream come true. Now that we've got the Blood Obsidian Orb and the Blood Obsidian Tablet, I think we finally solve this mystery. We're very close to uncovering the secrets of the Wildfire Khumaak.

By the way: Did you notice anything strange there? I could have sworn I saw an RSS ship flying about those ruins. Weird.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: History in the Making

Agent name: Nilf Abruskur

Mission type: Courier

Mission briefing:

Our historians have pored over the information found on the drive cluster EDF-285. There's a lot on there, but not all of it is pertinent to the Wildfire Khumaak. I've also been in contact with a Krusual historian who has spent some time researching the Khumaak. The historians cross-referenced each other's work and stumbled upon a lead. I guess those nerds are good for something, eh?

I'm sending you to Hiva Shasha, the Krusual historian. She's taken her poor interns with her to the San Matar constellation – right in the heart of Ammatar space. I don't know what she's discovered, but I'm sure it's important. Best you get over there and talk with her. Let us know what you've uncovered, and keep your eyes peeled for our missing agent. I have a feeling that he went to seek out his Ammatar contact. There's no telling what he's up to, either.

Anyway, good luck.

Objective: Report to given agent.

Notes/hints: None.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: My Little Eye

Agent name: Arsten Takalo

Mission type: Courier

Mission briefing:

Excellent, you're back. Firstly, I have an update on the documents you recovered. The Thukker and Krusual have flown in analysts to go over the copies. It may take some time to sift through the data and find the fresh leads, but I'm confident they'll find something useful in there.

In the meantime I have something else for you to do. I've made a few arrangements with the RSS and convinced them to let you continue to work on this Wildfire Khumaak business. Officially, you will be acting as the RSS liaison for the Brutor tribe, but in reality, you'll be on the front line working for the both of us to figure out what's going on. You're our go-to guy for this one and you got that job based on my recommendation. Don't make me look bad, alright?

I've been asked to point you towards Corporal Nilf Abruskur, who you can find in the system of Aldrat, Metropolis. I don't know the guy, but I do know the RSS, and my advice is not to trust them too much. In fact, part of the reason I recommended you for this job was because I know I can rely on your judgment. That, and you know how to deliver results.

I want you to keep an eye on this RSS operation. My gut still tells me they're keeping something from us. I suppose we'll see, right?

Objective: Report to given agent.

Notes/hints: None.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: Playing all Their Cards

Agent name: Nilf Abruskur

Mission type: Encounter

Mission briefing:

We dropped the ball on this one “name”, and those putrescent, motherless Angel freaks make sure to capitalize on it. Our only consolation is that it cost them, too. We’ve managed to root the Angel soy within our ranks – the one who tipped the Cartel off about your visit to the historians. They’re in a world of trouble right now; you can trust me on that.

From our initial interrogation of this captured Angel agent, we have learned that just before the Cartel blew up the outpost, they managed to find and make away with the data we needed on the Wildfire Khumaak. The historian that was supposed to have a text for you relating to it was tortured into handing over his research and was then killed.

They’re offering us a deal. We give them back their agent, and they give us the information we want. They tried to make a bid for the Wildfire, but there wasn’t a chance in hell we going to entertain *that* idea, especially once we discovered who their agent was. We negotiated it down to the agent, but we have no intention of making a fair deal with them, simply because when it comes to Angels, there is no such thing. They have no desire for the safe return of this traitorous scum-, in fact if they could kill him right now to shut him up, they wouldn’t hesitate.

In addition to providing us intel that the historical texts on the Khumaak have been taken, our captured agent has also revealed something else; it’s location. His testimony and a good deal of other intelligence we’re receiving are pointing to one of the Angels’ main staging outposts in Metropolis.

The defense forces posted at this place are impressive, “name”, beyond even your capabilities. We’ve come up with a plan to lure some out and reduce their numbers to something you’ll be more easily able to manage. We forced subversion on our Angel prisoner, made him tell his superiors that we’re sending a huge ambush fleet to the meeting point. This should goad them into bringing along a bigger reserve of manpower, most which will be drawn from that base.

While we’re having the meet, you sneak in, bypass the remaining resistance, and grab the texts that were taken. Underneath the central command center, we’re told there will be several data banks. The documents we’re looking for will be in one of these. You’ll need to deactivate the security firewalls, which means some hacking. You’re looking for a drive cluster called “EDF-285”. Grab it and get the hell out before the Angels figure out the game.

We’re counting on you, “name”, not just for the information this time, but to help us keep our reputation and morale after being dealt such a blow by those Angel bastards. The RSS is hurting right now. I need you to fire my men up. Make us proud.

Objective: Provide 1 Drive Cluster EDF-285 (0.1 m3) to agent.

Deadspace entry point guards:

None.

