



# TWILIGHT IMPERIUM<sup>®</sup>

FOURTH EDITION

## TWILIGHT CODEX

### VOLUME III: VIGIL



# Credits

## FANTASY FLIGHT GAMES

<b>CODEX DESIGN AND DEVELOPMENT</b>	Dane Beltrami
<b>ORIGINAL GAME DESIGN AND TWILIGHT IMPERIUM SETTING AND FICTION</b>	Christian T. Petersen
<b>PRODUCER</b>	Jason Walden
<b>FICTION</b>	Sam Gregor-Stewart
<b>PROOFREADING</b>	Allan Kennedy
<b>BOARD GAME MANAGER</b>	Chris Winebrenner-Palo
<b>TWILIGHT IMPERIUM STORY REVIEW</b>	Frank Brooks
<b>CULTURAL AND SENSITIVITY REVIEW</b>	Members of the FFG Cultural Sensitivity Panel
<b>CREATIVE DIRECTOR OF STORY AND SETTING</b>	Katrina Ostrander
<b>GRAPHIC DESIGN</b>	Christopher Hosch
<b>GRAPHIC DESIGN MANAGER</b>	Mercedes Opheim
<b>INTERIOR ART</b>	Anders Finér, Scott Schomburg, and Stephen Somers
<b>ART DIRECTION</b>	Jeff Lee Johnson
<b>MANAGING ART DIRECTOR</b>	Tony Bradt
<b>VISUAL CREATIVE DIRECTOR</b>	Brian Schomburg
<b>SENIOR PROJECT MANAGER</b>	John Franz-Wichlaćz
<b>PRODUCT STRATEGY DIRECTOR</b>	Jim Cartwright
<b>EXECUTIVE GAME DESIGNER</b>	Nate French
<b>HEAD OF STUDIO</b>	Chris Gerber



**FANTASY  
FLIGHT  
GAMES**

Fantasy Flight Games  
1995 West County Road B2  
Roseville, MN 55113  
USA

[www.FantasyFlightGames.com](http://www.FantasyFlightGames.com)

© 2022 Fantasy Flight Games. *Twilight Imperium*, Fantasy Flight Games, and the FFG logo are registered trademarks of Fantasy Flight Games.

# Volume III: Vigil

## INTRODUCTION

Welcome to the Twilight Codex Volume III: Vigil.

Foreword From the Developer .....	5
“Shadow Operations” by Sam Gregor-Stewart.....	6–9
Genesys: A Vengeful Ghost .....	10

## THE OMEGA INITIATIVE

This section contains reworked versions of preexisting components, or new components that provide quality-of-life improvements to gameplay.

The Xxcha Kingdom .....	13
◆ Xxekir Grom (Political Data Nexus)	
The Yin Brotherhood .....	13
◆ Brother Milor	
◆ Brother Omar	
◆ Dannel of the Tenth (Quantum Dissemination)	
The Naalu Collective .....	14
◆ Z’eu	
◆ M’aban	
◆ Iconoclast	
Secret Objectives .....	14
◆ Turn Their Fleets to Dust	
◆ Make an Example of Their World	
◆ Fight With Precision	

## IXTHIAN ARTIFACTS

This section contains new components that are debuting in the Twilight Codex for the first time.

Exploration Cards .....	15
◆ Dead World	
◆ Entropic Field (x3)	
◆ Keleres Ship (x2)	

## GALACTIC VIGIL

This section contains a new playable faction—The Council Keleres—and all the components needed to play that faction.

Agent and Commander .....	16
Faction Tech and Mech .....	16
Heroes .....	17
The Custodia Vigilia .....	17
Promissory Note .....	17
Faction Sheet .....	18–19
Faction and Alliance Reference.....	20

# Celebrating 25 Years of Twilight Imperium



For 25 years...  
Factions have battled.  
Galaxies have been shaped.  
Empires have risen,  
and empires have fallen.

All in the name of **galactic domination.**



[www.FantasyFlightGames.com](http://www.FantasyFlightGames.com)




# Foreword From the Developer

Hello everyone!

It has been a wild and challenging year, but at long last, the third issue of the *Twilight Codex* has arrived! For those of you just joining us, the *Codex* is a web-based publication that highlights rules updates and showcases new content for *Twilight Imperium: Fourth Edition* and its *Prophecy of Kings* expansion.

This issue of the *Codex* takes the idea of new content and runs with it, adding an entirely new faction—The Council Keleres—to the game. Additionally, several components from *Prophecy of Kings* have received the Omega treatment.

Though the exact timing of each issue may vary depending on my schedule and bandwidth, I hope to continue doing the codex for a long time to come. A couple notes about the provided content:

- ◆ A separate file that contains high quality PDFs of all new components released in the *Codex* is available on our website alongside this document.
- ◆ To best utilize these components, I recommend that all components of a given type be sleeved, along with the other cards of that type from the base game, so that players cannot determine if they are from the *Codex* before drawing them.
- ◆ Components that do not need to be shuffled or hidden (for example, technologies) do not need to be sleeved in this way.
- ◆ Each new component is marked with the icon  to the right to denote that it belongs to a volume of the *Codex*.

Additionally, this *Codex* includes an adversary that *Genesys* game masters can use in their *Ashes of Power* adventure or in this year's *Embers of the Imperium* release.

I hope that everyone will enjoy this edition of the *Codex*. This year is the 25th anniversary of *Twilight Imperium*, and believe me when I say that there is much more excitement to come.

Dane Beltrami  
*Twilight Imperium Fourth Edition* Developer



# SHADOW OPERATIONS

BY SAM GREGOR-STEWART

*“You understand what we’re giving you?”*

*She smiled wryly. “Opportunity, right? Become part of something greater; rise up through the ranks of this brand-new organization? The proverbial ‘chance to make a name for myself?’” Her smirk faded as she waited for a response.*

*Finally: “You’re an expert sharpshooter, Operative. You train to change the course of a battle with a single shot. But in the Keleres, your kills will change the course of history. That’s not opportunity, Operative.*

*“That’s responsibility.”*

High up on the support struts of Mecatol City’s southwestern storm barriers, Zik Mita swung gently in her sniper’s harness.

She knew that between the darkness and her chameleonic skin, she should be nearly invisible. That didn’t stop her gut from churning. Fear, certainly. But under the fear, deep in her mind, she also felt a heady, intoxicating thrill.

She closed her eyes. *Responsibility, remember. Plenty of time to enjoy making history when we’re done.* She counted slowly to five. Then, moving with glacial slowness, she raised her dart-caster to her eye and panned it over the streets below.

The towering colonnade of the Aedificium Magna Canticus appeared clearly in her rifle’s scope, a soft purple light spilling from the vast double doors and illuminating the few late audience members streaming into the grand opera. Mita panned left, past the valets in fine regalia and guards lurking discreetly in the shadows of the columns. She moved down the street, finally focusing on the lee of a massive dust dune that half blocked the road. She could just make out the shapes crouched in its shadow: a Human, a Winnu, and a hulking N’orr, all three festooned with weapons and gear.

A voice breathed through her comm. “Ulpsa, your mission is approved. Proceed.”

“Acknowledged, Control.” She switched to her team’s channel.

“Assault team ready?”

“We’re in position,” came Tik’Ak’s chittering hiss, “As you can see, Lead.” In her scope, the N’orr looked toward her and threw a mocking salute with his massive forelimbs.

Mita chuckled. “Stand by, then. Support ready?”

