

# KARUM STATION

## *Blues*



ATW  
comptons



An introductory scenario for  
Across a Thousand Dead Worlds







# KARUM STATION

*Blues*

compziblw  
ATDWE

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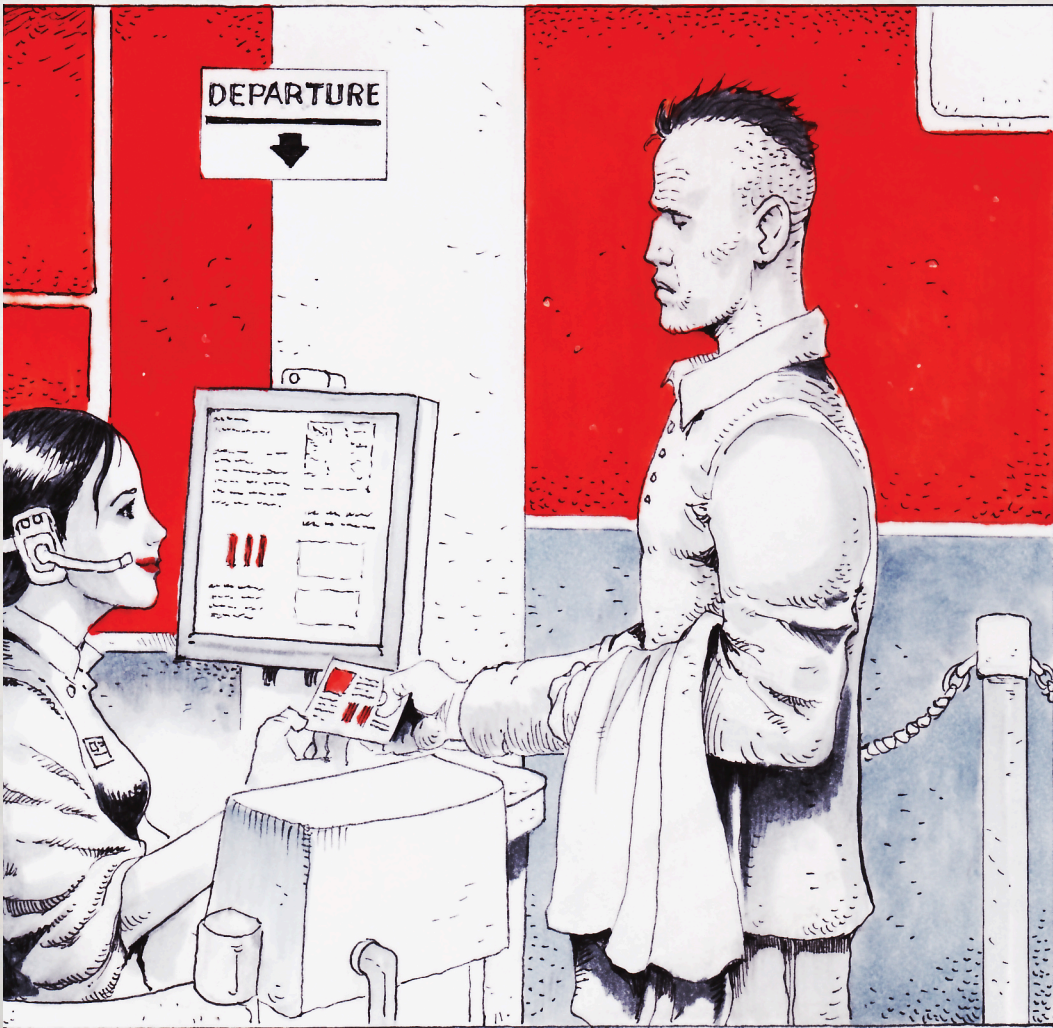


# FORWARD

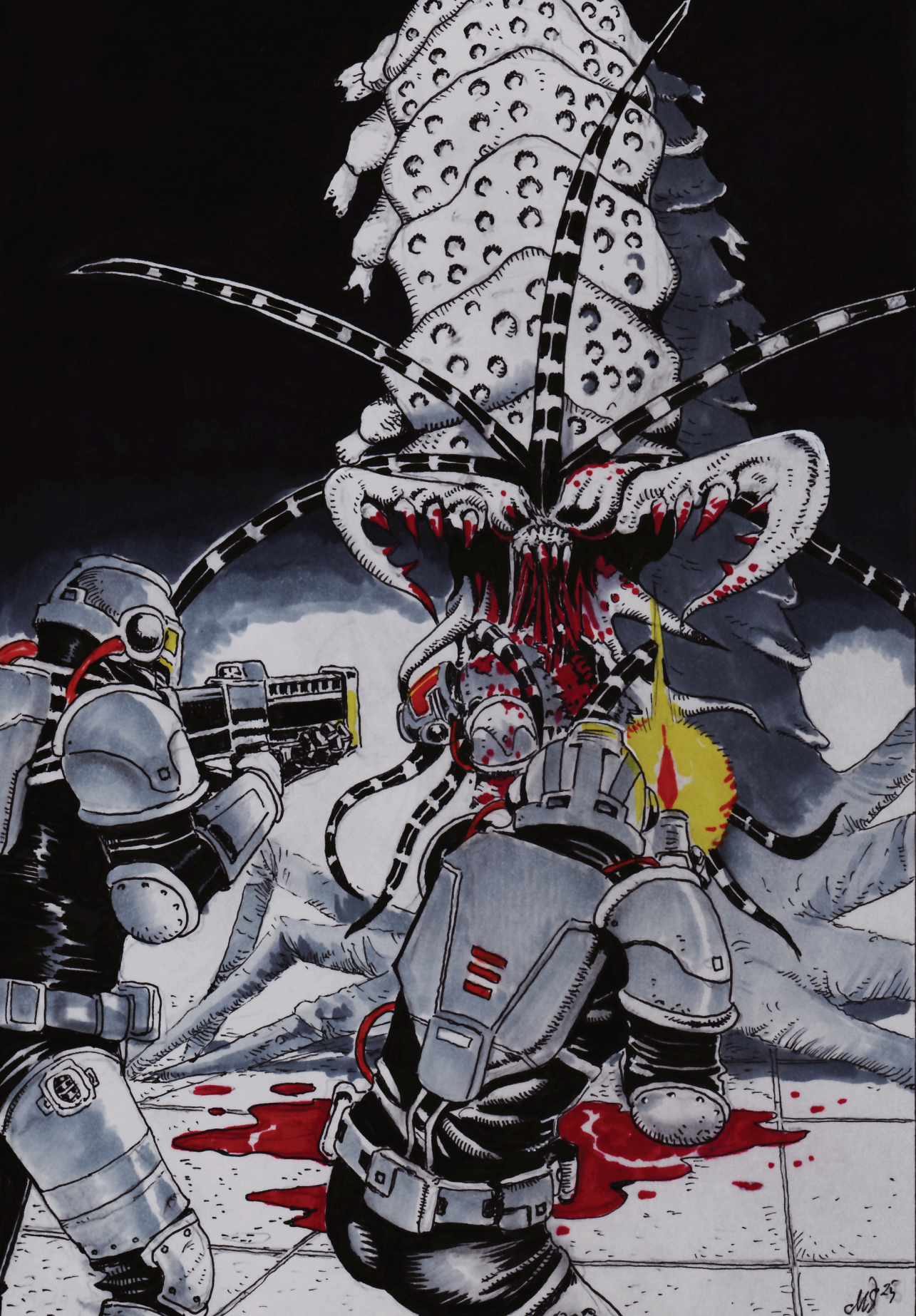
**Karum Station Blues** is a starter scenario for **Across A Thousand Dead Worlds**.

It leads the first-time Divers to Karum Station, gives them some new landmarks while they're there, and then packs them off to a hostile Site where the decisions they make will determine whether any of them come home alive.

**Karum Station Blues** can be run with or without a GM, following the protocols in *Across A Thousand Dead Worlds*.









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# TRANSIT TO KARUM STATION

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*The in-flight air is stale with sweat. The twin reeks of oily packaged rations and acrid powdered green tea cut through it, demanding attention. Attention that no one else in steerage class is willing to give. An attendant walks the aisle every twenty minutes, selling souvenirs and nips of Drake Industries In-Flight Vodka, but most passengers' heads are down. The mood is meditative.*

*A few of the people sitting shoulder to shoulder might be junior admin staff, janitors or medics or food court workers. A few might be family members who come to pick up a coffin. The rest are like you. Prospective Divers. And like you, their thoughts are on death.*

*The price of advancing science, of advancing Drake Industries' hold over the human economy, is that some unlucky souls die horribly out in the void. Some get rich too, and maybe you'll be lucky. The cat that walks out of the box, unpoisoned with radiation. But you can't be sure.*

*Across the aisle, some other poor bastard coughs. Assuming he's a Diver, you know the odds. In the next few days his corpse will be decorating some distant world.*

*Maybe yours will be too.*

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# Transit to Karum Station

## In-Flight Entertainment

There's no rule against socializing on the flight, but there's not a lot of room to move around in so most people's conversation partners are whoever is sitting directly next to them. Divers that wish to may roll a Social Travel Event (*Across a Thousand Dead Worlds*, page 119). If anyone rolls the routine training exercise, it affects all Divers and subsequent 10s on the Social Travel Event table are rerolled for the rest of the flight.

