

FREE LEAGUE

CORIOLIS

THE DYING SHIP



CORIOLIS DESIGN TEAM
*Tomas Härenstam, Nils Karlén,
Kosta Kostulas, Christian Granath*

WRITERS
Nils Karlén, Kosta Kostulas

EDITOR
Nils Karlén

GRAPHIC DESIGN
Christian Granath

COVER ART
Axel Torvenius

INTERIOR ART
*Ylva Ljungqvist, Gustaf Ekelund,
Martin Bergström, Christian Granath*

MAPS
Tobias Tranell

TRANSLATION
Tim Persson

PROOFREADING
John M. Kahane

PLAYTESTERS
*Simon Andersson, Mattias Axelsson, Daniel Hallbäck, Kosta Kostulas,
Otto Pettersson, Wilhelm Person, Pernilla Sparrhult*

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INTRODUCTION

Welcome to *The Dying Ship*, the first full length adventure for Coriolis – *The Third Horizon*. This booklet contains an exciting mission where the PCs investigate what is going on aboard a freighter that has gone silent – and discover a deadly secret.

THE DYING SHIP is the story of the tragic fate awaiting the ice hauler *Orun II* and its crew. What starts out as a regular meeting in a private booth at Wahib's Cantina soon turns into a rescue mission with a hidden agenda.

What has actually happened is this: the crew of the ice hauler *Orun II* discovered that they were carrying hidden cargo, and inside it, a djinn from the Dark Between the Stars. The djinn was released onboard the ship, and everything went wrong. Most of the crew were killed and the scattered survivors hid or barricaded themselves throughout the ship. The captain was possessed by the djinn, and turned on the crew.

Back on Coriolis, the owners of *Orun II* – a shipping company called Melem Gesurra – became worried when the hauler stopped communicating its position according to protocol. When a warning sent from *Orun II* finally arrived, the situation started to make sense. The company realized that something from the Dark Between the Stars had been released onboard, and that they have to do something about it. To avoid interference from the Consortium or the Legion, the company decided to handle the situation quietly. Exorcist Adzem Kembouri has been tasked with assembling a team, finding a ship, and intercepting *Orun II* to banish the djinn onboard and save the company's valuable property. What they don't know is that the Syndicate has sent their own group to reclaim the smuggled drugs hidden on the doomed ship.

BACKGROUND

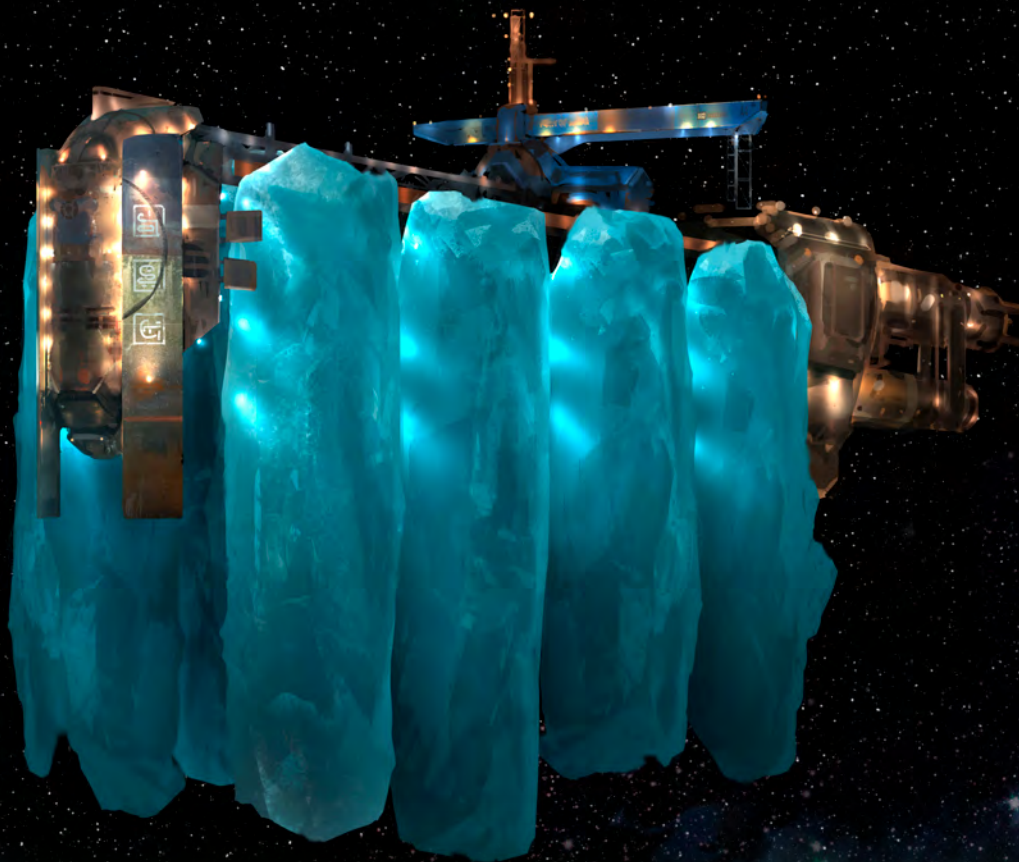
Some 300 years ago, there lived a young noblewoman in the mythical city of Kah somewhere on Kua. Her name and age are long since lost

to time, but the story of her tragic fate has survived to this day as a popular folk tale called *The Princess of Kah* (see Player handout 2). After being lost in the jungles of Kua for a long time, the princess returned to her family, but exhibited signs of djinn possession. No remedies were to be found in Kah, and eventually her father made the decision to send her to a renowned physician working at a station far out in the asteroid belt. For her own safety, she and three of her bodyguards were placed in stasis pods for the journey. The expedition left Kua and headed for the belt, but soon disappeared in the void, never to be heard from again.

What really happened was that the convoy was attacked by corsairs, and the royal ship crash-landed on a large asteroid. The crew were instantly killed, but the young woman and her guards kept sleeping throughout the centuries, captives in the djinn's sinister dreamscapes.

⚙️ PRESENT DAY

The ice hauler *Orun II* has worked the route between the asteroid belt and Coriolis for three decades under the command of Captain Ardul Rajtun. Working this route for Melem Gesurra has been pure routine – the seasoned captain and his small but highly skilled crew have done the trip countless times without any trouble. But the darkness is growing stronger, and *Orun II*'s luck has finally run out. On the ice mining station Merkut, life is a bleak and dangerous affair. A group of discontented stevedores have started a smuggling ring, hiding illegal goods – mainly drugs and controlled substances from the Rimward Reach and Transurha – deep inside the gigantic blocks of ice mined here and shipped to Coriolis and the light of civilization. When a group of miners discovered



the remains of an ancient spacecraft and inside it, three stasis pods containing Firstcome spacefarers, they quickly realized the value of their discovery to collectors and scientists all across the Horizon. The artifacts were hidden in ice and then loaded by the unknowing crew of *Orun II*. The long journey home started out without any incidents, but then, something happened. The aging Captain Rajtun started acting increasingly strange and eventually, *Orun II* stopped responding to the company's hails.

Some time after leaving Merkut, *Orun II*'s cargo specialist Kolb spotted the stasis pods inside the ice during a routine scan and alerted the captain. Captain Rajtun understood the potential value of the extra cargo, and ordered Kolb to extract the pods from the ice and bring them to the ship's observatory. When the captain was left alone with the pods, he opened one of them and immediately became a slave of the reawakened djinn, sealing the fate of both his ship and its crew.

On Coriolis, the Melem Gesurra shipping company started to suspect that something had gone wrong onboard their hauler, and decided to investigate why *Orun II* had diverted

from its course and, if possible, return their property safely to Coriolis. Meanwhile, a Syndicate cell had found out that the shipment of contraband they are waiting for has encountered problems. A strike team made up of corrupt ex-Legionnaires has been hired to secure the cargo – no matter the cost.

Into this situation (read: mess), an unsuspecting group of adventurers are about to be thrust to try and solve the mystery of the rogue hauler. Enter: the player characters.

⚙️ THE TRUTH BEHIND THE MYTH

The tale of the princess of Kah is mostly true. There really was a young woman who became possessed and disappeared during her journey to a doctor in the asteroid belt, and there really was something called Kah. But the woman was no princess, and Kah was not a city.

The young woman was actually a member of a Firstcome diryad, a sort of mix between a family and a capitalist corporation. She was one of the chief scientists on the diryad's K-17 research station deep in the Kuan jungles, whose beautiful

GLOSSARY

- ◆ **THE EYE OF ANUBAR:** A meteor swarm considered so dangerous that most ships avoid it altogether.
- ◆ **MELEM GESURRA:** A Coriolis-based shipping company. Owners of Orun II.
- ◆ **MERKUT:** An ice mining station in the asteroid belt. Home to the smuggling ring that has hidden the drugs and the stasis pods onboard Orun II.
- ◆ **KAH:** A mythical lost city from the old days of the Firstcome, located somewhere on Kua. Actually an old research installation called K-17.
- ◆ **ORUN II:** A large ice hauler.
- ◆ **STASIS POD:** A coffin-style bed where spacefarers are put in cryogenic sleep during long voyages.
- ◆ **TABULA:** A digital tablet that functions as communicator, log and data bank.
- ◆ **THE PRINCESS OF KAH:** A folktale about a princess possessed by dark forces who vanished along with her escort while en route to a doctor in the asteroid belt over three hundred years ago.
- ◆ **WAHIB'S CANTINA:** A classic bar near the spaceport on Coriolis.

HANDOUTS

In the end of this booklet, there are six pages of handouts. The handouts, including a blueprint of the ice hauler Orun II, are meant to be given to the players during the scenario.

Firstcome buildings eventually became a palace as the myth was retold and morphed over the centuries. The focus of K-17's research was the Portal Builder ruins that can be found in many places across Kua. During an expedition into the dark depths of the forrest, something went wrong and the young scientist became possessed by that which we today call a djinn. The ruins of K-17 still rest somewhere deep in the dark jungles, thick undergrowth covering the truth about what eventually happened to the Firstcome scientists' ambitious project. The forgotten labs and data banks may even contain some clue hinting at the true nature of the mysterious Portal Builders – but that, as the saying goes, is a story for another time.

🌀 CONCERNING DJINNI

The djinni have been part of humanity's collective mythos for thousands of years. Ancient stories from before mankind left Al-Ardha tell of creatures that inhabit other worlds, but sometimes visit ours with mischievous intent. They are sometimes called sprites, phantoms or ghosts, but to the peoples of the Third Horizon these powerful darkmorphs are known as djinn, or djinni. Where they come from is unknown. Many learned believers say that they form in the Dark Between the Stars, that growing crack in the fabric of reality that is threatening the Third Horizon's already fragile peace. Some of the more radical Zenithian scientists argue that the djinn are actually remnants from a technologically advanced past and really nothing more than diabolical machines capable of morphing into new forms and disassembling themselves into miniscule parts. Regardless of their origins, the djinn's growing presence is a problem in the Horizon. Djinn are classified according to how strong and dangerous they are. At the top of the scale is the mighty marid, followed closely by the equally nefarious efrite.

OVERVIEW

The Dying Ship is an intense and action-packed adventure for *Coriolis – the Third Horizon*. It starts in the most iconic of cantinas on Coriolis and heads for a climax in the dark void aboard a gigantic ice hauler headed for certain doom. It is a race against the clock featuring a possessed captain, a bloodthirsty strike team and a djinnbound, Firstcome scientist, waking after three hundred years of cryo sleep. The story is told in a pretty straightforward fashion, drawing inspiration from classic science fiction movies such as *The*

Thing, *Event Horizon* and the first two *Alien* movies, mixed with a dark, fairytale ambience à la *Arabian Nights*. The tragic story about the princess of Kah is the backdrop for the adventure, and the PCs are of course the protagonists, with the djinn, the possessed Captain Rajtun and the violent mercenaries serving as the antagonists. Lastly, in between the heroes, villains and the high drama of the plot, there are a group of ordinary shipworkers who just want to survive. It is your job as the GM to treat these NPCs with the respect they deserve and play them according to their individual motivations. If you manage this while keeping the players feeling the thrill of being mere minutes from doom and destruction, we can guarantee you a good time in the Dark Between the Stars.

BEFORE YOU BEGIN

The adventure comes with five pre-made player characters, ready to be used if you want to start playing straight away, but you can just as well use your own PCs and their ship, of course. As the GM you should read through the adventure in advance and then refresh your memory again right before you start playing. If you are using the pre-made characters, have the players choose which one they want and talk a little bit about the characters and the group before you begin. As the adventure starts with the

PCs already knowing each other, get the presentations over with before you start. Make sure you have six-sided dice and Darkness Point tokens at hand, as well as the ship plan for *Narzalus*, if you are playing with it. Prepare Player handout 1 and be ready to hand it out to the players. Now, you are ready to start playing!

LONG OR SHORT?

Some groups find it difficult to find time to play, and may want to get through the adventure in one or two sessions. **The Dying Ship** can be played in one session, if you as the GM plan it out accordingly. Think about how much time you have for each act so that you can make sure the group doesn't get stuck somewhere along the way. The second act will take up the most time as the bulk of the adventure takes place onboard *Orun II*.

Other groups prefer to take their time and really explore every detail of an adventure. If this is how your group likes it, think about what parts of the adventure your players will find most interesting and see if you can add your own material, for example using the Icon Deck.

The Dying Ship is a dangerous scenario, and a PC might very well end up dying. We recommend that you let a player whose PC has died get back in the game as either Ayda the deckhand or the exorcist Adzem Kembouri.

