

FREE LEAGUE

CORIOLIS

THE · GREAT · DARK



QUICKSTART



CHAPTER

1

INTRODUCTION



*At last, blessed by our forefathers,
we have reached the end of our journey.*

CAPTAIN ARFAM NAGO OF THE VESSEL *DARSIBAN*, UPON REACHING JUMUAH

At the edge of known space, the survivors of a dying civilization have made their haven. In a hollowed out asteroid they've named Ship City, the brave and the foolish are plotting their next venture into the Great Dark. Arguing about what secrets lay hiding in the dark space; praying for a brighter future; bragging and backstabbing to get onboard the next Greatship expedition into the unknown.

You are one of those fools and heroes: ruin delvers, artifact scavengers or mystery hunters, depending on who you ask. You are the agents of the exclusive Explorers Guild and your job is to go where few others dare. You seek the enigmatic ruins of the Lost Horizon, to solve its mysteries and help your city and your people survive. Ship City is dying but you and your fellow explorers can find a way forward.

This is your mission. This is your destiny. Your creed: explore or perish!

NOW ON KICKSTARTER

This Quickstart is meant to give an opportunity to test *Coriolis: The Great Dark*. This is a cut down version of the upcoming game that will contain a full setting, complete rules and tools for exploring the universe. The adventure in this Quickstart is designed as a straightforward tutorial. Please note that everything in the Quickstart is subject to change: text, art and layout are not final. The crowdfunding campaign for the full game is available on Kickstarter.

INTO THE ABYSS

In *Coriolis: The Great Dark*, you are part of a crew of explorers ready to venture out into this new universe, the Lost Horizon. You have your shuttle, your trusted crewmates and a warding guardian in the form of your bird – a strange alien creature that can help you on your journeys.

You all have your separate backgrounds and homes in the asteroid-metropolis called Ship City. You are employed by a small guild – the Explorers Guild – and are ready to take on the missions they will give you.

Delving into the ruins will bring out the best of you all. You'll have to overcome dangerous environments, face creatures from the dark, and endure the ubiquitous Blight, a plague affecting both mind and body. And other crews of explorers will become your opponents as you vie for the same artifacts and knowledge.

In the metropolis of Ship City, you may take on missions and investigations to help your guild and build your crew's reputation with the other major players of the city.

THE DIASPORA

Once upon a time a disparate group of people left a part of the universe called the Third Horizon – their home. They called themselves the Diaspora and they were fleeing a universe at war, setting their course towards a faint signal from the depths of space. A beacon, they presumed, from the legendary and long lost generation ship Nadir. They set course with the hope that, however futile it seemed, Nadir could somehow bring salvation to them all.

The voyage of the Diaspora was long and arduous and almost tore their fleet apart and it was a considerably diminished fleet that finally arrived at a lone system in unknown space. They named the system Jumuah and rejoiced that their trials were at an end.

And then the signal went silent.



JUMUAH AND A LOST HORIZON

The initial optimism soon gave way to despair. Jumuah was a barren expanse, its vast emptiness broken only by a scattering of asteroids and the presence of two gas giants. The

A ROLEPLAYING GAME ABOUT EXPLORATION AND HOPE

Inspired by 19th-century expeditions, deep-sea diving and pulp archaeology, *Coriolis: The Great Dark* is a roleplaying game about exploration and intrigue where you'll join dangerous expeditions, navigate the Byzantine schemes of Ship City and hunt for the keys that unlock the mystery of this Lost Horizon.

This Quickstart document contains all you need to get started playing *Coriolis: The Great Dark*. If you are

the Gamemaster, welcome! We recommend that you read all the way through at least once. If you are a player, take heed! You do not have to read anything, but for a tour of the setting we advise you to skim through the next few pages. It's important that you do not read the adventure at the end of this booklet or else you will ruin your experience playing it.



remnants of the fleet found sanctuary on a lone asteroid, where they began their search for ways to venture further into this new Horizon. A portal was eventually found, however it was long dead and inactive. There was no way forward from Jumuah and no turning back. The Diaspora had discovered a Lost Horizon.

THE CITY AT THE EDGE OF NOWHERE

What was thought to be a temporary settlement, intended to last just long enough to gather their strength before setting out further into the new horizon, became something else completely. The Diaspora used the remnants of the fleet, anchored to the asteroid, as their primary living quarters and as time went by they started to break down unused and broken ships for constructions on the asteroid. And the settlement grew.

A few generations later, Ship City (or The Ship City of Coriolis the Eternal and Jumuah the First and Last as the tongue-rolling official name is) has become something much

more than the makeshift harbor of the past. Welded and strung together into a tangled labyrinth in and around the asteroid, it has grown in all directions at once, out of necessity and boredom, with whatever was thought needed – from elevators to drug dens. Ship City now is a sight to behold: an asteroid-metropolis of impressive proportions and, although resources are still scarce and individual resolve might falter, a beacon in the dark.

THE RIVER OF STARS

For a long time the people of Ship City thought themselves trapped in the Jumuah system. The dead star portal seemed to make any further exploration impossible. This all changed with the discovery of the Slipstream phenomenon.

Often called the River of the Stars, the Slipstream offers a way of travel far surpassing the speed of traditional space voyages. The true nature and origin of the Slipstream remains a mystery, yet it is the lifeline that sustains both Ship City and the dreams of its people. However, navigating this celestial current comes with its challenges,



necessitating ships that are both stronger and more durable to endure the intense forces at play. Through costly trial and error, the shipwrights eventually managed to find a way to master the stream: the Greatships.

THE GREATSHIPS

Built to withstand the punishment that the unstable Slipstream dishes out, the Greatships are the pride of Ship City. Few in number and enormously expensive to build, Greatships are the largest vessels constructed by the people of

THE DYING CITY

Ship City is the heart of the Diaspora civilization. In fact, it is the only true city in the Lost Horizon. Even so, it is a vibrant metropolis full of life. A paradox, as it is commonly known as 'The Dying City' due to its precarious state. The city spreads out over the rocky surface with the rickety alleys and tunnels of Hull Town, burrows down deep underground in the dizzying drop of the Chasm, where kiteflyers roam, descends through the mist in cable cages where the smell of spices is ever-present. Continue down through the Haze (where one better not dwell) and visit the majestic Cave Gardens where Gardeners tend their precious fields of bloom. Even further is the smog-filled Turbine Halls, where Machinists work their trade. In the City's dusty heart is the Inner Sanctum, a vast and gloomy system of caves where the Coriolites perform their old rituals. Aluminum Bay, at the far end of Ship City, is a bustling harbor filled with crane rats, hull painters and dockworkers all making sure that the Greatships are serviced and ready for the next expedition. Return to the surface and head up the tower of the Astrolaab. Here the Eyes of the Navigators guild peer out into the Great Dark, mulling its mysteries. They might look down on the City, from time to time, and realize what a wonder it really is.

Ship City. Often owned by a consortium of different guilds, these ships require a crew of hundreds and enough supplies to last years.

To this date there have been a dozen so-called great expeditions in the history of the Diaspora and scores of lesser ones. Each expedition is a major undertaking, sponsored by several guilds and often away for months before returning home to port. They seek out valuable resources, stake claims and catalog any ruins encountered. Without the expeditions, Ship City would most likely wither and die.

Greatships provide the people of Ship City with a constant source of strange tales, songs and books. Most know the story of The Great Jumuah, the very first Greatship, but a particularly popular tale is that of the famous Ordana and its discoveries, turned into a score of theater plays and zinti novels. The dark fate of the Hammurabi, lost with all hands on its third voyage down the Slipstream, is spoken of in much more reserved, often whispered, tones.

THE RUINS

The ruins are for obvious reasons at the heart of the mystery surrounding the Lost Horizon and still pose a formidable puzzle. Dotted throughout the system on desolate moons and asteroids, they are, of course, the foremost proof that the Diaspora was not the first to come to this part of the universe.

Beyond that, very little is known about their nature. They come in different varieties, often monumental in size and are largely of chthonian nature. Even though you can find some structures above ground, the way they often expand underground is strange indeed. They all pose different challenges to exploration, from ancient defense systems

to creative constructions that hinder intruders. But the biggest challenge of all is what is called the Blight.

THE BLIGHT

The Blight is the great curse of the Lost Horizon and its manifestations a constant quandary and source of fear for the people of Ship City. This plague appears to have its origin in the ruins. There, it seems, it started and left a warped land full of strange phenomena before crawling out through the system, lessening in effect as it went.

The most apparent effect of the Blight is massive corruption of structures and biology, causing both strange mutations and death. The closer you get to the ruins, the more serious and strange the symptoms get. For explorers, the Blight is a deadly adversary and poses a threat even with all the gear and suits they have developed.

There are also other effects of the Blight that reveal a more mystical dimension to its presence. The eerie dreams reported when travelers come in contact with Blight infestations are just one manifestation of this, but even more obvious are the many uncanny phenomena that occur in places with high Blight concentration.



THE BIRDS

The presence of Blight in the Lost Horizon made the future look bleak for the Ship City dwellers. This changed with the discovery of the birds, or the Garuda as they also are called. When these creatures – or constructs or automata, depending on frame of thought – were encountered in the ruins, the explorers were unsure of their value and treated them, at best, as mere curiosities or pets. However, after some time explorers started to notice that the Garuda had strange abilities and when they discovered

that the presence of the birds mitigated the effects of the Blight, sometimes eliminating it altogether, things changed completely.

It is now clear that the Blight and the birds are part of the same enigma, fighting what seems to be an ancient battle in the dark. The birds represent a promise of a way forward in Jumuah and today most exploring vessels carry birds on their journeys. Although the Great Dark is still a dangerous place, the birds have given the explorers a fighting chance.



THE GUILDS AND OTHER FACTIONS

When the Diaspora arrived at the Jumuah System, circumstances created the need for a new organization to solve the urgent problems the community faced. The squabbling factions, bound by old rivalries and traditions, were ill-equipped to meet these demands leading to the rise of new groups. These collectives set out to navigate the unfamiliar territory, repair and construct ships, and secure a reliable source of food. Over time, they evolved into influential entities: the Navigators, tasked with calculating routes and courses through the new system; the Machinists, experts in shipbuilding and repair; and the Gardeners, who focused on food cultivation.

These three are now the dominating forces in Ship City and have carved out their respective cultural and political dominions. Although mostly amiable in public – and obviously dependent on each other – they are, behind the scenes, notoriously suspicious and paranoid and the power struggles run deep within the city.

THE NAVIGATORS GUILD



The Navigators Guild is the single most important faction in the Jumuah system and the closest thing to a government that the people of Ship City have. Viewed by many as somewhat aloof theoretical academics, the Navigators are a curious mix of pragmatic power brokers and idealistic mystical scientists.

The Navigator's Guild is ruled by The Archimandrite, an honorary title endowed by the Grand Council. Poliatres, the current Archimandrite, is of a very advanced age and is rumored to be isolated in his observatory at the top of the Astrolaab, the guild's lavish tower that stretches through lower parts of the Chasm all the way via the Dome, through Hull Town and into space itself.

THE MACHINISTS GUILD



Members of the Machinists Guild see themselves as the caretakers of the colossal mechanical creature that is Ship City. If this marvel of the Jumuhan civilization fails, so

will the people of the Diaspora. They call it the Cherolab, the engine that never dies.

The Machinist Guild is much more than a collection of crude mechanics. Ever since the founding of Ship City they have honed a culture of arts and crafts. You'll find the greatest artists among their number and the deeper you go into the Turbine Halls of the City, the more colorful and decorated the surroundings become. Their hull painters are greatly sought after for their ability to transform the typically stark exteriors of ships into breathtaking canvases.

THE GARDENERS GUILD



The fact that this isolated outpost of humanity has thriving plant life is solely the result of the Gardeners. The smallest of the major guilds in strict numbers, the Gardeners make up for it with the pure majesty of the Cave Gardens, the beauty of the hanging gardens of the Chasm and the miracle that is the Alabaster Forest deep inside Ship City.

The guild sees plants as perhaps the purest expression of life and there are radicals within their ranks that claim that it is the plants and not the people that are the true jewel of the Jumuhan civilization. Other segments of the Gardeners guild are more pragmatic and it is a well known secret that the guild controls most of the nightlife and restaurants in the City and some even whisper that they cooperate with the Black Toad for distribution of drugs.

THE CORIOLITES



In the shadowy depths of Ship City lies the Inner Sanctum – the city's dusty heart. In the murky gloom the Coriolite clans reside as a vestige of the Old Horizon, still murmuring prophecies and prayers from a glorious past and with a dream of returning evermore. Called the Nest by less reverent dwellers, this place houses parts of the Coriolite mothership Kua in its majestic glory.



LESSER PLAYERS

Sometimes called the fourth guild, the Mining Combine is based outside of Ship City, primarily in the Outer Fields, where they fully control the extraction and shipping of valuable noble gas in the Jumuah system. Without the gas, Ship City's machinery would stutter and die and no more Greatships would embark on the slipstream. This fact has made the Combine a force to be reckoned with in recent years.

Mentioned with equal fear and respect in the speakeasies of Aluminum Bay, the Wreckers are the scourge of the Guilds and a constant nail in the eye of the starfarers of Ship City. The screeching wails of their jamming transmitters freeze the blood of any crew that is unfortunate enough to hear it. What Ship City builds, the Wreckers destroy. Or so it is said.

In recent years Ship City has been shaken by sabotage from a clandestine group of radicals. Prophets of the Unseeing Star, as they call themselves, have been making their mark on Ship City with several daring attacks aimed at the exploring community. Even though little is known of the group, evidence points to members of the Coriolite clans, and it seems centered around an opposition to the whole project of Ship City itself.

The Coriolites are a collection of families that hold their heritage from the Old Horizon to be sacrosanct. They view the Diaspora as regretful and the Lost Horizon as a stop-gap in their history. Their beliefs are anchored in the religions and traditions of old, magnified and transformed by the sorrow that is their predicament. They see themselves as the legitimate inheritors to power and view the guilds as a necessary evil that eventually should fade into oblivion.

There is no single leader over the Coriolites but in the traditions and religious ceremonies that bind the families together, the masked theocrat known only as The Sadaalian is often presented as something of a figurehead.

THE BLACK TOAD



The guild system is what keeps Ship City alive, but it is by its very nature decentralized and fragmented and that is where the dark tentacles of the Black Toad come in.

This shadowy group has as long a history as Ship City itself and pervasive rumors insist that it was founded in the Old Horizon and came over with the Diaspora. It seems to have an almost sect-like structure and some assume that the Toad is a reference to some kind of deity. Its members wear a tattoo of a toad somewhere on their bodies, usually where it can be hidden beneath clothing.

Besides running small time rackets and classic extortion in the Chasm and Hull Town, the Black Toad runs profitable smuggling operations from the Outer Fields and even from the Far Colonies. The Toads lurk in the shadows and can be found all over Ship City, however it is in Hull Town that this criminal organization makes its home, and where the elusive Athenian is rumored to hide. Little is known about the Black Toad leader and views on her differ radically.



THE EXPLORERS GUILD

Ship City’s youngest guild was founded by the forceful Master Moska when major guilds started to question their long term engagement in the ruins. The challenges posed by the Blight, despite the advantage granted by the birds to the explorers, made the ruins perilously dangerous and resource-intensive. There was a growing sentiment that the potential rewards of the ruins were failing to live up to expectations.

Master Moska managed, through considerable political maneuvering, to convince the three major guilds that it would be in their interest to place an independent guild in charge of ruin exploration. She masterfully played the paranoid guilds against each other and received their blessing to build the foundation of a new guild.

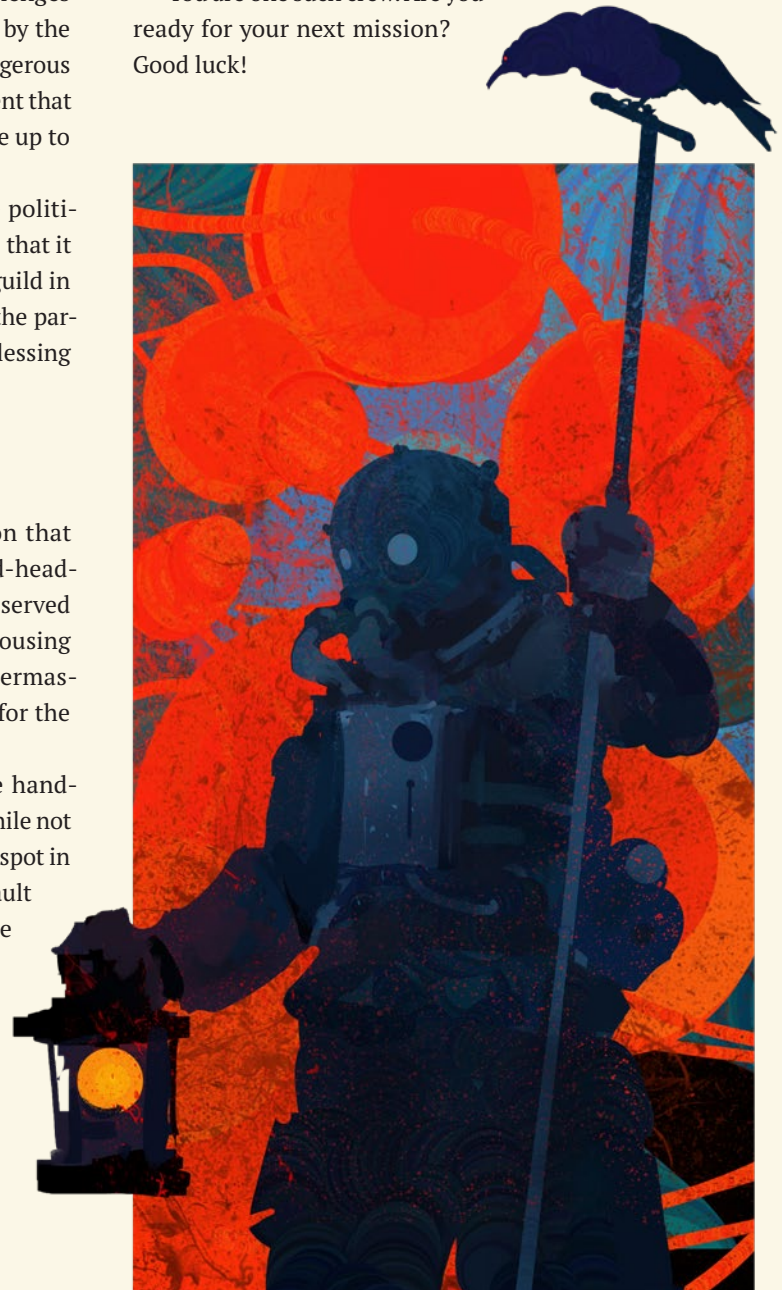
THE DELVING BUSINESS

The Explorers Guild is a loosely knit organization that operates from The Outpost, an old cantina-turned-headquarters within a repurposed ship hull, its name preserved by Master Moska as the heart of Guild operations. Housing the archaeology department, archives, and quartermaster’s office, The Outpost serves as the central hub for the Guild’s activities.

Ruin delvers, forming independent teams, are hand-picked and trained by Master Moska and her team. While not directly employed by the Guild, they’ve secured their spot in Master Moska’s ledger and enjoy access to the The Vault – a guild-exclusive bar where tales of adventure are shared. Missions can be scarce and in between the crews usually take on other jobs to supplement

their income. But you better be ready when opportunity comes knocking.

You are one such crew. Are you ready for your next mission? Good luck!





CHAPTER

2

THE BASIC RULES



The key to becoming a master algebraist is comprehending the finer points of Yesouga's first theorem.

MASTER MIRA MOROU, PRIME ALGEBRAIST OF THE SECOND ORDER

Welcome to the Quickstart rules for the *Coriolis: The Great Dark* roleplaying game. This Quickstart contains a condensed version of the core rules, as well as pre-generated player characters and the adventure *The Sky Machine*, ready to play.

THE PLAYERS

All players except one portray adventurers in the world of *Coriolis: The Great Dark*. These individuals are called Explorers. You decide what your Explorer thinks and feels, what they do and say – but not what happens to them. It is your job as a player to immerse yourself in your Explorer.

Coriolis: The Great Dark is best suited for three to five players. It can be played with more or fewer players than that, but then you may have to make certain adjustments to the adventure.

THE GAMEMASTER

The final player is the Gamemaster, or GM for short. The GM describes the world of *Coriolis: The Great Dark* to you, portrays the people you encounter on your expeditions (so-called non-player characters, or NPCs) and controls the creatures lurking in The Great Dark.

The game is a conversation between the players and the GM, back and forth, until a critical situation arises where the outcome is uncertain. Then it is time to break out the dice – read more about that below.

It is the GM's job to put obstacles in your path and challenge your player characters, forcing them to show what they are really made of. But it is not up to the GM to decide everything that happens in the game – and certainly not how your story is supposed to end. That is decided in the game. It is what you are playing to find out.

DICE

All you need to play is this Quickstart, the premade Explorer sheets, a few pencils and some dice. *Coriolis: The Great Dark* uses six-sided dice of two colors. Later, two types of custom dice for the game will be released: Base Dice (golden) and Gear Dice (black).

START PLAYING

Adventure awaits in *Coriolis: The Great Dark*! All you need to do before playing the adventure *The Sky Machine*, which is included in this Quickstart, is the following:

- 1 Decide who will be the GM.
- 2 Have each player pick one of the pre-generated player characters.
- 3 The GM reads through this PDF and becomes familiar with the rules and the adventure. The players are welcome to read the rules as well, but must not read the adventure itself.
- 4 Let the game begin!



MEASURING TIME

Three units are used to measure time in *Coriolis: The Great Dark*. Rounds are used in combat, while stretches are used when exploring. The final unit is the shift, which measures time when trekking or on the ships during expeditions.

UNIT OF TIME	DURATION	ENOUGH TIME TO
Round	10 seconds	Perform an action in combat
Stretch	15 minutes	Search a room
Shift	6 hours	Hike 15 kilometers, perform duties on a ship

TALENTS

Talents are special skills, traits, and abilities that can benefit your Explorer in various situations. They are important as they determine, along with your attributes and your equipment, how effectively you can perform certain actions in the game. Some talents allow you to perform specific feats or access resources unavailable to others. Talents that give you bonus dice range from +1 to +3, depending on their level. The pre-generated Explorers at the back of this booklet include descriptions of their talents.

NO TALENT?

You can always roll to perform an action even if you have no level in a talent. In that case, you only use the associated attribute plus any modifiers from relevant equipment.

HOW TO USE TALENTS

Talents describe special skills and traits and as such can often be used with different attributes. It is up to the GM and players to decide what attribute to use in a certain situation. For example, the talent **Ruin Delver** can be used to lead the way through a ruin using **AGILITY**, but also to understand the structure of the ruin by using **LOGIC**.

QUIRK

A **Quirk** is a peculiar aspect of an Explorer's character or behavior – which helps you to play out her habits and manner. Each pre-generated Explorer has a **Quirk**. In the full game the **Quirk** affects how much experience you gain.

THE BIRD

Your crew is not whole without its **Bird**. Some crews don't trust the critters, but those ones won't be out there for long. The **Blight** will probably get them sooner or later. **Birds** come in many forms. The **Bird** has a **Health** value and **Energy Level**,

where the latter decides how much it can use its abilities. In the **Core Rules**, your Explorers will be able to develop the **Bird** with new abilities using experience points.

EQUIPMENT

Your Explorer is nothing without their equipment. You must write down all the equipment you are carrying on your character sheet. Any weapons at hand, as well as the armor you are wearing, are listed in their respective boxes, while other equipment is recorded under **Inventory**.

Write down one possession per row. If it is not listed on your sheet, you do not have it with you.

KEEPSAKE

In addition to your equipment you can have a **keepsake** – an item of great sentimental value that you always carry with you. A **keepsake** is always a tiny item with no practical use, but once per gaming session you can use your **keepsake** instead of 1 **Hope** when pushing a roll and rolling a **Ⓐ** (one).

