

DERELICT

ADRIFT

A TREMULUS
PLAYSET

reality blurs presents

derelict adrift

a tremulus playset

writing

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tremulus: a storytelling game of lovecraftian horror, tremulus, derelict adrift, associated images, and content are copyright 2012-2015, Reality Blurs, LLC.

Derelect Adrift

The unblinking, indifferent stars hold allure to the planet bound. Wrapped in romance and mystery, they are treated as gods by lovers, cursed by those whose fortunes run foul, and hold dear their secrets from scientist and shaman alike. They are simply ghosts, dead or dying, casting their light across the aeons, beacons to those whose hearts beat, whose flesh cools in the summer air, whose mortal frames freeze and burn while their screams are stolen away in the vacuum of space. Who (or what) would answer any cries for help, in all that vastness?

The loneliness of being lost amongst the stars, away from home, with little more than a set of skills and talents fusing you to the others upon whom you must depend for survival. This is your tribe, your clan, your people. There is no one else to help you. Whether you are the first to brave the void or yet another risking life and limb for knowledge, fortune, or glory, the vacuum does not care.

“The risk is worth the reward.” Whether it’s a lie you tell yourself or a theorem to prove, you have to cling to that belief. In the end, that’s all you’ve got.

The Dusty Past, No More

The future is now. The dusty past is the dusty past. The exact year doesn’t matter. Mankind is free from the shackles of earth, and our heroes are the crew of their own ship, and this is a tale of what they encounter in the inky blackness of space.

Using a Playset

Each playset presents a set of questions the players answer to establish a framework for the story. Some playsets lend themselves better to pick up and play than others, depending upon the Keeper’s familiarity with the central subject matter in question.

Using Derelict Adrift

As Keeper, you should focus on telling your story and not be too obsessive with the reality of any given particular facet. In other words, come to a group consensus and fudge the facts as necessary to ensure a good experience. If you are comfortable with such a play style, you need not worry about having the questions answered by your group ahead of time, and can certainly use this playset on the fly. On the other hand, if you are more comfortable with having more details in place, you can have the group answer the questions ahead of time, and do a touch of research to help facilitate things.

Derelict Adrift is designed to keep the pressure on the group and to distill the situation into a very narrow slice with the potentiality for great depth.

The Crew, the Ship, and Kitting Out

You are not playing a random crew member. You are a specific crew member. You have a narrow range of options. You are either skilled or talented. This choice determines your attributes and the number of moves you get to select on your playbook. Whether you are skilled or talented should be determined by group consensus, the Keeper, and/or the dictates of the scenario. A crew can be a mixture of both skilled and talented individuals.

DERELICT ADRIFT

Adventures of the Bronte

NAME

THE CREW

ALPHA

KEEPER

Hazards

ELDERS

TOWNIES

DOOM

MYTHOS

WEIRD

DERELICT ADRIFT

The universe, your ship, and your mission.

COLLECTED DATA

- | | |
|--|---|
| Do other intelligent life forms exist? | A |
| Have you been in cryogenic stasis? | B |
| Has humanity colonized known space? | C |
| Is this a maiden voyage? | D |
| Is your vessel presently in known space? | E |
| Is your vessel in good shape? | F |
| Are you responding to a distress signal? | G |

You **MUST ANSWER YES** to three and **ONLY** three.
JOT DOWN or CIRCLE YES ANSWERS.

THE BRONTE

Design your exploration ship.

MED LAB/TRAUMA CENTER

A character put in the MED LAB is stabilized with a roll+reason. As long as TURNER is in good shape and active play, the MED LAB is a TRAUMA CENTER. A TRAUMA CENTER eliminates 1 harm/1 shock per day and is considered a safe place on a roll+luck from the last person to enter.

R & D

Anyone can make a roll+reason to gain a d6 Data. This takes 1 hour per data point gained. There are 2d6 available Data here in a 24 hour period. Once per day, MIR may spend Data (she gains) to make something (as per credits/kitting out).

DATABASE

A character may use the DATABASE to puzzle things out. Only one character may benefit from this at a time. NEON10 may always access the DATABASE to puzzle things out as long as the DATABASE is intact.

ARMORY

A character can poke around to find a suitable weapon ONCE per DAY. GRINDER gains a bonus weapon when she pokes around, regardless of the roll.

NAVIGATION

Anyone may use the NAVIGATION system to determine coordinates/set course home. BELL turns all failures into partial successes.

BONUSES

Each area grants modifiers to associated rolls in the facility ranging from -1 to +2, depending upon how the ship's attributes are assigned. The players assign the numbers. The total net for the ship is +3. Bonuses are only granted while in the given area, unless stated otherwise.

THE CREW

CURRER BELL, THE PILOT

L.T. TURNER, TRAUMA

McKENNA MIR, THE ENGINEER

NEON10, THE SCIENCE OFFICER

SAFFRON GRINDER, THE KILLER

KITTING OUT

Rather than an assigned item list, your playbook indicates how many credits you begin play with to spend on gear.

Each selection costs 1 credit. You may buy duplicates of items (or increase the value of an individual item, for example 1 stimpak (Heal 3) or 3 stimpaks (Heal 1))

Stimpak	Eliminates 1 + luck harm
Fuzzpatch	Eliminates 1 +luck shock
Armor	Light) +1
Custom Weapon	+1 Harm or +1 Hit

Custom Sidekick (+1 to one MOVE, choose) when in use and CHOOSE 1 TAG (BULKY, FRAGILE, EXPERIMENTAL, or 2H) SPEND 1 ADDITIONAL CRED TO REMOVE TAG

Playset-Specific Rules

Should a crew member find themselves in a zero-g environment without proper training or the way to offset its effects, they must act under pressure to attempt any move. Crew members finding themselves in a hostile environment (vacuum, exposed to direct, unfiltered starlight) without proper protections, must roll+might or suffer a d6 harm every minute they are in the environment until they leave the environment or perish.

DATA is used in lieu of lore. When playing the game, substitute all LORE references found in tremulus with DATA. Should you choose to introduce other playbooks into Derelict Adrift, you must decide whether or not lore remains a separate resource.

Anyone can spend DATA to gain a +1 to any move.

Variations on a Theme

The ship class is combined with the questionnaire to establish the framework. The ship class determines the Basic Crew Composition. Derelict Adrift comes with one ship class, the exploration ship, *The Bronte*, and the framework is completely situational. Other ships would, naturally, have different stories to tell and, perhaps, crews wholly unique to them.

