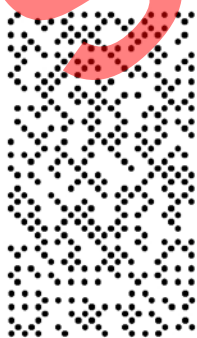


INTERWEAVING

ABSOLUTE MAGNITUDE

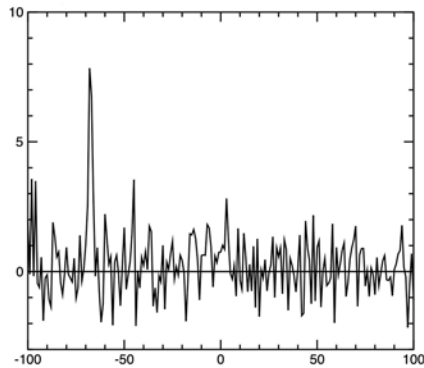
ROTATIONAL FREQUENCY [MHZ]

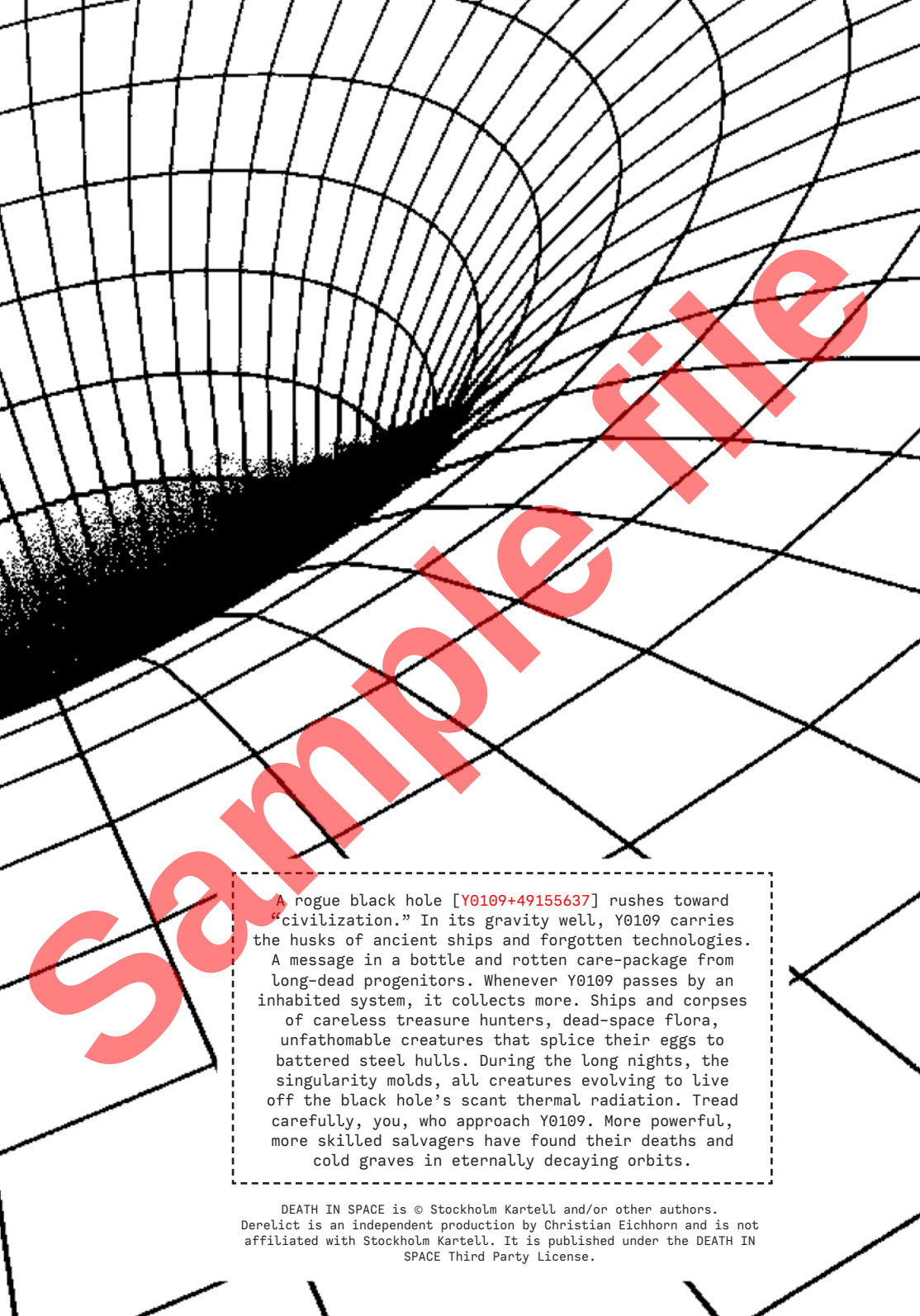


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UFP 771951 SCALE - 881276543283453292