ENCUMBRANCE

You can generally carry **STRENGTH** + 6 items in your **Inventory** without difficulty. Only the items written down in your **Inventory** count towards your **encumbrance**. Talents and different equipment can increase your carrying capacity.

WEAPONS AT HAND

You can have up to three weapons at hand, which means that they are worn on your belt, in a holster, bandolier or otherwise readily available for use in combat. Weapons kept at hand are recorded under **Weapons** on the character sheet and do not count toward your **encumbrance**.

ARMOR

Any armor, including helmet, worn on your body is recorded under **Armor** and does not count toward your **encumbrance**.

AMMUNITION

You do not have to count every bullet you are carrying. Instead you count magazines (for slug weapons) or batteries (for energy weapons). Most firearms have large enough

HEAVY AND LIGHT EQUIPMENT

Extra heavy or cumbersome equipment is harder to carry. Heavy items count double and thus take up two rows in your Inventory instead of one. Some equipment may even require three or more rows. Alternately, some equipment is considered light – such items require only half a row, meaning you can have two pieces of light equipment on one row. If a piece of equipment has no specified weight, it is always 1.

TINY PIECES OF EQUIPMENT

Small pieces of equipment that can be hidden in a closed fist are called tiny. Equipment of this size does not affect your encumbrance at all. Tiny items are recorded in their own section on the character sheet and do not take up any space in your Inventory.

OVER-ENCUMBERED

You can temporarily carry more than your normal encumbrance limit. In that case you must make a **STRENGTH** roll whenever you want to move in a round of combat or walk for a shift of travel. If the roll fails, you must either drop what you are carrying or stay where you are.

CARRYING OTHERS

Sometimes your fellow Explorers get hurt, and you have to help them. While carrying another person, you automatically count as over-encumbered and cannot fight in combat.



HOW MUCH TO PACK?

A normal delve will require between 30 and 60 Supply points for a crew of four. If more Supply is needed the Explorers will have to set up basecamps. Read more in the rules for Delving (page 16).





PLAYING THE GAME

The world of *Coriolis: The Great Dark* is a perilous place filled with conflict and misfortune. Sooner or later things will come to a head and a conflict will ensue. Then it's time to break out the dice and use your attributes and talents.

ROLLING DICE

To attempt something difficult or dangerous, first describe what your Explorer is trying to achieve.

Then, add the attribute score that best matches the challenge at hand, and the level of any one applicable talent you have. Grab that many Base Dice (golden). If you have the right tools, you also get a number of Gear Dice (black). Then roll the dice!

For your action to succeed, you must roll at least one six (a  symbol on the custom dice) – if not, your action fails. If you roll more than one  (sixes), you perform your action exceptionally well and can get a better outcome (see Conflict and Combat).





WHEN TO ROLL



Generally, the adventure text will indicate when to roll dice and what attribute to roll for, as well as suggest talents. However, the GM can always call for a roll in a situation they feel warrants it. We recommend against excessive dice rolling however, saving the rolls for dramatic and tense situations where something is truly at stake.

GEAR BONUS



To improve your chance of success, you can use your equipment. A useful object will give you an Gear Bonus – a number of Gear Dice to roll. You roll your Gear Dice together with your Base Dice when you perform an action. Normally, you can only use one piece of equipment at a time. Not all equipment provides a Gear Bonus, sometimes a specific piece of gear is needed just to perform the action.

PUSHING YOUR ROLL

If you are desperate to succeed with a dice roll, you can choose to push the roll. This means that you grab all the dice that didn't show  (a six),  (one on a Base Die) or a  (one on a Gear Die) and roll them again. You get a new chance to roll  (sixes).

Usually, you would only push a roll if you failed it, although you can push your roll even if you rolled one or more  (sixes) in the first roll, to get more  (sixes) to increase the effect of an attack, for example.




Pushing dice rolls is not without risk – it increases your chances of success, but if you push too hard, you suffer the consequences – and lose Hope.

If you roll one or more  (ones) on your Base Dice when you push your roll, you lose one point of Hope for each  (one) rolled. It doesn't matter which attribute you've used for the roll.

TALENTS IN THE QUICKSTART

There are a multitude of different talents in the full game, where they are described in detail. In this Quickstart the talents are described by the pre-generated characters.

NORMAL DICE

Until the custom dice for *Coriolis: The Great Dark* become available, you can use regular six-sided dice in two different colors. In the text of this Quickstart we have specified what to roll to succeed and also specified what number the  (6),  (1) and  (1) stand for.





CHAPTER

3

CONFLICT AND COMBAT



Upon returning from the sojourn at Yourgo Rift, prime delver Spiras claimed to have survived on a diet of Blight orchids.

NOTE FROM THE MEDICAL JOURNAL OF THE NAVIGATORS ISOLATION WARD

The life of an Explorer is often savage and harsh. In *Coriolis: The Great Dark* you can run into Ship City thugs, strange critters, alien beings and creatures

of the Dark. Combat can be dangerous for your player character, sometimes even lethal.

ROUNDS AND INITIATIVE

Combat is played out in rounds. When combat begins, the first step is to determine who has the initiative. Do this before anyone rolls dice for an action.

DRAWING INITIATIVE

Grab ten cards, numbered 1 through 10. A suit of any normal deck of cards works fine if you remove the face cards and count the ace as 1. Custom initiative cards will be published for the full game.

Each player taking part in the conflict, either voluntarily or involuntarily, draws a card and the GM draws one card for each NPC (or group). This is called drawing the initiative. The number on the card determines the order in which you act in the conflict. Participants act in order from

lowest to highest number, beginning with card #1, until everyone has taken their turn. Place your initiative card in front of you, so everyone can see in which order you all act. The GM places their initiative card(s) in front of them.

When all participants have had their turn, the round is over and a new round begins by drawing the initiative again.

SURPRISE AND INITIATIVE

If you initiate combat with an attack that the GM deems fully surprising, you get to choose any initiative you want instead of drawing a random card. All other combatants – including others on your side – draw initiative normally. At the start of the second round, everyone draws the initiative as usual.

EXCHANGING INITIATIVE

During a fight, you can exchange your initiative card – and thus your initiative – with another Explorer or NPC, whose turn has not yet come up in the current round (if such a character exists). This must be declared on your turn, before you perform any action.

The other character cannot resist this exchange, and must take their turn immediately. A character is not allowed to immediately exchange their initiative when just given a new one.

ACTIONS

On your turn in the round, you can move and perform one (1) action.

You simply explain what you want to do. Some actions will require you to roll dice to see if you succeed. An action in combat can be many different things. The list below summarizes the most typical actions.

REACTIONS

Some actions are not performed on your turn, but on the opponent's. These are called reactions and include things like blocking or dodging close combat attacks. This uses up your own turn in the round, which means that you cannot perform a reaction if you have already had your turn

and performed an action. Flip your initiative card after performing a reaction.

FREE ACTIONS

Things like dropping to the ground or shouting a few words are called free actions – they don't count as your action in the round, but you can only do them on your own turn.

- **Draw Weapon:** Draw, exchange, or put away a weapon kept at hand.
- **Change Position:** Throw yourself to the ground or get up.
- **Drop Equipment:** Drop a piece of equipment to the ground.
- **Shout:** Say a few words or shout a warning.

ACTIONS

ACTION	PREREQUISITE	ATTRIBUTE
Close combat attack	–	STRENGTH
Shoot ranged weapon	Ranged weapon	AGILITY
Reload	Ranged weapon	–
First aid	Broken or dying victim	LOGIC
Persuade	Your opponent can hear you	EMPATHY
Run	No Engaged enemy	–
Block attack	Attacked in close combat	STRENGTH
Dodge attack	Attacked in close combat	AGILITY
Grapple attack	You've grappled an opponent	STRENGTH
Pick up equipment	–	–
Use equipment	Varies	Varies
Aim	Ranged weapon	–
Command Bird	Bird	INSIGHT

MOVEMENT

MOVEMENT	PREREQUISITE	ATTRIBUTE
Run	No Engaged enemy	AGILITY (in cluttered zone)
Crawl	You are prone	—
Move through door/hatch	—	—
Retreat	Engaged enemy	AGILITY
Seek cover	Cover in same zone	—

DOORS & HATCHES

You can open an unlocked door or hatch as part of your movement. A locked door or hatch can be broken down. A typical door or hatch can take 5 points of damage before it gives in. More sturdy doors require more force, and also have an Armor Rating (page 29).

SURPRISE ATTACKS

Starting a combat encounter in a prepared and advantageous position can give the Explorers the edge needed to come out victorious.

SNEAK ATTACK

When you sneak up on someone undetectedly and perform an attack, it is called a sneak attack. First you make

an AGILITY roll. Moving close enough to attack in melee combat (Engaged range) gives you a -2 modifier. If you fail, the enemy notices you - draw initiative.

If you succeed, your attack counts as surprising, which means that you can choose any initiative card you want. For a close combat sneak attack, you also get a +3 modifier, and the target cannot block or dodge the attack. Sneak attacks are always performed individually, by one attacker against one target.

AMBUSH

A special kind of sneak attack is an ambush - lying in wait for an enemy and attacking as it passes by. In this case, each victim makes a PERCEPTION roll to spot the ambush, with a -2 modifier if the attackers are well prepared. All those who fail get the bottom cards (counting from #10 and up), randomly drawn.

CLOSE COMBAT

Close combat happens when you are in the same zone as your opponent and at Engaged range. You use your STRENGTH with or without a weapon.

If your roll succeeds, you hit your adversary and inflict your weapon's base damage rating on them. Each extra success will increase the damage by 1.

To attack with a weapon, it must also be drawn. You can have up to three weapons at hand. To draw a weapon is a free action for a weapon at hand. Picking up another

weapon from the ground or from your inventory costs a regular action.

PRONE TARGETS

If you are prone, your close combat attacks get a -2 modifier. Getting up is a free action. Close combat attacks against a prone target get a +2 modifier.



BLOCKING

When an enemy attacks you in close combat, you can roll for **STRENGTH** to block their attack and avoid being hit. This counts as your action this round. You must declare that you are attempting to block the attack before the attacker rolls for their strike. This effectively turns the attack into an opposed roll. Every success you roll eliminates one from the attacker's roll. Excess successes can be used for other effects but not to deal damage. Blocking doesn't break the turn order. Blocking can only be performed if you have a close combat weapon unless you have an appropriate talent for unarmed combat.

Once you have blocked your action in the round is spent and you must flip your initiative card.

Creature attacks can not be blocked unless otherwise specified.

UNARMED

If you are unarmed, you can only block unarmed attacks from other humanoids. To block an armed close combat attack, or an attack by a creature of some type, you need to wield a weapon or tool.

DODGING

As an alternative to blocking, you can try to dodge when hit by an attack. You cannot block and dodge the same attack – you must choose one or the other. You can dodge while

EXTRA SUCCESSES

If you have extra successes when attacking or blocking, you can use them for other effects.

- You wrestle a hand-held item from your opponent's grasp. You can keep the item or fling it into an adjacent zone as part of the attack.
- You trip your opponent to the ground.
- You push your opponent to Short range.

prone. You must declare that you are attempting to dodge the attack before the attacker rolls for their strike. Roll for **AGILITY** – on success you dodge the attack and take no damage. On a failure, you are hit by the attack. Either way you become prone after having dodged.

Dodging is a reaction and, like blocking, requires that you have not already performed your action in the round. Once you have dodged, your action in the round is spent and you must flip your initiative card.

On a successful dodge you may, if you want, move up to 2 meters in any direction. This movement does not trigger free attacks from anyone and takes you out of Engaged range.

Creature attacks can be dodged, unless otherwise specified.

DARKNESS

In complete darkness, you have no choice but to feel your way around. To run in complete darkness requires a successful **AGILITY** roll, and you take one point of damage if you fail.

You can still attack opponents at Engaged range in darkness, but with a -2 modifier. At Short range, you must roll for **PERCEPTION** successfully (no action) to be able to attack the target, also with a -2 modifier. You cannot hit targets at Medium range or more in total darkness.

DAMAGE

Life as an Explorer is risky and dangerous. You can get harmed in many ways, such as damage, despair or Blight which reduces your Explorer's Health, Hope and Heart respectively. Read about despair and Blight later on.


SUFFERING DAMAGE

You can suffer damage in many ways. These are the most common:

- **Attacks:** Whenever you attack someone in combat, you inflict damage equal to the base damage rating of the weapon, plus one additional point of damage for each extra success rolled beyond the first.
- **Hazards:** Your Explorer can suffer damage from the environment; such as explosions, fire, etc.

ARMOR

Body armor can protect you from damage. The effect of armor is determined by its Armor Rating, a numerical value.



When you suffer damage from an attack, roll a number of Gear Dice equal to the Armor Rating. Every  (six) you roll decreases the damage by one. This roll does not count as an action and cannot be pushed.

BROKEN BY DAMAGE

When your Health reaches zero you are broken by damage. Being broken basically means you are taken out of action.

WEAPONS

Using a weapon will greatly improve your effectiveness in combat. The features describing weapons are explained below.

- **Grip:** Indicates if you need one or two hands to wield the weapon.
- **Bonus:** Indicates the number of Gear Dice you get when using the weapon.
- **Damage:** Indicates your base damage rating, i.e. how many points of damage your opponent suffers if your attack is successful. If you roll extra  (sixes), you deal one (1) additional damage per additional .
- **Crit Threshold:** The Crit Threshold tells you how much damage you have to generate on your roll to inflict a critical injury on your opponent.
- **Range:** Indicates the maximum range category at which the weapon can be used.
- **Features:** Describes special features of the weapon.

When broken you can crawl a short distance but you can't perform any action rolls.

RECOVERING FROM DAMAGE

Being broken is not fatal in itself – only critical injuries can actually kill you. There are two ways to recover after being broken, assuming you're not dead.

- **Getting Help:** Someone can help you recover by performing a first aid action and rolling for **LOGIC**. This counts as an action. If the roll is successful, you immediately heal damage equal to the number of successes rolled. You can only apply first aid to broken victims.
- **On Your Own:** If no one is around to help you, you automatically heal one point of damage after one Shift has passed.

If you are not broken, you heal one point of damage per Shift. This assumes that you are not broken by Blight (page 36). You can recover Health and Hope at the same time.

CRITICAL INJURY

Normal damage points represent fatigue, bruises, and flesh wounds. Painful, to be sure, but not fatal. Critical injuries represent much more dangerous forms of injury – these can maim or kill you. When making an attack, you trigger a critical injury if the the damage (after any reductions

for armor and cover) equals or exceeds the Crit Treshold of the weapon.

When you inflict a critical injury on an enemy, roll D66 on the tables below to see which critical injury you inflict. Note that a critical injury won't necessarily cause someone to be broken.

CRITICAL INJURIES - PHYSICAL DAMAGE

D66	INJURY	LETHAL	TIME LIMIT	CRIT EFFECTS	RECOVERY TIME
11-12	Winded	No	–	You become Exhausted.	1 Shift
13-14	Stunned	No	–	You become Distracted.	1 Shift
15-16	Crippling pain	No	–	You become Confused.	1 Shift
21-22	Sprained ankle	No	–	You become Dazed and movement counts as an action until a first aid roll with LOGIC is made.	1 Shift
23	Blood in eyes	No	–	You become Distracted.	1 Shift
24-25	Concussion	No	–	You become Dazed.	1 Shift
26	Severed ear	No	–	You become Distracted.	1 Shift
31	Broken toes	No	–	Movement becomes an action.	D6 days
32	Broken hand	No	–	Hand cannot be used.	D6 days
33	Knocked out teeth	No	–	You become Disheartened.	1 Shift
34	Impaled thigh	No	–	Movement becomes an action.	2D6 days
35	Slashed shoulder	No	–	Arm cannot be used.	D6 days
36	Broken nose	No	–	You become Disheartened and can't detect smell until recovered.	D6 days
41	Crotch hit	No	–	Suffer one point of damage for every AGILITY or Close Combat attack roll made.	D6 days
42	Broken ribs	No	–	You become Disheartened and Distracted. Movement becomes an action until you have recovered.	2D6 days

CRITICAL INJURIES - PHYSICAL DAMAGE, CONTINUED

D66	INJURY	LETHAL	TIME LIMIT	CRIT EFFECTS	RECOVERY TIME
43	Gouged eye	No	—	You become Distracted. If no first aid action with LOGIC roll is made in time, you lose your sight and the effect is permanent.	Permanent
44	Busted kneecap	No	—	Movement becomes an action.	2D6 days
45	Broken arm	No	—	Arm cannot be used.	2D6 days
46	Broken leg	No	—	Movement becomes an action.	2D6 days
51	Crushed foot	No	—	Movement becomes an action.	3D6 days
52	Crushed elbow	No	—	Arm cannot be used.	3D6 days
53	Punctured lung	Yes	Shift	You become Exhausted and Dazed. Movement becomes an action until you have recovered.	D6 days
54	Bleeding gut	Yes	Shift	Suffer one point of damage for every AGILITY or Close Combat attack roll made.	D6 days
55	Ruptured intestines	Yes	Shift	Disease with virulence 6.	2D6 days
56	Busted kidney	Yes	Shift	You become Dazed and movement counts as an action until you have recovered.	2D6 days
61	Severed arm	Yes -1	Shift	Arm cannot be used.	Permanent
62	Severed leg	Yes -1	Shift	Movement becomes an action.	Permanent
63	Broken back	No	—	Paralyzed from the hip down. If no first aid action with LOGIC roll is made in time, the effect is permanent.	3D6 days
64	Broken neck	No	—	Paralyzed from the neck down. If no first aid action with LOGIC roll is made in time, the effect is permanent.	2D6 days
65	Shattered pelvis	Yes -1	Shift	You can't stand, crawling is the only option.	3D6 days
66	Impaled heart	Yes	—	Your heart beats for the last time.	—

CONDITIONS

In *Coriolis: The Great Dark* critical injuries (page 30), mental critical injuries (page 34) and Blight manifestations (page 38) can lead to Conditions. Each condition gives you a -2 dice on all rolls for a specific attribute:

- Exhausted – **STRENGTH**
- Dazed – **AGILITY**
- Confused – **LOGIC**
- Distracted – **PERCEPTION**
- Shaken – **INSIGHT**
- Disheartened – **EMPATHY**

You can suffer conditions in other ways as well, as an example due to creature attacks or specific events.

If you suffer a condition that you already have, you must choose another condition. If you already have all conditions, you take 2 damage when you would suffer a condition.

You can heal one condition by resting one Shift. Other critical injury effects are healed according to the critical injury table.

DEATH

Physical critical injuries can be lethal. If you suffer such an injury, you must make a death save when the listed time limit has passed – one round, Stretch, or Shift. If the time limit is round, make the roll on your next turn. The death save is not an action in itself.

A death save is a roll for **STRENGTH**. If a death save fails, you die. If you succeed, you linger on, but you must make another death save when the listed amount of time has passed again.

STABILIZING CRITICAL INJURIES

To stabilize a lethal critical injury and save your life, one or more first aid actions with **LOGIC** rolls must be made. Medical equipment can give positive modifiers to the roll.

The first aid action with **LOGIC** takes the same amount of time to perform as the time limit of your critical injury. If the roll succeeds, the time limit of your critical injury is increased

by one category (e.g., from round to Stretch). When a critical injury with a time limit of a Shift is successfully treated, you no longer risk dying and you don't need to make any further death saves. If the first aid action with **LOGIC** roll fails, another try is allowed – but only after another death save has been made.

BROKEN AND CRITICAL INJURIES

If you are both broken and have sustained a lethal critical injury, two separate first aid action rolls with **LOGIC** are



needed: one to get you back on your feet, and another one to save your life. These two rolls can be made in whichever order you prefer.

INSTANT KILL

Note that some critical injuries will kill you outright. If you gain any of these, your character dies immediately. No death save is allowed.

CRIT EFFECTS

Each critical injury has a specific effect that you suffer during the healing time indicated, which is measured in days.

NPCS AND CRITS

Critical injuries are handled in a different manner for some NPCs. If an attack against a minor NPC reaches the Crit Threshold, the NPC is killed or taken out of action. The GM decides the details.




HOPE AND DESPAIR

Frightful or horrific experiences, or just losing Hope, can temporarily put you out of action or even cause long term mental trauma. Hope is reduced by despair, just like damage reduces your Health.

adventure *The Sky Machine* situations that are stressful are specified.

SUFFERING DESPAIR

You can suffer despair in many ways. These are the most common:


- **Pushing:** How pushing rolls can inflict despair is described on page 19.
- **Horror:** Some critters and creatures can attack by their horrific visage. Whenever you are attacked by someone in these ways, you suffer despair equal to the base rating of the attack, plus one additional point of despair for each extra success rolled beyond the first. You then make an **INSIGHT** roll (not an action) – each  (six) rolled eliminates one point of potential despair. You can push the roll, but at the risk of suffering even more despair if you get any  (ones) on the re-roll.
- **Stressful Situations:** When your Explorer is subjected to fear or a stressful situation, the GM determines the potential despair inflicted. You then make an **INSIGHT** roll (not an action) – each success rolled eliminates one point of potential despair. You can push the roll, but at the risk of suffering even more despair if you get any  (ones) on the re-roll. In the

BROKEN BY DESPAIR

When your Hope reaches zero you are broken by despair and suffer a critical mental injury – immediately roll on the mental injury table on page 34. When broken by mental damage you can't perform any action rolls. The effect lasts until you have recovered, as per the healing time indicated in the table. Any further despair while already broken has no effect.

RECOVERING HOPE

There are two ways to recover after being broken from despair, assuming you're not dead.

- **A Helping Hand:** Someone can help you by talking to you and rolling for **EMPATHY**. This counts as an action. If the roll is successful, you immediately recover Hope equal to the number of  (sixes) rolled. You can only help broken victims in this way.
- **On Your Own:** If no one is around to help you, you automatically recover one point of Hope after one Shift has passed.

If you are not broken, you recover one point of Hope per Shift. This assumes that you are not broken by Blight (page 36). You can recover Health and Hope at the same time.

CRITICAL INJURIES - MENTAL INJURY

We strongly recommend that you discuss mental injury in the group before using these rules. If anyone in the group prefers not to make mental illness a part of the game, be

sure to respect that and simply ignore the rule that being broken by despair can trigger a mental injury.

D66	TRAUMA	EFFECTS	RECOVERY TIME
11-16	Trembling	You become Dazed.	1 Shift
21	White hair	None.	Permanent
22-24	Anxious	You become Confused.	1 Shift
25-31	Sullen	You become Disheartened.	1 Shift
32-35	Nightmares	Make an INSIGHT roll every shift spent sleeping. Failure means that the sleep doesn't count.	D6 days
36-41	Nocturnal	You can only sleep during the light part of the day.	2D6 days
42-43	Phobic	You are terrified by something related to what broke you. The GM decides what it is. You suffer one point of despair each round within Short range of the object of your phobia.	2D6 days
44-45	Alcoholic	You must drink alcohol every day, or suffer one point of damage as well as becoming Dazed.	3D6 days
46-51	Claustrophobic	Every stretch in a confined environment, you suffer one point of despair as well as becoming Confused.	2D6 days
52	Mythomaniac	You cannot stop yourself from lying about everything. The effect needs to be roleplayed.	2D6 days
53-54	Paranoia	You are certain that someone is out to get you. The effect needs to be roleplayed.	2D6 days
55	Delusion	You are totally convinced of something that is totally untrue, for example that a certain color or item doesn't exist.	3D6 days
56	Hallucinations	Make an INSIGHT roll every shift. If you fail, you suffer a powerful hallucination. The GM determines the details.	3D6 days
61-62	Altered personality	Your personality is altered in a fundamental way. Determine how together with the GM. The effect should be roleplayed.	Permanent
63	Amnesia	You lose all memory, and cannot recollect who you or the other Explorers are. The effect should be roleplayed.	D6 days
64-65	Stroke	Your brain overloads and you lose motor function on one side, suffering 2 damage as well as becoming Exhausted, Dazed and Confused. You can't stand, crawling is the only option. You can't use one of your arms.	3D6 days
66	Heart attack	Your heart stops, and you die of pure fright.	-

SOCIAL CONFLICT

All conflicts are not combat. Sometimes, you can make things go your way without resorting to violence. Instead, you trick or convince your opponents without drawing your weapon. For this, you use the **EMPATHY** attribute. If your opponent is actively trying to resist you, it's an opposed roll against their **EMPATHY**. If not, it's a straight roll. Some talents may add a bonus in certain situations.