Reinforcement wave 1:

- 10 └ Gist Seraphim (battleship) 1218750 ISK
 - └ Gist Cherubim (battleship) 1162500 ISK
 - └ Gist Throne (battleship) 993750 ISK
- 4 └ Arch Gistum Centurion (cruiser) 281250 ISK
 - └ Arch Gistum Phalanx (cruiser) 270000 ISK
 - └ Arch Gistum Defeater (cruiser) 236250 ISK
 - └ Arch Gistum Breaker (cruiser) 225000 ISK
- 6 Gistior Seizer (destroyer) 14625 ISK
- 7 └ Arch Gistii Impaler (frigate) 28125 ISK
 - └ Arch Gistii Hunter (frigate) 27000 ISK
- 4 └ Arch Gistii Thug (frigate) 21375 ISK
 - └ Arch Gistii Rogue (frigate) 19125 ISK
 - └ Arch Gistii Hijacker (frigate) 18000 ISK

Notes/hints: The Arch Gistii Hijackers, Rogues and Thugs might web and warp scramble your ship. When you get within 5 km distance of the Drive Cluster Archive structure reinforcement wave 1 will spawn and you will receive the following message from the agent Nif Abruskur:

“They’re stalling the negotiations. Our scouts and scanners are picking up no sign of the reinforcements they were going to bring. I’m getting the feeling we’ve been screwed again. Get the data and get out.”

The Drive Cluster EDF-285 is found inside the Cluster Archive structure which requires a successful attempt with a Codebreaker module to access. As the reinforcement wave spawns 100 km away it is quite possible to pick up the drive cluster and warp away before the guards manage to close distance.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: Retraction

Agent name: Hiva Shesha

Mission type: Courier

Mission briefing:

Like I said, this book is unsettling for me, not as a historian, but as a proud member of the Minmatar Republic. The resistance my people endure for the past years is very important to me, and our ultimate defiance of the Amarr people is crucial to our cultural identity. This book does not show our defiance in a positive light, or at least muddies the motivations behind it.

This text belongs with my people. I cannot attest to how they will handle it, nor can I say for certain that they will bury it. But the right thing to do is to give it to them and not let any outsiders take possession of it. This pains me as a historian, but it feels right as a Minmatar.

The truth is not easy, nor is it absolute. We base our understanding on our perspectives, the ideas we wish to accept, and the data we acknowledge as correct. Everything else is information clutter obscuring our understanding of the world around us.

Objective: Transport 1 Book of St. Arzad (0.1 m3) to given destination.

Deadspace entry point guards:

1 Brutor Tribe Battleship (battleship)

1 Defiant Battleship (battleship)

5 Brutor Tribe Cruiser (cruiser)

5 Defiant Cruiser (cruiser)

5 Brutor Tribe Frigate (frigate)

5 Defiant Frigate (frigate)

Notes/hints: When entering the stage you will receive the following message from the agent Oggur Marendeï:

“So you’ve found information about the Wildfire Khumaak? Great! Bring it to me so we may study it. This is our history, and we need to understand it.”

After placing the book in the Defiants Storage Facility structure you will receive another message from Oggur Marendeï:

“This is troubling. This book does not mesh well with the history we tell our people. None of this fits. Does this mean the Wildfire Khumaak is not a symbol of our independence after all?”

We will not destroy this book. No, we have too much respect for our ancestors for that. But we cannot let this reach the public. Not just yet. I don’t know what we’ll do with it. That’s our concern now, capsuleer. Thank you for your assistance with this mission. Go back to Hiva Shasha. She has gift for you from us. Please accept it as a reward. Please leave now. I must ask that you keep this to yourself out of respect for our culture. Good luck to you.”

Debriefing: The fate of the text is out of our hands. It's up to my people to determine what to do with the book. I have faith in my people: They will do what is right, though I can't say exactly what that is.

Thank you for your help, brave pilot. May the stars be kind to you.

Mission: [Previous](#), [Overview](#)

Mission name: Revelation

Agent name: Hiva Shesha

Mission type: Courier

Mission briefing:

Posmon Aubenard is in Avesber at a remote campus of the University of Caille. I trust him more than any other historians. Even though this bit of history will not be in the hands of the Matari people, it'll ensure its preservation. Sometimes the truth is too difficult to endure. Good Luck.

Objective: Transport 1 Book of St. Arzad (0.1 m3) to given destination.

Deadspace entry point guards:

1 Posmon Aubenard (frigate)

Notes/hints: Posmon Aubenard is friendly unless fired upon. After placing the Book of St. Arzad in the University of Caille Cargo Container structure you will receive the following message:

“Thank you for giving me this book. I will make sure it comes to no harm. This is not an easy history to swallow, and I’m not sure how factual its statements are. But it is better to tackle the truth than to bury it. Many Matari will be upset when this book is revealed to the public. I don’t know how or when that revelation will come about; all I know is that it must. Thank you for your help. Good luck.”

Debriefing: I think we did the right thing. Though I am deeply troubled by this situation, as a historian, I must confront it. Thank you for all your efforts in this investigation, “name”. Though some of my people may be upset with you, the Matari people as a whole owe you their gratitude. Good luck in the future, brave pilot.

