

## Hissing Darkness

### Introduction:

The Ship was launched at near light speed into the cold darkness of space in the hopes of finding a new home. But now, you are beyond the light of even the furthest stars. The Ship is a near-light speed, super-craft, ark-ship powered by the massive and dangerous Engine. Using barely understood mechanisms and physics that teeter on the edge of reality, the Engine is able to convert strange-particle energies into power. The Ship is large, impossibly large. It's corridors yawn and gape. The cold metal walls stand oppressive and crushing. You are so very small.

There is nothing here. Only darkness.

You are a newly awoken Surviving Crew Member, jolted violently out of dreamless cold-sleep. Your last memories of entering cold-sleep with encouragements that you would wake up in orbit around a habitable, and beautiful world. That hasn't happened. There are other survivors here, in this small community sprung up around the cold-sleep pods. It is dark here, the lights are low and sterile. But it is mostly safe, the dark whisperings of the hull held at bay for now.

The fabricators are breaking down, the power is dying, the light is fading. The small haven that sprung up around the cold-sleep pods is dying. You do not have much time. Seek the Engine or be lost forever in this perfect darkness.

Metal creaks and moans as you traverse the darkened depths of the craft. The corridors and hallways are warped and twisted; haunted. The Ship once had a name and you knew it. But now, trying to name it makes your mouth dry and icy static scratch across your brain. Better to not think about it.

There is nothing here. Only darkness.

The longer you survive the labyrinth of the Ship, the more changed you become; warped by the strange energies that permeate this metallic environment. Something out in that cold dark void twisted and changed the Ship. Perhaps the Engine itself is responsible for this corruption; the strange energies it harnessed twisting and warping everything around it.

There is nothing here. Only darkness.

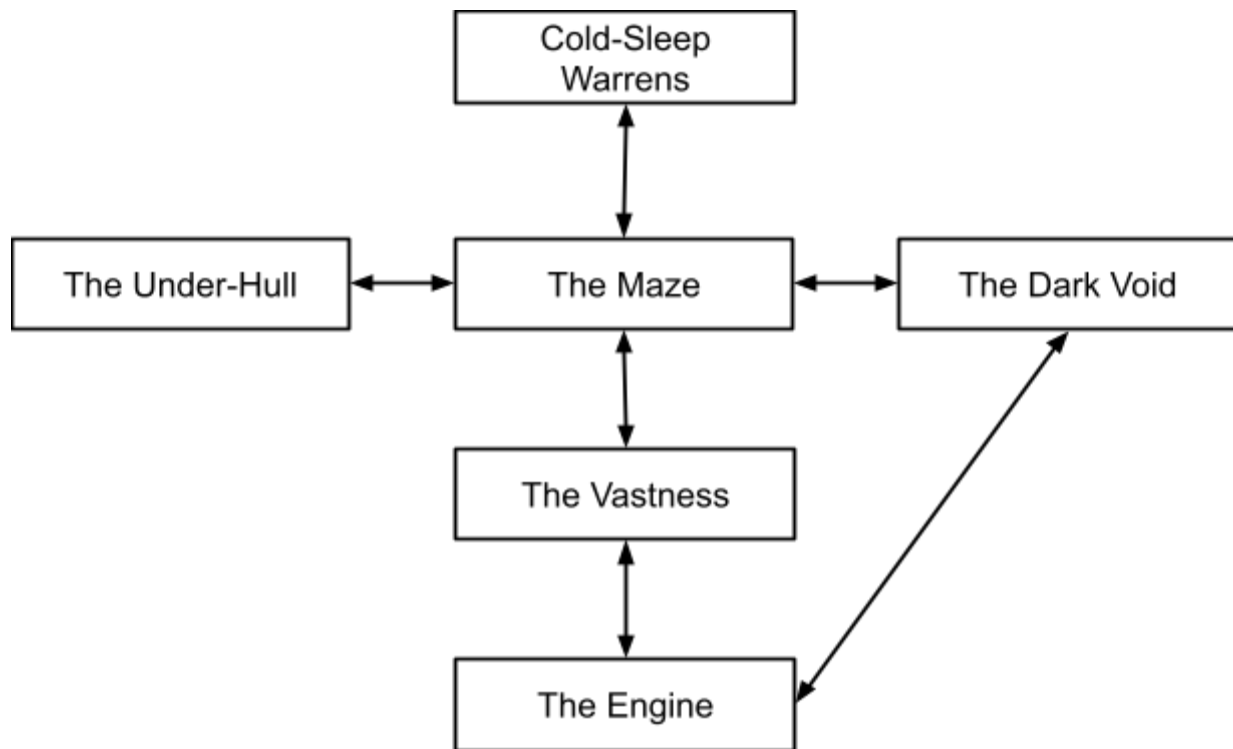
And it is waiting.