Before you roll, you must state the stakes of the roll – what you want to achieve. What you ask of your opponent must be within reason. No NPC will agree to outrageous requests or act directly against their own interests, no matter how good your roll is. Conversely, you don't need to roll for simple requests that your opponent has no reason to resist. The GM has the final say on when social conflict rolls can or need to be used.

Some talents can be used to give despair to an adversary in social conflicts.


- **Social Conflict:** Generally, you only engage in social conflict with NPCs, not Explorers. When NPCs or other Explorers try to talk you into something, it's up to you how you react.
- **Interrogation:** When you interrogate a captive to gain information, roll against their **EMPATHY** or **STRENGTH** depending on how you interrogate them. You get a +2 modifier to your roll for your opponent being held captive. As opposed to normal social conflict rolls, interrogation can be used against Explorers – actually forcing you to disclose information whether you as a player want to or not.
- **Social Conflict With a Group:** When you want to persuade a whole group, you usually address the group's leader or spokesperson.

HAZARDS

There are more ways than one to get hurt in *Coriolis: The Great Dark*.

FIRE

When exposed to fire, roll a number of dice based on its Intensity, typically ranging from 3 to 9.

- **Effect:** For every  (6) rolled for the fire, you suffer one point of damage. If you take damage, you catch fire and continue to burn. When burning, you suffer another attack each round, on your turn. The Intensity increases by one step each round. As soon as a fire attack inflicts no damage, the fire goes out by itself. You, or a friend at Engaged range, can put out the fire with a successful **AGILITY** roll (regular action). Using a blanket or similar object gives a +2 modifier.
- **Crits:** Fire doesn't cause normal critical injuries. Instead, if you are broken by fire damage, or suffer fire damage when already broken, you must make a death save on your turn every round until you die or you are saved by a first aid action by rolling for **LOGIC**.

NEGOTIATING POSITION

Your chances in a social conflict are affected by your negotiating position. Each of the following factors gives you a +1 modifier to the roll:

- Your request doesn't cost your opponent anything.
- Your opponent has suffered damage, despair or Blight.
- Your opponent is in custody or held captive by you.
- You have helped your opponent previously.
- You present your case very well (determined by the GM).

Each of the following factors gives you a –1 modifier to the roll:


- Your opponent must take a serious risk or make a sacrifice to help you.
- Your opponent has nothing to gain by helping you.
- You are held captive by your opponent.
- You are having trouble hearing or understanding each other.

EXPLOSIONS

The force of an explosion is measured by its Blast Power. For each person within Short range of the blast (i.e., in the same zone), roll for the Blast Power. See the adjacent table, which also indicates the base damage rating of the explosion. The roll cannot be pushed.

BLAST POWER

POWER	BASE DAMAGE
12	4
9	3
6	2
3	1

- **Effect:** If one or more successes are rolled, the target is hit by the blast and suffers the base damage. The damage done is increased by one for each additional  (six) rolled beyond the first. Victims at Engaged range from the detonation suffer one extra point of damage (a minimum of one point).
- **Effect Radius:** Powerful charges can harm victims even at Medium range (i.e., adjacent zones) if nothing blocks the blast. The Blast Power is then reduced by 6.

FALLING

Falling on a hard surface automatically inflicts an amount of damage to you equal to the height of the fall (in meters) divided by 2, rounding all fractions down. In a controlled jump, roll **AGILITY** – each success rolled reduces the damage done by one.

HEART AND BLIGHT


Delving is not something for the unprepared or weak of mind Explorer. Blight will reduce your Heart. You can get exposed to the Blight in many situations— on a delve, when performing assignments during the voyage through the Slipstream or even when attacked by the aberrations of the Great Dark.

SUFFERING BLIGHT

When you are exposed to the Blight, your Heart decreases as Blight accumulates in your body. Check off the boxes for Heart on your character sheet. You can accumulate Blight in these ways:

- **Delving:** When passing through Blight infested areas (including events). Read more on page 47. The Blight Protection of the Explorer’s suit can protect against the Blight.
- **Creatures:** Specific creatures have attacks that inflict Blight.

- **Certain Locations:** When your Explorer enters certain areas or locations in a delve they may get exposed to the Blight. This is described at the location.

If you wear the appropriate protective suit, you can decrease the amount of Blight you suffer. Roll a number of Gear Dice equal to the Blight Protection and decrease the Blight suffered for every  (six) you get.

THE BLIGHT LEVEL

A location’s Blight Level determines how much Blight the Explorers are exposed to. The Blight Level goes from 0 to 3.

BROKEN BY BLIGHT

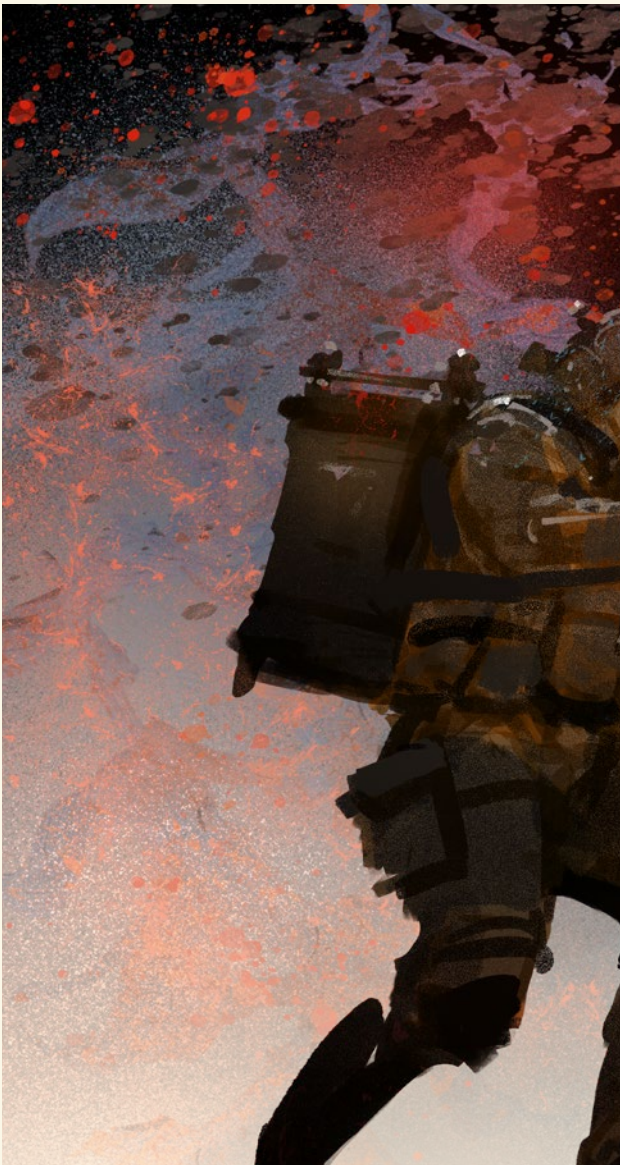
When your Heart reaches zero you are broken by Blight. Being broken by Blight is similar to being broken by despair and you might even risk deadly Blight manifestations. When broken, you can’t perform any action rolls.

RECOVERING FROM BLIGHT

Being broken from Blight is not fatal in itself – only Blight manifestations can actually kill you. There are two ways to recover after being broken, assuming you're not dead.

- **Getting Help:** Someone can help you recover from Blight by sanitizing you and rolling for **LOGIC**, adding any applicable bonus from equipment. This counts as an action. If the roll is successful, you immediately recover Heart equal to the number of ♣ (sixes) rolled. You can only sanitize broken victims.
- **On Your Own:** If no one is around to help you, you automatically recover one point of Heart after one Shift has passed – if you are in a Blight-free area or in a base camp or forward camp.

If you are not broken, you recover one point of Heart per Shift. This assumes that you are in a Blight free area.



BLIGHT CORES

Some locations have high levels of Blight. These so-called Blight cores are usually specific locations or ancient machinery. As long as you remain inside or close to a Blight core, you cannot recover Health, Hope or Heart in any way. You also take 1 point of Blight per stretch in the Blight core.

BLIGHT MANIFESTATION

You suffer a Blight manifestation when your Heart is reduced to zero. When you suffer a Blight manifestation, roll on the table on page 38.

Certain creatures or locations can also inflict Blight manifestations. When an enemy inflicts a Blight manifestation roll D66 on the table on page 38. Note that a Blight manifestation won't necessarily cause you to be broken.

If you are broken by Blight, you need to leave the Blight infested area as soon as possible. New Blight leads to damage instead, which can kill you.

MANIFESTATION EFFECTS

Each Blight manifestation has a specific effect that you suffer during the healing time indicated, which is measured in days, if not specified otherwise.

Crits: Blight doesn't cause normal critical injuries. Instead, if you are broken by Blight damage, or suffer Blight damage when already broken, you must make a death save on your turn every round until you die or you are saved by a first aid action by rolling for **LOGIC**.

BLIGHT MANIFESTATION

D66	MANIFESTATION	DESCRIPTION	EFFECTS	RECOVERY TIME
11-16	Shivers	You are stricken with uncontrollable, severe shivering, an eerie symptom of the Blight that saps your strength.	You become Exhausted.	1 Shift
21	Indigo eyes	Your vision changes as your eyes turn a deep indigo, granting them enhanced night vision but making daylight or bright light sources painfully blinding.	You can see in the dark but get Distracted in bright light.	Permanent
22	Ashen Skin	Your skin turns a stark, ashen gray, becoming cracked and bark-like.	You become Disheartened. Your skin counts as having AR 1 until recovered, and you draw looks from people around you. The effect should be roleplayed.	D6 weeks
23-25	Blisters	Your skin develops painful, oozing blisters that spread rapidly.	You take 1 damage per Blight Level in the area.	—
26	Dust Cough	A persistent, dry cough afflicts you, producing a fine, dust-like substance indicative of internal tissue degradation.	You become Contagious (see full rules) and take 1 damage per Blight Level in the area.	D6 days
31-33	Phantom Sensations	You suffer intense, unexplainable sensations, such as burning and itching in areas affected by the Blight, distracting her.	You become Distracted and Dazed.	1 Shift each
34-36	Echoes	You hear indistinct whispers when in complete silence, a symptom of the Blight's effect on your auditory system. These whispers gradually grow louder, leading to headache, insomnia, and paranoia. Make an INSIGHT roll every shift. If you fail, the echoes returns.	You become Distracted.	D6 days
41-43	Nebulous Breath	Your breath visibly manifests as a nebulous, swirling mist, even in environments where such an effect should not occur, hinting at alien transformation within.	Everybody in your vicinity (same zone) becomes Shaken if you wear no helmet. If you do, you become Distracted instead.	1 Shift
44-45	Temporal Dissonance	You experience brief, unexplained lapses in time perception, feeling moments stretch for hours or minutes passing in seconds, disorienting and affecting their reaction times.	You act last in the initiative order in combat.	D6 shifts

BLIGHT MANIFESTATION, CONTINUED

D66	MANIFESTATION	DESCRIPTION	EFFECTS	RECOVERY TIME
46	Ornithophobia	You suffer a mental breakdown and see fluttering wings of Birds trying to encase you.	You are terrified by the Bird, and can't command it. You suffer one point of despair each Shift you are in the vicinity of the Bird (Short range).	D6 shifts
51-52	Glow	Your body emits a soft, bioluminescent glow, making stealth nearly impossible in dark environments and possibly attracting predatory creatures or unwanted attention.	You and your crew can't perform Ambushes and all adversaries and creatures get +2 PERCEPTION to find you.	D6 days
53-54	Creepers	Thin, vine-like growths start creeping over your body, embedding into your flesh and attempting to integrate with your nervous system, causing discomfort and potentially altering their physical abilities or senses.	You lose 2 Health and 2 Hope.	D6 hours
55-56	Blight Veins	Visible, dark veins spread across the your body. These veins pulse with pain and cause confusion.	You become Shaken and Disheartened. People try to avoid you if they can. The effect should be roleplayed.	D6 days
61-62	Call of the Deep	You experience an irresistible compulsion to venture deeper into the unexplored, whatever the cost.	You will always strive to move deeper down into a ruin. Determine how together with the GM. The effect should be roleplayed.	D6 shifts
63	Crystalline Growths	Small, sharp crystals begin to grow from your pores, causing pain and damaging your suit and equipment.	You become Shaken. Your delving suit takes damage from the crystals and loses 2 AR and 2 BP. You also lose 2 Health.	1 Shift
64	Bloom	Vivid, alien flora emerge from your pores, creating a surreal spectacle of life amidst decay. These blooms, with petals shimmering in ethereal shades of blues and purples, weave through your skin like living tapestries.	Everybody in your vicinity (same zone) becomes Shaken if you wear no helmet. If you do, you become Distracted instead.	Permanent
65	Wander the Pale Halls	You fall into a coma experiencing vivid hallucinations of a dreamlike place of pale halls stretching into infinity.	The Explorer becomes permanently broken.	Permanent
66	Cease to exist	You cease to exist. Then nothing. Nobody in the crew even remembers you anymore.	The Explorer is gone.	—

CREATURES AND ADVERSARIES

The Lost Horizon and The Great Dark beyond is a perilous realm. The Explorers will encounter both the local denizens of Jumuah and the Far Colonies but also hideous creatures of the ruined depths or vast darkness. Adversaries are NPCs that can interact and attack the Explorers. Creatures are beasts, constructs and critters of different origin. They are controlled by the GM and act largely in the same way as player characters and non-player characters in combat. But there are some differences, which are described below.

FEROCITY

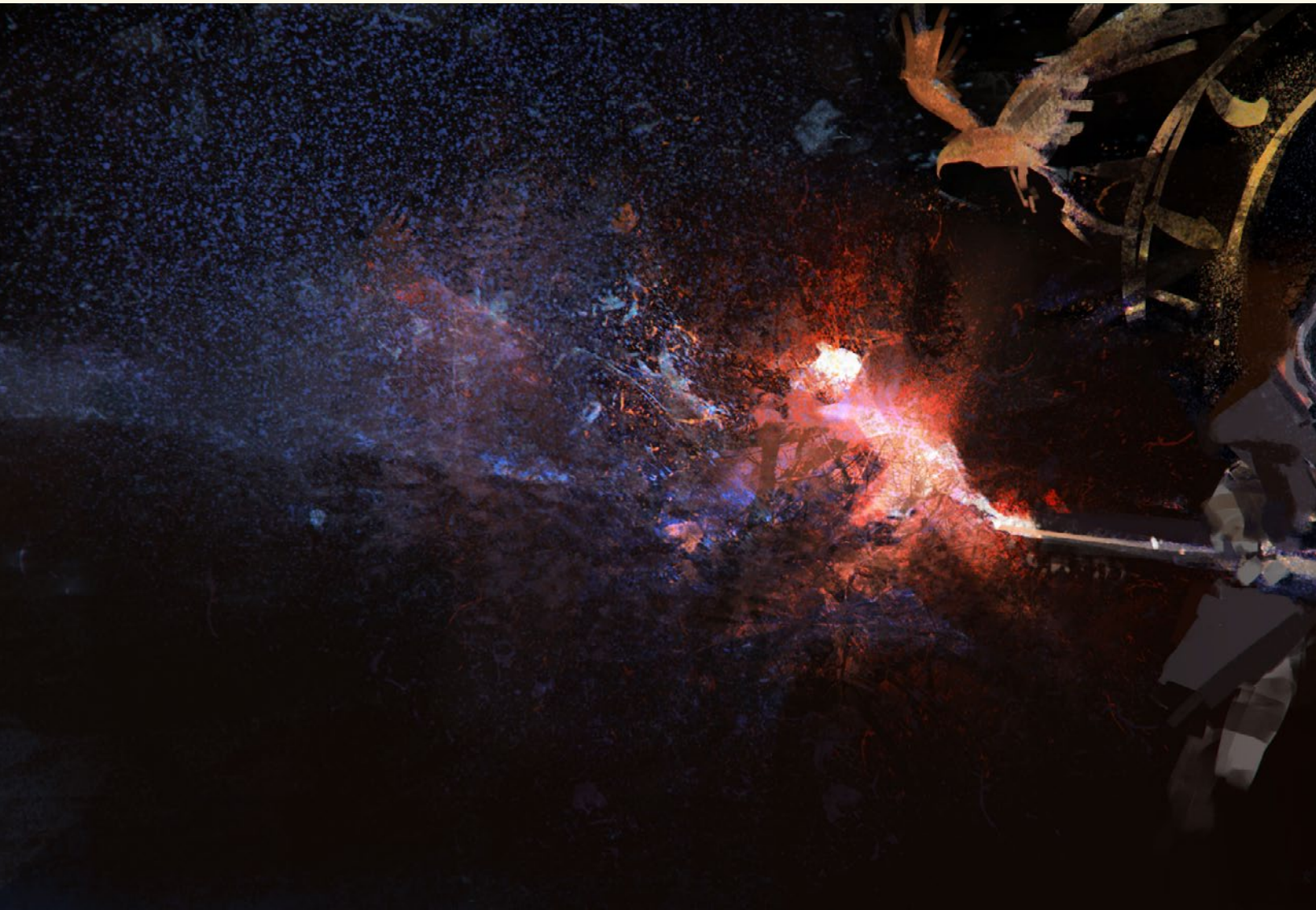
Some creatures are so powerful that they can act multiple times in the same round. This is indicated by their Ferocity

score. At the start of each round, the GM draws one initiative card for each point of Ferocity. The creature gets one action per initiative card. Creatures themselves never wait, but Explorers can switch initiative with one of the creature's initiative cards.

CREATURE ATTACKS

A creature always uses a creature attack when it attacks. Each creature has a unique set of creature attacks, which are summarized in a table. The GM rolls or chooses an attack from this table when it is the creature's turn to attack.

Performing a creature attack counts as an action. Unless otherwise specified, creature attacks are close combat attacks and happen at the Engaged range.



AVOIDING CREATURE ATTACKS

As a rule, a creature attack can not be blocked but dodged. Exceptions to this rule are stated in the creature attack description.

REPEATED ATTACKS

A creature never makes the same attack twice in a row. If the GM rolls the same creature attack two consecutive times, the second roll changes into the next attack on the table. The 6 result becomes a 1.

ABILITIES

Creatures can have abilities, i.e as Explorers and adversaries have talents, but they are mainly used outside of combat or for opposed rolls – not for attacks. They only attack using their creature attacks.



FIGHTING CREATURES

- **Dodging and Blocking:** All creatures can dodge and creatures carrying weapons can also block. Each dodge or block uses up one of the creature's actions in the round (flip an initiative card of the GM's choice).
- **Darkness:** Unless otherwise stated, creatures can see in darkness and don't suffer its effects.

ARMOR

Many creatures have some form of natural armor. This works just like ordinary armor.

FEAR & SOCIAL CONFLICT

Creatures are too terrifying to get scared themselves, but many of them can certainly instill terror in the Explorers. **Creatures are also immune to social conflict unless otherwise stated.**

ADVERSARIES

The GM has a lot of tools at their command, controlling phenomena such as brittle storms and creatures, but the most important devices in the story are the non-player characters that antagonize the Explorers – adversaries. They can be used to create tension and drama, especially if the Explorers have a personal relationship with the adversary.

All adversaries have a description, attributes, talents and equipment. **If an attribute isn't listed it is assumed to be three (3).**

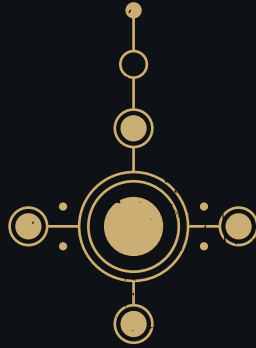
Talents are listed when applicable. Combat talents are added to the bonus in the weapon statistics of Adversaries. Adversaries have a Behavior describing what they are up to when the Explorers encounter them. It's up to the GM to decide if there is any other common equipment the adversary should possess.



CHAPTER

4

THE DELVE



No need to check the battery gauges of your suits my friends, these things last forever.

MASTER DELVER TOURBIN MAS-MARSA, DECEASED

Long lost artifacts and forgotten wonders lie in wait for the Explorers in *Coriolis: The Great Dark*. From windswept boulder fields and ice crags to claustrophobic tunnels and vast vaults in the depths of old moons – it all comes down to delving into the unknown. During the delve the Explorers have to overcome the Blight, strange mysteries and incomprehensible foes.

CLASS & DEPTH

Delves are categorized into a *Class* and a *Depth*, the former measured from 0 to 3 and the latter in a number of Depth markers. The Class is the estimated difficulty of the delve and the Depth is how deep and long it is and thus how much Supply is needed to traverse the area. Together these two factors will allow the Explorers to plan their delve accordingly. The higher the Class, the more dangerous the delve is, and the greater protection will be needed. The Depth of the delve naturally affects the time and amount of supply it takes to complete the delve.

CLASSES

The following is a breakdown of the four current delve-classifications.

- **Class 0:** The lowest classification and the most common. Non-existent to very mild Blight Levels, easy to navigate and no major obstacles reported. Can be undertaken without a delving suit.
- **Class I:** Mild Blight Levels and/or some minor obstacles to overcome. Very common and is considered a safe delve for most experienced Explorers.
- **Class II:** Medium to medium-high Blight Levels and/or substantial obstacles. Considered a hazardous delve and a challenge even for experienced delvers. Proceed with caution.
- **Class III:** High to very high Blight Levels and/or major obstacles. Extremely challenging delve only to be undertaken by the very best and most experienced delvers. Fatalities are not uncommon on Class III delves. Proceed with extreme caution.

DEPTH

Depth is measured in markers (used because of the depth and distances markers left by early Explorers on most charted delves). Deeper delves require more resources (i.e. Supply) and take longer to complete. Each marker takes approximately one Stretch of time to complete.

ROLES AND TALENTS USED IN DELVING

During the Delve, the Explorers take different roles. The four roles used in the Quickstart are Delver, Scout, Burrower and Guard. The role taken affects the obstacles that the Explorers might encounter during the delve. The roles should be assigned based on attributes and talents, although it is possible to change roles from delve to delve, or even in mid-delve. Useful attributes and talents for the roles are listed below:

- **Delver:** AGILITY, INSIGHT, Ruin Delver, Acrobat
- **Scout:** PERCEPTION, LOGIC, Cartography, Scan Operator, Archaeology, Glyph Scholar
- **Burrower:** LOGIC, STRENGTH, Demolitions Expert, Miner, Quartermastery
- **Guard:** STRENGTH, PERCEPTION, Doctor, Bodyguard, Fast Reflexes, weapon talents

If you have fewer Explorers than roles, assign multiple roles to each Explorer until all four are assigned.

THE ROLES AND THE BIRD

The Bird can be commanded by all of the crew although it is most common that the Scout is the companion of the bird (page 49).

PRIOR TO THE DELVE

After assigning roles to the Explorers it's time to issue them with appropriate suits, delving equipment and supplies. It is important to know who carries what equipment and amount of supplies.

HANDLING SUPPLIES

Supply come in many different forms, such as oxy-canisters, rations, water tanks, battery packs etc. No matter what it is, you still only label it as points of Supply on the character sheet. Four (4) points of Supply have the same encumbrance as one item.

The total number of Supply points carried by the Explorers is added together and written down on the crew sheet. As supplies are consumed during a delve, check the circles on the crew sheet.

When four (4) Supply points have been used up, erase this from one Explorer's item row. This means the Explorer drops any container the supplies were in. There are many ruins that are littered with the detritus of former expeditions in this way. Of course the Explorers may drop supplies for other reasons, such as to collect artifacts or other loot.

