

FREE LEAGUE

CORIOLIS

ATLAS COMPENDIUM

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Welcome to The Atlas Compendium, the first supplement for Coriolis – The Third Horizon. This booklet contains material for both the players and the GM.

THE FIRST SECTION describes some of the systems of the Third Horizon in detail. Each system is described with its main planet, and one larger city or hub. Both the players and the GM can read this section.

The second section of the booklet, starting on page 23, is for the GM's eyes only, as it contains details about mysteries that the PCs might encounter in the Third Horizon. This part begins with an overview of the history of the Third

Horizon and goes on to describe the Portal Builders and the many wonders that they left behind. This material is intended to give the GM a better understanding of the world of Coriolis. The end of this booklet contains useful tables for creating planets and systems, mission generators for the different group concepts, and detailed rules for making space and planetside travel exciting – and possibly dangerous.



ALGOL

Algol, the demon star, is home to plebeians and rebels. The planet is known for its heavy industry, deep mines, vast wastelands and draconian faction and Consortium-affiliated rulers. The industrial expansion has taken its toll on both the planet and its inhabitants, leaving the people divided between company loyalists and rebels.

ALGOL IS A trinary system containing the stars Algol, Persei, and Rhaas. Algol and Persei circle each other in destined passion, while Rhaas, the forgotten lover, watches from afar. As the stars are white, only Algol-Persei space contains habitable worlds: Yavan, Algol, Ermenu, and Taus. A few worlds orbit the distant Rhaas, but house only a handful of mining colonies.

CHILDREN OF THE DEMON STAR

Across the Horizon, Algol's reputation reflects its unspoken name: "The Demon Star". It was thought to be a haunted place only visited by the desperate and the greedy. The first colonists were probably aware of the stories, but ignored the system's bad reputation to exploit its rich concentration of metals and minerals, and settled in the temperate belts on the planet Algol. When the Portal Wars raged across the Horizon, Algol was hit hard. Many cities were destroyed during a campaign of orbital bombardments remembered today as the "Year of the Flaming Tears". The arrival of the Zenithians revitalized the wounded world.

☼ THE CONSORTIUM AND THE REBELS

The Consortium is the largest faction on Algol. With birr, grav cranes, and Vulcan might, the companies seized control of the ruined cities and began extracting the planet's natural riches. The infrastructure was repaired and expanded, but vulgar displays of wealth next to growing shantytowns have become the face of the Consortium on Algol. The Zenithian Hegemony has also invested in several of the planet's cities, thanks to the Algotan diaspora in the shadow of the Monolith. All Algotans do not kneel before their

Zenithian overlords, however – the brutal treatment of the planet and the population fuels resistance and revolt. The rebels keep to the remote highlands, the forests of the taiga, and the frozen deserts near the planet's poles.

☼ YIHANNA AND THE MONSTER

The largest conflict on the planet is located in the metropolis formed by the three cities Akhandar-O-Sharif, Yasul, and Merkate, known as the AYM metropolis. The rebels' headquarters, Haven, is located just south of the city. Colonial governor Abbaras has proposed taking out the rebels using strategic nukes from Gevennon-P "the Monster" Quam, but the high risk of fallout has stopped this. Conventional warfare is too expensive, resulting in a long shah game of nekatra and strike teams against the rebel meme drones and war elephants.

INDUSTRY AND NATURE

Life on Algol is tough – hard work in the factories in the cities or hard work in the mines and logging camps in the wilderness. But just like the two suns chasing each other across the heavens, the toils of the day give way to the pleasures of the night. The entertainment districts in the cities are filled with courtesan houses, pit fights and grav racing, and things like kohôl, opor, arrash, and Substance O, the latest drug, help the people forget their worries. The bleak countryside mirrors the hard lives of the population – endlessly stretching gravel plains, empty tundra, high mountain ranges, and deep, dark forests. Pioneers and prospecting companies defy the hostile landscape to search for precious metals and ore veins, hoping for that one big find – as the saying goes: "a miner in the morning can be a pasha by night".

ALGOLAN ECLIPSES

Algol and Persei rotate close to each other and shine together on the planet Algol. During the day, both can be seen as suns from the planet, quickly changing positions. There is a solar eclipse every third day when one of the stars passes behind the other. On rare occasions, both stars are obscured by the moon Barir, leaving only the faint light from Rhaas in the sky – an omen of misfortune and death.

THE SLAVERS

The only group that benefits from the unrest on the planet and in the system are the Algotan slavers. The Church's ban on slavery doesn't seem to deter them. They are active mainly in the shantytowns where beautiful and strong young men and women are kidnapped and sold to the dars on Dabaran, the factory islands in the Conglomerate or in the Newlands on Sadaal. Large bulk haulers hidden on the edges of the Cloud belt in Rhaas' northern heliopause ship the slaves off world.

THE CRATER FIELDS

The bombardments during the "Age of Flaming Tears" left many areas scarred with deep craters, such as the wide Merchant Lake or the pit fields at Tasuga. Those who lost their lives there haunt the crater fields; evil dybbuk and kafras are said to possess miners and rebels passing through the area. The soil and air here are sometimes toxic, even though the bombardment wasn't thermonuclear.

THE PLANET ALGOL

Algol is the hub of the system and most people today, city dwellers and rebels alike, still live in its two temperate belts. Old and newer cities like Yasul, Akhandar-O-Sharif, Belem, and Yousfana crowd together, surrounded by wasteland on all sides. Colonies and mines exist across the entire planet, and are common throughout the whole system, on moons and asteroids as well as in the big cloud belt.

MENGOL'S MINING ARCHIPELAGO

The Mengol Sea used to be a place full of life and long beaches, with Akhandar-O-Sharif towering above the waters like a shining pearl. This all changed when the Consortium arrived. The sea floor was rich with nodules of almost pure metals, but the costs of prospecting were high. By blowing up the tongue of land separating the sea from the Yafsa Desert, Mengol was drained of water and the desert became an enormous salt marsh devoid of life.

Today, the name of the engineer who came up with the idea, Salbara, is a common curse word on Algol. The Mengol sea floor is a wasteland covered in mining units, chotts, and shantytowns where the plebeians live in squalor and despair.

THE TANZIM HIGHLANDS

The Tanzim massif is an inhospitable plateau rising above the atmosphere. The plateau can be used to enter orbit. The Consortium started to build a gravway from Akhandar to the plateau, but the rebels sabotaged it. Today, drone batteries and combat satellites from Gevennon-P patrol

the skies, preventing anyone from approaching. The old spaceport on Rhaas-Tanzim is deserted and in ruins, but the whole massif is riddled with slaver dens and hidden opor farms.

AKHANDAR

Akhandar-O-Sharif is one of the oldest cities on Algol, although it doesn't look the part, as much of the city was destroyed during the Portal Wars. The Consortium has launched several large restoration projects on top of the old ruins, and shining sky towers, spires, Dabaran globe complexes, and the newly finished Crater dome have given Akhandar a new face. Ruins from the old days can only be seen in the poor districts and shantytowns.

Akhandar is divided into blocks, each controlled by a single corporation or faction through the Khasar Council. The chaotic shantytowns surrounding the city are left to their own devices, as is the Undercity. Slavers and opor cartels control these areas, and the police only come here when they are hunting rebels.

⚙ THE KHASARS

The city's ruling council of corporate bureaucrats and factionaries, the khasars maintain control over their blocks through their various private police forces, such as the Khasa Guard or Hyperion's Granite Watch. The Legion-trained Rebel hunters are used for military operations, armed and equipped with the latest Consortium tech, such as grav belts, combat gravs, and vomit fields.

Slave traders preparing departure
from the Tanzim Highlands.





Slave trade at the Souk of Lost Souls.

⚙️ THE PRAYER TOWERS

A famous Algotan architectural feature is the prayer towers that have crowned temples and churches since the days of the Firstcome. The prayer tower in Akhandar is the city's highest building, designed by the architect Yassa dol-Gardi. Yassa was inspired by a visit to the hollow cliffs of Qusuf that have been turned into natural musical instruments by eons of erosion. The Gardi prayer tower contains many holes and vents that carry sermons and prayers out across the district without electrical amplification, and the wind creates sad, rolling notes when it hits the tower from the right angles. Prayer is the most important of the Church's nine sacred rites in Algot. All across the system, society grinds to a halt during dawn and dusk prayers.

⚙️ THE SOUK OF LOST SOULS

In the shadows of the Undercity lies the Souk of Lost Souls – the slave market. Traders from the different slaver

clans gather here, cloaked in bouras and hidden behind thermal visors and voice changers, to do business with each other, the Syndicate, the Serpent or other shady organizations. Most of the plebeians working as servants in the wealthier districts of Akhandar are actually slaves with “laundered” identities. These “plebeians” can be exported across the Horizon, avoiding the ban on slavery imposed on many worlds.

⚙️ THE ELEPHANT MARKET

The large elephant market can be found on the outskirts of the trade district. Brightly colored tents shade the animals that, as much as the prayer towers, have become synonymous with Algot. Everything from lively dwarf elephants and majestic white madra elephants to working animals like carrier elephants or the woolly steppe breeds can be found here. Elephant Day is celebrated once a year, when all the animals are beautifully decorated and painted.

MIRA

Mira is a place where time has stood still since before the Portal Wars. Mighty temples, Icon churches, and cloister palaces preside in gilded bliss over the hearts of the planet's city-states. Pilgrims and merchants flock to the planet, as well as both their protectors and their exploiters.

MIRA IS FULL of Firstcome wonders: winding pilgrim trails, the floating traffic in the Icon City, ascetic monks in the forgotten valleys of Menau, and much more. The Horizon's best grav projectors also come from here – made in the legendary Chelebs dockyards.

THE MIRA SYSTEM

Mira is a trinary system. There is a second star called Mira-B, or Antmira, and a third called Mira-C, or Menau. Both Antmira and Menau have planets suitable for human habitation, but they are nowhere near as rich as the planet Mira. Trigon in Antmira is an industrialized world that seems to be of more interest to the Zenithian factions than to the Mirans themselves. Menau is remote, and home to scattered colonies and temples belonging to the Circle of Seekers.

THE CRADLE OF COLONIZATION

The city-states of Mira are the cradle of Firstcome colonization and are considered by many to be its pinnacle – a loose federation of states that have enjoyed centuries of peaceful competition. Today, power is shared between the Church of the Icons, the Cities and the Chelebs-Menau family. The Church controls the Icon City from high up in the flying Temple City. The other large cities on the planet, like Bandar Asul, Tifret, and Cimoran, are ruled by local courts, but the Church maintain a presence everywhere through their preachers, bureaucrats, and the warrior nuns from the Weeping Matriarchy.

The Chelebs-Menau family shines like a mighty sun across the dockyards in the Icon City from their floating palace high above the Intrapelagic Sea. In recent years, Chelebs have

formed strong ties to the Zenithian Hegemony, and rumors whisper about a coming marriage between the builder masters and one of the purest and most exalted Hegemony families, which would create a blood bond across the whole Horizon.

The Weeping Matriarchy is an alliance of convents that are responsible for most of the Church's security on Mira and Antmira. The Triumvirate of Sisters, appointed for life, controls the Matriarchy.

Okra Darma is the closest thing to the Syndicate the Mirans have – a criminal network that lives off robberies and gullible or frightened pilgrims visiting the Icon City. Okra Darma's headquarters are hidden in the deep ravines on distant Menau, but their presence in the Icon City is anything but discreet.

ON GRAVITRON WINGS

In the Docks quarter in the Icon City and in the foundries on Antmira, arms production is skyrocketing. The same is supposedly true for the Chelebs yards following the Vaarnathar comet in the Menau system. Why the Chelebs family is stockpiling arms is unknown. Agents from everywhere in the Horizon are drawn like flies to honey to Mira to find out what is going on.

NOTHING BUT TEMPLES

"Wherever you go on Mira, you can always bow to the Icons" is a common pilgrim saying, denoting the constant presence of religious architecture on the planet, from monuments and prophet's groves to prayer schools, monasteries, and Icon churches. The faith is a big part of everyday life, and all Mirans know the nine sacred rites from an early age. Alms-giving,

THE MIRAN DHOL

The Miran dhol is named after the countless wild dogs that roam around the slums of the Icon City. The dhol is a small gravcraft used for transportation by both rich and poor in the cities on Mira. The fact that Chelebs and other smaller dockyards on the planet are capable of producing light, robust grav projectors is what makes the dhol so common. The dhol is usually shaped like a small boat and decorated with Icon eyes to ensure good fortunes for the skipper.

prayer, and pilgrimage are considered the most important of the nine rites. Giving alms to beggars, temples or pilgrims is something an ordinary Miran does daily.

PILGRIM TRAILS

Mira and Menau are crisscrossed by pilgrim trails, paths, channels, and all manner of vehicles. Slowly the pilgrims travel across the holy lands. Neither pilgrims nor Mirans can see the point in rushing – the voyage is often a goal in itself. If speed is required, there is usually an available dhol nearby, and those too frail to walk can ride dromedons on Mira or the wooly, grip-hoofed cria on Menau.

THE GRAVITON WIND

A curious phenomenon that neither the geonics of the Foundation nor Mira's monastery scientists have been able to explain is the so-called graviton wind, or "invisible veil", sweeping across the mountains on distant Menau. It is as if the gravity in some places on Menau is fluctuating, not unlike in the gravitational pools that exist in Rimward Reaches. In certain areas gravity is non-existent, or even worse, suddenly increased manifold, which carries possibly lethal consequences.

Blessing new graviton projectors
in the Docks of the Icon City.

THE ICON CITY

The hub of the Mira system is the Icon City, founded in honor of the Icons. The location chosen, on the beaches of the Intrapelagic Sea, is said to remind one of a sun-kissed coastline on long lost Ardha, mankind's first home. The three hills colonized by the first settlers have become the Icon City's three districts of today: the Temple City, the Brick City, and the Docks, today called Chelebs City.

MONASTICISM

The monasteries in the Icon City are the center of all higher education in the system, which means that all of Mira's rulers and bureaucrats have been novices in a monastery at some point. This should not suggest that the Miran states are more religious than others, however – the relationship to the Icons is kept cool and their aid is more or less taken for granted.

⚙️ THE TEMPLAR GUARD

A special group outside of the formal control of the Church is the Templar Guard, an ancient order dating back to the days of the first colonists. The Templars regard it as their calling to guard the pilgrims, their paths, and the distant monasteries. Templar guards shave their heads and always wear the symbol of the Judge, either as a tattoo or on their clothes.

THE TEMPLE CITY

The Temple City stands out from the rest of the Icon City by breaking the laws of nature – parts of it are floating in the air, constructed on grav platforms. The churches, temples, prayer schools, and pagodas in the city below all stretch towards Huraba's Blessing, that magical island in the sky, where the Church's headquarters and the Herat council are located. The air in the Temple City is always full of tolling bells, prayer calls, and the hoarse voices of prophets.

Huraba's blessing is home to the gigantic Icon Dome. With its blue-domed ceiling and the eight prayer towers posed as sentinels around it, the Dome has become the symbol of the Icon City. It descends to the Icon Tower below once a day to pick up the expectant pilgrims and dignitaries queuing to visit the floating island.

THE ENSNARER

A common myth in the whole system is that of the Ensnarer, or Yal-Shir, who is said to seduce and prey on unworthy pilgrims. The more obscure or sparsely travelled a trail is, the more "active" the Ensnarer is. Several pilgrim groups disappear every year on the Yadaman trail between the Icon City and the Valley of Monuments, something that neither private mercenaries nor the Matriarchy have been able to stop.

THE DAY OF FLOWERS

The planet Mira is widely known for its exotic flowers, held in high regard all the way from the Monolith to the dars of Dabaran. The annual celebration of the Day of Flowers is a legacy from the early colonists' fertility cult, adapted to the Miran environment and seasons. During the weeks leading up to the feast, the Mirans travel into the wilderness to pick the most beautiful flowers that can be found on the savannah, in the silk forests or in the rainforests. In the final days before the celebration, buildings, dhols and even spaceships are decorated with flowers and wreaths. During the Night of Flowers, many new Mirans are conceived.



THE DHOL WATCH

Several guard posts on grava circle Huraba's blessing like crickets around a light flower. They are collectively known as the dhol watch, and each platform is a beautifully designed building containing weapons systems and strong force shields, at least according to the stories.

⚙️ THE WATCHFUL STATUES

There are two imposing statues on the Pilgrim Plaza, depicting the Judge and the Dancer. An odd feature on the Dancer statue is an extra, third arm.

THE DOCKS

The Docks cover the hill closest to the sea. The buildings here are a blend of the reddish brown facades of the Brick City and more luxurious styles echoing temples or churches. The Docks are part seaport and part spaceport. Big, inter-atmospheric free traders and courier ships share the piers with land and sea grava. The Docks are the heart of the city's commerce, containing the huge trader souk where the Free League has established a presence. The souk, where all wholesale trade in silks, bamboo, grain and textiles takes place, gradually turns into the Icon City bazaar that covers the area between the Docks and the slopes of the Brick and Temple Cities.

DABARAN

In the warmth of the red star lies the planet of the emirs – Dabaran. The planet contains lush oasis gardens, extreme temperature variations, vast deserts, and a population with a soft spot for philosophy, mathematics, and beautiful mechanical creations.

DABARAN IS A binary system, but Dabaran-B is so small that it can hardly be spotted on its fast course past the gigantic Dabaran-A. The main star is a red giant with few satellites, but the rock planet Dabaran is the only one with a sizeable population. There are some gas mines on the enormous Salamanx and a research installation on the boiling hot Arara.