## First Class Up In The Sky

Divers that are feeling especially glamorous may elect to be in business class rather than in steerage. This costs 100 DC but comes with a free week of Level 1 insurance upon arrival at the station. Pine nut crisps and an especially chemically-tasting amaretto are also served.

## What About My Blue Collar

Divers that do not pay for business class do not need to spend any DC on the flight, although they will be charged an 80 DC fee should they attempt to return home without ever undertaking a mission. This is in addition to the regular 80 DC fee for a return flight.

## Funny Business

2 KSA Security Officers are stationed on every flight and will intervene in any situations that turn disruptive or ugly. The fee for being arrested aboard a Drake Industries flight is 250 DC, due in two weeks' time.





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# ARRIVAL ON KARUM STATION

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*Disembarkation is silent and brusque. The crew triple checks the seals before cycling the airlock, and then they hurry all passengers out. Possessions left behind are property of Drake Industries, so you grab your gear securely before exiting the shuttle onto the tarmac.*

*Entry to the station involves passage through yet another airlock (this one installed after the Incident), and when it finally hisses open you push through and are surrounded by the vigor and noises and the smells of civilization.*

*Even out on the edge of known space, in a habitat built by inhuman hands, there's the mingled aromas of moxa and curry leaves and tobacco smoke and fry oil in the air. You can see a hundred other bodies moving up and down the tarmac, regular inhabitants of the station, busy with the process of living.*

*What if things aren't going to be so bad after all?*

## **Basic Itinerary**

The *Newcomer's Guide To Karum Station* recommends that prospective Divers seek the following: accommodations at the Karum Hotel And Restaurant, personal quarters via the Housing Office, medical insurance via the Medical Administration Annex, prepayment of the Air, Temperature, And Administration Tax at a secure tax kiosk, and finally the signing of a formal Memorandum Of Agreement at Mission Control. Getting these in order sometimes takes a few days, during which the guide recommends experiencing the sights and wonders of the station.





# Arrival on Karum Station

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## Checking In At The Karum Hotel And Restaurant

Prices at the hotel begin at 20 DC per cycle (and include a voucher for 15% off any bill under 20 DC at the restaurant during that same cycle).

Accommodations top out at 1,200 DC per cycle for the central executive suite. The “asteroid trout souffle on a bed of stardust” in the restaurant is 50 DC, wildly underseasoned, and lightly radioactive due to its use of cosmic dust. Any Diver who eats it suffers +1 rad.

## Securing Personal Quarters

There is a minimum one cycle wait time for the Housing Office staff to clean and sterilize the quarters of a dead Diver or oust a debtor. During this time, applicants are advised to book a room at the hotel. Living on the streets for a cycle is also possible, but incurs +2 Stress.

## Purchasing Medical Insurance

The Medical Administration Annex has slow-moving lines and any meeting with them takes the better part of half a cycle. Insurance purchased from them is prorated, and begins at the end of the week. Unfortunately, insurance purchased aboard Karum Station only covers new conditions. Any Critical Injuries, radiation, Stress, or Trauma that were suffered before the purchase of the insurance must be treated at full price. For instances where a Diver already has one level of insurance and upgrades to another level, Critical Injuries, radiation, Stress, and Trauma suffered before the upgrade are charged at the previous rate.

## Assenting To The Air, Temperature, And Administration Tax

All inhabitants of Karum station, with some exceptions, must pay a tax each cycle to ensure the continued running of the station. This tax is 1 DC per cycle for Divers, 5 DC per cycle for tourists, and free for all upper administrators. The tax is also waived during any cycle in which a person has purchased accommodations at the Karum Hotel And Restaurant. The tax may be paid at any number of secure kiosks, or to an enforcement officer who will be dispatched to collect it after a missed cycle (+20 DC surcharge.) The tax may also be prepaid, up to a year. Failure to pay the tax as a tourist generally results in a forced flight home and garnered wages. Failure to pay as a Diver results in your choice of an immediate mission or non-voluntary non-suited ejection from the station.

## Signing The Memorandum Of Agreement

Before undertaking any missions, all prospective Divers must sign the Memorandum Of Agreement at Mission Control. The Memorandum includes pages upon pages releasing Drake Industries from liability for loss of life, limb, sanity, or spirituality. Veteran Divers consider signing the Memorandum a solemn event, while Mission Control staff simply seem bored.





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# HIGH TECH, LOW LIFE

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*It takes a little while, but you adjust to the swing of life on Karum Station. It's cleaner here than earth, less wretched than mars. And if it weren't for Uncle Fraser's invisible hand picking your pocket every cycle with that damn tax, it would almost be liveable.*

*You'll need to take a mission eventually, but how long you wait is up to you.*

## OUTER RING: SCAB MARKETS

The Docks are one of the most consistently busy parts of the station, even when a shuttle isn't due to arrive for the next few cycles. This is because they are also a place to pick up some informal labor at any of the habitual corners known as **Scab Markets**.

Scab Markets are not recognized by Drake Industries as an official feature of the station, but they are also vital to the thousands of small jobs that crop up every day, and which would be costly and slow to address through proper channels.

The only rules for a Scab Market are that you show up, and if you do you might get work.

### **Manual Labor**

Once per cycle, and up to two times before taking a mission, Divers can accept scab jobs. These are sometimes legal and sometimes safe. Whenever a Diver





takes one, they gain 3D6 DC and roll a D6. 1-2, suffer -2 on checks for the rest of the next mission. 3-4, suffer +4 Stress. 5, reduce max Wounds by -1 for the rest of the next mission. 6, lose D6 DC. Taking a part-time job counts as a roll on the Carousing table.

## OUTER RING: COMBAT SPORTS

The Àrsaidhium is a cavernously vast chamber that has been repurposed by a few retired Divers to serve as a hub for combat sports on the station.

The utilitarian argument for the Àrsaidhium is that it allows off-duty Divers to blow off steam by indulging in gambling, rich foods, or violence. The utilitarian argument *against* it is that it needlessly burns air and calories for a cause that isn't the exploration of more Sites.

Attempts have been made to end the practice of fighting in the Àrsaidhium, but the most recent wave culminated in murders and riots, leading station administrators to tacitly file the arena away as a necessary evil.

### Relaxing At The Àrsaidhium

When off duty, Divers can take in the fights for -5 Stress. By indulging heavily in drinks and concession snacks for 10 DC, they can shed a further -5 Stress. If they wish, Divers may bet on a combatant (up to 100 DC, 3-in-6 chance of winning back your stakes +50%, otherwise lose the whole pot). Particularly antsy Divers may fight in the games themselves, gaining 50 DC but suffering a Trauma (3-in-6 chance you win and enjoy a Positive Emotion trigger, otherwise you lose and suffer a Negative Emotion trigger). Divers that fight cannot bet, relax, or eat concession snacks during the same cycle. Visiting the Àrsaidhium counts as a roll on the Carousing table.

## INNER RING: THE LIMITS OF AUGMENTATION

Although not unique to Karum Station, there is an onboard colony of **Twitchers**. The colony is made up of Divers, industrial accident victims, and surgery tourists.

Twitchers are people who have exceeded Drake Industries' recommended limit for Augmentation installs. The burden this places on their systems predisposes them towards endocrine issues, long nonverbal periods, and periods of extreme wakefulness and paranoia.

Being a Twitcher carries some social stigma, and thus it is not uncommon for them to gravitate together, seeking understanding, shared knowledge, and





solidarity. Some Diver teams are composed entirely of Twitchers, and have a track record that charts slightly above average on missions survived.

### Exceeding Max Strain

In general, medical techs on the station won't install Augmentations that will take a Diver's Strain over their CON. However, sometimes a Diver's CON will decrease, putting it under that Diver's Strain. And sometimes black market hacks don't ask questions before bolting an implant in. When a Diver's Strain exceeds their CON, they become a Twitcher. Their minimum Stress changes from 0 to their Strain - CON, they must spend a Battery at the start of every combat or suffer Disadvantage on all checks during that combat. On the flip side, they gain Initiative equal to their Strain - CON during all combats, and they discard an extra -2 Stress when they Lash Out.

