

FREE LEAGUE

COROLIS

GAME MASTER RESOURCE

MERCY OF THE ICONS – PART 2

THE LAST CYCLADE

SPOILER ALERT!

This document contains many revelations regarding the adventure *The Last Cyclade* and is only meant for GMs to read. If you intent to play (and not GM) the adventure, you are prompted to stop reading now.

NON-PLAYER CHARACTERS

A	Abyeia Goharshud, Patron	90	H	Homeguard (Miya Valley)	158	Night Hand (Stevedore)	89
	Adya, Engineer	29		House Guards (The Monolith)	73		158
	Aisha Damaad, Ex-Legionnaire	123		House Guards (The Conglomerate)	230		
	Akoubia Kosha, Asturban agent	192					
	Alam Shahoud, Stevedore akbar	140	I			Panud Lél, Judge	158
	Anara, Mirjam & Hana, Artists	201		Ilu-Ves-Arin, Cantina owner	140	Poor Stevedore	201
	Aqil Din Vaar, Botanist	140					
B	Arlain Kurahan, Nigelia's son	231	J			R	
	Ashbuk, Bodyguard	201		Jamala Nórghu, Free trader	141	Rahan & Nuaya, Nazareem Masters	163
	Asturban Agent	201		Judicator	201	Rani, Deckhand	29
	Ayid-Babak Sasani, Head Commissar	112	K			S	
						Sahdi Bat-Erden, Patron	86
						Samesh Alim, Patron	90
	Barkhad Essa, Auctioneer	141		Kaali Um-Oaka, Historian	158	Sandjina Kouri, Captain	140
C	Basira Al-Sarraaf, Leader	158	L	Kareem & Karam, Hotel owners	201	Stevedores (Station)	141
	Bramas, Bio sculptor	201		Kareem Al-Moud, Agent	141		
				Krrsh, Skavara	29		
D			M			T	
	Chopra, First Officer	29		Laaga, Pilot	29	Toran Matoush, Negotiator	158
	Cortolis Guard	201		Lalah Esfandjar, Student	111	Troublemaker	201
E			N	Legionnaire	201	V	
	Dala & Farouk, Legionnaires	26				Verion Sidonna, Patron	85
	Dignitary	201		Magistrate (Zalos)	128	Vishan-Ven Et-U'haya, Vestal	54
	Draconite Agent	201		Mandragor Ho, Council member	206	Wafa Mahan, Courtesan	140
	Doppelganger for Kurahan	201		Martyr Warriors (Zalos)	128	Wealthy Merchant	201
F			Z	Martyr Warriors (Uharu)	58	W	
	Eala Ubah, Shaman	158		Masak Sasani, Cult Leader	115	Wafa Mahan, Kurtisan	163
	Elam Wasema, Botanist	158		Masâr Roubah, Patron	230	Y	
G			Z	Mouk, Sensor operator	29	Yami-En-Awar, Salvage Captain	29
				Mystic	230		
	Faida Dia Hrama, Patron	85					
	False Martyr Warriors (Nazareem)	68		Nadina Sarish, Agent	26	Z	
	Farouk Nôrahk, Chief Engineer	158		Nawa Dol-Dayal, Patron	230	Zahir Laytana, Patron	230
G			Z	Nergû Bat-Erden, Bodyguard	194	Zahria Labaki, Patron	88
				Nestera Defense Trooper	230	Zayn Ghorgûd, Merchant	141
	Gang-Member	201		Nigelia Kurahan, Zenithian Defector	209		
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NEW RULES

SHIPS

Alnakhi, order patrol ship	32
Jinaan, legion torpedo boat	186
Matah, legion fighter	186
Mi'shaal, salvage vessel	29
Nasia, order fighter	32
Nighthawk, hegemony fighter	190

