

Sea of Silence

GM OVERVIEW

A ONE-SHOT FOR THE GM

The heroes work at the Zero Slipway as the crew of Workshop Seven. They share a dream of leaving the Moon for Depalemon. Their colleague Ien disappeared after working with a receiver and an oscilloscope. Rescuers have already searched the docks; the crew begins its own investigation after their shift.

WHAT REALLY HAPPENED

Ien, a Vestor researcher, picked up a signal from the buried ship Closed Eye and left with tools and a portable receiver. Nayrex-induced delusions blend the signal with his thoughts. He is alive, but sees the ship as a being that needs protection.

WHERE THE SEARCH LEADS

The crew finds Ien and has a chance to open the ship. Inside, Protocol guards the entrance to the archive. Saving Ien and gaining access to the discovery depend on the heroes' decisions.

ADJUSTING FOR GROUP SIZE

Two heroes: Protocol has Fight +2; use one worm. Five or six: spread out tasks and add people who need help. Protocol still takes only one action per exchange.

BEFORE PLAY

Fate Core; intended for 3–4 heroes with a peak skill of +4. General setting lore and the full rules are provided separately. This document contains the information and stats needed to run the adventure. Encounter balance has not been playtested.

SCENE ROUTE

- 01 → investigation at the slipway.
- 02 → the checkpoint or a route beneath the pipes.
- 03 → crossing the Sea and the rover crash.
- 04 → reaching Ien and opening the airlock.
- 05 → Protocol, the archive, and the return.

USING THIS DOCUMENT

Each scene's heading is its sole starting aspect. Each NPC also has one starting aspect. New advantages arise during play. The illustration pages can be shown to players; the working pages contain secrets.

RUNNING THE ADVENTURE

Essential clues can be found in several ways. Failure changes the cost of progress without erasing the route. Unlisted NPC skills are +0. Stress and consequences are shown separately on the cards.

«Every Sound Carries»



«Every Sound Carries»

READ ALOUD

The shift is over. Beneath the slipway’s vaulted roof, the hulls of the Ancients cool, and an occasional footstep carries far. Notes and an oscilloscope remain at len’s workstation. len himself is missing, and no one has seen him return.

SCENE GOAL

Reconstruct len’s last actions and establish a direction for the search. The heroes work here and recognize the equipment and signs of recent work. They act on their own initiative, not on orders from the rescuers.

DISEPT

Knows about the notes 265/360 and $x = \frac{3}{8} y$, the oscilloscope, len’s search for ancient remains, and his strange behavior. He saw len apparently talking through the equipment. A promise not to name Disept or a useful favor helps; threats damage the relationship.

SHTIKH

Saw which way len went and confirms a northern heading. He does not know what lies at the end of the route. He is more willing to help if the heroes take his observations seriously and promise to bring back new ones.

Disept

Aspect «I Don’t Want to Take the Blame»

Goal Stay out of trouble.

Skills Contacts +3; Empathy, Deceive +2; Rapport, Will +1.

Stunt “Between Us”: +2 to Deceive when concealing the identity of his source.

Physical

1	2
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Mental

1	2	3
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Consequences Mild (2).

Shtikh

Aspect «Watching Is Easier Than Getting Involved»

Goal Find out where len went.

Skills Notice +3; Lore, Investigate +2; Stealth, Will +1.

Stunt “Precise Bearing”: +2 to Notice when using optics to locate a distant object or determine its direction.

Physical

1	2
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Mental

1	2	3
---	---	---

Consequences Mild (2).

«Every Sound Carries»

CLUES AND TRANSITION

NOTES AND EQUIPMENT

Show the sketch of the signal waveform and the numerical notes. The receiver and oscilloscope can pick up the matching transmission. The key clue is a reproducible signal and its direction. Do not make the numbers a compulsory puzzle that blocks the entire search.

INDEPENDENT CLUES

Shtikh provides a direction. The equipment allows the crew to follow the signal. Examining signs of len's preparations shows that he left equipped with tools and a portable receiver. Each approach supports the investigation; the heroes can combine them.