HOME OF THE DARS

The arid Dabaran is home to a flourishing class of nobles living in oasis gardens, domed palaces and ravine seraglios. Regardless of whether they are emirs, ferik, pashas or sultans, nobles should be addressed using the royal prefix "dar" or "dari", and the same term is used when speaking of their emirates. The dars are tangled up in a constant struggle to top one another in competitions of art, knowledge and wealth. The race for perfection takes on all sorts of forms, from intricate mosaics and palaces to shining, mechanical nightingales and owls. Dabaran was mostly spared the horrors of the Portal Wars. The planet was not hit by any major bombardment, and the dars had no fleets with which to engage in the fighting. Concentrated efforts instead went into securing the planet's self-sustainability, fortifying the oasis domes and stopping the spread of the contagious hate and suspicion that held the rest of the Horizon in a chokehold. In Lotus, the temple city, alliances and marriages were formed to safeguard the frail peace and further progress and enlightenment.

❁ PERPETUAL THIRST

The peace has lasted to this day, but the larger dars have begun competing over the planet's

most important resource – water. Water is rich in the lowlands around the equator, in underground springs and rivers, but the highlands, where many of the royal courts have their oasis domes, are dry, and water is something one must drill deep for. This has spawned a large, lucrative water rights market, with transactions in the form of either birr or marriage. More and more oasis domes are being constructed, and this has led to physical confrontations over wells and pipelines.

ZENITHIAN ARROGANCE

The Consortium, with Parr and the Colonial Agency at the forefront, has started to take an interest in the rich soils of the lowlands. With permission from emir Karabah of Lotus, several multi-farms have been founded on the slopes of the Yeva Valley. Pumping stations and colossal crawlers are slowly taking over the valley – destroying it, according to many – and this has resulted in dust storms sweeping out towards the neighboring dars. Rumors have it that the Zenithians are attempting to drill their way into the Wound, which is located just north of the Yeva Valley – why else would they have mobilized Parr-Nestera's attack brigades?

DABARAN CALM

The Dabarans are a calm and thoughtful people. It is not for nothing that the Circle of Seekers has their headquarters for the Horizon on Dabaran. For a while, the Seekers were on their way to becoming a faction, which would have given Dabaran a voice in interstellar politics, but this never came to be as large parts of the cult were assimilated into the Church of the

Water carrier loading precious cargo from the Khouro Oasis.



THE WATER WARS

Countess dari-Evadires has always controlled a large water reserve in the northern badlands, and her three oasis domes have prospered while the surrounding oases are slowly drying up. With support from the pasha of Dar Bouti, the other nearby emirs have contracted a small army of mercenaries to secure the pumping stations in the area once and for all. Dari-Evadires has, however allied herself with an external benefactor and has access to defense systems, mercenaries of her own, and brand new faction tech. The hostilities have destroyed two oasis domes so far, and are on the verge of spilling over the hills and down into the lowlands.

Icons. The Dabarans nowadays work through the Church to get their voices heard, if they involve themselves at all. As long as the bulk haulers from Mira via Kua arrive, not many are bothered, however.

The Dabaran calm is also present in daily life – at least for the privileged. Art, mathematics, fine mechanics, and philosophy are valued highly. In the oasis domes, many practice a form of topiary called botanotechné, the practice of shaping trees and bushes into beautiful art using both sculpts and physical knives. To the plebeians, who often live and work under slave-like conditions in barracks in the lowlands or underground facilities by the oasis domes, life is instead a calm but constant toil. According to Dabaran thought, this will also lead to fulfillment, if of another sort. Certain voices are now being raised saying that the life of the plebeians is far from easy, however.

THE PLANET DABARAN

Dabaran is a world full of contrasts – the lowlands are rich and warm, while the cold deserts in the highlands are almost sterile. The highlands experience extreme temperatures, and although the dars' climate reactors have increased the levels of greenhouse gases in the atmosphere to even out the differences, they can still differ as much as 60 degrees C between day and night. The summers are desert hot, and the winters are the opposite. The outer farmlands require sculpted crops or oasis domes.

The lowlands are warm and more even when it comes to temperature, with open palaces, cities and farms. The larger cities are located here, as well as the planet's only ocean.

THE IRON STORMS

The highlands are plagued at regular intervals by red iron storms, sometimes referred to as the "face of the Judge". In the iron-rich deserts, a ground charge builds up, pulling microscopic sand particles up into the atmosphere and then throwing them across the plains. The charged particles find their way into every nook and cranny of vehicles and exos, and can even affect shuttle traffic departing for orbit. The storms sometimes last for days. The Mathematical Institute in Daddah regularly issues warning predictions about coming storms.

THE CLOUD CITY

The Shariqah emirate stands out from the other dars of Dabaran. Instead of constructing an oasis dome, emira Yossipa dari-Shariqah created a flying city called the Cloud City. The city floats above the equator of the planet on an elliptical base covered with several oasis domes. The Cloud City has become a focal point for gamblers among Dabaran's upper classes as well as from the rest of the Horizon. There are always grav racing, shah tournaments, and other events taking place here. The wealth of the Cloud City has attracted the attention of the Syndicate, which has established themselves here through intermediaries.

THE WOUND

To the nobles of Dabaran, Lotus is the Icons' capital on the planet. The city was constructed by the Seekers next to the

CARAVAN AND SHUTTLE

A Dabaran travels in style. Small, extravagant shuttles for the rich rush back and forth between the larger oases and dome cities, and are also used for transport up into orbit. Only the larger spaceports allow traders to land planet side, and they are often located far from the oases and cities.

The most exalted of the dars often travel in slow moving land caravans. In the lowlands, gravcraft resembling small, floating palaces are used, followed by an entourage of courtesans, servants, Algolan elephants and Miran full bloods. Huge ground crawlers are instead used on the plains, swarmed by a fleet of smaller vehicles like ants around a termite queen.

DESDEMODU

The cold badlands are home to the slow and wagging desdemodu. Since ancient times, they have been revered for their wisdom by the seekers of the Lotus. The strange horns of the desdemodu have become a sought-after aphrodisiac in other systems over the last few years, and poacher companies have made some successful attempts at hunting and killing desdemodu. This is, of course, a crime that cannot be tolerated, and the latifs have retaliated brutally whenever they have apprehended poachers.

THE JADE MONKEY

Just south of the city of Merkab-al-Kour lie the Galrada steppes, an area of the badlands conquered by bio sculpted steppe grass. The local nomads tell stories about a statue made of jade, a stone not naturally found on Dabaran. The statue is said to depict King Karak, a nature spirit in the shape of a gigantic ape. Karak is supposedly going to wake if the nomads come under threat from newcomers on the steppes. An excavation site in the Merkab ravine led by the Zenithian Markadu company has recently run into problems – broken gear, employees going missing, and interrupted communications.

NIGHTINGALES AND SHAH

The Dabarans are known for the aptitude for fine engineering, such as the hand-built luxury vehicles of Metri, the beautiful garments created at Il-Aahls or the mechanical nightingales of master watchmaker Ingios Gharbigah. The nightingales are meticulously crafted wonders of gears and springs and are often given as luxurious gifts.

Dabaran shah is a complex variant of regular shah and the boards themselves are often works of art, patterned and decorated like the interiors of the oasis domes.

mysterious Wound, a chasm whose volcanic depths are yet to be measured. The Wound is said to be of Portal Builder origin, but there are no obvious artifact finds in the area that could prove it. Several expeditions have disappeared in the darkness of the Wound. To settle the matter once and for all, the Foundation recently sent a team of xeno-archaeologists to the site.

DAR BAHRI

The metropolis of the lowlands, on the beaches of the Bahri Sea, is Dabaran's unofficial hub. Lords and ladies come here to mingle, form pacts and settle disputes in the sun-drenched beach pavilions constructed by emir Rahmalan. The city stretches far into the distance above the beach promenade. White houses, villas and palaces are spread out among olive gardens, sculpted pine groves and cliff sides plummeting into the sea. On the edges of the city, the luxury gives way to narrow alleys and small brown, red and whitewashed houses. The spaceport and the lodgings for the thousands of plebeians, who serve the masters of the city, are hidden behind the mountain, which the city lies on.

⚙️ THE LAW OF THE LATIFS

The latifs are the planetary police force that maintain law and order on Dabaran, patrolling both the cities and the plains in fast, state-of-the-art gravcraft. Only the factions' secret tech can measure up to the vehicles of the latifs. Much of the latifs resources go towards policing the plebeians, who are often immigrants from the systems along the Dabaran circle. After the riots in Lotus a couple of cycles ago, the latifs have been extra vigilant. There are rumors going around about agitators having arrived from the Conglomerate.

⚙️ THE SAILING PALACE

One of the eight wonders of the Horizon is the Sailing Palace constructed in the highland desert outside of Dar Bahri. The palace is actually a high sky tower with multiple terraces, masts, and steeples. Every day, sails are hoisted on the different terraces to make the tower turn slowly in the desert wind. When Dar Sakam Bahri passed away, black sails were hoisted for a whole cycle. Today, the white sails are back, but the tower is used as the dars' mausoleum.

SADAAL

The Sadaal system is inhabited by a group of Firstcome peoples who have taken their version of the Icon faith to absurd levels. The head of the masked clergy, Aremerat, claims to have been chosen directly by the Icons. It is an insular system, and news from the rest of the Horizon is subject to strict control and censoring.

SADAAL IS A binary system. Both stars, Sadaal and Bahram, each have one planet with good conditions for human settlement. The planet Sadaal is dominated by high mountains and dry steppes, while Bahram is covered in oceans, marshes, and wide plains of farmland. Emigration is not permitted from the system, but the Consortium and a few other groups have been allowed to establish themselves here in recent years.

THE EIGHT WISDOMS

The most powerful group in Sadaal is without question the hierocrats in Amesha Spenta, The Eight Wisdoms. These high priests interpret the words of Aremerat and are the de facto rulers in all matters. Each of the eight Ameshas represents one Icon and controls an institute devoted to the domain of that Icon, as it is understood in Sadaal. The ninth Icon, the Whisperer – called the Faceless One elsewhere – has no representative in Amesha Spenta.

The Ameshas work as a political force to maintain and expand their power. Institutes, bureaus and departments grow and shrink, priests win or lose reputation – it is a constant shadow play that often takes a hard toll on the population.

☸ PHANTOMS IN THE NIGHT

The Faceless One has no seat among the Amesha Spenta, instead being represented by the Angra Mainyu, the dreaded secret police, also known as the Phantoms. The Phantoms are above all laws except for a single one – to safeguard the rule of Aremerat. Many dissidents have been dragged from their dinner tables out into the

street to be shot before their neighbors, without trial. No one is safe. Everyone is looking over his or her shoulders. No one dares to question the actions of the Phantoms openly.

AREMERAT'S CITIZENS

Sadaalians generally live strict, humble lives. They work to feed their families. They wear their talismans and thank Aremerat at dawn and dusk for the great civilization he has created. They meet their confessor at least once a week to confess and scrutinize their actions. Moderation guides all things. There are no decadent pleasures available to common people in Sadaal.

Life on Bahram is somewhat different. Farmers are moving into the big cities to share in the new economy, and a middle class is forming. New districts crop up around shipyards and factories. Bigotry is receding, and the citizens no longer fear change.

DAHARAB

The Daharab dockyards are the center of Consortium power on Bahram. They are located in the Newlands, a group of islands where foreign companies are allowed to establish themselves. Sections for enormous freighters are constructed in the huge factories of the yards and then taken up into orbit for assembly.

Daharab is a bustling city. The social strata are much more nuanced here compared to other parts of the planet and the system. There is more money to be made here, but also a lot of people living in actual poverty – something that hardly exists outside of the Newlands. Another indication of the loosening of control

CONSORTIUM PRESENCE

Many Sadaalians regard the presence of the Consortium on Bahram as an insult – why are they there if not to exploit the system's natural riches? Naima Thaud, head representative of the Consortium in the system, has employed many learned Icon worshippers and meets regularly with the local clergy in Bahram, carefully building up trust for the faction. Thaud is measured and thoughtful in both word and action, but hopes to drive bigger and bigger wedges between the Ameshas over time.

AREMERAT

To common people, the leader they watch in the newscasts is the same Aremerat as their spiritual father, the one who rebuilt the Sadaalian civilization after the Portal Wars. The details of the process of choosing an Aremerat are not known, as the only ones who ever meet him are the Amesha Spenta. Some speculate that it is an Amesha who is raised up to become the new Aremerat, while others believe that some unknown technology has extended the life of the original leader. To the population of Sadaal however, the answer is clear: Aremerat is immortal. He is eternal and will never take his hand from his people.

in the Newlands is the growing influx of plebeians, drawn here from across the Horizon to work in the factories.

THE NAMTAR WINDS

On southern Bahram, far from the thriving cities, vast fields of ruins stretch out as far as the eye can see. Before the Portal Wars, this area was home to several cities around the big lakes connecting to the Namtar Sea farther south.

Because of the so-called Namtar winds, the area has been closed off. Usually, the lakes and the sea are calm, but a few times per year, terrible storms erupt. The winds pick up radioactive dust from the Portal Wars and hurl it in focused hurricanes over the forests, marshlands, and the southern cities.

ALBURZ

Around the highest plateau in the Shimush Mountains lies Alburz, the capital of Sadaal. The city is carved out of the rock and is an architectural masterpiece. High towers pierce the skies. Broad avenues zigzag between massive ziggurats. Slim bridges span across deep valleys. The sides of the valleys are carved into a myriad of buildings, taking advantage of the



cliffs' natural cool during the hot days. Alburz is a green city – trees line the avenues, much space is devoted to terraced farming and there are wide, lush parks with stunning views of the Shimush. The city also extends deep down into the mountains. Textile factories and refineries for salt, spices, and vegetable oils have been carved out of the dark depths below the city. Alburz is the system's administrative, spiritual and economic hub. Several districts are devoted solely to bureaus and institutes where scribes and archivists work untiringly around the clock.

THE OPEN CITY

The urban planning of Alburz is as strict as the Sadaalian faith. In its original form, all available space was utilized in the most effective manner and no dead spaces were allowed. This does not mean that the city feels cramped or claustrophobic, however – large, open areas were also considered a good use of space.

Several institutes are responsible for the planning of the city. They make sure that the city's original aesthetics are not destroyed by new ideas or constructions. Just opening up a new window in one's house requires visits to several different offices, and there is an endless series of forms that must be filled out and approved.

MASKS AND TRADITION

Tradition is the keyword in Sadaalian culture. The past is revered and kept alive. That many in the system are averse to change is not strange. In the aftermath of the Portal Wars, violent sandstorms swept across Sadaal. The population was forced to wear masks when going outside. This established the mask as a symbol of the rebirth of Sadaalian civilization. Today, skilled mask makers enjoy high praise in society, and even the clergy must humor their whims from time to time.

Masks have become an indicator of social status on Sadaal. Priests and influential officials in the institutes wear ornate full-face masks in bone, silver or stone, patterned and decorated with precious stones and metals. Lowly foremen wear embroidered fabric masks, while the factory workers wear at most half-face paper masks covering mouth and nose.

A THOUSAND TONGUES

Zeni is uncommon on Sadaal. The language is growing slowly on Bahram, but the indigenous tongues still dominate in Alburz. Priests and diplomats claim not to understand a word of Zeni and use translators in all meetings with foreigners.

The crowded city of Daharab on Bahram.



ZALOS

Zalos has been called the birthplace of the Martyr. The system is ruled by the Order of the Pariah, a faction with a dual reputation for being both devout, helpful believers and bloodthirsty fanatics. Not much is known about Zalos as the Order is very strict about who they let in.

WHAT LITTLE COMMON people in the Horizon know is usually based on rumors and third-party sources, and those who have actually visited Zalos in recent years can only share their experiences of the City of Foreigners. Zalos is a binary system with two habitable planets, one orbiting each star. A third planet, Benagia, used to be inhabited, but it suffered such terrible bombardments during the Portal Wars that it is uninhabitable today. Several moons have been colonized, with Karmerruk, orbiting Benagia, being the most famous. Many small space stations are also scattered across the system.

The Martyr Council, a constantly changing group of priests, prophets, grand masters and elders, governs the Order of the Pariah. Rumors claim that the Council let archaic rites and divination decide how Zalos should be ruled. Regardless of their practices, the Martyr Council is the dominant political force in the system, and they are seldom contradicted.

THE WAR ON HERESY

The largest conflict in Zalos is the civil war, raging across all of Zalos-B. Large portions of the planet's population have succumbed to heresy and started worshipping false prophets. They have left the embrace of the Martyr and taken up arms against their former brothers and sisters. The war is everywhere and very bloody, with everything from small guerilla raids to full-scale military campaigns. The Order focuses much of their resources on crushing the rebels, but has so far not been successful. Both sides in the conflict possess advanced antimatter weapons, golim armors and bionics that don't exist outside of Zalos, making them evenly matched. If it wasn't for the total fleet

blockade around Zalos-B, the rebellion might have spread to the rest of the system.

UNDER THE GAZE OF THE MARTYR

All larger communities on Zalos are built around large monastery complexes from which the Order controls the area. The monasteries often house hundreds of order members and are always heavily fortified. Every day, the residents of the surrounding areas make their way to the monasteries for mass and flagellation in honor of the Martyr. The cities are made of stone, with prayer towers, high pointed roofs, narrow alleys and few open spaces. The cities of Zalos-A are busy and labyrinthine, while large parts of the cities on Zalos-B have been reduced to ruins and dust by the war.