A rogue black hole [Y0109+49155637] rushes toward “civilization.” In its gravity well, Y0109 carries the husks of ancient ships and forgotten technologies. A message in a bottle and rotten care-package from long-dead progenitors. Whenever Y0109 passes by an inhabited system, it collects more. Ships and corpses of careless treasure hunters, dead-space flora, unfathomable creatures that splice their eggs to battered steel hulls. During the long nights, the singularity molds, all creatures evolving to live off the black hole’s scant thermal radiation. Tread carefully, you, who approach Y0109. More powerful, more skilled salvagers have found their deaths and cold graves in eternally decaying orbits.



BLACK HOLE MAPS

PLAYER MAP [8]

A map of the black hole as displayed on the ship HUD. The players must draw their course on a print-out to determine through which zones they pass.

REFEREE MAP [10]

A map showing the secret zones and locations. To be kept hidden from the players.

ENCOUNTERS

WHITE ZONE [12]

YELLOW ZONE [14]

RED ZONE [15]

Roll for encounters frequently, for example, when the characters travel between locations or change course.

SECRET LOCATIONS

LOCATIONS A-D [16]

LOCATIONS E-F [18]

DERELICT VESSELS

1: HYS KRONOS [20]

2: IKS SPARTAN [22]

3: MOR BADGER [24]

4: TANNHÄUSER [26]

5: SEEDSHIP 712/1 [28]

6: FORBIDDEN GARDEN [30]

7: DEEP SPACE 3 [32]

8: NRC WAYFARER [36]

9: CSS YUTANI [38]

MONSTERS

MÖRKR [40]

INFESTED SATELLITE [41]

NEUTRON MINE [42]

RAM SKULL PIRATE [43]

SPACE WHALES [44]



REACHING Y0109+49155637

Subspace transmissions are brimming with rumors about a black hole that suddenly appeared on deep space scanners. Before anybody noticed, *inscrutable*, already well within standard scanner range.

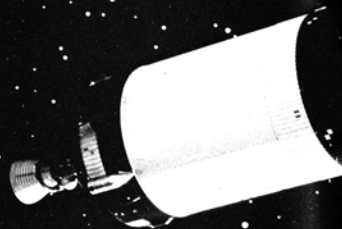
Increase resolution!

Rich debris fields promise wealth beyond measure.

At Y0109's closest approach, it will be located just a few days' travel beyond the star system's outer rim. On my mark, ETA precisely 382 hours.

Mark.

It's a gold rush. Everybody and their gork have loaded myriad ships with fuel and provisions, rushing toward the singularity. Close-by salvagers park their vessels in advantageous libration points; bouts for these spots are guaranteed. Depending on where the characters start, they'll be among the first try-hards to arrive, or meet a few bums among the stragglers.



NAVIGATING A BLACK HOLE

To abstract Y0109's gravity well, the referee's map indicates three different zones. An easily navigable outer zone with less potential for valuable salvage, and two dangerous inner zones. Each zone comes with its own set of random encounters. When the characters arrive in the outer zone and ponder the nature of the black hole, they can check SVY to learn the following information:

ESCAPING THE ZONES COSTS FUEL:

RED = 2 FUEL

YELLOW = 1 FUEL

These costs are cumulative, meaning it costs 3 fuel total to travel from the red zone to the outer zone.

SCANNERS ARE MALFUNCTIONING:

A total of nine objects of interest appear on the scanners. However, the black hole severely limits the scanners' ability to discern smaller objects. There will be plentiful, dangerous, and potentially valuable opportunities hidden in the dark.

INITIATING FLIGHT COMPUTER... //COMPLETE
LOADING DATA [STAR CHART X-185]... //ERROR: ANOMALY DETECTED
TETHYS INDUSTRIES WISHES YOU SAFE TRAVELS.

