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CORIOLIS: THE GREAT DARK



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D I S C O V E R Y

THE NADIR MUMMY

A traveler from the long-lost ark ship *Nadir* has been found in a Builder Vault in Ship City. This means *Nadir* survived the journey across the Great Dark and is most likely somewhere in the Lost Horizon. If she can be found, perhaps a new destiny can be forged for the people of the Diaspora.





D I S C O V E R Y

THE SINGULARITY SPHERE

A builder artifact the shape of an apple-sized sphere. The true purpose of the Singularity Sphere remains uncertain, but evidence suggests it is part of a network capable of instantaneous communication across vast distances. Some theorize that once properly attuned, a Sphere might reveal the presence – or even the location – of others in the same network.





COMBINED GLYPHS

There is evidence that minor and major glyphs can be combined to activate, control, or shut down Builder systems within ruins. The powerful Kaphra glyphs appear to achieve similar effects through a single symbol, and in some cases, even affect living beings.





D I S C O V E R Y

FORM

Visions encountered in the tomb on the moon Kath show ghost-like figures: fluid, shifting beings with elongated heads, no visible legs, and bodies that flicker and blur at the edges. Though roughly humanoid in outline, their form and motion remain wholly alien. This is the first known depiction that may represent the Builders themselves.





D I S C O V E R Y

THE BIRDMAN

The Birdman is a fusion of human and Garuda forms, its body marked by signs of long-term exposure to the Blight. Despite this, it retains awareness, purpose, as well as an extended life span. Its continued function suggests that the Blight, in rare cases, may coexist with living organisms without full degradation.





DIMENSIONAL RIFTS

The Builders appear to have possessed technology capable of creating rifts, portals, or gates across vast distances and realities. These openings were likely formed by harnessing entropy to weaken the fabric of space, using derivatives of the major glyph Nefelek and the Kaphra glyph Eanu to embed and control the effect.

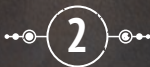




D I S C O V E R Y

MEMORY IMPRINTS

At some Builder sites, memories appear to be preserved as lingering imprints, echoes of thought or experience embedded in the architecture. These traces suggest that memory may have been viewed as a fundamental or even sacred element of existence. The presence of a memory key artifact indicates that such imprints were not accidental, but rather part of a deliberate design.





CREATED INTELLIGENCE

The Khar life forms encountered on Astophoris show signs of artificial design, likely engineered rather than evolved. Glyphs such as Nyx, Eanu, and Nefelek appear nearby and may have served as control mechanisms, regulating their behavior and cognition. The Builders appears to have created, and controlled, life.





D I S C O V E R Y

THE SECEDER CIVILIZATION

The artificial being called The Messenger is created by humans, but not from people in the Diaspora. There is a civilization on the other side of the Abyss. This culture seems to be founded by the Seceders that escaped *Nadir*. If a Slipstream navigating the Abyss can be found, the Diaspora would not be alone in the Lost Horizon anymore.





D I S C O V E R Y

THE DREAMER GOD

The Dreamer-God, worshiped by the Kadurum, is a powerful presence believed to dwell within the atmosphere of Nimis. Such a being may even predate the Builders themselves. Furthermore, the Dreamer may not only be linked to the Blight but could also be its source – an origin long unknown to the archaeo-historians of Ship City.





D I S C O V E R Y

THE PALE HALLS

Finding and returning from the Pale Halls is a sensation. No longer dismissed as delusion or misread data, the Pale Halls are real. Their vast geometry and the presence of the Messenger hint at a deeper purpose: passages that may connect distant systems not only through space, but possibly through time itself.





**LIGHT
DELIVING SUIT**

BANDAK SUIT

LIGHT DELVING SUIT

BANDAK

Light delving suits focus on mobility and ventilation, ideal for scouts and surveyors who value speed over heavy protection. These suits offer basic environmental filters and a compact oxygen supply, perfect for short, low-risk missions. Lightweight and modular, they allow for easy tool attachments.

Armor Rating: 1

Extras: 1

Blight Protection: 3

Tech: G(E)

Cost: 5,000

Features: Comlink, filter pack, electric lantern, vaccum resistant



**STANDARD
DELIVING SUIT**

**CHARRUMAK
SUIT**

STANDARD DELVING SUIT

CHARRUMAK

Standard suits offer a balanced level of protection and flexibility, suited for most delving missions. With reinforced padding, enhanced filtration, and an expanded oxygen supply, these suits endure moderate hazards. This model is made for unpredictable conditions.