Certain things remain constant in the lives of the system's inhabitants. Prayer and flagellation are important on both Zalos-A and B. Faith defines every aspect of life, from family relations to work and warfare.

THE CHORAL STATIONS

Several smaller cults within the Order have fled out into space to escape the war. One such cult is the Hymns of the End Times. They have constructed the eight so-called Choral stations that are spread across the system. All day, every day, the End Times' choirs and flagellants are lined up in ingeniously constructed halls, singing. Grand polyphonic choir pieces blended with the wailing from the flagellants are transmitted across many frequencies to the whole system, in the Martyr's undying praise. Visiting traders have had to shut off all incoming radio traffic to avoid the cacophony.

KIANAAR'S SPICERY

The Order of the Pariah have an ambivalent view on drugs, and look the other way with cults such as the Children of Kianaar, whose members seldom come out from their deep drug haze. The Children control the trade of herbs, mushrooms and minerals from Zalos-A, ingredients used to create both spices and potent drugs. The cult lives on a space station called Kianaar's Spicery in the far reaches of the system. The station enjoys an almost mythical reputation in the underworld of the Horizon. Although the drugs produced here are of the highest standards, the station itself is not. More than a few visiting aristocrats have lost both their wallets and their lives in the Spicery's dark corridors.

KARRMERRUK

Not far from the portals, orbiting the burnt-out planet Benagia, you will find the Karmerruk moon. Since the Order sealed off their system, the City of Foreigners on Karmerruk is the only place where off-worlders are allowed to trade. The city is built under a series of domes arranged in the shape of one of the Order's holiest symbols, the Sickle of the Martyr. The atmosphere outside of the domes is cold and almost without oxygen.

THE DOMES

The commerce district is located underneath the largest dome, the Souk of Mists under the second largest, and the rest of the domes cover the monastery quarters' grand temples and military installations. The bells and prayer calls from the monasteries echo across the entire city, leading both locals and foreigners in prayer. A condition for being allowed into the City of Foreigners is that one praises the Icons every day. The fourth dome is in ruins after an attack by a group of suicide bombers, likely connected to the heathens on Zalos-B. The last two domes contain Assir's gardens and the 11th ossuary.

⚙️ THE MARTYR'S SPACEPORT

The Order's entire culture is centered on worshipping the Martyr. The other Icons are only bleak and pointless shadows

THE HAMMER OF THE MARTYR

The Hammer of the Martyr is a battle cruiser permanently stationed just above the City of Foreigners, serving as a constant reminder of the might of the Order's fleets. The Hammer is an awe-inspiring view, covered in towers, battlements and ornate weapon stations.

THE CROWN OF THE MARTYR

Every once in a while, powerful solar storms rage across Zalos-A and much of the system is hit by strong star winds. During the storms, a jagged pattern is visible surrounding the star, uneven spikes of light against the black void. The Order calls this phenomenon the Crown of the Martyr. Among those who still view the Order as dangerous fanatics, it is believed that the worst prophecies mumbled by the Order's elders emanate from the Crown.

to the true believers, false manifestations of the omnipotence of the Martyr. The Order expects all visitors to Karmerruk to show proper respects to the Martyr. Priests are ready and waiting in the spaceport chapels to guide the heathens towards the light. Talismans and rites associated with the other Icons are allowed, but prayers and rituals dedicated to them must end in praise of the Martyr.

⚙️ KORAZAN'S HALLS

Large-scale business with the Order is only allowed in the commerce district. Foreign traders who try to trade in bulk directly with shops and companies in the Souk of Mist for example will find themselves facing immediate deportation without a chance to explain themselves. Off-worlders are only supposed to trade with merchants specially appointed by the Order. The largest deals always take place in Korazan's

halls, located on the outskirts of the commerce district, next to the spaceport. It is a big complex of halls and warehouses devoted solely to foreign trade.

⚙️ THE SOUK OF MIST

The Souk of Mist is located under the City of Foreigners' second largest dome. A constant fog covers the bazaar at the center of the district as well as the surrounding blocks. The souk is a bustling marketplace with narrow alleys and tiny plazas, two or even three stories high in some parts. Visitors from all across the Horizon can mingle with the locals here, pause in one of the small kawah shops, listen to the street musicians, pray in the chapels or just do business. To residents of Karmerruk, the souk is the only place where one can purchase goods not manufactured in the Zalos system.

A shuttle approaching the battle cruiser *The Hammer of the Martyr*.



ODACON

The Odacon system is a broken monument to the madness of the Portal Wars. No one comes here voluntarily, unless they are traveling between Coriolis and Mira, or desperate enough to seek fortune and fame in the ruined system.

ODACON WAS COLONIZED by Firstcome peoples long ago, and used to be a rich system with a large population. Several planets contained big cities and advanced industries. Then came the war. While initially spared, Odacon was hit hard towards the end. The final and most devastating battles of the war took place in the system and caused destruction on a level beyond anything the Horizon had witnessed before, making Odacon the fragmented system it is today.

THE DEAD SYSTEM

The system contains three planets – Sethlen, Rusah and Qayna – and the scattered remains of a fourth one. None of the planets have any major settlements. The system is much too difficult to navigate for it to be economically viable for any of the Consortium companies to expand here. Odacon has instead become a place for truly daring free trader captains and all sorts of underhanded business. There is no major faction presence here, and the population of the system is spread out in small colonies and independent space stations.

✿ THE DANGERS OF ODACON

That most crews choose other routes than the one through Odacon is no mystery. The dangers here are many, and physical threats like corsairs or remains of ancient war machines are not the only ones – navigating the system is also difficult. Since the war, the star has become unstable and unpredictable. It has cooled down considerably and creates strange gravitational phenomena. Both portals in the system are unstable and require a seasoned captain to be used. Several inexperienced crews have been left stranded here, unable to read their navigation systems.

✿ PORTAL STATION KHÔBAN

If the system can be said to have an administrative seat at all, it would be the Khôban portal station. About five hundred souls call Khôban their home, all living in the outer layers of the station while the core modules are slowly decaying. No slummers are allowed in the decrepit parts, but this rule is difficult to enforce. General law enforcement is handled by judicators from Coriolis, but it is the martyr warriors that are protecting Inashar Delion, the Order's consul to the station, and the Legionnaires that guard the Consortium's interests that are the actual deterrents to would-be troublemakers. The heart of the station is the hall of the Colonial Agency, where visitors can meet for business or quench their thirst in the cantina.

✿ ECHRON MINING STATION

The Echron mining station is a tube several kilometers long and a few hundred meters wide, orbiting Sethlen. Echron has a very important purpose. Sethlen's extremely high gravity makes it very difficult for heavy freighters to transport ore from the planet and the surrounding moons. Instead, the precious cargo is taken on smaller ships to Echron where it is unloaded and put into a mass accelerator to be fired towards waiting freighters farther out in space.

✿ THE ASH BELT

The Ash belt hangs like a dark shroud in the emptiness between the portals in Odacon. It consists of the remnants of Matush, the fourth planet that was destroyed during the wars, and the pulverized wrecks of enormous armadas. The Ash belt is a gold mine for scrapper crews

THE AMBASSADORS

All of the factions are represented on Khôban by an ambassador, something that is necessary to keep the Free League from gaining economic control over Odacon. The ambassadors meet regularly to discuss important matters, such as what actions must be taken against especially active corsairs for example. The meetings are often mostly a social affair, a pleasant evening with good food and drink. A certain level of political scheming is of course taking place, but it is nowhere near as devious here as it is in the more civilized parts of the Horizon.

and adventurers but also contains many dangers. Apart from the mythical Bane of Ashes, the belt is also home to blood-thirsty corsairs, automated battle systems and forgotten mines. Several small asteroid and space station communities nonetheless exist in the depths of the belt.

QAYNA'S GLACIER RUINS

The planet Qayna is covered in ice. Light and heat from the Odacon star is unable to reach the planet, partly because of the long distance, but mostly because the Ash belt is blocking the way. There are still many more or less intact structures on the planet, but the ice covers everything, making them hard to reach. Several very ambitious projects aimed at finding artifacts or valuable resources can be found here, and interest in Qayna's secrets is growing steadily. It is only a matter of time before the planet becomes crowded and conflicts arise.

THE BANE OF ASH

Few things can chill the blood of Odacon's residents quite like the mention of the Bane of Ashes. It is an entity said to be able to destroy a ship by simply breaking it down, molecule by molecule. Some say that the Bane of Ashes is a semi-intelligent war machine while others believe it to be a chaotic cloud of nanites. The truth about the Bane has yet to be revealed.

HISTORY OF THE HORIZON

The history of the Third Horizon is long and complicated. Everyone except the Draconites' lorekeepers and the prophets of the Order of the Pariah has forgotten most of the first two Horizons.

TO UNDERSTAND THE Third Horizon of today, one needs to know what happened during the Portal Wars and the background of the hostilities between the First and Second Horizon. This is described shortly below for the GM to read.

THE FIRST AND SECOND HORIZON

The two first Horizons were colonized long before the Third Horizon. The eternal Emperor of Ardha rules the First Horizon, or Terra as it is known there. The Second Horizon was dominated early on by the Symmetry, a caste of mystics. They had fled the tyranny of the First Horizon and colonized the Second Horizon in a series of quick waves. The Symmetry practitioners developed their own political dominance in the Second Horizon to protect themselves from the Emperor. Just as the Third Horizon was discovered and colonization of it began, hostilities broke out between the two older Horizons. The heart of the conflict was competition over natural resources and territory. The long and bitter war left dead stars, silent systems, burned-out planets and rock belts between the two Horizons in its wake. The war became permanent as the First Horizon began to focus on harnessing the power of the Dark between the Stars.

⚙️ THE KEY TO THE HORIZON

To both the First and Second Horizon, the Third Horizon was of great strategic importance. Aside for natural riches, the Third Horizon also housed weak points in the Symmetry's otherwise almost impenetrable defenses – most obviously, the node in the gas giant Xene. The cult known today as the Circle of Seekers were originally a part of the Symmetry, or rather, what

would later become the Symmetry. The Seekers and the Symmetry quickly discovered several nodes in the Third Horizon. A node can create a mystical and physical link between systems in a fashion that falls outside of the technology and methods used by the Portal Builders. Using the nodes, the Seekers could stay in contact with their mystic allies in the Second Horizon, but when the two cults parted ways, the use of the nodes stopped and the knowledge of their mysteries faded.

TIMELINE

CORIOLIS CYCLE	EVENT
-1,000 (roughly)	Zenith and Nadir leave Terra.
-900 (roughly)	The portals are discovered in systems close to Terra. The First Horizon's most promising worlds are colonized. The Second Horizon is explored.
-600 (roughly)	The Empire consolidates its power in the First Horizon. The mystics later known as the Symmetry start to colonize the Second Horizon.
-500 (roughly)	The Empire's stranglehold on the First Horizon is tightened further to suppress rebellious tendencies. The Third Horizon is colonized with the Empire's blessing.
-400 (roughly)	The First Horizon lays claim to the Second Horizon. War breaks out. The Empire's initial fortunes soon turn.
-350 (roughly)	The war between the First and Second Horizon is costly and bloody, and it also gives hope to anti imperialist forces in the First Horizon. Massive rebellions erupt, but are soon crushed.
-300 (roughly)	An organized rebel movement is founded in the First Horizon. The rebels are accused of being the Second Horizon's lackeys.

The Emperor's loyalists turn to the Dark between the Stars in hopes of reaching a final victory against the Second Horizon.

-300 (roughly) The Empire infiltrates the Third Horizon and the Nazareem's Sacrifice become important allies in the Emperor's attempts to conquer the Horizon without bloodshed. The Emperor cannot afford another war, not even against the much weaker Third Horizon.

-200 (roughly) Several of the old factions in the Third Horizon become suspicious of the actions of the Nazareem, but their infighting prevents them from uniting against the First Horizon's agents.

-120 The First Horizon's fleets enter the Third Horizon. The Portal Wars begin. The old factions are primarily fighting the Empire, but also each other in confusing side conflicts. Many portals are damaged by the unchecked use of thermonuclear and antimatter-based weapon systems.

-99 Faced with the imminent threat of a full-scale invasion by the First Horizon, a plan is set in motion to isolate the Third Horizon. The few portals that link the First and Third Horizon become targets and are destroyed.

-98 After the enemies' escape route has been cut off, the last of the imperial fleet is caught in the Odacon system and annihilated in the most devastating battle of the whole war.

-5 The Zenith finally arrives at a system with a red star – Dabaran.



THE PORTAL WARS

The original conflict that went on to become the Portal Wars was centered around whether the Third Horizon should be allowed independence or if it should be co-ruled by the First Horizon. As the war intensified, the original question was sidelined and many other conflicts that had been simmering in the shadows instead took its place. By proxy, the First and Second Horizon also fought each other during the Portal Wars.

The titanic weapons used in the war destroyed many of the portals linking the three Horizons together. The portals between the First and Third Horizon were hit the hardest, but also some of the portals connecting different systems within the Third Horizon. The last contact with the First Horizon was intentionally severed by the Order of the Pariah as the last of the Empire's forces were crushed, and several portals and mystical nodes had been destroyed before that. The Taoan system contains portals

to Hamura and Uharu, and a dead portal leading to the First Horizon – or rather, a portal the people of the Third Horizon believe to be dead.

NAZAREEM'S SACRIFICE

After the Portal Wars had ended, the Order's holy warriors found that tainted remnants of the Empire still existed in the Horizon. The taint bore the name Nazareem's Sacrifice. After a wave of diplomacy, the Order managed to unite the Firstcome factions in one last offensive and wipe out the Nazareem – or so they believed.

Nazareem's Sacrifice began as an Iconic cult devoted to the mystery of the Dancer. Influenced by the First Horizon, they eventually started to revere an aspect of the Dancer called the Beast. Worship of the Beast mixed well with the extreme ideals of beauty and absolute nihilism of the First Horizon. Only those free of the shackles of morality could achieve perfect beauty. Submission to this cruel movement and its ecstatic revels of perverse pleasures opened doors to unfathomable powers – stemming from the Dark between the Stars.

⚙️ A DARK PHOENIX

Nazareem's Sacrifice were not totally unprepared for the other factions' attack. The cult was ready for the coming witch hunt and escaped complete annihilation. In forgotten valleys on Mira, in high mountain caves on Algol, behind the masks of the bureaucrats of Sadaal – the Nazareem are hiding all over the Horizon. Awaiting their resurrection, the cult is at work in the shadows, getting ready. They possess powerful relics – macabre cadaver clocks that will sound when the time of the Nazareem has come. New members are recruited and the group is slowly growing stronger. As the Symmetry's knowledge disappeared after the Portal Wars and the prophets of the Order have abandoned the mystical ways, the Nazareem are free to use their abilities without fear of discovery.

THE ARRIVAL OF THE EMISSARIES

During the first years of the Portal Wars, mystical nodes were created all over the Third Horizon as a way for the Second Horizon to enter the First. Nodes opened directly between the Second and First Horizon were immediately destroyed, which made the routes through the Third Horizon necessary.

The Third Horizon was systematically purged of nodes in the final months of the war, either by imperial agents or by Firstcome factions tired of outside influence over the Third Horizon.

A few nodes survived, scattered across the systems. One such survivor is the node in the gas giant Xene, a node that operates both ways. There is much fear within the Symmetry that if the First Horizon were to gain access to the node, they could – theoretically – influence the Symmetry with their dark fantasies.

When a prospector ship made an emergency landing on the Xenian node, the Symmetry seized the opportu-

nity. Their mightiest seers entered a permanent trance and each possessed one of the prospectors. This was a risky maneuver, as it was done both via a node and at such extreme distances. The Dark between the Stars was lurking dangerously close by. The results were as expected – mixed. Of those who sacrificed themselves, only one retained her spirit and kept full control of the host. The darkness forced itself upon the souls of the others, who were all affected to varying degrees. The Emissary who was relatively unharmed travelled to Coriolis to steer the rulers of the Third Horizon in a desirable direction, without revealing either its secret or the existence of the node.

A group of explorers approaching the ruins of Sah Khoujand.



THE PORTAL BUILDERS

Without the Portal Builders, or the Predecessors as they are also called, the Third Horizon would not be what it is today. Their influence is still very present for the Horizon's inhabitants. No one really knows who the Portal Builders were. A myriad of theories exists, but the only sure thing is that they left the Horizon a long time ago. Perhaps they died out, were displaced by some great war, or reached what some of the more esoteric scientists call transcendence.

REGARDLESS OF THE nature and reason for their absence, their presence still lingers. Portal Builder remains can be found across the Horizon – some small, others enormous and beyond the capabilities of human construction. That the Predecessors were far more technologically advanced than humanity is without question. Whether their technology and artifacts should be used by humans is a whole other matter.

The remains of the Portal Builder civilization leave no clues as to their physical appearance. Archaeologists have unearthed statues with engraved pictures on Qayna, Kua, Menkar and many other worlds, depicting creatures of non-human origin. A wildly debated topic is whether the pictures show intelligent beings or some semi-intelligence like nekatra or ska-vara. If the pictures were carved by the Portal Builders or someone else is also a topic of discussion. Regardless of which, the stones seem to have been carved a long time before the Firstcome colonized the Third Horizon.

DOORS TO OTHER WORLDS

The most obvious remnants of the Predecessors are the portals. Without them, mankind would never have reached the stars so quickly or spread so far. Portal is the word used in everyday language, although portal field would be a more accurate term, as they are fluctuating and not confined by any physical constructs. The Foundation calls them Mathab Constructs after Aroz Mathab, the scientist who created the mathematical model

used to calculate the portal fields' reach and form before executing a jump.