“Freezing my butt for the last hour, Lead. I thought being a Keleres was supposed to be exciting,” Adriana Merceda grumbled.

“Humans have more fur than Yssaril do,” Murargh Gravor growled. “So if Mita isn’t complaining, you shouldn’t be.”

“Says the Saar tucked into his nice warm aircar,” Merceda shot back.

“...if you two are quite finished,” Mita cut in. “Escape ready?”

“Powered up and ready to go,” Gravor said.

“Good. We have received clearance to proceed. The target entered the Aedificium twenty minutes ago. The show should be beginning right...about...”

As if on cue, the valets moved to seal the main doors. Through the building’s towering windows, she saw the lights dim, then brighten as the first performers took the stage.

Mita smiled. “I love this part,” she whispered to herself. Then, louder, “Proceed as planned! Cohort Ulpsa, go!”

*Twelve weeks previously...*

*“Artrel, you must understand,” Kuuasi Aun Jalatai said. It took all his self-control to keep his facial feathers from ruffling. “The last thing our galaxy needs is another army.”*

*Across the table, Viscount Artrel Duvos Patorin Nebozev, Letnev Councilor of Wren Terra and newly appointed Tribunii, swirled his tumbler of twice-aged avolac and smiled. “Come, Kuuasi. I think that’s exactly what we need. The Keleres were founded to deal with threats like the Mahact, yes? So, shouldn’t we arm and train them accordingly? It’s not so different from the approach your Argent Flight took, is it?”*

*Kuuasi shook his head. “An approach that failed, Artrel. The Mahact, the LIZIX, the Nekro Virus: if they could be eliminated in a straight fight, one of the Great Powers on the Council already would have! The Keleres may need soldiers in its cohorts, but it also needs diplomats, investigators, researchers, and even spies. Your proposal for organizing the Keleres is going to turn it into the Council’s private military, one more toy for the councilors to squabble over.”*

*Nebozev sighed, his smile slipping from his face as his blank, blue-white eyes narrowed. “And your proposal would leave the Keleres toothless.”*

*The two sat in the conference room for a long moment. Finally, the feathers along Kuuasi’s arms spread and shivered slightly: the Shikrai equivalent of a shrug. “Then I suppose we are at an impasse.”*

*“Indeed,” Nebozev replied. He took a sip of his avolac, and his eyes relaxed slightly. “Until the Council elects the third Tribunii. Then we see which of us can convince our new colleague to back our plan.”*



Mita breathed out slowly and pulled the trigger. The dart-caster coughed, and the guard at the Aedificium's side entrance collapsed. Before the body hit the ground, Tik' Ak and the rest of the assault team were flowing up the alleyway. A flash of brilliant blue as he cut through the door with his beam rifle, and the three Keleres were inside.

"Clearing the storage room," Tik' Ak said. A pause, then, "at the side entrance to the main theater now. No resistance, and the music should provide a distraction. Going in quiet."

Another long pause. Then, "Target is in his box, along with both bodyguards. Moving for a clear shot."

"Wait," Silana Silonias, one of the assault team, said. "I think there's a third guard across the theater—"

The snarl of beam rifles cut through the comms, followed by staccato bursts of some sort of projectile weapon. Then Mita heard screaming.

"Damnit!" One of the Aedificium's windows exploded outward, and through the shimmering plasticon shards, she saw flashes of weapons fire and panicked movement. "Assault team, report!"

"Hoang is hit," Tik' Ak said. "Silonias is attempting medical aid, but we've dealt with two—" he paused, and Mita heard a heavy, wet thunk. There was an agonized shout, suddenly interrupted by another liquid chopping sound. "—make that three hostile guards."

"What about the target? Tik' Ak, did you get the target?"

"Negative, Lead. Target escaped."

*Nine weeks previously...*

*Kuuasi caught up to Nebozev on the open promenade that ran along the perimeter of the Council chambers, the towering, inverted ziggurat in the heart of Mecatol City. Up here they were exposed to the full force of the bitter winds that whipped in from the Sea of Desolation. Normally, the biting cold soothed Kuuasi, reminding him of happier years spent on Avar. Now, it was all he could do not to grab Nebozev and hurl him over the edge.*

*"Tripling Keleres recruitment?" he shouted. "Doubling the budget for arms and armor?"*

*Nebozev raised his hands, a pained expression on his face. "Kuuasi, I wish this could have been handled differently—"*

*Kuuasi angrily waved his words away. "You asked the Council to authorize military advisors and training officers from the Barony! You requested assassination powers!"*

*"I'm simply doing what I feel is necessary."*

*Kuuasi's glare never wavered. "What happened to waiting for the third Tribunii's election? Was that a lie? Or were you just doing what was necessary?"*

*At this, Nebozev looked away, pale-blue cheeks flushing a darker gray. "I am sorry, Kuuasi. But...I believe you will understand, in the end."*

*"I don't expect to have the chance," Kuuasi snapped. "I'll bring my own proposal to the Council."*

*Nebozev still couldn't meet his gaze. "Don't bother, Kuuasi," he said softly. "The rest of the Barony's delegation has spent the last week ensuring I have the votes. My proposals will pass in the next few days. Well before you can even finish drafting yours."*

*Nebozev looked like he wanted to say something else. But, after a long moment, he sighed and walked away.*



“Where did he go, Assault? Can you pursue?”

“Target fled through the stage exit, Lead,” Tik’Ak responded. “Negative on the pursuit.”

“Acknowledged.” Mita focused her scope on the alley behind the Aedificium. Sure enough, the target was sprinting down the center. She couldn’t keep the tight smile from stealing across her face. “Firing!”

Her first shot went wide, the high-velocity barb blowing a gaping hole in a trash receptacle two feet away. She caught herself before she pulled the trigger again, breathed out, let her body go still...only to have something fill her scope and block her shot.

Mita looked up and saw an aircar settling down just by the target, partially obscuring her view. The door slid open, and she caught a glimpse of the target diving inside. Then the aircar was aloft again, rising quickly. She swore to herself.

“Target is mobile,” she said, switching the ammo selector on her dart-caster. “Time for the contingency.”

She fired and hissed with relief when she saw the dart strike the rear of the aircar. Strike, and stick. “Support, you’re up.”

“Fiiinally,” Merceda sighed. “I was worried I wouldn’t have any fun.”

From the roof of a building a block away, there was a brief flash. A moment later Mita heard the sharp crack of something punching through the sound barrier.

The aircar had plenty of active and passive countermeasures, and it instantly slewed into an evasive spiral as it dumped crackling clouds of electrified chaff. But it didn’t matter. The sliver missile homed in unerringly on Mita’s beacon dart and tore the vehicle to scraps of burning metal.

The door to the Tribunii’s offices hissed open, and the medical team charged through. They dashed across the thick carpet to where a pair of Keleres bodyguards were beckoning to them frantically. Both were on their knees, next to the prone form of Tribunii Kuuasi.

“We found him like this,” one of the guards, a lieutenant in charge of Kuuasi’s protection detail, shouted to the medics. She gestured to a glass lying next to Kuuasi, pungent firespice liqueur spilled across the floor. “The automedicum says his vitals are nearly flatlined across the board. I think it might be poison.”

The chief medic nodded. “We need to move, then. A full hospital may be his only chance.” He looked over his shoulder. “Get me that grav-plate and a stabilizer kit!”

Quickly, the team began prepping Kuuasi for transport. As the two guards stood by, a third came into the office. “Lieutenant...I...”