ACTIONS AND ROLLS

Investigate suits the notes and signs of preparation; Lore or Crafts suit the equipment. Contacts and Rapport help find witnesses. Roll when there is a real obstacle; a convincing agreement may need no roll.

IF THE HEROES GET STUCK

Disrupt points to the equipment; Shtikh shares his observation. Do not require the players to guess a single word or the only way to tune a device. Explain what their characters know how to do with it.

THE COST OF FAILURE

Delay, unwanted attention, or an equipment problem. The information still allows the crew to head north. The rescuers continue searching; the heroes' access to workplace details gives them their own route without making everyone else useless.

TRANSITION

The crew has a direction and a way to find len by signal or tracks. Discuss which instruments and tools they take, then move to the perimeter exit. They have not found len yet and are not assumed to know about the ship.

«The Last Communications Post»



«The Last Communications Post»

READ ALOUD

The outer belt of pipes separates the settlement from a dark plain. Krass and Shidu are on duty at the checkpoint. Krass asks for your route and return time; Shidu looks over your equipment and asks whether you intend to search for Ien.

GOAL AND OBSTACLE

Get beyond the safe perimeter. The patrol officers ask about the purpose of the trip, preparation, and the plan for returning. These are genuine safety concerns; they do not need to forbid the adventure just for the sake of a prohibition.

REACH AN AGREEMENT

Leave a route and return time, find someone to vouch for the crew, demonstrate preparation, or agree to check a beacon along the way. A sound plan earns trust. If permission is already secured, shorten the scene.

REACTIONS AND TRANSITION

If met with violence, Krass blocks the way and detains the crew, but will not fight to the death over a formality. Shidu covers him, disarms people, and pulls them out of danger. After leaving, the heroes keep their agreements and the consequences of their chosen route.

Krass

Aspect «A Patrol Officer Answers for Those He Lets Through»

Goal Control departures and keep people safe.

Skills Will +3; Notice, Fight +2; Physique, Empathy, Rapport +1.

Stunt “Access Procedure”: +2 to Empathy when checking whether an explanation of permission and the purpose of a departure is truthful.

Physical	1	2	3	
Mental	1	2	3	4

Consequences Mild (2).

Shidu

Aspect «I Don’t Want to Leave Anyone Out There»

Goal Save Ien; values preparation and caution.

Skills Notice +3; Athletics, Fight +2; Physique, Empathy, Will +1.

Stunt “Safety First”: +2 to Notice when creating an advantage by finding gaps and unstable supports.

Physical	1	2	3
Mental	1	2	3

Consequences Mild (2).

«The Last Communications Post»

BYPASSING THE CHECKPOINT

ALTERNATIVE: BENEATH THE PIPES

A working hatch beneath the slipway leads to a service gallery that bypasses the checkpoint. Its near end is maintained; farther on, the lights are out. The grated walkway breaks off. Across the gap stands a platform with a ladder. A thick, functioning pipe spans the void.

SHOW THREE OPTIONS

Cross the pipe with a safety line after identifying a quiet phase in its vibration cycle; build a temporary bridge from walkway sections; descend to the lower maintenance level and pass through a service recess. Bulky equipment can be passed across separately.

THE COST OF A MISTAKE

A bag falls to the lower level, the crew is delayed, or patrol officers hear a noise. Choose one fitting complication, not all of them. The lower level is accessible: a mistake need not be fatal. For a short game, one shared crossing obstacle is enough.

EXIT

The far ladder leads to a maintenance hatch beyond the pipe belt. No mandatory extra rolls for the ladder and hatch. A worm is a possible obstacle in the service channels, not an obligatory price for using this route.

IF YOU USE A WORM

Before it attacks, show vibrating cables, gnawed remains, and movement under a grate. One worm is a brief obstacle; two make this a separate fight.

Carnivorous Worm

Aspect «Senses Footsteps Through Ancient Pipes»

Goal Grab prey and drag it into a channel.

Skills Fight +3; Stealth, Physique +2; Athletics, Notice +1.

Stunt “From the Cable Channel”: +2 to Fight when creating the advantage “Caught in Its Coils” if the target stands beside an open channel.

Physical

1

2

3

Mental None

Consequences None.