Mission: [Previous](#), [Overview](#)

Mission name: Stillwater

Agent name: Hiva Shesha

Mission type: Encounter

Mission briefing:

We need that book, and that RSS agent has it. This is my worst fear realized: Karkoti Rend was trying to get his hands on the book. The RSS claims that he was working alone, but I don't know how true that really is.

Either way, I've traced down his location to a nearby Angel Cartel base. This compounds the urgency of this mission. I barely trust the RSS as it is, but the Angels are outright scum. Go get the book from there, but make sure it's safe. The book is of the utmost priority.

Karkoti Rend is an agent for the RSS, so he's bound to have some firepower with him. Be careful.

Objective: Provide 1 Book of St. Arzad (0.1 m3) to agent.

Deadspace entry point guards:

1 Karkoti Rend (battleship) 10000000 ISK (advanced AI)

2 Gist Seraphim (battleship) 1218750 ISK

2 Gist Cherubim (battleship) 1162500 ISK

1 Gist Throne (battleship) 993750 ISK

3 Arch Gistum Phalanx (cruiser) 270000 ISK

3 Arch Gistii Impaler (frigate) 28125 ISK

3 Arch Gistii Hunter (frigate) 27000 ISK

2 Arch Gistii Hijacker (frigate) 18000 ISK

1 Angel Energy Neutralizer Sentry II (energy neutralizer sentry)

Notes/hints: The Arch Gistii Hijackers might web and warp scramble your ship. When warping to the stage you will receive the following message from Karkoti Rend:

"I had a feeling that you would try to track me down. Not a wise decision. Not only are you outnumbered here, but I have the book. You wouldn't want anything to happen to it, would you?"

When entering the stage you will receive the following message from Karkoti Rend:

"Do you even know what the Book of St. Arzad says? I don't think you're ready for its revelations. Nor do I think the Republic is ready for it. But they've turned their back on me, so I'll make sure the truth is exposed. The history books will be rewritten, and I will be a very rich man."

Upon destruction of Karkoti Rend you will receive one final message from him:

"The truth is a weapon and must be wielded with care. That was my greatest mistake: I could not handle its power. The khumaak is just a thing, an empty item; this book holds the true power. Use it wisely, but understand what it is saying. It could change everything."

Destroying Karkoti Rend will further make all remaining guards disappear except the energy neutralizer sentry.

Debriefing: After all the trials and tribulations, we finally have the truth at our fingertips. Now it's time to dig in and find out what the Wildfire Khumaak is all about.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: Surfacing

Agent name: Nilf Abruskur

Mission type: Encounter

Mission briefing:

We've had analysts from the Krusual and Thukker tribes going over the documents you recovered from our agent's private compound. They've made one more promising discovery so far which we want you to follow up.

They found a recent communication from our source inside the Ammatar Consulate. It seems she sent a package of information on the Wildfire Khumaak to the system of Jark for pickup not long ago. Our guess is that due to the sensitivity of the information and amount of attention it's attracting, our asset in the Consulate could only get it to the border, not across. This could play in our favor though. Due to its location in the San Matar constellation – the heartlands of Ammatar space – there's a good chance our agent didn't make it out there yet. We have to be careful where our operatives are seen sometimes.

The drop-off location inside Jark is a complex known as Tili's Red Light Palace. Initial intelligence is that it's just another merc RRdive, nothing special. Once you have arrived to the area we'll forward the exact location of the cargo.

Speaking of which, I trust I needn't remind you how important those documents could be, or indeed, how sensitive. Proceed with caution, do not take any risks.

Objective: Destroy all guards and provide 1 Encrypted Transmission (0.1 m3) to agent.

Deadspace entry point guards:

None.

Reinforcement wave 1:

5 Mercenary Overlord (battleship) 250000 ISK

4 Mercenary Commander (cruiser) 85000 ISK

2 Mercenary Wingman (frigate) 30000 ISK

Reinforcement wave 2:

4 Mercenary Overlord (battleship) 250000 ISK

5 Mercenary Commander (cruiser) 85000 ISK

2 Mercenary Wingman (frigate) 30000 ISK

Reinforcement wave 3:

4 Mercenary Overlord (battleship) 250000 ISK

5 Mercenary Elite Fighter (frigate) 10000 ISK

2 Mercenary Wingman (frigate) 30000 ISK

3 Spider Drone I (drone)

Notes/hints: The mercenary wingmen might web and warp scramble your ship. The Spider Drones will web your ship very quickly.

When entering the stage you will receive the following message from the agent Nilf Abruskur:

“Okay, here we are. Head for the brothel complex on your right. It’s the one in the middle where you’ll find the package.”

When getting within 30 km of the Tili’s Brothel structure reinforcement wave 1 will spawn and you will receive the following message:

“Well, boys, looks like we got ourselves another poddie trespassin’ our domain, here. Why don’t we show him what happens to uppity eggheads who think they can hang with the big boys?”

