

# S e r a p h i m

The Ufumuk Invasion



Mystler



# SERAPHIM

THE UFUMUK INVASION



The Digital Companion Booklet

MYSTLER

## Premise

Over the last centuries, humans have spread throughout the galaxy and colonized hundreds of planets. Their colonies are all part of the Human Federation of Planets with a very regionalized government substructure. One of the first extraterrestrial species that human explorers met as they explored towards the center of the Milky Way were the Adreni. Those are the most dominant known humanoid race in the Milky Way and settle many worlds in the inner quadrants. Trade and cultural exchange sped up human technology, exploration, and colonization. However, the Adreni are not pushing for friendships or alliances and usually treat humans as a childish minority that is new to the galaxy.

Human explorers also met the Kethrexians, a rather brutish humanoid race that settles only on a small number of planets. They are very neutral about politics but known for a bunch of travelers who wander the known galaxy and work outside their territory.

By now, the Human Federation has also settled multiple worlds in the Perseus Arm, further towards the outer rim of the galaxy. The Perseus outposts of the Federation are mostly autonomous from the main government in the Solar system. Biotopia Prime was made the local capital planet and is orbited by Starbase P1, which acts as the hub for the Federal Perseus Fleet.

This story follows Robert Angusson, an engineer who has left his family on Biotopia Prime to live and work on the remote world of Timala. There, he is drawn into events that will change his life forever...

# Evacuation

Unknown warships attack the colony on Timala, which is unable to protect itself as the weapon systems on the planet seem to be ineffective against the enemy shields. In the middle of the chaos, Robert does his best to help as many people as he can reach one of the local evacuation centers in order to mount shuttles and get to Biotopia Prime where the Federation Fleet is stationed. However, as a nearby building is being destroyed he is barely managing to escape the debris and trapped in the area of the spaceport with another survivor who was also helping people. The two realize they have done all they could and have to evacuate themselves now. As they approach the shuttles, they see the last one that was available fly away. The other person uses a communication link to call for extraction. A spaceship lands on the port, takes the two in, and hurries to leave the planet that is still being devastated. They did what they could to save lives, but it was time to get help now.





# The Seraphim

Robert finds the ship that rescued him to be the Seraphim and is introduced to the crew and their purpose. The Seraphim is an independent spaceship with a brave crew that has made it its goal to explore the galaxy, answer distress calls and help those in need wherever they can. The universe certainly offered enough dangers to keep them busy. By chance, they had been on Timala when the unknown enemies attacked.

The personnel consists of a few dozen people that are assigned to both, positions on the ship and squads for missions off-ship. The commander is Scarlett Hadleigh and offers Robert to join the crew as they decide how to deal with this unknown invasion. With his home planet lost and this new danger threatening Human colonies, Robert accepts and is assigned to assist in engineering and join the squad of Keith Donockley, the man he met on Timala and tactical officer. The other members of his squad are Malek Ouhibi, the chief scientist, and P'reeh, quartermaster and the only non-human member of the Seraphim. Her appearance could be mistaken for that of a handsome young woman if not for all the blue shades of her body; from pale blue skin to bright blue eyes to dark blue hair. P'reeh explains that she is an explorer from a faraway living species called the Okipa and had decided to join the noble crew, several years ago.

In a meeting, the Seraphim discuss how to proceed about the unknown enemy. Having heard a tale about warships like these long ago, P'reeh believes the invaders are the mysterious, xenophobic Ufumuk and might be heading to attack the capital on Biotopia Prime. They agree to travel to Starbase P1 as fast as they can and inform the Federation about the threat.

# Starbase P1

As they arrive at Starbase P1, ahead of the refugees from Timala, the Seraphim call for a meeting with Amelia Williams, the President of Biotopia Prime, and General Trevor Davis of the Perseus Federal Fleet. They decide to take this threat seriously in order to avoid possible disaster and send warnings to all nearby inhabited worlds. Expecting the invaders to come to Biotopia Prime, they want to fortify their position and get an upper hand.

Since the Ufumuk seem to possess superior technology, the Federation wants to be proactive. A research facility on Saran has been working on a brand-new cloaking device and believe to have a working prototype. They task the fast Seraphim to head to Saran and acquire the tech.

## Investigation on Saran

Saran is a very lively and busy world and still unaware of the Ufumuk threat when the Seraphim arrives. They contact the research company to get the prototype, but get a disappointing response: someone has infiltrated the company and stolen the device. Not really having a choice in the matter, the Seraphim dispatch their squads to assist in the investigation.