CHARACTERS AND MOTIVATIONS

INDEPENDENT ACTORS

The player characters (PCs)	Hired by the shipping company Melem Gesurra through Adzem Kembouri to find and retrieve the ice hauler <i>Orun II</i> and its crew.
Adzem Kembouri	Problem-solver and exorcist hired by Melem Gesurra to solve the djinn problem onboard <i>Orun II</i> . Wants to banish the djinn so as to become known for his skills as an exorcist on Coriolis.
The mercenaries	Hired by the criminal faction called the Syndicate to locate the ice hauler <i>Orun II</i> and find the valuable drug stash hidden in one of the ice blocks.
The crew of <i>Orun II</i>	Has run into some serious trouble and just wants to survive.

THE DJINNBOND

Kh'oudour, the djinn	A powerful djinn with freedom within its grasp after lying in wait for three centuries. The djinn's goal is to get to Coriolis and then continue on to Kua and Kah.
The princess of Kah	A young woman who became possessed by Kh'oudour over three centuries ago in the Kuan jungles. Has been in a stasis pod for three hundred years and is the djinn's primary host.
The palace guards	Three bodyguards protecting the princess. They have been on ice for three hundred years, have become possessed by the djinn and are stark raving mad.
Captain Rajtun	The captain of <i>Orun II</i> . Opened the princess's sarcophagus out of curiosity and released the djinn onto the ship. Possessed by the djinn.

THE PROPOSITION

ACT
1

There are two ways to start *The Dying Ship*: the traditional way, where the group starts on Coriolis, are hired for a mission, and then sets out for the starry void in search of Orun II – this is how the scenario is written – but if you, as the GM, are in the mood for a more dramatic introduction, you could use the alternate opening scene on the next page and then flashback to two days before and play Act 1. Regardless of how the adventure starts, the prologue will give the PCs an unexpected warning of an ominous fate.

PROLOGUE: THE OLD WOMAN

Sounds, light and movement are all around you. Wherever you turn, the bustle and commotion of the Ozone Plaza surround you. Loud vendors, babbling monkeys and chanting preachers compete for your attention. Overhead, old neon signs advertise products long since forgotten. A hovertaxi makes a rude landing at the edge of the plaza and is welcomed with curses and some rotten fruit. The air is heavy with the smell of burning plastic and adana barbeque. A lingering arrash mist shrouds the alley you are standing in. Coriolis! Most would call it the heart of the Horizon, but the scene around you could just as well be from a bazaar on Algol or Dabaran. The arched hull high above is the only thing giving away that you are actually onboard a space station.

"You there!" An old woman with a raspy voice appears before you, bent over a cane and wrapped in many-colored shawls. Dark eyes deep in the wrinkled face meet yours. "You carry the mark," she hisses. "Beware – she has returned. Death and darkness follow where she goes". The hands clenching the cane suddenly start to tremble and she adds, "May the Icons have mercy on you. You will need all the help you can get!"

She turns around and is immediately lost in the crowd. Before you have time to think about her words of warning, you are interrupted by a signal from your tabulas. You have all received a message.

Hand the players **Player Handout 1** and let them read the message.

STARTING SCENE: A MEETING AT WAHIB'S

The PCs arrive at Wahib's Cantina, where they discover their contact discussing the mission with another group of adventurers pretending to be them! After some confusion, tensions erupt as the lie is uncovered and the imposters leave the cantina. The PCs are left with a very confused prospective employer.

THE SITUATION

The PCs have been contacted by one (mister) Adzem Kembouri, who wants to meet them at Wahib's to discuss an urgent mission. They have been asked to meet up at the beginning of the third watch (roughly 8 pm). Unbeknownst to both the PCs and Mister Kembouri, a group of mercenaries hired by



the Syndicate has found out about the meeting and plan to get there before the PCs to kidnap Kembouri and force him to give up the location of *Orun II*. The Syndicate are very eager to get their smuggled goods back, and are paying the mercenaries to find the stash by any means necessary.

The mercenaries, under the command of Lieutenant Remora, are competent and well-equipped – but no one can blame them for being subtle. Their plan is simply to walk into Wahib's, pretend to be the crew of the *Narzalus* (or the PCs' ship) and lure Kembouri into a private booth where they will make him tell them what he knows with a gun to the head. That a group of scarred and muscular jackboots aren't exactly the most convincing free trader crew hasn't even crossed their minds. They know that the real crew of the *Narzalus* will show up eventually, but don't consider a group of weak free traders to be any real threat. Maybe they have underestimated this particular crew, however...

⚙️ THE FALSE CREW

The PCs can choose to tackle the situation in a few different ways. They can try to use force to get the mercenaries to retreat, they can bribe or manipulate them to leave Mister Khembouri alone, and depart Wahib's, or they can simply wait in the background and see how things unfold. The mercenaries will be unimpressed and condescending at first, flex their muscles, and tell the PCs not to interfere. If the PCs escalate the situation or try to convince them to leave Wahib's, they can be made to see reason – they may be violent and brutal, but they realize that a firefight at Wahib's would mean a lot of trouble from the Coriolis Guard.

DARKNESS POINTS

The GM begins Act 1 with as many DPs as there are players – if you have five players, you start the game with five DPs, and so on.

ALTERNATE START: IN MEDIAS RES

The PCs are standing at the bridge of the light freighter *Narzalus*. The bridge is dark, the only light coming from the control panels and from the Eye of Anubar, the dangerous asteroid swarm dead ahead. Suddenly, the whole ship shakes as a stray meteoroid hits the hull. Alarms go off and for a moment, the ship loses control of the ship. The smell of burned electronics fills the hot, dry air. When the *Narzalus* stabilizes and the alarms quiet down, the PCs spot the enormous ice hauler *Orun II*, heading straight for destruction in the Eye of Anubar. The *Narzalus* shakes violently again as it is hit by another meteoroid. It is now or never.

Cut here and flashback to two days earlier – The Old Woman – and then play the scenario from the starting scene below

⚙️ MANIPULATING THE MERCENARIES

If the PCs wish to make the mercenaries leave Wahib's through threats or cold reasoning, this is an opposed **MANIPULATION** test where the PC with the highest **MANIPULATION** score challenges Lieutenant Remora (**MANIPULATION** 2 and Empathy 4, 6 dice in total). Other PCs with at least 1 point in **MANIPULATION** can assist, giving one extra die per assisting person (up to a maximum of three extra dice). To convince the mercenaries to leave, the PC must pass the test and roll more sixes than Lieutenant Remora.

⚔️ FIGHTING THE MERCENARIES

The PCs might resort to violence to make the mercenaries flee the scene. This may not be the wisest choice, given the location and all the innocent bystanders, but we all know that some players act before they think. If a fight breaks out, use the rules from the Combat chapter in the Rulebook. Start by determining initiative scores. You can roll once for Lieutenant Ramora and once for the rest of the mercenaries as a group. The mercenaries know that the Coriolis Guard will show up shortly and will withdraw to avoid trouble with the law. They will move toward the exit immediately and leave Wahib's within two or three turns.

THE LOCATION

The starting scene takes place in a classic watering hole on Coriolis, the legendary Wahib's Cantina – safe haven for free trader crews, shady prospectors and all sorts of scoundrels and fortune seekers. Wahib's is located in a narrow alley on the Ring, the enormous circular tube that is home to Coriolis' spaceports and many of its inhabitants. The cantina is located just a few hundred meters from the spaceport and the street just outside is full of people at all hours. Inside, the murmur of the regulars is softened by a thick haze of arrash, incense and the smell of spicy foods. You can read more about Wahib's Cantina in the Horizon section of the Core Rulebook.

CHARACTERS

The characters involved in the scene are described below.

LIEUTENANT REMORA

Muscular, tall and with long, black hair collected in a Dabaran knot. Ariana Remora is an ex-Legionnaire who has had enough of the

Legion's red tape. She ended her employment with the Legion to govern her own fate. Lieutenant Remora is quick to act but open to discussion. Her goal is to get her hands on the coordinates for Orun II, travel there, and bring the smuggled goods back to Coriolis as fast and efficiently as possible.

CHARACTERISTICS: Intense stare, muscular arms, scarred face.

ATTRIBUTES:

STRENGTH 3, AGILITY 4, WITS 3, EMPATHY 4

HIT POINTS: 7

MIND POINTS: 7

REPUTATION: 6

SKILLS: Command 4, Manipulation 2, Melee Combat 4, Ranged Combat 3, Observation 3, Medicurgy 1

TALENT: Offensive orders (2 DPs) – with a successful **COMMAND** roll, Remora can shout an attack order at one of her soldiers (fast action). That soldier may immediately fire a quick shot, regardless of remaining APs or place in the turn order.

ARMOR: Heavy armor (8)

WEAPONS: Accelerator pistol (8)

GEAR: Personal communicator, 2 m-doses.



MERCENARIES (AS MANY AS THE PCS)

Tough, scarred and tattooed Legion veterans. These thugs are efficient, pragmatic and brutal. They follow Lieutenant Ramora's orders without question, but their primary motivations are birr and survival.

CHARACTERISTICS: Mean stares, scarred faces.

ATTRIBUTES:

STRENGTH 3, AGILITY 3, WITS 2, EMPATHY 2

HIT POINTS: 6

MIND POINTS: 4

REPUTATION: 4

SKILLS: Dexterity 3, Melee Combat 3, Ranged Combat 3, Observation 3, Medicurgy 2

ARMOR: Light armor (6, vacuum suits)

WEAPONS: Vulcan carbine

GEAR: Personal communicator, 1 extra cell, smoke grenade, 2 m-doses.



A DISCREET MISSION

Adzem Kembouri explains the background of *Orun II*'s disappearance, offers the PCs a lucrative mission and supplies them with maps, coordinates and a surprise – he will be tagging along himself!

THE SITUATION

When the situation with the mercenaries has been taken care of, Mister Kembouri will tell the PCs what the meeting is really about. If the mercenaries left without a fight breaking out, he will suggest that they sit down in a private booth in the cantina, but will otherwise insist on them going somewhere more secure, such as to the PCs' ship.

What Mister Kembouri has to tell the PCs is summarized below. Try to deliver the information with your own words instead of just reading it from the book. For obvious reasons, the conversation with Mister Kembouri will be something of an infodump, but try to make it interactive for the players rather than just a long monologue. The heart of it should be that the group understands what the mission is about and that they are in a hurry to leave!

⚙️ THE MEETING WITH MISTER KEMBOURI

- ◆ My name is Adzem Kembouri, and I represent a shipping company here on Coriolis.
- ◆ The company is called Melem Gesurra and is of average size with a fleet of half a dozen heavy freighters and a few smaller vessels.
- ◆ Melem Gesurra hauls mostly foodstuffs, ice and minerals between the asteroid belt and Coriolis.
- ◆ Three days ago, the heavy freighter *Orun II* left the asteroid belt carrying a full load of ice. Destination: Coriolis.
- ◆ The journey was a routine affair, Melem Gesurra's ships do several of these every week.
- ◆ Everything seemed fine at first, but twenty-four hours ago, *Orun II* missed one of its routine position reports. Coriolis traffic control was not worried at first, but suspicions arose when the hauler missed yet another check-in.
- ◆ After several failed attempts at making contact with the hauler, something strange happened – *Orun II* changed course and headed at full speed straight for the Eye of Anubar asteroid swarm.
- ◆ The crew is very experienced and hasn't been involved in any larger mishaps in the past. They are under the command of Captain

Rajtun who has been with the company for twenty-two years.

- ◆ Melem Gesurra wants to hire the PCs and their ship to intercept *Orun II* as quickly as possible. Their mission will be to:
 1. Find out why *Orun II* has altered its course and stopped responding to hails.
 2. Secure the ship and its crew.
 3. Make sure the hauler resumes its original course and arrives safely at Coriolis.
- ◆ Mister Kembouri will accompany the PCs as a representative of Melem Gesurra.
- ◆ The company will pay the PCs 20,000 birr for their services.
- ◆ It is vitally important that the situation be taken care of swiftly, efficiently and, above all, discreetly. The company wants to stay clear of any interference from the authorities.

Mister Kembouri needs an answer from the PCs right there and then. The reward is negotiable and the company could go as far as offering all of 30,000 birr, which is a substantial sum. If the PCs wish to haggle for a higher reward, this is an opposed **MANIPULATION** roll vs Mister Kembouri.

If the PCs ask for more information – about *Orun II*, the crew or the Eye of Anubar for example – Mister Kembouri will wave off their questions, saying that they can ask all they like once they are onboard the ship and en route to their destination.

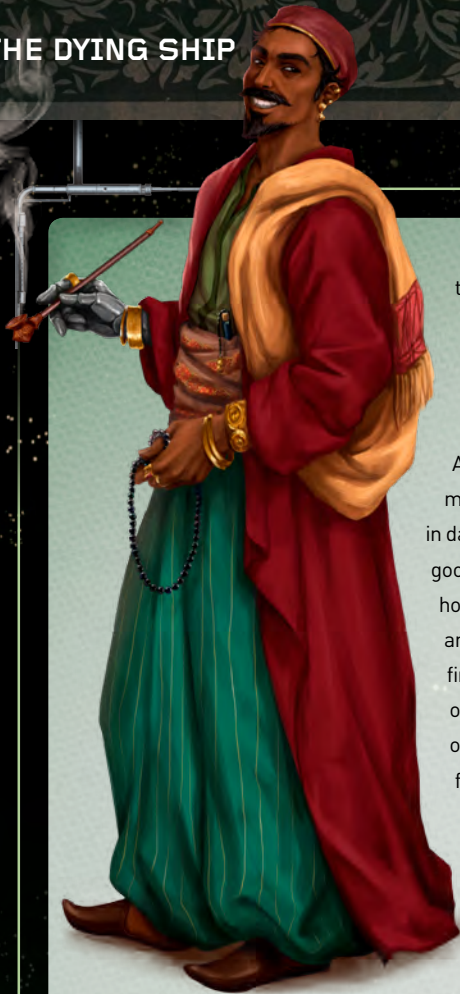
CHARACTERS

The characters involved in the scene are described below.