WHEN TO DECREASE SUPPLY

The list below describes situations where you decrease Supply by one (1) for the whole party. How often you should decrease Supply depends on the situation in question. The intervals in the table below should be seen as guidelines for the GM.

NO SUPPLY LEFT

If the Explorers run out of Supply or just risk running out – then it's time to turn around. Each time the Explorers venture one marker without spending a point of Supply they risk taking damage, despair or Blight. This affects each delver and no armor will protect. Many expeditions have succumbed in this way, venturing too deep into the vaults and ruins. Roll separately for each Explorer.

DECREASING SUPPLY

SITUATION	SUPPLY REDUCTION
Delving	After one marker of Depth.
Combat	After a combat is finished.
Strenuous activity	After an activity such as climbing, jumping, recovering from Broken etc.
Resting	After one Shift.

—●—○—⊕—○—●—

HOW MUCH SUPPLY?

A delve is commonly between 15 and 30 markers deep. This means the Explorers need to carry supplies with a Supply rating of 30 to 60 to traverse the delve and return – if unhindered. Incidents, combat and exploration will increase the use of Supply.

—●—○—⊕—○—●—

The only way to avoid this is to set up regular camps or stop and make camp and let one of the delvers return to the surface for rescue if such a thing is possible. How this will be done is explained in the full rules and does not fall under the scope of this Quickstart.

—●—○— | EFFECT OF NO SUPPLIES LEFT | —○—●—

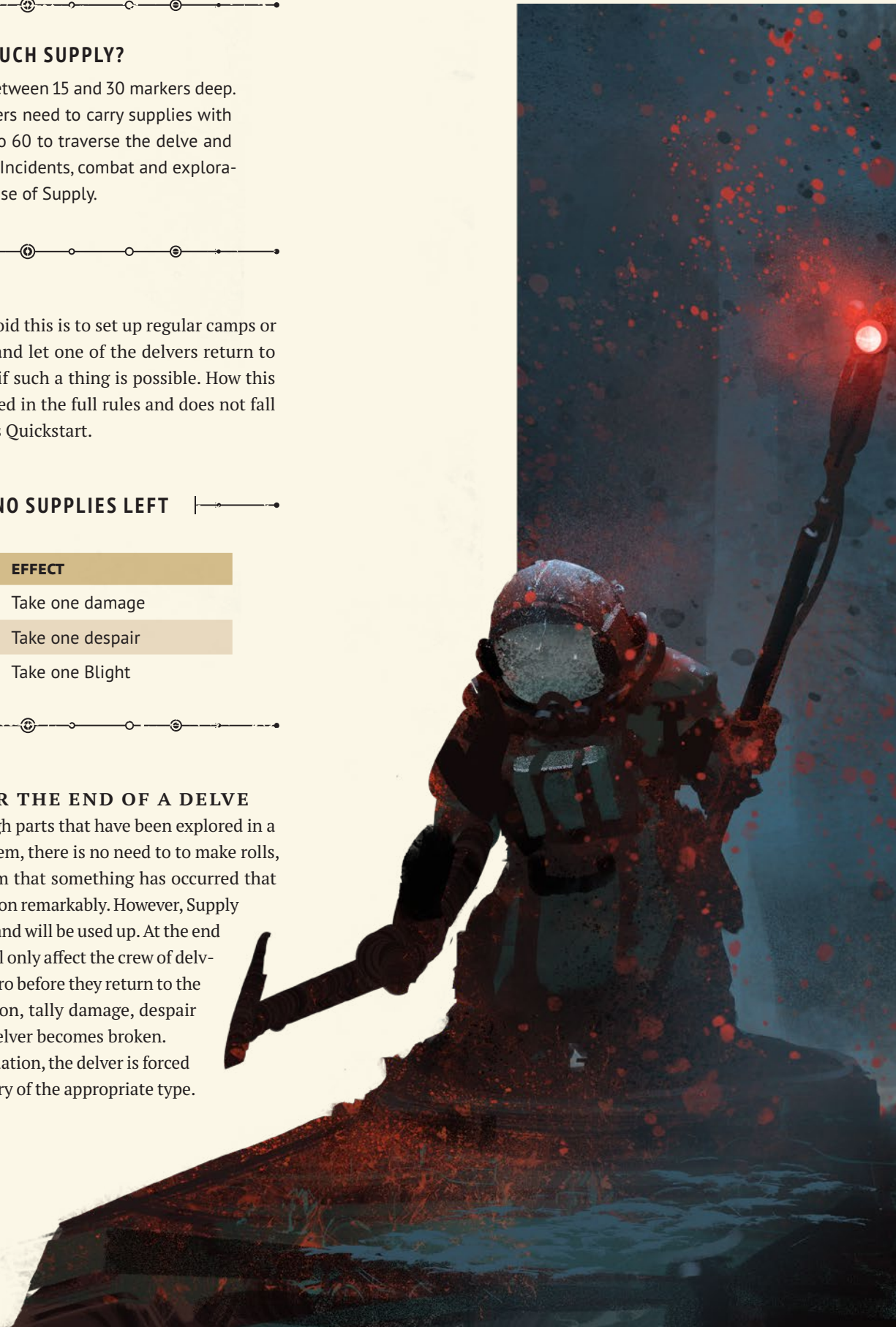
D6	EFFECT
1-3	Take one damage
4-5	Take one despair
6	Take one Blight

—●—○—⊕—○—●—

SUPPLIES AFTER THE END OF A DELVE

When returning through parts that have been explored in a ruin, vault or cave system, there is no need to to make rolls, if the GM doesn't deem that something has occurred that has changed the situation remarkably. However, Supply points are still needed and will be used up. At the end of an adventure this will only affect the crew of delvers if Supply reaches zero before they return to the surface. In that situation, tally damage, despair and Blight to see if a delver becomes broken.

If broken in this situation, the delver is forced to roll for a critical injury of the appropriate type.





SCANNING THE RUINS

Meticulous Explorers will not venture down into the deep without performing a scan of the area beforehand, as well as repeating the scan at regular intervals – normally using a depth scanner or proximity sensor. The first depth-scan will give them a somewhat accurate map of the delve, and may also indicate places of interest – but may not be able to discern every nook and cranny of the subterranean ruins. What a depth-scan can not do is locate the Blight areas, or discern exact amount of Blight. The only way to be sure about the Blight is to use the Bird to scan ahead, reporting back through a special type of scanner. There is a form of environment scanner that supposedly can detect the Blight, but any sane Explorer won't trust that kind of device.

SCAN THE DEPTHS

To scan the depths, roll for **LOGIC** modified by the scanning equipment to get a map of the delve. It is not possible to scan a delve or ruin without appropriate equipment or instruments. In that case the Explorers will have to go in blind and will use up more supplies to explore the ruins.

To delve blindly modifies all delving rolls (**AGILITY**) with -2 penalty and consumes double the amount of supplies during events as well as per marker delved.

Even when scanning successfully, some areas might still be obscured.

If the scan failed, you can try again from a different vantage point or position, but to do that you'll first have to delve blindly at least one marker away from the previous position.

SCANNERS

There are a lot of different scanners and sensors the Explorers can use. The most common are described here:

- **Deep Scanner:** portable and can scan to a Depth of approximately 10–15 markers. The scan is reproduced as a map including areas of physical risk but not the Blight Levels.
- **Garuda Device:** portable and can communicate with the Bird and plot Blight areas and Blight Levels.

SEND THE BIRD FORTH TO SCAN FOR BLIGHT

A cautious crew of Explorers will send in the Bird to scan for Blight as soon as they have a physical scan map – searching for places of interest and most importantly scanning for Blight. The Bird companion (or any other Explorer) rolls for **INSIGHT** modified by any appropriate Talent and lets the Bird go. As the Bird returns the Explorers can see where the Blight is located through a special Garuda device and mark it out on the scan map.

If the Explorers don't have a Bird or the **INSIGHT** roll fails they will have to venture forward without knowing, exposing them to a higher degree of Blight. Any Blight Levels of 1 or more is increased by +1.

If the scan for Blight with the Bird failed, you can try again from another position, but to do this you'll first have to delve without a Blight scan at least one marker away from the previous position.

DOWN THE HOLE

Climbing down into the abyss takes courage and ingenuity. An experienced delver as well as the right equipment is essential. To undertake the climb down, which is as much finding the most secure way as climbing or abseiling, the Delver makes a Delving roll using **AGILITY** and any appropriate talent and equipment. Every success leads to one marker of progress down the delve.

This also indicates how far the Explorers will travel before an event occurs. There is no such thing as an easy delve. Even

MANIFESTATIONS OF BLIGHT

Blight has different physical manifestations that also correspond to the varying degree of Blight concentration and dangers to humans – called *Frost*, *Dust* and *Ice*.

- **Frost** refers to the crystalline form of blight that covers many of the surfaces in the ruins. This is usually the first warning sign of its presence.
- **Dust** is an advanced spore state of the Blight. Some call it Snow, referring to the phenomena when bigger flakes of spores fill the air.
- **Ice** is the gravest state yet discovered of the Blight. It can take many different forms and colors, encapsulating whole buildings or creating vast frozen areas.

a successful roll will lead to an event for the Explorers – but at least it will take them further down the delve. Failure on the other hand means that the crew makes no progress and will lead straight to an event as mandated by the ruin in question.

TAKING BLIGHT

After the delving roll the crew will suffer any Blight there is in the area. If the delving roll makes the crew pass through two areas with different Blight Levels, they will suffer the highest amount. The Explorer will automatically decrease their Heart with a number of Blight equal to the local Blight Level. Remember that the Blight Protection of an Explorer's suit can protect against the Blight.

DELVE MODIFICATIONS

- **Delving Blindly:** –2 on all delving rolls (**AGILITY**) and double the amount of Supply used
- **Equipment:** variable
- **Delving Without a Blight Scan by the Bird:** +1 to Blight Level above 0

EVENTS DURING THE DELVE

There are always surprises, even for the most experienced Explorer. After the roll for delving (**AGILITY**) something will happen. Roll on the table on page 62 in *The Sky Machine* to see what kind of event befalls the Explorers. Each event has a designated role that is affected. If you roll the same event again, move down one row in the table so as to expose a new event. An event can never be repeated. The event table in *The Sky Machine* is an example of things that might befall Explorers. In the full rules there are extensive tables and guidelines for creating events during delves.

SUPPLIES DURING THE DELVE

The Supply rating will decrease during the delve. For every marker the Explorers traverse they must decrease their Supply by one on the crew sheet. If an individual Explorer drops or loses Supply for any reason, the Supply rating should be decreased by the same amount on the crew sheet. The Supply rating also decreases after combat or when exploring a specific part of the ruin.

RECOVERING FROM BLIGHT DURING THE DELVE


When an Explorer is broken by the Blight, their fellow crew members need to help them recover. This is done by sanitizing the Explorer, by rolling for **LOGIC** using applicable talents and equipment. This counts as an action. If the roll is successful, the victim immediately recovers Blight equal



THE DELVE IN SHORT

- 1 Pack your equipment and supplies.
- 2 Scan the ruin using **LOGIC**, modified by talents and equipment.
- 3 Send the Bird forth using **INSIGHT**, modified by talents to scan for Blight.
- 4 The Delver leads the way into the deep by rolling for **AGILITY**, modified by talents and equipment.
- 5 If successful the delve progresses the same number of markers as the rolled successes.
- 6 Decrease Supply by the same amount.
- 7 Roll for which role is exposed to an event.
- 8 Repeat to proceed deeper into the abyss!



to the number of  (sixes) rolled. The Bird, depending on its abilities, can also be used to sanitize a victim of the Blight.

BASE CAMP AND FORWARD CAMP

In extended delves it might not be possible to traverse the entire ruin without setting up a base camp or forward camp in the ruins. This helps the Explorers to stack supplies but also is a place to retreat to when in need of recovering from Blight. How to set up camp will be described in the full rules and is not part of the Quickstart.

THE BIRD

The Explorers' most important companion is their bird. Without the bird, delving is much more perilous and uncertain. Read more about the background of birds on page 8.

THE BIRD'S STATISTICS

The bird has no attributes but a specified amount of Health, an Energy level and a list of abilities.

THE BIRD'S ENERGY LEVEL AND ABILITIES

Every bird can use powerful abilities, but not all the time. The abilities cost energy to use. The amount of energy depends on how powerful the ability is.

At the start of a campaign the bird has three (3) Energy points. Every time the bird, coaxed by its companion, uses an ability it has to spend a specified amount of Energy to activate it. Some abilities are weak and don't need any Energy to perform. The Bird recovers all Energy after one Shift.

USING BIRD ABILITIES

The Bird does not use its abilities by itself, but is coaxed by its companion to perform the feats of its abilities. Although it is possible for any Explorer in the group to command the bird as an action to use an ability – it is normally the Explorer assigned the Scout role that is the bird’s companion. As a companion the Explorer gets a +1 modification when coaxing the bird.

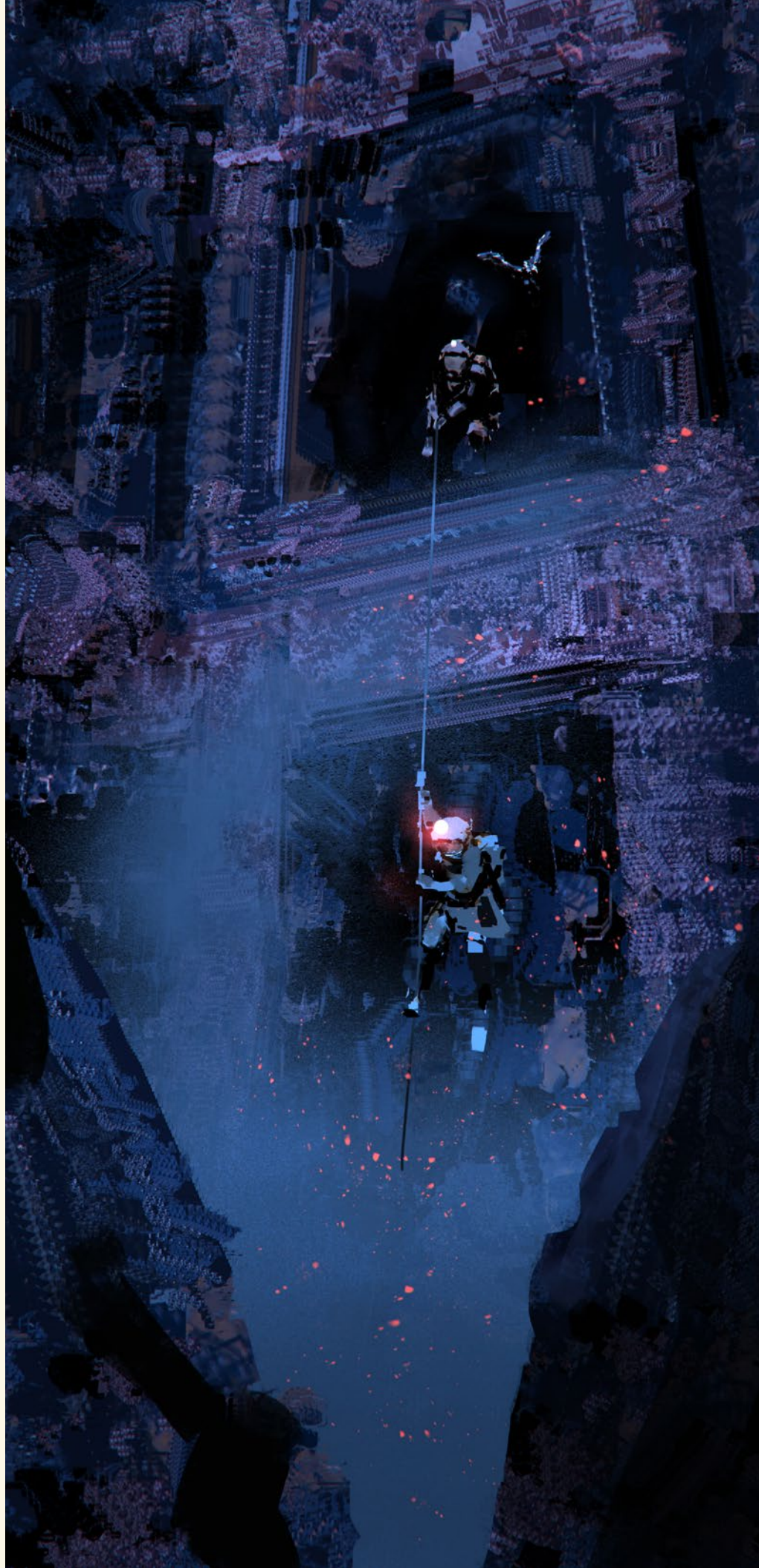
To use a bird ability the Explorer rolls for **INSIGHT**, modified by the bonus of the bird ability. If the roll is successful the full effect of the ability is used. But even if the roll fails, the ability takes effect to a lesser extent.

There are rumors that there are fell creatures of The Great Dark that can control the birds and even hurt them, but most Explorers think of this as the old Coriolite tales of djinni – pure superstition.

In *The Sky Machine*, the group has a bird assigned to it, in the company of the Scout.

THE BIRD AND THE BLIGHT

The Bird is the only sure way to scan for Blight, but luckily it seems to do this job perfectly well. Sending the Bird ahead to scan for Blight and reading it through the Garuda device does not cost anything and does not decrease its Energy Level.





CHAPTER

5

THE SKY MACHINE



It seems futile now, knowing that we can never touch this greatness. But what if we could? What if we could put together something like the marvels of the Builders? If we just had one of their machines, how glorious our future would be.

VINOD MARVAT, ALGEBRAIST AND EYE OF THE NAVIGATORS GUILD

BACKGROUND

Millenia ago, what is now known as the Jumuah system was part of the vast Builder civilization that stretched across the four Horizons. It was a time where the star portals were just one of many wonders that the Builders created. Even what was then seen as mundane technology can now barely be fathomed. A prime example is the gravity nodes built for the Builders' floating cities. One such metropolis once existed in the upper stratosphere of the gas giant Moubarra – a magnificent city in the clouds filled with glimmering towers and beautiful avenues. But if there is one thing certain in this universe it is that beauty never lasts, and the day came when the Event wrought havoc across the Builder civilization. As Blight spread through the city, its gravity

pillars failed and the city and its people plunged to their deaths in the depths of the gas giant. Miraculously, one of the three pillars escaped destruction and settled in orbit around Moubarra.

And then, nothing. Hundreds of thousands of years passed in silence. Until now. The year is 189 in the Age of the Diaspora. Present day.

Gilen's Point is a small outpost on the tiny moon Moubarra 4, a haven for prospectors, fortune hunters, and dust diggers. Here, they prepare for their next venture across the moon's mineral-laden landscape. The outpost is owned by the Mining Combine, an amalgama of prospectors, miners and workers that has grown more powerful in recent years.

THE SITUATION

Five days ago a prospecting crew ventured down a previously unexplored ravine looking to stake a claim. They stumbled upon a strange fissure in the rock leading to a tunnel descending into the deep. Investigating, they found an ancient ruin below. The prospectors had in fact stumbled upon the vault of the Sky Machine, a structure that once projected gravity in such a way as to hold the Builder city in the atmosphere of the gas giant. However, the vault and the machine are long since infected with the Blight, and the prospectors met their doom inside the ancient walls of the structure. All, save one. Rez Autreb managed to flee the ruin and by sheer will, escape to the surface.

Before slipping into unconsciousness Autreb told the outpost chief, Lia Kalvanetes, about the underground structure the prospecting crew had found. This put her in a precarious situation. As the highest ranking Mining Combine official on-site she had a responsibility to mount a rescue operation. However, a Builder ruin right under her nose was an opportunity too big to miss. Her plan was simple, she would seemingly lead a rescue for the missing prospectors with a small team she knew she could trust. Her real objective was to claim any valuable artifacts before anyone else could get to them. The chief sent a message to a contact within the Navigators Guild on Ship City offering them any

artifacts found for a steep price. This would be her ticket away from this forsaken moon. There was just one problem: the Blight. Not realizing the magnitude of the Blight infestation in the fissure, neither Kalvanetes nor her team had any delving suits, making a delve a suicide mission. Frustrated, she returned to Gilen’s Point and mulled her options. As word of the missing crew spread, pressure from prospectors increased and Kalvanetes finally relented and reported the incident to Mining Combine officials who in turn asked the Explorers Guild for help. Meanwhile, the Navigators Guild discreetly enlisted a specialized Black Toad delver crew tasked with retrieving any artifacts from the structure, no matter the costs.

But things are seldom what they seem in Ship City. The fast picket that the Black Toad chartered to transport their delve team to Moubarra 4 is owned by the Coriolite Ytreppo Ashur mir-Mira, an eccentric member of the Ashur family and a collector of Builder artifacts. In reality, Ytreppo knows about the incident thanks to informers within the Black Toad and he is sizing up the Explorer Guild crew and the Black Toad delvers. One will likely emerge from the fissure with a priceless artifact and Ytreppo will make sure he bets on the right horse.



THE SKY MACHINE

As time passed, the corrupted Sky Machine activated at irregular intervals, causing tremors and small quakes on the asteroid. This changed the landscape and exposed parts of the bedrock of the small moon. It is this fact that has made Moubarra 4 so popular with prospectors to this day. From time to time the machine activates and triggers tremors and seismic

activity. The prospectors call it “The Shakes” and make sure to hunker down whenever it happens – more than one prospector crew has been lost to the depths when the ground beneath them suddenly gave way. The effect of the Sky Machine is both a blessing and a curse. It is a recent case of The Shakes that opened the fissure in this adventure.



THE MISSION

The Explorers have been sent to Gilen's Point on the small moon Moubarra 4 to perform a rescue mission for a team of lost prospectors. On-site they will get acquainted with the station chief, a peculiar Coriolite and a team of newly arrived prospectors, all with their own agendas and secrets. After getting ready the Explorers will plan and

execute a delve down into the fissure, where the prospectors disappeared. Their job is two-fold: rescue any living prospectors and extract any valuable artifacts. However, they will have to survive the challenges of a rival Black Toad delve crew and the dangers of the ancient ruin first.

THE OUTPOST

In the first part of the adventure the Explorers land on Moubarra 4, are briefed about the missing prospectors, get acquainted with the old prospecting outpost and get ready for the rescue mission. But something's not quite right at Gilen's Point.

GM: The voyage has been arduous. Inform the players to check the Exhausted condition on their Explorer sheets. They will need to rest a full Shift to get their strength back (see page 32).

ARRIVAL

Read or roleplay the text below:

The landing thrusters fire with a mighty roar, sending a jolt through the structure of the shuttle as you gently and slowly lower your Grasshopper down towards the landing pad on the barren moon-asteroid below. The cockpit is bathed in a golden haze from the mighty gas giant Moubarra, filling the sky above you. To your right you see the colors of the prospecting outpost sprawled out on the gray, rocky plain as a splash of discarded paint: a low set building with a large cupola on one end. With a final roar of the engines and a powerful thud the shuttle touches down. As the engine coils wind down you hear the wind howling around you and debris hammering the windshields. Welcome to Moubarra 4.