Warning!: The reinforcement wave will spawn very close to you and can dish out a good deal of damage up close, which together with potential webbing and warp scrambling from the Mercenary Wingman type frigates can be a death trap. Either bring a strong tank or trigger the spawn, leave the stage and reenter at longer range. Destroying all ships of one group triggers the next reinforcement wave. The Encrypted Transmission can be found inside the Tili’s Brothel structure.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: The Cost of Preservation

Agent name: Arsten Takalo

Mission type: Encounter

Mission briefing:

Now we're past the small talks perhaps you're ready for some proper work. I guess we'll see.

There's this Gallentean guy, a historian named Aillon Boufin... yeah, I know. The story is that he's been studying Minmatar history for years now, and as you'd expect, he's come across a whole shipload of information and documents in that time. Apparently he has one of the largest unofficial collections of documents and artifacts from our earlier days. We're talking real old here, "name", some of it – going back to when it was just us, alone against the Amarr.

Now, I'm told that normally whenever we want to look at something of his, there aren't too many problems. Recently however, when some of our academics from the Republic University asked to see a particular document known as the Hauteker Memoirs, they were denied. Since that time, they have bent over backwards for this guy. They have even tried to buy it back – this document that Matari people wrote, this document belongs to us. They have tried that repeatedly, raising and raising the price and yet each of these times more refusals.

This is when things got ugly. Boufin recently made a statement to the University, saying he is only trying to "preserve Minmatar heritage". After that insult, they called us in. The implication that RU staff would somehow endanger our own history by simply studying a document... it's almost like he was trying to piss us all off.

Well, the insults stop here. The Brutor tribe has arrived, and with a capsuleer to back their word on the matter no less. It has been decided by the tribe that the return of this document to Matari hands represents a higher priority than staying on good terms with some overprotective historian, Gallente or not. You will see to this. And before you go jumping in, there is a 5m ISK collateral to cover associated risks. The tribe is not willing to risk our own property falling into foreign hands again. Perhaps you can see why we're looking to hire an egger? With that kind of money it's not really an option.

Objective: Provide 1 Hauteker Memoirs (0.1 m3) to agent.

Deadspace entry point guards:

Aillon Boufin (cruiser)

Reinforcement wave 1:

5 Mercenary Overlord (battleship) 250000 ISK

3 Mercenary Corporal (cruiser) 110000 ISK

3 Mercenary Lieutenant (cruiser) 90000 ISK

5 Mercenary Wingman (frigate) 30000 ISK

Reinforcement wave 2:

6 Mercenary Overlord (battleship) 250000 ISK
6 Mercenary Commander (cruiser) 85000 ISK

Notes/hints: The mercenary wingmen might web and warp scramble your ship. Damaging Aillon Boufin for the first time triggers the spawn of reinforcement wave 1. Damaging Aillon Boufin's armor for the first time triggers the spawn of reinforcement wave 2.

When you warp to the stage you will receive the following message:

"Leave now, egger. I know why you've come, and I know who sent you. If you think you can just march in and take things that took me years to find, you're sorely mistaken. I won't give you the courtesy of another warning."

Upon destruction of Aillon Boufin he will drop a cargo container and you will receive the following message from the agent Arsten Takalo:

"Well... that was interesting, eh?"

I doubt Boufin was carrying the Memoirs himself, but I bet he had the passkey to his archives at all times. Look amongst his wreck for anything like that and see if you can access his archives."

Inside the cargo container you will find 1 Achieves Passkey (0.1 m3) which should be placed in the Achieves structure. Doing this, will spawn a new structure also called Achieves in which you will find the Hauteker Memoirs.

Debriefing: So things spiraled out of control there. Don't stress it, "name". It was to be expected, and if wasn't you out there, it'd be Republic Fleet vessels with clone-less crews. You did a good thing, don't doubt it for a second.

Hopefully the foreign press will let this one slide, they've got enough of us in their own borders to sit on it, but there's always a few. So long as the big outlets hold their tongues I'm happy.

Here's your ISK back, plus some extra as thanks. Don't blow it away though, you'll be doing other work that requires collateral. I may be starting to respect you, but trust is a damn long way off. We'll need a moment to pass this on to our friends from the University, but they've asked us to hang around, and by us, they mean you.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: Who Art in Heaven

Agent name: Nilf Abruskur

Mission type: Encounter

Mission briefing:

We've gone over the essential details from the information you recovered, "name", good work getting this back to us. Here's the decoded message from our Ammatar source:

"All right, my sources have traced the origins of that Khumaak and we've been able to get a little bit of information, but we're still digging. There's a remarkably little mention of this stuff anywhere in official records."

"It's called a Wildfire scepter. Apparently, the Wildfires were a particular kind of Khumaak-like scepter that existed only in certain conclaves of Starkman Prime in the years while the planet was under Amarrian occupation. The physical details all match up; the holes in the shaft, the blood obsidian sun center, the slightly smaller sun spirals. Only one other has been found ever, and has since gone missing."