Robert's team is following a lead on the Golden Star, a criminal syndicate operating on Saran and other planets. As they go through hints and sightings of crimes associated with the Golden Star they are able to pinpoint a possible hideout of the gang.

On the way to the suspected location they encounter Gix, a Kethrexian mercenary who was hired by a rivaling research company to acquire the prototype. Gix and the squad agree to team up fighting the Golden Star.

# The Golden Star

The location they had discovered indeed turned out to be a base of operations for the Golden Star, and a well fortified one for that matter. The group fights their way into the base looking out for the cloaking device. When they reach the command center, they find Malcolm Hopkins, the Golden Star agent who appears to be in charge of the local operations. With his operation disrupted, Hopkins tries to bribe the group to get out alive. Gix wants to shoot Hopkins, but Keith tries to stop him. They convince Gix that they need the prototype to save lives. Since it was Gix' task to return the device, which he cannot do when the Seraphim take it, he spares Hopkins life and takes the bribe as compensation. Hopkins is turned in with the Saran police and Robert's squad returns with the cloaking device to the Seraphim.

## A Bold Plan

Calling in with the Federation again, the situation is getting grim. The Ufumuk force has been seen approaching Biotopia Prime and the battle is imminent. A bold plan is being worked out. The Seraphim is to install the cloaking device and use it to infiltrate the Ufumuk Mothership leading the invasion force. Aboard the Mothership they are supposed to gather information and deal whatever damage they can to get an advantage in the upcoming battle. It is a dangerous undertaking, but every member of the Seraphim is willing to do what it takes.

Everyone immediately starts preparing for what is to come. Keith prepares the crew for battle while Robert and Malek work together to install the prototype. They manage to get it to work and successfully perform a test flight. The time for the real mission has come.





# The Mothership

With the stealth drive working the Seraphim approach the Mothership. They manage to dock and their cloaking device freezing the Mothership's sensors allows them to board undetected. All they find is unfamiliar territory and all the Seraphim squads split up to investigate. To their surprise, the levels they spread out on are completely deserted. Suddenly, they hear gunfire and an emergency call to fall back over their communications. It is a trap. The Ufumuk were aware of their presence and moved to surround the spread out Seraphim squads.

Robert's squad makes haste to return to the Seraphim and fights through some resistance. Malek points out that the Ufumuk all appear to be wearing some kind of exoskeletal armor but it does not seem to be designed for combat in particular; it does not even have powerful shields like their warships. Meanwhile, Keith covers their backs and keeps more Ufumuk soldiers at bay with some crossfire.

They finally arrive back at the dock only to run into an Ufumuk soldier in front of them, his weapon ready to fire. However, something about the group makes him hesitate and Robert uses the chance to shoot him down. Malek suggests they should take him onto the Seraphim to learn more about them and their armor. P'reeh advises against doing so as it could still be very dangerous but they decide to take him nevertheless.

Holding off more enemies, they wait a while for the remaining crew members to make it back but only a few return. Attempts of communication yield no response from the missing comrades. They have to retreat.

# Prisoner

The mission a failure, the Seraphim escapes from the Mothership. Robert's team was the only squad that did not report casualties and the Seraphim mourn their lost friends.

They decide to investigate the dead Ufumuk soldier. Aside from the point of impact where Robert had shot it, the exoskeleton seems to be intact and appears to be a piece of very advanced technology. Its systems had merely shut down when the inhabitant died. Malek is eager to find out what kind of creature lived in the armor and wants to take it off. P'reeh objects again but her warnings are overshadowed by the crew's curiosity.

On the armor, Malek finds a mechanism to remove it. The exoskeleton starts to fold in around the enemy until all of it is reduced to a small activator device on his chest. The body it reveals is one of blue shade - just like P'reeh's. It is obvious that the Ufumuk are the same species.

The revelation hits the crew as a big surprise. Since their stealth mission on the Mothership had been uncovered and turned into a disaster, Commander Scarlett orders P'reeh imprisoned for treason. With the Ufumuk on the verge of attacking Biotopia there would be a trial after the battle.

Robert and his team are shocked and cannot believe that P'reeh would betray them. As the ship heads for Biotopia Prime and the crew begins to prepare for the upcoming battle, they watch her being locked into the Seraphim's cell without resisting.