MISTER ADZEM KEMBOURI

Adzem Kembouri is of average height, has dark skin, a hand prosthesis made from metal and a glittering smile. He has an eccentric sense of fashion, preferring glaring and Sogoi-inspired, loose-fitting garments. He is wearing earrings, bracelets and rings made of gold and smells of exclusive Miran sandalwood.

Born and raised in the Conglomerate slums, Adzem had to fight to get where he is today. He became the first in his family to study at a university in the Monolith. During his fieldwork with the Sogoi in the jungles, Adzem was introduced to that which would become his speciality: darkmorphs and traditional rites of exorcism. As the number of incidents involving darkmorphs has risen steadily over



the last few years, Adzem has realized that he can make a living as a professional exorcist and solver of paranormal problems. Adzem now runs a one-man operation specializing in darkmorphs. Business is good, but he has mostly done house and boutique blessings and pest control. The Icons finally seem to be smiling on Adzem, and the djinn onboard *Orun II* shall be his finest hour!

CHARACTERISTICS:
Elegant clothing, pleasantly perfumed

GOAL: Mister Kembouri's goal is to either banish or capture the djinn onboard *Orun II*.

- THREE QUIRKS:**
- ◆ Always with a salesman's smile on his lips
 - ◆ Taps his robot fingers on the table as he speaks
 - ◆ Looks deeply into the eyes of the person he is speaking with

ATTRIBUTES:
STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 4
HIT POINTS: 5
MIND POINTS: 8
REPUTATION: 6
SKILLS: Culture 4, Manipulation 3, Data Djinn 2, Observation 2, Ranged Combat 2
ARMOR: -
WEAPONS: -
GEAR: Personal communicator, tag with 1,000 birr, talisman of the Judge



THROUGH THE DARKNESS

The PCs leave Coriolis and head for *Orun II*'s last known location. En route, it turns out that Adzem Kembouri is keeping secrets and that someone has been sloppy with the service of the ship.

THE SITUATION

Mister Kembouri insists that the group leaves as soon as possible, since every minute is precious. He only needs to go and get his personal effects and will be ready to meet the PCs at their dock in the spaceport shortly. The group will only have a couple of hours before they must leave the station to try to find out what has happened to the ice hauler *Orun II*. Onboard the ship, Mister Kembouri will make himself comfortable in an empty cabin and drag his two huge metal trunks there. If someone asks him what is in the trunks, he will respond with a conspiratorial wink and say that he never aquired the ability to travel light.

Mister Kembouri will then give the PCs the following information:

- ◆ The coordinates for *Orun II*

- ◆ A map containing the basic facts about the ice hauler
- ◆ A crew manifest (see Player handout 3)

⚙️ FINDING ORUN II

Let the PC with the highest **DATA DJINN** score make a skill test to find the quickest route to *Orun II*.

- ◆ **Failure:** Failure means that the group has calculated a bad vector and will arrive later than expected, when *Orun II* is only one hour away from the Eye of Anubar!
- ◆ **Limited success:** A limited success means that the group calculates an effective vector and arrives when *Orun II* is two hours out from the Eye of Anubar.
- ◆ **Critical success:** With flawless skill, the PC finds a vector that will get the group to *Orun II* when it is three hours away form the Eye of Anubar.

⚙️ EVENTS ONBOARD

The first part of the journey is uneventful, except for a few

GM TIPS! DARKNESS POINTS

The journey to Orun II is a routine affair and will not involve any major mishaps, but you might want to make the PCs sweat a little before they reach their destination nonetheless. Below are some examples of events that you as the GM can activate by spending DPs.

- ◆ A generator breaks down and must be repaired for the ship to be able to reach top speed. Test **TECHNOLOGY COST: 1 DP**
- ◆ There is a loud crash from the ship's chapel. All of the Icon statues except for the Faceless One have fallen out of their niches – clearly a bad omen! The PCs must give proper sacrifice to at least three Icons to restore balance. If they don't, the first two prayers the PCs use for rerolls later will give the GM 2 DPs instead of 1. **COST: 1 DP**
- ◆ A tiny meteoroid, a so-called black birr, hits the ship, penetrating the hull in the cargo hold. The breach alarm goes off, security doors close, and the PCs must seal the coin-sized hole before they lose too much oxygen. Test **TECHNOLOGY** at -2. **COST: 2 DPs**

QUESTIONS FOR MISTER KEMBOURI

- ◆ Q: How big is the crew of Orun II?
- ◆ A: 9 people led by Captain Rajtun. It is all in the crew manifest.
- ◆ Q: Ice? Why is the freighter hauling ice?
- ◆ A: Water is a valuable commodity on Coriolis, and for some reason it is cheaper to transport giant chunks of ice from the asteroid belt rather than lifting water from the surface of Kua.
- ◆ Q: Where is Orun II heading now?
- ◆ A: The Eye of Anubar, an asteroid swarm travelling through the Kua system.
- ◆ Q: What will happen if the ship reaches the Eye?
- ◆ A: It will be ripped apart. There is no way of surviving a direct encounter with an asteroid swarm.
- ◆ Q: How do we get inside Orun II?
- ◆ A: Through one of the ship's four airlocks!
- ◆ Q: What do we do once we get inside?
- ◆ A: Seize control of the ship and steer it home to Coriolis.

routine encounters with vessels travelling from the asteroid field back to Coriolis. If the PCs ask Mister Kembouri for more information, he will now be more forthcoming.

Mister Kembouri will spend most of the trip in the ship's mess with the map of *Orun II* on the table in front of him. Curious PCs will notice that Mister Kembouri seems to be more interested in an old book, however, but he only opens it when he thinks no one else is around. If the PCs ask him about the book, he will jokingly say that he is reading old fairytales to calm his nerves.

⚙️ MISTER KEMBOURI'S SECRET

The book that Adzem Kembouri is so interested in is indeed a book of old folktales, but he is not reading it to calm his delicate nerves, but to try to understand what has really happened to *Orun II*. Mister Kembouri hasn't told the PCs the whole truth: it is true that he is a freelance problem-solver hired by Melem Gesurra, but he hasn't mentioned the exact nature of his expertise – exorcisms.

All the information provided to the PCs at the meeting in Wahib's was true, but one very important thing was omitted:

the company's traffic control room received one additional message from *Orun II* after it had broken off from its course. The message was from the hauler's chief engineer, Atallah, who had managed to send a final warning back to Coriolis:

"DJINNI ONBOARD. CAPTAIN LOST. MULTIPLE CASUALTIES. DEADLY CARGO. CONTAGION. DO NOT ATTEMPT A RESCUE. WE ARE HEADING FOR DEATH. MAY THE ICONS BE MERCIFUL"

The message has led the company to the correct conclusion that some form of darkmorph has infiltrated the ship, killing members of the crew and possibly also Captain Rajtun, and that one or more survivors have set a course for the Eye of Anubar so as not to let the djinn come in contact with anyone else. Melem Gesurra has turned to Mister Kembouri and the PCs instead of alerting the authorities because *Orun II* and its cargo is simply too valuable to be lost because of an accident. Mister Kembouri will not tell the PCs any of this until they have boarded *Orun II*. The PCs could sneak a peek at Mister Kembouri's book when he isn't looking (**INFILTRATION**) to find a dog-eared page dealing with the story *The Princess of Kah* (Player Handout 2).

In the second act, the PCs reach *Orun II* and manage to dock with it. They will then have free rein to explore the ship as they please to find out what has happened onboard and figure out how to resolve the situation.

CONTACT!

The PCs' ship is closing in on *Orun II* as it heads straight for the Eye of Anubar asteroid swarm. All communication attempts fail, and there are no signs of life onboard the hauler. The PCs will have to find a suitable place to dock.

THE SITUATION

When the PCs reach *Orun II*, it will be dangerously close to the Eye of Anubar – how close depends on how well they did on their navigation test in Act 1.

The ice hauler appears on the sensor screens as a weak but clearly recognizable echo, and closer examination reveals that *Orun II* is travelling with its transponder turned off and that it is emitting far less electromagnetic radiation than it ought to. These two factors indicate that the ship is not running normally, and suggests that someone onboard has turned off vital systems.

Eventually, the PCs will be close enough for visual contact. Describe how the long, old-fashioned hauler is heading silently for the threat of the nearby yellow and red asteroid cloud. *Orun II* is almost as black as the surrounding night – the bridge is dark and seemingly empty, and the windows of the crew quarters are black. All attempts at contacting the hauler are met by static and an icy silence. Something has gone terribly wrong onboard *Orun II*.

❁ THE MYSTERIOUS LIGHTS

When the PCs are closing in to dock with *Orun II*, they will spot a series of flashes from the stern of the ship. What appears to be a message is clearly

visible for a few seconds and then suddenly cuts off, leaving the hauler as dark as before.

The mysterious lights were from one of the survivors, Ayda the deckhand, who spotted the PCs' ship and tried to contact them. Ayda is desperate to survive and has no desire to meet her fate at the hands of the djinn or in the asteroid swarm. When one of the djinnbound palace guards (p 33) approached her position, Ayda stopped flashing her light and went to hide in a ventilation shaft.

❁ DOCKING WITH ORUN II

Let the players plan how and where to dock with *Orun II* (unless they wish to get onboard in some other way, for example through a space walk). *Orun II* has four airlocks, one on each side of the stern and one on each side of the bow. Captain Rajtun, under the influence of the djinn, has sabotaged the two airlocks in the bow (which is easily spotted if the PCs approach them), but the two in the stern are still functional. Regardless of which airlock they choose, the PCs' pilot will have to test **PILOT** to perform the docking maneuver safely. The surrounding space is full of small meteoroids from the Eye of Anubar which makes the docking far from a routine affair. Let the players sweat a little before the pilot rolls the dice. Describe how the enormous ice hauler seems to be closing in way too fast and how the pilot has to work with the guidance systems up until the last second before they finally dock.

◆ **Failure:** If the PC fails her roll, the ship will hit the hull of *Orun II* and miss the airlock. The ship suffers 1 point of HP damage and shakes violently from

the crash. After that, the pilot finally manages to dock. This was too close for comfort!

- ◆ **Limited success:** A limited success means that the docking is clumsy, but successful. The ship shakes and the crew must grab onto something. Nothing is damaged – except for the pilot's ego.
- ◆ **Critical success:** A critical success means that the pilot pulls off a perfect docking maneuver.

ORUN II

The heart of the scenario is the dark corridors of *Orun II*, the doomed ice hauler. The PCs must now investigate the ship, find any survivors, and figure out who or what is in control onboard.

THE SITUATION

The PCs get to explore *Orun II* as they please and figure out its dark secret. The ship is described as a scenario location without scripted scenes or any particular order in which encounters or events must occur. This makes it doubly important for you as the GM to read through this section several times. You need to be familiar enough with the scenes to let the PCs control the game instead of just serving them a pre-written story.

At the beginning of Act 2, there will be two groups onboard *Orun II*: the three surviving crew members and the five djinnbound (of which one, the princess of Kah, is sleeping in her stasis pod).

⚙️ THE SURVIVORS

- ◆ The young deckhand Ayda, hell-bent on surviving. See p 32.
- ◆ Kolb the cargo specialist, who has barricaded himself in the workshop. See p 31.
- ◆ Chief engineer Atallah, who has figured out what has happened onboard and is the one steering the ship toward its destruction. See p 31.

⚙️ THE DJINNBOUND

- ◆ The princess of Kah, dreaming in her sarcophagus in the ship's observatory. Possessed by the djinn Kh'oudour'. See p 36.
- ◆ The three palace guards, loyal until death to the princess and driven mad by the djinn. See p 33.
- ◆ Captain Rajtun – the one who opened Pandora's box and let the djinn loose onboard. See p 32.

DARKNESS POINTS

The GM receives 3 extra DPs at the start of Act 2.