The technology used to create portals is something that neither the Horizon's engineers nor its theologists have been able to explain. There are reasonably well-substantiated theories describing the mechanisms of the jump, but no understanding whatsoever about how one would go about creating a portal. Many humans have tried to solve this mystery, but none have succeeded. Several smaller space stations are said to have imploded after their inhabitants attempted to create new portal fields.

The extent of the Portal Builder civilization is unknown. The systems linked by the portals to form the Third Horizon contain enough habitable worlds to support a large civilization, but there are many dreamers who speak of even more systems out there, untouched by humans, but reachable through the portals.

THE HORIZON'S INHABITANTS AND THE PREDECESSORS

There are many who have devoted their lives and careers to finding out who the Predecessors were. The Foundation looks at it from a scientific point of view, and tries to understand their history and technology. Many free trader captains look at it from a crass economical perspective, as non-human artifacts can be worth a whole lot of birr, and understanding the Portal Builders would mean understanding where these artifacts can be found. Some prefer to keep

their opinions about the Predecessors to themselves. It is not known how intelligent non-human life would fit in with the Order of the Pariah's fanatical worldview, and what the Draconites think about it is as usual the subject of wild speculation and whispered rumors. There are a few groups in the Horizon with more extreme opinions on the Predecessors.

⚙️ VEIL OF FAYSAL

Within the Order of the Pariah, there is a small, tight-knit cult called Veil of Faysal, regarded as extremists by even the most bloodthirsty of martyr warriors. The Veil believes that all use of Portal Builder artifacts is heresy of the worst kind. They claim that continued use of the portals will lead to the Martyr abandoning the faithful. If the Veil had its way, the portals would be destroyed, and they are said to devote all their resources towards finding a way to achieve this goal. There are members of the Martyr Council who carefully support the Veil, but they have so far been unable to swing

any votes in the cult's favor. The more moderate factions of the Order keep an eye on the Veil, because although they have closed their system, the Order does not wish to see the portals closed for good.

⚙️ THE KEY BEARERS

There is a secret society on Kua called the Key Bearers, said to hold the Portal Builders above even the Icons. The society is well known, but most people view them as harmless eccentrics. Others say that the Key Bearers have several members of mighty Zenithian families among their ranks, which would mean that the society has considerable political power.

The Key Bearers' true belief is that the Portal Builders never left the Horizon, and that they are hiding in the indefinable space that exists between the portals. From there, the Predecessors see everything humanity does and measures the worth of mankind's actions. One day, they will emerge from the portals again, bringing either apotheosis or apocalypse. The Key Bearers are convinced that the true believers will





ascend to another plane of existence and that those who refuse to accept the truth will burn in a great reckoning.

So far, these doctrines are unknown to all but the Key Bearers themselves. If they were to be exposed, the society would likely face attacks on all fronts. The Hegemony would never allow such divergence in their ranks, the Church of the Icons would call them heretics, and if the Order were to take an interest in the Key Bearers, it would only be a matter of time before the society's members faced horrible misfortunes.

WONDERS IN THE THIRD HORIZON

The Portal Builders left strange monuments in their wake, scattered across the systems. Travelers will find buildings and strange astronomical and planetary phenomena that can only be described as wonders.

⚙️ THE MONOLITHS

The Monolith of Kua is considered by many to be of Predecessor design, but whether it is a fragment of an ancient city, some form of monument, or something completely different is unknown. The awe-inspiring height of the Monolith means that it looms over the districts of the Conglomerate below, with its shadow like an enormous sundial. A wandering zone of dusk covers one district after the other as the hours pass during the day. Gazing down from the spires and balconies of the Sky City, it looks like the arm of a gigantic clock turning on its axis from sunrise

THE HOST OF KAMILIYYAH

That the Monolith played an important religious role for the Firstcome tribes of Kua is well known, but its shadow is also of great importance to a modern splinter group from the Church of the Icons called the Host of Kamiliyyah. They are an ascetic cult of flagellants, constantly moving through the Conglomerate dusk zone below the Monolith. They preach that physical pain is the state closest to the Icons, and view time as the ultimate mystery. Kamiliyyah claims to be in possession of a secret code giving the cult unprecedented insights into the past, present, and future of the Horizon.

to sunset. The shadow of the huge obelisk has spawned countless myths that circulate on Kua.

⚙️ THE MENKAR MONOLITH

There is no doubting the fact that the Zenithian Hegemony rules over the monolith on Kua, but humanity's claim to the monolith in the Menkar Arm is a whole other matter. Just like the citadel of the Hegemony, the Menkar monolith is huge – almost four thousand meters from base to top – but in a much poorer state than its Kuan counterpart and leaning heavily. Despite these differences, the two were obviously constructed by the same architects.

The Menkar monolith is populated by humans, just like its sister on Kua. It towers above a hostile wilderness where many dangers lurk, a fact that made it a logical choice of refuge for the planet's early settlers. Today, many of the buildings on the monolith are in ruins and the rest are sparsely inhabited. The reason for this is that the monolith suddenly moved and tilted over to assume the position it holds today. Thousands were killed as their once stable homes plummeted towards the jungles below. Nowadays, some regard the leaning monolith as a reminder of the folly of man and use it as an example of why one should stay away from the ruins of the Portal Builders altogether.

How and why the monolith shifted is not known. Out of fear that it will fall over completely, the residents have kept from digging down to examine its base. Astronomers and conspiracy theorists of questionable reputation claim that the monolith fell at the exact same moment the Zenith entered the Third Horizon. They say that it changed position to point towards the top of the Kuan monolith when the orbits of their respective planets allow it, but this has so far been difficult to prove.

⚙️ THE EYE OF EKCHARAN

The Amedo system is home to the celestial body known as the Eye of Ekharan, orbiting the Amedo-B star. The Eye is a perfect ellipse, with a transverse axis of exactly 1,100 km. Since the observations of the Eye began, its orbit has stayed constant. That the Eye is not a natural phenomenon is obvious.

Because of its close proximity to Amedo-B, the Eye has so far proved unreachable to the foolhardy expeditions that have tried to examine it. Both the radiation and the extreme

gravity of the star mean that spacecraft far beyond the limits of human engineering are required to reach the Eye. Not much is known about the Eye other than that at irregular intervals, it turns 90 degrees. No pattern to this behavior over time has so far been found. All attempts at sensor measuring have been disrupted by background radiation.

Most agree that the Eye of Ekharan must be a Portal Builder construct, as no traces have been found of any other civilization that would have been capable of making such an artifact.

⚙️ THE AWADHI SUN FAN

A strange construct is orbiting the planet Denebula in the Awadhi system. The boiling planet, whose atmosphere consists of the noble gas hargium, is shadowed at regular intervals by a round construct reminiscent of a hand fan with blades that change colors from obsidian black to blinding silver. There is believed to be some form of intelligence controlling the phenomenon.

When the sun fan shadows the planet, the valuable hargium in the atmosphere is crystalized into fractalized hailstones. Death-defying prospectors seize the opportunity to fly into the hailstorms to gather the concentrated hargium, which can be sold to the factions or to one of the Horizon's many shipyards. Hargium increases the thrust of graviton projectors.

⚙️ THE NODES

In several places throughout the Third Horizon, there are so-called nodes that can facilitate mystical communication between different systems – and even between different Horizons. The nodes are often hidden deep inside gas giants, gas clouds, or asteroid swarms. In some cases, they are hidden in plain sight – clearly visible to the people of the Horizon, but entirely incomprehensible.

One such node is the web that hangs like a veil around the planet Izir in the Erequ. The web is made up of beams several AU long, consisting of a black, exotic matter that the prophets claim to be pure darkness. The Foundation has examined the web and pointed out that it is completely inert, believing that the beams are some form of extra-dimensional constructs. The beams form a hexagonal pattern that looks a lot like the mosaic that can be found in many of the Horizon's temple windows.

THE SYSTEMS GENERATOR

The Third Horizon is full of worlds, locations and adventures. Most of it is unknown to both the players and to you as the GM. This chapter contains the tools you need to create systems and populate them for the player group to explore.

THE THIRD HORIZON can be brought to life in a few easy steps. Every group's Horizon should be a unique experience that you create together. Below are the all details for creating your own systems.

- ◆ Space port 2D6
- ◆ Scenario hooks D66
- ◆ Factions 2D6



THE GENERATOR

There are thirty-six systems in the Third Horizon, but only the core systems are described in detail, and a few of the smaller ones are briefly described in the Coriolis core rulebook (page 311). On the Horizon map, you will find a few short sentences about each system. When you as the GM are about to create a system for the PCs, start at the top and work your way down. A few things are already decided, such as what color the star of the system is, how many planets it contains and if there are any gas giants or asteroid belts there. Nothing is certain however – the Foundation's astronics have discovered "forgotten" planets, rock belts and moons on several occasions. As the GM, you are free to change the information on the Horizon map to make it fit your group better.

The system generator is made up of a few tables describing the planet's appearance, surrounding space, atmosphere, temperature, nature and finally population, adventure and mission hooks and faction presence. You can roll dice on the tables or just choose the entries you like.

- ◆ Size 2D6
- ◆ Orbit 2D6
- ◆ Atmosphere 2D6
- ◆ Temperature 2D6
- ◆ Geosphere 2D6
- ◆ Population 2D6

There are many different planets in the Horizon, from the scalding hot Lubau to the frozen Hiperion, from lava-covered Pyre to humid Basilka. The tables below can be used for all kinds of planets, except for gas giants and asteroid belts that have their own tables.

PLANET SIZE

The size of a planet can vary a great deal even if it is not a gas giant. The most common are planets like Kua with a gravity of around 1 standard G. The size listed is the diameter of the planet in kilometers, with examples of roughly equivalent bodies from the Solar System. The Coriolis core rulebook describes the planets in the Kua system and their sizes. Worlds with lower than 0.7 G are considered low-gravity worlds and can harbor thin life forms, weirdly tall plants, gliding creatures and alien terrain.

Worlds with high gravity, above 1.3 G, are often massive worlds with level terrain, large oceans and high concentrations of metals. The life forms present are often either marine or subterranean. On both low and high-G worlds, unaccustomed PCs and NPCs will have trouble moving around and get a -2 to all **DEXTERITY**, **MELEE COMBAT** and **FORCE** tests. After a period of acclimation, the modifier disappears.

⚙️ GAS GIANTS

Gas giants differ from other planets in size and composition. They can be found in the outer

reaches of their systems. A gas giant near a sun is an anomaly, and probably affected by some form of artifact or other strange secret. When creating a gas giant using the gas giant tables, roll dice on tables 2 to 5 to determine size, color, temperature and characteristics. You don't use tables 10 to 12 for gas giants. The atmosphere is considered toxic or worse. The temperatures range from the cold of space in the outer atmosphere to solar heat in the core. Use the tables for regular planets to determine population, but roll only D6. A gas giant normally has 3D6 moons. The diameter of the moons is usually up to 5,000 km, but there are exceptions – the largest of Uharu's forest moons has a diameter of 8,000 km. You can generate these moons as planets if you like and use tables 9 and 13 to 17 to generate the population in orbit around the gas giant. The characteristics of a gas giant can be anything from rings to mysterious spots that are warmer or colder than the surrounding area, so-called "holes". On rare occasions, gigantic gas creatures inhabit the atmosphere.

✿ ASTEROID BELTS

Several of the systems in the Third Horizon contain asteroid belts. They vary in size and density, from the rich, thick belt in Kua to the dusty Ash belt in Odacon. Some belts are wide and massive, especially if there is no gas giant around to prevent its spread, such as Xene is doing in the Kua system. As often pointed out by the Foundation's astronics, gas giants work like asteroid herders. An asteroid belt is created by rolling dice on tables 6 to 8 to determine size, composition and characteristics. Larger asteroids can be handled as small planets and created separately. You can use tables 13 to 17 to generate population but treat an asteroid belt as a small planet (size 1-3) when generating population.

ORBIT

This table describes the space surrounding the planet, for example if it contains moons, rings, satellites or space stations, forgotten or active. There can be space stations in orbit even if the planet is without larger spaceports.

ATMOSPHERE

The atmosphere of a planet can vary a great deal (table 10), from being almost non-existent on small planets, to being heavy and dense on other planets. It could also be toxic or

THE SYSTEM GENERATOR AND REALITY

This system generator does not claim to represent our own reality. Coriolis is a game that moves between hard science fiction and science fantasy. A semblance of realism and logic is desirable, but not at all necessary. If you as the GM want micro planets with breathable atmosphere or huge planets that are not gas giants, this is completely up to you, and this could in fact give the story a little extra mystique.

TABLE 1: PLANET SIZE

2D6	SIZE	GRAVITY	EXAMPLES
2	←1,000km	Almost 0-G	Ceres and other asteroids
3	2,000 km	0.1 G	Iapetus
4	4,000 km	0.2 G	Luna, Europa
5-6	7,000 km	0.5 G	Mars
7-8	10,000 km	0.7 G	
9-10	12,500 km	1.0 G	Earth, Venus
11	15,000 km	1.3 G	
12	20,000 km	Almost 2 G	

TABLE 2: GAS GIANT SIZE

2D6	SIZE	THE SOLAR SYSTEM
2	40,000 km	
3	60,000 km	Uranus, Neptune
4	100,000 km	Saturn
5-9	150,000 km	Jupiter
10-11	200,000 km	
12	250,000 km	

TABLE 3: GAS GIANT COLOR

2D6	COLOR
2	White
3	Shimmering grey
4-6	Sulphur yellow
7-9	Red orange
10	Emerald green
11	Azure blue
12	Black

TABLE 4: GAS GIANT TEMPERATURE

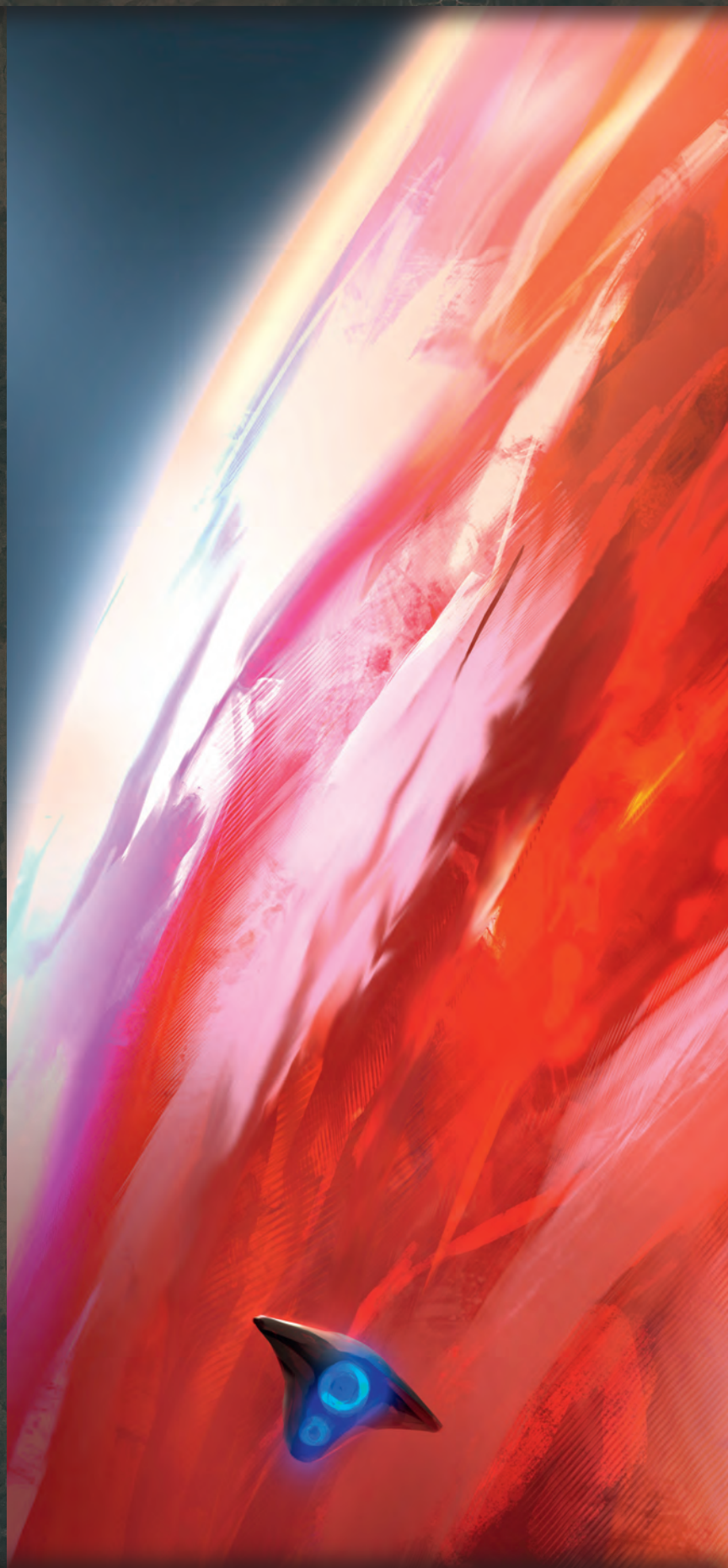
2D6	TEMPERATURE	METALS
2-6	-200 Celsius	
7	0 Celsius	
8-9	500 Celsius	Lead
10	1,000 Celsius	
11	2,000 Celsius	Lava, melting point of gold
12	3,000 Celsius	Iron

TABLE 5: GAS GIANT CHARACTERISTICS

2D6	CHARACTERISTICS
2-3	Rings
4-6	Storms
7-8	Spot/super storm
9-10	Warm/cold hole
11	Gas creatures
12	Artifact in orbit

TABLE 6: ASTEROID BELT SIZE

D6	SIZE
1	Small ring, smaller than the diameter of a planet (5-10,000 km)
2-4	Regular, about 1-2 AU wide
5	Massive, 10 AU wide and high. Blocks sunlight to the outer planets.
6	Scattered, 20+ AU wide.



dangerous in some other way, but if the colonist is in luck, it is breathable. The size of a planet affects the atmosphere, and the low-digit entries (2-8) are generally more common for smaller worlds, while the higher ones (9-12) are associated with large worlds.