# P'reeh

Alone and puzzled, Robert visits P'reeh in the Seraphim's prison cell and asks her for clarification. With tears in her eyes, P'reeh claims that she does not know how the Ufumuk were able to detect them and tells him her story:

*The Okipa were once a proud people. Our homeworld was a paradise like no other - but, over time, we destroyed it. We were careless until it was too late. Beautiful meadows became deserts, magnificent forests became swamps; even the air became poisonous and we had to invent the exoskeletons to stay alive. The exoskeletons were highly advanced and strengthened us in many ways. They allowed us not only to live on the planet as we worked to leave it, but also became our life-defining piece of technology. It managed all of our interaction with the world: all our nutrition was induced through the armor, communication systems and networks were integrated, and it maintained and enhanced our bodies. With them we could focus on moving to a new homeworld. This became our purpose.*

*Finally, the day came when we were ready to settle a new planet we had found. Every living Okipa was transferred to the new world. However, we could not leave our exoskeletons. All the time we had had to live in these things made us depend on them. Even on this world, leaving the armor for too long meant death. Furthermore, it made us stronger, for we relied on many of its physical and technological improvements, at the cost of not being allowed to feel a fresh breeze or water running down our hands. A trade that nobody was willing to reverse.*

*Instead of learning from our past, our people became arrogant and radicalized. Instead of using the chance for a new beginning, we started to build warships and look for other planets to exploit instead of our own. With our new technologies and advancements that had even allowed us to overcome extinction, our regime wanted to build an empire. The Okipa became the Ufumuk.*

*I was among a minority of people who tried to protest - and they cast us out and exiled us to live in a place on the other side of the planet. Everyone I knew accepted their fate but I could not stand by and watch my people go down that route. I realized there was no future for me there. So I took the few things I had and asked for a shuttle to leave the world and live out my exile wherever destiny leads me to. At least they granted me that wish.*

*The time I spent on that shuttle felt like forever and loneliness almost drove me to madness. Eventually, I found the human colony on Biotopia Four. It was such a pretty and innocent, yet inhabited world. Not my homeworld, but good enough. I landed unnoticeably and decided to study your species from a distance. I delighted in learning your language and as much as I could about your short-lived race, your cultures, and how you managed to develop throughout your history, but I did not dare to show myself.*

*No, I had to overcome this exoskeleton that I still associated with sorrow. I wanted to **feel** the world. Step by step, I tried to adjust to the environment. At first, I only removed the gloves for short moments. I still remember the first time I was able to feel green grass again. Piece by piece, I disabled more parts and filters of the armor. I fought through sickness after sickness until I finally could finally step out of the whole thing and take a real breath. I was so overcome with joy that I ran singing into the human colony. All of that excitement was too much for my body and I fell unconscious, only to wake up in the Seraphim's sickbay - alive and with the best care I could have hoped for. You can't believe how happy I am to be able to eat real food with my mouth or take a shower.*

*I still believe destiny brought me here and, after all, that is what I had asked for. In the Seraphim, I saw the opportunity for a new life as well as the chance to learn more about humans and I decided to join up. Since then, I have always been too afraid to speak about my past, believing I could just leave it behind. Now, it has come to haunt me. This is my story.*