Inform the Explorers that they have been dispatched to the rocky moon Moubarra 4 on a rescue mission. A prospecting team has disappeared after discovering a previously unknown structure below ground. Their first task is to meet with the outpost chief for a briefing. Remind them to read their orders. **Give them Handout #1: Moska's Orders.**

ACTION Filed to EG Mission Archive		COMMUNICATIONS CENTER NO.: 4C	
MISSION BRIEFING			
FROM: (Originator)		DATE: 189.08.14	SECURITY LEVEL: HIGH
TO: Jereman N'Rou Charima Tourok Messima Kander-Mal Iann Setenc		LEVEL OF THREAT: <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	PERMISSION TO USE LETHAL FORCE: <input checked="" type="checkbox"/> YES <input type="checkbox"/> NO
INFO:		PERMISSION TO USE HIGH LEVEL EQUIPMENT: <input checked="" type="checkbox"/> YES <input type="checkbox"/> NO	PERMISSION TO LEAVE JUMPHAN SYSTEM: <input checked="" type="checkbox"/> YES <input type="checkbox"/> NO
		PERMISSION TO ENTER UNDISCOVERED TERRITORY: <input checked="" type="checkbox"/> YES <input type="checkbox"/> NO	
<p>Friends,</p> <p>I apologize for the secrecy and lack of information. You are part of a rescue mission sent to assist the local Mining Combine authorities on Gilen's Point, a prospecting outpost on the asteroid-moon Moubarra 4. Here is the situation: Three days ago, five prospectors disappeared while staking a claim. Their last communication was a brief message informing us of a sudden spike in Blight levels and that the group had discovered a previously unknown structure they were investigating.</p> <p>The station chief, Lia Kalvanetes, immediately sent a rescue team to assist. However, they were forced to turn around due to Blight in the area. Yesterday, we received an informal request for assistance from experienced ruin divers from the Mining Combine.</p> <p>This is where you come in. We suspect the prospectors encountered a Blight pocket, likely with catastrophic results (though not certain). It is your job to go down there, investigate, and assist any surviving prospectors. We expect this to be a Class I delve. With your experience and professionalism, it should be an easy task.</p> <p>A secondary objective is to locate and retrieve any artifacts that may be found within the structure. As usual, artifacts are expected to be handed over to the Explorers Guild once you return.</p> <p>COMPENSATION: As this is a Class I mission, you will each be issued 500 dirham upon return.</p> <p>You will receive a bonus of 1000 dirham for any major artifact and 500 for lesser ones.</p> <p>Come back safe.</p> <p>----- Moska</p>			
DRAFTER'S NAME (and signature when required): <i>[Signature]</i>		SECURITY LEVEL: HIGH	PAGE 1 of 1 PAGES
OFFICIAL TITLE:		COMMAND SIGNATURE: <i>[Signature]</i>	
DD FORM 127		<small>REPLACE JWP FORM 127, MAR 97 10-58-127-01 * LAMP CITY PRINTING OFFICE * 10961-9-987707</small>	

MOUBARRA 4

THE GIANT ABOVE

The atmosphere on the moon-asteroid is thin and breathing masks and goggles are needed in the violent storms. As they step outside, the Explorers are met by Drenk Zabo, a laconic prospector in a Mining Combine rover that helps unload their equipment for transport to the facility. As the Explorers are waiting for their gear to be loaded, they are subjected to the first trial of Moubarra 4: the oppressing presence of the gas giant above them. The sight of Moubarra filling the entire sky overhead is as impressive as it is frightening.

Make each player roll for **INSIGHT** to avoid being overwhelmed by the sight of the gas giant. Failure means that the Explorer loses 1 Hope. Make sure to convey the sense of wonder combined with the terrifying vista to the players. After this, the worker signals that they are ready to depart.

DRENK ZABO, LACONIC PROSPECTOR

Work, sleep and drink yourself into a stupor. That's all there is to life if you ask Drenk. He's got his reasons for sure, but he won't tell no-one. Still, anyone that doesn't pester him too much will earn his silent thanks. He knows that something strange is going on with that Coriolite fellow and doesn't trust the newly arrived tech team one iota. Come to think of it, he doesn't trust no-one.

Note: You can use these stats for any prospector encountered in or around the outpost as needed.

STRENGTH 4, all other attributes 3

HEALTH: 7

TALENTS:

- Driver: +1 die to **AGILITY** for driving a ground vehicle
- Exo-specialist: +1 die to **AGILITY** or **STRENGTH** when handling an exo-suit
- Mechanic: +1 die to rolls for repairing vehicles and other mechanical devices, and also +1 die to close combat rolls when fighting with any kind of tools
- Miner: +2 dice when rolling to drill, dig or secure an underground cave or tunnel

EQUIPMENT: Mining pick (+1, Dam 2, Crit 4), comlink, filter mask, electric lantern, mining helmet (AR 1, BP 0), assorted tools (+1)

Only 48 kilometers across, Moubarra 4 is the fourth moon of Moubarra, a yellow gas giant where storms can rise tens of kilometers above the surface and reach hurricane-like speeds. Just like Moubarra, its fourth moon is a turbulent place, albeit barren, rocky and covered in gray plains, ravines and craggy cliffs. Even though the surface holds little of interest, the underground is a completely different matter. One of the most mineral rich locations in the Jumuah system, Moubarra 4 is popular among prospectors and surveyors looking to earn some dirham the hard way.

The atmosphere is thin but breathable with an air filter, however frequent storms make surface treks dangerous so large terrain vehicles transport cargo and crew the short distance to the station. Strangely, gravity is close to normal on the asteroid-moon. This is in fact due to the presence of the Sky Machine in its depths.

QUASSAR'S DREAM

While en route to the outpost the Explorers notice a sleek white spaceship that has landed a few hundred meters away. A couple of workers are offloading cargo crates onto a similar rover. The ship is *Quassar's Dream*, a fast picket owned by the Coriolite eccentric and collector Ytreppo Ashur mir-Mira. A successful **LOGIC** roll tells an inquisitive Explorer that the ship seems to be an expensive custom construction, most likely owned by a wealthy Coriolite.

GM: At this time, you can inform the players that the Coriolites are an important union of clans and families of Ship City known for their obsession with the Old Horizon, intricate rituals and spectacular sense of fashion.

SETTING THE MOOD

Amidst the desolate expanse of the asteroid-moon, the presence of the colossal Moubarra above looms large in the sky, casting an ethereal golden glow over the rugged landscape. The crags, ravines, and crevices that scar the surface are bathed in a golden haze cast by the gas giant. It is a beautiful sight, in all of its harshness. Everything changes when

the moon enters its dark phase. The void of the Great Dark engulfs everything, leaving only rocks and the darkness above.

Gilen's Point is worn down by the elements and the hardships of life here, but it was once quite a sight to behold. Originally it was painted in bright colors and decorated with symbols and patterns made by skilled hull painters with its great dome looking upwards into infinity.

MEETING THE CHIEF

Once the large vehicle is docked and the Explorers embark into the outpost they are welcomed by outpost chief Lia Kalvanetes who wastes no time and invites the group to her office for a briefing on the incident.

The office is cramped, with half drawn security blinds setting everything in a warm yellow haze. A large fan in the ceiling moves noisily to spread the dry heat of the building. Chief Kalvanetes produces a list of the missing prospectors and hands them each a somewhat dirty mug of very strong tea. **Give the players Handout #2: Prospecting Claim and Handout #3: Outpost & Area Map.**

The chief tells the Explorers the following:

- The prospectors disappeared five days ago.
- A rescue crew was sent to their last known location and discovered the prospectors' abandoned rover close to a fissure in the ground (it has since been towed back to the Point).
- A lone survivor, Rez Autreb, was found nearby the fissure one day later. Close to death and heavily exposed to Blight, he is now isolated in the medical ward. She recommends against visiting him as he is not lucid and highly contagious.
- The fissure has not been mapped previously, indicating that it is was recently exposed by the quakes.

- The moon is entering its dark phase tonight. For the next three days this side of Moubarra 4 will be shrouded in darkness.
- There will be a simple supper tonight in the outpost observatory. It's a tradition when entering the dark phase.
- The Explorers can use one of the outpost's rovers to get to the site.

Explorers on the lookout can roll for **EMPATHY**, with a success telling them that the chief hides something from them and seems nervous. They get the feeling she really does not want them here at all.



LIA KALVANETES, STATION CHIEF

Overworked, tired and with a sore back that won't go away, Kalvanetes is done with life as chief of Gilen's Point. She wants out and the find in the fissure is her ticket away from here. However, her gamble to sell the artifact to the Navigators Guild can backfire if the Mining Combine finds out. She will do anything to cover her tracks.

LOGIC 4, PERCEPTION 4, all other attributes 3

HEALTH: 6

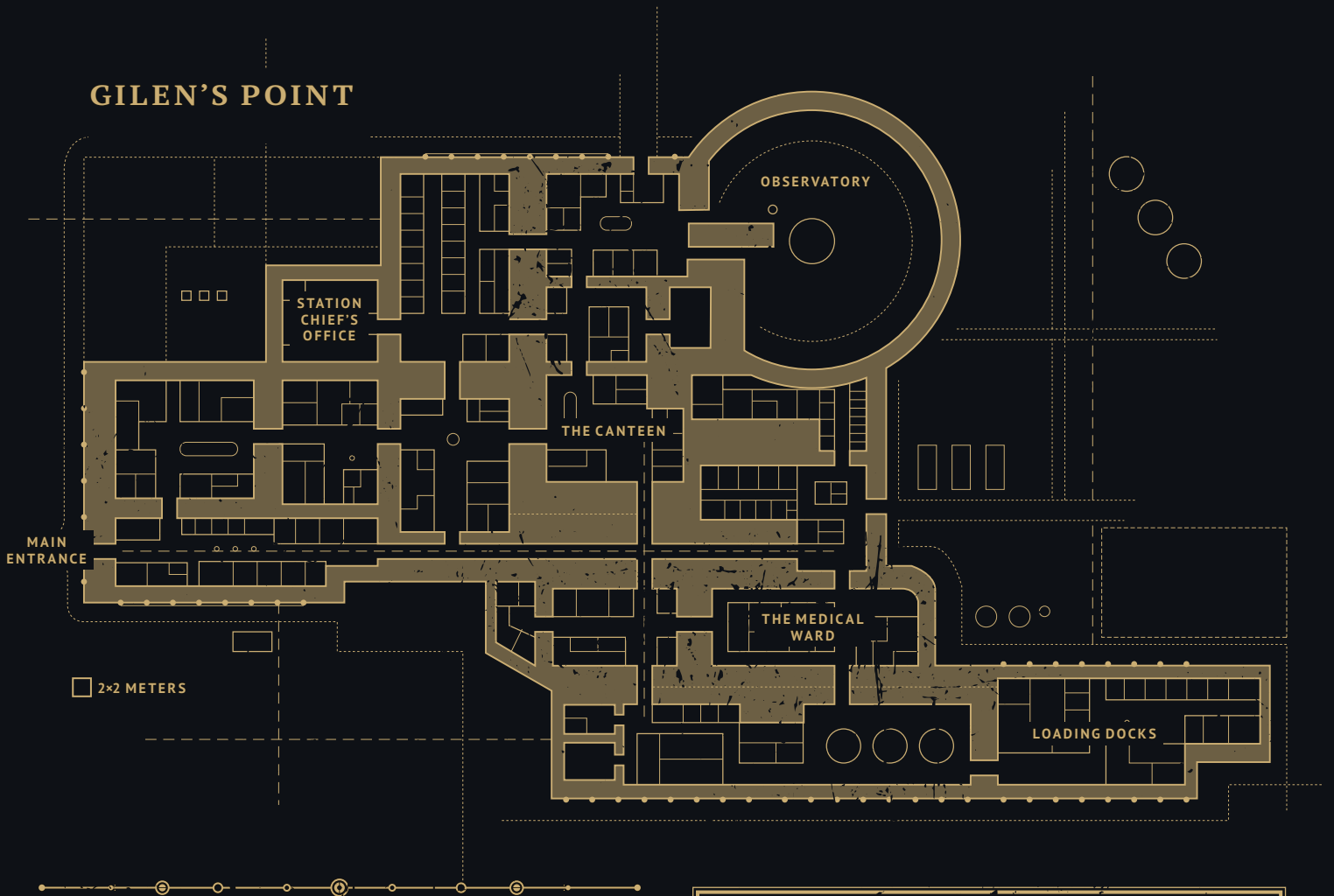
TALENTS:

- **Agitator:** +1 when rolling for **EMPATHY** to speak to a group and sway them or convince them of something.

EQUIPMENT: Comlink, fusilard revolver (+2, Dam 2, Crit 4, Short range, stored in locker)

PROSPECTING CLAIM		SUPERVISOR L. Kalvanetes		FACILITY Gilen's Point		MINE AREA Quadrant 432		MINING COMBINE	
NAME	ST PERMIT	SAFETY CHECK	SIGNED RIGHTS	WAIVER					
Lovada, Birsa Driller	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	<input type="checkbox"/>	St. 30	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ringa, Nev Driller	St. 30 <input type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	<input type="checkbox"/>	St. 30	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rov, Anker Driller	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	<input type="checkbox"/>	St. 30	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kaiff, Jahamala Machinist	St. 28 <input checked="" type="checkbox"/>	St. 28 <input checked="" type="checkbox"/>	St. 28 <input checked="" type="checkbox"/>	St. 28 <input checked="" type="checkbox"/>	<input type="checkbox"/>	St. 30	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Autreb, Rez Surveyor	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GILEN'S POINT



GILEN'S POINT

Perched on the rugged plain of Moubarra 4, Gilen's Point stands as a testament to resilience against the Great Dark. It is a low-slung structure, once painted in lively red, yellow and magenta. The paint is now chipped off, weathered by time and harsh winds. The only remnants of its origin as a Navigators Guild station are the engraved eye symbol still visible above the entrance and a large cupola once housing the observatory. The dome, once an important instrument for the Navigators' thirst for knowledge, now wears the patina of abandonment, its surface scratched and dulled by micrometeorites and storms.

The Navigators left long ago, and after being abandoned for three decades the Mining Combine stepped in and established it as a prospector camp. Currently home to 28 souls, including a skeleton staff of five Mining Combine personnel led by Lia Kalvanetes.

MOUBARRA 4



LOCATION: THE CANTEEN

The social hub of the outpost, the canteen is where prospectors have their meals, socialize and let out steam after hours. It is a low-ceilinged, octagon shaped room 10 meters across with metal tables and chairs scattered around haphazardly. The burgundy red painted walls are covered in a somewhat bizarre mix of Mining Combine recruitment posters, a mish-mash of religious symbols and one wall completely covered in a fading mural depicting Ship City’s founding. There are always a handful of prospectors in the canteen.

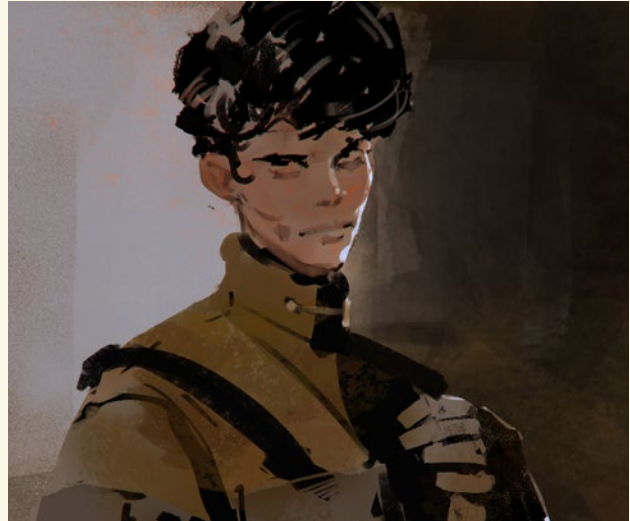
VANDAO’S CREW

If the Explorers visit the canteen they will find a group clad in bright orange clothing in one corner. This is Zera Vandao’s Black Toad crew, in the cover of Mining Combine technicians. Vandao’s crew is a clean and amiable group in sharp contrast to the downtrodden, dust-covered prospectors who keep away from the newcomers. If the Explorers ask around, make them roll for **EMPATHY** to gain a prospector’s trust. If successful they will gather that the Vandao crew arrived in a Coriolite fast picket, just hours before the Explorers. The choice of ship strikes them as odd but it’s not unheard of. Apparently they are here for some sort of unscheduled maintenance operation. Surely a coincidence.

If the Explorers approach Vandao’s group they will cheerfully greet them and ask them to join them at their table for some grass wine. Zera Vandao will take the lead and ask the Explorers about their presence on the outpost, letting them know that she and her crew will gladly help out in any way they can.

LOCATION: THE MEDICAL WARD

Rez Autreb, the survivor of the missing prospecting crew, is placed in isolation in the outpost’s medical ward. Inquisitive Explorers might want to pay him a visit. Located in the east wing, the medical ward has seen better days. The ward is currently housing three prospectors that have come down with “the fog” and staffed by the overworked doctor Armaty who is not amused by the Explorers’ presence. Autreb is placed in an isolation chamber with a single window from which the doctor monitors his decline.



ZERA VANDAO, BLACK TOAD INFILTRATOR

A self-made ruin delver and Toad boss that grew up in the drudgery of the Haze in Ship City. Not in it for dirham or drugs, Vandao believes that the Black Toad is the better alternative to the corrupt guilds. She respects Moska and the Explorers Guild but believes that it’s on the wrong side of history. If she has to, Zera will use deadly force to reach her objective, but she prefers not to.

STRENGTH 4, AGILITY 5, LOGIC 4, PERCEPTION 5, INSIGHT 3, EMPATHY 4

HEALTH: 9

- TALENTS:**
- Sharpshooter: +1 when firing a rifle or carbine
 - Blade fighter: +1 to close combat rolls when fighting with bladed weapons
 - Acrobat: +1 to **AGILITY** for jumping, climbing, running, and similar actions
 - Charmer: +2 when rolling for **EMPATHY** to make somebody like her
 - Malicious: She can inflict one (1) despair with each success when rolling for **EMPATHY** to threaten a PC

EQUIPMENT (AT GILEN’S POINT): Comlink, durablade (+2, Dam 3, Crit 4), fusilight pistol (+3, Dam 2, Crit 5, Short range, Concealable)

THE BLIGHT VICTIM

The poor Rez Autreb is almost completely consumed by the horrors of the Blight. Isolated and confined to the medical ward there is nothing more doctor Armaty can do than keep him stable and sedated. The doctor warns the Explorers that he is uncommunicative but if they really want to visit him, well, he won't stop them. He hurries away to other tasks and leaves the Explorers alone with the survivor.

If the Explorers enter the isolation room they are met with a haunting sight. The prospector looks like he has been away for months, not a single day. His skin is pale gray, his veins are bulging from his wiry body as if pulled by some unseen power. If the Explorers try to speak with him nothing happens at first, but when they turn to leave the patient will suddenly start to spasm before opening his mouth wide. Large dark flakes of Blight dust are emitted into the room. It's a ghastly scene and all present Explorers will have to succeed with an **INSIGHT** roll to avoid taking 1 Blight. Autreb looks at one of the Explorers and says: *"The City. Have you seen the City?"* Then he collapses back into unconsciousness.

LOCATION: OBSERVATORY DOME

A somewhat strange feature for a prospecting outpost is the 20-meter-wide observatory dome placed in the middle of the outpost, a remnant from its beginning as a Navigators Guild observatory. With a roof made of reinforced glass, the dome offers a breathtaking view of the enormous gas giant towering above. Old, creaking storm shields close over the dome when a storm hits the surface. It has become a tradition for the station chief to host a supper in the dome the night before the moon enters its dark phase.

EVENT: SUPPER BEFORE THE DARK

For this darkening supper, the outpost cook Migalnov (chatty, can do wonders with what he is given) has placed a table in the center of the dome and decorated it with lanterns and a select few props: Old Blue Eyes (a strangely shaped mineral block), an old hand-painted vase from the Old Horizon and a delving helmet that is claimed to have belonged to the famous explorer Jakub Mahander. Chief Kalvanetes is not much for theatrics but she indulges her crafty cook and

is indeed curious about the special guests she hosts. There are a dozen guests, mostly staff and visiting prospectors, but the Explorers may recognize the tired doctor Armaty looking deeply into his glass.

The dinner is meant to introduce the key players to the Explorers: Chief Kalvanetes, the Coriolite Ytreppo mir-Mira and the Black Toad agent in disguise: Zera Vandao. The dramatic setting with the vast golden gas giant above juxtaposed with the somewhat basic cuisine and the strange dinner guests should make for a memorable evening.

Here are some suggestions of what could take place:

- A taster of cirra-cirra dumplings and a glass of grass wine to begin with. The chief toasts to the success of the rescue operation and to new friends. An awkward silence follows.
- The Coriolite standing transfixed by the view of the huge planet, murmuring behind the mask: *"It must have been beautiful. Incredible, just incredible. How did they do it?"*
- Zera Vandao casually asks an Explorer about their orders and what they think has happened to the missing prospectors.
- A main course of *shok tel*, a spicy stew of lentils made according to an old Sadaalian recipe. It is surprisingly delicious.
- Chief Kalvanetes launching into a rambling rant about the toil of her position and the ungratefulness of the Mining Combine who never lets her leave this forsaken rock. She might have had a glass too much.
- The Coriolite is not touching his food. If asked, he stares blankly through his mask and answers that he has eaten the light of Moubarra. That is enough for him.

If the Explorers are on the lookout you can allow a roll for **PERCEPTION** or **EMPATHY** for each alert Explorer. A successful roll tells them one of the following:

- The Coriolite and Zera Vandao seem to share a secret of some sort. They exchange looks but quickly look away when spotted.
- Chief Kalvanetes seems afraid of something or someone. She drinks too much and looks around nervously.
- Zera Vandao seems almost too forthcoming and friendly.

TWO OFFERS

As Moubarra disappears over the horizon replaced by the vastness of the Great Dark, the observatory descends into a gloom with only the weak lanterns as lights. At this time, two of the supper guests will try to maneuver themselves so that they can make an offer to the Explorers.

The Coriolite Ytreppo Ashur mir-Mira will appear beside one of the Explorers and cock his masked head to the side in his usual manner. *“If there is an... artifact... down there in the fissure. I would like to offer generous compensation if you could bring it back to me. I know that the Explorers guild pays measly sums for artifacts. Shall we say that I quadruple anything they offer? Four thousand dirham? I would be very grateful.”*

A desperate and somewhat tipsy chief Kalvanetes grabs one of the Explorers by the sleeve and wheezes in her ear: *“You need to watch yourselves! There are others here that want what is not theirs. I’ll help you if I can but I need something from you. Bring me that thing and I’ll cut you in on it. Please!”*

**LOCATION:
THE LOADING DOCK**

This hall is where prospecting crews gear up and get ready to embark on surface treks. The Explorers’ delving pod has been transported here and this is where they go to gear up before the delve. If the Explorers visit the staging area to perform an equipment check see Sabotage below.

SABOTAGE

When checking the equipment, the Explorers notice that something feels off with their equipment. If they investigate, let them roll for **PERCEPTION**. A success reveals that the crew’s equipment has been sabotaged. Navigation instruments, vital for direction, are subtly shifted off-course. Communication tools, essential for teamwork, suffer from jumbled frequencies. Perhaps worst, their emergency transponders are completely missing from the pod making the delve more risky as the Explorers will not be able to send for help as easily.

The sabotage is the work of the Black Toad delver crew. However they were interrupted and only managed to do minor damage to the Explorer crew’s equipment.



**YTREPPA ASHUR MIR-MIRA,
ECCENTRIC CORIOLITE**

Ytreppo Ashur is a romantic in the classic sense. Born with privilege and schooled in the old traditions he eventually shunned the reactionary conservatism of his family and has embraced the beauty and enigma of the Lost Horizon. A self-proclaimed scholar and collector of Builder artifacts, in reality he is an amateur with a substantial amount of dirham to his name. He is always seen with a mask in public even though he has not gone through a masking ceremony; he greatly enjoys the drama of his visage and will use it to his advantage as much as he can.

STRENGTH 2, LOGIC 5, PERCEPTION 4, EMPATHY 4,
all other attributes 3

HEALTH: 5

TALENTS:

- Charmer: +1 when rolling for **EMPATHY** to make somebody like him
- Evasive: +1 to **AGILITY** when dodging ranged attacks
- Disguise: +1 to **PERCEPTION** to avoid being recognized, but also to spot a disguise

EQUIPMENT: Expensive clothing and perfume (+1), luma pistol (+2, Dam 3, Crit 5, Short range), Hand fan (+2, Dam 2, Crit 3, Concealable), comlink

EVENT: A MULTITUDE OF BLESSINGS

The Explorers gear up and prepare to embark upon the rover at the same time as the morning shift prepares to go to work. The Explorers’ rescue mission is known among the prospectors of Gilen’s Point and they want to thank the Explorers for risking their lives. When the Explorers are busy doing equipment checks they suddenly realize that they are surrounded by half a dozen prospectors with solemn faces. A woman steps forward and says:

“We know why you are here and want to offer our gratitude and bless you in your endeavor. We pray you safely return with our comrades.”