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**Theme:** Darkness

Always remember you are aboard the Ship. The Ship is an impossibly massive, nearly warped beyond recognition, and haunted location, but it is still a construct. Ground the dark and fantastical descriptions in the metallic reality to remind players where they are.

**Set Diagram**



**Set Name: Cold-Sleep Warrens**

**Set goal:** Find a way out of Cold-Sleep

**Overview:** Cold-Sleep is where most aboard the Ship first awake. It is a sprawling complex of hanging stacks frosted over sleep-pods and half-functioning consoles and terminals. Survivors are thawed in no discernible pattern. A small, ad-hoc community of survivors have formed in the heart of Cold-Sleep. It is relatively safe and stable within this haven, but quickly turning grim. Time is running out. You cannot linger here.

*GM Note: There are auxiliary Cold-Sleep stations scattered throughout the Ship - a perfect way for a fresh Crew Member to join the adventure should one meet a terrible fate in that deep dark. The Cold-Sleep settlement can act as a town for future adventures within the darkness of the Ship. Gold can be spent and exchanged here for scavenged and fabricated goods, assuming you make it back.*

**Moments:**

- The strips of emergency light flicker along the floor, barely holding the shadows at bay.

- The hiss of a thawing sleep-pod followed by the thud of a body on the cold metal ground and the sound of quiet retching.
- The sharp chemical smell of cold-sleep suspension fluid leaking from a damaged pod.

#### **Props:**

- **Cold-sleep pods:** Rows upon rows of these sleep-pods are scattered through the Warren. Most are still occupied, but they can provide hiding places for those desperate enough. Power can be diverted away from them, but unless the occupants are thawed, a slow process, they will not survive without power.
- **Power Conduits:** Torso-thick power conduits coiling on the floor. They can be moved around and plugged into various outlets to supply power to machines. They are alive, animated by the Ship; hazardously snake-like.
- **Rundown engineering consoles:** If repaired and activated, these can be used for simple item fabrications and interfacing with intra-ship terminals. Be wary of interfacing directly with the Ship.

#### **Traps:**

- Emergency lights that threaten to go out.
- Hostile power conduits that fight back.
- Pitfalls: Difficult to see in the dark.
- Fractal Neuro-Virus: Can be contracted from direct Ship-to-brain interfacing.

#### **Treasures:**

- Power cells: These can be used to power various devices around the ship or some of the equipment survivors may find. Worth 2 Gold.
- Cutting Tool: Used for engineering purposes, it can be repurposed into a brutal close range weapon in a pinch.
- Kinetic-Activated Light Stick: Gives off a faint light, just enough to navigate in complete darkness, just enough to hold it at bay.

#### **Additional traps:**

- Sparking wires, Ship-warped machines, Pools of creeping shadow

#### **Additional treasures:**

- Half-spoiled medical supplies, a broken datapad, fraying direct-neural-interface cables

#### **Monsters:**

##### **The Ship-Warped**

**Description:** Survivors overtaken by the creeping darkness of the Ship. Now warped in body and mind, they seek out the uncorrupted for shadowy purposes, not entirely their own.

**Endurance:** 6

##### **Habits**

1. Seeking freshly awoken survivors.
2. Conducting rites to channel the Ship's powers.
3. Inviting the darkness into a captured survivor.
4. Whispering to the shadows, communicating with others.
5. Observing survivors from a distance.
6. Ambushing, preparing to strike with dark implements.

**Defenses:** Slip Away - The Ship-Warped can step into spots of perfect darkness to leave that location and emerge from another spot.