"According to its previous owner, the Wildfires were all destroyed some years before the Starkmanir rebellion in 22947, and it's not even known for what purpose they were initially created or why, indeed, they were destroyed. We'll have our sources keep investigating."

"Lastly, I've cleared you for entrance to the ruins of St. Arzad. I've attached the relevant security access codes. I give you my word that the people there will provide their full cooperation and discretion. I'm told that one of the historians even has a text that mentions this Khumaak of yours."

There is nothing to suggest that our agent ever made it out to those ruins. He did not pick up the package you recovered, and he has still not returned to base. As our temporary representative, you will be standing in for him.

Your task is to travel to an orbital forward point for an archaeological dig being conducted on a nearby planet – Starkman Prime. There's a team of historians and archaeologists there, a couple of which are supposed to have texts that reference the Wildfire Scepters. Make your way over there and await further instructions. We'll get to the bottom of this mystery yet.

Objective: Destroy all guards and approach the Archaeology Outpost.

Deadspace entry point guards:

3 Gist Seraphim (battleship) 1218750 ISK

3 Gist Cherubim (battleship) 1162500 ISK

1 Gist Throne (battleship) 993750 ISK

1 Gistatis Tribunus (battlecruiser) 146250 ISK

2 Gistatis Praefectus (battlecruiser) 142500 ISK

4 └ Arch Gistum Defeater (cruiser) 236250 ISK

└ Arch Gistum Breaker (cruiser) 225000 ISK

9-10 └ Arch Gistii Impaler (frigate) 28125 ISK

└ Arch Gistii Hunter (frigate) 27000 ISK

8 └ Gistii Impaler (frigate) 9000 ISK

└ Gistii Hunter (frigate) 8250 ISK

Notes/hints: Large amount of aggression when entering the stage at close range.

When approaching the Archaeology Outpost structure you will receive the following message from the agent Nilf Abruskur:

“Shit... the Cartel is here, and they’re targeting the outpost. You need to act quickly. Secure the area and protect the archeologists!”

When getting within 20 km of the Archaeology Outpost structure it explodes and you will receive the following message from the agent Nilf Abruskur:

“The outpost is down. We’ve lost this battle... and the Cartel knows it. I’ve just received word from one of their commanders; the terms of agreement for an exchange. Forget the base; it’s a lost cause now, just come back to me.”

The mission is then flagged as complete.

Debriefing: We have a transmission from the Angels. Those god-damned slime-excreting vermin. I think you better get back here right now. We’re gonna need you for this next part.

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: Wildfire

Agent name: Hiva Shesha

Mission type: Encounter

Mission briefing:

I've been a scholar and a historian for many years now, so I know how to handle ancient relics. I will confess, though, that I was about to cut right into the middle of the Blood Obsidian Orb to see what was inside. Yes, I was getting rather desperate for answers. Luckily, the tablet you uncovered was more than just mystical mumbo-jumbo and flowery metaphors. Rather, it was practically an instruction manual to open the orb. Spirits be praised!

I found this datacore inside the orb. According to the tablet, there's a church in this area called the Wildfire Life Chapel. Inside the chapel is something called the *Book of St. Arzad*. I think that was what you came across in those ruins; parts of this lost book. My, from the looks of it, this is heavy stuff. I haven't had the chance to piece it all together yet, but I have a feeling that this book goes beyond a simple relic like the Wildfire Khumaak and into much bigger territory.

This book must be recovered. I'm almost certain that it's in the chapel. Put the datacore in that chapel and see what comes of it. It's our only hope. See what happens.

You know, this could be for naught. There could be nothing there, or the book could have been swiped long ago. If you don't get the book, that's ok: We're just trying to see if this works. History has a wicked sense of humor, sometimes, so be careful.

Objective: Place the Obsidian Datacore (0.1 m3) in the Chapel Container structure.

Deadspace entry point guards:

None.

Reinforcement wave 1:

1 Karkoti Rend (battleship) 10000000 ISK

Reinforcement wave 2:

3 Gist Cherubim (battleship) 1162500 ISK

└ Gist Throne (battleship) 993750 ISK

1 Arch Gistii Impaler (frigate) 28125 ISK

└ Arch Gistii Hunter (frigate) 27000 ISK

11 Arch Gistii Thug (frigate) 21375 ISK

└ Arch Gistii Outlaw (frigate) 20250 ISK

└ Arch Gistii Rogue (frigate) 19125 ISK

└ Arch Gistii Hijacker (frigate) 18000 ISK

3 Gistii Impaler (frigate) 9000 ISK

2 Gistii Hunter (frigate) 8250 ISK

Notes/hints: The Arch Gistii Hijackers, Outlaws, Rogues and Thugs might web and warp scramble your ship. Upon accepting this mission you will be granted the Obsidian Datacore. When you place the datacore, which you will be given upon acceptance of the mission, inside the Chapel container structure Karkoti Rend will show up in a battleship for a moment and you will receive the following message from him:

“Even though the RSS took me off the project, I continued my search for this, the Book of St. Arzad. The RSS have been after this document for a long time now, as well as the Angel Cartel. Luckily, the Angels pay better. I wouldn’t follow me, if I were you. Not unless you want this priceless relic to be destroyed.”