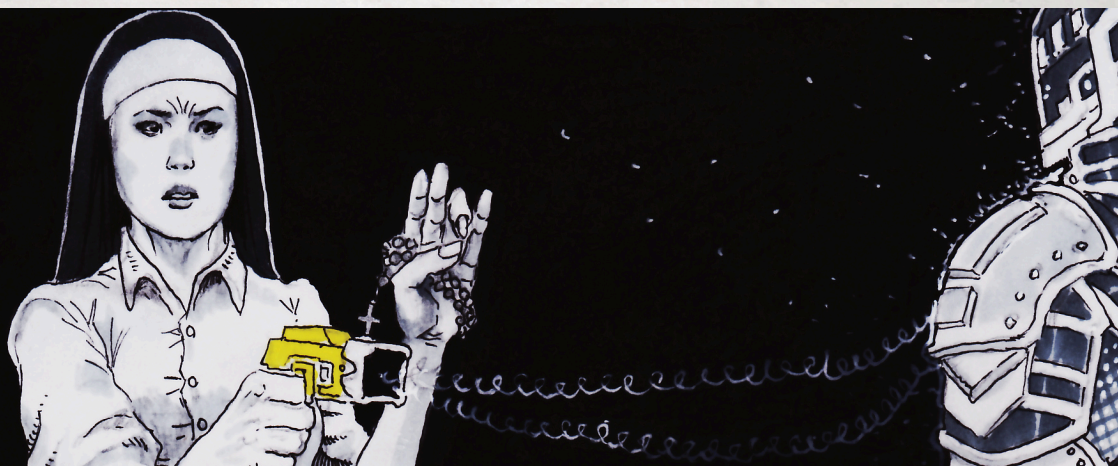
## INNER RING: SUPPORTIVE CARE

Ostensibly named for one of the first discoveries in Diving –a seashell-shaped object that revolutionized medicine– the Seashell is a cochlear spiral of softly lit chambers that exudes faint chiming sounds in a frequency just on the edge of the audible range.

The Seashell is currently home to The Sisters Of The Last Mercy, a psychology cult that claims they can bring peace to the spiritual world by ensuring that living minds are tranquil before death. The Sisters are well-funded and politically in vogue, and their creed drives them to offer experimental psychological care to any who seek it.

### Ministrations In The Seashell

While off duty, Divers can book time at the Seashell. One session costs 100 DC and includes sensory deprivation, poisoning, electroshock, prayer chanting, psilocybin, and light music. After a session, there is a 2-in-6 chance of discarding a Trauma of your choice and a 3-in-6 chance of gaining a new Trauma. Visiting the Seashell counts as a roll on the Carousing table.





### INNER RING: CASKET MAKERS

Recent advances in cryotech have enabled a small guild of semi-licensed artisans to begin producing bespoke capsules. These devices, dubbed **Voyage Coffins**, are meant to offset some of the stresses and dangers of transit to and from Sites. They also ensure that at least one Diver makes it back from missions where the whole crew would otherwise starve.

Voyage Coffins are expensive, and are a largely untested technology. After a stint in one, Divers experience chronic nausea, vertigo, blood clots, fatigue, and occasional audiovisual hallucinations. Even so, they are often purchased by experienced teams or anxious newcomers in order to partially offset the odds of a horrible death.

#### Buying A Voyage Coffin

Voyage Coffins are 80 DC, GS 10, and are single use. They hold one person in suspended animation on the way to a Site, or they hold one person in suspended animation on the way back. While in suspended animation, a Diver does not consume food, water, or oxygen, and the time left before a parasite bursts out of them is paused. If used on the way to a Site, the Voyage Coffin reduces its occupant's maximum Wounds by -1 for the duration of the mission. If used on the way back, the occupant cannot roll on the Carousing table until they have gone on another mission; they are too ill. If returned to their maker after use, Voyage Coffins are worth 40 DC. After any use of a Voyage Coffin, roll a D20. On a 1, the occupant dies. When this happens, if they are carrying a parasite, it has a 4-in-6 chance of escaping.

### THE ASTEROID: PARASITE CATALOGING AND STUDY

The Lepidoptery is a new addition to Karum Station, built in a precarious annex onto the side of the asteroid. Explosive bolts anchor the annex to the rock, and a single hardline signal from Mission Control can shut its doors and blast it out into the void, all hands aboard.

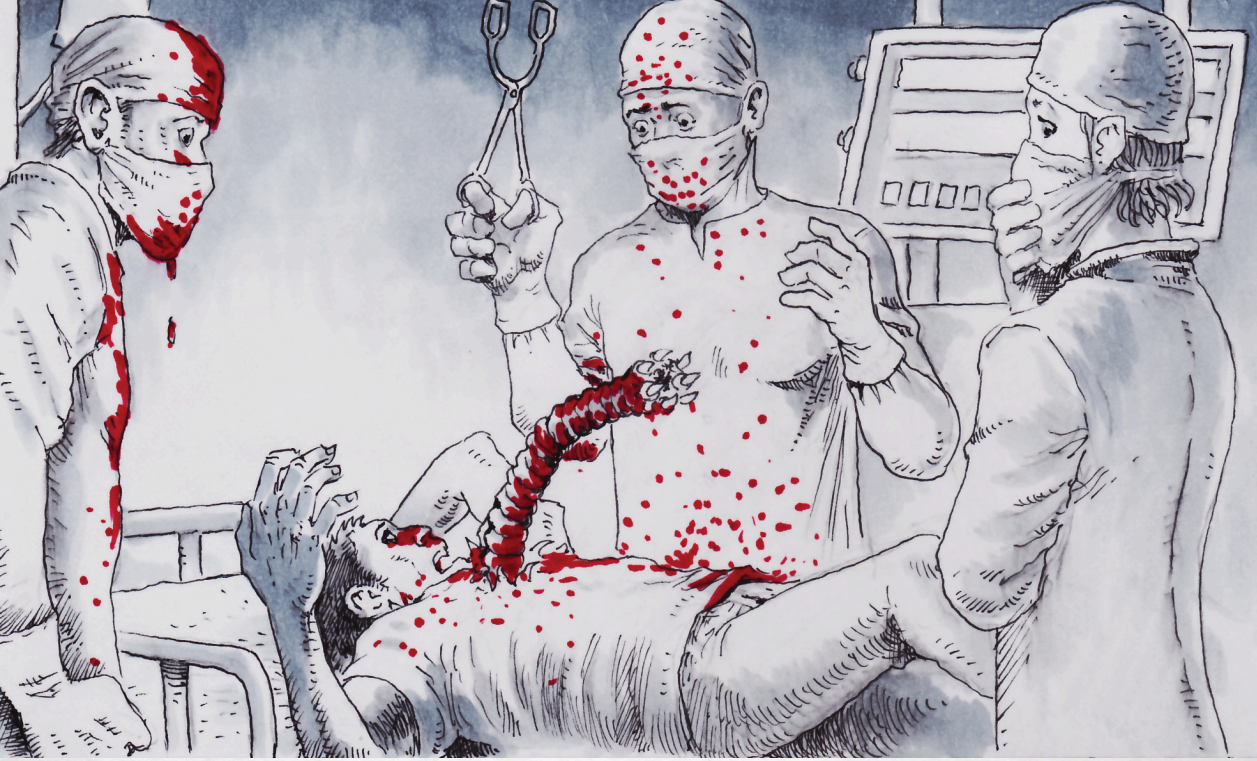
This has happened twice in recent memory, and both times the Lepidoptery has been rebuilt.

This is because its research into military xenobiology is more valuable than any number of staff or any amount of materials.

The current version of the Lepidoptery is open to any afflicted Diver; in fact, station guards are instructed to conduct Divers through its doors, using lethal force if necessary. Once inside, the Lepidoptery's talented staff begin the







process of extracting and jarring the patient's hitchhiker, sometimes even prioritizing the survival of the patient along the way.

### **Doc I Don't Feel So Good**

Upon returning to Karum Station with an unwanted guest tucked into their innards, any Diver can visit the Lepidoptery for parasite removal. In fact, attempting to do anything other than visiting the Lepidoptery when a Diver returns parasitized requires a Stealth check or a fight with 3 KSA Security Officers. Checking in at the Lepidoptery is harrowing: patients suffer 1 Trauma and reduce their max Wounds by -1 for the duration of their next mission, but is generally better than letting a parasitic infection go untreated.