NYUTRUSTNING

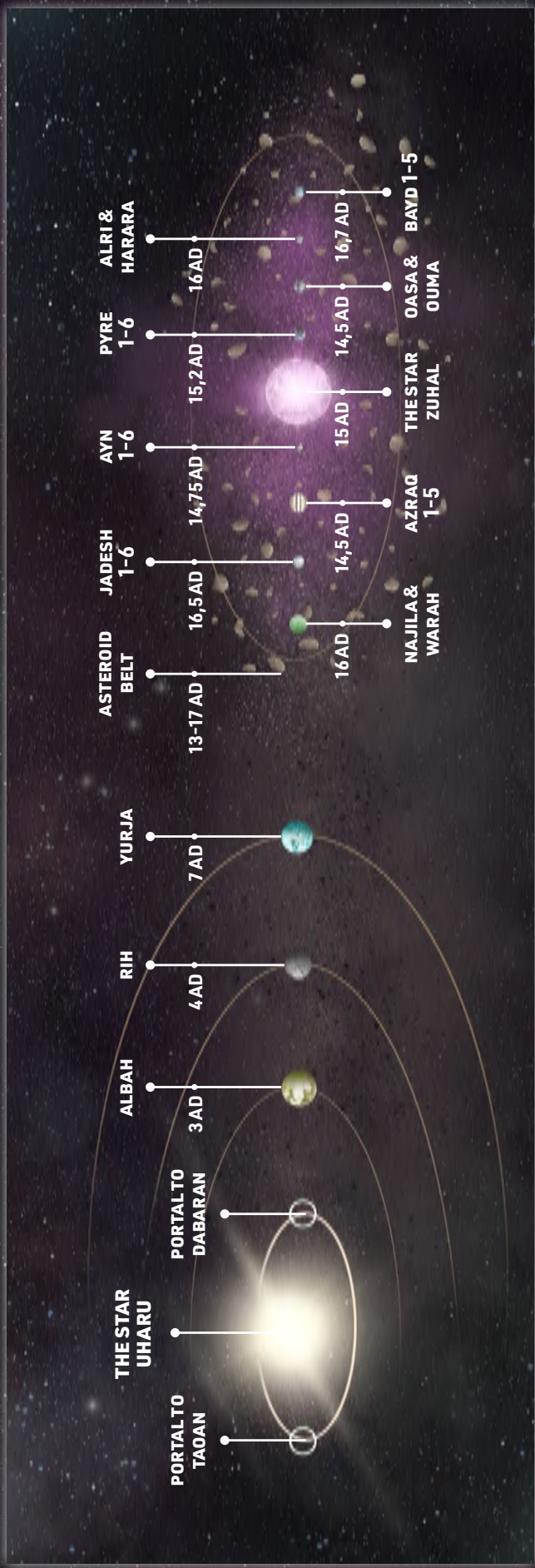
Cambouflage sphere (fac-tech)	195
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Dura wire	194
Healing scarabs (artifact)	51
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Meson weapons (fac-tech)	194
Opal armor (fac-tech)	73
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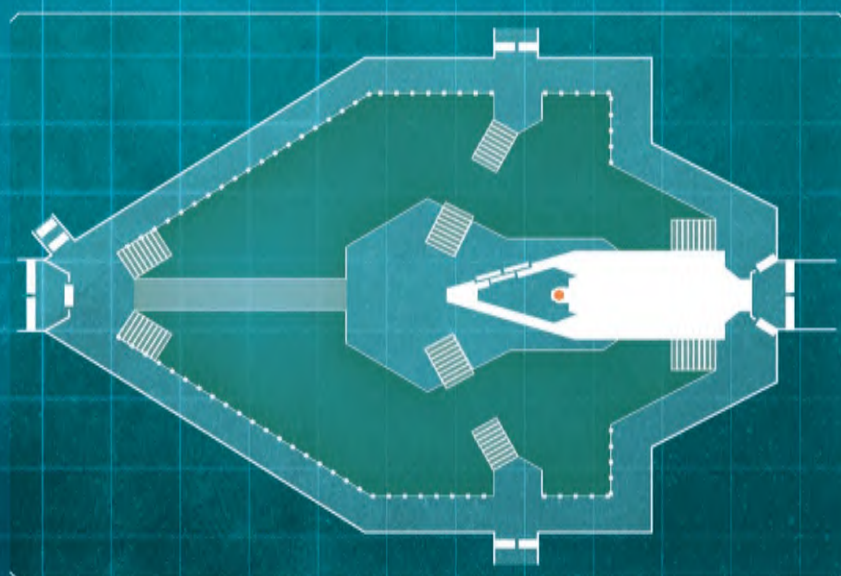
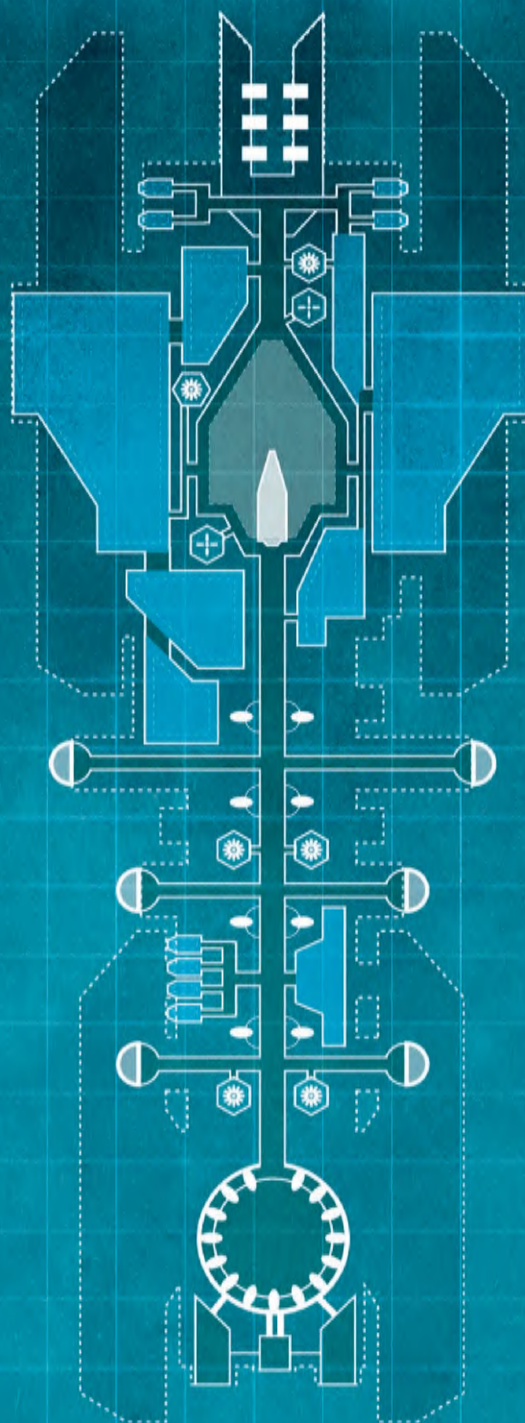
RULES