**Weaknesses:** Searing light, overwhelming force

**Special Rules:**

**The Warping Dark:** The dark is always present at the edge of your vision. When there is no source of light, you are engulfed by the perfect darkness. Spend too long in the darkness and you must roll a dark die. If it's equal to or lower than your current Ruin, your Ruin goes up OR you may choose to roll on the Dark Aberrations table and take the generated condition.

**Dark Aberrations - 2d6**

- |               |              |
|---------------|--------------|
| 1. whispering | 1. shadows   |
| 2. fell       | 2. cravings  |
| 3. twisted    | 3. flesh     |
| 4. embedded   | 4. machinery |
| 5. emerging   | 5. sigils    |
| 6. fractaling | 6. data      |

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**Set name:** The Maze

**Set goal:** Escape the Hunter and survive the Maze

**Overview:** The Maze is a series of cramped corridors and twisting vents, weaving together in a terrible biomechanical knot. This is a hunting ground. These passages could lead to almost anywhere within the Ship, they weave and spiral like metallic veins. There are no natural light sources here, beyond what you have. And in these metal tunnels, that light feels so very fragile. The moment you stumble into this labyrinth you know there is something out there in the claustrophobic darkness; something hungry.

**Moments:**

- The steel walls of the cramped vents are covered in slick condensation, almost like sweat.
- A reverberating echo through the corridors of something in pursuit. You cannot tell how far, or how close it is.
- A blast of coolant that feels like the hot breath breathing down the back of your neck.
- Droning vent fans and sharp-edged corners. Coils of wiring pulse with a steady beat.
- *Ask the players; what sign is present that tells you the Hunter is closing in?*

**Props:**

- **Vent openings:** Grates, hatches, and gashes in the vent systems are around nearly every corner. Metallic capillaries that can lead you out of or into danger at a moment's notice.
- **Dark-Thing shrine:** Found in an out-of-the way section of corridors, this small shrine is covered with vision-stinging sigils and faintly flickering LED paneling.
- **Half-mummified corpses:** Partly reclaimed by the walls of the vents.
- **Egg sac:** A horribly pulsing clutch of pale machine-eggs covered in a slick membrane. Are these the spawn of the Hunter or something else?

**Traps:**

- Buzzing vent fans that activate at the worst moment to slice and tear limbs.
- Suddenly twisting and shifting passages that can crush bodies.
- The Hunter is nearly always at your heels. It rarely attacks outright, but if it senses that the party is close to escaping the Maze, it will ready its final ambush.

**Treasures:**

- Scavenged gear from the half-mummified corpses: Players may select a piece of Backpack Equipment and add it to their Found Equipment.
- A strange techno-talisman from the Dark-Things shrine: It can be sold for 4 Gold to a collector of such artifacts. Wearing it will cause the Hunter to pass the wearer over, but they must increase their Ruin by 1 and take the condition "Dark Choir".
- Scrap metal: This can be fashioned into rudimentary cutting weapons or tools. Possible raw material for fabricators.

**Additional traps:**

- Hypnotizing and spiraling darkness, cramped passages to squeeze through and get trapped in, Ship-Warped ambushes, symbols and patterns that rake coldly across your brain.

**Additional treasures:**

- Strange tech components, ropelike wiring, half-depleted micro-batteries, ammunition coated in dark oils

**Monsters:****The Hunter**

**Description:** As twisted and warped as the passages it stalks. Its body is a tangle of flesh, wiring, and jagged steel. A dark, oily fluid drips from its too-toothed mouth. It moves with fast, fluid, fractaling motions.

**Endurance:** 10

**Habits**

1. Sleeping. Waiting.
2. Carving strange symbols into the walls of the vents.
3. Communing with something Deep in the shadows.
4. Stalking you, quietly, quickly.
5. Sharpening its claws and teeth on metal scrap, the sound hurts the ears.
6. Isolating and attacking the weakest in the group.