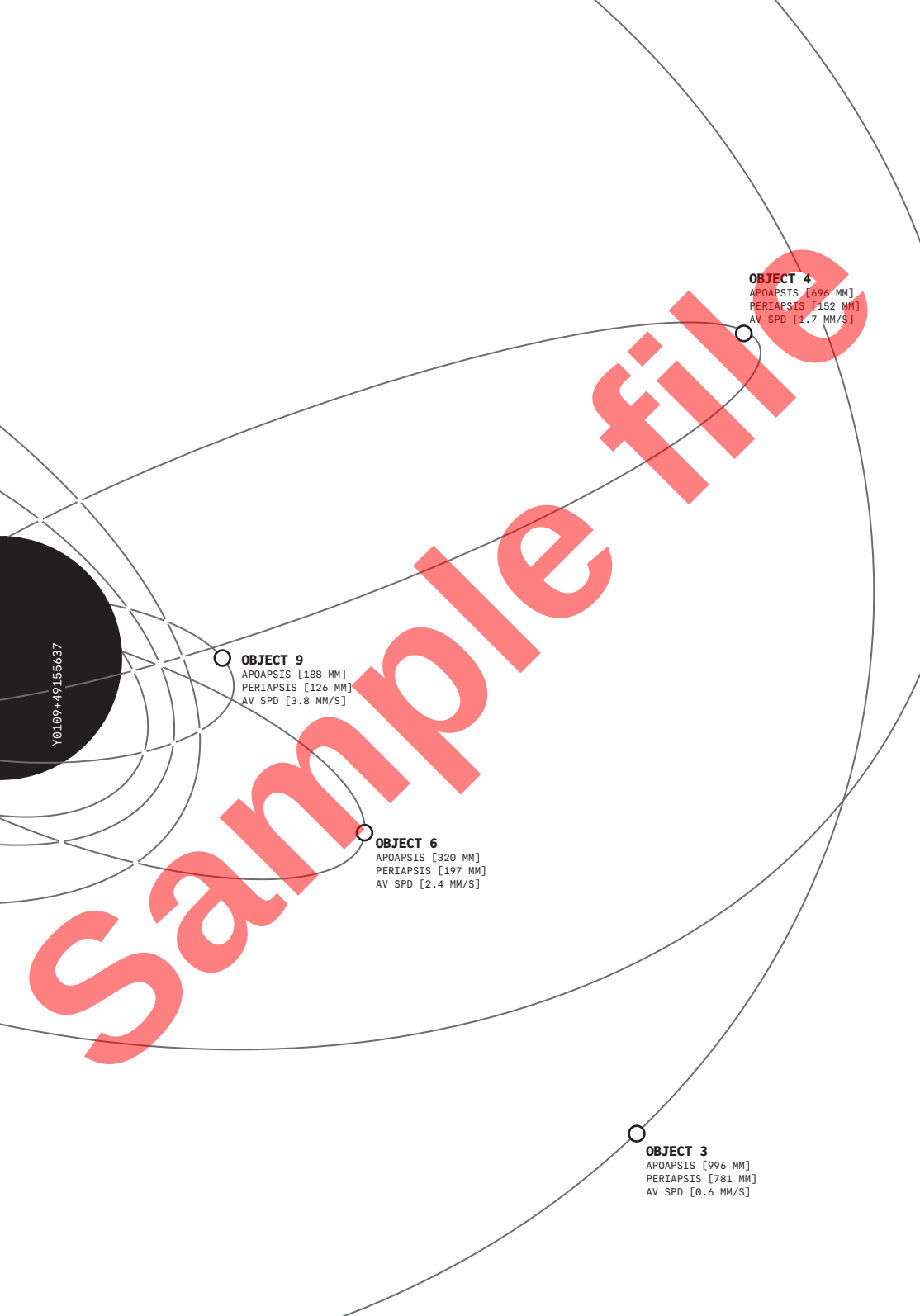
OBJECT 1
APOAPSIS [703 MM]
PERIAPSIS [309 MM]
AV SPD [1.8 MM/S]

OBJECT 7
APOAPSIS [441 MM]
PERIAPSIS [242 MM]
AV SPD [2.3 MM/S]