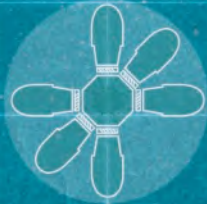
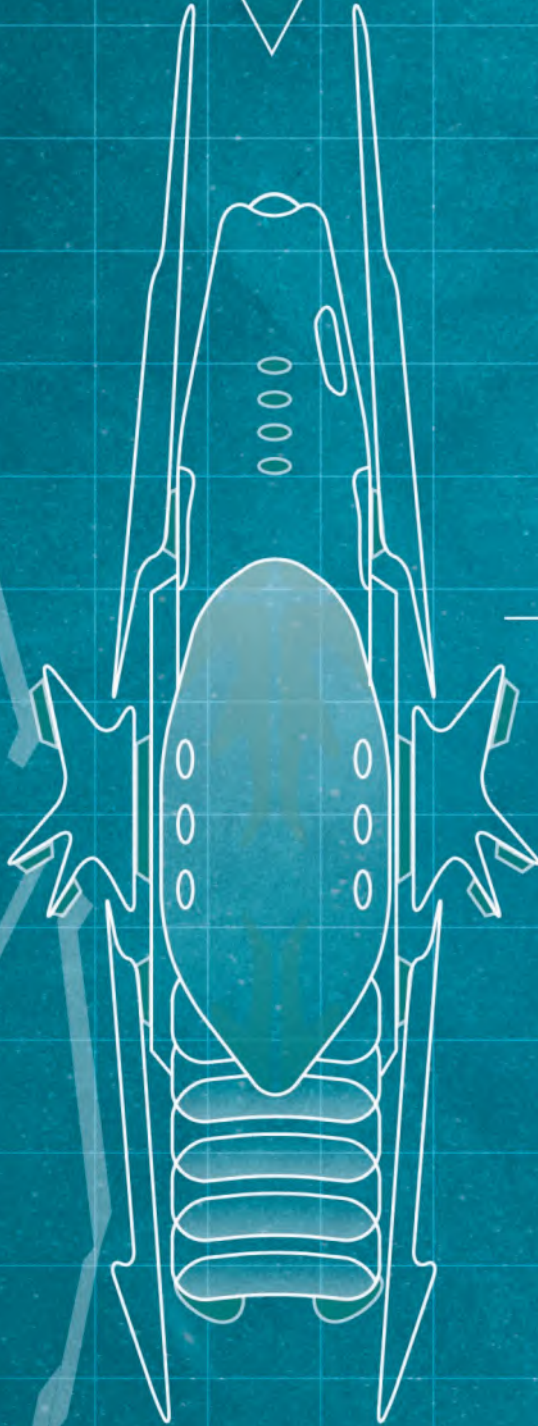
Cone (weapon feature)	153
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Emerald discs	83
Extended cold rules	37
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Humanites in the horizon	103
Manipulated mystics	175
Mob combat	220
Odaconian customs, the odac-wali	149
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Poisons in the third horizon	129
Portal blockades	17
Terror	31
Void scars	69