### **Tapeworm Dollars**

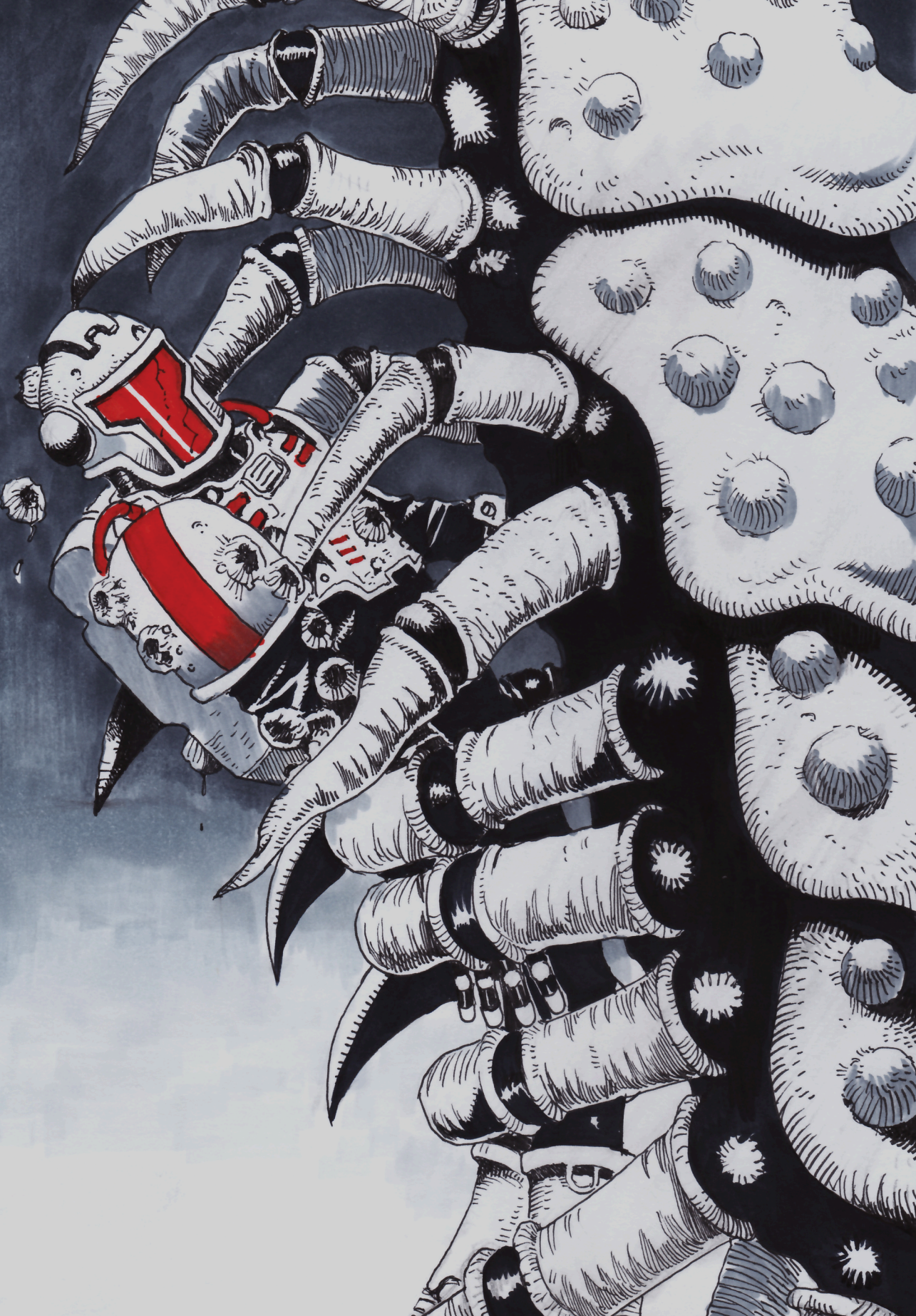
The Lepidoptery pays hosts 300 DC per parasite they extract---both to encourage infected Divers to do the right thing and check in, and to encourage Divers to become infected. Bringing the Lepidoptery a safely contained parasite that is not inside a human host is also worth a payout, although this is much smaller: 100 DC for living parasites and 20 DC for dead parasites.

### **Containment Failure**

Intentionally or unintentionally letting a parasite loose on Karum Station is punished with a public beating (1 Trauma) and a 700 DC fine (payable within one mission or the debtor is kicked out an airlock). If multiple Divers are culpable, they each suffer the punishment, although they may by simple majority elect to have one of them suffer all of the combined punishments.









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# A QUICK VISIT TO HELL

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*The rumors are true. Mission Control does have an easy job. A short hop to a known Site, some surveying and reconnaissance, and then back home for a comfortable paycheck.*

*It's not lucrative enough, you guess, which must be why veteran Divers are avoiding it. And sure, the last time the ship came back, it came back empty. But this is the perfect chance for you to get your feet wet—and to stay ahead of your creditors.*

*You'd have to be a fool to say no.*

## **Cratry 102035**

Mission Control has the following information about this Known Site:

- The first team to visit it immediately turned around and shipped back to Karum Station, deeming it too dangerous to explore.
- The second team was lost, with only the ship returning.
- You are the third team.
- From the first team's accounts, it was a cold, wet, and extremely vertical structure with a low oxygen atmosphere.
- No obvious threats were in evidence, other than a perilous drop and some weird architecture.
- This team dubbed Cratry 102035 "Leviathan's Chandelier."

## **Irregular Numbers Of Divers**

For groups with 2 or 4 Divers, the first, best option is to add an NPC Diver in order to qualify for the next ship size. Groups that have 6+ Divers may wish to split into smaller squads with separate GMs.





# A Quick Visit To Hell

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## The Trip In Brief

The voyage to Leviathan's Chandelier lasts 2 weeks and is unusually uneventful. Do not make checks for Random Travel Events (*Across a Thousand Dead Worlds*, page 118) or Arrival (*Across a Thousand Dead Worlds*, page 125). Simply arrive and dock after the two weeks are up.

# LEVIATHAN'S CHANDELIER

Leviathan's Chandelier is a station in geosynchronous orbit around an ice moon. Its exterior is opaque, and the cold light of the old white binary stars at the heart of the system does not penetrate its hide.

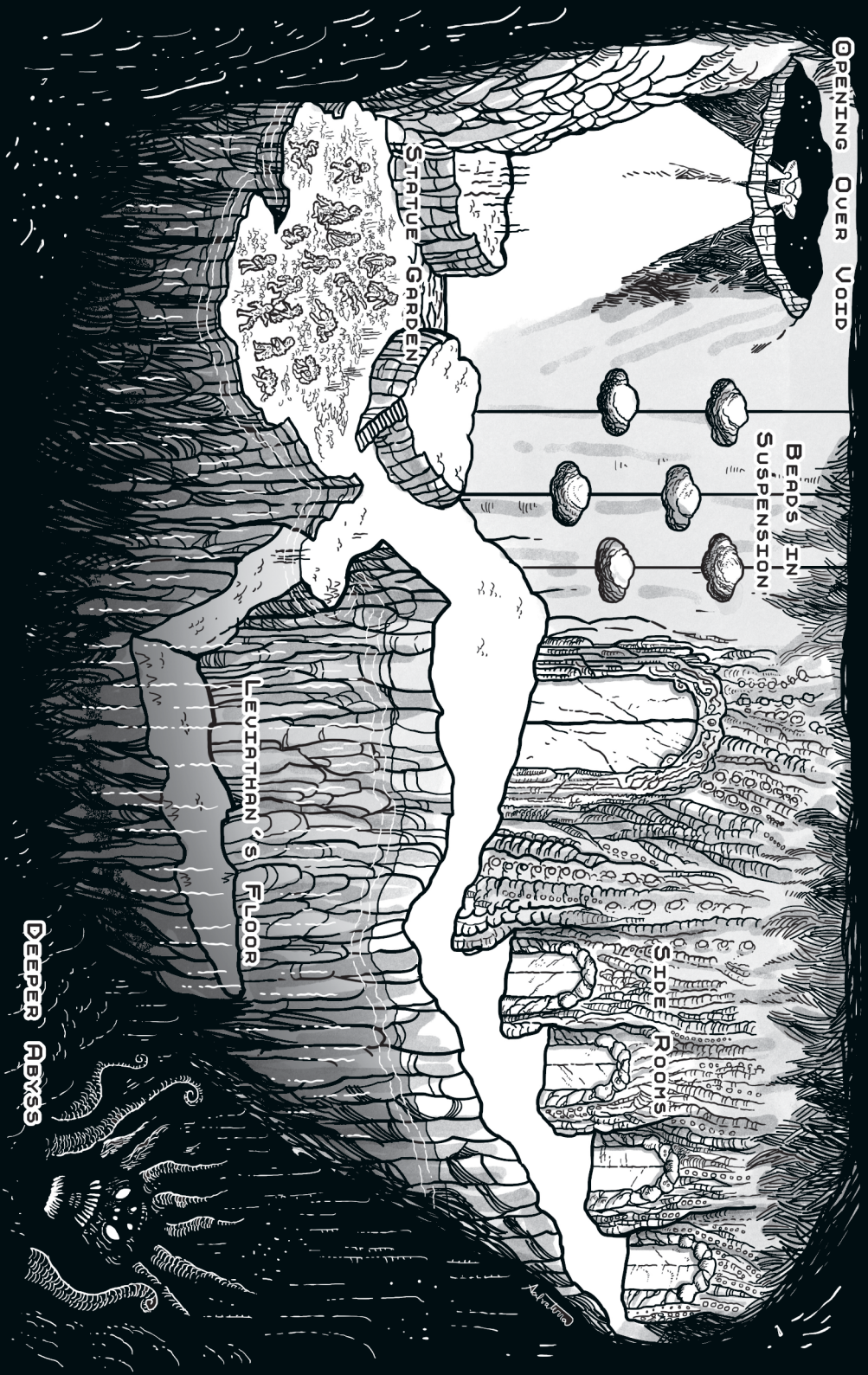
A single access port sits like a mouth on the neck of its structure, facing out from the grav well.