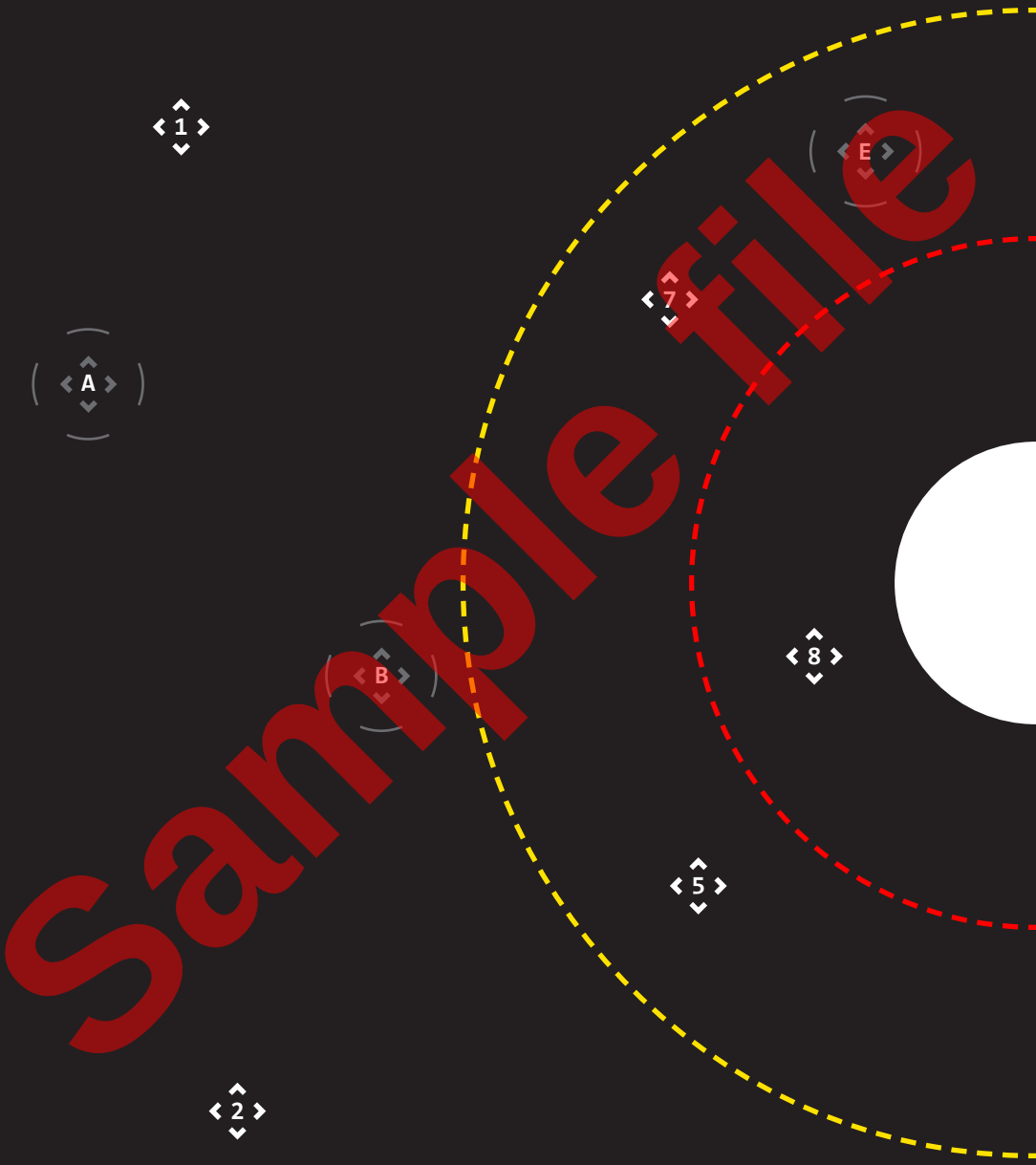
OBJECT 8
APOAPSIS [245 MM]
PERIAPSIS [211 MM]
AV SPD [3.1 MM/S]

OBJECT 5
APOAPSIS [830 MM]
PERIAPSIS [528 MM]
AV SPD [0.7 MM/S]

OBJECT 2
APOAPSIS [891 MM]
PERIAPSIS [722 MM]
AV SPD [0.7 MM/S]



INITIATING FLIGHT COMPUTER... //COMPLETE
LOADING DATA [STAR CHART X-185]... //COMPLETE
TETHYS INDUSTRIES WISHES YOU SAFE TRAVELS.