The lieutenant glanced over at him. “Yes?”

The guard looked worried. “Maybe we should talk outside?”

“Damn it, Ulgrav, I don’t have time for this,” the lieutenant snarled. “Either talk or move yourself out of the room!”

The guard paled, then straightened. “Lieutenant, I just got word. Nebozev was killed ten minutes ago.”

Everyone, even the medics, paused. “What did you say?” the second guard asked.

“He was at the Aedificium Magna Canticus, and someone shot the place up. When he escaped, they took out his aircar with a missile.”

For a long moment, nobody moved. Then there was a weak cough. The lieutenant’s eyes snapped to the grav-plate, to see Kuuasi gazing back with pain-wracked eyes. The Tribunii raised a shuddering talon and pointed to his desk. “Check... my...savant,” he gasped. Then he fell back, eyes closed.

“All right,” the chief medic snapped. “Let’s get him moving, or we’ll have two dead Tribunii tonight.”

Just on the far side of the storm barriers, Cohort Ulpsa struggled through the dust drifts that filled the roads between ruined buildings. It was slow going with Tik’Ak supporting the limping Doran Hoang, but neither of them complained. They were alive, and in the ruins of the old, devastated city districts that bled into the Sea of Desolation. With any luck, nobody would ever find them here.

“Extraction point in sight,” Silonias said, pointing to a mostly intact hab-tower looming ahead of them. The Winnu looked back at Mita. “What’s wrong?”

Mita shook her head and held up the comms device. “I can’t get a response from Control.”

“You bust it when you were rappelling off the wall back there?” Merceda asked.

Mita tapped the screen. “No, it’s working fine. Just—no answer.”

The cohort lapsed into an uneasy silence as they reached the lee of the hab-tower. As the rest of the team passed into the portico, Mita switched her comm. “Escape, how’s it looking up there?”

“I’ve got the baffle nets off, and I’m ready to leave,” Gravor replied. Then he growled. “Wait. There’s something—”

The top of the hab-tower exploded.

Mita dove to the ground, scrambling into cover as shards of permacrete crashed down around her. She looked as a pair of starfighters screamed overhead, then rose into the clouds.

The comms exploded with panicked shouts from the rest of Ulpsa. Cursing, Mita grabbed for her dart-caster, then her own comm.

“Listen up!” she shouted. “Spread out before those fighters come back. Tik’Ak, Silana, dig in at the portico. Doran, watch the building’s rear. Merceda, get high!”

“They just killed Gravor,” Hoang yelled. “Who the hell are they?”

“Doesn’t matter,” Tik’Ak growled. “We have our orders; now move!”

Mita took a moment to look around. By chance she had ended up in a good sniper’s nest: a protected corner where thick stone planters abutted the hab-tower’s walls. She took a long breath, then smoothly raised her rifle over the lip of a planter and looked around.

The fighters hadn’t banked around for another pass. In fact, Mita couldn’t see them at all, and she shifted her view to study the approaches between the two nearest storm barriers back toward Mecatol City. Sure enough, a trio of bulky assault cutters were flying straight for their position.



“We’ve got transports inbound, northwest,” she said.  
“I see them,” Merceda growled. “Taking them out.”  
“No, wait—”

Before Mita could finish the sentence, a fifth-story window above her exploded outward as a pair of sliver missiles shot toward the cutters. One suddenly veered up and disappeared into the night sky, victim to the cutters’ electronic countermeasures. The other struck its target just as it banked, tearing a glancing blow across one of the wing engines. Trailing smoke, the cutter headed for the ground in what looked to be a barely controlled crash landing.

Merceda’s whoop of triumph was abruptly cut off as heavy beam weapons carved into the hab-tower, chewing through the façades of the fifth, sixth, and seventh stories. Mita swore. Of course, the starfighters wouldn’t have left. Sure enough, glancing skyward, she saw a flicker of movement among the clouds, far out of range of anything her team had.

Or what was left of her team.

The two remaining cutters banked hard and came down in the broad street in front of the hab, engines screaming. Through the billowing dust clouds, Mita could see armored figures jumping from the hatches. She didn’t need to say anything.

Cohort Ulpsa opened up with everything they had left. Beams of blue energy flashed out from Tik’Ak and Silonias’s positions, supported by the staccato chattering of Hoang’s carbine. Mita squeezed off shot after shot with her dart-caster, forgoing stealth and pumping out high-explosive darts that tore into their attackers. Two went down, then a third. But they were firing back.

Mita heard Silonias’s scream, abruptly cut off. Tik’Ak roared in pain and rage; then he was charging past her, into the open, glaive swinging. A crashing volley slammed into him, and the attackers were charging forward, firing into the N’orr at point-blank range as he struggled to rise. Mita’s finger slackened on the trigger.

They were Winnarans. The attackers were Winnaran Custodian Guard.

She opened her mouth to shout at them to stand down, to explain there was some mistake. But the Custodians had already lost too many of their own in the assault. Grenade lobbers coughed, and explosions ripped across the portico of the hab-tower. A moment later the whole front of the building collapsed, burying Mita, Hoang, and the bodies of their comrades in rubble.

*Two hours ago...*

*Kuuasi sat at his office desk, his evening glass of firespice liqueur sitting untouched at his side. He stared at his savant, at the glowing green wireframe model of the towering Aedificium Magna Canticus spinning slowly on the screen.*

*He took out his comms device and activated it. “Control here.”*

*“Cohort Ulpsa ready,” Zik Mita’s soft tones responded.*

*He waited a long moment, then closed his eyes. “Ulpsa, your mission is approved. Proceed.”*

*“Acknowledged, Control.”*



*Kuuasi waited another minute, then he stood. He set the comms device in his office’s secure disposal unit and activated the vaporizer. Then he erased the plans of the Blanc from his savant, along with several other files. Finally, he called up a new set of files on the savant and left them open. These detailed a very lengthy, and very fictional, investigation into a rogue Keleres cohort that Kuuasi had been conducting over the past few weeks.*

*With that done, he took out a small vial of powder from his robes and poured it into his drink. As he disposed of the vial and raised his glass to his beak, he thought that it certainly would be a just irony if he’d gotten the dose wrong, and the poison did its work too well.*

*Then he took a long gulp, and waited.*

*Three days later...*

The Winnaran custodians had been thorough. They had swept the shattered hab-tower for the bodies of the rogue Keleres with scanners and floating familiars. But besides the N’orr, the Ulpsa had been caught in a storm of heavy weapons fire and collapsing permacrete. In most cases, all they found were...pieces.

So eventually, they left. Tribunii Kuuasi, still confined to his hospital bed, was pushing ahead with a massive internal investigation to find out who had nearly succeeded in decapitating the Keleres leadership. Evidence had already surfaced pointing to treachery on the part of some of the late Nebozev’s allies in the Keleres. Several had refused to be taken alive, and the Tribunii needed all the aid the Custodians could offer.

Hours after the last transport lifted off, several chunks of permacrete tumbled down the slope of a debris pile. A figure, one who seemed to blend perfectly with the wreckage around her, slowly climbed out of a hollow between two collapsed beams.

Mita coughed and struggled to her feet. One of her arms ended with a mangled stump and makeshift tourniquet. The other slowly reached to her belt and pulled out her battered comm.

She looked at the cracked screen of the device, her face set. She remembered the thrill she had felt, knowing she was about to change the course of galactic history. That feeling, along with her nervous fear, was well and truly dead now.

“I guess responsibility only works one way,” she said quietly. “I’ll keep that in mind.”