**Defenses:** Jagged Body - the Hunter is resistant to most physical force, and is horrendously sharp to the touch.

**Weaknesses:** Anti-Darkness Rituals, Commands of the Dark-Things

**Special Rules:**

- **The Hunter:** As soon as the players set foot into the Maze, they are being hunted by the Hunter. It seeks to isolate and destroy the party, one by one. Use the Hunter as a part of the environment at first. Give sensory descriptions when it draws close; the metallic tang of iron in the mouth, horrible screeching of metal claws on metal walls, an acrid smell of machine-oil clogging the air. Then have those signs fade, like a receding wave before once more crashing against the players. Make them know it's only a matter of time

before they face the Hunter, likely when they are the least prepared. If the Hunter is defeated, any return to the Maze will trigger a regeneration unless the corpse is properly warded or removed from the Maze itself.

- **Anchors:** If the characters have access to the proper tools, components, and rituals, it is possible to create bypasses within the Maze. The Maze connects to most places within the Ship, and though these bypasses will be dangerous to create and attract attention, once anchored they are more reliable for longer term trips to and from areas of the Ship. *GM Note: Creating anchors can serve as a side-goal if the players are going to be frequently traveling through the different areas of the Ship.*
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**Set name:** The Under-Hull

**Set goal:** Gain access to the fabricator-forges to make tools that will need

**Overview:** The Under-Hull is where things in the Ship go to settle. A hadal zone, encased in metal suspended in the absolute void. A constant chemical rain filters down from above. Hulking metallic wrecks groan and shift in the deep layers of rusty sediment. The crawling things out there that feed on these carcasses, biomechanical bottom feeders with luminescing feelers. Shallow pools of a slurry of chemicals filtered down from the whole ship that feed into dark, still lakes and seas in the far distance. Deep, adrift among the detritus, you can find the Fabricator-Forges.

**Moments:**

- A cold, dense haze settles around you, clinging to your light sources.
- The groaning of metal as the ground and walls shift and settle around you, threatening to bury you beneath cold steel.
- The cold begins to seep into your bones as you wade through knee-deep, viscous waters.
- Something scuttles beneath the layer of detritus, kicking up corrosive clouds of damp particles.

**Props:**

- **The Fabricator-Forges:** Feed these massive, warped, technology -fueled forges raw material and scavenged goods to create items you need. The Fabricator-forges are one of the few ways to acquire the modified enviro-suits you will need to survive the Dark Void. To create these suits, the forges will require some sort of base; mundane enviro-suits, armor, something darker, as well as an offering. The offering will relate to the character; something of value, something they fear, something they desperately want. When completed these profaned suits carry sigils and fell blessings that insulate you from the perfect darkness outside the Ship. They make movement difficult in all other environments. The Fabricator-forges can create other items and devices: see Special Rules.

**Traps:**

- **Chemical Rain Torrent:** Exposure to this chemical rain will corrode armor and melt flesh.

- **Riptides:** The currents in the lakes and seas of seething runoff are unpredictable and hungry.
- **Parasite Crawlers:** Smaller versions of the Dire Crawlers that latch onto exposed skin and feed. They secrete numbing chemicals that hide their presence.
- **Leviathan:** There are foul and terrible beasts in the dark seas of the Under-Hull. Travel through these deep waters will be treacherous. Leviathans are more environmental hazard than beast.

#### **Treasures:**

- **Biomechanical carapace:** Scavenged from the exoskeleton of a dead or slain Crawler. These segments can be fashioned into armor or weaponry.
- **Scavenged Harpoon Gun:** It comes with one jagged bolt and attached quick-winding line.
- **Mutated DNA-based Storage Drive:** If you can find some way to read this drive, the data stored on it will be very valuable (2 gold) in the right hands. Direct neural interface with the drive will provoke a Risk Roll from the resulting protein cascade. Failure grants the condition Intelligent Prion Infection.
- **Scavenger's Boatcraft:** Cobbled together by Survivors, Ship-warped, or something else, this boatcraft has seen better days and the repulsor engines are temperamental. With a little work you might have it operable again to cross the dark lakes and seas down here.

**Additional traps:** sinkholes, nanite infections

**Additional treasures:** chem-pearls, half-filled oxygen tanks, tainted oil

#### **Monsters:**

##### **Dire Crawler**

**Description:** Crawlers come in many shapes and sizes, the largest of these detritivores pose a threat, devouring everything in their path. They are a horrible biomechanical hodge-podge of living metal and synthetic flesh, sharp-pointed legs, and gnashing mouth parts. Some crawlers are long, slender, stealthy. Other's trundle on tread-like legs. Some burrow beneath the detritus, creating sinkholes and ambushes.