Y0109+49155637



ENCOUNTER NODE 2

A pirate frigate sneaks up on the characters' ship (equipped with a STEALTH HULL, a MODIFIED DRILL, and a CHAINGUN). **TEC check** to notice the stealthed ship. If noticed, the pirates demand the characters relinquish their provisions and all but 1 fuel—they are reasonable. If unnoticed, the pirates board and take no prisoners.

ENCOUNTER NODE 1

The ship runs into a neutron minefield. Only a **risky maneuver** (SVY check) can save the characters from potentially deadly radiation bursts. After dodging or detonating the mines, two pirate **interceptors** approach to finish off the crew and take over the ship.

Use the statistics of **neutron mines** and **ram skull pirates** featured in *Derelict*.



Fig. 1. d12 Encounters

ENCOUNTER NODE 3

A severely damaged salvager ship, left to drift with no fuel and picked clean.

Pirates installed many booby traps to kill looters and later collect their corpses. Scanners indicate one life sign. It's a trap!

SVY check to recognize an artificial emitter produces the signal.

ENCOUNTER NODE 4

Several dozen biorpedos appear on the scanners, too close for comfort. They are weapons of mass destruction and insemination, launched by an ancient space creature inside the red zone. The weapons are organic and therefore hard to detect.

If the characters let them pass, they hit a random planet in the system, killing the population.

Strange new creatures rise from the biomass.

ENCOUNTER NODE 11

A heavy EVA suit plonks against the ship's viewport. Inside the suit, a frozen corpse in good condition. A relic lies buried deep in the corpse's chest, a Möbius strip made of oozing meteorite ore, inscribed with cursed runes. If the corpse thaws with the relic stuck inside, it starts moving, hungering, eating.

ENCOUNTER NODE 12

A bulk freighter repurposed as a fast-food restaurant crosses the characters' path. It features several docking ports to enter and eat inside as well as a drive-by where dispensers shoot food directly into opened airlocks. It belongs to the Grubgazer™ franchise. The *velocity cursed* owner, **Nasty Pete**, knew great profits were in his future. Nasty Pete earned his name for his imaginative predictions of how his customers will die. Sometimes, he's not even lying. *On the menu:*

Double Belt Burger (5h)

Steamed Hams (4h)

Iron Onion Rings (3h)

Scrappier Steak (2h)

Milkyway Shake (3h)

Pseudo-Coffee (2h)

Purple Liquid (2h)

Recycled Liquid (1h)

ENCOUNTER NODE 10

The characters overtake a slow pilgrim ship. Its engine was damaged during an asteroid storm. For help with the repairs, the pilgrims offer the characters one of their blessed gyroscopic astral compasses. Today, the compass points toward the singularity. Always has been. Whatever is out there, it must promise salvation.

(the compass may point toward AREA F)

h = hoLos

Galgien-4
v65. (2)

Chrypt//al

o page 12



ENCOUNTER NODE 5

A mangled wreck, covered in a microbial organism that mimics the appearance of rust. If the characters dock to plunder, the organism infects their ship. It gradually degrades the frame, one condition per week. There are no known cures, and infected ships aren't allowed to dock anywhere.

ENCOUNTER NODE 6

A disabled drone swarm, damaged beyond repair by a strong EMP. Bottom feeders are already dismantling and towing off a few of the thousand-strong units from the techno-graveyard. An unhinged salvager, named **"King of the Heap,"** attempts to sell the characters used auxiliary fuel tanks. Expectedly, one of the drones repairs itself, destroys a salvager ship, and carnage ensues.

ENCOUNTER NODE 7

A decrepit advertising board automatically activates when the characters' ship passes by (proximity sensor). It projects a gigantic hologram which extols Deimos Heavy Industry's new **self-sealing stem bolt**. After the advertisement ends, the (now sentient) hologram flickers, and continues to speak with the characters normally. It asks if it can catch a ride to the next planet.

ENCOUNTER NODE 8

A tanker filled with deuterium fuel returns from a local gas cloud. Knowing they are too slow to make a return trip, they offer to sell the cloud's location for 500 holos. The cloud has 2d6 fuel left to exploit. A successful SVY check allows the characters to extrapolate the location of another gas cloud holding 4d6 fuel.

ENCOUNTER NODE 9

A whole flock of carbon gravity surfers passes by. They ride Y0109's brutal waves.