Karkoti Rend will then disappear again and reinforcement wave 2 will spawn. The mission will be marked as complete so you do not need to destroy the guards.

Debriefing: That RSS agent showed up? That’s no good. There’s no telling what he’ll do for the book. You have to catch him and get that book!

Mission: [Previous](#), [Overview](#), [Next](#)

Mission name: With Great Power

Agent name: Hiva Shesha

Mission type: Branch point

Mission briefing:

I have devoted much of my life to study history of all sorts, from its unflappable truths to its infallible lies to the nuanced information systems found throughout the chronicles, artifacts, disputed ruins, and subjective quagmires. Despite what people think, history is a shapeless void of nonsense, akin to space's vacuum or the cold, thoughtless smattering of stars that we call home. There is no meaning besides what we make of it; we do not know truth outside of the lenses we place over this shapeless void, the teeming nothingness, the endless morass of information.

This book troubles me. I do not know what to make of it, nor do I know how to proceed. If what this book says is true, and the chances are good that at least some of it is, then the Starkmanir did not begin their rebellion out of thirst for independence, but rather out of loyalty to their Holder, a man known to them as St. Arzad. The Wildfire Khumaak, a symbol he stole from them, is not an enduring relic of independence, nor is it a glowing tribute to the Matari people. Rather, it is an artifact devoted to the memory of Starkmanir captivity, an heirloom of oppression, but also an endearing homage to a fallen captor.

In other words, the Wildfire Khumaak subverts the defiance of my people.

There is of course, if this is true. All we have is this relic and this book. The story of St. Arzad is practically hidden or buried in the Amarr history: I can't find a trace of it. For all we know, this is apocryphal heresy, a rash account of history, a fever dream from some demented Starkmanir, or an outright hoax.

I don't know. I honestly don't know. I'm torn on what to do, and thus I will put the choice in your hands. I don't want the responsibility for what happens to this text. There are two places we can take it: Return to the Defiants and reunite it with the Wildfire Khumaak, or donate it to a Gallente historian I know. The former option gives the book back to its people, though I don't know how they'll approach the text (or even if they'll release it to the general public, which to me seems a shame). The latter will keep the book safe and make it available for the greater good. Even though it's a troubling account, it's still history, and still needs to be known.

The choice is in your hands.

Branch 1: [Retraction](#)

As I said, I leave the decision in your hands. This book is a remnant of the Minmatar people, and thus it belongs with my brethren. If you feel the same way, then take the *Book of St. Arzad* to Oggur Marendeï, the Defiant member you spoke with earlier. They have the Wildfire Khumaak, and they should have this book as well.

Take this book to Oggur Marendeï at the Defiant base. Let them deal with it. It's out of my hands.

Branch 2: [Revelation](#)

Posmon Aubenard is a friend of mine, a Gallente historian working with the University of Caille. He's a trusted academic, an astute scholar, and a respected member of the university's staff. If you take this book to him, I know that he will preserve it and keep it safe, possibly even put the book in proper historical light with a best-selling book of his own in a few years. That might but sit well with my Minmatar brethren, but at least we won't lose the truth, or whatever part of the truth this book represents. The Defiants can keep the Wildfire Khumaak – although I'm sure Posmon would love to get his hands on it – but it's just an empty symbol without the book. Go and give the *Book of St. Arzad* to him, and let him keep it safe. It's the right thing to do. Isn't it?

Notes/hints: None.

Mission: [Previous](#), [Overview](#)

Mission name: Written by the Victors

Agent name: Arsten Takalo

Mission type: Encounter

Mission briefing:

Good thing you're still about, we'll need you again for this one.

The Republic University guys had a look over the documents and it has what they're after: directions. There's a mention in one of the sections of an old Nefantar bloodline, and where they buried their dead. I'm told they're important because of some old folktale about how they buried a special type of Khumaak with one of their leaders. Pretty old stuff, but also kinda interesting.

They're on a myth-busting mission, though, that's the thing. There is no actual Khumaak, just a bunch of old Ammatar bones, properly. Still, you go there, check it out, and then they can say in their report that the area was inspected by a capsuleer and turned up nothing. They put that together with the proof in this old book that you inspected the right area and, I dunno, write an essay about how clever they are. The important thing for me was just getting our own history back, and that's what you should remember too.

So anyways, you feel like digging up some graves? The coordinates will be 2.5m in collateral, to cover associated risks again. If for some crazy reason there is actually a unique Khumaak out there, it belongs in a museum, not your cargo bay. 2.5m ISK would buy a lot of museums, you see. Whatever way it goes, our history won't lose out again.

Excellent. Here are the coordinates. And uh... all jokes aside, "name", try to respect the dead while you're looking around, if only to keep a low profile and an old Brutor happy.

Objective: Investigate the Ammatar burial site.

