

FREE LEAGUE PUBLISHING

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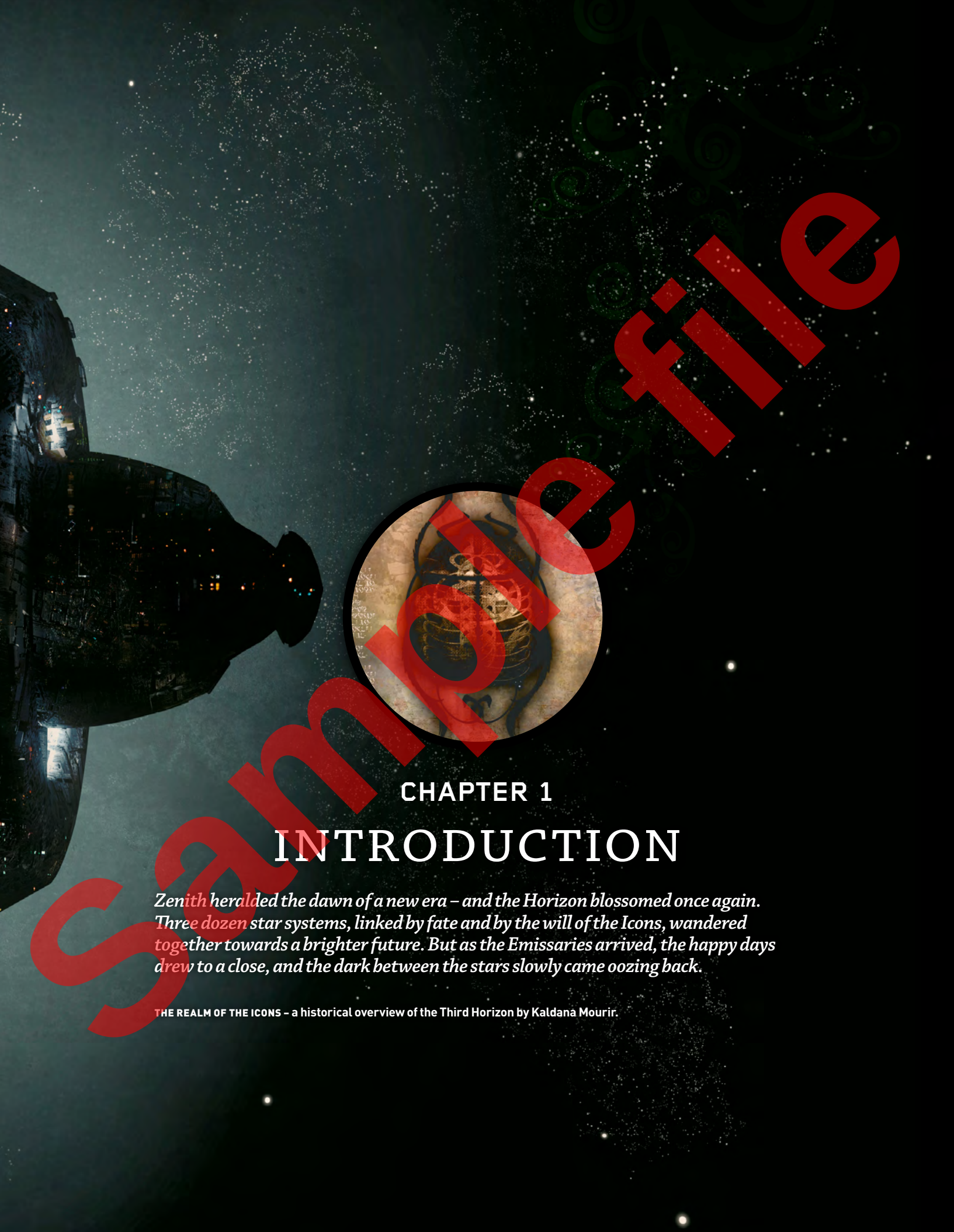
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CHAPTER 1

INTRODUCTION

Zenith heralded the dawn of a new era – and the Horizon blossomed once again. Three dozen star systems, linked by fate and by the will of the Icons, wandered together towards a brighter future. But as the Emissaries arrived, the happy days drew to a close, and the dark between the stars slowly came oozing back.

THE REALM OF THE ICONS – a historical overview of the Third Horizon by Kaldana Mourir.

Welcome to the quickstart set for Coriolis – The Third Horizon! In this role-playing game, you take on the role of adventurers, travelling the stars.

ALONG YOUR JOURNEY, you will experience marvellous things. Ahead lies the greatest adventure of all – and who knows, maybe you will be the ones who change the fate of the Third Horizon for good?

PLAYERS

All players except for one will play adventurers, or Player Characters (PCs). You, the player decide what your PC does, thinks, and says – but not what challenges she needs to overcome. Your job as a player is to bring your PC to life. Imagine yourself in her position – how would you react, what would you do? The PCs are always the central characters of the story. The game is about you. Your decisions, your lives.