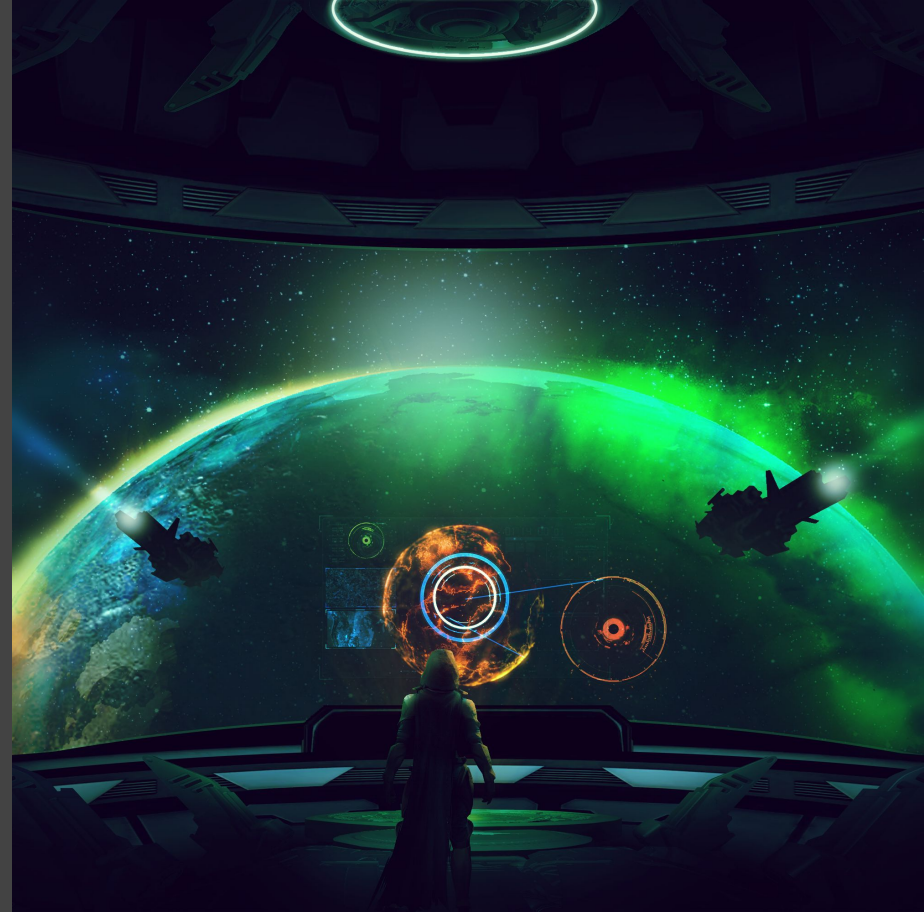
# One More Time

Robert realizes all the sacrifices P'reeh had made to get here and that, despite her young appearance, she must be several centuries old. After hearing that story, he cannot stand the thought of having her locked up and sees her as the key to win against the Ufumuk.

He suggests trying to hack into the exoskeleton's systems together and infiltrate the Ufumuk Network to get an advantage. P'reeh is reluctant and understands her imprisonment. Robert does not want to hear about it and presses that they have to act quickly to make a difference. In order to buy the time they need, he takes the activator for the exoskeleton and frees P'reeh. Together, they steal a shuttle and leave the Seraphim before anyone is able to stop them.

From a safe distance, they begin working on the exoskeleton. With P'reeh's help Robert tries to access the armor's interface and breach the protocols. All his efforts fail by the time the Ufumuk engage the Federation Fleet and the Battle for Biotopia Prime commences.

There is another option: Since P'reeh is familiar with the technology, she can wear the armor and set up a regular connection to the Ufumuk Network. Upon hearing this plan, she is devastated because she never wanted to wear one of those damned things again. However, she sees the urgency of the situation and Robert encourages her that this is their best chance. He puts the activator on her chest and P'reeh enters the exoskeleton one more time.





# Battle for Biotopia Prime

The battle rages above Biotopia Prime. While the Federation Fleet vastly outnumbers the Ufumuk Forces, they are too weak to do considerable damage against the advanced shields and have enough problems to stand their ground. The Seraphim uses the stealth drive to make fast flank attacks against the enemy warships, but all it does is to distract them a little and buys the fleet more time.

Aboard the shuttle, P'reeh disables as many of the exoskeleton's features and filters as she can to avoid the armor affecting her body too much. They fly nearer towards the battlefield. The Seraphim's strikes allow them to stay unnoticed. Tapping into the Ufumuk Network, they search for any signs of weakness they can access. Robert helps her focus on structural information about the warships before someone notices the intrusion.

General Trevor Davis tries to coordinate the Fleet to focus on the Mothership. With enough pressure, they hope to take it out and thwart the Ufumuk's organized front line.

P'reeh is successful and finds warship data including blueprints of the shield systems that indicate a weak point. Robert immediately sends the information to General Davis as well as Malek on the Seraphim.

The Fleet diverts all resources to attack the weak point on the Mothership and, before it can maneuver away, the shields overload and drop. Without the shields the Federation has no problems destroying the Mothership. Pressing the advantage, they employ a similar strategy to take out the remaining enemy vessels. The Ufumuk, having difficulties adjusting to the situation, try to flee from the battlefield, but the Federation ships swarming around them have the upper hand.

Finally, the last warship falls and the battle is won. Biotopia Prime is safe.