Deadspace entry point guards:

3 — Gistatis Legatus (battlecruiser) 153750 ISK
 — Gistatis Tribunus (battlecruiser) 146250 ISK
10 — Arch Gistum Centurion (cruiser) 281250 ISK
 — Arch Gistum Phalanx (cruiser) 270000 ISK
 — Arch Gistum Defeater (cruiser) 236250 ISK
 — Arch Gistum Breaker (cruiser) 225000 ISK
1 Arch Gistii Outlaw (frigate) 20250 ISK

Reinforcement wave 1:

1 Imperial Templar Judgment (battleship)
3 Imperial Templar Martyr (battleship)
3 Imperial Templar Phalanx (battlecruiser)

Notes/hints: The Arc Gistii Outlaw might web and warp scramble your ship.

When warping to the stage you will receive the following message:

"The next morning she was borne up to the stars, to be closer to him. He had her enclosed inside a giant holy dome, a place so magnificent that we wept to see it. In the warmth of the Zaid sun she would remain, forever embracing the shared secret that had brought them together."

- *Hauteker Memoirs*”

After destroying the last of the battlecruiser type of ships from the initial group reinforcement wave 1 will spawn and you will receive the following message:

“Angel scum! You will not desecrate our holy grounds!”

After destroying the last Imperial Templar Martyr type of battleship you will receive the following message from the agent Arsten Takalo:

“Huh, guess we aren’t the only ones with an interest in this place eh? What the hell are Angels doing here?”

Well, let’s not hang around and find out. Do a quick inspection of the central burial tomb and then you’re done – if there’s nothing in there, it won’t be anywhere else. Report back to me afterwards, I need to go assemble the republic Uni guys before you return. Takalo out.”

Inside the Central Burial Tomb structure you will find 1 Wildfire Khumaak (0.3 m3) which is used in the next mission.

Debriefing: Wait, so you found a Khumaak out there? What the hell is a Wildfire Khumaak? I’m dying to look at it, I admit, but we can’t screw around here. We need to get this thing somewhere safe before trying to figure anything out. I have a bad feeling about all of this “name”. Boufin was strangely protective, Angels were all over the burial site, and the Amarr were plenty aware of its location too. With that many people involved, I doubt nobody noticed us lifting that thing out of the tombs.

I have an idea where to take it, but I need to make a quick holoivid call first. Talk to me again in a few moments, ok?

Mission: [Previous](#), [Overview](#), [Next](#)

Deadspace Complexes

Complex name: A Demonstration

System (security level): Random location in the Sveipar constellation (all high security space).

DED rating: None.

Ship size restrictions: None.

Beacon description: N/A.

Entrance point

Warp-in description:

The incoming information on your scanners suggests this is nothing more than a poorly hidden trading hub for Angel Cartel pirates. What sort of items are being exchanged is anyone's guess, and by the looks of the security in place, the Cartel wants to keep people in the dark.

Agents: None.

Guards:

3 Arch Gistum Breaker (cruiser) 225000 ISK
2 Arch Gistum Centurion (cruiser) 281250 ISK
1 Arch Gistum Defeater (cruiser) 236250 ISK
1 Arch Gistum Liquidator (cruiser) 258750 ISK
2 Arch Gistum Marauder (cruiser) 247500 ISK
4 Arch Gistum Phalanx (cruiser) 270000 ISK
3 Arch Gistii Impaler (frigate) 28125 ISK

Destroyable structures:

4 Angel Bunker
1 Angel Junction
1 Angel Lookout
1 Angel Mammoth
21 Angel Wall
3 Angel Warehouse
1 Dirty Shipyard

Lootable structures:

3 Abandoned Container (requires a successful attempt with an Analyzer module to open. Spawns 1 Olfei Medallion (5.0 m3))

Notes/hints: This is a Cosmic Anomaly type of site and can as such either be scanned down using the on-board scanner or a single exploration probe. The Olfei Medallion is used in the mission [A Demonstration](#).

Complex name: Brutor Tribe Community Area

System (security level): Frarn (0.8)

DED rating: 4

Ship size restrictions: None.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: Hundreds of these small community areas have been erected in recent years to accommodate those returning from travels abroad and seeking temporary accommodation. Ironically, they were originally designed to facilitate a great exodus to Federation space, but with the rise of fresh new ideas inside Minmatar borders causing many to return to their homelands, these spacebound communities have come to play an entirely different role. Typically, a single community will be dedicated to one tribe or another, but it is not unheard of for two or more tribes to share the one area.

Agents: Arsten Takalo

Guards: None.

Destroyable structures:

3 Cargo Rig

1 Habitation Module – Residential

1 Radioactive Cargo Rig

Lootable structures: None.

Notes/hints: This location contains the agent who starts the arc.

Complex name: Krusual Mobile Library

System (security level): Tanoo (0.9)

DED rating: 4

Ship size restrictions: None.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: None.