☠ TOXIC

The toxic atmosphere is not breathable but has the right density to sustain life. The toxicity could be a result of high levels of carbon dioxide or poisonous gases. A filter mask is necessary to breath outdoors in this atmosphere. Without a mask, the person will suffer drowning attacks (see the Coriolis core rulebook, page 97).

☠ THIN

A thin atmosphere is not breathable and can almost be compared to vacuum. Exo shells are necessary to visit worlds with thin atmospheres. Damage to the exo leads to explosive decompression as it would in vacuum (Coriolis core rulebook, page 99). On worlds with a thin atmosphere, only in deep ravines or cracks will the pressure be high enough for humans to survive without exo shells. Filter masks are still necessary there though.

☠ BREATHABLE

The atmosphere contains the proper levels of oxygen and carbon dioxide to sustain base humans and other common life forms.

☠ DENSE

A dense atmosphere is the opposite of a thin one. Reinforced exo shells are necessary when visiting these worlds, and only on very high altitudes can normal life exist and humans take the exos off. Filter masks are still necessary though. Damage to the exo leads to an implosion-like effect with the same rules as vacuum exposure (Coriolis core rulebook, page 99).

☠ CORROSIVE, TOXIC

Corrosive atmospheres are toxic and burn the lungs. The corrosive attack is an opposed roll, Strength vs. the toxicity of the atmosphere (usually 1-3, CRIT 2). Test once per turn. The person exposed also suffers drowning attacks (Coriolis core rulebook, page 97). Exo shells protect against corrosive atmospheres.

TABLE 7: ASTEROID BELT COMPOSITION

D6	COMPOSITION
1	Dust/ash
2	Ice
3-5	Gravel and ice
6	Debris, wrecks and planet remains

TABLE 8: ASTEROID BELTS CHARACTERISTICS

2D6	CHARACTERISTICS
2	The belt is almost as black as the Dark between the Stars and difficult to maneuver through.
3	The belt is very bright and is always visible in the sky, even during the day.
4	A larger planet sits in the middle of the belt.
5-8	Nothing special.
9	The belt is at an odd angle from the rest of the planets' courses.
10	The belt is home to vacuum beings.
11	The belt's size fluctuates over the segments, like the tide.
12	The belt contains many Portal Builder remains.

TABLE 9: ORBIT

2D6	IN ORBIT
2	Roll D6 times on the table
3	Forgotten stations
4	Satellites
5	Space stations
6-8	Empty space
9-10	Moon/moons
11	Rings or gravel belt
12	Orbital asteroid belt

TABLE 10: ATMOSPHERE

2D6	ATMOSPHERE
2	Toxic*
3	Thin*
4-8	Breathable
9	Dense
10	Corrosive, toxic
11	Infiltrating, toxic
12	Special

* Planets of sizes 1-3 can only have Toxic or Thin atmospheres.

☠ INFILTRATING, TOXIC

An infiltrating atmosphere is corrosive but of a kind that also affects gear. Seals in exos and gear are destroyed after 2D6 hours. Special alloys and materials are necessary to survive in the atmosphere. Living creatures exposed to infiltrating atmosphere are affected by a corrosive attack (see above) with a toxicity of 4-8.

⚙ SPECIAL

This atmosphere could be varying across the planet's surface, it could be dense at the equator and thin around the poles, have liquid form or have some other special properties decided by the GM.

TEMPERATURE

The temperature of a planet is mainly dependent on its distance from the sun, but is also affected by the atmosphere. Add or subtract the modifiers listed below to your roll on table 11.

- ◆ **Thin atmosphere:** No modifier, but drastic differences in temperature between night and day.
- ◆ **Dense atmosphere:** +1
- ◆ **Corrosive or infiltrating atmosphere:** +6
- ◆ **Special atmosphere:** The GM decides.

GEOSPHERE

The geosphere (table 12) tells you how much dry land and ocean there is on the planet. The atmosphere and the temperature of the planet affect this.

- ◆ **Thin, dense, corrosive or infiltrating atmosphere:** -4
- ◆ **Special atmosphere:** The GM decides.
- ◆ **Hot temperature:** -2
- ◆ **Burning temperature:** -4

POPULATION

The population of a planet can range from empty wastelands or a handful of colonies to the cities of the core worlds with

TABLE 11: TEMPERATURE

2D6	TEMPERATURE	AVERAGE TEMPERATURE	DESCRIPTION
2	Frozen	← -50 Celsius	All water is frozen and the atmosphere is very dry
3-4	Cold	-50 to 0 Celsius	Some water exists, ice age on land, few clouds
5-9	Tempered	0 to 30 Celsius	Earth-like planet with clouds and polar ice
10-11	Hot	31 to 80 Celsius	Some water exists, small polar ice caps, cloudy
12+	Burning	→ 80 Celsius	No polar ice, very little water

TABLE 12: GEOSPHERE

2D6	GEOSPHERE	DESCRIPTION
←2	Desert world	Only desert and only underground water
3-4	Arid world	Huge deserts, dry steppes and a few small oceans
5	Wet world	Big oceans but mostly dry land
6-9	Earth-like world	
10	Island world	Oceans and some dry land
11	Ocean world	Occasional archipelagos and small islands
12+	Water world	Only ocean

their millions of inhabitants. Even inhospitable planets can house large populations, but special ways of coping with the hostile environment are necessary – flying cities, underground complexes or some other clever solution that you as the GM can come up with. The size of the planet will have a certain effect on the population.

♦ **Planet size 1-3:** -4

SPACE PORT

Whether or not there is a proper spaceport on a planet is dependent on the size of its population. All spaceports can handle ordinary technology but only larger ones have advanced tech capabilities (Coriolis core rulebook, page 104).

♦ **Population 2-3:** -8

♦ **Population 4-5:** -6

♦ **Population 6-7:** -4

♦ **Population 8-9:** 0

♦ **Population 10-11:** +1

♦ **Population 12:** +4

HOOKS

To make a planet come alive, you can add adventure hooks to it. The hooks in the table 15 are divided into Ruins, Weather, Inhabitants, Threats, Politics and Events. It is up to you as the GM to decide how many hooks to add.

FACTIONS

The factions are always present in the Third Horizon, albeit in many different forms – from lonely missionaries or colonial agents to whole Legion armies and temple colonies. Tables 16 to 17 let you determine how many factions are represented on the planet, which they are and their relative strengths.

WEAVING TOGETHER THE DETAILS

Once you as the GM have used the tables above and decided on all the different details, it is time to weave them together into a coherent story. Don't hesitate to change things that don't fit. You can use the characteristics listed for each system on the Horizon map as a guide, but only if they fit with your story.

Example: When the PCs arrive in the Caph system, the GM uses the tables above to create one of the planets circling the blue star Caph-A. The Horizon map describes Caph as a binary system known for the Caph platforms, the Hydra flotilla and

TABLE 13: POPULATION

2D6	POPULATION
←-2	Uninhabited
3	Abandoned outpost
4	Outpost
5	A few hundred inhabitants
6-7	A few thousand inhabitants
8-9	Tens of thousands of inhabitants
10-11	Hundreds of thousands of inhabitants
12	Millions of inhabitants

TABLE 14: SPACE PORT

2D6	TYPE OF SPACE PORT	SERVICE MODIFIER
←-3	Primitive landing strip	-3
4-5	Simple space port	-3
6-8	Ordinary space port	±0
9-10	Busy space port	±0
11	Trade cluster	+1
12+	Metropolis	+1

TABLE 15: HOOKS

D66	HOOK
RUINS	
11	Portal Builder ruins
12	First-come ruins
13	Earlier colonization
14	Abandoned city
15	Crashed ship
16	Unknown ruins
WEATHER AND NATURAL DISASTERS	
21	Titan storms
22	Flooding
23	Extreme rains
24	Firestorms and forest fires
25	Volcanic eruptions
26	High seismic activity

INHABITANTS

31	Cult
32	Primitive First-come
33	Colonists
34	Rebels
35	Soldiers
36	Scientists

THREATS

41	Corsairs
42	Rebellious mercenaries
43	Factionary clashes
44	Lawlessness
45	The Dark between the Stars
46	Dangerous creatures

POLITICS

51	Dictatorship
52	Emirate
53	Police state
54	Popular rule
55	Iconocracy
56	Extreme patriarchy/matriarchy

EVENTS

61	War
62	Natural disaster
63	Epidemic
64	Occupation
65	Pilgrimage
66	Apocalypse

TABLE 16: NUMBER OF FACTIONS

1D6	NUMBER OF FACTIONS
1	One dominant
2	Two balanced
3	Two competing
4	One dominant, one weak
5	Three competing
6	D6 factions, their strengths determined by D6 each

TABLE 17: FACTIONS

2D6	FACTION
2	The Syndicate
3	The Legion
4	The Free League
5	The Zenithian Hegemony
6-7	The Consortium
8	The Church of the Icons
9	Ahlam's Temple
10	The Nomad Federation
11	The Order of the Pariah
12	The Draconites

red gas rock. The GM names the planet Quidar and starts rolling dice. There are a few satellites orbiting the planet (4). Quidar itself is a small planet with a diameter of about 7000 km, a gravity of 0.5 G (6) and a breathable atmosphere (7). It is a temperate planet (5) which makes it relatively Earth-like. Quidar's geosphere is arid (3) and the GM decides that the planet is mostly dry land with one big ocean. A few thousand people call Quidar their home (7).

The space port roll is modified by the population and gets a -4. The roll gives Quidar only a smaller landing strip (2). The GM rolls the Factionary clashes hook (43) but decides to wait to determine the details of the conflict until he has rolled the factions rolls. On table 16, he rolls a 2 – two factions in balance. The two factions in question become the Zenithian Hegemony and the Legion.

The GM decides that the Caph platforms are the satellites orbiting Quidar, and that they are used as bases by the Hydra flotilla, which are corsair hunters in the service of the Hegemony. The factionary clash is a newly arisen conflict between the Hegemony and the Legion on the surface of the planet. The red gas rock is determined to be from the gas giants of Caph-B. The gas rock is exported via the Caph platforms after the 100 AU journey through empty space from Caph-B. Quidar's inhabitants are concentrated around the Jevghena colony in the northern plains.

DISTANCES IN A SYSTEM

A star system is usually about 50 AU wide from the sun to the Oort cloud. In binary and trinary systems the suns circle around each other, but not always in the same plane. That's why some systems are closer than 50 AU from each other.

You can place your planets anyway you like. We have purposely not detailed the placement of the planets in the described systems, except for Kua (Coriolis core rulebook, page 280). Gas giants should be located in the outer reaches of a system. The locations of life-sustaining worlds can vary, but they are often found near the center of the system. The distances can vary depending on the star type of the system. We recommend finding some astronomical literature if you wish to know more.

MISSION GENERATOR

It is not always easy to come up with new missions for the players. This chapter provides you with tools and inspiration for quick creation of missions tailored to your group.

THE GENERATORS BELOW are divided between the different group concepts, but there is nothing keeping a group of agents from going on a trade run of course, or a free trader crew from taking on a mercenary contract. Each mission generator consists of a series of tables and brief texts with details. At the end of the chapter, you will find suggestions for rewards and how to manage them.

The layout of the missions is as follows:

- ◆ A mission type, determining difficulty level, base payment and travel distance
- ◆ An employer, usually the group's patron
- ◆ A short description of the mission or voyage
- ◆ A location where the mission will take place
- ◆ A complication that will challenge the PCs
- ◆ A suggested reward

The missions can be generated at random using dice, or by choosing the table entries you like. If you want the mission to take the PCs to another system than the one they are in, you can use the star system table on page 301 in the Coriolis core rulebook.

THE FREE LEAGUE'S MISSION DATABASE

To make it easier for free traders, ship workers and other problem solvers to find employment, the Free League has created a missions database. People looking to hire personnel can upload their task or problem to the database, and prospective adventurers can take the job from any of the Bulletin's info terminals on stations or in ports, or apply through a Free League field office. It is usually the smaller fish who use the database, but it supposedly features a locked area containing faction missions as well, only available to those with the proper code key. The database contains a sophisticated search engine with many helpful features to aid the user. The GM

can use the database to offer the group a few different missions to choose from. You can use the mission sheet from the Free League web page to write down the missions available to the PCs. There is also an editable digital version of the mission sheet – use it to share your missions with the Coriolis forum on the Free League website. Expand on the missions below with your own material – every mission can be an exciting adventure!



MISSION TYPE

The first step is choosing the mission type, or rolling dice on table 18. The outcome will determine difficulty level, travel distance, possible complications and other problems. A mission that will take a long time to accomplish including long travel or containing difficult resistance will of course result in greater reward than a routine mission. Some missions will earn the PCs extra rewards, which could be anything from more birr to new ship modules or favors. There are rewards tables in each of the group concepts' sections and explanations of the different forms of rewards in table 43 on page 50.

The group's concept should be the foundation of their missions, but there is nothing stopping a group of free traders from infiltrating a spy ring or a group of agents from working an ice hauler – variety is a spice, even in the Horizon! Below are descriptions of the group concepts' different mission types and what they are called.

✳ AGENTS – MISSIONS

Agent groups can take on missions from a range of different employers. The mission itself is often pretty straightforward, but

complications along the way could make it more difficult. The locations of the missions are for the GM to decide, or he can use the systems table at the end of this chapter. The kind of location is determined randomly, however. The rewards are often birr or gear, but could include other things as well.

⚙️ MERCENARIES – CONTRACTS

The life of a mercenary is tough and brutal, and so are their contracts. The employer is often a larger organization, but it could be a small group or business as well. The contracts are often combat-oriented, but the GM could use ingredients from the other group concepts' missions if he wants to. The locations are often war zones, combat stations or fortifications.

⚙️ EXPLORERS – EXPEDITIONS

Finding the birr to fund your own expedition is not easy. This makes most explorers dependent on patrons and sponsors. Since a group of explorers could be anything from correspondents to colonists or archaeologists, the expeditions can vary a great deal. The GM can modify and

improvise to tailor the expedition to the group. The rewards are often permits to go on expeditions of one's own, or new, desirable knowledge.

⚙️ PILGRIMS – VOYAGES

Like explorers, pilgrims are a disparate group. They could be just that – pilgrims – or travelling plebeians, circus troupes, nomads etc. Pilgrim voyages are therefore divided into three categories: one for pilgrims, one for entertainers, and one for plebeians and nomads. The rewards will vary depending on the different groups' needs and lifestyles.

⚙️ FREE TRADERS – TRADE RUNS

Some free traders travel the whole Horizon, others stay in one system, but they all live off commerce. The goal of a free trader crew is usually to buy low and sell high. The profits end up in the pockets of merchants, and much of the rewards are used to keep the ship flying. The tables list suggested goods and destinations for delivery. The GM can use the systems table on page 301 in the Coriolis core rulebook to determine a system, or use the Horizon map for inspiration.

TABLE 18: MISSION TYPE

D66	MISSION TYPE	DESTINATION*	COMPLICATION	BASE REWARD (THOUSANDS OF BIRR)	EXTRA REWARD**
11-12	Routine	Within system	No	D6	0
13-15	Routine	Within system	No	D6	0
16-23	Routine	Within system	1	D6+2	0
24-25	Easy	Within system	No	2D6	0
26-31	Easy	Within system	1	2D6	1
32-33	Easy	Within system	1	2D6+2	1
34-36	Normal	Within system	1	3D6	0
41-43	Normal	Within system	1	3D6	0
44-45	Normal	Nearby system	1	3D6	0
46-51	Normal	Nearby system	1	3D6	1
52-53	Normal	Nearby system	1	3D6+2	1
54	Normal	Faraway system	1	3D6+4	0
55	Normal	Faraway system	1	3D6+4	1
56-61	Difficult	Within system	2	4D6	1

TABLE 18: MISSION TYPE

D66	MISSION TYPE	DESTINATION*	COMPLICATION	BASE REWARD (THOUSANDS OF BIRR)	EXTRA REWARD**
62-63	Difficult	Nearby system	2	4D6+2	0
64	Difficult	Nearby system	2	4D6+2	1
65	Difficult	Faraway system	2	5D6	1
66	Difficult	Faraway system	3	5D6+4	2

*Nearby system refers to a randomly determined system one jump away. Faraway systems are two or more jumps away, use the systems table on p 301 in the Coriolis core rulebook.