ORUN II



BRIDGE

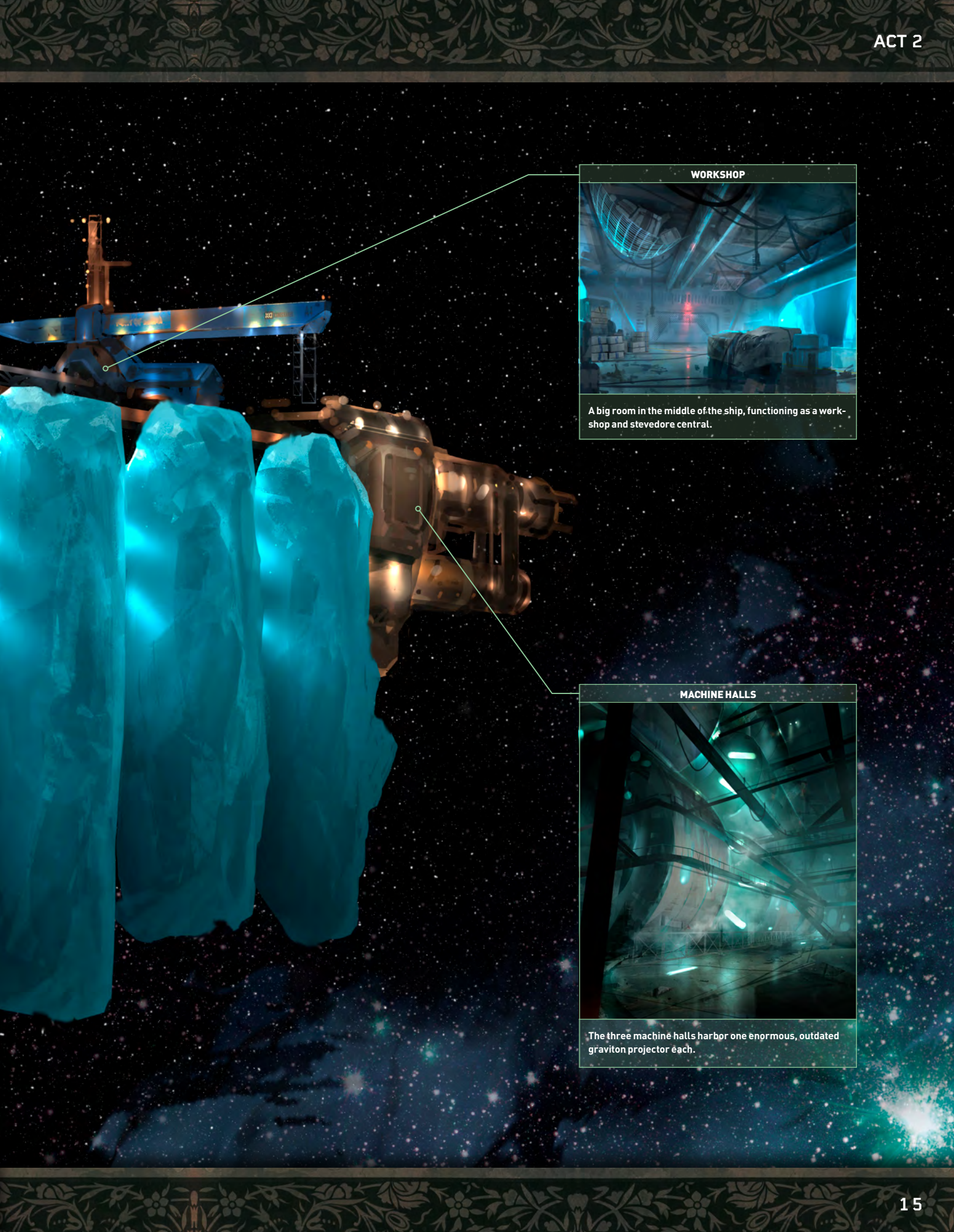
Wide panorama windows show the surrounding space. A long, slightly u-shaped command board sits silently in the dark.



OBSERVATORY

A large, oval room with high ceilings (roughly ten meters). The front wall is one big, arched window showing a magnificent view of the darkness of space.





WORKSHOP



A big room in the middle of the ship, functioning as a workshop and stevedore central.

MACHINE HALLS



The three machine halls harbor one enormous, outdated graviton projector each.

WHAT THE PCS MUST DO

The PCs' mission is to secure the ice hauler and its crew. In order to do this, the PCs must find out why the ship is headed toward the Eye of Anubar and certain death. It is chief engineer Atallah who has set the course for destruction to make sure the djinn never makes it to Coriolis. To turn the ship around, the PCs must first get to the machine halls and turn on the power supply to the bow of the ship. This will make the bridge operational again, from which a course back to safety can be charted. While the PCs are dealing with these problems, they must also face the possessed and their ghostly master, the djinn Kh'oudour. The PCs' first goal – turning the power back on – will ironically enough coincide with the agenda of the djinn. Saving the ship and its crew from the dangers posed by both the djinn and the asteroid swarm could prove to be a dangerous and difficult balancing act.

DESCRIPTION OF ORUN II

Orun II is on a course for destruction, but not quite dead yet. The ship's interior still has oxygen and gravity, and some parts have power as well. The emergency lighting in the stern airlocks is working when the PCs board, but the rest of the ship is cloaked in ominous darkness. The PCs will only have the headlamps of their exos to guide their way.

THE STERN

The stern of the ship houses the machine halls with the enormous graviton projectors and the service central.

⚙️ THE MACHINE HALLS

The faint emergency lighting outlines three gigantic graviton machines towering in the dark, surrounded by a jumble of ramps and ladders. The pulsating machines, the intense heat, and the labyrinthine network of girders and walkways give the halls a nightmarish atmosphere.

The three machine halls each harbor one huge Berhal Leviata IV, an older graviton projector model. The semi-dark and the clutter of ramps and ladders that surrounds the machines makes for a chaotic, somewhat unnerving impression. These are the domains of chief engineer Atallah, and where he has isolated himself from the rest of the ship after the djinnbound assumed control. The security door is locked, and getting through requires either passing a hard (-2) **DATA DJINN** test or using a breach charge. Since Atallah managed to sever the power supply to the bridge, it must be restored from the machine halls before the ship can be maneuvered again. Atallah is responsible for changing the course so as to head for the meteor swarm, preferring to perish along with the ship rather than allowing the djinn to reach civilization.

- ◆ **CHARACTERS:** Chief engineer Atallah.
- ◆ **ITEMS:** The control panel that regulates the power supply to the rest of the ship. A hard (-2) **DATA DJINN** test is required to break through Atallah's safety protocols and a normal **TECHNOLOGY** or **DATA DJINN** test is required to restore power to the bridge. The ship can only be maneuvered from the bridge (Atallah hacked the controls from here when he altered the course, but destroyed the connection afterwards).

⚙️ THE SERVICE CENTRAL

Aged control panels, black screens and piles of worn-down equipment fill a room smelling faintly of ozone and burned circuitry.

This is where the ship's two engineers lived and worked before the djinn woke up. The service central is a jungle of bulky control boards, strange machines and exo shells. A small mess and four small cabins (two of them empty and unused) can be accessed through a door in the back.

- ◆ **ITEMS:** Two exo shells in working condition.

⚙️ AIRLOCKS

Steel plate floors, thick airlock doors and flashing red lights. The airlock is still functioning and the door slides open with a hiss and a clank. There is something – or someone – lying on the floor inside the door.

Airlocks A and B (on opposite sides of the stern) still have power and can be opened normally. Cycling through the airlock takes three turns. The airlocks can be locked from the inside, requiring a successful **DATA DJINN** roll to open them again from the outside. Breach charges can also be used, but if both doors are blown, the service central suffers explosive decompression.

- ◆ **CHARACTERS:** The body of engineer Kakinwene Rabolbour.
- ◆ **ITEMS:** A tabula in one of the dead engineer's pockets. The tabula contains a log (Player Handout 4). Examining the body reveals that the cause of death appears to be a small puncture wound through the chest. A successful **MELEE COMBAT** test reveals that the wound was caused by a mercurium sword.

MIDSHIPS

Reinforced steel beams, several hundred meters long, with enormous blocks of ice fastened to them.

⚙️ ELEVATOR SHAFT A

A rectangular, metal elevator car that looks to be in bad shape. Dirty composite glass windows let the passengers look out across *Orun II*'s spindly waist and the ice hanging underneath it.

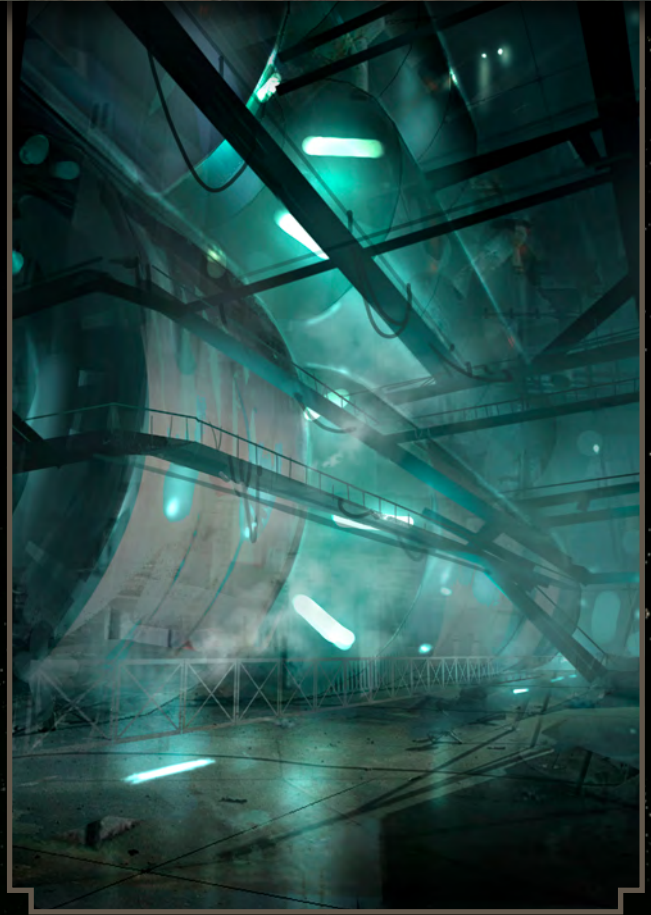
To get from the stern to the bow and vice versa, the crew uses an elevator running through the steel beams that hold the ice. The elevator is slow and it takes about two minutes to get to the other end of the ship. Only one of the elevator cars in shaft A is in working condition. When activated, bright lights turn on and the car starts its slow journey toward the bow.

⚙️ THE CARGO BEAMS

A skeleton of steel beams – open to space – connect the stern and the bow of the ship. This is where *Orun II*'s frozen payload is attached to the ship. A maintenance corridor runs through the spine of the ship but closer examination of the cargo is done through the use of exos.

⚙️ THE WORKSHOP

Junk, scattered tools, loose cabling and stacks of crates.



EVENT: ELEVATOR TROUBLE!

Somewhere out on the beams, the elevator car suddenly stops and the lights go out. Someone has cut off power to the elevator shaft. There is a hatch in the car that can be opened to access the shaft itself. The PCs will have to climb the rest of the way. The dark, narrow shaft is an excellent place for an ambush – or maybe a loose chunk of ice (see events below).

COST: 1 DP

Control boards run along the walls and there is a window on either side through which the beams and the ice can be seen.

The room in the middle of the ship functions as both a workshop and cargo central. There would normally be three people working here, but since the awakening of the djinn, only cargo specialist Kolb remains. Kolb is terrified of the djinn, and has welded the elevator doors shut and stacked heavy machine parts against them to make sure no one gets through.

- ◆ **CHARACTERS:** Cargo specialist Kolb.
- ◆ **ITEMS:** One pulse drill, can be used as a weapon (Bonus +1, INIT -1, weapon damage 2, CRIT 1), two loader exos.

⚙️ ELEVATOR SHAFT B

Same as shaft A (see above). The elevators here are not in working order.

THE BOW

The bow houses the crew's quarters, the bridge and the observatory.

⚙️ THE CREW'S QUARTERS

Dark corridors, black rubber floors, and the occasional withering plant. There is a large room in the middle with a few large tables, some knocked over chairs and debris strewn across the floor.

The crew's quarters were designed for a much larger crew, which makes them feel too big and empty for the current crew. There is a day room with some plastic furniture and an antique carpet, frayed but still beautiful. Plants and flowers forgotten by the crew are dying here and there in the corners. The large mess room in the middle looks like it was abandoned in a hurry – cutlery, plates and cups are scattered everywhere. There are a dozen cabins, of which about half seems to have been in use. One of the cabins contains the body of stevedore Lasar Ulba. The cabins are small and contain a simple cot, a table with one chair, a locker for personal items and a small holo modulator.

- ◆ **CHARACTERS:** The bodies of second officer Kirin Bor and stevedores Mirra Touli and Lasar Ulba.

⚙️ AIRLOCKS

Airlocks C and D, on opposite sides of the bow, have both been short-circuited by Captain Rajtun. This can be seen

from the outside as none of the airlocks have any light, which means that they lack power. It is still possible to dock with the bow airlocks but this requires passing a hard (-2) **PILOT** test as the automatic docking protocols are offline. Opening the dead airlock doors manually will then take a few minutes.

⚙️ THE BRIDGE

The large bridge rises above the rest of the ship. Huge panoramic windows provide a view of the vast darkness outside. A long, slightly u-shaped master control panel sits silently in the middle of the room. There are three seats behind the panel, with dark figures occupying two of them.

The large bridge is the heart of the ship. From here, Captain Rajtun and one of the ship's two helm officers would guide *Orun II* to her next port. The bridge is an open room with panoramic windows on three sides. The ship's navigation controls are housed in the master control board. The three seats by the board are mounted on tracks in the floor so the crew can move their chairs between different stations on the panel by pressing buttons in their armrests (this only works if the bridge has power).

The bridge is currently dark and the master control board without power. One of the seats by the board contains the body of first officer Reyna Zarkavan. Captain Rajtun himself is in one of the other seats, seemingly unaffected by the circumstances that have occurred, staring blankly into the Dark between the Stars. If the PCs manage to re-engage the power supply to the bridge, they can activate the master board and assume control of *Orun II* from the bridge. This is a **DATA DJINN** test. Note that the bridge must have power for the board to function, which means either persuading chief engineer Atallah to do it or activating the right panel in the machine halls in the stern.

- ◆ **CHARACTERS:** The djinnbound Captain Rajtun and the body of first officer Reyna Zarkavan.

⚙️ THE OBSERVATORY

A large, oval room with high ceilings (roughly ten meters). The front wall is one big, arched window showing a magnificent view of the darkness of space. The room was originally designed as a place where the crew could go to relax and meditate. The only furniture here is a couple of low benches by the big window.

This is where the crew put the sarcophagus containing the princess of Kah that they found in the ice. It sits by the

window, bathing in the red glow of the Eye of Anubar, making the ornate, three hundred-year-old stasis pod a rather majestic sight.