**Endurance:** 7-10

##### **Habits**

1. Feeding on scavenged hull-plating
2. Cleaning its antennae and mandibles
3. Making a vibrating, keening, cry
4. Moving slowly behind, its been following for some time
5. Bursting out of the chem-waters
6. Stopped, waiting, watching

**Defenses:** Armor-plated - hard metallic carapaces protect from most attacks and corrosion, if you can get close enough, the underbelly and joints are vulnerable.

**Weaknesses:** Vulnerable Soft Parts, High Frequency Emissions

**Special Rules:** Fabricator-forges need raw material and some sort of blueprint. The blueprints can be other items, or with sufficient (but requiring a Risk Roll) interfacing, a player's mind. The items that the forges create always come with a cost. Whether that is in raw resources, valuable

items, or something more insidious, it should be appropriate for the item the character wishes to create.

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**Set name:** The Vastness

**Set goal:** Find the See of the Dark Things; the pathway to the Engine

**Overview:** The inner cavity of the Ship is impossibly massive. A still, cathedral-tomb where the darkness cascades like rivers. A kaleidoscope of unsecured stairs, walkways, ledges, and lifts are the only means of travel. The abyss yawns and gapes below. Here the Dark Things hold their courts within the See. The gaping spaces and darkness invite the cold embrace of the void; beware of pockets of vacuum, invisible, choking, amongst the shadows.

**Moments:**

- Gazing out into the blackness below brings on the feeling of dizzying vertigo.
- An elevator lift barrels past at a hectic angle.
- Still but charged air crackles around you.
- A low vibration felt in the bones, like a chanting choir.
- The darkness slices through space as if it had mass and form, no longer just the mere absence of light.

**Props:**

- Rapid Transit Elevators: Each elevator is nearly room-sized and can act as a brief zone of safety. Controlling where they go and when they stop is difficult, and will likely involve a direct Ship-to-mind interface with the command consoles along with the dangers *that* carries. But the elevator doors are sturdy.
- Hidden Workshop: Warded with electric-talismans, this workshop lies just out of the way that the Dark Things haven't stumbled upon it yet (or just don't care). Set-up by past Survivors, or the Ship-Warped, or something else, this workshop contains tools and components necessary to create profaned tools, rituals, or other strange preparations.
- Dark Thing See: These are the grand halls of this metal cathedral-tomb. The secrets of the Dark Things wait to be plundered within. Chances of running into a Dark Thing here is very high, but the potential treasures and power is equally tempting. Massive, yawning, empty chambers of cold steel. Stark brutalist monuments dedicated to the darkness. You can never see the ceiling. Light sources are particularly frail here, the darkness physically *clinging* to objects. Within the See, you can briefly touch filtered darkness, a small fragment of the power that infuses the Ship by taking a communion. At the end of the See lies the only natural entrance to the Engine. The entrance is not barred, but entering unprepared will mean certain doom.

**Traps:**

- Unsecured walkways: There are never railings or barriers on any sort of walkway, bridge, stairs, or ledge. Falling is always a very present risk.
- Dark Maelstroms: Rogue currents of darkness sweep through the Vastness
- Gravity Anomalies: The vectors of gravity occasionally shift and warp. You can sometimes feel an approaching shift before it strikes. What does it feel like?



**Treasures:**

- **Dark Thing Communion:** A fragment of the darkness, to be taken into oneself. Or it can be sold for 10 gold to discerning buyers. It may perhaps be used as a power source.
- **Ritual Equipment:** The proper implements for creating profaned tools, can be found in the workshop or pillaged from the depths of the See.
- **Cyber-Grimoire:** a digital tome downloaded from a half-functioning terminal, contains one random Ritual. A player may choose to gain 1 Ruin to discover an additional Ritual within the Grimoire.

**Additional traps:** living symbols, cutting shadows, pockets of absolute zero

**Additional treasures:** Liquid shadow, a bleeding censer, an ornate knife with a monofilament edge

**Monsters:****The Dark Things**

**Description:** Looming, living, three-dimensional shadows. Like cutouts in reality they move *through* space, leaving behind eddies and currents in metal and the stale air. Are they aberrations? Physical manifestations of the Hissing Darkness? Strange avatars following stranger orders?

