

THE ORRERY BEYOND THE EDGE OF SPACE

by Lone Archivist
@lonearchivist | lonearchivist.itch.io

Worlds have begun to disappear throughout the quadrant wreaking havoc to the orbits and gravitational stability of the remaining worlds. You've tracked down the source of these disappearances to a seemingly abandoned space station adrift in an unknown quadrant of space. A quadrant where the light of stars does not reach.

0. Airlock [Atmo: Variable, Vacuum/0²]

A small room with an short, extending aperture for docking ships and EVA repairs. Towards the back of the chamber is a cargo lift to Level 1.

- › EVA Suits (x2), 50% chance of compromised seals

///LEVEL 1

1. Waiting Room [Atmo: 0²]

This room has external facing windows under-lined by safety railings. It was originally a waiting room lined with double sided benches but has since fallen into disuse. Do not roll on the Station Encounter table for this room.

- › Various, small scrap components
- › Spare metal wall panels

2. Theater Room [Atmo: 0²]

As soon as the crew enters the room lights flicker on and ominous operatic music begins to play. Rich burgundy fabrics and curtains with ornately carved wood covered in gold-leaf. Either closer observation or walking closer to the stage reveals a distortion or glitch in the image. A control panel is near the door opposite 1. Waiting Room. As players investigate the room they may trip on a cable, revealing the well-kept theater to be a holographic projection. The real room is grey and decaying with time. A corpse in red formal wear is chained to a chair, center stage.

- › Loose piano string, around the corpse's neck
- › Ceremonial dagger
- › Orrery Initiation Sequence sticky note #4

3. Storeroom [Atmo: 0²]

Dark room with double-sided benches and a reception desk. It has been turned into a makeshift storeroom and is filled with crates. A cargo lift to Level 2 is on the wall opposite.

- › Mylar blanket
- › Infrared goggles
- › Med pack
- › Twisted titanium cable
- › Orrery Initiation Sequence sticky note #1, 8365

4. Larcenist's Array [Atmo: Vacuum]

An conical array that focuses a dark matter beam which captures and shrinks any planets in its path before feeding the newly acquired worlds to the Lower Singularity Ring in 9.

///STATION ENCOUNTERS (roll 1/room unless indicated)

- Three (3) Blood Moon Fanatics in a losing fight against an Osteopyre
- Sudden crash and clanging, followed by a cat darting away from the noise
- Sound of the Larcenist's Array Firing
- 1d5+1 Scavengers, stripping panels and components off the station
- 1d10 Blood Moon Fanatics and Blood Moon Commander
- Hovering Robo-Merchant with integrated 3D-Printer and hologram user interface vending 1d4+2 wares
- The distant hum of engines
- Explosive chamber decompression
- 1d5 Cyborg Drones
- 1d5 Osteopyres

The Orrery. This chamber is only accessible via Room 9, or EVA. Getting caught in the beam could have dire consequences.

///LEVEL 2

5. Reactor Core [Atmo: 0²]

A massive, warm room with three cooling pools between four fusion reactor turbines that generate power for the station. Opposite the lift exit is a secret passage to 7. Med Bay [Hint: discolored wall panel]. **The Brute**, a hulking, masked figure dominated by cancerous boils and lesions resulting from years of nuclear radiation poisoning, is tending to the fusion reactors. It occasionally wades into the water to exchange giant spent nuclear rods for fresh ones. The Brute is noisy, has poor perception, and is easily distracted. It will investigate any noise it hears and attack anything, except The Mad Scientist, on-site.

- › Giant spent nuclear nodes
- › Auto-weld tape

6. Crew Quarters [Atmo: 0²] [Grav: 0g]

Series of twelve rooms which at one time housed the engineers and technicians of the Terraforming station. They are now abandoned, some of the personal effects of their former residents lay behind. Evidence of squatters having taken up residence.

- › 2d10 credits
- › Wooden puzzle
- › 'WORLD ENDER' patch
- › Enamel charm of a red, cratered Moon
- › Orrery Initiation Sequence sticky note #8

6a. Collapsed Corridor [Atmo: None]

A depressurized corridor exposed to the vacuum of space after explosive decompression. A bent safety railing is partially intact. Requires EVA to traverse.