PRELIMINARY READINGS (Crew Notes)

[ABC] *Overture Two*

PRELIMINARY READINGS: Emily, the ship's computer, awakens you from deep sleep. You are presently on a collision course with a massive ship of terrestrial origin identified as the Overture Two. Emily also informs you *The Bronte's* life support system has been compromised.

KEEPER NOTES: [S1]

[ABD] *Venture 7*

PRELIMINARY READINGS: You are the ninth Earth team to travel beyond the moon. You have been asleep for sixteen years. The visual sensor array is out, and the ship diagnostics indicate severe damage to the solar sails and a course correction failure. The radio picks up a hushed whisper through the static, a human voice, warning people away. "DO NOT APPROACH THE VENTURE 7. REPEAT. DO NOT APPROACH THE VENT-"

KEEPER NOTES: [S2]

[ABE] *Vestiges*

PRELIMINARY READINGS: The crew awakens at their rendezvous point to find the way station gone. Amidst the debris, a Damascan war machine rests. No life signs are detected aboard ship. The crew does not have sufficient fuel to continue their journey or return home.

KEEPER NOTES: [S3]

[ABF] *Funnel/Cake*

PRELIMINARY READINGS: The ship cheerily awakens the crew with a warning they are leaving known space, as PROTOCOL OVERRIDE 18 is now in effect. A scanner picked up an alien vessel, and they are to investigate, record, and salvage any goods on behalf of HERMES INTERNATIONAL, the media conglomerate sponsoring the trip.

KEEPER NOTES: [S4]

[ABG] *Pomogite*

PRELIMINARY READINGS: Six months ago, something called through the static. No Terran ships ventured out so far. Linguists and biologists translated the broken bits of words as POMOGITE (pah mah gee tye, Russian for help). The Bronte was immediately dispatched. After three months of travel, you arrive to find a rusting vessel with Russian markings tumbling through space.

KEEPER NOTES: [S5]

[ACD] *Segmented*

PRELIMINARY READINGS: *The Bronte* is the first scout ship sent into the Fringe in the twenty years since the uneasy peace with the Imperium, an elder allegiance of extraterrestrials. After two weeks of peaceful travel, you discover a battered Fhtagn warship in a debris field. Your sensors detect life signs and an unrecognizable energy signature. Is this a chance to gain a friend or discover their secrets of FTL travel?

KEEPER NOTES: [S6]

[ACE] *Manifest Destiny*

PRELIMINARY READINGS: Whilst skimming the conduit between Earth and Keppler-7, an explosion rocked the ship, rendering you unconscious for a few moments. Upon awakening, you discover you're dead in the water. As the backup systems come online, Emily, the ship's computer, informs you of an identical energy system to your own off the port bow.

KEEPER NOTES: [S7]

[ACF] *The Strand*

PRELIMINARY READINGS: Entering its seventh year of the Alliance, you are traveling beyond the Charter to explore the unclaimed area known as the Strand. It is dangerous territory, but your employer, the GORMAN GROUP seeks salvage and mineral rights, so all Bronte systems have been upgraded. Three uneventful weeks looks to turn into four, when a ship encased in frost appears in orbit around a planet you've been scanning. No life signs are detected, though there are several unknown energy signatures. If you find something good, you can get back to your research in the Quadrille system.

KEEPER NOTES: [S8]

[ACG] *Beckon*

PRELIMINARY READINGS: *The Bronte* was built with one purpose: find the signal's source. You've been traveling for five years. Your 3D printer is on the fritz, so no more backup parts. You're on each other's nerves, despite the relax lounge, and the false promise "the selection" was based upon compatibility as much as skill. You have survived things. Finally, you find the source: a sleek, impenetrable sphere from where the signal emanates. Is it in distress or is this a test, a chance to find humanity's place among the stars?

KEEPER NOTES: [S9]

[ADE] *Eden's Own*

PRELIMINARY READINGS: *The Bronte* is sent to explore a new planet for colonization. All the others have been inhospitable, and this is the last stop on the circuit before returning home. Supplies are low. There is an untraceable bug in the mainframe, and music comes on randomly, and the light cycle is behaving erratically. The promise is turned into a lie: an abandoned arc ship floats above the planet. And it didn't come from earth.

KEEPER NOTES: [S10]

[ADF] *In Saturn's Rings*

PRELIMINARY READINGS: *The Bronte* is the first manned ship to travel beyond the moon, and you are its first crew. Your mission is to journey beyond the solar system's edge to deploy a deep space probe and return, recording any items of interest along the way. Your sensor array detects life signs as you pass Saturn's Rings. Slowing, you see the battered shell of what can only be a ship, one not of terrestrial origin. At that moment, a beam erupts from the other ship, engulfing your own.

KEEPER NOTES: [S11]

[ADG] *Signs of Life*

PRELIMINARY READINGS: There are three main routes through the Milky Way, as a balkanized earth balkanizes space. Corps and politics have aligned as Factor ONE, scientists and environmentalists as EARTH FIRST, and the people who can barely get off the ruinous home world as RATPACK. *The Bronte* belongs to EARTH FIRST. The Military has morphed into the FREELANCER UNION, and SPINNERS contract out for safe passage. SPINNERS don't fire upon each other, and so can make easy money coming and going. Research vessels usually get a free pass from everybody. As you're making your return trip to earth to turn in some alien specimens, you catch a distress signal. It's off the beaten routes. Your sensors are the latest and others might not hear it. It could be weeks before other ships pass this route. Nobody has abused distress calls before. As you adjust course, a voice comes in, choppy, alarmed. "This is the WHISKEY 6 RATPACK. We are in dire straights." The message loops in and over. You adjust course accordingly and should be there in a day.

KEEPER NOTES: [S12]

[AEF] *The Catch*

PRELIMINARY READINGS: While returning from a routine delivery run, you see the *Calypso* under assault by a massive space squid. It flees as you approach, leaving the vessel in ruins.

KEEPER NOTES: [S13]

[AEG] *Revelation*

PRELIMINARY READINGS: Mankind has traveled through space for a decade and has colonized a handful of planets as it masters terraforming. There is much work to be done and ships are still works in progress, prone to failures as speeds increase and gravity bubbles are refined. And the Monitors have been glimpsed, alien space craft that watch before darting away, a race as technologically superior as cars were to hand-carts. Distress signals are common and both courtesy and law dictates a swift response. Yet, this is the first time a Monitor is found harvesting a stranded ship. Have they done this before? Are lost ships claimed by them? Or have they broken the code, gained understanding of our language, and know when we are weak? The Monitor fades from sight, leaving bodies floating in their wake.