**Endurance:** 10

**Habits**

1. Looming atop a metallic spire
2. Collecting the remains of the Ship-Warped
3. Gathering between the shadows and whispers
4. Emerging suddenly from the darkness
5. Transporting a sealed, metallic casket
6. Offering a bargain

**Defenses:** Paracausal - reality becomes undone around the Dark Things. Rituals or specially created and profaned tools are needed to affect them.

**Weaknesses:** Rituals, Profaned Tools

**Special Rules:**

- **Dark Thing's Bargain:** On occasion the Dark Things offer a bargain. They will grant you terrible power or secrets in return for completing a task. That task often seems unrelated to anything but always serves to further that Dark Thing's secret machinations. Whenever a player accepts a bargain, they automatically gain the condition [Supplicant of Darkness].
  - **Dark Thing Communion:** Within the See are altars to the darkness. Taking communion here means taking the darkness within yourself. This communion will grant the Commune Ritual if it is not already known, but will begin a slow process that transforms the character into a Dark Thing. After a character takes communion, once their Ruin score reaches 6 they become a Dark Thing.
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**Set name:** The Dark Void

**Set goal:** Commune with the Hissing Darkness to unlock the Key to the Engine

**Overview:** Below you the cold, ragged surface of the hull. Above, the impossible and perfect darkness of the void. You will not survive here without the proper equipment or Rituals. The void of space has always been unforgiving, and here in the perfect blackness, the void has evolved. This darkness seeks you out, and changes you. The surface of the Ship is a cratered and jagged landscape. The absence of all light tricks your eyes into creating a stark monochromatic landscape, something, anything other than that absolute darkness.

**Moments:**

- Phantom stars swim in your vision; your brain's attempt to reject the absolute darkness that threatens to consume you.
- Somehow, a shadow passes in the distance. Something darker than the cold void all around you.
- There is a terrible rending sound as in the near distance something emerges from the hull of the Ship.
- Jagged spears of metal dot the landscape. They resonate.

**Props:**

- **The Obelisk:** Jutting out of the hull stands an imposing obelisk of metal and something akin to bone. At the top of the obelisk is an altar. It is here you must commune with the Hissing Darkness.
- **A Parasite Satellite:** Buried into the hull of the Ship like a barnacle, this satellite has been warped far beyond its original purpose. A parasite, it feeds on the dark energy radiating off of the Ship. Inside, its biomechanical innards will be powerful components for rituals or the fabricator-forges. Approaching it will provoke its antibodies.
- **A Veiled Merchant:** Built into the wall of a crater in the hull, is a small hut-like structure. A sign marked with crawling symbols promises safety within its walls. Inside, a roughly humanoid figure with a blurred face and sits behind a small counter. With buzzing words they promise to exchange goods for secrets, valuables, or blood. They sidestep nearly all questions while adamantly promising they mean no harm. They will have random Backpack Equipment available for trade but something about each item always seems *off*.
- **Ragged Crater:** An open wound in the hull, you can access the Engine through here.

**Traps:**

- **Exiled Dark Thing:** This Dark Thing was banished from the See. Half-feral, it now waits in ambush, having learned to draw the lifeforce out of defenseless creatures
- **Camouflaged Antibodies:** Rogue antibodies that have gained some independence from a parasite satellite. They lay flat against the hull and wait for something to step near before latching onto their prey. If they touch you, they eat through metal, skin, and bone, leaving behind only void.

**Treasures:**

- **Strange Metal:** Loose fragments from the hull of the Ship. Powerful totems and useful for fabrication purposes.

- **Bio-augments:**-Scavenged from the guts of the parasite satellite, these augmentations can be grafted onto the body for enhancements.

**Additional traps:** secrets whispered in the blackness, glimpses of a terrible fate, pulses of dark energy

**Additional treasures:** a darkened mirror floating in the void; *what do you see?*

**Monsters:**

#### **Parasite Antibody**

**Description:** Opaque amoeba-like creatures that lurk around the satellite. They react violently to anything that draws close.