## LEVIATHAN'S CHANDELIER DETAILS

Leviathan's Chandelier is a small Site with no Dominant Hazards. Instead it has several unique features that set it apart from other Sites, as detailed below.

- **ATMOSPHERE:** The environment of the Site is largely anoxic and cold. Divers without the protection of their suits will immediately begin to suffocate and freeze.
- **LIGHT:** The Site is assumed to be dark at all times, unless illuminated by the Divers. Furthermore, when entering a new Area, roll a D6. On a 1, EM readings flare and batteries drain. Illuminating the Area during this Time Unit costs an extra 1 Battery.
- **WATER:** A cold, clear fluid is found throughout this Site. It feels slightly heavier than earth's water, as if gripping those who pass through it. Any check to maneuver inside it that prioritizes speed is at Disadvantage, and ranged weapons used within it (ones that aren't specifically designed for use in fluid media, such as the Harpoon Gun) suffer Disadvantage and reduce their Range by half (round down).
- **BARNACLES:** Small, bone-white barnacles mat on many surfaces in the Chandelier. Touching these barnacles in any way causes them to scurry onto the Diver, inflicting a stack of the Barnacles Condition. Characters suffer a penalty to their Initiative equal to their Barnacles stacks, and at 3+ stacks suffer -5 to DEX checks, at 5+ stacks suffer Blinded until the stacks are reduced, and at 6+ stacks are fully immobilized and gain +3 Armor. While immobilized by barnacles, metabolism and respiration drop to deep meditation levels and a character can survive D10 weeks without resources.





OPENING OVER VOID

STATUE GARDEN

BEADS IN  
SUSPENSION

LEVIATHAN'S FLOOR

SHED  
ROOMS

DEEPER ABYSS





# A Quick Visit To Hell

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Chiseling a stack of Barnacles off of a character counts as touching them, and this process requires a Normal DEX or else it also inflicts 1 Wound on the character being chiseled and +5 Stress on the chiseler. Burning a character safely removes 3 stacks but is guaranteed to inflict 1 Wound.

- **MOSTLY QUIET:** Leviathan's Chandelier does not use Activity Checks or Known Threats, and its Areas are predefined. Do not roll on the Site Exploration table while exploring.

## AREA 1 - OPENING OVER VOID

*The ship's doors open onto a dark, damp, flat landing. In the near distance, the floor drops off into nothingness. Dangling from the ceiling over the abyss are thick, calciferous-looking cables. Every few meters a person-sized bead of fluid bulges out from them, like dew on a spider's web.*

*Nearby, a mat of barnacles adheres to the surface of the landing zone, an object stuck in its surface.*

### Object Lodged In Barnacles

The mound looks like a colony of tiny white bees frozen mid-swarm. It wasn't so long ago that they went extinct. A Data Crystal juts from the mass.

### Grabbing A Cable

Grabbing a cable requires a jump and an Easy DEX unless other safety measures are put in place. Any Diver that grabs a cable moves to **Area #2 - Beads In Suspension**.

### Falling

A fall from this height is lethal, but characters can make an Easy DEX to instead land in one of the beads of fluid—slowing enough to grab a cable but taking 2D6+2 damage from the impact.





## AREA 2 - BEADS IN SUSPENSION

*The cables slither down into the darkness, traveling an unguessable distance. Fortunately, the beads of water make the climb far easier than it has any right to be. They cling to you as you descend, allowing you to rest your limbs between intervals.*

### Returning To The Ledge

One of the beads overhangs the ledge of **Area #1 - Opening Over Void** slightly, and Divers may climb up, then swim out (or push objects out) into the heavy water of the bead, dropping through the bottom of its membrane to land safely on the ledge. This is a 5' drop.

### Controlled Descent

With an Easy DEX, Divers can descend or ascend the cables. On a failure, they slip.

### Falling

A fall from this height is still lethal, but characters can make an Easy DEX to instead land in one of the beads of fluid—slowing enough to grab a cable but taking 2D6+2 damage from the impact.

## AREA 3 - STATUE GARDEN

*The cables rest above a smooth, cold expanse of floor. In the darkness, in between the dangling tips, are strange hunched figures, caught in perfect stillness. In the near distance, a carved door is recessed into an infinitely high wall. Beside it, the ground gives way to water. Condensation drips rhythmically from somewhere high above.*

### Ascending

With an Easy DEX, Divers can ascend the cables back up to **Area #2 - Beads In Suspension**. Carrying a bulky, unsecured, or especially heavy object back up the cables turns this into a Hard DEX. A fall at this point inflicts 2D10 damage.

### Barnacles On The Floor

Barnacles spread in white heaps across the floor. When setting up combat, place a barnacle marker on every third hex. When a Diver ends their turn in a barnacle hex, they suffer a stack of Barnacles. While in a barnacle hex, characters have +2 CON against being *Knocked Down*.





# A Quick Visit To Hell

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## Predators In The Dark

After one Time Unit has been expended in this area, a number of Beachcombers equal to the number of Divers feels its way out of the distant corners of the area. They attack, prioritizing the Diver with the highest number of Barnacle stacks.

## Hunched Figures

One of the figures is unusually close to the cables (see Samara Wells below). The others can be chipped apart (suffering 1 stack of Barnacles per figure) to reveal their contents. Roll a D6 for each. 1-4, you find an unknown corpse in an unpleasant stage of decomposition: suffer +1 Stress. 5, the same plus a Data Crystal. 6, the same plus an Alloy Cube. There are 2D8 hunched figures.

## Supply Cache

A partially ransacked cluster of Drake Industries crates lies on the damp ground. It still contains 2x Combat Knives, 1x Baton, 1x KSA Service Pistol, 1x Phobos Revolver, 2x Harpoon Guns, 3x Level B Hazmat Suits, 1x Oxygen Tank, 1x Directional Charge, and 12x Ammo. There is a stack of Barnacles on each of these objects.

## Samara Wells

Samara (Wounds 2/2, Defense 2/2, Stress 20, Backstab Talent, STR 9, DEX 11, CON 9, WIL 12, INT 10, CHA 9) is the only surviving member of the previous expedition. She has KSA Personal Body Armor, 3x Oxygen Pellets, 3x Battery, and a Combat Knife. She is currently encrusted in barnacles (6 stacks) but can make muffled vocalizations through the mass. If carefully chipped out she will join the squad. However, Samara is terrified, done with Diving, and will kill to ensure her place on the ship. She is not dependable and, if left unattended with a moderately provisioned ship, will try to steal it and flee back to Karum Station, stranding the other Divers. She does not remember how she became entombed in the barnacles or how long she's been here, and attempts to pry this information out of her cause extreme defensive behavior.

## Tall Door

The area's barnacles do not touch the door, stopping in a perfect semicircle in front of it. This door is not locked, but requires a Normal STR to push it open, and the character that tries to force it open takes a dose of +40 Rads and loses all stacks of Barnacles. Anyone that passes through the door takes +20 rads, loses 2 stacks of Barnacles, and enters **Area #4 - Side Rooms**.

## Rope Into The Water

A Drake Industries tactical rope has been secured to the A-metal ground via an enormous welt of adhesive tape. Its end dangles into the water, leading to **Area #5 - Leviathan's Floor**.





## AREA 4 - SIDE ROOMS

*You feel like you have been shrunk down and stuffed into another human being's lungs. At least, if those lungs were made of metal. And if that human was a Site.*

*Ahead of you, A-metal hallways scatter in a thousand confusing alveolic directions. The hallways jumble and snake together in a way that almost seems to spatially overlap, superimposing corridor on top of corridor on top of corridor. Your sensors chirp with a routine glitch and your eyes ache.*