Then Mita tossed the comm away. Even on foot, she could reach the Mourta District by nightfall. There was a gunrunner there who owed her a favor, and she was going to need a new rifle.

# TWILIGHT IMPERIUM<sup>®</sup>

THE ROLEPLAYING GAME



## A Vengeful Ghost

*A character profile for the upcoming Twilight Imperium roleplaying game*

Little is known about Zik Mita, the former Keleres agent turned traitor and eventually hired gun. Her career began in the Yssaril's Guild of Spies, and even after she became a fugitive and criminal, the Guild has been completely unwilling to provide any information about her. However, she was transferred to the Keleres upon the organization's founding. The Tribunii Kuuasi Aun Jalatai recruited Mita personally; a mistake he would come to profoundly regret.

Mita quickly rose through the ranks of the Keleres and in several months was put in charge of her own cohort of agents. For her own, unknown reasons, Mita used her position to attempt to assassinate both the Tribunii serving at the time. Her cohort successfully killed Tribunii Artrel Nebozev, and Kuuasi barely escaped with his life.

Though the rest of her cohort was killed during the attempt, Mita managed to survive and escape capture. In the years since, she has worked as a mercenary and contract killer on TSION Station, Ba'kal, Meer, Sem-Lore, and all three worlds in the Kenara system. Mita has even returned to Mecatol Rex on at least one occasion, where she killed two Keleres and five Custodian Guard during the subsequent failed attempt to apprehend her.

Those have been far from the only Keleres Mita has killed. On several occasions she has taken jobs knowing the Keleres may be involved. This may be part of some larger plan, but even if Mita is simply bitter and looking for revenge, she remains a danger for Keleres cohorts across the galaxy.

GENESYS

## What is Genesys?

**GENESYS** is a universal roleplaying game, or a narrative game system that allows collaborative storytelling between a group of players and an arbitrator known as a game master. What makes **GENESYS** "universal" is that instead of being designed for one setting, it works for any setting. The Core Rulebook provides the basic rules, which are used in every setting and version of the game. Then, if you want to play in a specific setting, you can pick up one of our setting sourcebooks.

**EMBERS OF THE IMPERIUM** is the upcoming sourcebook that will allow players to use **GENESYS** rules to play in the Twilight Imperium setting. In this book, players will take on the role of the Keleres, elite operatives of the Galactic Council who have to deal with monumental threats while struggling with factional infighting, Council politics, and betrayal.

**EMBERS OF THE IMPERIUM** will be released later this year. This profile can be used as an adversary (or dangerous ally) for groups using it to play campaigns in the Twilight Imperium setting.

### Zik Mita, Ex-Keleres (Nemesis)

A life spent on the run has left its mark on Mita. Her skin is scarred with beam burns and blade wounds, and her right arm has been replaced by a battered cybernetic. She tends to wear patchwork armor under a frayed, stained cloak that leaves her looking like the vagrants living on the streets of any number of inhabited worlds. However, beneath its wrappings of tattered rags, her gleaming black dart-caster shows all the hallmarks of careful and rigorous maintenance.

Zik Mita [Nemesis]					
2	3	2	4	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		STRAIN THRESHOLD	
3		12		15	

**Motivations:** Desire (Revenge), Fear (Loss), Strength (Patience), Flaw (Cold Fury)

**Species:** Yssaril

**Skills:** Cool 4, Coordination 3, Discipline 2, Melee 3, Perception 2, Ranged (Heavy) 5, Skullduggery 3, Stealth 4, Streetwise 3, Survival 2, Vigilance 2

**Talents:** Adversary 2 (upgrade difficulty of all combat checks against this target twice), Spec Ops Elimination (after making a successful combat check against a target who is unaware of this character's presence, may inflict a Critical Injury without spending ⚡ or ☠).

**Abilities:** Chameleonic expert (once per session, may spend 1 Story Point to add ✖ ✖ to the results of all Vigilance or Perception checks made to detect this character or determine initiative order until the end of the encounter).

**Equipment:** Long-barreled dart-caster (Ranged [Heavy]; Damage 7; Critical 4; Range [Extreme]; reduce the difficulty of combat checks made at long or extreme range with this weapon by 1), bio-shiv (Melee; Damage 3; Critical 3; Range [Engaged]; Pierce 2, Prepare 1), patchwork armor (+1 soak), selective ammunition hopper (see below), cybernetic lower arm, ascender rig.

### Selective Ammunition Hopper

As a maneuver, Mita may have the next combat check with her dart-caster use one of the following ammo types: barbed (the dart-caster gains the Vicious 3 item quality); respiratory paralytic toxin (if an organic target suffers 1 or more wounds from the attack, they must make a **Hard** [◆◆◆] **Resilience** check as an out-of-turn incidental; if they fail the target suffocates [page 112 of the Core Rulebook] for the next three rounds plus one additional round for every ⚡ scored on the check); tracker (if the attack hits, reduce damage dealt to 0; target is tagged with a tiny tracking beacon that can be followed from up to 200 kilometers away; the beacon may be noticed with a successful **Hard** [◆◆◆] **Vigilance** or **Perception** check).

### Keleres Alert!

Listen up, Keleres. In a galaxy this big, you may not think that one person can be that much of a threat. But let me introduce you to Zik Mita.

Mita was one of our own, a member of the old Ulpsa Cohort. Yes, that Ulpsa, the ones behind the Nebozev assassination. In the fallout of that fiasco, the Custodians ran Ulpsa to ground. Everyone thought that a collapsing hab-tower meant the end of them, but somehow Mita walked away from it.

Since then, she's become a gun for hire, except she prefers jobs that put her up against us. She's killed eleven Keleres on five worlds, that we know of. I don't know if she has some larger plan, but the Tribunii don't want to wait to find out. We have a lead on an armorer who may be supplying her on Ba'kal, and we need a cohort to follow up. Hopefully they can lead us to Mita.

**Caution:** Mika is a crack shot and master infiltrator. She prefers to fight from afar, and has no problem fleeing and returning later. If you encounter her, don't hesitate and shoot to kill.

# TWILIGHT IMPERIUM<sup>®</sup>

THE ROLEPLAYING GAME

## EMBERS OF THE IMPERIUM



Do you have what it takes to save the galaxy?

In *Embers of the Imperium*, you become one of the elite Keleres, agents empowered by the Galactic Council to seek out the worst threats and stop them before they destroy civilization.

*Embers of the Imperium* is powered by the Genesys roleplaying game, a fun, fast-paced experience where every roll of the dice lets you tell a story! Sneak through catacombs haunted by bloodthirsty robots, travel to undiscovered worlds, engage in high-stakes diplomacy with alien life-forms, or get into a shootout with demonic creatures from another dimension! In *Embers of the Imperium* the only limits are your imagination.

Coming this year.



**EDGE**  
STUDIO

**GENESYS**



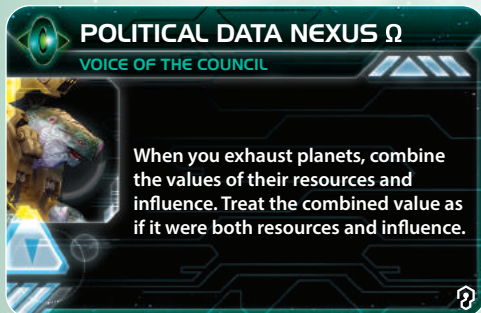
# THE OMEGA INITIATIVE

The Omega Initiative section is a regular feature that contains supplementary or revised content. This edition of the Codex contains several reworks of *Prophecy of Kings* leader content, as well as a fresh take on a particular set of secret objectives.