With that she removes a medallion from her neck and gives it to one of the Explorers. The Explorers each receives one of the following:

- A necklace with a medallion from Mira
- A commemorative coin of the founding of the three guilds
- A small book of myths from the Old Horizon
- A lucky amulet from Maily Row in Ship City

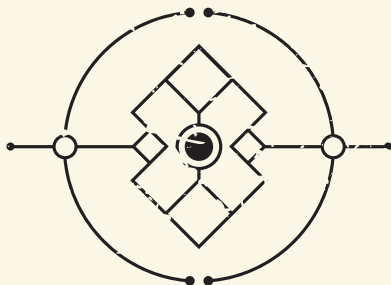
GM: These trinkets will function as keepsakes for the Explorers in this adventure. Tell the players to write their item in the box for Keepsake on their Explorer sheet. Rules for Keepsakes can be found on page 16.

THE DELVE

Once the Explorers are ready to depart the outpost, chief Kalvanetes will accompany them to the loading dock. She will show them the battered old Beetle class terrain rover, which they can use for the mission. With a tired *“Good luck and blessings of The Three”* she hits the button that opens the doors to the dark vista outside, letting the Moubarran gale hit the docks with force.

GETTING THERE

The Explorers will travel to the last known location of the prospectors in the old six-wheeled rover. The vehicle has decidedly seen better days but handles the rocky terrain well enough. It is a three-hour drive to the site, mostly uneventful.



Besides one or two prospecting rovers seen in the distance the Explorers are only accompanied by the whirring sound of the engine and the inky black vastness above.

EVENT: THE SHAKES

The constant hum of the rover’s engine is a reassuring presence as the vehicle navigates the asteroid’s terrain. Suddenly, a subtle but distinct vibration, unlike the usual movement over rocky ground, is felt through the seats and floor, hinting at something amiss beneath. And then: the faint sound of cracking can be heard from below.

As the Explorers traverse the rocky plain they feel the ground beneath the rover slightly tilting to the right and then suddenly there are visible cracks spreading alarmingly fast around the rover. The ground is giving way and a crevice is opening! The driver will have to succeed with an **AGILITY** (Driver) roll to avoid crashing down in the crevice. If the roll fails, all Explorers are hit by an attack with Strength 4 and base damage 1, and the rover is stuck at a steep angle pointing downwards. The Explorers will have to walk the rest of the way. This trek will take two hours and will claim 2 points of Supply as they lug all their equipment with them.

THE FISSURE

The last known location of the prospector crew. A colossal fissure slices through the asteroid's surface, a jagged scar that plunges into the unknown depths below. Its edges are ragged, testament to the violent forces that tore the ground asunder. Somewhere down there, in the abyss, is the answer to the prospectors' fates.

PREPARING THE DELVE

In this adventure, the equipment and roles of the Explorers have been set and the delve itself is linear. In further adventures a big part is planning for the delve, choosing what equipment to bring, how many points of Supply, which route to take and who will take which roles.

This will be the players' first delve, however that is not the case for the Explorers. Explain to the players the basics of the delve:

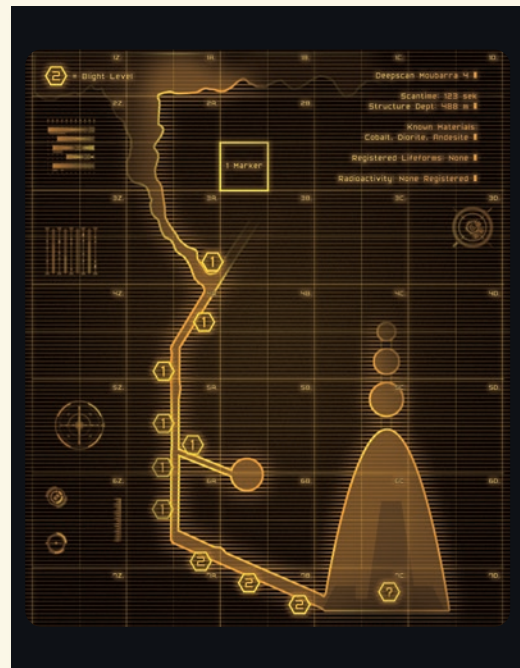
- First the Scout performs a physical scan of the fissure and then sends the Bird to look for Blight.
- The Delver leads the way and rolls for progress. The crew will descend a number of markers of Depth depending on the roll. If there is any Blight in the area all Explorers will be affected by the Blight and roll for the Blight Protection provided by their delving suits.
- As soon as the crew has descended the GM will roll for an event to occur. This roll is modified by the total Depth delved and will result in something happening as well as what role in the crew is affected by it.
- Finally a number of Supply points equal to the Depth delved will be used up.
- Repeat this process until the Explorers reach either the auxiliary chamber or the antechamber.

THE BIRD AND SCANNING

The Explorers' Bird is perhaps their most precious asset. It is not known exactly how, but the bird is connected to the Blight and seems to be created to discover and warn about its presence. When beginning a delve the crew scans with a deep scanner to ascertain the exact physical layout of the

delve. But before starting the descent the crew usually sends the bird forward through the ruin. When the bird returns, the crew uses a peculiar machine called a Garuda device, to link the bird's impressions, including Blight Levels in the ruin, with their scanner.

GM: Once the scan has been performed and the bird returned, **give the Scout Handout #4: Scanner Map.** Be sure to note the Blight Levels in the fissure as this will affect the crew during the delve.



SUPPLIES

Supplies are perhaps the most important asset for any delver crew. It is vital that the group have enough Supply points to reach their destination and get out again. For that reason the very least amount of Supply a group should carry is equal to the shortest Depth to the destination multiplied by two. However, unexpected things tend to happen on a delve so it is recommended that Explorers pack extra. Many a delver crew has been lost in the depths because their supplies ran out.

SETTING THE MOOD

The delve is divided into two parts, the first is the fissure and the natural chasm leading downwards. Everything here is cramped and claustrophobic, with loose rocks and sharp craggy rocks making the delve difficult.

The second part is the Builder structure. Here, the tunnels are wide with smooth surfaces. Still the feeling is unsettling in its otherworldliness. It is hard to shake the feeling

that the structure was not built for humans. In this part, emphasize the strangeness of the Blight infected air, the unsettling size of everything and the mind-boggling age of the structure.

The event table will provide challenges for the Explorers – use this as a basis but do not forget to let the atmosphere and roleplay set the tone. Build on the events, switch them up if you feel like it, or develop them further.

EVENTS DURING THE DELVE

After the Delver has rolled to delve, an event will occur (regardless of if the roll was successful or not).

Roll a die and add the total amount of Depth delved so far.

D6 + DEPTH	EVENT	AFFECTED ROLE	EFFECT
1–5	Haze: As you lower yourself into the depths a pale haze surrounds you, reducing visibility to just a few meters. The beams from your lanterns are dulled by the haze, the sounds of climbing are muted within it. It's difficult to determine what is up and down and where your fellow explorers are, even when they are just above. What strange world have you descended into?	Group	Everyone rolls for INSIGHT . Success: Nothing happens. Failure: You lose 1 Hope.
6–7	Dusty descent: You notice it on your suit first, tiny specks of purple dust particles. And then it surrounds you, a cloud of dust flakes whirling in the air. It covers your visor, clogs up your breathing filter and hinders visibility. It feels like you are delving down into a whirlpool of dark cinders pushing up against you from the depths below.	Delver	Roll for PERCEPTION . Success: You find your way quickly. Failure: You struggle to find your way forward. Lose 1 extra Supply.
8–9	Magnetic Anomalies: Something is wrong, your compasses spin wildly, your lanterns flicker and you feel something tugging at your tool-belts. It is as if your equipment has come to life by some weird happening. Pieces of your equipment float away slowly from you, rotating as if caught by an invisible axis of a freak magnetic storm.	Group	Everyone rolls for AGILITY . Success: You manage to hold on to your equipment. Failure: You lose one piece of equipment. Choose and remove an item with 1 encumbrance from your Explorer sheet.

D6 + DEPTH	EVENT	AFFECTED ROLE	EFFECT
10–11	Sticky Flora: The walls have patches of an organic dark moss-like material. As you pass one such patch you trigger some kind of reaction in it. A cloud of spores envelop you, sticking to your faceplate and your delving suit, hindering movement and visibility.	Guard	Roll for AGILITY . Success: You manage avoid most of it and can continue unhindered. Failure: You're stuck, slowing your progress, lose 1 extra Supply and take 1 Blight.
12–13	Distant Voices: You hear a faint whisper on the comm channel, emerging and disappearing in static. And then, several voices. They seem to be discussing the best way down. But you don't recognize their voices. They're fading. You look around, but no-one else seems to be hearing what you are.	Scout	Roll for INSIGHT . Success: You steady your nerves. Failure: You feel an icy chill, lose 1 Hope.
14–15	Red Lamps: What was that? You thought you saw a red light above you. But that can't be. There it is again, this time there are several specks of red moving slowly, as if descending. And then they disappear, hidden behind an outcrop perhaps. Or did you imagine it?	Scout	Roll for PERCEPTION . Success: You realize you are followed. Better be careful. Failure: You are spooked by the realization that something horrible is up there. Lose 1 Hope.
16–18	Crystal Stalagmites: The way ahead is blocked by ice-like stalagmites, their surfaces glimmering in beams of your lanterns. There seems to be purple leaf-like fragments embedded in the translucent stalagmites, casting the environment in colorful hue. There is no way through here, you need to make way through force.	Burrower	Roll for STRENGTH . Digging tools can be used. Success: You manage to hack the stalagmites to pieces and clear a way forward. Failure: You exhaust yourself hacking away at the structures, lose 2 extra Supply and take 1 Blight.
19–20	Visions from the City: In the blink of an eye you are suddenly somewhere else. No longer in the dark depths of an asteroid, you find yourselves in an ever-stretching expanse of huge clouds. A golden haze shimmers over the surreal scene and when you turn around you see tower-like structures breaking through the cloud banks. A city? In the next moment, you are all back in the deep. As if it never happened.	Group	Everyone rolls for INSIGHT . Success: You marvel at the vision. Failure: You are touched by the strangeness of the vision and lose 1 Hope.
20+	Gravity Gap: The descent has been tough but suddenly it feels a bit lighter. Your movements feel more free, the load on your backs less intense. And then suddenly, gravity shifts completely, you are all floating, every push against a wall sends you tumbling. Like a flower releasing its seeds you float in different directions.	Group	Everyone rolls for AGILITY . Climbing gear can be used. Success: You find your footing quickly. Failure: You are disoriented and get separated from the group briefly. Lose 1 point of Supply.

THE SIDE TUNNEL

A perfectly circular tunnel opens to the left. The opening is partly obstructed by rubble from a landslide. It is a tight squeeze to get through. Explorers with medium or heavy delving suits won't fit, and all others must pass an **AGILITY** roll to pass. The Burrower could widen the opening sufficiently by digging or using explosives, but it will take one Stretch (consuming 1 Supply).

The tunnel forward has the same smooth feeling as the others although there are areas with micro-fractures like collars around the circumference of the tunnel. Passing through one of the fractured areas will lead to a rockfall (with 6 Base Dice, 1 damage) if the Explorer leading the way fails a **PERCEPTION** roll.

THE AUXILIARY CHAMBER

A sphere-shaped chamber, partly filled with rocks and detritus from the now dead prospector.

Where the walls are visible through the fractures, dark geometric patterns can be seen that seem to move in the corner of the eye.

A lone figure covered by debris and rocks, frozen with a breathing mask clutched to its face. Eyes glazed over, the corpse seems to be looking right at the Explorer entering the chamber.

Search: If the Explorers search the chamber they lose 1 point of Supply and discover:

- **The corpse of Rov Anker:** The figure is the prospector Rov Anker. A close examination with **LOGIC** (Doctor) shows that his leg is broken and dressed, probably by himself. The wound is crusted with small black crystals, almost as if barnacles were beginning to form (a residue from the Blight Crawlers).
- **In the debris** the Explorers can find rations, batteries and a still full oxy-canister, amounting to 3 points of Supply.
- **The patterns on the wall** are different from the tunnels and seem to have some sort of function, although they are dark and inert.

WHAT HAPPENED TO THE PROSPECTORS?

When the prospectors reached the structure they were exhausted by the climb and had already been exposed to Blight (even though the Blight Level was less intense at that moment). They entered the antechamber, tried unsuccessfully to hack their way through the door and decided instead to explore the other chambers. Finding the key mechanism they managed to open the door, but by this time they were heavily Blight-ridden and weak. These were their fates:

- **Jahamala Kaiff** overwhelmed by Blight and the visions of the Builder city in the Memory Chamber, she lost herself to the vast vision and continues to try and express it as she can. She is alive, but will require extensive medical care to recover.

- **Nev Ringa** found the sphere next to the pedestal and approached to retrieve it. He was thrown up in the air by its gravity wave and killed by the fall.
- **Birsa Lovada** managed to approach the sphere while dormant only to be overcome by Blight and collapse against the pedestal. She is barely alive.
- **Rez Autreb** and **Rov Anker** escaped the structure, but not before getting attacked by Blight Crawlers in the antechamber, which led to Anker being wounded. Realizing that he would not be able to make the climb out, Anker retreated into the auxiliary chamber where he eventually succumbed to his wounds. Rez Autreb managed to escape to the surface, as described in the background.

THE STRUCTURE

In the final part of the adventure the Explorers enter the structure where the prospectors disappeared. They will have to explore the ruin, find a way into its center and get out while they still have time, all while keeping an eye on Blight, supply and living dangers. In this Quickstart Blight Levels are handled with Blight Surges in the structure, noted in each room description.

GM: Remind the players that their Explorers may perform another and more detailed scan of the structure when they have reached to this point.

The Bird can also be coaxed to fly through the structure and scan for Blight. As it returns it will give them the Blight Levels through the Garuda Device, see **Handout #5: Structure Map**.



SUPPLY IN THE RUIN

Remember that the players need to keep track of their Supply points during the exploration of the ruin.

- Exploring an Area: 1 point of Supply
- Any Tasks That Require Physical Exertion: 1 point of Supply
- Participating in Combat: 1 point of Supply

1. THE ANTECHAMBER

A chamber opens up from the smooth corridors of the ruin. The structured walls slant upwards to a high ceiling hidden in the shadows above.

Long grooves line the northern part of the room rising to the roof forming a flower-like intersection. The grooves seem to move as the shadows from the lanterns generate weird interference. The furrows make the room resemble the inside of a strange machine.

Cerulean blue dust flakes float in the room, reflecting the light of the Explorers' lamps.

The grooves dissolve and give way around the engraved patterns covering the southern wall. A successful **LOGIC** (Archaeology) roll tells the Explorers that they seem to indicate that this ruin dates from the 12th era.

The engravings form a rectangular door at the southern wall. At its center their motifs change into a circular glyph. A successful **LOGIC** (Glyph Scholar) roll reveals the symbol to mean "machine" or "mechanism". It's the same symbol as shown on page 51.

Search: If the Explorers search the chamber they lose 1 point of Supply and discover:

- **Marks on the door** as if someone has tried to force their way through with a pickaxe or similar tools.
- **A prospector's lantern** can be found close to the western exit. If turned on it flickers and then dies.
- **A patch of dark iridescent frost** is found on the wall closest to the eastern exit. A successful roll for **INSIGHT** tells the Explorers that this indicates heavy Blight.
- **2D6 Shards**

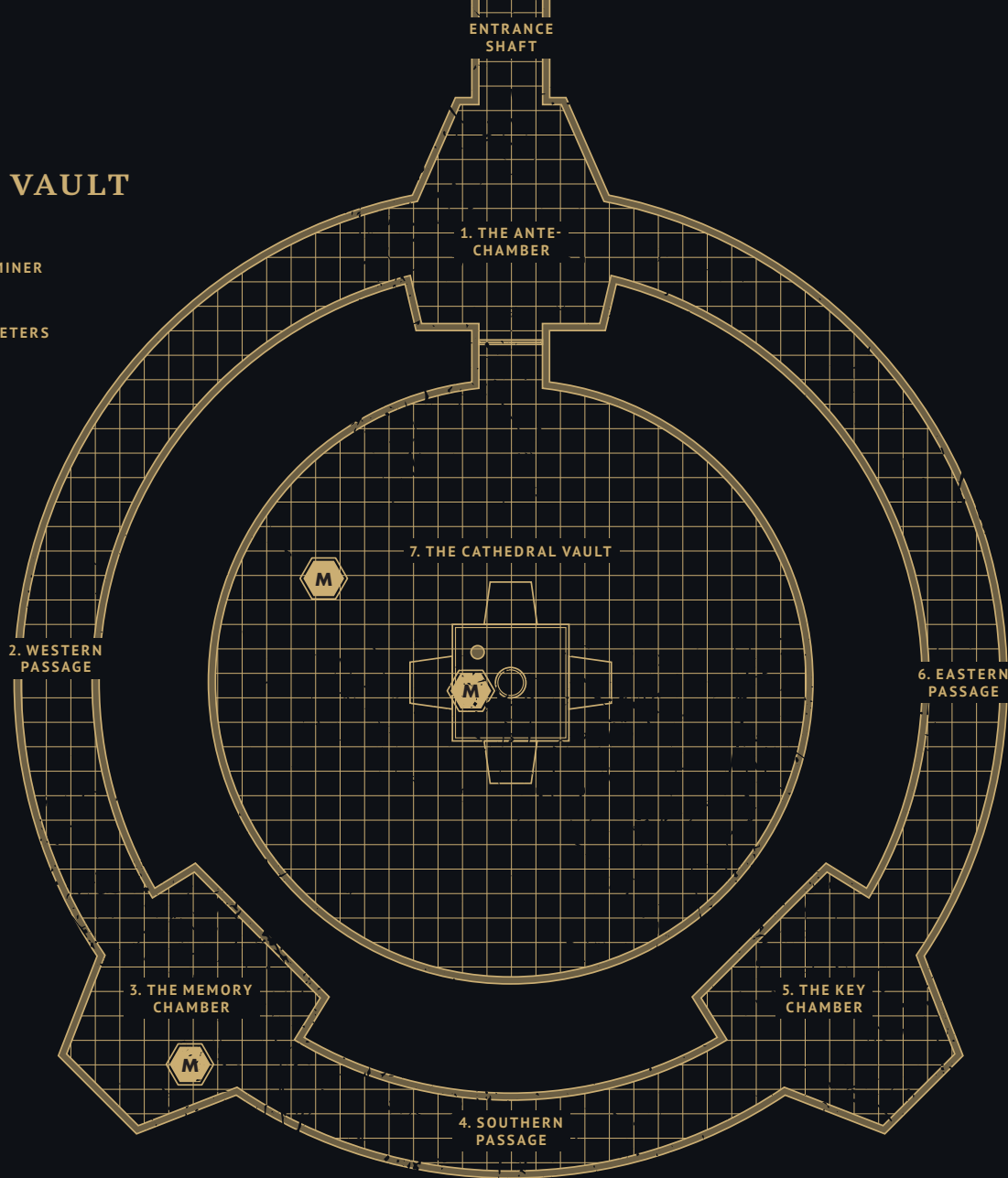
EVENT: BLIGHT CRAWLERS

The Explorers are not alone in the ruin. Blight Crawlers, strange creatures that thrive on Blight, have made a nest here. The dark frost patches that can be found around the ruin are traces of the Crawlers. They usually keep to the roof or the walls and will pounce on the Explorers whenever you see fit. Alternatively, you can roll a die for each area the Explorers enter. On a 1 (⚠️) the Crawlers attack. Add one die to the roll for every chamber they have explored.

THE VAULT

 = MINER

 2x2 METERS



ARTIFACTS AND SHARDS

Exploring ruins is not without its rewards. In fact, one of the Explorers' major sources of income is the reward for bringing back valuable loot to Ship City. Artifacts are highly sought after relics from the Builder civilization. The Explorers Guild pays a finder's fee for all artifacts handed over to the guild. In this adventure there are two artifacts, one major and one lesser: the fractured sphere in the Cathedral Vault and the memory disc encased in Blight found in the eastern passage.

Shards are the collective term for the metal and ceramic fragments found in and around Builder ruins. No-one knows their original purpose, but theories range from labeling them as some form of money, to art or other, stranger devices. All shards found belong to the Explorers and can be sold to collectors or the Machinists Guild on Ship City. One shard is worth 50–250 dirham depending on its quality. Four (4) shards equal one point of encumbrance.

BLIGHT CRAWLERS

These black fist-sized iridescent beetle-like creatures can sometimes be found crawling over barnacles on ships or the Blight-ice in ruin-fields. They leave a trail of Blight dust and flakes and sometimes conglomerates of new shiny barnacles. Singly they are but a nuisance to the explorer; however in numbers they can be quite dangerous as they are drawn to non-infested areas and living organisms. In mere minutes they can cover a whole crew in a thick suffocating layer of ice and barnacles. A good flamer is the only thing that can keep them at bay.

GM: Creature attacks are described with a certain amount of Base Dice to roll and a number of damage, despair and Blight the first 🗡️ (6) deals: just like weapons each subsequent 🗡️ increases the effect by 1.

FEROCITY: 1 **HEALTH:** 10 **SIZE:** Swarm **AR:** 0

SWARM

The Blight crawlers don't act on their own, instead they form a swarm, a larger body of bristling beetles. There are rule differences for swarms:

- A swarm can attack several beings as stated in its creature attacks below.
- Swarms cannot be harmed by normal weapons, only by fire (flamer weapons), certain tools (cutting torches) or explosions. If the explorers lack these weapons, they have no choice but to run away.

2. THE WESTERN PASSAGE

A curved corridor a few paces across. Dust particles hover, refracting the dim light around. The silence amplifies isolation, each footstep echoing through the tomb-like ruin.

Purplish blue dust flakes are floating upwards. They slowly gravitate towards the closest Explorer.

A rhythmic screeching sound, vague but distinct, can be heard from the south. Like nails on a chalkboard. Or stone on stone.

Weak pulsating light coming from the far end of the passage.

3. THE MEMORY CHAMBER

A chamber with slanting walls similar to previous rooms, the walls covered in engraved geometric patterns that sparkle and shimmer weakly.

A solitary suited figure seated on the floor facing the wall casts long, distorted shadows against strange patterns written on cold stone walls. The screeching scrape of rock

CREATURE ATTACKS

1. Ferocious Attack: The crawlers scuttle over all living creatures and try to devour them. The horror of it makes all explorers in Short range suffer a mental attack with six (6) Base Dice and Despair 1 against their Hope.

2. Encasing Attack: Swarming over a hapless explorer the crawlers extrude a degrading rot cocoon. The victim suffers a Blight attack with four (4) Base Dice and Blight 2 and must roll for **STRENGTH** every round to break free. The Blight Protection of their armor protects. Every round the victim is encased it receives the same damage.

3. Crystal Storm: The crawlers fly in whirling patterns while secreting sharp Blight crystals that cut through the explorers like shrapnel. All explorers in Short range suffer an attack with eight (8) Base Dice and Weapon Damage 1.

4. Blinding: The crawlers try to cover all light sources and flock around lanterns and helmet visors. All explorers in Short range need to roll for **PERCEPTION**. Failing explorers are blinded for the next turn as they try to remove the beetles from their visors and light sources.

5. Blight Crust: The swarm extrudes a rot mote cloud that settles over the whole area. The crystals adhere to all clean areas. All explorers that fail an **AGILITY** roll in Short range suffer a Blight attack with (6) Base Dice and Blight 1. The Blight Protection of their armor protects.

6. Burrowing Attack: The crawlers ensnare one victim and try to burrow through its armor and body. Their mandibles burrow through anything with a screeching sound attacking with twelve (12) Base Dice and Weapon Damage 2. Can be dodged.

on rock echoes eerily as the figure carves at the wall with intense focus.