One of the princess's palace guards keeps watch from the shadows in the back of the room, ready to attack anyone who tries to open the pod. There are also three smaller, less adorned, stasis pods here, all opened – their former occupants, the palace guards, have awoken and are now moving about the ship. All four pods have small plastic packages taped to their sides. These are the smuggled drugs that the mercenaries and the Syndicate are after. The big window is made of a strong composite material, but cannot withstand a direct Vulcan hit.

- ◆ **CHARACTERS:** One palace guard ready to defend the princess until death. The princess of Kah, trapped in the djinn's dreamscape in her sarcophagus.
- ◆ **ITEMS:** Taped to the stasis pods are a dozen packages of a highly valuable hallucinogen called Black Lotus. This is what the mercenaries hired by the Syndicate are after.

EVENTS ONBOARD ORUN II

Your job as the GM is to make the PCs' time onboard *Orun II* as exciting and dramatic as possible. It is important that you set the tempo and are ready with a thrilling twist or encounter when it makes the most dramatic impact. Do the PCs feel safe? Place them in mortal danger! Is the game slowing down? Make sure something dramatic happens! Below is a list of events for you to use. If they are connected to a certain location onboard or require Darkness Points (DPs) to activate, this is stated in the description.

☄ LOOSE ICE!

The djinnbound Captain Rajtun can control the cargo systems from the bridge, which makes him able to release blocks of ice so that they smash into certain parts of the ship – or people on a spacewalk on the hull. The cargo systems work even if the power supply to the bridge has not been re-engaged.

Cost: 1 DP

☄ CARGO DRONES

Antique cargo drones moving along tracks in the ceiling suddenly attack the PCs! Containers, grabber arms and cranes become lethal weapons.

Cost: 2 DPs

ATTRIBUTES:

STRENGTH 3, AGILITY 3

HIT POINTS: 12

SKILLS: Force 2, Melee Combat 2, Dexterity 1

ARMOR: 1

WEAPONS: Clawed grabber (Skill 8, weapon damage 2, CRIT 3)

- ◆ **GRABBER TENTACLE:** The drone is equipped with a tentacle that can grab and pin a victim. This works within Close range. Grabbing someone requires a successful **DEXTERITY** test. A pinned victim cannot perform any action or maneuvers, but can try to escape by testing **FORCE**.



☄ GRAVITY MALFUNCTION

The ice hauler's artificial gravity generators suddenly stop working. The systems can be rebooted from the service central or the bridge (if the power supply has been restored) by successfully testing **DATA DJINN**. At zero-G, all actions and movement require **DEXTERITY** tests.

Cost: 2 DPs

☄ AN EERIE COLD

The PCs sense a change in the air around them and are suddenly gripped by a piercing cold. Lights flicker and die and the coms are flooded with static. This is the djinn in its ethereal form examining the PCs. Have all PCs try to beat the djinn in an opposed **EMPATHY** vs the djinn's **MYSTIC POWERS** 6. Failure means suffering 2 points of stress. The event is over as quickly as it started. The lights come alive again, and the coms work like they should.

Cost: 1 DP

☄ AYDA THE DECKHAND

Ayda is one of three surviving crew members, and the only one willing to help the PCs to ensure her own survival. She is hiding in the ventilation shafts and can show up whenever the GM thinks it appropriate in the story. Ayda is a formidable ally – she knows that Atallah has cut the power to the bridge from the machine halls and that Kolb has barricaded himself in the workshop, and she has seen one of the palace guards in the bow.

Cost: 0 DP

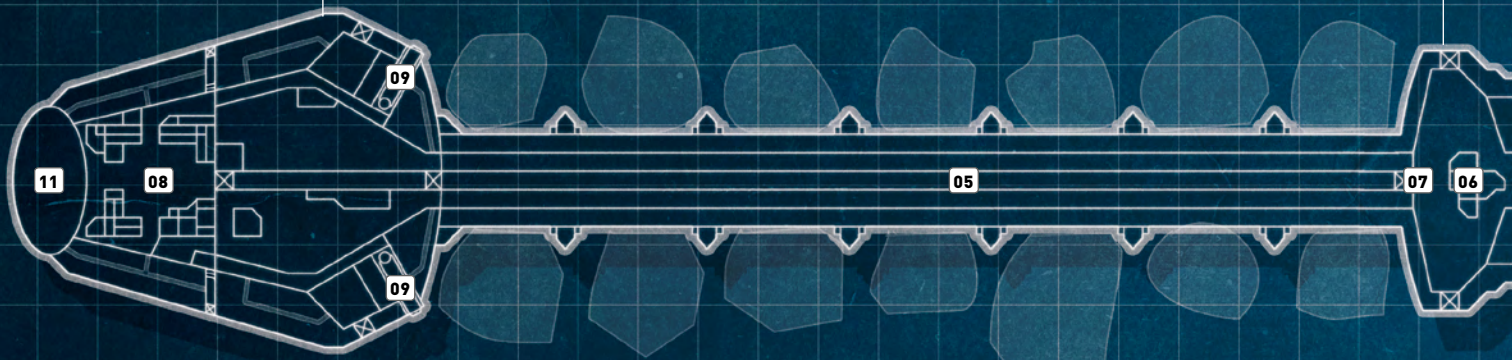
ORUN II – GM MAP

THE BOW

- 8. Crew's quarters
- 9. Airlocks (sabotaged, unusable)
- 10. Bridge (Captain Rajtun can be found here)
- 11. Observatory (containing the sarcophagus with the princess of Kah and one of her palace guards)

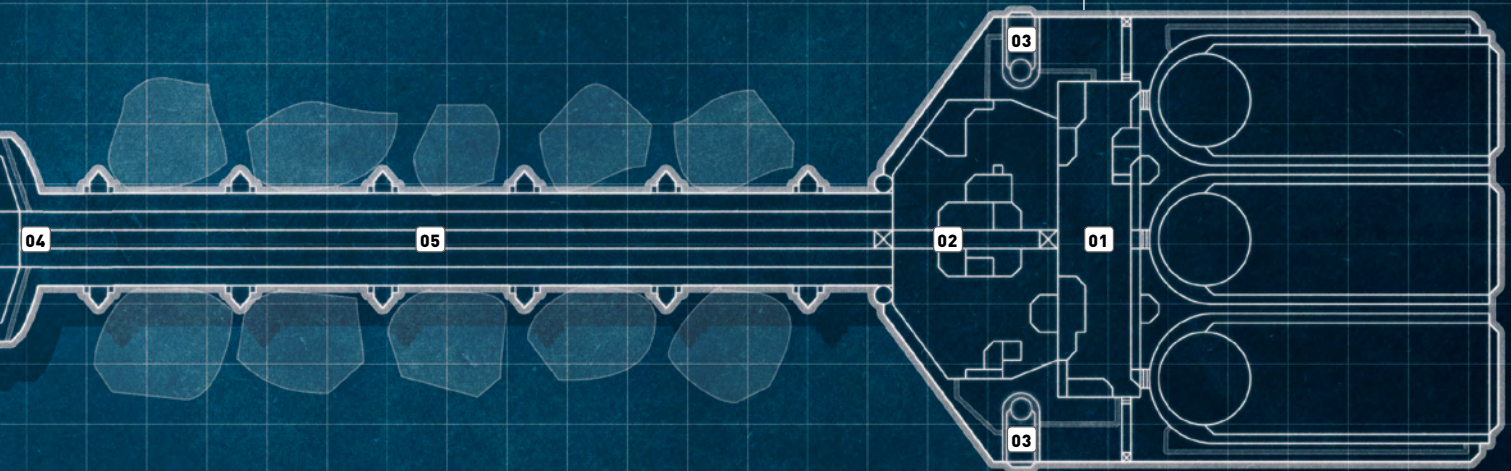
THE BEAMS

- 4. Elevator shaft A
- 5. Cargo beams
- 6. Workshop (where Kolb has barricaded himself)
- 7. Elevator shaft B



ORUN II

CLASS: IV
 BUILT: Halgria, CC 22
 CREW: 6 (12)
 LENGTH: 312 m
 LOAD CAPACITY: 3,000 tons



THE STERN

1. Machine halls (where Atallah is holed up)
2. Service central
3. Airlocks

ICE HAULER MODEL

EP: 6

HP: 9

MANEUVERABILITY: -2

SIGNATURE: +2

ARMOR: 7

SPEED: 1

MODULES: Bridge, reactor, graviton projector, cargo modules x 12, cabins x 2, service module, workshop, mining station module.

FEATURES: Advanced workshop, salvage unit, external cargo.

SPACE COMBAT

The PCs may anticipate the arrival of the mercenaries and leave some of their own crewmembers back on their ship to wait for an attack. If this is the case, the mercenaries will lock their weapon systems on the PCs' ship and threaten to attack them if they are not allowed to dock with Orun II. If their demands are not met, they will open fire and engage the PCs' ship in space combat. Use the space combat rules in the Rulebook. If the player group is divided between their own ship and Orun II, you can cross-cut between the parties turn by turn.

ZUBEYDA, THE MERCENARIES' SHIP

CLASS: III

EP: 5

HP: 6

MANEUVERABILITY: +1

SIGNATURE: 0

ARMOR: 6

SPEED: 3

MODULES: Docking module, hangar, cabins, medlab, stasis module, countermeasure dispenser, accelerator cannon, autocannon, torpedo room

FEATURES: Heavy armor, turbo projector

THE ENEMY OF MY ENEMY?

The mercenaries are the scenario's wildcard. They can be the PCs' most dangerous enemies or their most important allies, depending how they choose to handle them. As the mercenaries aren't expecting any serious resistance, the djinnbound could come as a surprise for them, which makes them a good bait to distract the djinn and the possessed crew members from the actions of the PCs. The mercenaries have no reservations whatsoever about killing everyone in their path.



⚙️ ATALLAH'S MESSAGES

Chief engineer Atallah has realized what is going on onboard, and has made it his mission to make sure the ice hauler never makes it to Coriolis with its deadly cargo. He has therefore locked himself in the machine halls and turned off the power supply to most of the ship. When Atallah finds out that the PCs are onboard and that they are trying to save the ship, he will hack the onboard coms and transmit warnings across the ship in a dark and ominous voice:

- ◆ "Turn around! This ship is doomed and at the mercy of the Icons."
- ◆ "The darkness is loose onboard. Leave us and live out your days in peace."
- ◆ "Believe me, I am your friend. There is djinni onboard and no way to stop it!"
- ◆ "Fools! Run! We steer for death!"

Cost: 0 DP

⚙️ THE PALACE GUARD ATTACKS!

One of the three djinnbound palace guards attack one or more PCs when they least expect it.

Cost: 1 DP

☄ METEOROID!

A stray meteoroid from the Eye of Anubar hits *Orun II*, causing explosive decompression somewhere on the ship.

Cost: 2 DPs

☄ THE MERCENARIES ARRIVE

Just as the PCs seem to be getting matters under control, something unexpected happens. Another ship docks with *Orun II* and a heavily armed mercenary strike team starts to work its way through the ship. Their objective is to locate the drug stash and bring it back to the Syndicate on Coriolis. This is, of course, the same mercenary team the PCs encountered at the beginning of the scenario (when they tried to get the coordinates for *Orun II*). The five mercenaries will dock with the part of the ship where the PCs are located. If the airlock doors are locked, they will blow them open with breach charges, causing explosive decompression in the nearby sections before the security doors have time to close. After that, they will advance through the ship, neutralizing any resistance they run into. They know nothing of the djinnbound or the princess of Kah – and they don't care. To them, this is an easy job – find the cargo, get back home. The only problem is that the drugs are taped to the stasis pods in the observatory, where both the djinn and the palace guards are waiting for them...

Cost: 3 DPs

CHARACTERS

The characters involved in the scene are described below.

ATALLAH ARD, ENGINEER

Tall, lanky with a polished scalp. Atallah has always known that he wanted to work with machines, and now he does. Onboard *Orun II*, only Atallah knows what all the different systems are for, what quirks and glitches there are, and how the old Berdal units work. He finds it difficult to interact with other people, but has actually got a fiancé back in the Icon City – a fact that would shock his co-workers if they knew about it, but since Atallah spends most of his time studying ancient engine blueprints in his cabin, the chances of anyone finding out are slim. During the current crisis onboard, Atallah has locked himself in the machine halls and severed the power supply to the front of the ship. He has realized that there is no safe way to stop the

djinn, and has therefore set *Orun II* on a course toward the Eye of Anubar to prevent the darkmorph from reaching Coriolis.

CHARACTERISTICS: Fiddles with medallion

THREE QUIRKS:

- ◆ Blank stare
- ◆ Hunched back
- ◆ Speaks in a low, solemn voice

ATTRIBUTES:

STRENGTH 4, AGILITY 4, WITS 4, EMPATHY 2

HIT POINTS: 8

MIND POINTS: 6

REPUTATION: 5

SKILLS: Data Djinn 3, Force 1, Melee Combat 2, Observation 2, Technology 3

ARMOR: -

WEAPONS: Dura knife

GEAR: Toolkit, computer.



KOLB ZIR, STEVEDORE AKBAR AND ICE SPECIALIST

Orun II's cargo specialist is a man named Kolb, a large and usually good-humored Miran. Since *Orun II* is exclusively hauling ice, Kolb prides himself on having become something of an ice aficionado. Except for Captain Rajtun, Kolb has been on *Orun II* the longest, but he dreams of buying a home in the Spire on Coriolis someday. Kolb is also the ship's chef and is praised onboard for his Miran specialties. During the djinn crisis, Kolb has barricaded himself in the midships workshop, armed with a pulse drill. He can see no way out of his predicament and trusts no one.