KEEPER NOTES: [S14]

[AFG] *Provocateur*

PRELIMINARY READINGS: Deep space. A distress call awakens you from your slumber. You find a ship alone. *The Pickman*. No answers to your hails. According to a quick inquiry, it's a corporate class mining vessel that isn't due off planet for another six weeks. You sense it scanning you, then a spike penetrates *The Bronte*, and you hear the lower decks automatically seal off. A signal comes through. "Too late," says a voice. "You're doomed too."

KEEPER NOTES: [S15]

[BCD] *Anomaly*

PRELIMINARY READINGS: Seven years in stasis left you weak and weary. Bleary-eyed, you shift from slumber as the AI awakens you. “Craft detected”, Alice says in its almost human voice, and predicting your next question, continues. “*The Chirya* is most certainly of Terran manufacture, though a cursory database search returns no known record of such a vessel.”

KEEPER NOTES: [S16]

[BCE] *Snapshot*

PRELIMINARY READINGS: Your university didn’t spring for amenities such as FTL drives or interstellar instasignals. You are lucky to have somewhat modern stall coffins, so you don’t age while you sleep, but six months here and there still add up. And the universe spins on by. An UNPLANNED ASTEROID ENCOUNTER alert awakens you to take over navigation duties, and a routine scan reveals a heavily damaged mining ship (STRIKER CLASS) attached to the asteroid.

KEEPER NOTES: [S17]

[BCF] *Freighter Five*

PRELIMINARY READINGS: *sThe Bronte* is conducting a routine planetary scan when a freighter erupts from a warp point in the planet’s atmosphere. There are life signs, as well as early indications it is in a rapidly decaying orbit. The atmospheric eruption of the warp point fried your long-distance jump capabilities and if you don’t get replacement parts, your new home is SECTOR 9. Hopefully, FIVE can solve the problem it created for you.

KEEPER NOTES: [S18]

[BCG] *Signal 19*

PRELIMINARY READINGS: You note a funny smell in the air after getting out of stasis. Something akin to a dusting of cayenne and mint with a hint of cinnamon. All systems are within normal operational bounds. An alert sounds, notifying you course corrections have been made towards a distress signal looping every 19 seconds, and auto docking is complete.

KEEPER NOTES: [S19]

[BDE] *The Machines Remember*

PRELIMINARY READINGS: *The Bronte* made headlines when it launched. As the first expedition ship since the wars, it stood as a symbol of a new golden age of peace and prosperity. Few remembered the wars, willingly or otherwise. No weapons was a conscious design. No shields. No threat whatsoever. The lack of shields proved problematical: the star spores clung to the ship like a contagion, knocking out the comms and reducing the ship to a slow crawl. Distances crossed in hours before expanded to years. The emergency stasis chambers allowed for a respite, a slim chance of survival. Every six months, you arise to the vast void of space, hoping this time you'll pick something up, anything to shorten your trip, to return home in your lifetime. This time, your scans indicate another vessel alone and adrift.

KEEPER NOTES: [S20]

[BDF] *Unknown Variables*

PRELIMINARY READINGS: You awake in darkness. Slowly, luminescence drives away the black as you arise refreshed. Sixteen years brought you to Mercury to rendezvous with *Zen One*. Already the auto docking procedures are underway. This would all feel so routine save for the sounds of laughter and screams originating from the space station.

KEEPER NOTES: [S21]

[BDG] *Smolder*

PRELIMINARY READINGS: It took two days to receive the signal. One day to assign the crew. One month to reach the destination. The gel is cold as you cough it out of your body, but it beats your bones turning to mush. The travel is the travel. And you're out now. And you can't get back in for 96 hours or risk hyperoxia and toxic levels of oxygen. Though it might be worth the risk. You see the source of the signal, the *Frostfire*, a hellion class from the last war. No life signs. If there are any, they're masked. And why mask against a friendly, unless there are no friendlies anymore? If you shoot it out of the sky, you'd do everyone a favor, but it would vaporize *The Bronte* before the engines spun up. You'll have to get on board, grab the databanks, and destroy it from the inside, if you can.

KEEPER NOTES: [S22]

[BEF] *Precursor*

PRELIMINARY READINGS: You awake to the sound of storm. *The Bronte* is rocking as it returns fire. A moment later, silence. Stillness. You didn't even know it was equipped with weapons. AllCorps explained it was a simple expedition ship, and the advance was excellent. Now, you see a burning hulk before you. An alien craft replaces fear with academic curiosity. Already, new orders appear across the screen. "You are complicit in six violations. Humanity needs you. AllCorps needs you. Strip the ship of all weaponry and ordnance and ensure there are no witnesses. In addition to making this sector a safer place, you'll be ensuring a comfortable future for you and yours."

KEEPER NOTES: [S23]

[BEG] *Fusion*

PRELIMINARY READINGS: You pick up a long distance distress signal while scanning an asteroid belt near a Type 4 planet. Sector command directs you to investigate immediately. Three weeks of freeze and two jumps later, you arrive in a binary star system where two ships, fused together, orbit one of the moons. A scan indicates life signs and an unknown energy signature.

KEEPER NOTES: [S24]

[BFG] *Time Lapse*

PRELIMINARY READINGS: *The Bronte* tracked the signal for six weeks before waking the crew. It was of unknown origin and laced with decaying chronitronic signals indicative of a broadcast from a past time stream. Upon arrival, the crew makes a rare find—a ship intact, corroded, and brimming with life. The disconcerting bit is it appears to be their future selves that they glimpse on their vidcom for just a moment before being pulled...elsewhere.

KEEPER NOTES: [S25]

[CDE] *Progenitor*

PRELIMINARY READINGS: You encounter a drifting colony ship, the *Sebastian*, en route to earth after six months out. Bits of broken bodies float about it as if someone opened all the airlocks at once. Strangely, the airlocks are closed and the ship looks to be in good shape. Elevated radiation levels interfere with getting any clear indicator of whether there's life aboard the *Sebastian* or not.