Search: If the Explorers search the chamber they lose 1 point of Supply and discover:

- **The Prospector:** This is Jahamala Kaiff, consumed by Blight and visions of the Builders' ancient city. She is drawing something on the wall. A closer look reveals that it seems to depict some sort of vertical structures on a disc, with three oval shaped structures beneath it. Kaiff is unaware of her surroundings and a successful **EMPATHY** roll is needed to get her to accompany the Explorers. Even so, one of the Explorers will have to support her as she is very weak. If Kaiff is added to the group, 1 extra point of Supply is used up immediately.

- ☉ **The Memory Pattern:** A successful **LOGIC** (Archaeology) roll tells the Explorers that these patterns are similar to the ones found in the Cave of Sirra in the Auriga system in 185. At that site the patterns seemed to have something to do with visions. Touching the faintly pulsating pattern will immediately trigger a stark vision. **Give that player Handout #6: The Vision** and let her roll for **INSIGHT**. Failure leads to losing 1 Hope.
- ☉ **D6 shards** faintly glowing with the patterns in the chamber. The glow will disappear when they are removed from the chamber.

4. THE SOUTHERN PASSAGE

A curved corridor a few paces across. Curiously, there are no dust particles in this passage. There is nothing here.

5. THE KEY CHAMBER

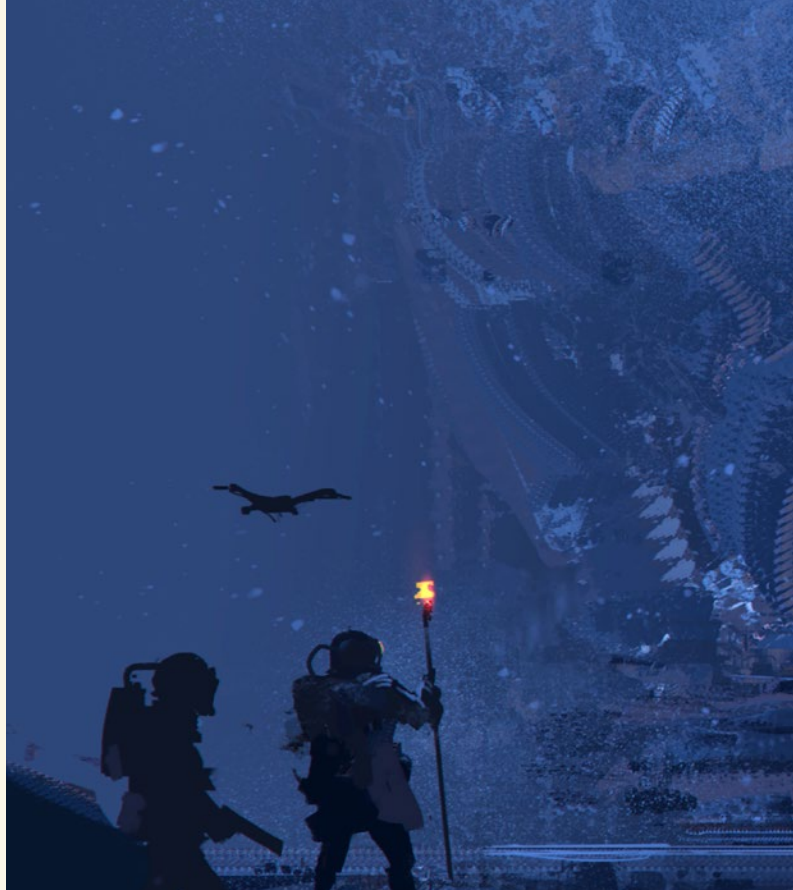
A chamber with angled walls haphazardly covered in sprawling purple vines, black leaves and small iridescent buds, ready to open. The vines seem to writhe in an unseen breeze.

A **faintly glowing symbol** can be seen behind the vines on the northern wall.

The vines' twisting changes direction, as if reacting to something.

Search: If the Explorers search the chamber they lose 1 point of Supply and discover:

- ☉ **The Vines:** Are reacting to the Explorers' lanterns. The vines will try to encase the source of light (that includes any Explorer carrying it). They will ensnare the boots first and then work upwards towards the light. If trapped, a successful **STRENGTH** roll must be made. Failure means that the Explorer is stuck and takes 1 Blight. If the Explorers turn off the lights or use a flamer on the vines they will stop moving and pull back. A **LOGIC** roll tells the Explorer that the vines are a manifestation of the Blight.
- ☉ **The Key Mechanism:** A circular plate embedded in the wall showing the same symbol as the door in the antechamber. If pressed the Explorers feel a vague rumble in the ground. The door to the Cathedral Vault is now open.



- ☉ **Dark frost** surrounding the eastern exit.
- ☉ **3D6 shards**

6. THE EASTERN PASSAGE

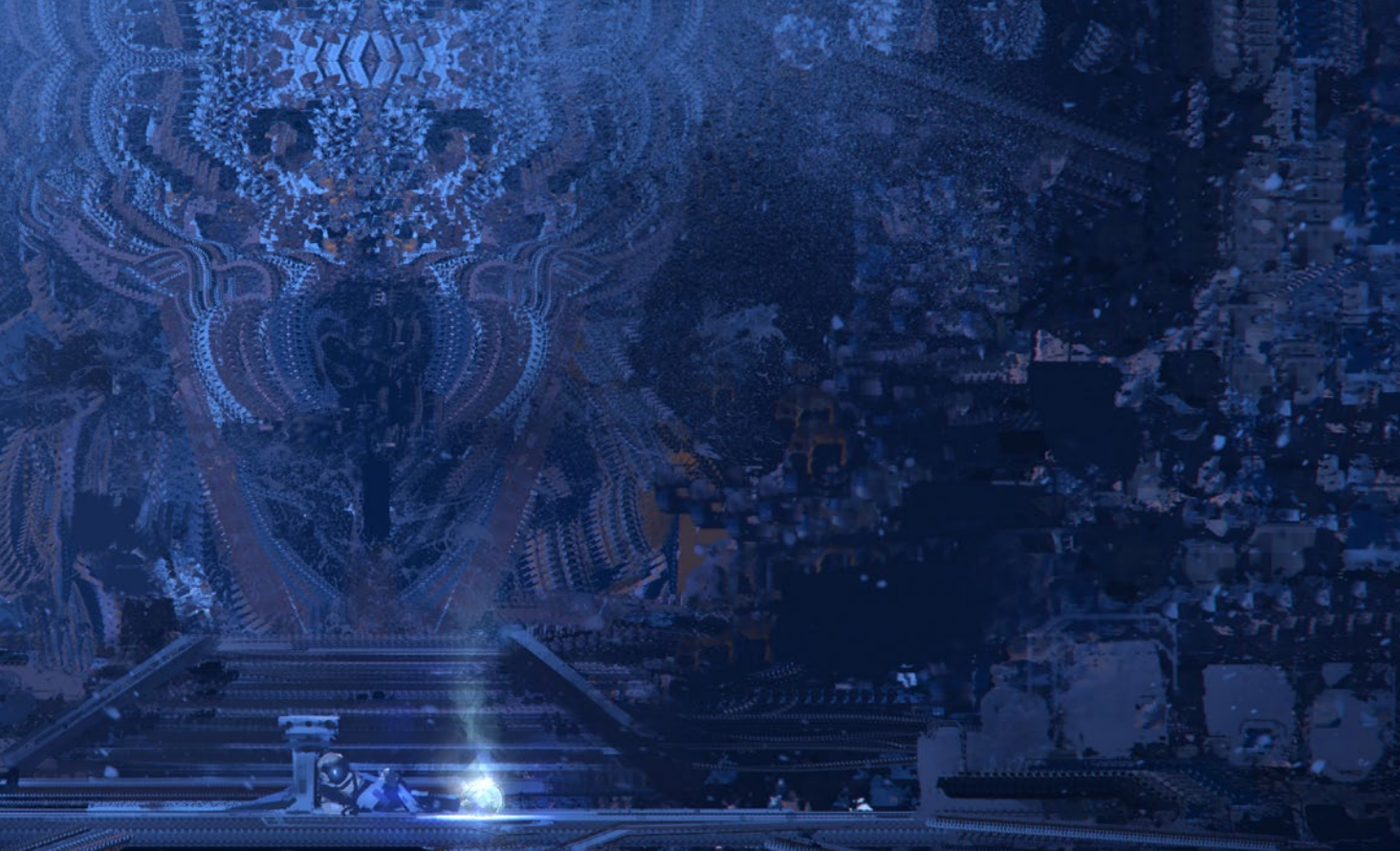
A curved corridor a few paces across. This passage is covered in dark glimmering frost.

Search: If the Explorers search the passage they lose 1 point of Supply and discover:

- ☉ **The ceiling is... crawling with Blight Crawlers.** They attack immediately!
- ☉ **A Frost-Encased Disc:** It seems to be of Builder origin. If touched the Explorer is subjected to a Blight Surge with eight (8) Base Dice, Blight 1. After the surge it becomes inert. The disc takes up one point of encumbrance and is considered an artifact.

7. THE CATHEDRAL VAULT

In the shadows of the asteroid's heart is an immense chamber stretching upward, its roof soaring more than a hundred meters above. The smooth, seamless walls curve gently to meet the distant ceiling. The walls are covered by an otherworldly



mosaic showing patterns that subtly shift depending on where light falls. A raised dais in the middle of the vault is reached by sloped platforms. There is a pedestal in the center of the dais.

Blight Surge: As soon as the Explorers enter the cathedral vault they are subjected to a Blight surge with eight (8) Base Dice and Blight 1.

Scintillating dust flakes swirl high in the air above the central dais. They rotate as if in a twisting cone.

Sprawled on the floor is a body in a miner's suit, one leg twisted at an unnatural angle.

A slumped figure in a prospector's suit is seated against the pedestal. It is not moving, nor reacting to the Explorers' actions.

A sphere the size of a head lies on the stone floor, half a dozen paces from the pedestal. It is glowing and pulsating with changing patterns. If anyone comes within 5 meters of the sphere they are hit with a tremendous unseen force and thrown across the room taking eighth (8) Base Dice, damage 1 in the process. See *The Fractured Sphere* on page 70.

Search: If the Explorers search the chamber they lose 1 point of Supply and discover:

•• **The Sphere and Gravity:** The dust swirls in a particular pattern. It seems it reacts to the position of

the fractured sphere. Studied closely it is clear that it moves with the pulsating of the sphere. A successful **LOGIC** roll tells the Explorers that the sphere is projecting gravity in some way.

•• **The Body:** The body on the floor is Nev Ringa. He died when he tried to take the sphere from the pedestal, unleashing a gravity wave that threw him up in the air, crushing him as he fell down. A **LOGIC** roll tells the Explorer the prospector seems to have fallen from some height.

•• **The Slumped Figure:** Collapsed against the pedestal is Birsa Lovada, leader of the missing prospecting crew. She is dehydrated, wounded and Blight-ridden. Barely conscious. An **EMPATHY** roll is required to make contact with Lovada. If successful, she indicates that she needs water. If the Explorers give it to her, lose 1 point of Supply. She then tells them in a raspy voice that this all started when they removed the sphere from the pedestal.

•• **2D6 Glimmering Shards:** However this is not all. A successful **PERCEPTION** roll tells the Explorers that there are more in the vault, by searching thoroughly and spending 1 point of Supply, they can find 3D6 additional shards.

THE FRACTURED SPHERE

A fractured sphere, its surface exhibiting faint cracks, through which it emits periodic pulses of light. It is surprisingly heavy, and counts as two rows of equipment.

The sphere is the control mechanism and catalyst of the Sky Machine itself. Corrupted by the Blight it activated and fell of the pedestal. Now it is in a dangerous state: as long as it is active it will unleash gravity waves at anything that comes within 5 meters of it. However, after a gravity wave is triggered it will be dormant for one round. This can be observed by noticing the cessation of its pulsing while it is dormant. If placed back on the pedestal, the sphere is deactivated and can then be removed and carried. It will no longer glow or pulsate with light.

EVENT: ENTER THE TOAD

The Black Toad delver crew will make themselves known at the very worst time for the Explorers. Zera Vandao and her delvers (number of Explorers -1) will emerge from the shadows, guns drawn demanding that the Explorers hand over the fractured sphere. It is up to you as a GM to set this ambush at the most appropriate moment. One suggestion is that they enter the Cathedral Vault just as the Explorers are approaching the pedestal. Another is that they await in the gloom of the antechamber, as the Explorers are about to exit the ruin. Either way, Vandao will give the Explorers the chance to hand over the sphere and keep whatever else they have found. She will consider this a favor and will let them know that the Black Toad remembers such things. If they refuse, Vandao's delvers will attack. Their single purpose is getting their hands on the artifact. If they succeed with this, they will immediately retreat towards the shaft to make an exit.

GETTING OUT

As the crew is returning through an already explored ruin, there is no need to make delving rolls. As a GM just tally how much Supply is needed to reach the surface. If the crew doesn't have enough supplies left, use the table on page 45 to see what befalls each Explorer. Roll once for each Supply deficit.

ZERA VANDAO, AS AN INFILTRATOR

STRENGTH 4, AGILITY 5, LOGIC 4, PERCEPTION 5, INSIGHT 3, EMPATHY 4

HEALTH: 9

TALENTS:

- **Sharpshooter:** +1 when firing a rifle or carbine
- **Blade fighter:** +1 to close combat rolls when fighting with a bladed weapon
- **Acrobat:** +1 to **AGILITY** for jumping, climbing, running, and similar actions
- **Charmer:** +2 when rolling for **EMPATHY** to make somebody like her
- **Malicious:** She can inflict one (1) despair with each success when rolling for **EMPATHY** to threaten a PC

EQUIPMENT: Reinforced delving suit (AR 4, BP 5, features: comlink, electric lantern) durablade (+2, Dam 3, Crit 4), Fusillard Carbine (+3, Dam 2, Crit 4, Medium range, Autofire)

BLACK TOAD INFILTRATORS

STRENGTH 4, AGILITY 5, PERCEPTION 4,
all other attributes 3

HEALTH: 9

TALENTS:

- **Sharpshooter:** +2 when firing a rifle or carbine
- **Assassin:** +2 to **AGILITY** rolls to set up an ambush
- **Blade Fighter:** +2 to close combat rolls when fighting with bladed weapons

EQUIPMENT: Fusillard carbine (+3, Dam 2, Crit 4, Medium range, Autofire), blade (+3, Dam 2, Crit 5), delving Suit (AR 2, BP 4)

ROUTIN:

MISSION BRIEFING

COMMUNICATIONS CENTER NO: 4C

Filed to EG
Mission Archive



SPACE ABOVE FOR COMMUNICATIONS CENTER ONLY

FROM: (Originator)

DATE: 189.08.14	SECURITY LEVEL: HIGH
LEVEL OF THREAT	<input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
PERMISSION TO USE LEATHAL FORCE	NO <input checked="" type="checkbox"/> YES <input type="checkbox"/>
PERMISSION TO USE HIGH LEVEL EQUIPMENT	NO <input checked="" type="checkbox"/> YES <input type="checkbox"/>
PERMISSION TO LEAVE JUMUAH SYSTEM	NO <input checked="" type="checkbox"/> YES <input type="checkbox"/>
PERMISSION TO ENTER UNDISCOVERED TERRITORY	NO <input checked="" type="checkbox"/> YES <input type="checkbox"/>

TO: Jereman N'Rou
Charima Tourok
Messima Kander-Mal
Yann Setenc

INFO:

Friends,

I apologize for the secrecy and lack of information. You are part of a rescue mission sent to assist the local Mining Combine authorities on Gilen's Point, a prospecting outpost on the asteroid-moon Moubarra 4.

Here is the situation: Three days ago, five prospectors disappeared while staking a claim. Their last communication was a brief message informing us of a sudden spike in Blight levels and that the group had discovered a previously unknown structure they were investigating.

The station chief, Lia Kalvanetes, immediately sent a rescue team to assist. However, they were forced to turn around due to Blight in the area. Yesterday, we received an informal request for assistance from experienced ruin divers from the Mining Combine.

This is where you come in. We suspect the prospectors encountered a Blight pocket, likely with catastrophic results (though not certain). It is your job to go down there, investigate, and assist any surviving prospectors. We expect this to be a Class I delve. With your experience and professionalism, it should be an easy task.

A secondary objective is to locate and retrieve any artifacts that may be found within the structure. As usual, artifacts are expected to be handed over to the Explorers Guild once you return.

COMPENSATION: As this is a Class I mission, you will each be issued 500 dirham upon return.

You will receive a bonus of 1000 dirham for any major artifact and 500 for lesser ones.

Come back safe.

Moska

DRAFTER'S NAME (and signature when required): <i>Moska</i>	SECURITY LEVEL: HIGH	PAGE 1 OF 1 PAGES
OFFICIAL TITLE:	ORDINANCE SIGNATURE: <i>Daniel Jeth</i>	

DD

FORM (1 NOV 187)

127

REPLACES JMF FORM 127, MAJ 187 WHICH MAY BE USED

Handout #2: Prospecting Claim

PROSPECTING CLAIM		SUPERVISOR		FACILITY		MINING COMBINE
		L. Kalvanetes	Gilen's Point	WORK AREA		
NAME	ST PERMIT	SAFETY CHECK	SIGNED RIGHTS	WAIVER		
Lovada, Birsa Driller	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ringa, Nev Driller	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rov, Anker Driller	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	St. 30 <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kaiff, Jahamala Machinist	St. 28 <input checked="" type="checkbox"/>	St. 28 <input checked="" type="checkbox"/>	St. 28 <input checked="" type="checkbox"/>	St. 28 <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Autreb, Rez Surveyor	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



L. Kalvanetes

Gilen's Point

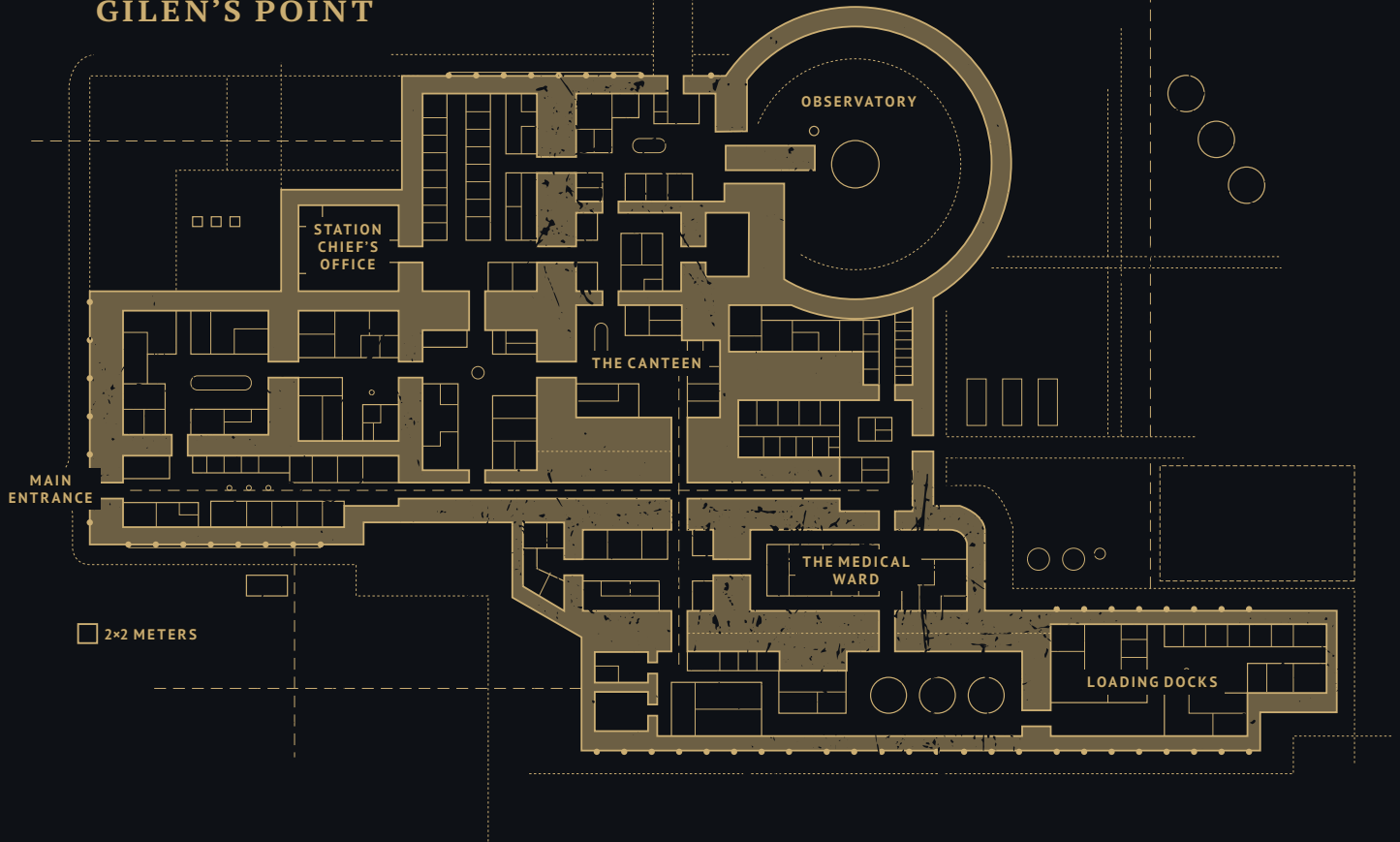
WORK AREA

Fissure X2432

Quadrant 432

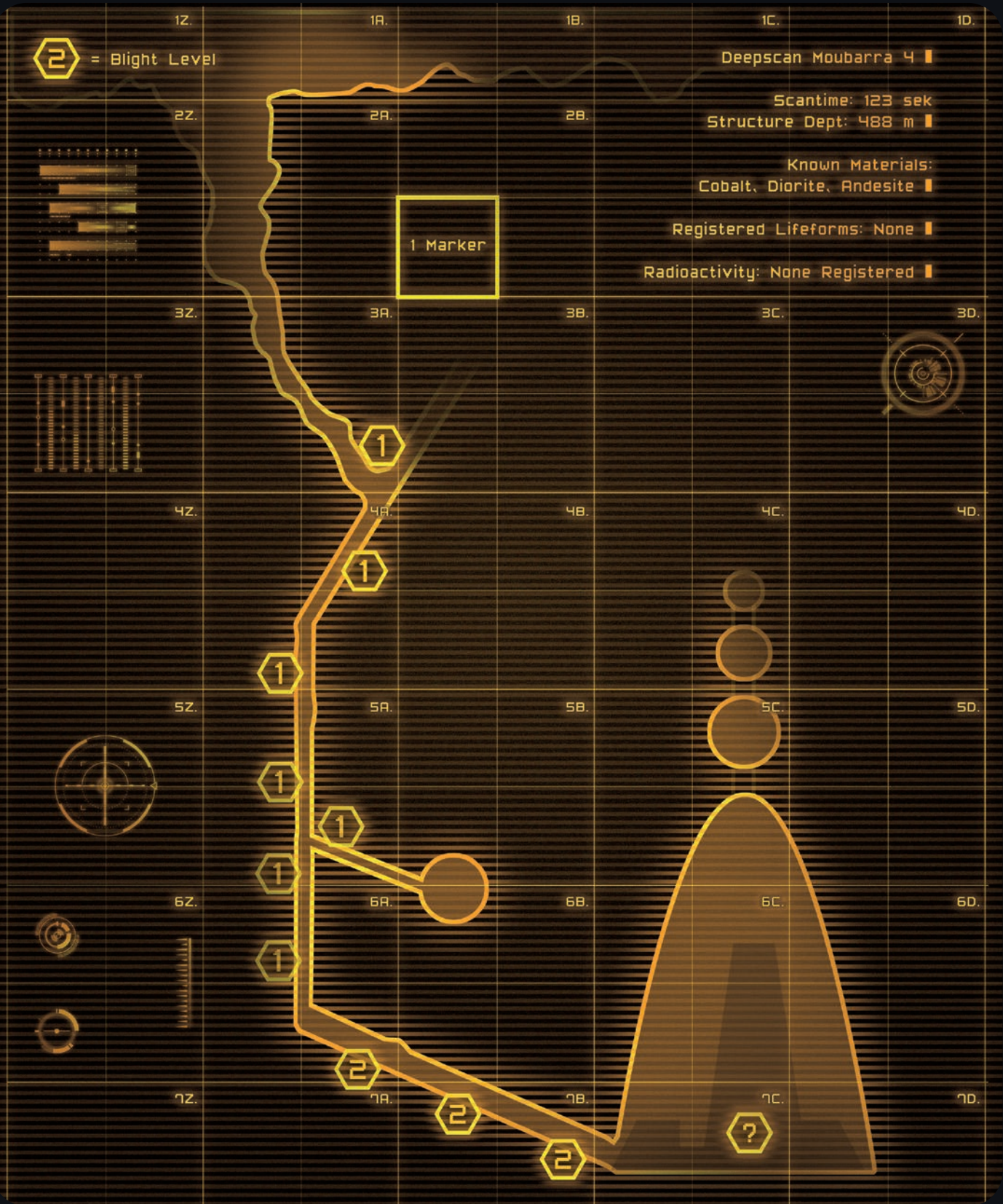
MINING COMBINE

GILEN'S POINT



MOUBARRA 4









You see...