### **Returning Through The Radiation Door**

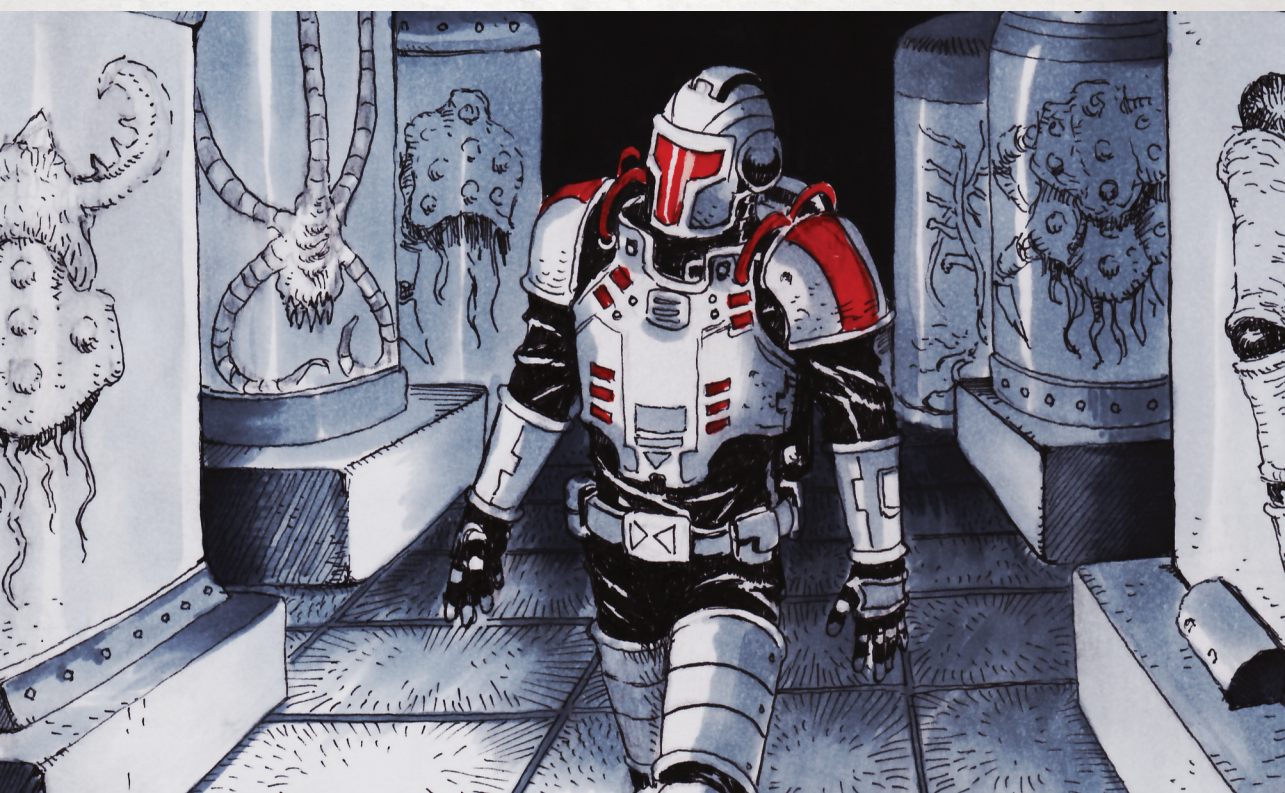
As when entering this area, passing through the door inflicts +20 rads and removes 2 stacks of Barnacles.

### **Corpse On The Floor**

A Diver's body rests in the middle of the central hall. Closer inspection reveals that the suit near his neck is torn, there are two symmetrical piercings on his skin, and his stomach has exploded outward. The investigating Diver suffers +3 Stress. Next to the body is a MAL-CO 347 shotgun with no ammo.

### **An Infinite Divergence Of Hallways And Doors**

The corridors diverge in every possible direction, doors intermittently lining the walls. Divers may open as many as they wish, rolling once on the table for Exploring The Side Rooms and once on the table for Exploration Complications each time.





# A Quick Visit To Hell

## Exploring The Side Rooms (D12)

- 1) Vaguely Precambrian vegetation grows from pillars and the ceiling, bone fronds tickling an invisible current in the air. 10 GS worth of xenoflora can be harvested here, with each 1 GS being worth 5 DC. The flora dies within 1 Time Unit of being cut from its moorings, but if the Divers work out a way to keep it alive, its value increases tenfold.
- 2) A recessed pool of fluid A-metal lies in the center of an otherwise bare chamber. It is boiling hot. Any organic combatant pushed into it is destroyed. Divers may be quickly dipped into it to remove all barnacles at the cost of a Wound and a 2-in-6 chance of destroying their suit.
- 3) A single podium sits in the center of the room. Floating above it is a ball of barnacles. If they are chipped away, a random Artifact is found in the center.
- 4) Lateral slices of a Bobbit are arranged on dais that runs down the center of the room. The slices are encased in transparent A-metal. Soft, atonal music plays through the walls. There are 10 slices, each 10 GS and worth 10 DC.
- 5) A central bed of sand lies in the middle of the room. Nestled in it like eggs are D6 Alloy Cubes.
- 6) Opening the door also opens a pit beneath the lead Diver's feet. A Normal DEX grabs the edge, otherwise the fall is 20' and the walls are smooth. The room seems to be an Àrsaidh lounge and contains nothing of interest except a few pieces of furniture.





- 7) A Platter rotates in the middle of an otherwise unadorned room. It drifts closer and attacks.
- 8) D8 Data Crystals float in the air like sediment suspended on a thermocline. The room around them hums like an electrical part on the verge of malfunction and all Divers in the hallway lose 1 Battery when the door opens.
- 9) The room explodes. Any creatures inside of it take 1 Wound, and any Divers near the door make a Demanding STR or are Knocked Down. The contents of the room are coated in soot after the blast, but appear to have simply been more Àrsaidh furniture. Analysis of the device used to trigger the explosion reveals that it came from Karum Station.
- 10) Fluid drips from a constellation of needles; all on articulated A-metal arms, all suspended over a tall chair. Any Diver who sits in the chair gains a random Taint, increases their Àrsaidh Technology by +2, and takes +10 Stress. Any Diver who sits in the chair a second time is turned into D8 Data Crystals in a process that lasts 1 Time Unit, inflicts +8 Stress on every other Diver nearby, and makes enough noise to draw 3 Flatheads from further down the hallway. Interrupting the chair's procedure requires a Demanding Àrsaidh Technology or an Overwhelming STR from another Diver-failure causes the chair to begin working on the other Diver as well.



# A Quick Visit To Hell

- 11) Recesses on the walls are filled with valuables. D6 Data Crystals and D6 Alloy Cubes can be collected here, but the room begins to emit bursts of radiation after the third object is taken out of its place. After every subsequent item all nearby Divers suffer +5 rads.
- 12) An exact copy of a random Diver, complete with all of their equipment, stops banging on the inside of the door of this nondescript room and looks up in starry-eyed surprise, eager to be let out. They have identical wants, desires, and memories to the original, and they claim they got separated from the group during the last bit of trouble. They don't know who the original is, but they aren't going to make trouble as they are pathetically glad to be reunited with the rest of the crew. All Divers suffer +5 Stress, and there is a 3-in-6 chance that this duplicate is secretly a Cowry and will ambush them during their next combat or moment of vulnerability (if playing solo, roll this die but don't look at it; put it to one side until the party is vulnerable. Then discover the truth.) Otherwise, it is the Diver it's copying. Killing it reveals the difference (+8 Stress to all Divers if it was not a Cowry).





## Exploration Complications (D12)

- 1 Water comes rushing out from the chamber, forcing the Divers to make a Normal STR or get *Knocked Down* and take 2D4+4 damage as the current smashes them against the walls before dissipating.
- 2 Everything inside the room is mummified under a thick layer of barnacles. Even the doorway must be chiseled through.
- 3 Something turned this room into an abattoir. Several of the scraps of flesh are recognizable. When scanned, they belong to people the Divers knew—none of whom were out here. Every Diver suffers +4 Stress.
- 4 Gravity is inverted on the other side. Climbing down into the chamber requires a Normal DEX or the climber falls and suffers a Wound.
- 5 A group of Flatheads looks up from their silent activity. Flatheads equal to the number of Divers engage the party in combat.
- 6 The inside is clean but heavily irradiated. The Diver that opened the door suffers +30 rads and all Divers suffer +10 rads per Time Unit spent in the chamber.
- 7 Beachcombers equal to the number of Divers hang on the ceiling inside the door, just out of reach. They drop onto the last Diver to enter. Spotting them is a Demanding Perception, which the Divers can make one by one as they enter the room. Otherwise the Beachcombers begin combat in an ambush with each adjacent to a Diver.
- 8 The door is inert and requires 3 Batteries to open it. If no Diver pays this cost, it scans the lead Diver with a mesh of green light and that Diver immediately becomes ravenously hungry. If they do not eat a full meal within 5 Time Units, they die.
- 9 At the end of this chamber is a door to another hallway. That hallway is slightly smaller. Slightly warmer. Familiar looking. The lead Diver must make an Easy Resolve or enter the hallway. If their companions try to restrain them, the Diver can Lash Out to give up on entering the hallway. If they enter the hallway, it leads to another, and another, down an endless maze. The hallways get smaller by a few centimeters every time, until the Diver is hunching. Then crawling. Then squeezing. Then elongating. Then cells. Then molecules. All alive. Infinitely vast. Forever.
- 10 A plate of glass fills most of the wall at the back of the room. An endless quantity of water waits on the other side. For a moment, you think you see something move in the abyss. Roll a D6. 1, it is a person, kicking and twitching as they drown. 2-5, it is a vast body the same color as the water, moving against the current. 6, it is just your reflection, showing you how haggard you look. Every Diver suffers +1 Stress.
- 11 A trapped Bobbit bursts through the door like all of your nightmares rolled up in a carpet and attacks.
- 12 Variety of horrors. Roll twice, take both, reroll 12s.