These cards can be found in the high-quality PDF found alongside this document. They are standard American mini cards, and replace their corresponding counterparts from the *Prophecy of Kings* expansion.

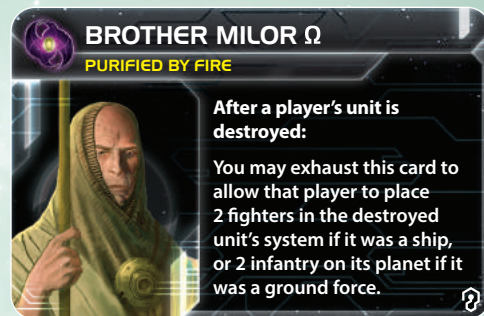
## XXCHA HERO

To reduce the wild and oftentimes unstoppable swing (or miss) of the Xxcha hero, Political Data Nexus has been reenvisioned to help the Xxcha both in and out of the Agenda phase in a new and unique way.



## THE YIN BROTHERHOOD

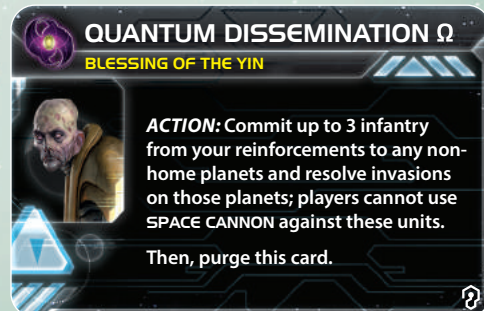
The Yin Brotherhood are the first faction to have leaders that have gone through the Omega Initiative, and all three of its leaders have received reworks of varying degrees.



Brother Milor sees his usage expanded to cover ground combat as well as space combat. Use him in conjunction with Quantum Dissemination and Indoctrination for great effect.



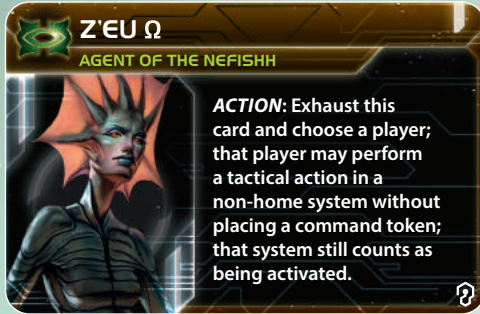
With Brother Omar, we revisit the technological prowess of the Yin, breathing new life into their technologies with the ability to pick and choose tech from those already at the table.



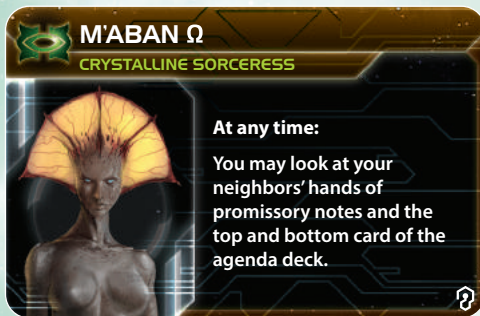
With Dannel of the Tenth's Quantum Dissemination, we see the Greyfire mutagen being turned to more nefarious purposes, and the ability of the Yin to menace the other factions is improved significantly.

# THE NAALU

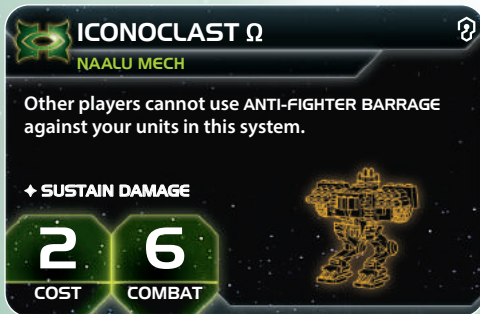
Like the Yin Brotherhood, the Naalu Collective also sees a number of revisions with this edition of the *Codex*. In addition to two of their leaders, their mech has also been adjusted.



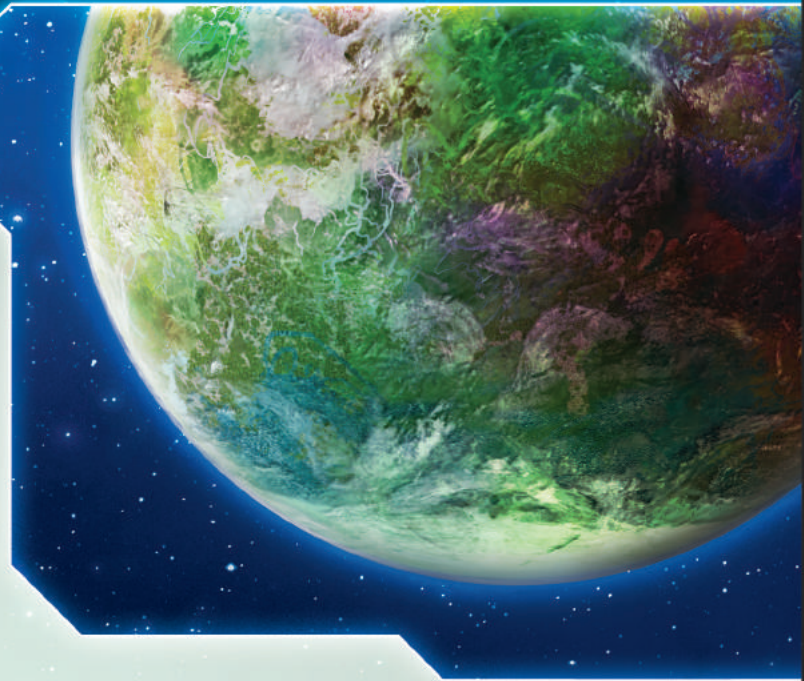
The new Z'eu brings the full force of a Naalu operative to the table, affording the Naalu a much greater degree of flexibility in their opening rounds, while remaining an enticing prize for the Naalu to sell later in the game.



The all-knowing Crystalline Sorceress M'aban now allows unfettered access into the minds of the council. Use this knowledge wisely.

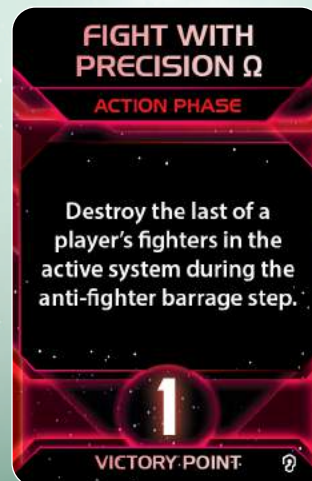


The Iconoclast has been given a serious revision, and now extends a degree of protection to any of the Naalu's crystalline fighters that are within its system.



# SECRET OBJECTIVES

This infamous trio of secret objectives has been adjusted to match expectations a little more closely and should now synergize with various action cards and abilities that make completing them a little more intuitive.