Alas, micro asteroids perforate one surfer's EVA suit. She is quickly running out of air, abandoned by her fellow thrill-seekers. The characters can rescue

Amanda. 465.9015:

Born on the carbon back-up ship 465. Amanda's genetic destiny was to become a gas farmer, but she found life too short not to surf in the vast blackness of space. Can sniff out fuel and feel minute differences in gravity, for example, from approaching stealthed ships. Her dream is to win the grand prix, take the holos to the casino, gamble everything on straight up black 20, and, using the proceeds, buy herself a course of life-extending gene therapy.

1

A void asteroid storm engulfs the ship. It is overpowering, violent, $v_{\max}$. The pilot must check TEC to prevent the worst outcome. The ship takes 2d4x10 frame damage on a failed check, or half as much damage on a successful one. Despite all safety measures, the ship additionally loses 1d4 fuel and the characters lose all void points.

2

A golden, non-Euclidean triangle slips into the characters' dimension, pursuing their ship. Things start vanishing. **Deprive the characters and their ship of random objects. A total of 1d6 minor items and 1d3 important ones.** If shot upon, the triangle folds space in such a fashion that all attacks return toward the ship. Eventually, the triangle vanishes.

3

The conman Nangen Havarian approaches, hailing the characters. He pretends to be an archeologist; his cargo hold laden with valuable artifacts uncovered in wrecks. Alas, he must part with some or his fuel won't suffice for the return trip. He offers to sell (knock-off) techno baubles for **criminally** low prices.

4

An ion storm. All power is gone for 1d4 hours. The characters must sit tight and talk about their past or future.

5

The characters happen upon a perfect cube of frozen water with a side length of several kilometers. A successful TEC check reveals a machine in the cube's center and a frequency to activate it remotely. When activated, the water melts and forms a perfect sphere. *It was an amusing teaching tool of extinct space giants.*

6

A bio tanker repurposed as a mobile service station broadcasts their services. One unit of fuel for 300 holos, vehicle repair for 500 holos (parts included, one condition). Steep prices, but out here, when you're in trouble, you have to take what you can get. The owner, **Steeljaw Jawman**, is grumpy but knows his business. In his free time, Steeljaw builds tiny ship models (not for sale).

ENCOUNTERS

X

1

The ejected reactor of a bridge spacecraft floats in the blackness of space. Humongous dimensions; an intimidating feat of technology. The aggregate wobbles, bursting at its seams. Tentacles shoot forth, reaching for the characters' ship. Glowing eyes peer through splitting metal.

2

An **infested satellite** barrels toward the characters' ship. A successful TEC check allows for early detection, giving advantage on a SVY check to dodge the abominable thing. If hit, the ship takes 10% frame damage and the eggs attach to the ship hull. See the entry about infested satellites in *Derelict* for the effects of an infestation.

3

The characters receive an encrypted transmission from inside the black hole. **An impossibility.** A successful TEC check reveals in the metadata the decryption key and a warning to never decrypt and listen to the message. Those who succumb to curiosity are forever changed, distorted inside and outside.

4

A pod of space whales flies by the characters' ship. *Majestic.* The scanners identify one of the whales as a disguised spaceship, seemingly integrated, or at least ignored by the pod. The characters find a hibernating solpod sperm farmer, Sluxus, inside. If awoken, Sluxus is thankful, because she overslept and almost missed the mating, during which her ship collects tons of invaluable seeds.



FREEPORT.CCXV

Hidden inside a patch of icy asteroids lies Freeport.CCXV, an only recently rediscovered patchwork of myriad ships. Pirates and corporate freebooters use it as a base of operations, a shaky peace only enforced by the fact that the base would break apart by the tiniest of accidents. Freeport offers the three big Bs: berths, booze, and bunks. The local leader, **Igor the Terrible**, chosen by mortal combat, reigns with four literal iron fists.

SECRET: To detect Freeport's tiny heat signature, a character must succeed on a TEC check. Alternatively, the characters may stalk the few ships that suspiciously enter and leave the asteroid patch at irregular intervals.

HAZARD: Although there's no fighting in and near Freeport, if you get on one or the other pirate's bad side, they'll wait you out and ambush your ship when leaving the asteroid patch.