Agents: Hiva Shesha

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

Complex name: RSS Liaison Headquarters

System (security level): Aldrat (0.6)

DED rating: 4

Ship size restrictions: None.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: For the most part, the Republic Security Services Corporation has not made a habit of hiring outsiders, preferring instead to stick to known, trustworthy people who have long proven their loyalty to the Minmatar cause. The one notable exception to this isolationist tendency has been the capsuleers, who are afforded much higher levels of access due to their unique capabilities. Unwilling to let such powerful individuals serve other agendas, the RSS long ago made sure that the proper in-space and in-station infrastructure would be there to act as a bridge, a connection between their own shadowy world and that of the powerful capsuleer class.

Agents: Nilf Abruskur

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

Info on

Defiance

([Glowing Embers](#))

The Defiants were a splinter group of the Republic Fleet commanded by Admiral Karishal Muritor, a Brutor warrior and figure of great renown within military circles. Skirting the edge of all-out conflict with the Amarr Empire, the Defiants waged constant guerilla warfare with Amarr forces in the years leading up to the Elder Fleet Invasion of YC110, despite insistent urgings from the Republic to back down. Though the good Admiral is now fallen and most of his force gone -- lost while covering the retreat of the Elder Fleet -- a small contingent lives on, scheming to stamp themselves once again into the hearts and minds of freedom-loving Minmatar.

Former Selves

([A Demonstration](#))

The fortunes of the Minmatar has ebbed and flowed continuously. At one time they had a flourishing empire with a level of mechanical excellence never before or since seen anywhere. Later, however, they had to endure centuries of enslavement, toiling and dying for the benefit of foreign masters. Today most of them have regained their freedom, but the legacy of their enslavement has been the diaspora of the race.

Rising Tensions

([The Cost of Preservation](#))

For many citizens of the Minmatar Republic, the friendship with the Gallente Federation has been a costly one. Some view the recent abandonment of the parliamentary system as the most potent symbol yet that the Federation's influence hasn't always been to their benefit. Indeed, there are some Matari who view the return to a Tribal Republic as the last necessary step out from under the shadow of foreign empires. Whatever the claims may be, few deny that the relationship still has some fundamental challenges to overcome.

The Ammatar – Past and Present

([Written by the Victors](#))

The Ammatars are descendants of Minmatar that collaborated with the Amarrians during the latter occupation of the Minmatar worlds. When the Amarrians were thrown out during the Minmatar Rebellion their collaborators fled with them. The Amarrians helped their Minmatar allies to settle in a few systems not far from the newly formed Minmatar Republic. The Ammatars regard themselves as the true rulers of the Minmatars, mainly based around the fact that a fair proportion of the old Minmatar aristocracy, or tribal leaders, were among them. In this vein they named their domain San Matar, meaning 'true home'.

The term Ammatar was first used by the Gallenteans to distinguish between the two groups. Out of convenience even the Ammatars themselves started using it, stating that, with the help of the Amarrians, they had progressed beyond the old social structure of the Minmatar tribes. Indeed, the Ammatars have very deliberately abolished many age-old traditions of the Minmatar tribal society and embraced some Amarrian ones instead.

In the months following the Elder War of YC110, the Ammatar Mandate was beset with turmoil and uncertainty. During the war, its lucrative tsula plantations -- the Mandate's largest export crop and arguably the backbone of its economy -- were systematically destroyed by Chamberlain Karsoth's forces in retaliation for the Mandate government's harboring of Starkmanir Minmatar tribesmen, a clan lineage long-since thought extinct. After Empress Jamyl I rose to power in the Amarr Empire, however, appointing Royal Heir Yonis Ardishapur as Ammatar's savior and protector, the nation has entered into something of a renaissance. Aid now flows in a steady stream from the Empire's coffers, command hierarchies are being reinforced and morale is on the rise. It appears the star of Ammatar will soon shine bright once more.

The Republic-Cartel Relationship

[\(From Way Above\)](#)

The Minmatar Republic and the Angel Cartel have a long and checkered history of locked horns and uneasy handshakes. A century back, when the Angel Cartel was building its reputation as a ruthless mercenary organization but had not yet crossed over into out-and-out piracy, the Republic was rumored to frequently contract the Cartel for operations deemed too politically sensitive for the Republic's armed forces. While these rumors have never been confirmed by either side, certain other occurrences -- such as the Cartel's immediate and unexplained withdrawal from their Skarkon sovereignty bid in YC110 -- seem to corroborate the idea of a nebulous connection between the two giant entities' top levels.

The Republic Security Services

[\(Friends in High Places\)](#)

Perhaps less is known about the Republic Security Services than any other national intelligence agency in the universe of New Eden. Their numbers, their spheres of operation, the scope of their involvement in affairs national and international: all these things are hidden in a fog of silence and misdirection. In the absence of concrete recorded information, the only detectable pattern is composed of reports from those few times the agency has revealed itself. Pieced together, a picture begins to emerge: grim, humorless, determined and fierce, these men and women stalk the underworld and mingle with its demons so their brethren may live in the sunshine.