CHARACTERISTICS: Angry, nervous

THREE QUIRKS:

- ◆ Wide eyes glowing with paranoia

- ◆ Shouts angrily at everyone to stay away from him
- ◆ Waves his pulse drill around, ready to use it

ATTRIBUTES:

STRENGTH 4, AGILITY 3, WITS 4, EMPATHY 3

HIT POINTS: 7

MIND POINTS: 7 (lowered to 3 because of the crisis)

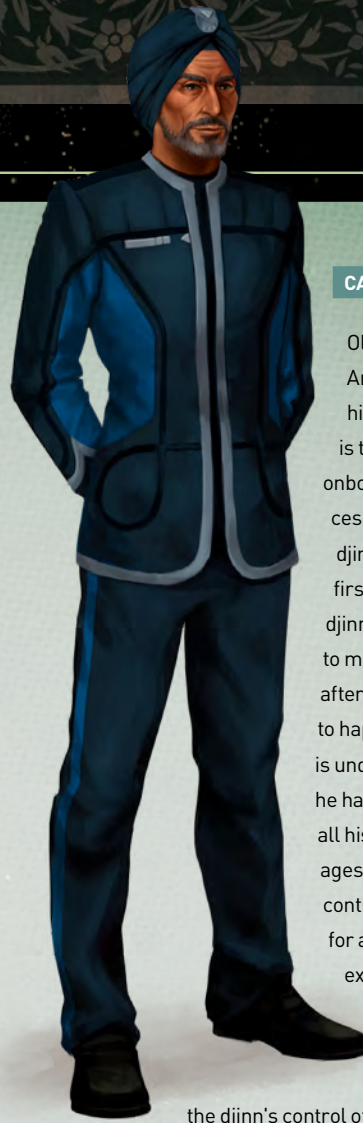
REPUTATION: 5

SKILLS: Dexterity 3, Force 2, Melee Combat 2, Pilot 2, Technology 1

ARMOR: Exo shell (2)

WEAPONS: Pulse drill (Bonus +1, INIT -1, weapon damage 2, CRIT 1)

GEAR: Remote controlled exo (Kolb can use it for remote maneuvers). Controlled from Kolb's own exo (**PILOT** skill), 5 HPs, Armor (2), two m-doses.



CAPTAIN ARDUL RAJTUN

Old, proud and bitter. Captain Ardul Rajtun has only one love in his life – his ship, Orun II. Rajtun is the reason for the catastrophe onboard – he opened the princess's sarcophagus and let the djinn loose onboard. He was the first to become possessed by the djinn Kh'oudour, who forced him to murder first officer Zarkavan after she realized what was about to happen. Although the old man is under the control of the djinn, he has been trying to fight it with all his strength. If someone manages to break through the djinn's control, the spell can be broken for a short while. This can, for example, happen if the PCs try

to appeal to the Captain's reason. Passing a hard (-2)

MANIPULATION test breaks the djinn's control of the captain for D6 turns. If the deckhand Ayda is present, the roll is normal instead of hard. When the Captain is himself, he will do anything to set a course for Coriolis again and will gladly cooperate with the PCs.

CHARACTERISTICS: Military posture, always in uniform

THREE QUIRKS:

- ◆ Pitch black eyes
- ◆ Dead, monotonous voice (when possessed)
- ◆ Sits in his chair, staring blankly straight ahead

ATTRIBUTES:

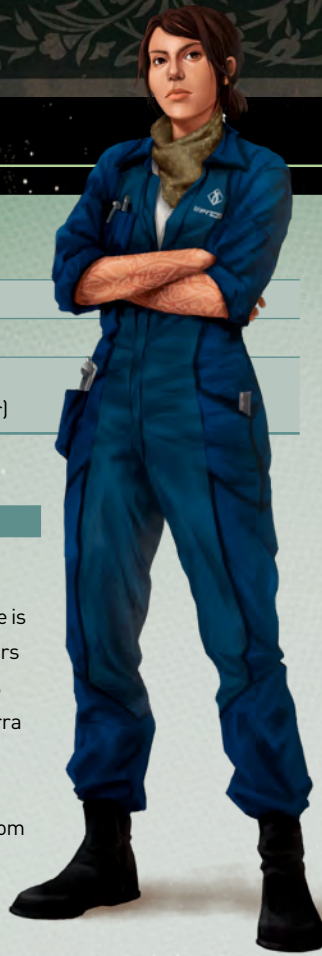
STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 4

HIT POINTS: 6

MIND POINTS: 8

REPUTATION: 7

SKILLS: Command 5, Manipulation 3, Medicurgy 2, Ranged Combat 2



TALENT: Zero-G Training

ARMOR: Uniform (1)

WEAPONS: Vulcan pistol

GEAR: 2 m-doses, vibro ammo
(all targets get +2 to Armor/Cover)

AYDA LEON, DECKHAND

Ayda is only nineteen, making her "the kid" to the rest of the crew. She is short, somewhat scrawny, and wears her short, dark hair in a knot. She is dressed in the official Melem Gesurra dark blue work overalls, with the pockets overflowing with tools and useful gadgets. Ayda is originally from the Conglomerate slums, but grit and Captain Rajtun's trust saw her dreams of travelling the stars become a reality. Ayda idolizes the captain, as he is one of the few decent people she has met in her life, and will try her hardest to rescue him from the djinn. Ayda has hidden herself in the vent and maintenance shafts running through the ship. Her goal is to escape Orun II alive, make it back to Coriolis and find employment on a new ship.

CHARACTERISTICS: Tattooed forearms

THREE QUIRKS:

- ◆ Twirls a power spanner around her fingers
- ◆ Sighs and stares sceptically when someone makes a stupid suggestion
- ◆ Moves carefully, peeking around corners before turning

ATTRIBUTES:

STRENGTH 3, AGILITY 5, WITS 4, EMPATHY 3

HIT POINTS: 8

MIND POINTS: 7

REPUTATION: 2

SKILLS: Force 3, Technology 2, Melee Combat 2, Dexterity 3

TALENT: Exo Specialist

ARMOR: -

WEAPONS: Big power spanner (INIT -1, weapon damage 2, CRIT 2)

GEAR: Deckhand talisman, tools.

PALACE GUARD

The three tall palace guards were once part of the security staff of the long since dead diryad in the Kuan jungles (see the scenario background). They accompanied the cursed woman as bodyguards on her journey to the healer in the asteroid belt. They were fiercely loyal then, and still are today. Three centuries of djinn dreams have made them insane beyond any form of return to sanity. Their only goal is to protect the princess/the djinn and will die doing so if that is necessary.

THREE QUIRKS:

- ◆ Stand absolutely still, or move around with azuk-like agility
- ◆ Emit low, rattling sounds
- ◆ Wear expressionless masks

ATTRIBUTES:

STRENGTH 6, AGILITY 2

HIT POINTS: 14

SKILLS: Force 3, Melee Combat 4, Dexterity 5

ARMOR: 6

WEAPONS: Mercurium sword, claws (INIT +2, weapon damage 3, CRIT 3)

- ◆ **WHIRLWIND STRIKE:** The palace guards can swing their blades in a wide arc and hit two targets within Close range of each other with one attack (slow action).

COST: 1 DP

- ◆ **AZUK LEAP:** From standing still, the palace guards can perform leaps up to ten meters long and five meters high as a reaction instead of parrying a melee attack.

COST: 1 DP

- ◆ **ICY GRIP:** The palace guards can perform **MELEE COMBAT** attacks with their claws, inflicting stress instead of damage. Negates armor.

COST: 1 DP

When Act 3 begins, *Orun II* is dying. The actions of the PCs will determine the fate of the ship – will they save the ship and its crew, escape empty-handed or perish alongside the hauler in the Eye of Anubar?

THERE ARE SEVERAL ways to complete the scenario:

- ◆ The PCs could banish or capture the djinn
- ◆ The PCs could destroy the djinnbound and thereby defeat the djinn
- ◆ The PCs could turn the ship around toward Coriolis and save it from destruction
- ◆ The PCs could save the surviving crew members (Kolb, Atallah and Ayda)
- ◆ The PCs could escape and leave *Orun II* to its fate

INTO THE STORM

The third act begins when *Orun II* reaches the edge of the meteor swarm. It will start with a deafening crash as a large rock hits the ship, causing it to start rotating around its own axis. After the first hit, more, smaller meteoroids will start colliding with the hauler, one by one. The hull starts to creak and tear from the strain. Furniture and loose objects will fly around everywhere. If the power to the bow has been re-engaged, cables and wires will start to explode, spreading smoke and fire throughout the ship.

THE SITUATION

It is up to you as the GM to decide when the hauler reaches the swarm. Consult the timeframe established by the PCs' navigation roll in Act 1, but don't be too kind! Sooner or later, *Orun II* will reach the Eye of Anubar and unless the PCs are extremely efficient, they will not manage

to turn the ship around before that happens. Entering the Eye does not mean that all hope is lost, however – if the Icons are willing, there might still be a way to save the day.

After the first few hits (which won't affect the ship in any serious way), you can spend 1 DP to have a big meteoroid hit the ship. For each hit, the effects are as follows:

- ◆ **First hit:** One section of your choice is destroyed. Complete decompression.
- ◆ **Second hit:** One section of your choice is destroyed. Complete decompression.
- ◆ **Third hit:** The gravity systems are destroyed.
- ◆ **Fourth hit:** The ship is broken in two. The workshop is destroyed, the ice blocks are scattered everywhere, and both the bow and the stern starts rotating around their axes.
- ◆ **Fifth hit:** A chain reaction of explosions rip through the ship. *Orun II* will be reduced to atoms within two minutes.

THE DJINN AWAKENS

Eventually, the djinn will manifest itself in physical form. Seeing the mighty darkmorph materialize is a horrifying sight. All witnesses must make a demanding (-1) **EMPATHY** test. Those who fail are

stricken with fear and suffer 2 points of stress. The djinn will pace about the room, stare at the PCs with sinister eyes, and talk about them as tiny bugs before the might of Kh'oudour.

THE SITUATION

There are a few different ways to play the confrontation with the djinn:

- ◆ The PCs could speak to the djinn in the hopes of persuading it to leave the ship.
- ◆ The PCs could choose to fight the djinn to destroy it for good.
- ◆ The PCs could try to banish the djinn, either with the help of Mister Kembouri or on their own.

⚙️ SPEAKING WITH THE DJINN

Although it isn't easy, it is possible to communicate with Kh'oudour. The djinn speaks Zeni with a guttural pronunciation but keeps switching to some ancient, unintelligible tongue to deliver long bursts of malicious-sounding curses. Patient PCs can eventually find out that the djinn only wants to get to Coriolis, and has no interest at all in *Orun II* or its crew. If they can present some form of acceptable compromise – for example, offering to take the djinn off *Orun II* and onto the PCs' (or the mercenaries') ship – the djinn will consider the offer, but only on one condition: Captain Rajtun must come with Kh'oudour (he is the djinn's new primary host).

⚙️ FIGHTING THE DJINN

It is possible to defeat Kh'oudour in combat, but it will be difficult. The djinn can only be damaged by fire, holy objects or mystical powers. Clever PCs can construct a makeshift flamethrower to aid them, for example from tools from the workshop or the service central.

⚙️ BANISHING THE DJINN

PCs with at least 1 point in **CULTURE** will know that there are several established ways of banishing a djinn, and can use their tabulas to find the right information. They could also ask Mister Kembouri for the information (if they don't, he will tell them anyway). Give the players Player Handout 6.

DARKNESS POINTS

The GM receives 3 additional DPs at the beginning of Act 3.





FACING THE DJINN

There is a good chance that the PCs will face the djinn in a confrontation of some sort toward the end of the scenario. This will be the dramatic finale – make it a proper nail-biter! Use the meteoroid bombardment and Kh'oudour's mystical powers as much as possible. Maybe the djinn will take the form of one of the PCs, or a person one of them loves? It could even possess a character in the group without the others noticing it! There are many ways to use the players' paranoia to create an epic ending!

The details regarding banishing the djinn are left up to the group. Let them use their imagination and make sure that Kh'oudour and its puppets never leave them alone during the ritual.

CHARACTERS

The characters involved in the scene are described below

KH'OUDOUR THE DJINN

The djinn inhabits that which once was the princess of Kah. It has control over the three palace guards and the unlucky Captain Rajtun, who was foolish enough to open the princess's sarcophagus. Kh'oudour's physical form is that of the princess herself, dressed in a beautiful, red silk djellaba and wearing a hint of a smile under obsidian eyes. Kh'oudour can change form at any time, from human to animal or to whirlwind. When the djinn is in physical form, it can be harmed as if it were a normal human, but only fire, holy items and mystical powers can harm it in its true form.

GOAL: Getting back to the Kuan jungles and finding Kah. It will use all of its powers to achieve this goal, regardless of who gets hurt in the process. If the djinn makes it back to Coriolis, it will hide away and try to find a new host body to take it down to Kua.

ATTRIBUTES:

STRENGTH 6, AGILITY 4, WITS 4, EMPATHY 4

HIT POINTS: 10

MIND POINTS: 8

SKILLS: Mystic Powers 6, Melee Combat 6, Dexterity 4

ARMOR: -

WEAPONS: -

GEAR: -

- ◆ **MORPHOSIS:** The djinn can change its form at the cost of 1 DP. The change takes one turn. The physical aspects of the change differ from djinn to djinn.
- ◆ **FLAMING VEIL:** Kh'oudour can wrap a veil of mystical fire around itself and use it to attack opponents within Close range (Fire 5). Costs 1 DP per target.
- ◆ **CONCERNING FIRE:** As soon as a PC takes 1 or more points of damage from the fire, her clothing will catch fire as well, continuing to cause

damage after the fire attack itself. Putting out burning clothing requires a successful **DEXTERITY** test by the burning PC (or someone else within Close range). Armors may be tested. The CRIT value of fire is 1.