# A Quick Visit To Hell

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## AREA 5 - LEVIATHAN'S FLOOR

*The water enfolds you, a cold embrace. Although there is no disturbed sediment, some sort of mineral content causes visibility to drop rapidly outside of a dozen meters. Past that point, the fluid is an opaque veil. Anything could be hiding out there.*

*Fortunately, the bottom is not far away. The water seems to extend endlessly in every other direction, but not down.*

*You can see a corpse bobbing near the A-metal floor.*

### **Rope To The Surface**

A rope leads back up to **Area #3 - Statue Garden**. A Diver that tries to escape combat back up the rope must make a Normal STR. On a failure, the rope is ripped free from its adhesive fastenings, the escape attempt fails, and climbing onto the ledge without a rope takes a Demanding STR.

### **Suit Ruptures On Leviathan's Floor**

If a Diver's suit ruptures while underwater, they immediately become Freezing, Dazed, and Suffocating. Sealing the suit does not fix these problems unless the Diver is dragged out of the water first.

### **Inhabitants Of The Blue**

When the Divers first descend into this area, there is a group of Crawls sharks circling in the blue equal to the number of Divers. They attack.

### **Neutral Buoyancy Corpse**

This body has died of unknown causes and is only lightly infested with barnacles. Its Swimming Gear can be removed with 1 Time Unit. It has a partially used tube of Emergency Suit Sealant (8 uses) in one pocket.

### **Looming Blue Shelf**

A more detailed exploration of the water reveals that a dozen meters from the end of the rope there is another dropoff. From here, Divers may descend into **Area #6 - The Deeper Abyss**.



# AREA 6 - THE DEEPER ABYSS

*The darkness is textured. The pressure bears on the contours of your suit. You know you saw the dimensions of this satellite from the outside, but there's too much water in here.*

## Swimming Upwards

The moment a Diver attempts to return to the area above, something pulls them downward with unyielding force and they must roll a D6. If they roll above their current Barnacle stacks, they successfully make it back to **Area #5 - Leviathan's Floor**. Otherwise, they are whisked into the deep, their suit imploding from the pressure, unless another Diver manages a Demanding STR to anchor them to the side of the shelf. Even then, it takes two Divers, powered equipment, or an Almost Impossible STR to actually haul them up—otherwise they remain tethered to the side of the shelf, dangling over nothingness until their air runs out.

## Suit Ruptures In The Abyss

If a Diver's suit ruptures while in the abyss, they die.

## Scavenging At This Depth

Data Crystals float in the water here, hanging in ones and twos. Any Diver may collect D4+1 of them. After each time they do this, roll on the Changes In The Abyss table below.

### Changes In The Abyss (D6)

1-3	The abyss is quiet...
4	A Bobbit jets down from above, its silhouette spiraling through the water. It may still be possible to avoid conflict with this thing, so long as it doesn't notice...
5	A pack of Crawls sharks equal to the number of Divers speeds suddenly out of the darkness, falling upon the intruders in their sunken domain.
6	An impossibly large caecilian shape swims past you in the murk. Its hide is made of billions of humanoid legs. It emits clouds of mucus as it goes. All Divers must make a Demanding DEX or suffer a suit rupture as the drifting mucus rapidly corrodes the fabric. Additionally, there is a 1-in-6 chance that the caecilian circles back, mouth open, and all Divers present are destroyed.









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# LEVIATHAN'S CHANDELIER BESTIARY

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*Droplets bead on the walls like papules on skin, tactile constellations in the still, cold air. Headlamp beams swing and sway, illuminating the contours of the hallway.*

*Up ahead, behind a door of clinging membrane, something chirps. Other voices answer it and the membrane shudders and withdraws.*

*A moment passes. Then two. A swaying figure walks out into the light.*

*Its skin is thick and albinic. Its mouth is the barest dot. It is carrying the nape and spine of a Diver in both hands---idly, the way a child carries a toy.*

*You open fire and the world dissolves in muzzle flash.*

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# Leviathan's Chandelier Bestiary

## BEACHCOMBER (LOCAL FAUNA)

STR	DEX	CON	WIL	INT	CHA
8	13	9	9	5	-
WOUNDS	2	AWARENESS	10	ARMOR	4
				DEFENSE	-

ROLL ▶ Ranged

SIZE ▶ Largen than Human      MOVEMENT ▶ 1 Hex

ATTACK SKILL ▶ +6      ATTACK RANGE ▶ 3

ATTACK DAMAGE ▶ D12+2      TARGET PRIORITY ▶ Nearest

RECOVERY REACTIONS ▶ > [Bloodied] +2 damage  
> [Cornered] +2 Defense  
> [Overwhelmed] -2 Defense

ABILITY ▶ [COVERED IN THEM] When the Beachcomber is struck with a melee attack, this counts as the attacker touching barnacles. If the Beachcomber is damaged with fire, this ability is removed.

COMBAT ACTIONS (D10) ▶ > 1-5: Jets a spray of corrosive fluid, attacking and destroying the piece of armor it hits if any of this damage is not prevented.  
> 6-8: Simply observes, as motionless as a dead thing. Barnacles leak in streams off of its flanks, contaminating its hex.  
> 9-10: Advances and attempts to grab. Moves 1 hex and an adjacent Diver must pass a Normal DEX check or suffer D12+6 damage and take 3 stacks of Barnacles.

*A starfish wider than a man, with tongues flicking out of the armored gaps at the ends of its limbs. It has an underbelly of cilia and moves at a fast crawl. Barnacles coat its body.*





BOBBIT  
(LOCAL FAUNA)

STR

DEX

CON

WIL

INT

CHA

10

13

12

10

5

-

ROLL ▶ Ranged

WOUNDS ▶ 4

AWARENESS ▶ 13

ARMOR ▶ 2

DEFENSE ▶ 2

SIZE ▶ Larger than human      MOVEMENT ▶ 1 Hex

ATTACK SKILL ▶ +6      ATTACK RANGE ▶ Melee

ATTACK DAMAGE ▶ D12+2      TARGET PRIORITY ▶ Nearest

RECOVERY REACTIONS ▶ > [Bloodied] +5 damage  
> [Cornered] +5 Attack Skill  
> [Overwhelmed] attempts to flee

ABILITY ▶ [AGGRESSIVE] Acts twice on its Turn.  
[SWIMMER] Maneuvers gracefully underwater,  
suffering no penalties in its native  
environment.

COMBAT ACTIONS (D10) ▶ > 1-5: Moves towards a Diver and  
makes a surprise attack spraying  
needles.  
> 6: Moves towards a Diver and  
engages them in melee, ignoring 4  
Armor.  
> 7-8: Moves towards a Diver,  
attacks in melee, and envenomates,  
inflicting Poison II if its attack  
Knocks Down or deals a Wound.  
> 9-10: Exhales radiation. One Diver  
in Range 2 suffers +20 rads.

A segmented nightmare of a worm. Its shell plates shimmer with iridescence and bristles dangle from its underbelly. It is a meter high at the midsection. It vomits its head outward to expel grasping jaws from its mouth.





# Leviathan's Chandelier Bestiary

COWRY  
(LOCAL FAUNA)

STR

10

DEX

12

CON

11

WIL

11

INT

9

CHA

13

ROLL ▶

Lurker

WOUNDS ▶

3

AWARENESS ▶

15

ARMOR ▶

1

DEFENSE ▶

4

SIZE ▶

Standard human

MOVEMENT ▶

1 Hex

ATTACK SKILL ▶

+5

ATTACK RANGE ▶

Melee

ATTACK DAMAGE ▶

D8+2

TARGET PRIORITY ▶

Most Wounds

RECOVERY REACTIONS ▶

> [Bloodied] +1 Defense

> [Cornered] +1 Defense

> [Overwhelmed] attempts to flee

ABILITY ▶

[AGGRESSIVE] Acts twice on its Turn.

[SAVAGE] Ignores Armor.

COMBAT ACTIONS (D10) ▶

> 1-2: Moves towards a Diver and makes a surprise attack as stalks grow randomly out of its body, inflicting Poison I if it hits.

> 3-4: Extrudes a shell, giving itself +4 Armor for the rest of the round.

> 5-9: Moves towards a Diver and spits a jet of venom at Range 3, dealing no damage but inflicting Poisoned III if it hits.

> 10: Shapeshifts into the nearest Diver's loved one. While shifted, every time the Cowry attacks or is attacked, that Diver suffers +1 Stress.

A fleshy plasm, smooth and supple, loosely humanoid in shape. It can convincingly mimic Divers, but ultimately seeks to envenomate them and feed.





## CRAWLSHARK (LOCAL FAUNA)

STR	DEX	CON	WIL	INT	CHA
9	12	10	9	4	-
WOUNDS	AWARENESS	ARMOR	DEFENSE		
1	12	0	1		

ROLL ▶ **Brute**

SIZE ▶ **Larger than human** MOVEMENT ▶ **3 Hexes (1 on land)**

ATTACK SKILL ▶ **+5** ATTACK RANGE ▶ **Melee**

ATTACK DAMAGE ▶ **D10+3** TARGET PRIORITY ▶ **Nearest**

RECOVERY REACTIONS ▶ **> [Bloodied] +2 Attack Skill**  
**> [Cornered] +2 Attack Skill**  
**> [Overwhelmed] +2 Attack Skill**

ABILITY ▶ **[SWIMMER]** Maneuvers gracefully underwater, suffering no penalties in its native environment.