**Endurance:** 4 - add 1 per Antibody

#### **Habits**

1. Feeding
2. Resting
3. Probing
4. Waiting in ambush
5. Budding
6. Defending

**Defenses:** Semi-solid- energy-based equipment works best against the Antibodies.

**Weaknesses:** Energy surges

**Special rules:** At least one player must commune with the Hissing Darkness in order to fully take control of the Engine and the Ship. Communing with the dark void will require a Risk Roll *and* grant the condition [Keybearer]. The hissing darkness changes your mind, opening new windows of thought and perception. On a failure, the Risk Roll increases Ruin as normal, but the player must also take the condition [Dark Avatar]. A Keybearer is immune to Dark Aberrations, but acts as a beacon for danger. The ritual Commune will allow one to commune, or the characters can perform a sacrifice at the Obelisk for a similar, if more dangerous effect. A life must be traded here, and when the sacrifice is finished, the Hissing Darkness will speak through the corpse to all present, invoking the previous Risk Roll.

**Set name:** The Engine

**Set goal:** Gain control of the Ship. Or destroy it

**Overview:** The Engine is as much a component of the Ship as it is a region within the confines of the Ship's space-time. The Engine is the pulsing dark heart of the Ship. Waves of strange energy ripple out amidst the shadows changing and warping whatever they touch. The geography of the Engine is always twisting, warping; a dense kaleidoscoping fractal of dark heat. There is no red-glow of heated metal, only unlight that fills your mouth, nose, and eyes. Trespassing within its territory will be incredibly dangerous without the proper blessings, tools, and equipment. The Engine is *alive*. It responds to intruders. The Engine has control here. And it will not willingly give that up.

**Moments:**

- A droning hum becomes a low roar in the distance. In the depths, the Engine churns.
- Probing wires and conduits seek purchase in your flesh; they want to interface, to deliver a sermon.
- Dark oily fluids drip anti-gravity upwards from floor grating. With ferro-fluid spikes, it pulses in time with the beat of the Engine.
- Metal corridors twist and spiral. For a moment, physics halts. Your light sources bleed and streak toward an ephemeral singularity.

**Props:**

- **The Engine:** Within the Engine, there is only the Engine. Everything you interact with here is just an extension of the Engine. At the center of it all is the core, the heart. The heart acts as the control terminal; a semi-physical point of Engine-to-flesh interfacing. The exact form and nature of the heart and the Engine itself will vary according to the perceptions of the players. Now is the time to pull together all the threads of the characters' fears and motivations. The Engine offers temptations and threats to pull characters away from their goals. Keybearers can strike at the Engine at the cost of their own self. Describe what you lose as the Engine deteriorates.

**Traps:**

- **The Engine:** Seeks to trick, manipulate, and subsume any that trespass. It will warp its realm to suit its needs. The Engine can pull from elsewhere in the Ship to deal with threats indirectly.
- **Engine Manifestations:** The Engine plucks your greatest fears and manifests them in twisted physical form.

**Treasures**

- The Engine lays before you the object of your desire but whispers the terrible cost. You *want* this. The treasure is real. So is the cost.

**Additional traps:** none

**Additional treasures:** none

**Monsters:** The Engine

**Parasite Antibody**

**Description:** A seething tear in reality. Darkness seeps out of it in branching geometric tendrils. From its mouth emanates a silent, deafening roar. It is all mouth. It has no mouth. The Engine is everything here. The Engine is nothing here. It pulls at the molecular forces holding together the atoms of your body, while threatening to reshape you in its image.

**Endurance:** 12

**Habits**

1. Replaying your worst mistakes in your mind
2. Unexisting
3. Bubbling the flesh of reality
4. Calculating impossible mathematics
5. Warping the Ship
6. Beckoning

**Defenses:** The Engine has control of reality here. It fills the space with absolute darkness. It speaks directly to you, preying on your fears and wants.