**The number of rolls you get on the rewards table appropriate for the group concept.

TABLE 19: EMPLOYER, AGENTS

D66	EMPLOYER
11-13	Judicator
14-16	Guard
21-23	Intelligence agency
24-43	Patron
44-46	Factionary
51-53	Merchant
54-56	Diplomat
61-63	Military
64-66	Criminal

TABLE 20: REWARDS, AGENTS

D66	REWARD
11-13	New contract
14-16	Favor
21-46	Birr
51-56	Gear
61-63	Ship module
64-66	License

TABLE 21: MISSION, AGENTS

D66	MISSION	DESCRIPTION
11-13	Infiltration	Undercover infiltration of a base, smaller group or outpost to obtain data, identify leaders or investigate the organization.
14-16	Information gathering	Gather information from tags, library databases, networks, old scrolls or a living person.
21-26	Espionage	Classic espionage with secret meetings, shadowing, burglaries and undercover work.
31-33	Kidnapping	Kidnap someone and deliver the person to the employer.
34-36	Couriers	Make sure sensitive information, resources or goods are delivered safely from the employer to the receiver.
41-43	Protection	Make sure a resource (information, person, object, ship) is safe from an attack or for a specified amount of time.
44-46	Manipulation	Trick a person or organization into believing false information, or make them perform a certain action, or set a chain of events in motion.
51-53	Artifact collection	Acquire an artifact, usually from an unknown, underground location.
54-56	Rescue operation	Rescue a resource (usually a person or group) that is held captive or hostage. It could also be an object or a wrecked spaceship.
61-63	Surveillance	Observe a resource (usually a person) for a specified amount of time.
64-66	Assassination	Murder someone, sometimes so that it looks like an accident. Collateral damage is permitted.

TABLE 22: LOCATION, AGENTS

D66	LOCATION	DESCRIPTION
11-13	Underground hideout	A bunker, catacombs or caves.
14-16	Hostile forest/ jungles/desert	Inhospitable planet side wilderness. Usually far from cities or settlements.
21-26	Bazaar	A bazaar or market in a city or settlement.
31-33	Spaceport	Spaceport on a space station or planet.
34-36	Asteroid/Moon	The surface of an asteroid or a smaller moon. Vacuum or dangerous atmosphere.
41-43	Space station	On a small space station, anything from an oxygen oasis to a trade or service station.
44-46	Ruins	Firstcome or Portal Builder ruins.
51-53	Colony	A small colony, usually no bigger than a small, sparsely populated village. Far from other settlements.
54-56	Portal station	A portal station next to a sun.
61-63	Spaceship	Onboard a spaceship during voyage or docking.
64-66	Outpost	A small outpost, usually planet side. An outpost is commonly just a single building with a specific function and only a few inhabitants. For example sensor station, dam control station, courier post or some other communications station.

TABLE 23: COMPLICATIONS, AGENTS

D66	COMPLICATION	DESCRIPTION
11-13	Third party	Another patron or a person with a similar background as the employer is after the same thing. Could offer the group higher payment or that they will use the information/resource for a different purpose when the mission is completed.
14-23	Accompanying employer	The employer wants to come along for the mission, or send an observer or agent along.
24-33	Double agent	A person the PCs encounter is a double agent for another organization with a conflicting agenda.
34-43	Bad intel	A piece of information about the mission turns out to be false, either intentionally or by mistake.
44-53	Unexpected reinforcements	The group's opponent receive backup in the form of reinforcements, more advanced computer systems or some other form of extra assistance.
54-63	Scapegoats	The employer wants the mission to go badly and for the PCs to take the fall for something.
64-66	Intelligence agency involvement	An intelligence agency, possibly factionary, with many resources has the same or opposite goals as the PCs.

Example

The GM is about to give the group a new mission. The PCs are a group of freelance agents on Coriolis. Their patron is Nefrite Garoud who works for the Free League's news division. In this case, the GM rolls 55 on the employer table, a diplomat. The diplomat needs help with espionage (24) on a space station (41). The GM rolls the Scapegoats complication (63). The diplomat promises a whole lot of birr for the mission (35). The GM decides that the diplomat is from one of the dars on Dabaran. For some reason, the diplomat needs to find out what is going on in one of the smaller space stations orbiting Kua, but has a secret plan to make the PC take the fall for the espionage. In other words, they are lucky to be paid half of the reward in advance!

TABLE 24: EMPLOYER, MERCENARIES

D66	EMPLOYER
11-13	Fleet captain
14-16	Military officer
21-23	Legion company
24-43	Patron
44-46	Factionary
51-53	Arms dealer
54-56	Mercenary
61-63	War veteran
64-66	Smuggler

TABLE 25: REWARDS, MERCENARIES

D66	REWARD
11-16	Faction protection
21-23	Ship module
24-53	Birr
54-56	Gear
61-63	Cybernetics/Bionics
64-66	Medal of honor

TABLE 26: CONTRACT, MERCENARIES

D66	CONTRACT	DESCRIPTION
11-13	Reconnaissance	Scout out an area, a location or the surroundings of a building. Remain unnoticed and report back to the employer.
14-16	Assault	Attack and hold a location. Prisoners may be taken.
21-26	Defend place or area	Defend a location or patrol an area; prevent the enemy from seizing it.
31-33	Reinforce location	Support or reinforce a position under attack, repel the enemy.
34-36	Seek and destroy	Find a person, group or location and destroy it. Could be civilians, enemy combatants or vehicles/spaceships.
41-43	Protect resource	Protect a resource. It could be information, a person, an object or a ship. Protect it from an attack or guard it for a specified amount of time.
44-46	Locate resource	Locate a person, group or object and either retrieve it or notify the employer of its location.
51-53	Rescue operation	Rescue a group, squadron or spaceship from an attack, imprisonment, or some other peril.
54-56	Raid	Plan and execute a raid on a person, group, convoy or vehicle. The goal is usually to destroy or delay the target.
61-63	Investigation	Locate something important, for example nuclear warheads, antimatter bombs or bionic weapons. The PCs could be accompanied by an agent, a weapons expert or some other officer.
64-66	Incursion	Go behind enemy lines or breach a fortress or garrison to secure a resource that could be a person, information or an object.

TABLE 27: LOCATION, MERCENARIES

D66	LOCATION	DESCRIPTION
11-13	Underground bunker	A bunker, new or old.
14-16	Hostile forest/jungles/desert	Inhospitable planet side wilderness. Usually far from cities or settlements.
21-26	Trenches	A trench on a deadlocked frontline. Mine fields, underground tunnels and other soldiers in despair.
31-33	Spaceport	Spaceport on a space station or planet.
34-36	Asteroid/Moon	The surface of an asteroid or a smaller moon. Vacuum or dangerous atmosphere.

TABLE 27: LOCATION, MERCENARIES

D66	LOCATION	DESCRIPTION
41-43	Combat station	A fortified space station with weapon systems, or some other battle installation such as a larger garrison, hangars or docks.
44-46	War zone	A larger area where open war is raging. Could be a burned-out city or a wilderness full of fighting combatants.
51-53	Fortification	A fortification could be a wall, modern fort, castle, artillery position, rocket silo or mine field.
54-56	Space station	On a small space station, anything from an oxygen oasis to a trade or service station.
61-63	Spaceship	Onboard a spaceship during voyage or docking.
64-66	Outpost	A small outpost, usually planet side. An outpost is commonly just a single building with a specific function and only a few inhabitants. For example sensor station, guard post, smaller garrison, smaller arsenal or warehouse.

TABLE 28: COMPLICATIONS, MERCENARIES

D66	COMPLICATION	DESCRIPTION
11-16	Bad intel	A piece of information about the contract turns out to be false, either intentionally or by mistake.
21-23	Supercargo	Someone they must protect during the mission accompanies the group. It could be an observer, a civilian or an agent.
24-33	Gear problem	The group has gear problems. It could be anything from weapons to vehicles or spaceships.
34-43	Underestimated resistance	The resistance or the attackers are stronger than expected.
44-53	Captured employer	The group's employer is captured during the mission. Fitting if the employer is an officer in the group's company.
54-63	New offensive	A new offensive has just been initiated when the group is about to carry out their mission, either by the enemies or by the PCs' side in the conflict.
64-66	Bombardments	The area where the mission takes place is being bombed. It could be air raids, torpedo attacks or rebel forces detonating mines and homemade explosives.

Example

The PCs are an old tactical team that lives off odd contracts here and there after an involuntary retirement. They are out of birr and it is time to find new work. The GM rolls a 33, showing him that it is once again the PCs' patron who finds them a contract through contacts in the Consortium. The PCs get a seek and destroy contract (34) to a base on a moon (36). The complication is that the resistance has been underestimated (41), as so often happens. Their patron promises some combat cybernetics as a reward for the group (61). The GM decides that the moon is one of the forest moons in the distant Uharu system. On the moon, there is a secret rebel base that must be destroyed before the next offensive can begin. The PCs must find the base and blow it up. Unfortunately, the base is not as small as they think...

TABLE 29: SPONSOR, EXPLORERS

D66	SPONSOR
11-13	Archaeologist
14-16	Scientist
21-23	Artifact merchant
24-43	Patron
44-46	Factionary
51-53	Correspondent
54-56	Prospector
61-63	Wealthy collector
64-66	Criminal

TABLE 30: REWARDS, EXPLORERS

D66	REWARD
11-13	Expedition of their own
14-16	Ship module
21-23	Vehicle
24-46	New knowledge
51-56	Birr
61-63	Gear
64-66	Artifact

TABLE 31: EXPEDITION, EXPLORERS

D66	EXPEDITION	DESCRIPTION
11-13	Excavation	Perform an excavation, start a dig site or help in an already started excavation.
14-16	Collection	Collect smaller archaeological finds, artifacts, information, scrolls or something similar. Could be from a dig site or some other location.
21-26	Survey	Map a location or an area for the employer. Report back with sensor maps and other collected data.
31-33	Secure outpost	Protect a smaller colony such as a dig site, Bulletin station, sensor station or radio beacon from an attack or from nature's wrath for a specified amount of time.
34-36	Assist colony	Assist a smaller colony with gear, information or expert knowledge about exo use, medicurgy, construction or something else.
41-43	Artifact hunt	Find an artifact. The location and sometimes the function are unknown. Clues must be tracked down before departure.
44-46	Investigation	Locate something important, for example lost ruins, a dig site or a surveyed location. The PCs could be accompanied by an external expert such as an archaeologist, correspondent or diplomat.
51-53	Find information	Find a specific piece of information for the employer. Sometimes, the group does not know the intended use of the information.
54-56	Prospecting	Command a prospecting expedition or secure a claim somewhere. It could be mining, asteroid harvesting, logging or gas or dust trawling.
61-63	Rescue expedition	Rescue a group, colony, archaeological expedition or correspondents from an attack or some other peril. Sometimes, the group does not know what has happened to the victims.
64-66	Big game hunt	Command or join in an expedition hunting a monster or some other creature.

TABLE 32: LOCATION, EXPLORERS

D66	LOCATION	DESCRIPTION
11-13	Underground catacombs	Catacombs, tombs or underground ruins.
14-16	Hostile forest/jungles/desert	Inhospitable planet side wilderness. Usually far from cities or settlements.
21-26	Library	A library or database hub. Could contain anything from scrolls to memory tags and djinn memories.

TABLE 32: LOCATION, EXPLORERS

D66	LOCATION	DESCRIPTION
31-33	Moon	The surface of a moon. Usually vacuum or dangerous atmosphere. Planet-like moons count as wilderness (above).
34-36	Asteroid belt	An asteroid belt or a debris or gas cloud.
41-43	Ruins	Ruins, either Firstcome, unknown or created by a conflict.
44-46	Portal Builder remains	Portal Builder remains. Usually mystical but sometimes intact or functioning.
51-53	Lost colony	A colony that lost contact with the Horizon several segments or cycles ago.
54-56	Space station	On a small space station, anything from an oxygen oasis to a trade or service station. Could be abandoned or destroyed.
61-63	Spaceship	Onboard a spaceship during voyage or docking.
63-66	One of the wonders of the Horizon	A large size artifact, like artificial moons or micro suns. The GM is free to decide its exact nature.

TABLE 33: COMPLICATIONS, EXPLORERS

D66	COMPLICATION	DESCRIPTION
11-16	Bad intel	A piece of information about the contract turns out to be false, either intentionally or by mistake.
21-26	Nature's wrath	The expedition is subjected to nature's wrath. It could be anything from ion storms, bad weather and meteorite showers to landslides or flash floods.
31-33	Corsairs	Corsairs attack the expedition.
34-43	Rival expedition	A competing party has the same goal as the expedition and tries to get there first or stop the PCs. They have roughly the same gear as the PCs.
44-53	Blockade	The destination is under blockade. It could be anything from tolls or anti-smuggling measures to factionary war.
54-63	Quarantine	The destination is placed under quarantine. It could be because of a contagion, a mind meme, dangerous technology or something else.
64-66	Intelligence agency	The expedition's goals interfere with the work of an intelligence agency. Intelligence agencies usually have a lot of resources and few scruples.

Example

The PCs are a group of colonists and archaeologists who want to go artifact hunting as soon as they have enough birr to fund an expedition of their own. They take for-hire expedition work to get there. The GM secretly rolls a 22, making the sponsor an artifact merchant. The expedition's purpose is to assist a colony (35). In the colony, there will be some form of library (26) but the expedition is complicated by a rival teams' arrival (43). The reward is new knowledge (41). The GM decides that the artifact merchant is someone the PCs know from Archaeology Alley on Coriolis. The merchant wants help with assisting a distant colony located next to an ancient Icon monastery containing a legendary library. The colony needs new resources and help with protection from the hostile environment and a series of mysterious disappearances. Unbeknownst to the PCs, a rival artifact merchant covets secret information hidden in the library and is therefore sabotaging the colony. The PCs' employer promises payment for the regular expenses as well as information about an artifact the group has been looking for.

TABLE 34: EMPLOYER, PILGRIMS

D66	PILGRIMS	ENTERTAINERS	NOMADS/PLEBEIANS
11-13	Nomad mystic	Director	Clan leader
14-16	Prophet	Poet	Prophet
21-23	Courtesan	Courtesan	Plantation owner
24-43	Patron	Patron	Patron
44-46	Factionary	Factionary	Factionary
51-53	Merchant	Musician	Travelling peddler
54-56	Preacher	Circus director	Nomad warrior
61-63	Pilgrim	Tarrab	Colonist
64-66	Hermit	Acrobat	Industrialist

TABLE 35: REWARDS, PILGRIMS

D66	PILGRIMS	ENTERTAINERS	NOMADS/PLEBEIANS
11-13	Holy relic/artifact	New contract	New scrap ship/colony
14-23	New voyage funded	New play funded	New colony funded
24-33	Gear	Gear	Gear
34-46	Birr	Birr	Birr
51-56	Ship module/feature	Ship module/feature	Ship module/feature
61-63	Temple constructed	Fame	Vehicle
64-66	Absolution/blessing	Faction reputation	Faction protection

TABLE 36: VOYAGE, PILGRIMS

D66	PILGRIMAGE	DESCRIPTION
11-13	Pilgrimage	A pilgrimage to one of the Horizon's important temples or holy sites.
14-16	Supply run	Bring supplies to somewhere.
21-26	Monastery visit	Travel to a monastery and remain there for some time.
31-33	Establish missionary colony	Establish a missionary colony and spread the faith in an area.
34-36	Missionary trip	Travel to several locations and spread the faith.
41-43	Construct temple	Help build a temple, from construction to inauguration, perhaps staying on to run the temple.
44-46	Acquire relic	Acquire a holy relic. It could be body part from a martyr or a hero, an object with sacred writing on it or a religious symbol.
51-53	Destroy relic/idol	Find a dangerous or tainted relic or a heathen idol and destroy it.
54-56	Find prophet	Find a lost prophet, seer, ascetic or preacher.
61-63	Fulfill prophecy	Help the Icons so that a prophecy is fulfilled.
64-66	Represent temple	Represent a temple in another location, such as during a sacred meeting, diplomatic trip or missionary voyage.

TABLE 36: VOYAGE, PILGRIMS

D66	LEISURE VOYAGE	DESCRIPTION
11-13	Find literature	Investigate and find lost literature. Could be anything from oral stories to blood operas or songs.
14-16	Service a set	Service a set. Could be anything from make-up, lighting and camera operating to catering or relaxation.
21-26	Guest performance	Perform somewhere by special invitation.
31-33	Organize a carnival	Organize a carnival, coordinate with other entertainers, acrobats and circuses.
34-36	Bazaar performance	A series of smaller performances in a bazaar or market.
41-43	Holo movie	Work with a holo movie, acting and/or directing.
44-46	Play	Perform a play in a theater or an opera house.
51-53	Circus performance	Perform in a circus show. Could be acrobatics, magic or animal/monster taming
54-56	Pleasure cruise	Take part in a pleasure cruise for the rich.
61-63	Dignitary performance	Perform for high-ranking dignitaries or factionaries.
64-66	Concert	Put on a concert with musical instruments and/or singing.
D66	WORK VOYAGE	DESCRIPTION
11-13	Plantation construction	Construct a new plantation and plant crops.
14-16	Supply run	Bring supplies to somewhere.
21-26	Guest work	Work in a factory or with service for a shorter period of time or one season. It could be harvesting, transportation, cleaning or servant work.
31-33	Start a colony	Build a colony or prepare a location before the colonists arrive.
34-36	Collect asteroid	Collect or tow an asteroid or ice block to prospectors or a refinery unit.
41-43	Construction work	Build something big, such as a dam, a mine or a large complex like a spaceport or a station.
44-46	Act of revenge	Exact vengeance on another group of plebeians or non-unionized workers. Could be sabotaging cargo or loading, burning stockpiled goods or destroying a ship or gear while in dock or storage.
51-53	Service bulk hauler	Servicing a bulk hauler with loading and unloading, plus running shuttle traffic down to a planet if necessary.
54-56	Loading	Loading using exos or ground loaders in a market or spaceport.
61-63	Repairs	Repair something. Could be anything from a spaceship, large vehicle or building to harvest machinery, a furnace or logging equipment.
64-66	Diplomatic representation	Represent a group of plebeians, workers or the Free League during negotiations.