EXPLOITATION: Igor sells contracts to ambush (corporate associated) salvagers, so called "*letters of marque and reprisal*," only recognized by FREEPORT.CCXV. This is to stop pirates from targeting the same prey. Conversely, salvagers can buy contracts on themselves, a writ of protection from most ambushes.



SCRAPYARD

Broken metal, charred carbon plates, torn out cables, frozen limbs. The scrapyard is a calm garbage patch in the black hole's currents. A paradise for tinkers and trash collectors.

SECRET: A carbon named **Bunker*Oil** declared the Scrapyard his personal fief. He lives in a ship disguised as garbage, using battered solar sails to get around without expending fuel. Bunker*Oil calls it his **junk ship** and laughs as if he made the greatest joke ever, but nobody ever gets it. He has been living on the scrapyard since the black hole passed the last system decades ago, and used the time to catalog and price every last piece of trash. He sells anything, but prefers to trade for food.

HAZARD: Bunker*Oil installed several dozen autonomous laser turrets and coil guns to shoot down thieves. The weapon platforms first broadcast a general warning, opening fire only if the perpetrator proceeds to steal Bunker*Oil's cherished trash. Already, by ignoring the warning, a few weak scrapper ships added themselves to the collection.

EXPLOITATION: The scrapyard brims with ship parts, some worth more than others. Once per day, check TEC to find 1d6 spare parts.

NEBULA [LI.7]

Red billows, yellow swathes. Pillars of gas arced by neon lightning. A hot, dense nebula with near zero visibility. Scanners do not function. Anybody who enters the nebula is flying blind. The perfect location to shake pursuers.

HAZARD: High energy discharges threaten any vessel that cruises among the clouds. Occasionally, the pilot must check TEC to avoid being hit by lightning. On a failure, the ship loses power for 1d4 hours, becoming unbearably hot. All crew must succeed on a BDY check or fall unconscious.

SECRET: The nebula is not a naturally occurring phenomenon. Roll 1d100 every time the characters cross NEBULA [LI.7]. On a 100, by sheer coincidence, they discover a decrepit machine in the clouds. It turns radiation into gas, an archaic matter synthesizer. Crooked smokestacks churn out hydrogen, growing the nebula over millennia. The machine's AI welcomes company.

EXPLOITATION: Pirates use the nebula to hide away some of their riches. Trickery, like a STEALTH HULL, and a successful SVY check allows the characters to follow a pirate vessel to a stash. These containers hold valuables (2d6x100 holos) but are virtually always booby-trapped.

BONEYARD

A field of gargantuan alloy-bones. All that is left behind by hundreds of space whales. Many a scrapper happily drills away, harvesting the few metals stored inside the marrow.

EXPLOITATION: Salvagers have claimed many, but not all, bones. Using a drill, a ship can penetrate the marrow veins, extracting titanium, cobalt, and molybdenum. An easy job, earning an average of 50 holos per hour—if you manage to make it out alive. Pirates are prowling, waiting for a foolish salvager to leave the safety of the herd.

HAZARD: In a remote part of the boneyard, A Tinker Named Sylva [you have to say the whole thing] is working on her ship. A vessel, from bow to stern, made from whalebone. The hull is ready, all that is left is to install the reactor core. She hears the bones sing; the herd is calling. Alas, during the maiden voyage, the ghosts of rotting whales assume control of the cursed vessel, ramming salvager ships, killing them all. Vengeance, bloody vengeance!

SECRET: A cabal of PATHÎC voidtamers is working on animating the bones. They place sigils and symbols on the skeletons, chaining them with enchanting hisses. Their temporary leader, KAZDUHM, actively recruits cultists from the boneyard's many salvagers.

E

FLOWER FIELDS

The Flower Fields—a cluster of asteroids overgrown with alien flora. Roots stretch from rock to rock, gigantic leaves stretch toward the black hole. The plants collect precious energy, efficiently and tenaciously. Infrequently, the flora blooms and oscillates across the visible spectrum.

SECRET: Silicoids live among the asteroids and take care of the plants. The Flower Fields are their garden, a refuge from the universe's hustle and bustle. The silicoids can slowly change shape, over the course of weeks, to appear like natural stones, debris, or humanoids. In the Flower Fields, they disguise themselves as asteroids to not attract unwanted attention.