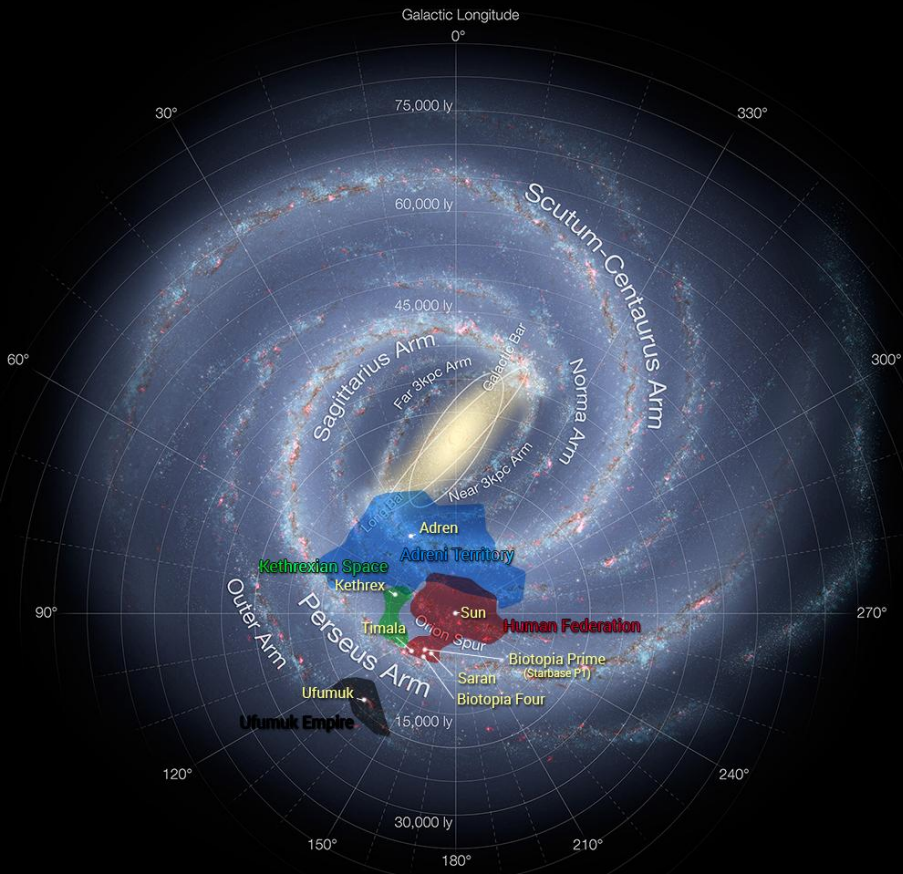
# Legacy of the Okipa

Robert and P'reeh reunite with the Seraphim and, due to their contribution to win the battle, are forgiven the breakout, warned, and reinstated into the crew. P'reeh is still surprised that Robert had willingly went against his orders and bet everything on her. He replies that he had wanted to share her burden and succeed or fail with her. After having gotten so close to each other, the two decide to engage in a relationship, despite problems like their different lifespans.

Also, P'reeh realizes that, while she left her past behind, it would always be a part of her. Instead of avoiding it, she has to be more open about it so that others can learn from it. From now on, she would always be telling her story. This is the Legacy of the Okipa.

After the battle, the Federation does its best to bring everything back to normal while trying to learn from what has happened and prepare in case the Ufumuk return.

The Seraphim leaves Biotopia Prime and heads into space, willing to return to exploring and helping wherever they are needed.



## Special Thanks

I want to shout out to everyone involved in this little project and I am so glad to have the chance to bring this new universe to life.

Thanks to the amazing artist Keith "Tweek" Lord ([grey-skies.net](http://grey-skies.net)) who agreed to contribute the artworks for this booklet. You rock and I hope you will continue to amaze me and others with your proficiency!

Thanks to Patrick "Doobes" Dulebohn for being a great consultant and proofreader for my written stories. I am happy to have you!

Thanks to my friend Rico Schulz ([einhundertstel.eu](http://einhundertstel.eu)) who contributed the variation of my cover image that is a background for the tracklist on the back. Keep up your great photography content!

Last but not least, thanks to my family, friends, and everyone else who supports me in everything I do. Cheers!

I hope you enjoy this booklet and the soundtrack. I am certainly eager to hear more of the Seraphim...

Florian "Mystler" Meißner

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1. Main Theme
  2. Evacuation
  3. The Seraphim
  4. Starbase P1
  5. Investigation on Saran
  6. The Golden Star
  7. A Bold Plan
  8. The Mothership
  9. Prisoner
  10. P'reeh
  11. One More Time
  12. Battle for Biotopia Prime
  13. Legacy of the Okipa
  14. Bonus Track: Seraphim Disco
  15. Bonus Track: Wonders of a New World