TABLE 37: COMPLICATIONS, PILGRIMS

D66	COMPLICATIONS FOR PILGRIMS	DESCRIPTION
11-13	Cult	A cult stands in the PCs' way. They could be withholding relics, blocking roads or trying to stop the construction of a temple or the fulfilling of a prophecy.
14-16	Nature's wrath	The party is subjected to nature's wrath. It could be anything from ion storms, bad weather and meteorite showers to landslides or flash floods.
21-26	Doomsday prophecy	The end is nigh! A doomsday prophecy has been spoken that complicates the voyage.

TABLE 37: COMPLICATIONS, PILGRIMS

D66	COMPLICATIONS FOR PILGRIMS	DESCRIPTION
31-52	Lack of resources	Something important is missing. It could be gear, fuel, raw materials, and knowledge or simply birr.
53-56	Starvation	For some reason, the food will not last.
61-63	Diva	A diva appears, in the form of a prophet, preacher or temple officer, hindering the group unless they are prepared to grovel.
64-66	Iconic intervention	The Icons manifest themselves somehow. Through an avatar, an omen, a miracle or some other way of the GM's choosing.
D66	COMPLICATIONS FOR ENTERTAINERS	DESCRIPTION
11-16	Restrictions	A ban or high fee complicates the voyage.
21-26	Nature's wrath	The party is subjected to nature's wrath. It could be anything from ion storms, bad weather and meteorite showers to landslides or flash floods.
31-36	Rival group	A competing party has the same goal as the expedition and tries to get there first or stop the PCs. They have roughly the same gear as the PCs.
41-46	Lack of resources	Something important is missing. It could be gear, fuel, raw materials, and knowledge or simply birr.
51-56	Wrong equipment	The group's gear is unfit for the task.
61-63	Diva	A diva appears, in the forms of an actor, director or artist, hindering the group unless they are prepared to grovel.
64-66	War	A violent event occurs, such as a war breaking out.
D66	COMPLICATIONS FOR NOMADS/PLEBEIANS	DESCRIPTION
11-16	The crack of the whip	The employer has thugs pushing the group to work faster. It could be stevedore aqbars, foremen or something similar.
21-26	Nature's wrath	The party is subjected to nature's wrath. It could be anything from ion storms, bad weather and meteorite showers to landslides or flash floods.
31-36	Corsairs	Corsairs or bandits attack the group's work site.
41-46	Lack of resources	Something important is missing. It could be gear, fuel, raw materials, and knowledge or simply birr.
51-56	Starvation	For some reason, the food will not last.
61-63	Faction	A faction is blocking the work the group is supposed to do.
64-66	Rebels	Rebels violently try to stop the group's work.

Example

The PCs are a group of pilgrims travelling the Horizon to praise the Icons. They have been called upon by a prophet (14) to perform an important task. They must construct a temple (42) in the oxygen oasis on a distant asteroid (36). The construction is hampered by the lack of resources (31). As thanks for building the temple, apart from the Icons' favors, the PCs are promised birr (34). The GM decides that the oxygen oasis is located in the Rimward Reach as the PCs are currently on Coriolis. The asteroid is desolate and hardly contains any resources at all, but the prophet's promise of birr backed by the Church of the Icons should still be enough motivation for the PCs.

TABLE 38: EMPLOYER, FREE TRADERS

D66	EMPLOYER
11-13	Outpost representative
14-16	Merchant
21-23	Colonist
24-43	Patron
44-46	Trading house
51-53	Military officer
54-56	Criminal
61-63	Factionary
64-66	Privileged

TABLE 39: REWARDS, FREE TRADERS

D66	REWARD
11-13	Discount on new cargo
14-16	New contract
21-46	Birr
51-53	Ship module/feature
54-56	Faction contact
61-66	Extra debt cancellation
64-66	Artifact

TABLE 40: GOODS, FREE TRADERS

D66	GOODS	DESCRIPTION
11-12	Ore	Bauxite (aluminum), lead glance, gold-quartz, cassiterite (tin), malachite (copper), magnetite (iron), platinum-bearing sand, sphalerite (zinc)
13	Minerals	Pure minerals, salt
14	Metals	Bars of metal
15-16	Noble gasses	Argon, helium, neon, krypton, radon, xenon
21	Timber	Pine, jacaranda, mahogany, oak
22	Ice	Water ice or rare frozen solution
23	Chemicals	Industrial chemicals
24	Fertilizer	Natural (droppings) or synthetic
25-26	Textiles	Fabrics (wool, velvet, silk) or clothing
31-32	Foodstuffs	Base foods such as chickpeas, soybeans and other legumes, grains (corn, barley, rice, wheat) or refined versions thereof (such as couscous) or vegetables such as aubergine, spinach, zucchini, cucumber or tomato.
33	Spices	Jasmine, cinnamon, cloves, cumin, mint, basil, oregano, rose water, saffron
34	Delicacies	Apricots, bananas, baklava, dates, coconut, almonds, marzipan, nuts (pecans, pistachios, walnuts), raisins, oysters, caviar, testicles, ants
35-36	Medicinal goods	Vaccines, medicines, m- and t-doses, surgical gear for bionics or cybernetics
41	Religious paraphernalia	Altars, prayer towers, dismantled chapels, icons, reliquaries, religious art, talismans, relics, scrolls
42-43	Spare parts	Different makes and types, for exos, vehicles, cybernetics, medical technology, prospecting gear, drones, weapons, armor, spaceships or colony life support systems
44-45	Ship parts	Modules, features, parts for/from dismantled ships
46	Exos	Exo shells, loader exos, diver exos, carrier exos etc. Stacked effective use of cargo space.
51	Drones	Parts or ready-to-use automatic systems
52	Vehicles	Disassembled
53-54	Weapons	Choose from the Gear chapter

TABLE 40: GOODS, FREE TRADERS

D66	GOODS	DESCRIPTION
55-56	Body armors	Choose from the Gear chapter
61-62	Survival gear	Basic gear for survival or for a specific environment
63	Animal feed	Alfalfa, tailored animal or livestock feed, synthetic fodder
64-65	Livestock/animals	Work animals or pets, usually alive if loaded in a primitive environment or in stasis if from ordinary or advanced environments
66	Semi-intelligences	Ekilibri or nekatra are the most common, the former as plantation workers or pets, the latter as guards, soldiers or gladiators

TABLE 41: DESTINATION, FREE TRADERS

D66	DESTINATION	DESCRIPTION
11-13	Only coordinates	Coordinates for an area or secret base.
14-16	Hostile forest/jungles/desert	Landing site in planet side wilderness. Usually far from cities or settlements.
21-26	Bazaar	A bazaar or market in a city or settlement.
31-33	Spaceport	Spaceport on a space station, asteroid or moon, or a landing strip near a larger settlement.
34-36	Asteroid/Moon	The surface of an asteroid or a smaller moon. Vacuum or dangerous atmosphere. Planet-like moons count as wilderness (above).
41-43	Space station	A small space station, anything from an oxygen oasis to a trade or service station.
44-46	Souk	A larger souk where trading partners meet. Usually in a larger city or station, sometimes seasonal.
51-53	Colony	A small colony, usually no bigger than a small, sparsely populated village. Far from other settlements.
54-56	Portal station	A portal station next to a sun.
61-63	Spaceship	Onboard a spaceship during voyage or docking.
64-66	Outpost	A small outpost, usually planet side. An outpost is commonly just a single building with a specific function and only a few inhabitants see above.

TABLE 42: COMPLICATIONS, FREE TRADERS

D66	COMPLICATION	DESCRIPTION
11-13	Embargo/Quarantine	The destination is placed under quarantine or an embargo.
14-16	Customs inspection	A tolling vessel or some other customs ship approaches and demands to be allowed to board.
21-26	Corrupt customs officer	A customs officer demands to be bribed to allow the PCs through or will make sure their cargo gets tangled up in bureaucracy.
31-33	Corsairs	Corsairs or pirates attack the group's work site or ship.
34-43	Break-down	Some form of breakdown occurs onboard, during either loading or unloading.
44-53	Lost	The group strays from their planned route and is lost on a planet or in space.
54-56	Tricky merchant	The PCs encounter a merchant who hinders them from selling at a profit or tricks them in some other way.
61-66	Saturated market	The market at the destination recently received a big shipment of goods similar to the PCs' and the prices have dropped.

Example

The PCs are free traders that live for travelling the Horizon, making quick bargains. The GM rolls their patron as the employer (25), semi-intelligences as the goods (66), a bazaar as destination (21), lost as the complication (52) and birr as the reward (44). The GM decides that the PCs' patron contacts them after getting her hands on a shipment of semi-intelligences in stasis that could be sold at the livestock market in a neighboring system. Unfortunately, navigating the system turns out to be harder than expected. As extra flavor, the GM decides that, upon arrival, the PCs find that one of the stasis pods contains a human instead of the intended cargo – an opening for a new adventure later on.

TABLE 43: REWARDS

REWARD	DESCRIPTION
New contract	The group secures a new contract if they carry out the current mission or voyage well (the GM decides). A new contract means 20% more payment for the next mission.
Favor	The group can ask their employer for a favor at a later time. The nature of the favor could be specified when they accept the mission or be determined later. The effect should be powerful, equivalent of a strong Icon talent.
Birr	The group gets a big monetary reward plus expenses paid. For Easy missions they get D6 thousand birr, 2D6 for Normal missions and 3D6 for Hard ones.
Gear	The group gets some kind of gear they need. It could be weapons, armor or some other special equipment. Not necessarily one set/piece per PC.
Ship module/feature	The group can choose one new module or feature for their ship as reward.
License	The group acquires a license for some kind of gear, enabling them to purchase it. It could be heavy firearms, certain kinds of torpedoes or some other restricted tech. The license might be valid only once or a few times and maybe only in one location (the GM decides).

**CARGO SPACE**

Most free trader ships have large cargo holds, with several of the ship's modules devoted to only cargo. The size of the cargo hold should affect the mission, and might allow for several cargoes at the same time. The GM decides how much of the goods in question are available and if they require any special handling. When the reward is calculated, the number of cargo modules should affect the sum.

TABLE 43: REWARDS

REWARD	DESCRIPTION
Cybernetics/ Bionics	The group or an individual PC gets a free cybernetic mod or bionic sculpt, but must spend XP on it as usual.
Medal of honor	The group receives a medal of honor that gives them a +1 in all situations where having the medal may be beneficial (usually affecting MANIPULATION). When interacting with persons or groups with the same background as the medal, the modifier becomes +3 and might earn the PCs extra favors (the GM decides). A medal should feel like a powerful reward. Additional medals increase the bonus by 1.
Expedition of their own	The group is guaranteed funding for an expedition of their own. This includes all expenses as well as a debt payment during the time the expedition is scheduled to take.
Vehicle	The group gets a new vehicle, up to a small shuttle but no proper spaceships.
New knowledge	The group gets access to important knowledge that could lead them on new adventures or be connected to a PC's past.
Artifact	The group receives an artifact. This reward could well prove to be a double-edged sword
Holy relic/artifact	The group gets a holy relic or an artifact of religious significance to Icon believers. The relic should have a specific effect with a +3 modifier on rare occasions without generating DPs. Artifacts could be chosen from the list above, but should be given a religious interpretation.
New scrap ship/ colony	The group is rewarded with a new scrap ship. It is as close to a wreck as one can get but with a working bridge, reactor and graviton projector. All other modules are damaged or missing. The ship can be restored with new modules and a lot of birr. In some cases, this reward could be a small colony with a few buildings and an attached claim, mine or forested area or adjacent farmlands.
New voyage funded	The pilgrim group gets the next voyage funded, plus one segment of debt cancellation.
New play funded	The entertainer group gets a play, a concert, a movie or a circus tour funded, plus one segment of debt cancellation.
New colony funded	The nomad/plebeian group gets a new colony funded, but they must build it themselves.
Temple constructed	The group gets a temple erected in their honor. This gives them a +3 in appropriate situations when interacting with people in the same system, and a +1 in other systems. The modifier wears off after D6 segments. Additional temples during the D6 segments increase the bonus by 1.
Fame	The group becomes famous for something they have done and receives a +3 in all appropriate situations for one segment. They will also be recognized more often, which is not always a good thing.
Absolution/ blessing	The group receives a pardon, which is very good if they have done something wicked or evil. A blessing gives a +3 modifier in specific situations connected to the field and skills of one Icon.
Faction reputation	The group's reputation with a faction increases and they get a +3 when negotiating with that faction for one segment.
Faction protection	The group comes under the protection of a faction and can ask the faction for one favor if they get into trouble. The protection also means that hostile factions take notice of the group.
Discount on new goods	The group receives a discount on one type of goods on their next trade run and can make a 20% higher profit on that sale, complications not accounted for.
Faction contact	The group gets a contact within a faction that can give them new trade missions where the PCs can choose between a few different goods. They get a +3 when negotiating for these goods for D6 segments.
Extra debt cancellation	The group gets D6 segments of debt cancellation plus expenses paid.

TRAVEL

Traveling the Third Horizon means exploration and adventure. Regardless of whether you are delivering Dabaran wine to the luxury moon Cala Duriha or cutting your way through the Kuan jungles to reach a First-come outpost, the journey is often an adventure in itself.

THIS CHAPTER PROVIDES you as the GM with tools to help you make traveling in Coriolis more than just transportation. As everything else in this compendium, the rules below should only be used if they add something to the game. You are completely free to ignore them and let the trip be problem-free if you like, or just skip the traveling and cut to the destination. This is sometimes good to keep the story from losing focus.

While traveling in Coriolis will often be adventurous and challenging, it is also a time when the PCs can rest and recover. The rules divide traveling into three parts:

- ◆ **Development** – the players get to do develop of their character in some way.
- ◆ **Misfortunes** – something bad that happens to one or more travelers.
- ◆ **Encounters** – something that affects the whole group.

A good rule is that all PCs get to develop (if they have somewhere to rest and the time to spare), one PC faces a misfortune and the group as a whole gets to play a number of encounters depending on the area they are traveling through.

DEVELOPMENT

All PCs who travel and have time by themselves during the voyage can choose to do one of the following actions:

- ◆ Preparatory prayer to the Icons
 - ◆ Repair gear
 - ◆ Use XP
 - ◆ Change relationship to another PC
- Note that character development requires

that the PC have time and space to herself. An arduous march through the jungles during a monsoon does not give the PCs time for character development. The GM decides when the situation allows for development.

⚙️ PREPARATORY PRAYER

A PC can make preparatory prayers and sacrifices to an Icon. This gives her +1 to all prayer rerolls (+2 if done in a chapel) during the session when praying to that same Icon again.

⚙️ REPAIR GEAR

A PC can repair an item or a system onboard the ship/vehicle. Roll a normal **TECHNOLOGY** test to determine success.

⚙️ USE XP

A PC can use her time to train and learn, trading in her pooled XP for skills or talents (page 28 in the Coriolis core rulebook).

⚙️ CHANGE RELATIONSHIP TO ANOTHER PC

By taking the initiative and playing out a scene, a PC can change her relationship with another person in the group. It could be an argument over neglected service to a system onboard driving two friends apart, or a scene where two PCs become closer because of shared feelings or experiences. At the end of the scene, the players agree on their new relationship and write it down on their character sheets.

MISFORTUNES

In Coriolis, no trip is without complications. Gear gets worn out, vital systems malfunction and accidents occur. On every journey, one PC is randomly selected to suffer some sort

of misfortune. Play the misfortune as a short scene. The chosen PC should be the focus, but the rest of the group can play supporting roles. Battling a misfortune should be the chosen PC's time in the spotlight, a chance for her to prove that she is an invaluable member of the crew. It is also a good way to show that everyone has an important part to play, regardless of whether you are the pilot or just the deckhand. On longer voyages, two or more PCs could have to face misfortunes. It is you as the GM who decides how often a misfortune should befall the group. For simplicity's sake, a misfortune generally affects one crew position – use table 44 to determine who is affected, and then choose a misfortune from the list below, or use your imagination to create your own. The important thing is that the PC (or the group) must test skills to beat the challenge.

THE CAPTAIN'S MISFORTUNES

- ◆ **STOWAWAYS** – An uninvited guest has snuck onboard and pleads with the captain's conscience. Who is the stowaway? And how will the captain handle the situation?
- ◆ **DISTRESS CALL** – A signal on the emergency frequency is intercepted. Who or what is seeking aid?
- ◆ **UNEXPECTED ENCOUNTER** – Roll on the Encounters table. Can the captain avoid the encounter or not?
- ◆ **ILLEGAL CARGO** – Someone is using the ship's cargo containers for smuggling. Who, and for what?
- ◆ **HAUNTING** – The lights flicker and systems turn on and off. Who or what is haunting the ship? Can the journey continue?
- ◆ **BAD NAVIGATION** – The computer reports one set of coordinates, but the navigation beacon reports another. Where is the ship and what has happened?

THE SENSOR OPERATOR'S MISFORTUNES

- ◆ **SENSOR GHOSTS** – There is a quick flash on the screen. Is there something out there?
- ◆ **SENSOR GLITCH** – There is something wrong with the sensors. Is it because of broken internal wiring, or will the repairs require a spacewalk?
- ◆ **TRANSPONDER MALFUNCTION** – There is something wrong with the ship's transponder. What is the ship claiming to be?
- ◆ **OVERLOAD** – Vital panels flicker and go dark. Something must be done before the systems fry.

TABLE 44: WHO IS AFFECTED BY THE MISFORTUNE?