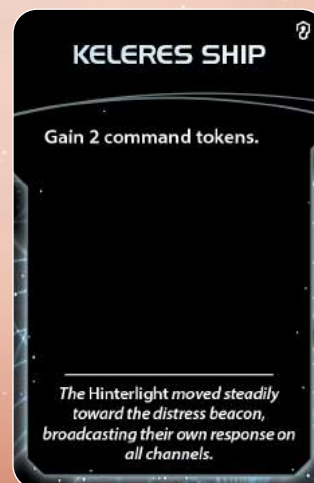
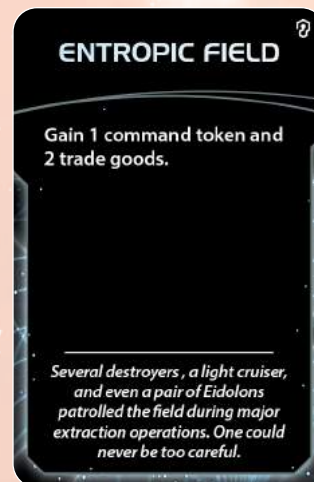
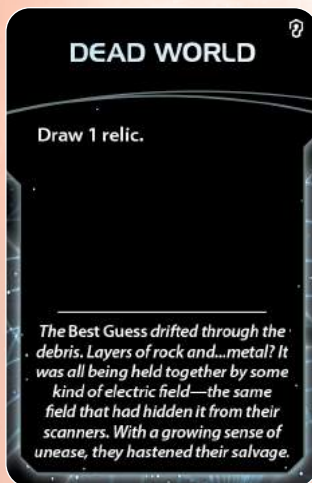


# IXTHIAN ARTIFACTS

The Ixthian Artifacts section is a regular feature that contains entirely new components. As we design, we experiment with many concepts and ideas that don't make it into the final game. This section provides an opportunity for some of those buried ideas—as well as new ideas—to see the light of day, so that players may use them in their games. They are combined with existing components from the base game and *Prophecy of Kings*.

## EXPLORATION CARDS

Six new frontier exploration cards are included in this edition of the *Codex*. These can be combined with the rest of the frontier exploration deck, bringing the deck to parity with the other decks as well as raising the general reward ceiling of frontier exploration itself.



# GALACTIC VIGIL

## NEW FACTION: THE COUNCIL KELERES


With this edition of the *Codex*, an additional faction has been added to the existing 24 factions: The Council Keleres. Their components are shown below and on the following pages.


### AGENT AND COMMANDER

 **XANDER ALEXIN VICTORI III**  
MIRACLE WORKER



**At any time:**  
You may exhaust this card to allow any player to spend commodities as if they were trade goods.

 **XANDER ALEXIN VICTORI III**  
MIRACLE WORKER



*"It's honestly incredible, the way he manages to stretch a couple aurei. To find money where there is none. The man could fund an army at the same cost you or I might get lunch. Terrifying, really."*  
—Suffi An

 **SUFFI AN**  
WORKING MULTIPLE ANGLES



**After you perform a component action:**  
You may perform an additional action.

 **SUFFI AN**  
WORKING MULTIPLE ANGLES





**UNLOCK:** Spend 1 trade good after you play an action card that has a component action.

*Suffi looked over the contracts. "So I get paid twice...once each by two different contractors...for doing the same job? What's the catch?"*

### FACTION TECHNOLOGY AND MECH

 **AGENCY SUPPLY NETWORK**  
THE COUNCIL KELERES

Whenever you resolve one of your PRODUCTION abilities, you may resolve an additional one of your PRODUCTION abilities in any system; the additional use does not trigger this ability.



 **I.I.H.Q. MODERNIZATION**  
THE COUNCIL KELERES

You are neighbors with all players that have units or control planets in or adjacent to the Mecatol Rex system.

Gain the Custodia Vigilia planet card and its legendary planet ability card. You cannot lose these cards, and this card cannot have an X or Y assimilator token placed on it.



 **OMNIOPIARES**  
KELERES MECH

Other players must spend 1 influence to commit ground forces to the planet that contains this unit.

◆ SUSTAIN DAMAGE

**2** COST      **6** COMBAT





# HEROES: THE TRIBUNII

**OVERWING ZETA**  
ARTEMIRIS ASCENDANT



At the start of a round of space combat in a system that contains a planet you control:

Place your flagship and up to a total of 2 cruisers and/or destroyers from your reinforcements in the active system.

Then, purge this card.

**KUUASI AUN JALATAI**  
KELERES TRIBUNII



**UNLOCK:** Have 3 scored objectives.

Available if you chose the Argent Flight during setup.

Valor. Grace. Wisdom.

**OPERATION ARCHON**  
WITCHING HOUR



After an agenda is revealed:

You may cast up to 6 additional votes on this agenda. Predict aloud an outcome of this agenda. For each player that votes for another outcome, gain 1 trade good and 1 command token.

Then, purge this card.

**ODLYNN MYRR**  
KELERES TRIBUNII




**UNLOCK:** Have 3 scored objectives.

Available if you chose the Xxcha during setup.

Peace. Community. Deterrence.

**ERWAN'S COVENANT**  
THE WINDS OF CHANGE



**ACTION:** Reveal cards from the action card deck until you reveal 3 action cards that have component actions. Draw those cards and shuffle the rest back into the action card deck.

Then, purge this card.

**HARKA LEEDS**  
KELERES TRIBUNII




**UNLOCK:** Have 3 scored objectives.

Available if you chose the Mentak during setup.

Authority. Strength. Efficacy.

# THE CUSTODIA VIGILIA AND PROMISSORY NOTE

**CUSTODIA VIGILIA**  
LEGENDARY—KELERES



While you control Mecatol Rex, it gains SPACE CANNON 5 and PRODUCTION 3.

Gain 2 command tokens when another player scores VP using Imperial.

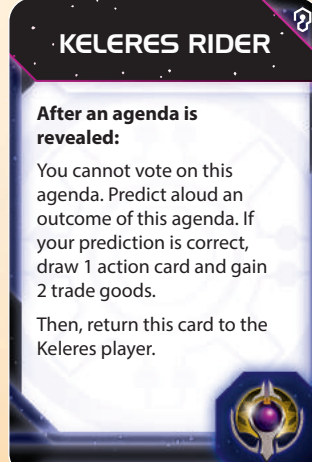
*Pax magna, bellum gloriosum.*

**CUSTODIA VIGILIA**



*Custodia Vigilia. The fully realized seat of the Keleres. A veritable fortress in the heart of Mecatol City. Ten thousand people come and go daily, and the Keleres see them all.*

**KELERES RIDER**



**After an agenda is revealed:**

You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, draw 1 action card and gain 2 trade goods.

Then, return this card to the Keleres player.

## THE COUNCIL KELERES



*"Our duty is to protect the billions of people in our galaxy, not the few hundred in these Council Chambers." -Tribunii Harka Leeds*

**ARTEMIRIS**  
KELERES FLAGSHIP

Other players must spend 2 influence to activate the system that contains this ship.

◆ SUSTAIN DAMAGE

8	7	1	6
COST	COMBAT	MOVE	CAPACITY

**WAR SUN**

You cannot produce this unit unless you own its unit upgrade technology.

-	-	-	-
COST	COMBAT	MOVE	CAPACITY

UPGRADE

**CRUISER I**

2	7	2	-
COST	COMBAT	MOVE	CAPACITY

UPGRADE

**DREADNOUGHT I**

◆ SUSTAIN DAMAGE ◆ BOMBARDMENT 5

4	5	1	1
COST	COMBAT	MOVE	CAPACITY

UPGRADE

**DESTROYER I**

◆ ANTI-FIGHTER BARRAGE 9 (X2)

1	9	2
COST	COMBAT	MOVE

UPGRADE

**PDS I**

◆ PLANETARY SHIELD ◆ SPACE CANNON 6

1	8
COST	COMBAT

UPGRADE

**CARRIER I**

3	9	1	4
COST	COMBAT	MOVE	CAPACITY

UPGRADE

**FIGHTER I**

1	9	-
COST	COMBAT	MOVE

UPGRADE

**INFANTRY I**

1	8
COST	COMBAT

UPGRADE

**THE TRIBUNII**  
During setup, choose an unplayed faction from among the Mentak, the Xxcha, and The Argent Flight; take that faction's home system, command tokens, and control markers. Additionally, take the Keleres Hero that corresponds to that faction.