HAZARD: While navigating the flower fields, now and then, the pilot must succeed on a SVY check or the ship runs into the plants' roots. If captured, the growths hold fast and drain energy from vital systems. To escape, the roots must be cut during an EVA, which angers the silicoids. The gardeners fling stones and metal spheres to stop the vandalism.

EXPLOITATION: The silicoids are rich in sought after resources like alkali metals (potassium and rubidium) as well as mercury. The latter, quite literally, "living silver" as it is the silicoid equivalent of blood. A mature silicoid is worth 1,000 holos in resources alone. Collectors of living things will pay more.

SAT NETWORK

Hundreds of satellites. Ancient, contemporary, completely alien, strung together by neon sinew. Satellites for communication, surveillance, and deep space exploration, of all types and shapes. Nerve paths glow brightly as information crosses between the machines. The whole several powers greater than the sum of its parts.

SECRET: The network is the work of a **SPIDER**, to describe it in terms a human brain can understand. It captures, it weaves, it adds to the collection. For what purpose? To excite the waves, to distort subspace, attracting mates and sustenance.

HAZARD: The **SPIDER**, but only if one angers it. It eats once per decade, and its food stores are richly filled.

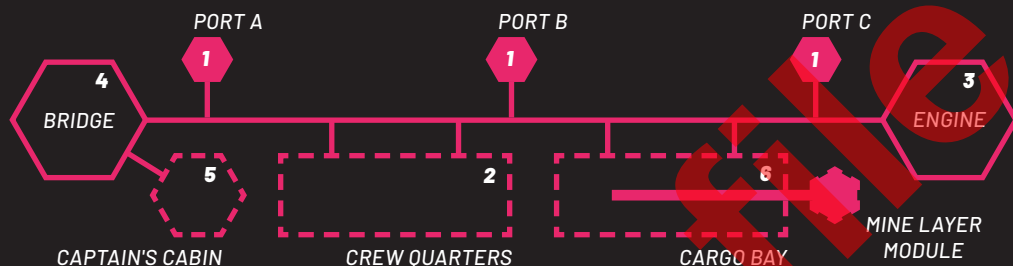
EXPLOITATION: The network is expansive and brims with void. Accessing the network, a TEC check allows for instantaneous communication and surveillance of the galaxy. The further out a character attempts to look, the greater the chance of succumbing to the void. Check BDY and SVY each time the network is used. Failure leads to corruption.

Accessing the network alerts the **SPIDER**. It is naturally curious and comes to investigate. The **SPIDER** is a telepath, omniglot.



The HYS Kronos was an Altair-class mine layer, extensively used during the Gem War. With planetary defense in mind, these ships had a short range and below-average tonnage, but were inexpensive and fast to produce. The HYS Kronos was declared MIA after a Phonkar Syndicate raid on Irkavin III.

HAZARDS: NO ATMOSPHERE, NO GRAVITY



PREFACE

The crew of the Kronos is long dead and the ship mostly plundered. Two salvagers, Krelvin and O'Doyle, attempt to extract the last things of value: a few mines stuck in the mine laying module.

1 PORTS

Port A and Port B are available for docking. Port C is occupied by a shoddily assembled salvager ship. Myriad obscene decals make declarations like "Fuck off!", "Anarchy or Death!", or "O'Doyle Rules!"

The docking ports aren't in the best condition. Check TEC during the docking procedure. On a failure, the ship comes loose when given a good shake, for example, one caused by an explosion.

2 CREW QUARTERS

The quarters are in complete disarray and partially taken apart. A velocity cursed with FUTURE MEMORY remembers that they found a skeleton wearing an ancient gold watch [500 holos] hidden behind a bulkhead. A few vintage posters adorn the walls. Scantily clad humans, depicted on the posters, proclaim that the Motobashi Conglomerate is the greatest corporation that ever was.

3 ENGINE

Past salvagers have rendered the ship inoperative. The engine and reactor are stripped of all valuable parts, reduced to sad carcasses. A successful TEC check allows a character to, for example, install a mobile generator or route power from their ship to restore some function to the Kronos.

4 BRIDGE

The bridge is dead and abandoned. Unless the characters restored the Kronos's electricity supply, in which case they can access the following functions:

- 1) Self-destruct sequence
- 2) Gravity-generators
- 3) Lighting
- 4) Mine layer module

As long as Krelvin and O'Doyle are working, and the mines are lodged in the module, using option 4 leads to a chain of explosions, killing the salvagers and then some.