Creates a hold, then attacks with a bite. The hold itself deals no damage. Escape with Fight or Athletics against the worm’s Fight. It retreats if an attack forces it to mark [3] and an escape route is open. Distract it with vibration or bait, isolate it behind a bulkhead, or bypass it on supports unconnected to the pipes.

«Everything Hangs on the Edge»



«Everything Hangs on the Edge»

CROSSING THE SEA

READ ALOUD

Beyond the pipes lies a black plain. Regolith conceals tracks and gaps. The receiver picks up familiar voices, repeating where nobody can be seen. The signal leads farther from the settlement.

CROSSING GOAL

Choose a reliable landmark and guide the crew to Ien. The signal, Shtikh's observations, and physical tracks support each other. If the heroes turn off the radio, they can still follow the tracks.

DELUSIONS

The voices seem familiar and lead travelers astray. Show the strangeness through observable signs: a repeated phrase, a mismatch between sight and sound, or an uncertain bearing. Do not dictate the heroes' actions or force them to attack their companions.

HERO ACTIONS

Study repeated fragments, compare instrument readings with the terrain, maintain visual contact, and check supports and safety lines. Notice helps spot a gap; Investigate and Lore help compare tracks and signal.

THE COST OF A MISTAKE

Lost time, damaged equipment, or a poor position. State the possible cost before a dangerous action. A mistake complicates the route without wiping out the only trace of Ien.

A CRASH AHEAD

After their shift, Krass and Shidu set out to find Ien in a wheeled rover with a solar sail. The delusions lead them astray. The heroes see the crash at a fissure from a distance and recognize their voices. This belongs to the same scene, not a new episode with its own aspect.

«Everything Hangs on the Edge»

READ ALOUD

A mast with a torn solar sail juts up at the fissure’s edge. The wheeled rover’s nose has dropped below the rim; its rear hangs over the void. Over the radio, you recognize Krass and Shidu’s voices.

WHAT IS HAPPENING

The delusions caused the rover crash. Krass and Shidu are in danger; Krass did not sabotage the vehicle. Rescue is the heroes’ choice, not a requirement for continuing the search.

DANGER AND ACTIONS

The edge is crumbling; the rover is precariously lodged. State the risk before an action. Options include securing the rover, rigging safety lines and a descent, or pulling the victims out. Accept other sound plans; saving people need not mean saving the entire rover.

OUTCOME AND TRANSITION

Rescue earns the group two shared, single-use +2 assistance bonuses on rolls the Kons can help with, no more than one per roll. No rescue means no bonuses. The victims’ fate follows the heroes’ actions. Tracks lead to Ien at the ship Closed Eye.

Krass

Aspect «A Patrol Officer Answers for Those He Lets Through»

Goal Control departures and keep people safe.

Skills Will +3; Notice, Fight +2; Physique, Empathy, Rapport +1.

Stunt “Access Procedure”: +2 to Empathy when checking whether an explanation of permission and the purpose of a departure is truthful.

Physical

1	2	3
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Mental

1	2	3	4
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Consequences Mild (2).

Shidu

Aspect «I Don’t Want to Leave Anyone Out There»

Goal Save Ien; values preparation and caution.

Skills Notice +3; Athletics, Fight +2; Physique, Empathy, Will +1.

Stunt “Safety First”: +2 to Notice when creating an advantage by finding gaps and unstable supports.

Physical

1	2	3
---	---	---

Mental

1	2	3
---	---	---

Consequences Mild (2).

«The Airlock Awaits a Signal»



«The Airlock Awaits a Signal»

READ ALOUD

A round airlock protrudes from the regolith. Ien stands beside it, a tool in his hands. He recognizes you but listens to something underground. “Quiet. You’ll wake it. First, tell me you won’t break anything.”

SCENE GOAL

Reach Ien and open the entrance. He is alive, but sees the ship as a sleeping being. His help is useful, but is not the only way inside.

GETTING THROUGH TO HIM

A shared memory, a promise of care, and an explanation that the heroes came to help provide a basis for conversation. Empathy helps understand his fear; Rapport helps reach agreement. Meaningful contact does not require exhausting his mental stress.