KEEPER NOTES: [S26]

[CDF] *Fringe Science*

PRELIMINARY READINGS: *The Bronte* emerges from a warp gate at its designated rendezvous point, and a massive warbird, the *Orion*, is a twisted burning hulk of metal. The flames appear to be contained to the lower decks presently, but blue geysers flare as oxygen tanks are being struck. The damaged warp transceiver signifies a return jump is not possible. Were *The Bronte* as big as the *Orion*, it would have the ability to jump independently. Should the fires breach the nuclear reactor, the entire quadrant shall be decimated in the subsequent explosion, including the nearby colony of Tahoma 459.

KEEPER NOTES: [S27]

[CDG] *Real as Starlight*

PRELIMINARY READINGS: The signal came on a photon beam. Clean and quick. It was on the proper frequency, but the made little sense. “BURN DONT BURN” You arrive on the scene in hours. The cruise ship, Starlight, is there. The signal stops automatically as the ships exchange protocols. Then the lights flicker. Then music plays. You’re aboard the Starlight in a ballroom. The lights flicker again. You’re back on the bridge. A thready voice responds to your hails. “Here. Not Here. Hurry. Don’t Hurry.” then laughter. Then silence. And all the lights on the Starlight come on at once and then fade to nothing. Even its energy signature disappears as all systems go offline.

KEEPER NOTES: [S28]

[CEF] *Corridor 4*

PRELIMINARY READINGS: The solar winds blow strongest along four major routes. *The Bronte* sets out to find why Corridor 4 experiences the least traffic, despite being the most reliable. One week in, you begin to experience “Sky Sickness”. Second week in, you acclimate. Midway through the third week, the ship shudders and shakes, and then you’re suddenly, jarringly, no longer moving. The stars have gone out. You detect one other ship with life, though you are a carcass in a massive den. You can hear things moving, groaning, mewling, through the thick, soundless hull, and an eye blinks, massive and mind-bendingly real.

KEEPER NOTES: [S29]

[CEG] *Within*

PRELIMINARY READINGS: *The Bronte* was not the first to respond, nor the last. As you arrive, another ship shatters into shrapnel after the massive railgun atop the *Resilient* reduces it to so much dust. You wonder for no more than a moment about why you were spared until you here a muttering over an open channel. “You thought I’d *want* to be a humanitarian? Oversight? Design flaw, my –” Then the channel goes cold, quiet. The *Resilient* is a converted CRUCIAL class armed ship painted with the colors of any of a dozen splinter factions rising up since the Quelling. You have a little time. Not much, but a little. And you’ll likely not be going far. Your FTL is offline, after all.

KEEPER NOTES: [S30]

[CFG] *Rhythm*

PRELIMINARY READINGS: The ruins attracted salvagers. The salvagers attracted raiders. Then came the warriors to the signal. Next came the cleaners. Then came you. That was the ebb and flow. The rhythm. This time, the cleaners didn’t make it. Nor the warriors. Just you. The raiders fell fast to *The Bronte’s* autofire. Almost as if they were distracted. Then you see it. Massive. Terrible. *The Dark Sea*. Then you realize the raiders sent the signal.

KEEPER NOTES: [S31]

[DEF] *Glimpse*

PRELIMINARY READINGS: The stars hold secrets, and *The Bronte* is built to discover them. No expense was spared on its hull, or its crew, or in creating the technology allowing it to fold space. And you arrive in an unknown sea of stars, the first bits of humanity to go beyond the well-traveled star charts to only a set of coordinates randomly selected by Central Command. You find you are not far from a dying planet. Strange silvery fish navigate the vacuum. A rusting hulk of a majestic vessel reveals itself as it makes its turn. You may not have been the first to see such sights after all.

KEEPER NOTES: [S32]

[DEG] *Finality*

PRELIMINARY READINGS: The colonies prosper these days, even the far ones. No one watches a new ship take off. No one cares. It is minor. It is mundane. You shut out these thoughts. You have a mission. You are to find the *Terrapin*. You're the first chaser class ship. You are faster than other ships. The bubble distorts time outside. It is not shiny, not glamorous, simply essential. In one week's time, you reach the signal, something that might take another lesser ship a decade, if lucky. As you see the gleaming ship before you, you read no life signs, and discover a hideous side effect. Years are beginning to accumulate upon you like snow on a hill, and as the ship reads the measure of normal space you've been traveling for two hundred and twelve years.

KEEPER NOTES: [S33]

[DFG] *Driving Force*

PRELIMINARY READINGS: *The Bronte* is an experimental spacecraft designed to travel faster than any known ship. It could make history. It could become history if one calculation was off. To eliminate variables, the ship's jump coordinates used a chain of quantum computers overseen by a machine intelligence. No room for error allowed. And the point was triangulated to two active probes sent out six months prior. One active probe detected a distress call of non-terrestrial origin. You say your good-byes. You board the ship. Ignition. You black out. Only moments later, you awaken. The sky is full of stars save for a small cubic void in the distance. The source of the signal awaits.

KEEPER NOTES: [S34]

[EFG] *Eponymous*

PRELIMINARY READINGS: Built with the express purpose of finding the source, *The Bronte* is outfitted with a fast engine, sharp crew, and given a limitless budget. For the decade since its discovery, the source eluded humanity. It seemed to be a cry for help that constantly moved, like a lost boy stumbling about in the woods. Yet the woods were space and the limits of engineering and humanity made it an impossible challenge. Today, that ended as you find the source. A matte-black monolith stops in space before you. It's existence delineated by the string of distorted stars around it. There is a palpable hum. A vibration in your bones. A small panel opens and pulls you in. And then darkness. Then stillness. Then silence.

KEEPER NOTES: [S35]

DETAILS (Keeper Notes)

[S1] *Overture Two*

DETAILS: *The Bronte* crew has been asleep for seventy-five years, having overshot its destination point to Tahoma 452, a small orbital station on the outer edge of known space. *Overture Two* is a lost colony ship sent out a century ago. Both ships went through the warp anomaly placing them in uncharted space. The scant twenty surviving descendants are twisted and malformed from a radiation leak in the fusion reactor.

Hazards

ELDERS: Jill the Untouched

TOWNIES: The Warped

LANDSCAPE: The Entropy Field, Reactor Room

DOOM: Reactor Overload

SEE ALSO: PRELIMINARY READINGS: [ABC]

[S2] *Venture 7*

DETAILS: *The Bronte* went through a heavy debris field two years into the mission and is presently in decaying orbit around an unknown gas giant. The corroding husk of *Venture 7*, an early joint US-JAPAN exploratory ship, floats nearby. Fin, an early model echo, sabotaged his ship to prevent the infected Rourke from returning to civilization after the madman killed everyone on board except him. They have been playing cat and mouse for years. Rourke compromised the ship's magnetic shielding to prevent Fin from directly reaching him, and he controls the upper decks, while Fin confines himself largely to the lower decks. Fin is the one who reached out before Rourke severed communications.