NEW TALENTS

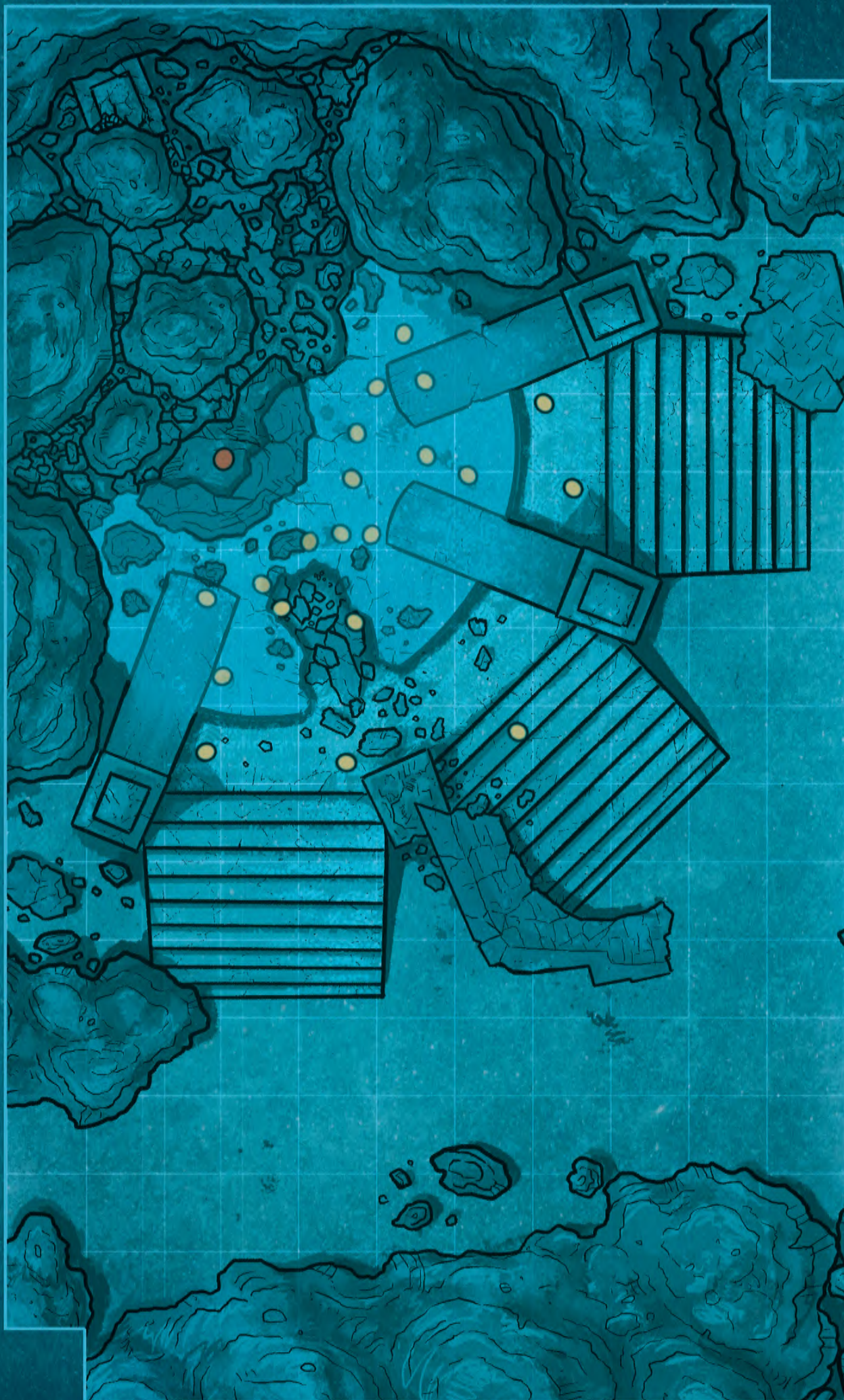
AAgent	85
Agitator	139
Biochemist	128
Call of the void (naz)	165
Eye of insanity (naz)	164
Faction honors	223
Field of darkness (naz)	164
Heart of the beast (naz)	113
Holy glyph armor (cyb)	89
Kinetic absorption (bio/cyb)	166
Lover's embrace (naz)	113
Materia shield (mys)	228
Pardoned	91
Peddler's gaze	85
Prophetic blessings	89
Puppeteer (mys)	274
Sajjeen implant (cyb)	128
The way of the martyr	91
Thought transference (mys)	231
To the grave	67
Well connected	88
War dance	165