- › Security Card on a lanyard tied to a corpse floating near a safety railing

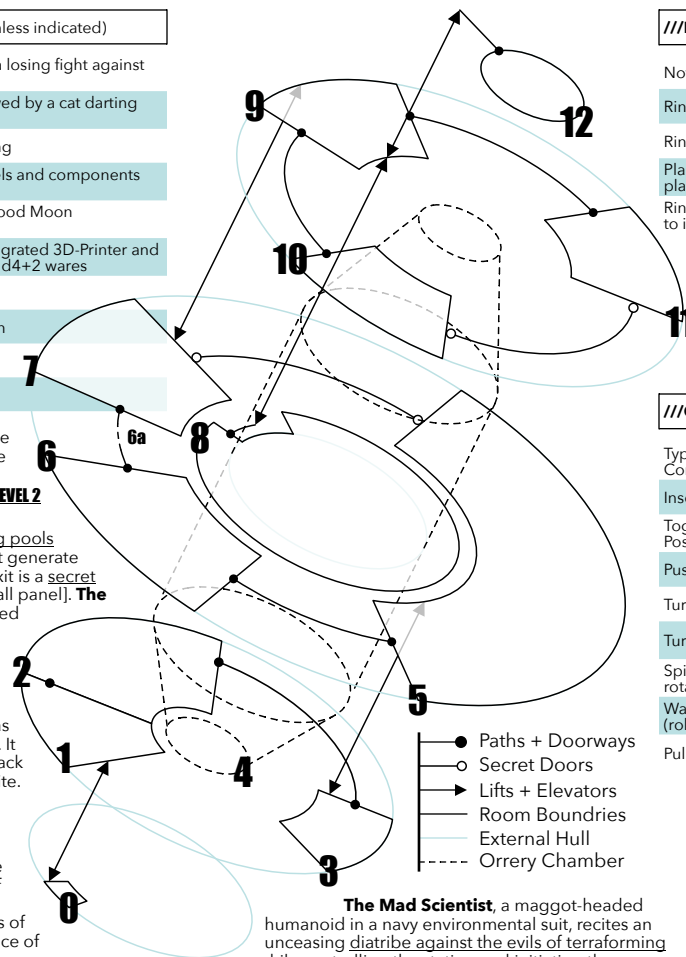
7. Med Bay [Atmo: 0²]

A medium sized Infirmary, fresh blood smeared on one of the three operating tables. Opposite the corridor is a cargo lift to Level 3. Adjacent to the lift exit is a secret passage to 7. Med Bay [Hint: discolored wall panel].

- › Med pack (x2)
- › Bottle of 1d10 Calcium Tablets

8. The Orrery [Atmo: 0²]

A large cylindrical room housing The Mad Scientist's collection of 57 Lilliputian planetoids, contained by two Singularity Rings holding captured wormholes or portal-like singularities. The collection slowly ascends past a catwalk as newly stolen worlds are siphoned into The Orrery from the 4. Larcenist's Array. In the center of the catwalk, hanging upside down if in 9.8g, is the Orrery Control Panel which has a complex set of levers and switches and a note taped to one of the terminals reading, "Remember the Initiation Sequence!"



- Paths + Doorways
- Secret Doors
- Lifts + Elevators
- Room Boundaries
- External Hull
- - - Orrery Chamber

The Mad Scientist, a maggot-headed humanoid in a navy environmental suit, recites an unceasing diatribe against the evils of terraforming while controlling the station and initiating the

Larcenist's Array. Roll 1d5 to see which phase it is in when the players enter the chamber. The Mad Scientist is a Gravity Manipulator, increasing or decreasing gravity in a fixed area along with low-level telekinesis. The cargo lift from 8. Laboratory or 12. Observation Deck is the only way into/out of this chamber.