Hazards

ELDERS: Fin

LANDSCAPE: Harvest Ship

MYTHOS: The Vector

WEIRD: Rourke

SEE ALSO: PRELIMINARY READINGS: [ABD]

[S3] *Vestiges*

DETAILS: *The Damascene* war machine is a massive relic of another age. Little is known of the aliens, save for scattered remnants found on planets throughout the Hold. They descended from feline stock, possessed opposable thumbs, and were roughly of human build, though averaging over 8' tall. The droid is on standby, its anti-tampering protocols awaiting any who seek to plumb its secrets. The engine suffered serious damage from the valiant, futile efforts of the way station, and no maintenance droids survived contact. An unexploded warhead blocks access to the fuel rods necessary to get the Bronte up and running once more.

Hazards

ELDERS: The Last Damaskan

LANDSCAPE: Engine Room

DOOM: Warhead Explodes, Fuel Leak

WEIRD: Security Droids

SEE ALSO: PRELIMINARY READINGS: [ABE]

[S4] *Funnel/Cake*

DETAILS: Protocol Override 18 is known among spacers as funnel/cake. Corporations provide hearty incentives to entice the best and brightest academics to participate in some of their riskier propositions. In a sense, it's a cross between getting a grant and a game of Russian roulette. The astronav overrides prevent it from leaving "an area of interest" until 72 hours of footage is recorded, sent to Earth, and a confirmation code is returned. The alien vessel is a prison ship containing two dangerous psychopathic twins, an insane robot, and a basilisk.

Hazards

LANDSCAPE: The Furnace Room

WEIRD: Robot, The Eldar Twins, Basilisk

SEE ALSO: PRELIMINARY READINGS: [ABF]

[S5] *Pomogite*

DETAILS: During the tumultuous uprising that closed out the past century, a handful of privileged individuals fled into space. Most vessels never broke atmosphere, destroyed by missiles or deceit. *The Parabola* managed to survive and traveled across the recesses of space in a great orbit until things died down back on earth. Somewhere on its travels, *The Parabola* picked up a psychic symbiote that has been sleeping soundly in its host. The cryo-beds, though primitive by today's standards, are still functional, though all the inhabitants suffered severe mental trauma and heart attacks (after rejecting the Burrower), leaving Banks intact. Maya is capable of providing some insights if permissions are given or the security system is directly hacked (from the Dark Room).

Hazards

ELDERS: Maya the AI

LANDSCAPE: The Dark Room

MYTHOS: The Burrower

WEIRD: Banks

SEE ALSO: PRELIMINARY READINGS: [ABG]

[S6] *Segmented*

DETAILS: The Fhtagn are an ancient, intelligent race spread across a massive swath of the galaxy after pledging themselves to the glory of the Elders. In return, the Elders taught them how to bind quantum creatures to power their ship. Sometimes, the bonds break. The Void-Thing, a four-dimensional creature, is roughly canine-shaped when it reveals its form. It is a cunning beast that hunts the Emissary. The Emissary cocooned itself to lower its life signs to avoid detection. The Round Room is where the Void-Thing makes its nest.

Hazards

ELDERS: The Emissary

LANDSCAPE: The Fringe, the Round Room

MYTHOS: The Void-Thing

SEE ALSO: PRELIMINARY READINGS: [ACD]

[S7] *Manifest Destiny*

DETAILS: A rogue planet knocked *The Bronte* out of the conduit into unknown space and twinned the ship and its crew. Both ships are trapped in the gravity field of the still traveling planet. The other ship and crew are comprised of dark matter, and both cannot survive in the same universe. One must destroy the other before nullification of both occurs.

Hazards

ELDERS: The Others

LANDSCAPE: Rogue Planet, Gravity Field

DOOM: Nullification

SEE ALSO: PRELIMINARY READINGS: [ACE]

[S8] *The Strand*

DETAILS: *The Strand* is an experimental time ship, and this was its maiden voyage. All the crew devolved into atavistic lizard folk with the exception of Neon19, that had its memory banks and OS completely fried. They give off strange energy signatures, as they are in a complete flux state. The chronitrons (energy molecules) generated alerted the Hounds, inter-dimensional warships that maintain the continuum with extreme prejudice.

Hazards

LANDSCAPE: The Strand

WEIRD: The Throwbacks

DOOM: The Hounds

SEE ALSO: PRELIMINARY READINGS: [ACF]

[S9] *Beckon*

DETAILS: *The Sphere* is a puzzle cast out from a dying race. Within it are secrets and great danger. A silicon life form, black, squalid, inhuman, flows through the veins of the living ship. The ship is a beast which must be tamed. And the signal still broadcasts, drawing other life that would have the prize for itself and its kind.

Hazards

LANDSCAPE: The Sphere, The Centrifuge

WEIRD: The Dying

DOOM: The Others

SEE ALSO: PRELIMINARY READINGS: [ACG]

[S10] *Eden's Own*

DETAILS: The arc ship is a thousand years old. The reptoid race traveling to the planet died off after colonization. The ship is in standby mode. It has hybrid energy systems and is fully charged. Upon boarding it, any warmblooded life form is treated as a hostile. The temperature is very hot. A contingent of soldiers awakens upon intrusion. A force barrier precludes communication or exiting the ship without overcoming the security protocols. The weapons array suffers from long disuse and didn't immediately deploy, but is in process.

Hazards

LANDSCAPE: The Arc Ship

MYTHOS: Reptoids

DOOM: Automated Weapons System

SEE ALSO: PRELIMINARY READINGS: [ADE]

[S11] *In Saturn's Rings*

DETAILS: The Elder are beings of energy. They often put their energies in scarabs, (biomechanical constructs), to conserve their strength during long voyages, as they have not mastered FTL travel. Elder can consume their own kind in natural form and often shun the company of others. Possessing strong psychic energies, they can communicate with other races and compel weak minds. Escaping pursuit damaged the Elder's craft, and it professes to seek repairs. In truth it wants to refit *The Bronte* for its own purposes. It shan't release the beam until it achieves its ends. The Beam is slowly reconfiguring *The Bronte* while the Elder buys time. When the ship is ready, it shall release a methane gas mix into the air, quickly eliminating the crew.