- ◆ **POSSESS:** The djinn can possess people. This requires a successful **MYSTIC POWERS** roll and 1 DP. The only way to resist a possession is

with **MYSTIC POWERS** or holy objects.

- ◆ **TRUE FORM:** When a djinn is subjected to blessed talismans, sand from an abba or holy relics, it reverts to its true form, which is usually invisible or as a whirlwind. Someone with **CULTURE** will know this.

THE END

How it all ends is at the mercy of the Icons. Will the PCs manage to turn the ship around while battling the djinn at the same time? Will they let the djinn escape with the possessed Captain Rajtun or will they fight to their last breath? Regardless of how the scenario ends, the story about the princess of Kah will be over. The Firstcome woman and her escort have been in stasis for well over three centuries – it is a miracle that they are alive at all – but no matter if the djinn is banished, destroyed or

allowed to leave the ship, they will finally go to their last rest. If the PCs complete the mission, they will receive their promised reward as well as Melem Gesurra's gratitude. Not everyone will be happy to see them succeed, however – if the mercenaries failed in their mission, the Syndicate will regard the PCs with bitter hostility. If Mister Kembouri and/or Ayda the deckhand survived, they will be very grateful to the PCs and more than willing to assist them on further adventures.





DR WANA

Exiled archaeologist and captain

The truth is everything. You have dedicated your life to solving the mysteries of the Third Horizon. It has been a lonely life, and sure, you have used some unconventional methods, but at the end of the day, results are what count and you are second to none when it comes to reaching your goals. Today, you are the captain of a crew that shares your view of the world – nothing can stop you now.

DR ARMITA WANA

- ◆ **CONCEPT:** Scientist (Archaeologist)
- ◆ **POSITION:** Captain
- ◆ **ICON:** The Dancer
- ◆ **PROBLEM:** Rival (a graverobber from Algol)

ATTRIBUTES:

STRENGTH 2, AGILITY 4, WITS 4, EMPATHY 3

HIT POINTS: 6

MIND POINTS: 7

REPUTATION: 7

SKILLS: Culture 3, Science 3, Observation 2, Manipulation 2, Ranged Combat 1, Command 1

TALENTS: Truthseekers (Group talent), Wealthy Family, The Dancer's Talent.

ARMOR: -

WEAPONS: Accelerator pistol

GEAR: Proximity sensor, portable laboratory, library database, medkit, exo shell.



⚙️ **RELATIONSHIP TO THE OTHER PCS:**

- ◆ **Zebo:** A skilled engineer who takes life a little bit too lightly.
- ◆ **Rouya:** A rock when things look bad, but her moral compass seems a bit questionable.
- ◆ **Samioh:** The shrewdest manipulator you have ever met – not even you are immune to his charm.
- ◆ **Nima:** Reliable and worth listening to, but you know that he'd rather be somewhere else.

⚙️ **BACKGROUND**

You used to be one of the most prominent archaeologists in the Kua system, working a lucrative Foundation contract. During an expedition to Border Space, your curiosity got the better of you and you broke a Legion blockade in the name of science. Your transgression cost you everything – your job and the respect of your peers. Now, you will do anything to reclaim your honor.

ZEBARAIMAS "ZEBO" HUTUL

- ◆ **CONCEPT:** Shipworker (Engineer)
- ◆ **POSITION:** Engineer
- ◆ **ICON:** The Gambler
- ◆ **PROBLEM:** Arrash addiction

ATTRIBUTES:

STRENGTH 4, AGILITY 3, WITS 5, EMPATHY 3

HIT POINTS: 7

MIND POINTS: 8

REPUTATION: 2

SKILLS: Technology 3, Melee Combat 2, Force 2, Mystic Power 1

TALENTS: Truthseekers (Group talent), One Mystical Power, The Gambler's Talent

ARMOR: -

WEAPONS: Power sledge

GEAR: Tools, power glove, arrash, hyper roap, exo shell.

⚙️ RELATIONSHIP TO THE OTHER PCS:

- ◆ **Dr Wana:** The ship's akbar. Smart and tough, but sometimes a bit too demanding...
- ◆ **Rouya:** Competent and absolutely lethal, but she seriously needs to relax!
- ◆ **Samioh:** A vain fool with a heart of gold. Like a brother to you.
- ◆ **Nima:** Thinks he's still a fighter jock, and you like to tease him about that.

⚙️ BACKGROUND

Born on Ehad in the distant Eanu system. You used to be a smuggler, a criminal, but this is not something you like to talk about – the past is the past. After witnessing the ugliest that humanity has to offer, something broke inside you and the Darkness almost got hold of your soul – but the Icons saved you. You know now that you have a higher calling and a responsibility to never let your friends and fellow believers down. You will never go back to your old life.



ZEBO

Deeply religious engineer

You owe everything good in your life to the Icons. You were on the wrong path and it almost got you killed, but no longer. Today, you take great pride in tending meticulously to the graviton projector, but your greatest mission is to make sure your friends always walk in the holy light of the Icons.



SAMIOH

Thrill-seeking courtesan

You are a social chameleon – just as comfortable in the corridors of power as in the opor dens in the Mulukhad. You have mastered the many arts of courtesanship, but adventure is what you really hunger for, and so you have joined this odd group of travellers. You are very different from each other, but you are all searching for something together.

SAMIOH AMIN

- ◆ **CONCEPT:** Artist (Courtesan)
- ◆ **POSITION:** Sensor operator
- ◆ **ICON:** The Messenger
- ◆ **PROBLEM:** Powerful enemy (a dignitary on Coriolis)

ATTRIBUTES:

STRENGTH 2, AGILITY 4, WITS 3, EMPATHY 5

HIT POINTS: 6

MIND POINTS: 8

REPUTATION: 5

SKILLS: Manipulation 3, Observation 2, Infiltration 2, Culture 1, Data Djinn 1, Ranged Combat 1

TALENTS: Truthseekers (Group talent), Seductive, The Messenger's Talent

ARMOR: -

WEAPONS: Vulcan cricket

GEAR: Tabula, Dabaran wine, elegant clothing, com link, exo shell.

⚙️ RELATIONSHIP TO THE OTHER PCS:

- ◆ **Dr Wana:** Smart and courageous, but not your type.
- ◆ **Rouya:** Secretive and sharp. You really like her!
- ◆ **Zebo:** The heart of the ship. You would die for him.
- ◆ **Nima:** A bit odd, mostly interested in machines. You have never really clicked.

⚙️ BACKGROUND

You were the most gifted student in years at the Bulletin's Lyceum of Propaganda on Coriolis. If your parents would have had their way, you would probably have been the governor of some Kuan jungle province by now, but your curiosity and lust for life took you in another direction. You are not only sharper than a mercurium blade, but also more beautiful than a Miran sunset. After some hard partying and more than a few sinful affairs, your fate became clear to you – you were destined for the noble profession of the courtesan.

ROUYA GHALLAB

- ◆ **CONCEPT:** Soldier (Legionnaire)
- ◆ **POSITION:** Gunner
- ◆ **ICON:** The Judge
- ◆ **PROBLEM:** Wanted by the Legion

ATTRIBUTES:

STRENGTH 4, AGILITY 5, WITS 3, EMPATHY 2

HIT POINTS: 9

MIND POINTS: 5

REPUTATION: 3

SKILLS: Ranged Combat 3, Melee Combat 2, Force 2, Command 1, Dexterity 1, Observation 1

TALENTS: Truthseekers (Group talent), Combat Veteran, The Judge's Talent

ARMOR: Light armour (4)

WEAPONS: Legionnaire carbine, Vulcan pistol, dura knife

GEAR: Concussion grenade, targeting scope (cybernetic), communicator, exo shell.

⚙️ **RELATIONSHIP TO THE OTHER PCS:**

- ◆ **Dr Wana:** Competent, but not akbar material. You know what it takes to lead.
- ◆ **Zebo:** He means well but never shuts up.
- ◆ **Samioh:** More than a pretty face, someone you trust.
- ◆ **Nima:** Tormented by ghosts from the past, the one you are the closest with onboard.

⚙️ **BACKGROUND**

You grew up in the Conglomerate slums on Kua. At an early age, you learned that the most important thing in life is to be strong, to survive. You joined the Legion and rose quickly through the ranks. You have commanded soldiers in combat in dark jungles, over vacuum steppes and through frozen deserts. If it hadn't been for the incident on Hamura, you would probably still have been a Legionnaire – but you got fed up with seeing innocent people die. You deserted and left your old life. Today, your old colleagues hunt you like an animal, but at least you are free.



ROUYA

Disillusioned ex-Legionnaire

You are the rock of the crew and the only one with any kind of leadership capabilities. You have commanded soldiers in combat in dark jungles, over vacuum steppes and through frozen deserts, but now you are here – part of a crew whose goals and directions sway like reeds in a Kuan storm.



NIMA

Pilot ace with his best days behind him

You used to be someone people envied, a fighter pilot with the Nighthawks squadron. Somehow, you must have angered the Icons, and you lost everything. Today, you are a shadow of your former self, but you still retain the passion for your profession – and you're still flying, that's all that matters.

NIMA DOL-SOUFI

- ◆ **CONCEPT:** Pilot (Fighter pilot)
- ◆ **POSITION:** Pilot
- ◆ **ICON:** The Deckhand
- ◆ **PROBLEM:** Intense nightmares

ATTRIBUTES:

STRENGTH 3, AGILITY 5, WITS 3, EMPATHY 3

HIT POINTS: 8

MIND POINTS: 6

REPUTATION: 6

SKILLS: Pilot 3, Data Djinn 3, Ranged Combat 2, Technology 1, Survival 1

TALENTS: Truthseekers (Group talent), Djinn scope, The Deckhand's Talent

ARMOR: Flightsuit (1)

WEAPONS: Vulcan pistol

GEAR: Flightsuit, talisman, hand jet, com link, exo shell.



⚙️ RELATIONSHIP TO THE OTHER PCS:

- ◆ **Dr Wana:** The boss, but smart enough to realize that she doesn't always know best when it comes to the ship.
- ◆ **Zebo:** If he could only just be quiet sometimes!
- ◆ **Samioh:** Slippery like an eel. You don't trust him.
- ◆ **Rouya:** A good person. Reminds you of your old squad mates in the Nighthawks.

⚙️ BACKGROUND

Life was good: you had graduated as the best in your class from the Zenith Aviation Academy and been handpicked to join the Nighthawks. Every second in the cockpit felt like heaven. You were one of the elite now, what could possibly go wrong? Everything, it would turn out. A miscalculation, a second's hesitation, and two of your squad mates were dead. Dishonorable discharge. Shame and guilt drove you deep into the depravity of the Mulukhad, and the following months are hazy in your mind. But now you're flying again. This ship is no Hawk, but sometimes, you forget where you are and feel once again like a leaf on the wind in the Icons' blessed darkness.



Excerpts from *The Princess of Kah*

and Other Wonderous Tales by Zurda dol-Murir

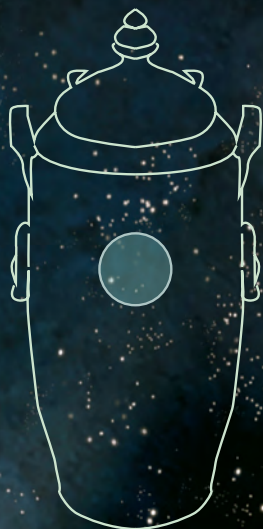
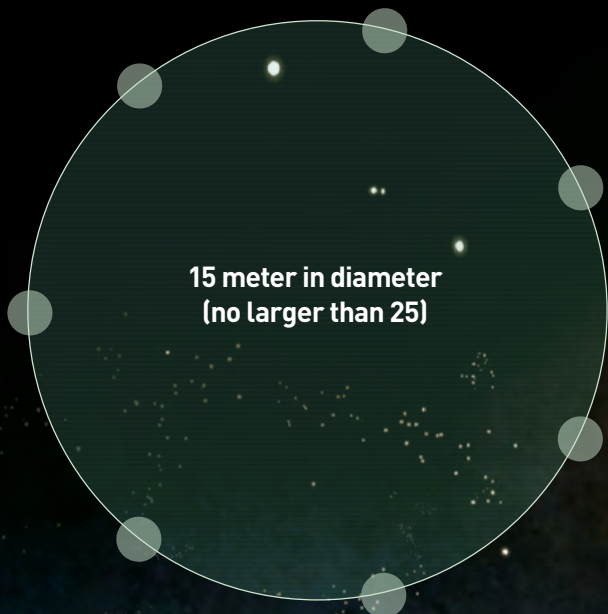
Four centuries ago, a fantastical city was constructed deep in the Kuan jungles. The city's name was Kah, and it was ruled by a fair and wise king. Culture, arts and science flourished in Kah and the people lived in affluence. The king of Kah had a daughter who was the center of his entire world. As the years went by, the king aged and the princess grew up. One day, the princess went for a walk in the shadow of the forest and disappeared. Many days passed and the princess did not return. The king was beside himself with fear and grief. Soldiers combed the jungles around the city but could find no trace of the missing princess. Kah was a city in mourning. Early on a summer morning nearly a year later, the princess returned. She had no memory of where she had been or of what had happened to her escort, but all that mattered to the king was that his daughter was back. After a while, the king started to notice that the princess was not quite herself. She was acting increasingly strange and would often be found on the palace battlements, looking out across the dark jungles surrounding the city. Her eyes darkened until they were as black as soot. The king's best physicians treated her with their most costly cures, but nothing seemed to work. The princess retreated inwardly and became a shadow of her former self.