**COUNCIL PATRONAGE**  
Replenish your commodities at the start of the strategy phase, then gain 1 trade good.

**LAW'S ORDER**  
You may spend 1 influence at the start of your turn to treat all laws as blank until the end of your turn.

COMMODITIES

2

**SPACE DOCK I**

This unit's PRODUCTION value is equal to 2 more than the resource value of this planet.

Up to 3 fighters in this system do not count against your ships' capacity.

◆ PRODUCTION X

UPGRADE



## THE COUNCIL KELERES



### STARTING TECHNOLOGY

Choose 2 non-faction technologies owned by other players.

### STARTING UNITS

- ◆ 2 Infantry
- ◆ 2 Carriers
- ◆ 2 Fighters
- ◆ 1 Cruiser
- ◆ 1 Space Dock

Across the galaxy, planetary governors compete for trade opportunities, the Great Civilizations joust for superiority on the battlefield, and still other, more insidious factions play at shaping galactic history for their own ends. In a galaxy fraught with so many agendas, it's no surprise that the Galactic Council took it upon itself to assemble a force of its own to manage its affairs. The Keleres of the Council are that force, but they are also something more. They are a ragtag army of bureaucrats, soldiers, and spies, often at odds with themselves and not always appreciated by the galaxy they serve.

Though the Keleres are born of the Galactic Council, they are often left to their own devices, traveling the galaxy brokering peace, intervening in conflicts, and tackling threats to galactic civilization as a whole. They even act without the consent of the Tribunii or the Galactic Council when timeliness is a factor, only to be censured by the Galactic Council after the fact.

The member states of the Council send recruits, who are selected according to the traditions of each individual planet or system, to serve in the Keleres. The Great Powers have learned, since the Keleres's founding, that the Keleres are a useful tool for furthering their own designs. Rather than sending their best operatives away to the Keleres, many send political opponents, incompetents, dangerous prisoners, and other individuals who are difficult to do away with and undesirable to have around. On the other hand, a few Great Powers find it prudent to send highly competent personnel, sometimes out of respect for the Galactic Council but more often than not to clandestinely advance their own goals. The Keleres, then, are a strange and difficult order to manage.

The Galactic Council elects three of its own to be the Tribunii of the Keleres. Members of the Council treat the responsibility with mixed sentiment: as both an honor and a burden. The Tribunii have the power to command the Keleres and to implement the designs of the Galactic Council in a concrete way. However, the mixed quality of the Keleres means having to accept no small number of failures, which, in turn, can hurt the Tribunii when members of the Galactic Council seek accountability. Canny Tribunii, such as Tribunii Kuuasi Aun Jalatai, learn when best to use the Keleres, when to set them aside, and who among the ranks are right for the job.

The fraught political environment means that most Councilors don't serve as Tribunii long. In the five years since the Keleres' founding, there have been seven Tribunii, including the current holders of the office. Two were forced to resign in disgrace, one was killed on a mission, and one was assassinated in an intra-agency power struggle. For those Tribunii who meet and overcome the challenge of utilizing the force of the Keleres, however, the fruits are significant indeed. It



### IMPERIAL INTELLIGENCE HQ

- ◆ Location Mecatol City
- ◆ Leadership The Tribunii
- ◆ Agents Classified
- ◆ Support Staff ~5000
- ◆ Ongoing Ops Classified

*The old Imperial Intelligence HQ in Mecatol City serves as both a temporary base for the Keleres as well as the site of its future home—the Custodia Vigilia—which is currently undergoing a lengthy and expensive construction process.*

requires much talent for this to happen, but when it does, it can tip the balance of the Galactic Council itself.


The three Tribunii who currently serve are in delicate balance, and therefore the future of the Keleres and the Imperium itself may be at a tipping point. Kuuasi is oldest and wisest among them. Harka Leeds is as ambitious and cunning as she is ruthless in her schemes. Odlynn Myrr, though new to the role, brings a fresh perspective and hope for unity and stability in the Imperium.

Despite the delicate balance of power between the Tribunii, the Keleres represent the Galactic Council and, as such, must embody the unity of the galaxy, not just the whims of its leaders. The Great Civilizations, however, frequently compete with one another in trade, war, and politics. Though some conflict can cement the bonds of a society, too much can just as easily rip it apart. Thus, the diverse skills of the Keleres are brought to bear on missions of peace and negotiation.

At times, the Keleres act as a neutral party or temporary ally among factions at war. Negotiation, knowledge of history, and familiarity with alien species pave the way to peace and prosperity for the galaxy. They broker peace on the one hand, but join battles on the other, especially when violence seems to be the only means to stability.




# FACTION REFERENCE CARD



## THE COUNCIL KELERES

GALACTIC PEACEKEEPERS



STARTING TECH	STARTING UNITS	
Can start with two tech that others started with	2 infantry	1 cruiser
	2 carriers	1 space dock
	2 fighters	

<p><b>FACTION ABILITIES</b></p> <ul style="list-style-type: none"> <li>• Has a variable home system and hero</li> <li>• Can ignore effects of laws</li> <li>• Automatically replenishes commodities every round</li> </ul>	<p><b>FACTION LEADERS</b></p> <ul style="list-style-type: none"> <li>• Can spend commodities as if they were trade goods</li> <li>• Can perform extra component actions</li> <li>• Has three powerful hero options</li> </ul>	<p><b>FACTION TECH</b></p> <ul style="list-style-type: none"> <li>• Can produce in multiple locations at once ▼▼</li> <li>• Has a planet that nobody can take from them ▼</li> </ul>
--	---	--

**PROMISSORY**

Lets another player benefit from predicting agendas

**FLAGSHIP**

Others must spend influence to fight

**MECH**

Others must spend influence to fight

**HOME SYSTEM**

Variable (Argent, Xxcha, or Mentak home system) ?

COMPLEXITY

# ALLIANCE REFERENCE CARD



## KELERES ALLIANCE

AGENCY LIAISON



**After you perform a component action:**

You may perform an additional action.

## UPCOMING DOWNLOADABLE CONTENT

Later this year, the Council Keleres joins the all-new *Twilight Inscription!* Follow us for updates.