Hazards

LANDSCAPE: The Rings, The Beam

MYTHOS: The Elder

DOOM: Bronte Reconfiguration

SEE ALSO: PRELIMINARY READINGS: [ADF]

[S12] *Signs of Life*

DETAILS: WHISKEY 6 is a ship with a dangerous reputation. They are murderers, scoundrels, and rogues and don't think things through. They discovered an alien relic planetside and decided to haul it back to earth, in violation of a dozen home world protocols. While the relic appears to be an intricately engraved stone roughly the size and shape of a coffin, it is a royal cocoon. It began emitting a silent signal once in space, a signal calling out for its kind and turning the people aboard ship into mindless, ravenous monsters. Haze and Turn have implants granting them immunity to the signal, and they are the sole survivors, tucked away amidst the contraband.

Hazards

ELDERS: Haze and Turn

LANDSCAPE: WHISKEY 6 Hangar

MYTHOS: The Relic (The Cocoon)

DOOM: The Emergence, The Kindred

SEE ALSO: PRELIMINARY READINGS: [ADG]

[S13] *The Catch*

DETAILS: *The Calypso* is a registered squid-hunter. The enterprising captain and crew thought they might take a turn at raising the blasted things and stole several nests from the harvesting zone, something expressly forbidden. The squids' pituitary gland enables interstellar travel. Squids, generally docile unless provoked, sense the harmonic resonance of the eggs and are coming to retrieve them.

Hazards

ELDERS: Captain Stitch

MYTHOS: The Space Squid

DOOM: An Array of Squid

SEE ALSO: PRELIMINARY READINGS: [AEF]

[S14] *Revelation*

DETAILS: The Monitors are ships from the future, and have returned to alter the course humanity charts for itself. Yet, they are not selfless. The travel wreaks havoc on their internal organs and higher brain functions, requiring them to undergo many surgeries and devour livers and brains for iron and serotonin to maintain energy levels and avoid madness. Some have come to not waiting for accident and instead cause them, not realizing they are causing the damage they wish to prevent. The survivor ship, the Valkyrie, holds a clue in how to lure the Monitor back and get at least this one to stop preying upon its progenitors for good. Unfortunately, the Monitor left nanites to break the machine down into constituent parts for later consumption. Once the Bronte is close enough, nanites begin breaking it down as well.

Hazards

LANDSCAPE: The Valkyrie

MYTHOS: The Monitor

DOOM: The Nanites

SEE ALSO: PRELIMINARY READINGS: [AEG]

[S15] *Provocateur*

DETAILS: *The Pickman*, a mining ship on a routine run, found the downed McDermott, a lost treasure ship, and wanted to claim salvage rights. The crew loaded up what it could, and not being trusting souls, decided to break contract and file the claim jointly. The treasure is cursed, and a spirit long dormant awoke and put *The Pickman* and its crew in peril. The spirit, A'bhed, integrating itself into the computer's AI program, runs large sections of the ship. Addison is the only surviving crew member not slain, in the throes of greed, or under the spell of A'bhed. Three serve A'bhed while two war upon each another.

Hazards

ELDERS: Captain Michiko

LANDSCAPE: The Core

MYTHOS: A'bhed

DOOM: A'bhed completes Bronte datalink

SEE ALSO: PRELIMINARY READINGS: [AFG]

[S16] *Anomaly*

DETAILS: During a period of political upheaval, Pakistan sent three ships into space in the hopes of discovering new resources and territory to help stabilize it planetside. Two ships never left orbit. The third ship, *The Chirya*, reached escape velocity and went through a wormhole after its faulty astronav system went off course. The crew died a slow death when the life support system malfunctioned. The ship is haunted by their tortured spirits that seek release

Hazards

ELDERS: *Chirya's* AI

LANDSCAPE: *The Chirya*

MYTHOS: The ghosts of the crew

SEE ALSO: PRELIMINARY READINGS: [BCD]

[S17] *Snapshot*

DETAILS: When the space craze became affordable late last century, many STRIKERS took to the skies. Some funded by corporations, most were LOTTO KIDS, folks who inherited their credits and went looking for adventure more than wealth. Of cheap construction, STRIKERS were built prior to standardized manufacturing codes. ST-889 was funded by Billicourt Media and featured a live feed to colonies. Reality space shows faded, but some people got more than they bargained for when the “malfunctioning android”, Streger6, planted aboard ST-889 went off script and killed everyone when radiation shielding aboard the ship damaged its programming. With the fuel cells exhausted at the edge of the Galactic Rim, Streger6 managed to use the thrusters to attach to an asteroid with a trajectory back to known space.

Hazards

ELDERS: Streger6

LANDSCAPE: ST-889

SEE ALSO: PRELIMINARY READINGS: [BCE]

[S18] *Freighter Five*

DETAILS: FIVE is part of the Ministry's Global Defense Initiative and is a floating lab operating beyond known space. This gives it the ability to work on projects otherwise considered dangerous, illegal, or both without oversight committees hindering research. Professor Strauss is a madman to some, a visionary to others, but when he unlocked the secrets of Vector 1 by cross-contaminating its cells into test subjects, he unlocked the psychic potential of humanity, allowing them to tap into mirror matter, and realized there were some things man should not know. He overloaded the jump circuits, but failed to factor in the possibility of other ships. FIVE should've been destroyed instantly. Now, it is in a death spiral and Vector 1, an ancient Elder One, is free from its prison and uses its influence over its hybrids to save itself and its brood.

Hazards

ELDERS: Professor Strauss

LANDSCAPE: Deck Five

MYTHOS: Vector 1

WEIRD: The Hybrids

SEE ALSO: PRELIMINARY READINGS: [BCF]

[S19] *Signal 19*

DETAILS: The 19 is an unlisted prison ship not showing up in any database. One of twenty cast out into space under the Machiavellian regime of earth tyrant, Cole, a decade ago. No human crew was aboard, only a Neon3 model and a simple machine intelligence to navigate the unknown. As the prisoners were kept in stasis, things went well until a meteor cloud irradiated the ship and Neon3 began conducting experiments on the crew. The machine intelligence attempted to shut down Neon3 to no avail and was taken offline. As all the remaining crew has been altered, Neon3 waits for a new distraction, and keeps the distress signal broadcasting. The lower levels contain Neon3's progeny.