D6	POSITION
1	Captain
2	Sensor Operator
3	Gunner
4	Engineer
5	Pilot
6	Entire group

TABLE 45: MISFORTUNES ON LAND

2D6	MISFORTUNE
2	Spoiled provisions
3	Contagion
4	Bad weather
5	Wild animals
6	Poor camp
7	Lost
8	Insects/vermin
9	Sinkhole/Landslide
10	Chased
11	Storm
12	Cold/Heat

- ◆ **FAULTY CALIBRATION** – There is someone following the ship! Or is there? The sensors give contradicting information. What has gone wrong?
- ◆ **VIRUS** – The screens are flooded with unintelligible symbols, and nothing works like it should.

THE GUNNER'S MISFORTUNES

- ◆ **DISCONNECTED SYSTEMS** – One or more weapon systems stop responding. What has happened?
- ◆ **OVERHEATING** – A weapon system suddenly warns about overheating. Why?
- ◆ **UNINTENTIONAL LOCK-ON** – The lock-on signal whines loudly across the bridge. A weapon system has locked onto an object or another ship. What is going on?
- ◆ **SUDDEN DISCHARGE** – A weapon system fires a salvo. What triggered the firing?
- ◆ **ARMED TORPEDO** – The launch control djinn warns of an armed torpedo in the torpedo room. Will you be able to disarm it?
- ◆ **POOR SERVICE** – Dirt or vermin have gotten deep into the core of a weapon system. Can it be cleaned out?

THE ENGINEER'S MISFORTUNES

- ◆ **COUGHING GRAY PROJECTORS** – The graviton flow is fluctuating. What is the problem?
- ◆ **TRANSFORMER SHORT CIRCUIT** – The power supply to some parts of the ship shuts down. What is causing it?
- ◆ **MALFUNCTIONING CLIMATE CONTROL** – The ship suddenly turns very hot or very cold. How can the problem be fixed?
- ◆ **VENT PROBLEMS** – The air becomes dry and increasingly stuffy. What has happened?
- ◆ **UNINVITED GUEST IN THE ENGINE ROOM** – A pest of some sort is wreaking havoc in the engine room. What is it and how can it be caught?
- ◆ **STRIKING TRASH COMPACTOR** – The trash compactor is not working like it should and gives off a rotten smell. How can it be repaired?

THE PILOT'S MISFORTUNES

- ◆ **SUDDEN EVASIVE MANEUVER** – Something comes shooting right towards the ship. Will the pilot be able to evade a collision? What are the consequences of the maneuver?

- ◆ **MALFUNCTIONING THRUSTERS** – The thrusters are acting strangely, the ship shakes and rolls. Why?
- ◆ **ION STORM** – An ion storm hits the ship! Can the pilot navigate through it without it harming the passengers?
- ◆ **METEORITE FIELD** – A sudden bang, and then another. The ship has entered a meteorite field. Can the pilot escape the field before the ship is hit by a larger rock?
- ◆ **SPACE DEBRIS** – The ship enters a field of junk and debris. What does it contain? And can the pilot get the ship to safety?
- ◆ **AUTONOMOUS AUTOPILOT** – The ship suddenly changes course and speed, as if the controls have been possessed. What is causing this?

THE GROUP'S MISFORTUNES

- ◆ **HULL BREACH** – The breach alarm goes off! The ship is venting oxygen into space and the hole is rapidly getting bigger. Can the group find and repair the hole fast enough?
- ◆ **DISABLED GRAVITY** – The artificial gravity switches off. Crewmembers and loose gear float around freely onboard. What is wrong?
- ◆ **INTRUDERS** – Someone has snuck onboard. Who? And why?
- ◆ **CONTAGION** – One by one, the crewmembers start to feel sick. What is causing it?
- ◆ **FIRE!** – Smoke is pouring out of the vents – there is a fire somewhere! Can the crew put it out before they lose control?
- ◆ **RADIATION STORM** – A violent radiation storm hits the ship and the crew must find shelter quickly. Will they make it?



MISFORTUNES ON LAND

On planet side journeys, the GM rolls dice on table 45 to determine misfortunes that affect the whole group.

- ◆ **SPOILED PROVISIONS** – The group's food has somehow gone bad. If they fail to find new food, they will suffer the effects of Hunger (page 98 in the Coriolis core rulebook).
- ◆ **CONTAGION** – Nausea and disease spread through the group. Everyone must test **SURVIVAL**. A failed test results in 1 point of damage/day for D6 days.
- ◆ **BAD WEATHER** – Rain, snow and strong winds make the journey difficult. The PCs become wet, tired and cold and they all must test **SURVIVAL**. A failed test results in 2 points of damage.
- ◆ **WILD ANIMALS** – The PCs encounter wild animals. They might attack.

- ◆ **POORLY MADE CAMP** – The camp is either poorly made or suffers an incident during the night. The PCs get little sleep and suffer 1 stress point from lack of sleep.
- ◆ **LOST** – The group get lost and must struggle to find their way back. The PCs must test **SURVIVAL**. A passed roll means that they find the path within the hour; failure means that they are lost for 3D6 hours.
- ◆ **INSECTS/VERMIN** – Insects or vermin of some sort attack The PCs.
- ◆ **SINKHOLE/LANDSLIDE** – All PCs must test **DEXTERITY**. Those who pass find safe ground, but those who fail fall into a hole or get stuck.
- ◆ **CHASED** – The group are being followed by someone or something. All PCs must test **SURVIVAL**; those who fail suffer 2 stress points from fear. And what if the pursuers catch up?
- ◆ **STORM** – Dark clouds appear and a storm comes crashing down. The PCs must find shelter!
- ◆ **COLD/HEAT** – The temperature suddenly drops or rises. Unless the PCs find cover, use the rules for Cold (page 99 in the Coriolis core rulebook).

ENCOUNTERS IN SPACE

Regardless of whether the group is travelling through the emptiness of space or on the surface of a planet, they will sooner or later encounter other travelers. The frequency and nature of the encounters will vary depending on the area they are traveling through. Far from the light of civilization, the chances of crossing paths with someone are slim, but the risks that the people you do encounter will be suspicious or up to no good increase. The Encounters table below contains events, like super flares and mine fields. These are of course not encounters in any strict sense of the word, but for simplicity's sake they have been included in the table anyway.

ENCOUNTERS ON PLANETS

If the GM should so desire, the Reactions table (47) can be used for planet side encounters as well. The city has the same modifiers as Portal zone, Countryside counts as Habitable zone and Wilderness is equal to Deep space zone.

TABLE 46: FREQUENCY OF ENCOUNTERS

REGION	FREQUENCY	REACTION MOD . TO TABLE 47
Portal zone (0.5 AU from the portal)	One every two hours	2
Core zone (0.5-3 AU from the portal)	Two per day	0
Habitable zone (3-10 AU from the portal)	One per day	0
Fringe zone (11-40 AU from the portal)	One every three days	-1
Deep space zone (40+ AU from the portal)	One per week	-2

TABLE 47: REACTIONS*

2D6	REACTION
2	OPENLY HOSTILE. ATTACKS IF STRONGER THAN THE PCS.
3-4	HOSTILE. CONSIDERS ATTACKING.
5-7	RADIO SILENCE. IGNORES THE PCS.
8-10	SOMEWHAT FRIENDLY. EXCHANGES INFORMATION/WARES.
11	FRIENDLY. HELPS OR ASSISTS THE PCS.
12	VERY FRIENDLY. OFFERS ALLIANCE OR MISSION.

*Modified by table 46

TABLE 48: ENCOUNTERS AND EVENTS IN SPACE

D66	FACTION SPACE	CIVILIZED SPACE	FRINGE SPACE	UNCHARTED SPACE
11	Ice hauler	Ice hauler	Ice hauler	Slaver ship
12	Water tanker	Water tanker	Ship in distress	Ship in distress
13	Bulk hauler	Bulk hauler	Corsairs	Corsairs
14	Freighter convoy	Freighter convoy	Freighter convoy	Asteroid base
15	Passenger ferry	Passenger ferry	Derelect ship	Derelect ship
16	Pilgrim vessel	Pilgrim vessel	Pilgrim vessel	Abandoned cargo

TABLE 48: ENCOUNTERS AND EVENTS IN SPACE

D66	FACTION SPACE	CIVILIZED SPACE	FRINGE SPACE	UNCHARTED SPACE
21	Large freighter	Large freighter	Abandoned cargo	Escape pod
22	Private yacht	Private yacht	Nomad ship	Nomad ship
23	Diplomat vessel	Prison ship	Mine field	Ion storm
24	Mercenary ship	Mercenary ship	Mercenary ship	Small freighter
25	Legion destroyer	Legion destroyer	Mercenary ship	Wreckage
26	Military convoy	Military convoy	Prospector ship	Mine field
31	Military convoy	Courier ship	Scavenger ship	Scavenger ship
32	Temple ship	Temple ship	Gas cloud	Gas cloud
33	Small freighter	Abandoned cargo	Small freighter	Freighter convoy
34	Courier ship	Tow ship	Prospector ship	Navigation beacon
35	Navigation beacon (staffed)	Navigation beacon (staffed)	Smuggler	Smuggler
36	Patrol ship	Debris	Smuggler convoy	Mercenary ship
41	Passenger ferry	Freighter convoy	Syndicate ship	Colony ship
42	Research vessel	Smuggler	Outpost	Outpost
43	Prospector ship	Prospector ship	Research vessel	Research vessel
44	Torpedo ship	Small freighter	Stasis module	Stasis module
45	Small passenger freighter	Small passenger freighter	Nomad swarm	Nomad swarm
46	Private yacht	Torpedo ship	Refugee ship	Super flare
51	Gas cloud	Courier ship	Flying circus	Prospector ship
52	Beacon ship	Research vessel	Corsair group	Corsair group
53	Abandoned cargo	Abandoned cargo	Blockade runner	Abandoned station
54	Scavenger ship	Beacon ship	Small freighter	Black birr
55	Corsairs	Corsairs	Corsairs	Corsairs
56	Refugee ship	Nomad swarm	Corsairs	Corsairs
61	Flying circus	Flying circus	Scavenger ship	Warship wreckage
62	Outpost	Outpost	Ship cemetery	Ship cemetery
63	Black birr	Black birr	Black birr	Portal Builder remains
64	Super flare	Super flare	Super flare	The Dark between the Stars
65	Smuggler	Scavenger ship	The Dark between the Stars	The Dark between the Stars
66	The Dark between the Stars	The Dark between the Stars	The Dark between the Stars	The Dark between the Stars

TABLE 49: THE DARK BETWEEN THE STARS

D6	MANIFESTATION
1	MUZHADJAR
2	DJINN
3	BYARA
4	DARKBOUND (ONE POSITION AFFECTED)
5	MANIA (ONE POSITION AFFECTED)
6	BAH-JIN

TABLE 50: ENCOUNTERS AND EVENTS ON PLANETS

D66	CITY	COUNTRYSIDE	WILDERNESS
11	Drunk teenagers	Poor workers	Thick undergrowth
12	Annoying drunk	Laconic nomad	Marsh
13	Intrusive peddler	Colorful nomad caravan	Hungry wild animal
14	Light-fingered pickpocket	Curious wild animal	Pack of wild animals
15	Angry guards	Domestic animals blocking the road	Scouting hunter
16	Wild skavara	Temporary road market	Patrolling guerilla fighters
21	Chanting preacher	Quarrelling travelers	Wandering nomad
22	Charming courtesan	Resting traveler	Mercenaries on a mission
23	Cocky ship crew	Torrential rains	Archaeologists' camp
24	Aggressive Legionnaires	Worsening storm	Lonely hermit
25	Reciting poet	Traveling mercenaries	Suspicious trailblazer
26	Loud singer	Guards on patrol	Lost wanderer
31	Theater group performing	Working archaeologists	Abandoned pet
32	Dancing courtesans	Suspicious villagers	Ruins
33	Training acrobats	Inquisitive scientist	Secret hideout
34	Devout pilgrims	Wandering pilgrim	Old mausoleum
35	Begging street urchin	Abandoned village	Slaver
36	Beaten city dweller	Cantina	Abandoned temple
41	Guards on patrol	Scouting guerilla fighters	Oasis/wellspring
42	Escaped convict	Fugitive on the run	Colonial expedition
43	Stoned robber	Traveling merchant	Worsening storm
44	High gang member	Dignitary procession	Dead travelers
45	Cocky street gang	Greedy bandits	Deserted outpost
46	Curious researcher	Oasis/meeting place	Deep ravine
51	Agitated mob	Inhabited village	First-come scout
52	Radical students	Baker with trolley	Lonely settlement
53	Distinguished noble	Wild skavara	Wreckage of vehicle/ship
54	Lost traveler	Praying preacher	Inhabited ruins
55	Enthusiastic storyteller	Inhabited farm	Underground First-come base
56	Mercenaries on a mission	Smugglers loading cargo	Inhabited outpost
61	Spying scout	Traveling courtesans	Weather station
62	Funeral procession	Traveling circus	Caravan
63	Couple in love	Scouting Legionnaires	Wild pack of skavara
64	Pompous dignitaries	Burned-down settlement	Smuggler den
65	Merciful Samaritans	Vehicle wreckage	Hidden artifact
66	Mystic	Darkmorph	Darkmorph

CORICOLIS

MISSION

MISSION:
DESTINATION:
EMPLOYER:
REWARD:

INFORMATION

COMPLICATIONS

MISSION

MISSION:
DESTINATION:
EMPLOYER:
REWARD:

INFORMATION

COMPLICATIONS

MISSION

MISSION:
DESTINATION:
EMPLOYER:
REWARD:

INFORMATION

COMPLICATIONS

MISSION

MISSION:
DESTINATION:
EMPLOYER:
REWARD:

INFORMATION

COMPLICATIONS

CORIOLIS

NAME:	
CONCEPT:	
APPEARANCE:	
ICON:	REPUTATION:

NAME:	
CONCEPT:	
APPEARANCE:	
ICON:	REPUTATION:

NAME:	
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ICON:	REPUTATION:

ATTRIBUTES	
STRENGTH	
AGILITY	
WITS	
EMPATHY	

ATTRIBUTES	
STRENGTH	
AGILITY	
WITS	
EMPATHY	

ATTRIBUTES	
STRENGTH	
AGILITY	
WITS	
EMPATHY	

TRAUMA	
HIT POINTS (STR+AGI)	
STRESS POINTS (WIT+EMP)	

TRAUMA	
HIT POINTS (STR+AGI)	
STRESS POINTS (WIT+EMP)	

TRAUMA	
HIT POINTS (STR+AGI)	
STRESS POINTS (WIT+EMP)	

SKILLS	

SKILLS	

SKILLS	

TALENTS	

TALENTS	

TALENTS	

WEAPONS	SKILL	INIT	DAMAGE	CRIT

WEAPONS	SKILL	INIT	DAMAGE	CRIT

WEAPONS	SKILL	INIT	DAMAGE	CRIT

EQUIPMENT	

EQUIPMENT	

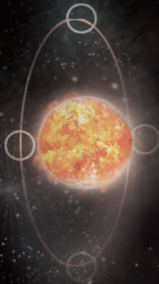
EQUIPMENT	

SYSTEM SHEET

50 AU

20 AU

10 AU



PLANET

GAS GIANT ☐ ASTEROID BELT ☐

PLANET DATA

SIZE:

ATMOSPHERE:

GEOSPHERE:

TEMPERATURE:

DESCRIPTION

ORBIT:

POPULATION:

SPACE PORT:

FACTIONS:

OTHER

PLANET

GAS GIANT ☐ ASTEROID BELT ☐

PLANET DATA

SIZE:

ATMOSPHERE:

GEOSPHERE:

TEMPERATURE:

DESCRIPTION

ORBIT:

POPULATION:

SPACE PORT:

FACTIONS:

OTHER

PLANET

GAS GIANT ☐ ASTEROID BELT ☐

PLANET DATA

SIZE:

ATMOSPHERE:

GEOSPHERE:

TEMPERATURE:

DESCRIPTION

ORBIT:

POPULATION:

SPACE PORT:

FACTIONS:

OTHER

PLANET

GAS GIANT ☐ ASTEROID BELT ☐

PLANET DATA

SIZE:

ATMOSPHERE:

GEOSPHERE:

TEMPERATURE:

DESCRIPTION

ORBIT:

POPULATION:

SPACE PORT:

FACTIONS:

OTHER

The bridge was silent except for the whir of the ship's air filters. Nima, the sensor operator, looked up from her screen.

"No signs of intelligent life, no com traffic, no artificial light," she said quietly.

"Atmo?" captain Nastasia asked, loud enough for everyone on the bridge to hear.

"Dense, probably corrosive..."

Nima was cut off when a shadow fell over the bridge. The sun was eclipsed by an enormous entity speeding silently towards the ship. Collision alarms shrieked on the bridge. The crew of the Akhander watched the gigantic wreck descending towards them, a dark body of unrelenting force crowned in starlight.

The Icons' promised land, the vast cluster of star systems called the Third Horizon, is full of unsolved mysteries, ancient ruins, and deadly secrets. The mighty wonders left behind by the Portal Builders and the true nature of the mysterious Emissaries have only been myth to the common people of the Third Horizon – until now.

Some of the contents of this booklet:

- ◆ Description of the most important systems of the Third Horizon.
- ◆ A historical overview of the Third Horizon.
- ◆ The story of the Portal Builders and descriptions of the wonders they left behind.
- ◆ Tools and tables to help you create your own systems and planets.
- ◆ Mission generators for quick adventure creation.
- ◆ Expanded rules for space travel and unexpected encounters.



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