IF HE IS THREATENED

Ien pushes people away, blocks the route with his tool, or tries to close the airlock. The delusions do not make him a skilled fighter. Shielding the signal stops feeding the delusions and helps communication, but does not erase his experience in one roll. Once the entrance opens, the heroes go inside; failure changes the price of access without closing every route.

OPENING THE AIRLOCK

Ien can suggest the signal’s rhythm. The heroes can also examine the receiver, compare the notes with the equipment, or use the emergency panel. Lore suits signal analysis; Crafts suits the interface and manual access.

Ien

Aspect «The Ship Is Alive — I Won’t Let You Hurt It»

Goal Protect the ship; lets through those he sees as helpers.

Skills Investigate +3; Lore, Will +2; Crafts, Athletics, Fight, Physique +1.

Stunt “I’ve Heard This Rhythm”: +2 to Lore when creating an advantage by decoding the ship’s signal.

Physical

1	2	3
---	---	---

Mental

1	2	3
---	---	---

Consequences Mild (2), moderate (4).

«The Order Outlived the Crew»



«The Order Outlived the Crew»

READ ALOUD

Protocol stands at the archive entrance. A thick cable runs from its back to a wall socket. It turns toward you: “Personnel, state the purpose of your visit. Unidentified visitors are not permitted entry.”

SITUATION

Protocol is a single guard at the archive. It does not control the ship: it detains outsiders with its own body. The way back is open. Its task is to identify visitors and keep strangers out, not destroy them.

IMMEDIATELY VISIBLE

Protocol’s batteries failed long ago. It runs only on an external cable; the damaged battery pack and mains connection are visible without a roll. The guard blocks the approach to the socket, but the cable can be reached along the wall.

PASS AS PERSONNEL

Claim to be maintenance personnel and convincingly explain the work: Deceive or Crafts against +3. One roll per attempt; a cover story, technical knowledge, and proof of authorization help. If Protocol accepts the heroes as its own personnel, it steps aside.

REACTION TO FAILURE

It demands proof of authorization and keeps blocking the entrance. One wrong answer does not trigger an attack. After failure, a new argument or approach is needed; repeating the same story changes nothing.

Protocol

Aspect «Without Mains Power, I’m Dead»

Goal Keep outsiders out of the archive until identified.

Skills Fight +3; Notice +2; Athletics +1.

Stunt None.

Physical 1 2 3

Mental None

Consequences Mild (2).

«The Order Outlived the Crew»

PAST THE GUARD AND HOME

CUT THE POWER

The main task is reaching the socket. Distract it with conversation: Deceive against +3; sneak along the wall: Stealth against Notice +2; rush past: Athletics against Fight +3. These are alternatives, not a chain of mandatory rolls.

DISCONNECTION

Once the socket is within reach, unplugging the cable needs no second roll: Protocol shuts down completely. It has no working batteries. While unplugged, it remains inactive. The archive has its own power supply and keeps working.

IF A FIGHT BREAKS OUT

One opponent, one action per exchange. With Fight +3, it grabs, shoves, and restrains outsiders; it does not attack through ship systems. The heroes can defeat it or keep it busy in combat while a companion reaches the cable.

OUTCOMES

Identification grants free passage. Disconnection or victory removes the guard as an obstacle. Retreat means leaving without the archive. If the heroes are taken out, Protocol holds them for verification. State the stakes before the conflict.

THE ARCHIVE AND RETURN

The reward is information about a flight to Depalemon. Operating the terminal strengthens the delusions: show the worsening effects beforehand. Locating the source, shielding Ien, or shutting off the influence can save both him and the discovery. End with the return, the rescuers' fate, and the crew's decision about the knowledge they found.

Ien

Aspect «The Ship Is Alive — I Won't Let You Hurt It»

Goal Protect the ship; lets through those he sees as helpers.

Skills Investigate +3; Lore, Will +2; Crafts, Athletics, Fight, Physique +1.

Stunt “I’ve Heard This Rhythm”: +2 to Lore when creating an advantage by decoding the ship’s signal.

Physical

1	2	3
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Mental

1	2	3
---	---	---

Consequences Mild (2), moderate (4).

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