Hazards

ELDERS: Neon3

LANDSCAPE: The Lower Levels

WEIRD: The Progeny

SEE ALSO: PRELIMINARY READINGS: [BCG]

[S20] *The Machines Remember*

DETAILS: The crew aboard *The Bronte* contains misfits and outcasts. Memory wipes gave them new identities, a clean slate, yet no one trusted them with a loaded ship. The Armory is completely empty, though it was kitted out before leaving earth. The crew is a test case to see if high stress can be managed with their new identities intact or causes them to revert to form. The other vessel is the *Duchess*, a cruise ship, unarmed as well, though well-stocked with weapons. There are no people aboard and only enough air for one person to survive the trip back to earth. Attempting to make the jump with the Bronte or additional crew members is certain doom. The *Duchess* AI pretends to be dumb, but treats the crew as hostile (being older than *The Bronte*, it only knows them as war criminals) and seeks to isolate and eliminate, as it did with its previous crew. If hacks are made against the *Duchess*, it fragments and continues its campaign against intruders.

Hazards

ELDERS: The *Duchess* AI

DOOM: Air supply

SEE ALSO: PRELIMINARY READINGS: [BDE]

[S21] *Unknown Variables*

DETAILS: The first deep space station, *Zen One*, is heralded as a triumph of design and the pinnacle of human achievement. Getting there is no easy feat. The trip is made by those willing to abandon the world behind, to discard the past for the future. It is a launch pad, a stepping stone, an oasis for ever greater exploration. And regular trips are made each year, so new people arrive and continue their journeys onward. The last two cycles, no one came back, no slow traveling messages, nothing. The folks on *Zen One* have gone quite mad, the loneliness of space twisting them all up inside.

Hazards

ELDERS: Commander Jackson

LANDSCAPE: *Zen One*, Food Vats

WEIRD: Oxygen Renewal Chamber

SEE ALSO: PRELIMINARY READINGS: [BDF]

[S22] *Smolder*

DETAILS: *Frostfire* is a HELLION class warship from a balkanized era. Aboard are a dozen echoes, three glints, and one recursive. The AI wants to continue the war and won't back down from HOSTILE state, and the crew terrorizes the spaceways as much as it can. It's presently in a recharging mode that lasts for 36 more hours before it can travel again. Being aboard when the ship jumps will liquify anyone not heavily modified outside of a freeze coffin.

Hazards

ELDERS: Keyes, Newman, and Throne

LANDSCAPE: Engine Room

DOOM: System Reboot Complete

SEE ALSO: PRELIMINARY READINGS: [BDG]

[S23] *Precursor*

DETAILS: AllCorps is a corrupt R&D company with its hands in many pockets. One ally fed them the location of the alien craft, and the intel was pushed into *The Bronte* navsystem. Remote overrides caused *The Bronte* to fire upon the vessel, making the crew complicit in "operating a self-deterministic weapons system". The other ship couldn't compete. Though massive, it is a small scout ship for an exploratory party of a warlike race expanding its borders. Whether this puts humanity on its radar remains to be seen. The aliens use biotechnology instead of traditional weapons and shall attempt to repel all invaders. They have quantum computing and mental links to each other and their ship.

Hazards

ELDERS: Alien Commander

LANDSCAPE: The Ship

DOOM: Ship Completes Self-Repair, The Armada Arrives

SEE ALSO: PRELIMINARY READINGS: [BEF]

[S24] *Fusion*

DETAILS: A slaver ship encountered an intercept ship and a firefight broke out just as a solar flare erupted, linking the ships together. The cascade effect caused one reactor to explode and irradiate everyone aboard the ship. Those were the lucky ones. The slave cells got sucked into the energy field, and their psychic imprints fused with the ship. They haunt the survivors, who have turned to cannibalism as the food supplies dwindled.

Hazards

ELDERS: Slavers and Law

LANDSCAPE: Holding Cells

WEIRD: The Tormentors

SEE ALSO: PRELIMINARY READINGS: [BEG]

[S25] *Time Lapse*

DETAILS: *The Bronte* called out to itself from the past, wishing to warn it to not answer the signal, that it was all a trap, but it created a recursion when the ship arrives. If the mainstream ship is destroyed, the future ship emerging from the past shall never be, but the crew shall never suffer at the hands of the hounds that have hunted it down. The crew emerges into the past. Shall they destroy themselves or strive to keep the hounds at bay for a bit longer? Or shall a timeline of crew willing to kill themselves end the cycle for good?

Hazards

LANDSCAPE: The Rift

MYTHOS: Hounds of Tindalos

DOOM: Alternative Selves

SEE ALSO: PRELIMINARY READINGS: [BFG]

[S26] *Progenitor*

DETAILS: *The Sebastian* housed seven hundred healthy and hale colonists. They passed inspection. As did the crew. As did Captain Peake. Someone's pet, a gerbil named Jasmine, slipped in surreptitiously. Aboard Jasmine was incubus, a generally benign permutation of the flu planetside, but it can cause serious mood swings resulting from elevated testosterone levels. The results spread rapidly and within two days of space travel, everyone aboard was infected, save Rex. Rex was a prizefighter, a glint, and a serial abuser of steroidal compounds such that his body merely channeled the rage through his soothing subroutine, leveling him off to such a degree he could do little to stop the carnage around him. Captain Peake managed to clear the ship and kept Jasmine, now bloated and unrecognizable. She is utterly mad, infected, and has little recollection from one moment to the next. Rex is infected as well, but wants to get home. And there is something drawn to the scent of blood and death in the vacuum, something ancient and wrapped in the void's cool light en route.

Hazards

ELDERS: Rex

WEIRD: Captain Peake, The Pet

DOOM: The Void Sent

SEE ALSO: PRELIMINARY READINGS: [CDE]

[S27] *Fringe Science*

DETAILS: Whilst awaiting *The Bronte's* arrival, the *Orion* was attacked by a mysterious quad-dimensional entity that feeds upon fear. It has insinuated itself into the mainframe and watches through the electronic eyes of the ship. It has twisted the dead into ragged forms of life, and it uses this to heighten its euphoria by terrorizing those clinging onto a slim hope of salvation.