- › Orrery Initiation Sequence Clue #9

///LEVEL 3

9. Laboratory [Atmo: 0²]

A neat and well-lit laboratory filled with workbenches and scientific instruments. A figure in a royal blue parka and ski mask sits at a table tinkering with chemical solutions. Closer inspection reveals a name tag reading 'Manny' on the parka. **Manny** is a refugee taken in by The Mad Scientist, and victim of black science experiments. Removing the ski mask and parka reveals Manuel to be a sentient Baboon. Won't attack unless attacked but is proficient in close-quarters MMA. Doors to connecting corridors line either wall. Opposite the lift from Level 2 is another cargo lift connecting to 8. The Orrery from or Level 4, 12. Observation Deck.

- › Di-compound incendiary
- › Various scrap components
- › Orrery Initiation Sequence sticky notes #3

10. The Scientist's Quarters [Atmo: 0²]

Evidence of a descent into madness permeates this chamber. Hastily scrawled messages and equations line the walls and furniture. Opposite the main entrance is a secret passage to 1. Listening Room [Hint: a dresser that is neatly aligned with the wall].

///INITIATION SEQUENCE FAILURE TRACK

Nothing	1
Ring Singularity Integrity Compromised, Stage 1	2
Ring Singularity Integrity Compromised, Stage 2	3
Planetoid Enlarging Process Initiated, 1d10 min. before the planets obtain their original size	4
Ring Singularity Collapse, Black Hole event causing the station to implode	5

///GRAVITY CONDITIONS (roll 1/room)

1-2	0g
3	4.9g
4-8	9.8 g [Earth Norm]
9	14.7
10	19.6g

///ORRERY INITIATION SEQUENCE ORDER (reverse to undo)

Type in the Security Pin into the Terminal Keypad to Unlock the Control Panel Mainframe	1
Insert and turn the Initiation Key Counterclockwise	2
Toggle all six (6) Fusion Core Siphoning Switches to the 'On' Position	3
Push the Energy Breaker Lever Up	4
Turn the Upper Singularity Ring Knob to the 'Engaged' Position	5
Turn the Lower Singularity Ring Knob to the 'Engaged' Position	6
Spin the Singularity Crank clockwise a minimum of two (2) rotations	7
Wait for the energy level meters to climb above 70% capacity (roll 1d10, >= 7)	8
Pull the the Larcenist's Array (Dark Matter Beam) Lever down	9

- › Holographic Video Clips of a family vacation on an alien world in Hazmat suits
- › Oblong glass bubble-pods with metal gimbal ring
- › Sticky notes with reminders on various tasks
- › Orrery Initiation Sequence sticky notes #6-7

11. Listening Room [Atmo: 0²]

A dark, sound-proof chamber with maps of cosmic radiation eddies mounted to lightboxes. Several maps show an increase in radiation density after the Orrery has passed through the system. Opposite the main entrance is a secret passage to 10. The Scientist's Quarters [Hint: unusual cabinet placement].

- › Orrery Initiation Sequence sticky note #2

///LEVEL 4

12. Observation Deck [Atmo: 0²]

A room with a holographic terminal that allows you to cycle through and read basic information about the worlds kept in the Orrery. Much of the data is corrupted or has been overwritten with incoherent ramblings of The Mad Scientist. The cargo lift to 8. The Orrery or 9. Laboratory is the only way into/out of this room.

- › A large catadioptric telescope
- › Orrery Initiation Sequence sticky notes #5

Cyborg Drones Former scientists and colleagues, 'preserved' by The Mad Scientist. They roam the hallways repairing the station and monitoring the systems with their cybernetic implants. Harmless unless they sense any negative action taken toward themselves or the station.

Osteopyres Blind, emaciated parasites that drain the gravity absorption properties of bones causing the target to become severely weakened, prone to broken and shattered limbs. They appear as skeletal, hooded orphans with dead eyes, contorted figures, and hollow needle-like teeth.

Blood Moon Fanatics Fanatics that revere The Mad Scientist as what they call 'The World Bringer'. Armed to the teeth. Wear red armor and battle dress. Leader wears a light grey white helmet.