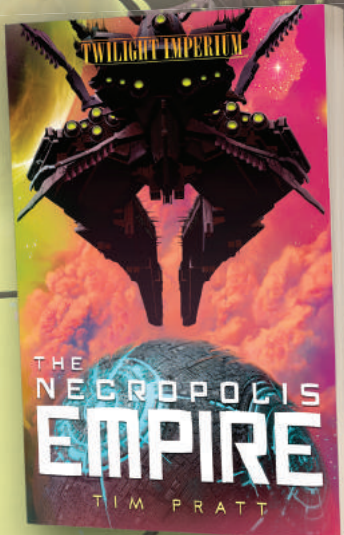
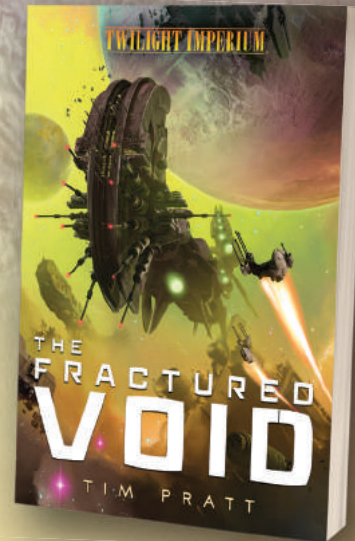


**ASTOUNDING SPACE OPERA FROM THE  
TWILIGHT IMPERIUM UNIVERSE, BY HUGO  
AWARD-WINNING AUTHOR TIM PRATT**

**CAPTAIN FELIX DUVAL** and the crew of the *Temerarious* quietly patrol a remote Mentak Coalition colony system where nothing ever happens. But when they answer a distress call from a moon under attack, that peaceful existence is torn apart. They rescue a scientist, Thales, who's developing revolutionary technology to create new wormholes. He just needs a few things to make it fully operational...

And now, ordered to aid the scientist, the *Temerarious* is targeted by two rival black-ops teams intent on reacquiring Thales. Can Felix trust Thales? Or is this a conspiracy to tip the balance of power in the galaxy forever?

352PP PAPERBACK 978-1-83908-046-3 // EBOOK 978-1-83908-047-0



**BIANCA XING HAS SPENT** a lifetime on a provincial planet, dreaming of traveling the stars. When her planet is annexed by the Barony of Letnev, Bianca finds herself being taken into custody, told that she's special – the secret daughter of a brilliant scientist, hidden away on a remote planet for her own safety.

But the truth about Bianca is stranger. There are secrets hidden in her genetic code that could have galaxy altering consequences. Driven by an incredible yearning and assisted by the fearsome Letnev Captain, Dampierre, Bianca must follow her destiny to the end, even if it leads to places that are best left forgotten.

352PP PAPERBACK 978-1-83908-076-0 // EBOOK 978-1-83908-077-7

**THE BALANCE OF POWER** is shifting, with bold new alliances, unknown invaders, and the rumored return of the galaxy's ancient masters. When black-ops spy Amina Azad saves a Hacan ambassador from assassination, she draws him into her investigation of a vast conspiracy: unseen forces are destabilizing the whole galaxy, at the worst possible time.

Pursued by agents from dozens of other factions, they can only make progress by allying with their apparent enemies. But even they might be compromised – duped into action by a secret puppet-master. How can they trust an alliance when they can't trust themselves?

352PP PAPERBACK 978-1-83908-136-1 // EBOOK 978-1-83908-137-8



AVAILABLE FROM ALL GOOD BOOK STORES, HOBBY STORES  
& ONLINE IN PAPERBACK, EBOOK & AUDIOBOOK

ACONYTEBOOKS.COM



WORLD EXPANDING FICTION

# TWILIGHT INSCRIPTION™

A roll & write game set in the *Twilight Imperium* Universe, *Twilight Inscription* provides a streamlined and accessible way to experience this legendary setting. Players can explore the galaxy, expand their influence, develop their infrastructure, and ultimately strike down any rivals.

*"Twilight Inscription is to roll & writes as Twilight Imperium is to board games. Make some room, you're gonna need it."*

Chris Gerber, FFG Head of Studio

## AN EPIC ROLL & WRITE

Experience the legendary *Twilight Imperium* Universe in this accessible adaptation for 1–8 players. Lead your civilization to greatness as you explore the galaxy, expand your influence, develop your infrastructure, and strike down your rivals.

## MAKE YOUR MARK ON THE GALAXY

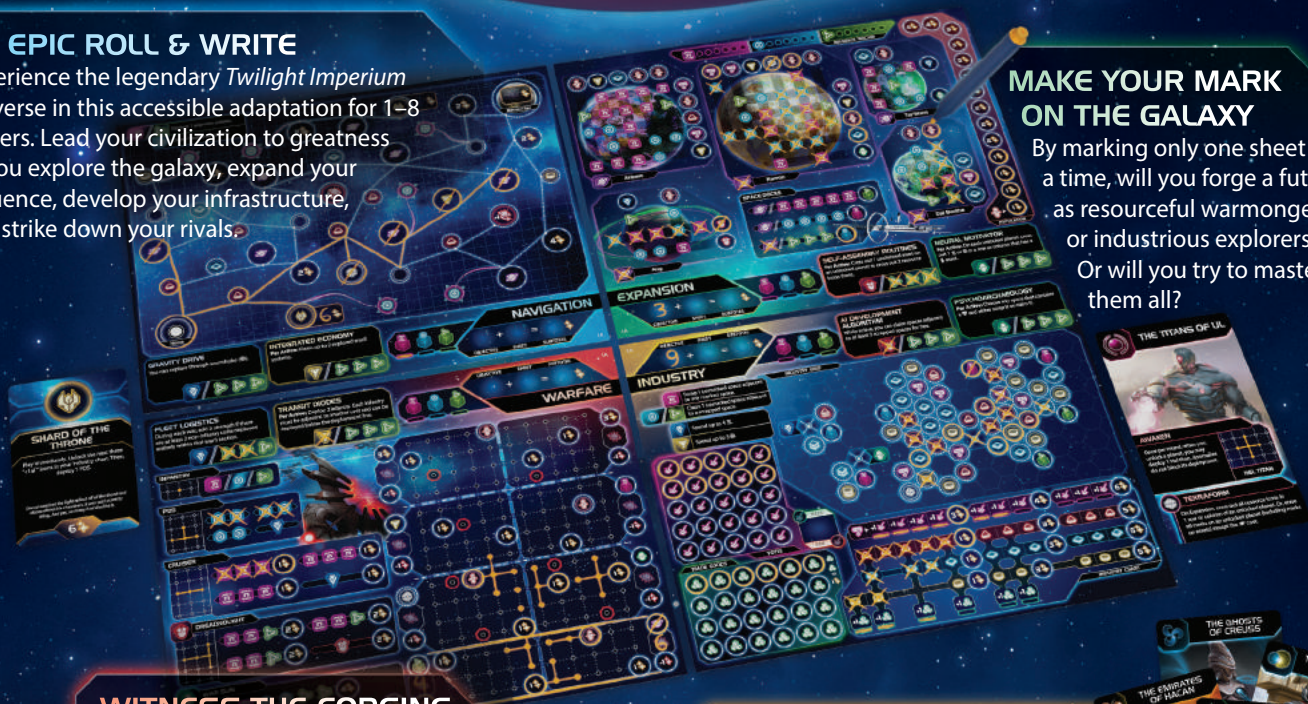
By marking only one sheet at a time, will you forge a future as resourceful warmongers or industrious explorers? Or will you try to master them all?

## WITNESS THE FORGING OF AN EMPIRE

Oversized dice and bright chalk markers bring the galaxy to life on reusable dry-erase player sheets.

## GOVERN 1 OF 24 INTERSTELLAR FACTIONS

Choose any of the galaxy's great powers, including the cunning Emirates of Hacan, the adventurous Naaz-Rokha Alliance, or the enigmatic Ghosts of Creuss.



[www.fantasyflightgames.com](http://www.fantasyflightgames.com)

©2022 Fantasy Flight Games. *Twilight Inscription*, Fantasy Flight Games, and the FFG logo are TM/© of Fantasy Flight Games.