Armor Rating: 2

Extras: 3

Blight Protection: 5

Tech: G(E)

Cost: 8,000

Features: Bulky, comlink, filter pack, electric lantern, vaccum resistant



**HEAVY
DIVING SUIT**

**ERAFAT
SUIT**

HEAVY DELVING SUIT

ERAFAT

Heavy suits are built for high-risk environments, with full-body plating, advanced filtration, and robust life support systems. These suits sacrifice some agility for maximum protection and are favored by miners, deep-space explorers, and combat-oriented delvers.

Armor Rating: 4

Extras: 1

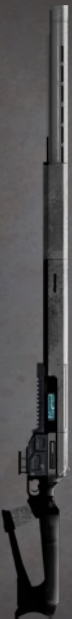
Blight Protection: 7

Tech: G(E)

Cost: 12,000

Features: Bulky, comlink, filter pack, electric lantern, vaccum resistant

COILER RIFLE



COILER RIFLE

The coiler rifle is the most common weapon issued to guards and militia across the Horizon. Its long barrel makes it less useful for delvers and ship crews.

Bonus: +2

Damage: 3

Crit: 4

Min. Range: Medium

Max. Range: Extreme

Weight: 1

Grip: 2H

Tech: G(M)

Cost: 2,300

Feature: —

FUSILLARD CARBINE



FUSILLARD CARBINE

A favorite amongst guards in explorer crews, the fusillard carbine is easy to use and robust. Its only disadvantages are the heavy use of ammunition and relatively short range.

Bonus: +3

Damage: 2

Crit: 3

Min. Range: Short

Max. Range: Medium

Weight: 1

Grip: 2H

Tech: G*(M)

Cost: 2,300

Feature: Autofire

LUMIN RIFLE



LUMIN RIFLE

A sought-after heirloom, used by Coriolites and their honorary guards. The lumin technology has yet to be reproduced by any of the Guild's weapon smiths.

Bonus: +3

Damage: 4

Crit: 5

Min. Range: Medium

Max. Range: Extreme

Weight: 1

Grip: 2H

Tech: G*(M)

Cost: 5,500

Feature: —

FUSILLARD SPEWER



FUSILLARD SPEWER

Forbidden to use on Ship City, the spewer is mainly used as a mounted weapon on rovers. But in some cases, delving crews expecting formidable resistance will pack them.

Bonus: +3 **Damage:** 3 **Crit:** 4

Min. Range: Short **Max. Range:** Long

Weight: 3 **Grip:** 2H **Tech:** G*(M) **Cost:** 7,000

Feature: Autofire, bulky, high capacity

FUSILLARD CRICKET



FUSILLARD CRICKET

Concealable and discreet, a favorite among those less prone to violence, like actors and barkeeps. The frequent reloading makes it less useful during delves.

Bonus: +2 **Damage:** 2 **Crit:** 4

Min. Range: Engaged **Max. Range:** Short

Weight: ½ **Grip:** 1H **Tech:** 0 **Cost:** 700

Feature: Concealable, low capacity

FUSILLARD REVOLVER



FUSILLARD REVOLVER

The most common handgun on Ship City, used by commoners, zapti constables, and thugs alike. It is easy to produce, and can be acquired everywhere in the Horizon.

Bonus: +2

Damage: 2

Crit: 3

Min. Range: Short

Max. Range: Medium

Weight: ½

Grip: 1H

Tech: 0

Cost: 350

Feature: Low capacity

GRAPE PISTOL



GRAPE PISTOL

A relic from the Old Horizon, easy to reproduce and favored by members of the Black Toad and thugs. It is often personalized with carvings and art.

Bonus: +2

Damage: 3

Crit: 5

Min. Range: Short

Max. Range: Medium

Weight: 1

Grip: 1H

Tech: 0

Cost: 400

Feature: Grape, low capacity

ZAPTI LONG-GUN



ZAPTI LONG-GUN

The standard long-gun for zapti officers on Ship City. Its range and accuracy make it and a sought-after illegal weapon among Black Toads.

Bonus: +3

Damage: 2

Crit: 4

Min. Range: Short

Max. Range: Long

Weight: 1

Grip: 1H

Tech: 0

Cost: 1,200

Feature: —

GRAPPLING GUN



GRAPPLING GUN

A delver favorite, the grappling gun was made for climbing in ruins. Wreckers have modified them to shoot solid bolts with a rotating chamber, calling them “volvers.”

Bonus: +2

Damage: 2

Crit: 4

Min. Range: Short

Max. Range: Medium

Weight: 1

Grip: 2H

Tech: 0

Cost: 600

Feature: Single shot

FLAMETHROWER



FLAMETHROWER

An explorer crew's essential item and the perfect tool to burn away the Blight in all its forms, from ship barnacles to iridescent bugs swarming through Builder ruins.

Bonus: +2

Damage: 3

Crit: 4

Min. Range: Short

Max. Range: Medium

Weight: 1

Grip: 2H

Tech: G(M)

Cost: 2,500

Feature: Fire 6