COMBAT ACTION ▶ **> Moves towards prey and attacks. If its target has already suffered at least 1 Wound, attacks twice.**

*Like the predators that used to swim earth's oceans, but made of hundreds of interlocking fingers. They crook and beckon in a rippling sine wave that propels the creature through the water. Or they inch like worms to drag it over the land.*





# Leviathan's Chandelier Bestiary

FLATHEAD  
(LOCAL FAUNA)

STR

DEX

CON

WIL

INT

CHA

11

10

10

11

8

-

WOUNDS

1

AWARENESS

14

ARMOR

1

DEFENSE

-

ROLL ▶

Brute

SIZE ▶

Standard Human

MOVEMENT ▶

1 Hex

ATTACK SKILL ▶

+3

ATTACK RANGE ▶

Melee

ATTACK DAMAGE ▶

D10+4

TARGET PRIORITY ▶

Nearest

RECOVERY REACTIONS ▶

> [Bloodied] +2 damage

> [Cornered] +2 Attack Skill

> [Overwhelmed] attempts to flee

COMBAT ACTIONS (D10) ▶

> 1-8: Rushes closest opponent, moves 1 hex towards them. If already in range, attacks.

> 9-10: Raises an improvised shield made of debris from the previous expedition. +2 Armor until the start of next turn, at which point it throws the shield (Attack Range 3).

Bipedal tapeworm hominids with rough, serrated skin. They have pale hides, recessed horizontal pits for eyes, two flat arms, and a crude understanding of tool use. When certain they are unobserved, they stand in groups and sing a lilting melody.





PLATTER  
(GUARDIAN)

STR

DEX

CON

WIL

INT

CHA

10

12

11

11

9

-

ROLL ▶

Psychic

WOUNDS ▶

3

AWARENESS ▶

9

ARMOR ▶

4

DEFENSE ▶

2

SIZE ▶

Larger than human

MOVEMENT ▶

2 Hexes

ATTACK SKILL ▶

N/A

ATTACK RANGE ▶

N/A

ATTACK DAMAGE ▶

N/A

TARGET PRIORITY ▶

Most Wounds

RECOVERY REACTIONS ▶

> [Bloodied] -1 Armor

> [Cornered] -3 Armor

> [Overwhelmed] -2 Defense

ABILITY ▶

[AGGRESSIVE] Acts twice on its Turn.

[LEVITATING] Ignores ground hazards.

COMBAT ACTIONS (D10) ▶

> 1-4: Injects and parasitizes a target at Range 2. Normal CON to resist. The parasite, should it hatch, is a Flathead.

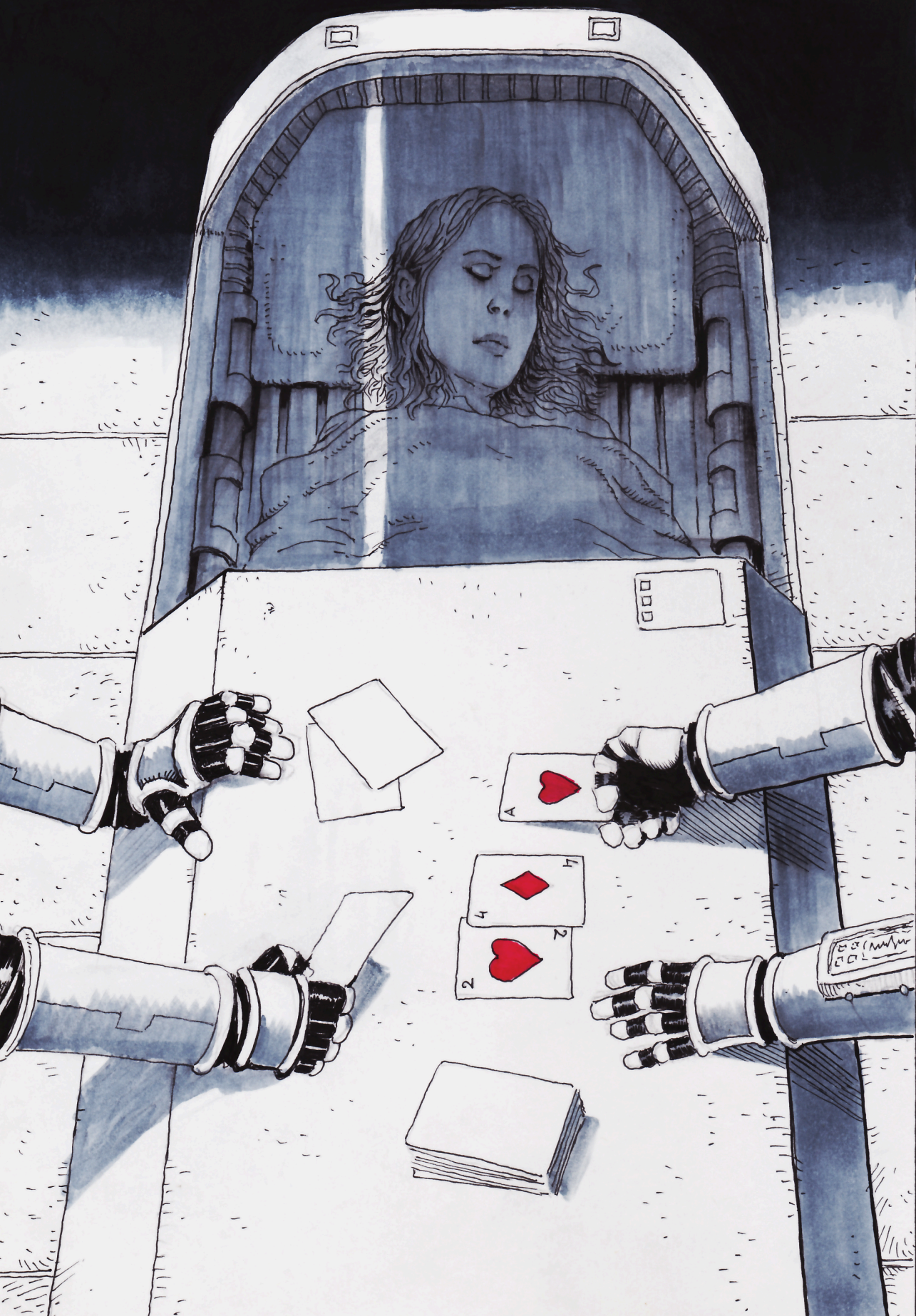
> 6-8: Moves 2 hexes. 3-in-6 chance towards the nearest Diver, otherwise away.

> 9-10: Changes local gravity. All non-Platter characters in Range 2 make a Normal DEX or fall 10' in place.

A flat metal disc wider than three humans. It floats at chest level, probing tendrils of mercurial fluid rippling from its hull.









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# APPENDIX

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## REPEATED VISITS TO THE CHANDELIER

Word gets out quickly about the comparative safety of the Chandelier, and soon the destination is in high demand. During any given week, there is only a 2-in-6 chance that the Chandelier is accessible. Also, on return visits, all value for things found at the Site is decreased by 50%.

Furthermore, Divers opening doors in the Side Rooms has made this Site considerably more dangerous. On return visits, after every 3 Time Units elapse, roll a D6. On a 1-2, a random Known Threat ambushes the party.

## DIRECTING THIS ADVENTURE

When running this adventure for a group instead of as a solo player, the important thing is to let the individual beats breathe. The horror of Across A Thousand Dead Worlds grows with mundanity, it grows in downtime. The longer the players spend getting settled in on Karum Station, the scarier entering the Chandelier feels.

To that end, even though this is an introductory adventure, don't hurry through the narrative beats. If you're running this as a convention game or some other kind of oneshot where you're severely pressed for time, you can definitely skip ahead to arrival on Cratry 102035, but the scenario will feel much simpler and flatter if you do.

Genuinely, if you treat the first half of this adventure as its meat and the Site as the stinger at the end, no matter how it resolves, it will be satisfying.

## BARNACLES ON KARUM STATION

D6 weeks after the first successful expedition comes back from Cratry 102035, a barnacle outbreak occurs on Karum Station.

During this outbreak, personnel and visitors may not leave the station, locations other than Mission Control each have a 2-in-6 chance of being unavailable





# Leviathan's Chandelier Bestiary

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during a given cycle (this includes each Diver's Personal Quarters), and at the end of every week every inhabitant of the station must suffer a dose of +10 rads.

The outbreak persists until the Divers find a way to end it.

## THE MISSING COWRY

At some point while reading this scenario, you may have wondered how one of the Årsaidh ships came back from Cratry 102035 with nothing aboard.

And you were right to do so.

There is no telling where the stowaway Cowry has gone, or who it is impersonating.

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E N D