WHAT DO YOU DO?

In Coriolis, the entire Third Horizon lies before you: a vast cluster of star systems containing exotic planets, space stations and strange artifacts. It is up to you to explore the game world and unearth its secrets. There are several things you will be doing while playing the game:

CREW A SPACE CRAFT

Your spaceship is your vessel, your base and your home. It is without doubt your most valuable possession and most important asset. Onboard your craft, you will experience both perilous journeys and violent conflicts that will test your mettle.

EXPLORE THE HORIZON

The Third Horizon is the game world of Coriolis, a gigantic cluster of stars linked together by mystical portals. Together, you will explore the stars and behold their grandeur.

UNRAVEL SECRETS

The world of Coriolis is full of mysteries and secrets. Who built the portals? From where did the strange Emissaries arrive? And what did really happen to the lost faction the Sacrifice of Nazareem? During your adventures, you will delve into the

GAMEMASTER

The last player takes on the role of the Gamemaster (GM). He describes the world around you, he plays the other characters you encounter during your adventures, he controls the monsters and enemies standing in your way, and he decides what truths that lie behind the secrets you uncover.

It's the GM's job to put obstacles in your way, to challenge your PCs and to force them to show what they're truly made of. It's not his job, however, to decide everything that happens in the game – and certainly not how your story should end. Over the course of the game, this is what you play to find out.

mysterious world that is the Third Horizon – and perhaps learn something about yourselves along the way.

PLOT & SCHEME ONBOARD CORIOLIS

The factions of the Third Horizon are wrapped up in a never-ending struggle for power and influence – a game that you sooner or later will be forced to engage in. The agents of the factions converge on the Coriolis space station, and this is where the lies and the scheming are most intense.

CARRY OUT MISSIONS

In order to survive and build yourselves a better future, you will have to take on missions. Whether it is hauling Dabaran wine to a colony out on the fringes of civilization, spying on a rival faction or acting as bodyguards to a wealthy merchant, you will have to work together to accomplish the mission in the best way you can.

PRAY TO THE ICONS

Icon worship is ever-present in the Third Horizon. Through faith, the people find strength, and so will you. When darkness surrounds you and all hope seems lost, a desperate prayer to the Icons can be what saves your lives.



CORIOLIS IN A NUTSHELL

Coriolis – The Third Horizon is a role-playing game set in space. There are ships, space stations and starry vistas, just like in any other space-themed RPG. What separates *Coriolis* from other sci-fi RPGs is first and foremost the social environment, which in *Coriolis* is strongly inspired by the Middle East. The unique features of the game are listed below.

ARABIAN NIGHTS – IN SPACE

The *Coriolis* world is inspired by Middle Eastern culture rather than the Western one. Food, music and fashion, as well as religion, philosophy and literature. Most importantly, myths and folk tales from the Middle East deeply entwine with the spirit of the game world. The Third Horizon is a world where ancient myth meets high technology.

THE OLD VERSUS THE NEW

A central theme to *Coriolis* is the conflict between the

Firstcome, the Horizon's earliest settlers, and the Zenithians, descendants to the second wave of colonists arriving onboard the Zenith. Although the Firstcome had already established their culture throughout the Horizon when Zenith arrived, the Zenithians have grown to dominate more and more in the last decades, through trade, hostile expansion and colonization. The Zenithians' cultural imperialism is a key factor in the conflict between the Consortium – a Zenithian faction – and the Firstcome Order of the Pariah.

MYSTICISM AND ICON WORSHIP

Worshipping the Icons permeates everything in the world of *Coriolis*. The religion is the smallest common denominator for peoples of the Third Horizon. The faith is strongest with the Firstcome, especially so among the ranks of the Church of the Icons and the Order of the Pariah. But also the recently arrived Zenithians have in large numbers converted to worshipping

the Icons. The level of religious commitment varies of course, from the superstitious hauler crew praying to the Traveller before a portal jump, to missionaries zealously devoted to the holiest of struggles, saving the Horizon one soul at a time.

THE DARK BETWEEN THE STARS

The omens have foretold it, and the clergy preached it for a long time now: the Dark between the Stars – the unspeakable, corrupting force at work in the intersection between civilization and the endless nothingness of space – seems to be real. In *Coriolis*, the Dark between the Stars play roughly the role of the Devil in Earth's Christianity.

THREE TIPS FOR INSPIRATION

Watching a TV series or reading a book can help you to get into the right mood for an RPG. Here are three quick tips for *Coriolis*:

- ◆ *Firefly*, the TV series about the crew onboard a small freighter vessel, has a lot in common with *Coriolis*. Just trade the Western influence for Arabian Nights.
- ◆ *Revelation Space* and its sequels. These book by Alastair Reynolds are full of ancient mysteries and mythical ruins – just like *Coriolis*.
- ◆ *Alien*, by Ridley Scott. Dark, deep-space horror and retrofuturistic spaceships fits perfect with world of *Coriolis*.