Clouds. Clouds everywhere. Gray-black and heavy when you look down. When you look up, you see them shimmering in a golden haze. Above: a yellow gas giant dominates the sky. Suddenly you see something huge appear in the cloud bank in front of you. Something slowly rising out of the fog. Glimmering towers and vast buildings spread on a large structure supported by three oddly shaped mountains floating in the clouds.

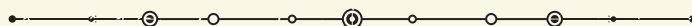
A city.

* * *

You are...

On a city surrounded by billowing clouds. You are surrounded by towers reaching for the sky. But something is wrong. The ground trembles beneath you and the city tilts to the side. You see the abyss looming below and feel it closing in. The mountains below have given way, save for one, still floating while you pass it.

The city plunges downwards, taking you along with it.





LEAD DESIGN

Kosta Kostulas, Nils Karlén, Martin Grip

ADVENTURE DESIGN

Nils Karlén & Kosta Kostulas

PROJECT MANAGER

Kosta Kostulas

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PR MANAGER

Boel Bermann

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PLAYTESTERS

Marco Behrmann, Anna Westerling,
Mattias Johnsson Haake, Tomas Härenstam



CORIOLIS

THE GREAT DARK

CREW ROLE
Delver

QUIRK
Superstitious

APPEARANCE

KEEPSAKE

HOPE 8

HEALTH 9

HEART 7

EXPERIENCE

TINY ITEMS
Map, Pen and Navigational Ruler,
Smelling Spice

NAME
Jereman N'Rou

ARCHETYPE
Worker

PREVIOUS OCCUPATION
Wreck Diver



ARMOR
Patched Exo-Suit
ARMOR RATING: 4 | BLIGHT PROTECTION: 2

FEATURES
Comlink, electric lantern

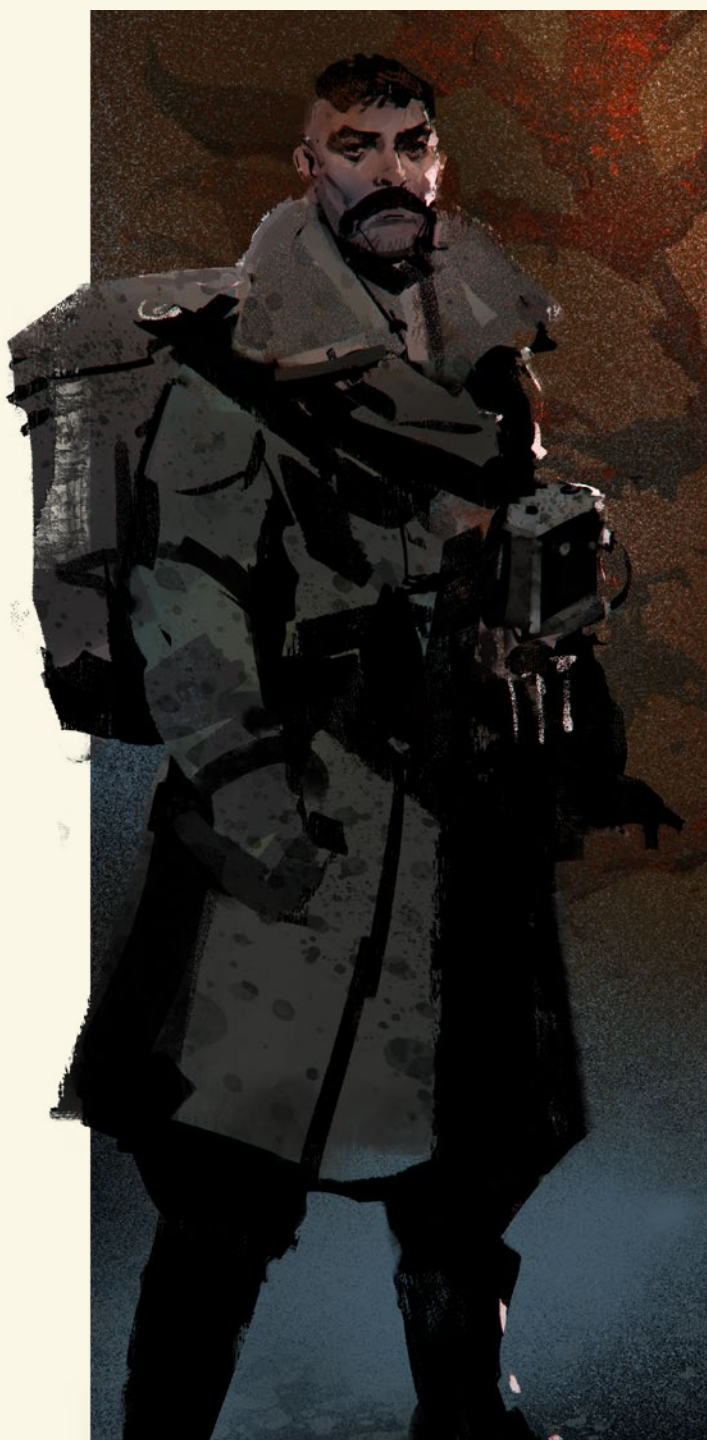
TALENTS	LEVEL
Ruin Delver	2
Survivor	1
Acrobat	1
Sharpshooter	1

GEAR	BONUS
Hammer and Ice-pick	+2
Rope, 4 markers worth	
- " -	
2 Ammo	
10 Supply	
- " -	
- " - Sanitizing Kit	+2

WEAPON	BONUS	DAMAGE	CRIT THRESHOLD	RANGE	FEATURES	RELOADS
Hullaxe	+2	3	4			
Fusillard Carbine	+3	2	4	Medium	Autofire	2
Grappling Gun	+1	2	4	Short	Single shot	

JEREMAN N'ROU, THE WRECK DIVER

You always had a knack for finding your way, whether it be through the maze-like narrows of Ship City during your youth, across the rickety bridges of Wreck Alley, or over the cavernous hulls you dismantled in Aluminum Bay. So it was no surprise when Master Moska discovered you and brought you into the Explorers Guild. This was your place. A horrible accident during your first delve almost changed everything. Since then you refuse to compromise on safety or endanger the lives of your crew. You carry a medallion of the Uncreated Spirit close to your heart to guide and protect you. It will never happen again.



TALENTS

- **Ruin Delver:** You get +2 dice to all rolls when leading the way through a ruin or vault.
- **Survivor:** You are a survivor and can get through any hardships the Great Dark throws your way. Roll for **STRENGTH** any time you suffer damage. This does not count as an action, and the roll can't be pushed. For every ♠️ (six) you roll, one point of damage is eliminated. If all damage is eliminated, you suffer none at all.
- **Acrobat:** You get +1 die to **AGILITY** rolls for jumping, climbing, running, and similar actions.
- **Sharpshooter:** You get +1 die when firing a rifle or carbine type of weapon.



EQUIPMENT

- **Hammer and Ice-pick:** You get +2 dice when climbing.
- **Sanitizing Kit:** You get +2 dice to help an Explorer broken by Blight recover. Each ♠️ (six) recovers 1 Heart.
- **Map, Pen and Navigational Ruler:** To draw maps of the area of the delve.
- **Smelling Spice:** Sniff it and recover 1 Hope once per Shift.
- **Grappling Gun:** Shoots a grappling hook up to Short range. You get +1 die when climbing.



CORIOLIS

THE GREAT DARK

CREW ROLE
Guard

QUIRK
Triple checks everything

APPEARANCE

KEEPSAKE

HOPE 6

HEALTH 10

HEART 8

EXPERIENCE

TINY ITEMS

NAME
Charima Tourok

ARCHETYPE
Enforcer

PREVIOUS OCCUPATION
Guild Militia



ARMOR
Delving Suit | **ARMOR RATING** 2 | **BLIGHT PROTECTION** 5

FEATURES
Comlink, electric lantern

TALENTS **LEVEL**

- Sharpshooter 2
- Blade Fighter 1
- Sixth Sense 1
- Doctor 1
-
-
-
-
-
-

GEAR **BONUS**

- 2 MediDose | +1
- Expandable Shield
- " -
- Rope, 2 markers worth
- 12 Supply
- " -
- " -
- 3 Ammo
- " - Chromatic Flash
-
-
-

WEAPON	BONUS	DAMAGE	CRIT THRESHOLD	RANGE	FEATURES	RELOADS
Coil Gun	+2	3	4	Long		3
Dagger	+1	1	3			
Flamethrower	+1	3	4	Short	Fire 3 (see page 35)	

CHARIMA TOUROK, THE GUILD SOLDIER

You grew up under the mosaic of the Dome. An orphaned street kid with no home and no future. That changed when you were taken under the wings of Taiff, a Black Toad smuggler. You found a family down in the Haze, picking up a trick or two along the way. When Taiff was killed in a power struggle you left the Toad behind and joined the Guards. Four years, a gunshot wound and a scar later you quit and joined the Explorers Guild and Jereman's Few. You have finally found a family again and you will do anything to keep it.



TALENTS

- **Sharpshooter:** You get +2 dice when firing a rifle or carbine type of weapon.
- **Blade Fighter:** You get +1 die to close combat rolls when fighting with a bladed weapons, i.e. swords, knives, and spears.
- **Doctor:** You get +1 die when rolling for **LOGIC** to stabilize a broken person. Medical equipment will give you Gear Dice that you add to the roll.
- **Sixth Sense:** You cannot be taken by surprise. This means that the attacker in a sneak attack doesn't get any bonus against you and you are also able to block the attack. When being ambushed you draw initiative normally.



EQUIPMENT

- **MediDose:** One-use injector for stabilizing wounds. You get +1 die when performing the first aid action and rolling for **LOGIC**.
- **Expandable Shield:** Portable shield (Armor Rating 6) that expands (takes one action) to cover two people next to each other (Engaged range). When expanded one action is required to move with the shield.
- **Chromatic Flash:** One-time use flash bulb that can be thrown. When crushed it blinds everybody in the same zone for 1 round.



CORIOLIS

THE GREAT DARK

CREW ROLE
Burrower

QUIRK
Always eating

APPEARANCE

KEEPSAKE

HOPE 7

HEALTH 9

HEART 8

EXPERIENCE

TINY ITEMS
Small tin with Dr Zvago's Fungus Jerky

NAME
Messima Kander-Mal

ARCHETYPE
Worker

PREVIOUS OCCUPATION
Vacuum Welder



ARMOR
Delving Suit | **ARMOR RATING** 2 | **BLIGHT PROTECTION** 5

FEATURES
Comlink, electric lantern

TALENTS	LEVEL
Demolitions Expert	2
Exo Specialist	1
Burglar	1
Mechanic	1

GEAR	BONUS
Repair Tools	+2
Winch	+2
- -	
Breach Charge	
Bomb	
12 Supply	
- -	
- -	
2 Ammo	

WEAPON	BONUS	DAMAGE	CRIT THRESHOLD	RANGE	FEATURES	RELOADS
Grape Rifle	+3	2	4	Short		2
Cutting Torch	+1	3	4			
Pickaxe	+2	2	3			

MESSIMA KANDER-MAL, THE VACUUM WELDER

Born to a minor Coriolite family, you were destined for dusty archives, however curiosity got the better of you and you were ousted as a juvenile after an explosive experiment in the Inner Sanctum went spectacularly wrong. Freed from the shackles of expectation you explored the underside of Ship City and found friends in unlikely places, working as a crane rat and a hull welder. Welding and taking things apart changed you. It made you make sense. When the Explorers Guild started recruiting delvers you saw your chance. Now you hack, cut and burn your way through ruins with a smile on your face. If you use a little too much of those shape charges, so what?

TALENTS

- Demolitions Expert: You get +2 dice when using explosive weapons, including hand grenades and improvised explosives.
- Exo Specialist: You get +1 die to **AGILITY** or **STRENGTH** when handling an exo of some kind – from loaders to battle exos.
- Driver: You get +1 die to **AGILITY** when driving ground vehicles.
- Mechanic: You get +1 die to rolls for repairing vehicles and other mechanical devices. You also get +1 die to close combat rolls when fighting with any kind of tools, such as drills, hammers and cutting torches.

EQUIPMENT

- Cutting Torch: Cuts through metallic bulkheads. Also works as an improvised weapon.
- Repair Tools: You get +2 dice when performing mechanical repairs.
- Pickaxe: You get +2 dice when digging. Also works as a weapon.
- Winch: You get +2 dice when climbing. Can also be used to help a fellow Explorer climb.
- Breach Charge: Used to open doors and walls (Blast Power 3, Damage 4).
- Bomb: Used to destroy larger structures or buildings (Blast Power 3, Damage 4).



CORIOLIS

THE GREAT DARK

CREW ROLE
Scout

QUIRK
Swiffing cirra-cirra to calm your nerves

APPEARANCE

KEEPSAKE

HOPE 8

HEALTH 5

HEART 11

EXPERIENCE

TINY ITEMS
2 Bird-Candy (+1 INSIGHT when coaxing a Bird), Pouch with Cirra-Cirra Leaves

NAME
Yann Setenc

ARCHETYPE
Scholar

PREVIOUS OCCUPATION
Algebraist Apprentice



ARMOR
Light Delving Suit | **ARMOR RATING** 1 | **BLIGHT PROTECTION** 3

FEATURES
Comlink

TALENTS	LEVEL
Archaeology	2
Scan Operator	1
Glyph Scholar	1
Bird Handler	1

GEAR	BONUS
Deep Scanner	+1
Garuda Device	
Electric Lantern	
Bird Capsule	
2 Ammo	
Mazemann's Fantastic Travels	+1
Algebraic Calculus for Explorers	+1

WEAPON	BONUS	DAMAGE	CRIT THRESHOLD	RANGE	FEATURES	RELOADS
Luma Gun	+2	3	5	Short		2
Bird Staff	+2	1	4			

YANN SETENC, THE ALGEBRAIST APPRENTICE

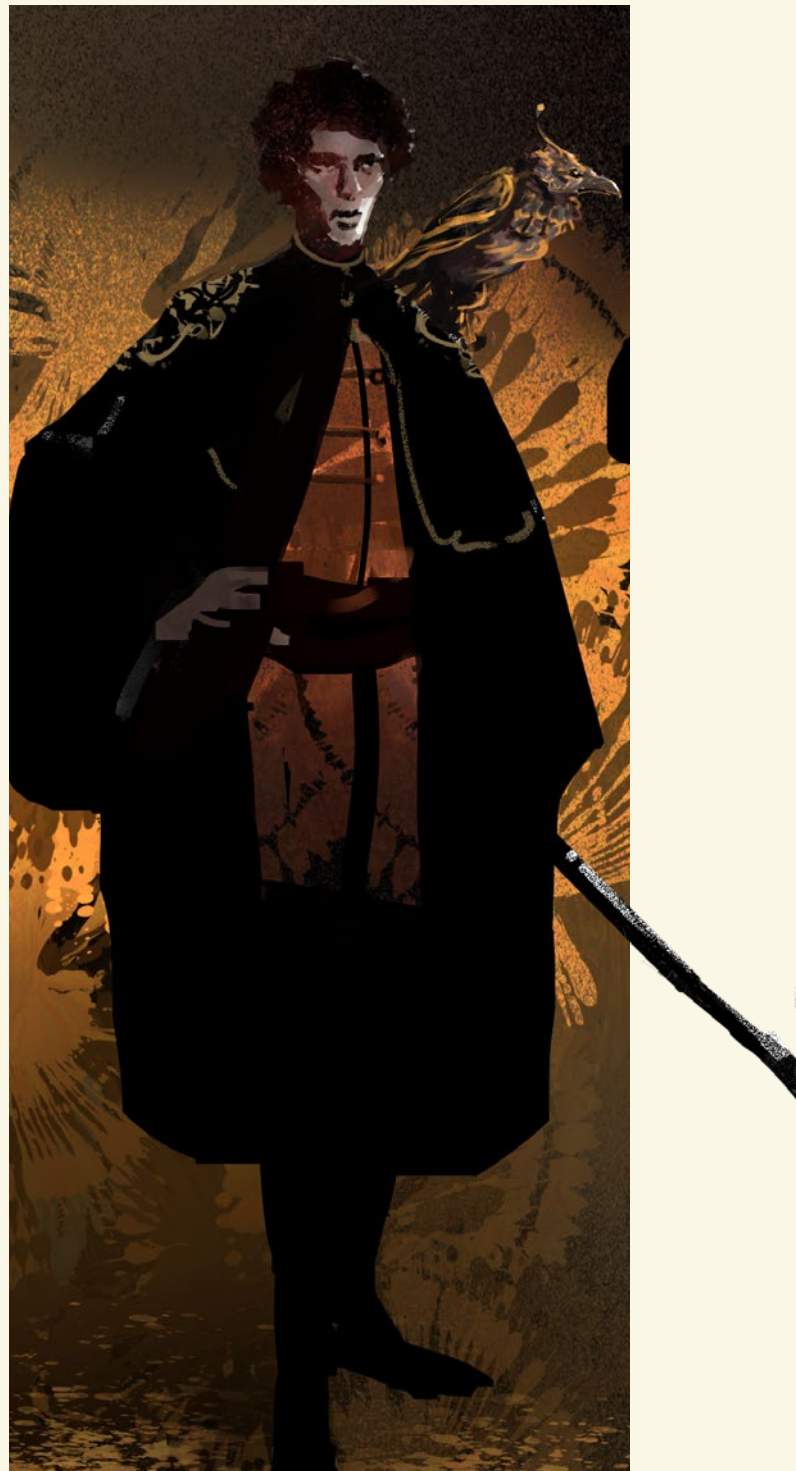
You've always liked Birds more than people. The early years of your childhood were spent climbing around in the orreries of the Navigators Guild. Later you were taken as an apprentice by Madame Boussier and taught the old arts. With your Bird by your side, you poured over old tomes and scribbled calculus on every surface within reach. But your love for cirra-cirra, the sweet leaves that bring peace to your mind, proved too strong. You failed your final test and never became an algebraist. Instead, you joined the Explorers Guild and Jereman's Few.

TALENTS

- **Archaeology:** You get +2 dice when trying to understand ruins and monuments.
- **Scan Operator:** You get +1 die when rolling to scan a ruin or area for its configuration or threats.
- **Glyph Scholar:** You get +1 die when trying to comprehend a glyph or decrypt old texts.
- **Bird Handler:** You can talk to Birds. They always seem to understand you. You get +1 die on all rolls relating to getting information from the Bird.

EQUIPMENT

- **Deep Scanner:** Portable scanner which can scan to approximately 15 markers. The scan is reproduced as a map including areas of physical risk but not the Blight Levels.
- **Garuda Device:** Portable device used to communicate with the Bird and plot Blight areas and Blight Levels.
- **Electric Lantern:** Lights up a cone up to Short range.
- **Mazelmann's Fantastic Travels:** Paper novel which describes all kinds of problems and their solutions. You get +1 die to **LOGIC** rolls when reading up on a problem for a Stretch.
- **Algebraic Calculus for Explorers:** Paper book useful in spatial navigation and mapping. You get +1 die when rolling for mapping or finding your way in a ruin.
- **Bird Capsule:** Small cage to carry the Bird (Armor Rating 1).
- **Bird Candy:** You get +1 die when rolling for **INSIGHT** when coaxing a Bird.



EXPLORER 1
 ROLE *Delver*

NAME *Jereman N'Rou*

EXPLORER 2
 ROLE *Guard*

NAME *Charima Tourok*

EXPLORER 3
 ROLE *Burrower*

NAME *Messima Kander-Mal*

EXPLORER 4
 ROLE *Scout*

NAME *Yann Setenc*

EXPLORER 5
 ROLE

NAME

EXPLORER 6
 ROLE

NAME

CREW NAME
Jereman's Few

CREW SHEET

CORIOLIS

THE GREAT DARK



APPEARANCE
Grey-golden feathers, black beak with golden patch, four wings, three extrusions on head with eye-like patches.

NAME
Pteryx

HEALTH 4



ENERGY 4



ARMOR

ARMOR RATING NOTE
 0 *Impervious to Blight*

BIRD ABILITIES	BONUS	ENERGY	EFFECT	RANGE
<i>Attack</i>	+0	0	<i>Beak attack (Base Dam 3, no crit)</i>	
<i>Telepathic Connection</i>	+0	0	<i>Exchange feelings and premonitions with its companion</i>	<i>Medium</i>
<i>Raptor's Call</i>	+1	2	<i>Aid an attack of a crew member</i>	
<i>Clear Blight</i>	+2	1	<i>Clear all Blight from one location for one Shift</i>	
<i>Scrying Eye</i>	+1	2	<i>See through the Birds eyes</i>	<i>Special</i>



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PTERYC, THE BIRD

Gray with golden streaks to the feathers. A chrome black beak with a golden patch. Pteryc prefers to sit on the shoulder of its master. From the rear of its head, three antenna-like extrusions appear, all ending in eye-like patches.

ABILITIES

ATTACK (+0)

This ability makes the Bird perform a physical attack with its Beak (Base Dam 3, no crit)

•• **Failed Effect:** Base Dam 1

•• **Energy:** 0

TELEPATHIC CONNECTION (+0)

This ability lets the Bird exchange feelings and premonitions with its companion at close proximity (Medium range, approx. 25 meters). This ability needs to be activated by the companion, but does not require any roll. It cannot be used by any other Explorer.

•• **Failed Effect:** —

•• **Energy:** 0

RAPTOR'S CALL (+1)

With the aid of the Bird, one attack performed by anybody in the group deals an automatic critical injury when it hits, regardless of whether the attack penetrated cover and armor. Any other effects from the attack are resolved as usual.

•• **Failed Effect:** The attack gets +2 damage.

•• **Energy:** 2

CLEAR BLIGHT (+2)

The Bird can clear all Blight from one location for one Shift, then the Blight slowly reappears. This is useful when setting up a forward camp in an area infested by Blight or when the explorers need to heal and recover. Extra successes increase the duration by one Shift each.

•• **Failed Effect:** The Blight is only cleared for one stretch, but enough time to roll for the first aid action (page 32) or to give a helping hand (page 33).

•• **Energy:** 1

SCRYING EYE (+1)

The Bird flies away and scouts. The Bird's companion can feel or see what the Bird sees. The information given depends on the number of successes rolled; one (1) success 100 meters, two (2) successes (200 meters), three (3) or more successes (500 meters). The duration of the ability is as long as the companion concentrates. The Bird can "see" Blight as ember patches, but only communicate "low" or "high" levels through the scrying eye.

•• **Failed Effect:** The connection only has a range of 25 meters (Medium range, adjacent zone)

•• **Energy:** 2