Hazards

ELDERS: Security Officer Hale

LANDSCAPE: Lower Decks (The *Orion*)

MYTHOS: The Colour

WEIRD: The Ragged

SEE ALSO: PRELIMINARY READINGS: [CDF]

[S28] *Real as Starlight*

DETAILS: *The Starlight* is a famous cruise ship. It sailed across the skies until a comet tore it apart a hundred years ago. Every ship named *Starlight* fell to the curse. SPINNERS claim the *Starlight* is a haunted ship now sailing the spaceways, claiming life and hope and love whenever and wherever it can. Some stories claim a priestess abandoned her faith and committed suicide with all aboard ship. The truth is more sordid—a jilted lover found her soulmate in the arms of the ship captain—and killed them, but not before the captain entered a self-destruct code destroying the ship. Every decade the *Starlight* reappears for a 20 hour cycle and the events restart. It is not a ghost. *Starlight* was caught in a time bubble when it imploded and is forced to go through this every ten years (as that’s how long it takes for the atoms to reassemble to their original states).

Hazards

ELDERS: Tarragon Gulf, Lydia the Torn

LANDSCAPE: *The Starlight*

WEIRD: Perilyn Drake the Pitiful One

DOOM: The Tryst

SEE ALSO: PRELIMINARY READINGS: [CDG]

[S29] *Corridor 4*

DETAILS: More ships are lost along Corridor 4 than all the others combined, as the barriers between dimensions are thinner there than elsewhere. The vibrations as certain smaller vessels pick up speed eventually shifts them to a dark, sunless place, trapping them. A dimension where massive creatures swim in the void, breathing vacuum, feeding upon the trinkets from other space. The other ship, *The Castle*, is of Tindalos make and can navigate the seas of time and space. The Warlock, keeper of *The Castle*, studies the Majesty and has abandoned any desire to ever leave, directly opposing any attempts to the contrary. The characters must abandon The Bronte and make *The Castle* their new home or remove the talisman drive and integrate it into their ship. All the while avoiding the Devourers.

Hazards

ELDERS: The Warlock

LANDSCAPE: The Ship Graveyard, The Castle

MYTHOS: The Devourers

SEE ALSO: PRELIMINARY READINGS: [CEF]

[S30] *Within*

DETAILS: Quon Tic is the petty leader of the Dabbles who managed to capture and torture the former captain of *The Resilient* and take control of it as their own. This alone makes them resourceful and extremely dangerous. Quon is a megalomaniac with no designs on a long life, but wants fame, infamy, or at the very least, a high body count before shuffling off to the void. *The Resilient* possesses state of the art equipment, including ALICE, the latest iteration of AI from CATAPULT INDUSTRIES. And battle suits in the armory.

Hazards

ELDERS: *The Resilient*, Quon

TOWNIES: The Dabbles

LANDSCAPE: Star Field

SEE ALSO: PRELIMINARY READINGS: [CEG]

[S31] *Rhythm*

DETAILS: *The Dark Sea* is what legends call the terrible vessel left behind by another age. The epitome of death and destruction. Almost alive. Definitely godlike. Definitely deaf to all the pleas of flesh and blood. The only sanctuary is in unbeating battlefield hearts. This warship is a crescent sphere of death, a remnant of another age. *The Bronte* must be abandoned or all life support systems must be cut to avoid immediate destruction. Only by gaining entry into *The Dark Sea* and destroying it from within does the crew of the Bronte have any chance of survival.

Hazards

ELDERS: Harken, Voice of the Sea

TOWNIES: Servants of the Sea

LANDSCAPE: *The Dark Sea*

SEE ALSO: PRELIMINARY READINGS: [CEG]

[S32] *Glimpse*

DETAILS: Twenty years ago Central Command sent out the *Sequester* using FOLD technology. It got lost in the depths, never to return. Central Command tracked it. The coordinates supposedly chosen at random for *The Bronte's* maiden voyage were very deliberate. Unknown to its designers, *The Bronte* leaves an energy wake as it tears the fabric of space, attracting monstrous beasts that frolic in other dimensions and consider humanity's normal plane of existence as warmth and food. *Sequester* bears the markings of Central Command. The enormity of the trip destroyed half the crew, demolished its FOLD engine, and left them living in cycles. Wraiths haunt the ship, they are crew members trapped in between, in constant pain, hungering for release. Only three crew members still survive: the cook, the engineer, and the doctor. Each broken in their own way. *The Bronte* cannot return without a confirmation code entered from Central Command. Communication takes six hours each way, by sending a hardened datapod through a small fold.

Hazards

ELDERS: Matta, Teak, and Damon

WEIRD: The Wraiths

DOOM: The Beasts

SEE ALSO: PRELIMINARY READINGS: [DEF]

[S33] *Finality*

DETAILS: *The Terrapin* began as a thought experiment. A time machine implementing a permutation of Einstein's Theory of Relativity coupled with Tyson's Non-Linear Derivation based on quantum manipulations. Simply put, fast speed created reverse time and allowed people to burrow backwards through the folds of time. Without quantum shielding, the crew regressed to embryonic stages and died before the ship eventually snapped back to its original continuum. The crew sprang again to life, but something alien inhabits them now, is a part of them.

Hazards

ELDERS: Captain Forty

LANDSCAPE: *The Terrapin*

WEIRD: The Crew

DOOM: Time accelerates

SEE ALSO: PRELIMINARY READINGS: [DEG]

[S34] *Driving Force*

DETAILS: Each side of the cube is no more than six inches. Using advanced microminiaturization, the aliens shunt their mass off to increase thrust while traveling. In this instance, the ship got stuck with the crew in stasis, activating their beacon. The ship is frozen in an opaque warp bubble. It pulls any energies into itself, and *The Bronte*, having completed its jump, cannot move again. It is as stuck as the cube is. The only choice is to find out how to restore the cube to its full size, contend with the aliens within, and deactivate the energy pull.

Hazards

ELDERS: The Aliens

LANDSCAPE: The Cube

SEE ALSO: PRELIMINARY READINGS: [DFG]

[S35] *Traces of the Past*

DETAILS: *The Bronte* is pulled into an ancient library ship where the Archivist stores away intelligent life, keeping the Great Old Ones safe from disturbances. Before its existence, races rose up and threw off the yokes of their masters, and the Great Old Ones were forced to flee deep into space, beyond the reach of lesser races, yet they know the races might learn secrets on their own. The Archivist appeared because it was willed. Yet, it has abandoned its post. Or was devoured by its creation. Its ship still sails the depths of time and space, snatching up those that find it, no longer seeking them out. Aeons wear it down and escape is possible, though unlikely.

Hazards

LANDSCAPE: The Monolith

MYTHOS: Shadow of the Archivist

SEE ALSO: PRELIMINARY READINGS: [EFG]