**Weaknesses:** Rituals, the light of a sun, Keybearers

**Special Rules:**

- Keybearers are invisible to the mind of the Engine. You can still be physically harmed by hazards and monsters, but the Engine will be unable to pull directly from your fears and motivations, as well as offer you fell bargains.
  - If you fall in the Engine, it will offer you a deal to become part of it. If you accept, you lose control of your character as they become a piece of the Engine.
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**Conclusion**

Once the Engine has been dealt with, depending on the players' choices the Ship opens up. It still remains incredibly dangerous, and without the direct will of the Engine, other things are likely to fill the power vacuum. The party can return to Cold-Sleep to build up the haven and continue delving the innards of the Ship. If the characters gained control of the Engine, it is possible to begin the process of leaving the Hissing Darkness and maybe one day seeing the light of a distant sun. But there are still dark powers within the Ship that would prevent this. They must be dealt with.

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**New Character Options**

**New Occupations**

1-3

**1. Engineer**

- *Tech*
- *Improvisation*
- *Persistence*

**2. Medic**

- *Forensics*
- *Triage*
- *Implements*

**3. Technologist**

- *Intelligences*
- *Bypasses*
- *Data*

**4. Agent**

- *Stealth*
- *Security*
- *Devices*

**5. Brute**

- *Force*
- *Weapons*
- *Tactics*

**6. Conduit**

- *Rituals*
- *Darkness*
- *Symbols*

4-6

**1. Frame**

- *Protection*
- *Tools*
- *Artificiality*

**2. Cosmologist**

- *Rituals*
- *Machine-Gods*
- *Ontology*

### 3. Shade

- *Void*
- *Manifestations*
- *Obfuscation*

### 4. Hybrid

- *Mutations*
- *Uncanny*
- *Machines*

### 5. Uplifted

- *Athletics*
- *Overlooked*
- *Flexibility*

### 6. Interface

- *Rituals*
- *Navigation*
- *Traps*

## New Backgrounds

### 1-2

1. Corpo Spy
  - *secrets*
2. Dark Cultist
  - *depths*
3. Burnout Technician
  - *hacking*
4. Debtor Laborer
  - *endurance*
5. Idealist Explorer
  - *discovery*
6. Spurned Academic
  - *xenobiology*

### 3-4

1. Secret Android
  - *unnerving*
2. Furtive Stowaway
  - *connections*
3. Reckless Surgeon
  - *stitching*
4. Strange AI
  - *knowledge*
5. Former Spacer
  - *charting*
6. Combat Marine
  - *command*

### 5-6

1. Station Architect
  - *design*
2. Techno Oracle
  - *trance*
3. Deep Psion
  - *alteration*
4. Failed Technocrat
  - *synergy*
5. Grizzled Survivor
  - *outlasting*
6. Political Dissident
  - *disruption*

## New Rituals

- **Repair** - *make broken things work again*
- **Commune** - *speak with what lies in the dark*
- **Network** - *connect with the haunted datasphere*
- **Slip** - *move laterally through liminal space*
- **Dark Matter** - *unleash destructive particles*
- **Reformat** - *change something technological to suit your will*

- **Singularity** - *designate a point in space the new gravity origin*
- **Fabricate** - *use raw resources as fuel to create something small and simple*
- **Analyze** - *consume and understand raw data*
- **Photon** - *become a source of bright light*
- **Scatter** - *warp particles around you obscuring your form*
- **Fuse** - *combine different materials*

**New Gear:** These items can be added to the existing equipment lists or used as replacements. If you need something not included, re flavor a pre-existing item. All characters begin with some sort of light source.

## Backpack Equipment

- Universal Tool
- Survival Exo-Suit
- Patchwork Polymer
- Tactical HUD
- Rebreather
- Glue Blaster

- EVA Suit
- Quartz-Storage Datadrive
- Direct Neural Interface Kit
- Protein Paste Pouch
- Engineered Spider-Polymer Rope
- Small Container
- Hacking Kit
- Piezoelectric Flashlight
- Headlamp
- Power Cell
- Synthwax Candle
- Portable Lamp
- LED Spheres
- Prehensile Light-Arm
- Flare-Gun
- Grappling Gun

- Fusion Battery
- Small Tent
- Travel Backpack
- Electromagnet
- Portable Drone
- Plasma Cutter

#### Weaponry + Armor

- Combat Blade
- Handgun
- Survival Knife
- Mil-Tech Blaster Rifle
- Smart-Link Cannon
- Light-Weave Carbon Fiber Vest
- Heavy Blast Armor
- High Impact Ceramic Platin