One day, the king received news about a sage living in the Kuan asteroid belt said to be able to heal the darksick with his bare hands. Having run out of options, the king assembled an expedition consisting of his three most advanced spaceships and a crew of his most loyal warriors and healers. Onboard the flagship, the princess was placed in a blessed sarcophagus and was soon asleep. That was the last time the king saw his beloved daughter. The ships left for the great darkness and were never seen again.

Eventually, the king realized that the expedition had failed, and he was driven mad with grief. He never recovered from the loss of the princess, and died soon after. Kah started to crumble, and today, no one knows the location of the golden city. Kah has been lost to the jungles, possibly forever.

What happened to the princess of Kah is not known. Some say that she awoke from the sleep and slew her escort in a fit of demented rage. Others say that she was cured by the hermit in the belt but chose not to return to Kah. Maybe she is still sleeping in her sarcophagus, travelling the Darkness Between the Stars for all eternity.

ON THE BANISHMENT OF DJINNI, BY ZOURTAN DAR-ZINNI



Souldani vessel

The marid is the most powerful of all the djinni, and a challenge to even the strongest and most blessed of pilgrims. There are three methods of banishing a marid:

1



Create an even circle by arranging seven incense burners filled with Kuan myrrh. The circle must have a diameter of at least 15 meters, but no larger than 25. At the lighting of each of the seven burners, read the creed of the Faceless One out loud.

2



A marid needs a primary host organism, from and through which it draws its power. If the primary host is identified and burned according to the rite of the Lady of Tears, the djinn will no longer be able to draw power from the the organism and will return to the Dark Between the Stars.

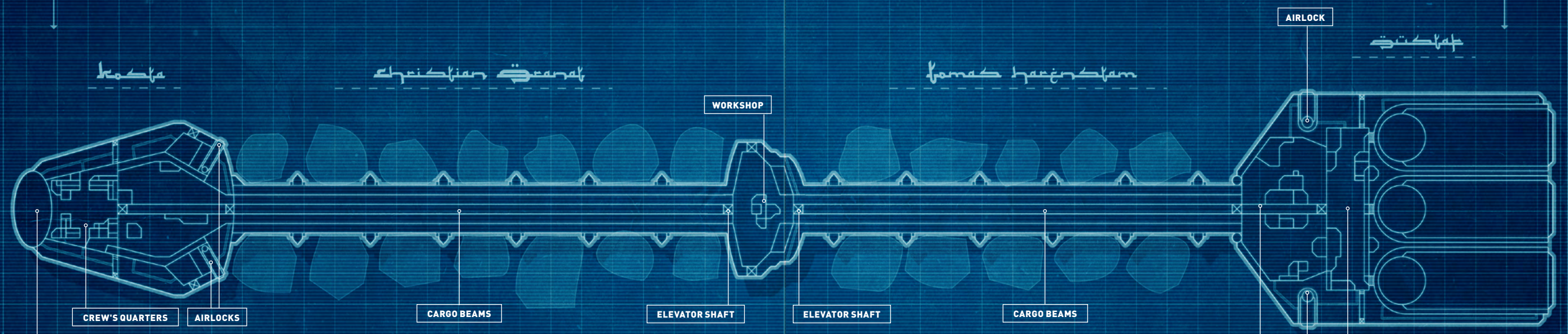
3



If the djinn manifests itself in physical form, it can, in some cases, be temporarily defeated by force and then neutralized by capturing it in a souldani vessel.

جنتنم

كامله عرقلو قهقريو
هك اه لك غ لعل راع
نفا كاهوع للل راولك



راولك

كاهوع

شركيات راولك

كامله راولك

WORKSHOP

CREW'S QUARTERS

AIRLOCKS

CARGO BEAMS

ELEVATOR SHAFT

ELEVATOR SHAFT

CARGO BEAMS

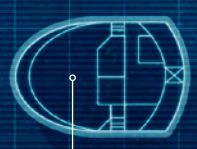
SERVICE CENTRAL

AIRLOCK

MACHINE HALLS

OBSERVATORY

راولك



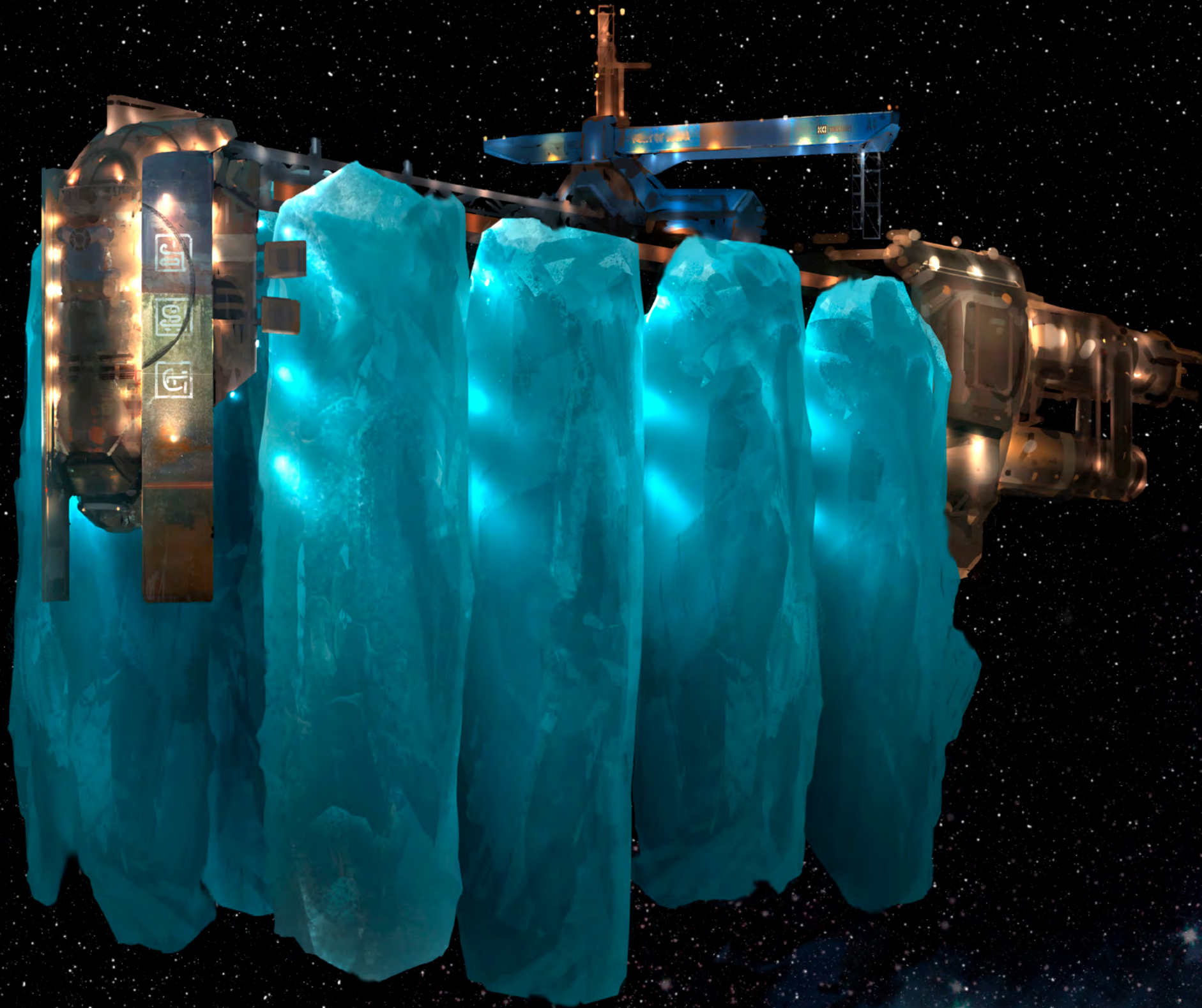
BRIDGE

ORUN II
 CLASS: IV
 BUILT: Halgria, CC 22
 CREW: 6 (12)
 LENGTH: 312 m
 LOAD CAPACITY: 3,000 tons

هك اه لك غ لعل راع نفا كاهوع للل راولك

كامله راولك شركيات راولك كاهوع

ORUN II



Player Handout 4

KAKINWENE'S LOG □ □ □

■ 66111-1600

FINALLY ON OUR WAY FROM MERKUT. I HAVE NEVER LIKED THAT RUSTY EXCUSE FOR A STATION. LOADING TOOK LONGER THAN EXPECTED, BUT WE ARE NOW HEADING FOR CORIOLIS WITH A FULL LOAD OF ICE. MAY THE ICONS BLESS OUR JOURNEY ■

■ 66112-2300

THE CAPTAIN AND REYNA PREPARED A PROPER FEAST IN THE MESS TODAY TO CELEBRATE THE TRIP HOME. OR RATHER, MIRRA SLAVED IN THE KITCHEN AND THE CAPTAIN AND REYNA SAT AROUND TELLING THE SAME OLD ANECDOTES ABOUT THE GOOD OLD DAYS AS THEY ALWAYS DO. BUT IT WAS ALL RIGHT; DABARAN WINE, FLAMING HOT ADANA AND FRESH GREENS CAN MAKE YOU STOMACH JUST ABOUT ANYTHING ■

■ 66113-2200

SOMETHING STRANGE HAPPENED TODAY. KOLB CAME BACK FROM A CARGO INSPECTION WITH A STRANGE LOOK ON HIS FACE. HE TRIED TO WAVE IT OFF BUT WE SAW THAT SOMETHING HAD HIM SHAKING IN HIS BOOTS. I ASKED HIM IF HE HAD FOUND SOMETHING ODD BUT ALL HE SAID WAS, "THE CAPTAIN HAS IT UNDER CONTROL", AND THAT WAS IT ■

■ 66113-0230

WOKE UP TO SCREAMING ALARMS. ATALLAH WAS ALREADY IN THE SERVICE CENTRAL LOOKING ANXIOUSLY AT THE CARGO MONITORS. HE MUTTERED SOMETHING ABOUT HOW THE CAPTAIN SHOULDN'T BE PLAYING WITH THINGS HE CAN'T HANDLE ■

■ 66114-1630

I DON'T KNOW WHAT IS GOING ON ANYMORE. ATALLAH HAS LOCKED HIMSELF IN THE MACHINE HALLS. THE CAPTAIN IS UNRECOGNIZABLE. I HEARD KOLB OVER THE COMS SAYING THAT KIRIN AND REYNA ARE DEAD. I FEEL THE SHIP CHANGING COURSE. THE EMERGENCY LIGHTING JUST SWITCHED ON. SOMETHING TERRIBLE HAS HAPPENED ■

■ 66114-2330

WE ARE LOST. MAY THE ICONS HAVE MERCY ■

Player Handout 1

- TO:** The crew of the Narzalus
- FROM:** Adzem Kembouri
- SUBJECT:** A lucrative mission

My name is Adzem Kembouri and I represent a mighty client based on Coriolis. I write to you with a matter of the utmost importance, demanding the greatest discretion. My contacts have informed me that you are both competent and discreet, and thus I desire to speak with you.

Thirteen hours ago, my clients lost contact with one of their ice haulers out in the asteroid belt. The name of the ship in question is Orun II and my clients have assured me that she is manned by a skilled and reliable crew, which makes the matter even more strange. After closer examination, my clients managed to locate the silent hauler and have discovered that it is on a collision course with the asteroid swarm the Eye of Anubar!

My clients are trying to keep the matter free from government interference, and I am now looking to hire a professional crew to intercept Orun II and secure my clients' crew and property. As it is a mission with a certain amount of risk attached to it, you will be generously rewarded for your time.

Meet me at the beginning of the third watch at Wahib's Cantina on the Ring. We need to discuss the details face to face.

May you always walk in the light,

Your humble servant,

Adzem Kembouri



Player Handout 3

THE CREW OF ORUN II



ARDUL RAJTUN

≈ CAPTAIN ≈



REYNA ZARKAVAN

≈ FIRST OFFICER ≈



KIRIN BOR

≈ SECOND OFFICER ≈



ATALLAH ARD

≈ CHIEF ENGINEER ≈



KAKINWENE RABOLBOUR

≈ ENGINEER ≈



KOLB ZIR

≈ STEVEDORE AKBAR ≈



MIRRA TOULI

≈ STEVEDORE ≈



LASAR ULBA

≈ STEVEDORE ≈



AYDA LEON

≈ DECKHAND ≈

It was hot, he was sweating heavily, and the exo felt bulky and unresponsive. He let the headlights of the suit sweep across the hull before him. The enormous ship was dark and looked abandoned.

*The com crackled in his helmet and he heard Rouya's distorted voice:
"Zebo, what do you see?"*

He moved through the vacuum toward the seemingly derelict hauler, with only a thin cable connecting his exo to the shuttle and his friends behind him. His headlights illuminated big letters painted on the hull.

"It's Orun II, we've found her. But I see no signs of life onboard. Something is obviously very wrong."

He was only a few meters from the hull now. The coms crackled with some form of interference and Rouya's voice disappeared in static. Then, the lights on his exo went out.

He reached the hull with a light thud. Everything was silent except for his own heavy breathing, quickly fogging up the visor of his helmet. He was alone now.

The ice hauler Orun II has stopped responding to hails, and has changed course towards a deadly asteroid cloud. The player characters are tasked with intercepting the heavy freighter to find out what has happened onboard and bring it back to Coriolis safely. What is hiding aboard the silent hauler and what has happened to her crew?

In this full-length adventure, the players get to explore the mystery of the dying ship, confront an ancient secret - and hopefully live to tell the tale. The contents include:

- ◆ **An exciting and action-packed scenario taking place on Coriolis, in space and onboard the dying ship**
- ◆ **Ship plans for the ice hauler Orun II**
- ◆ **Several player handouts**
- ◆ **Practical tips for the Gamemaster**
- ◆ **Five pre-made characters, ready to be used right away**



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