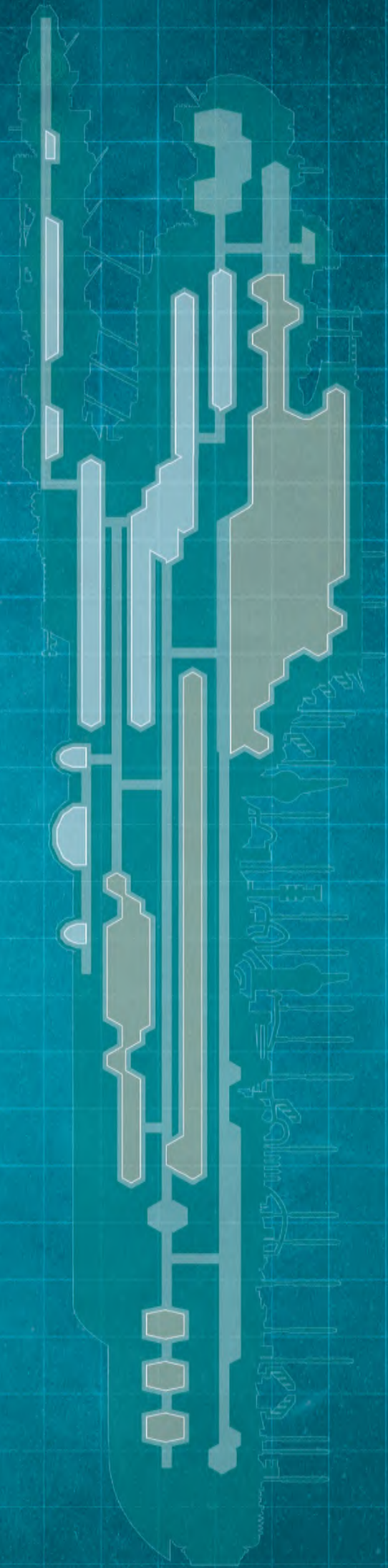
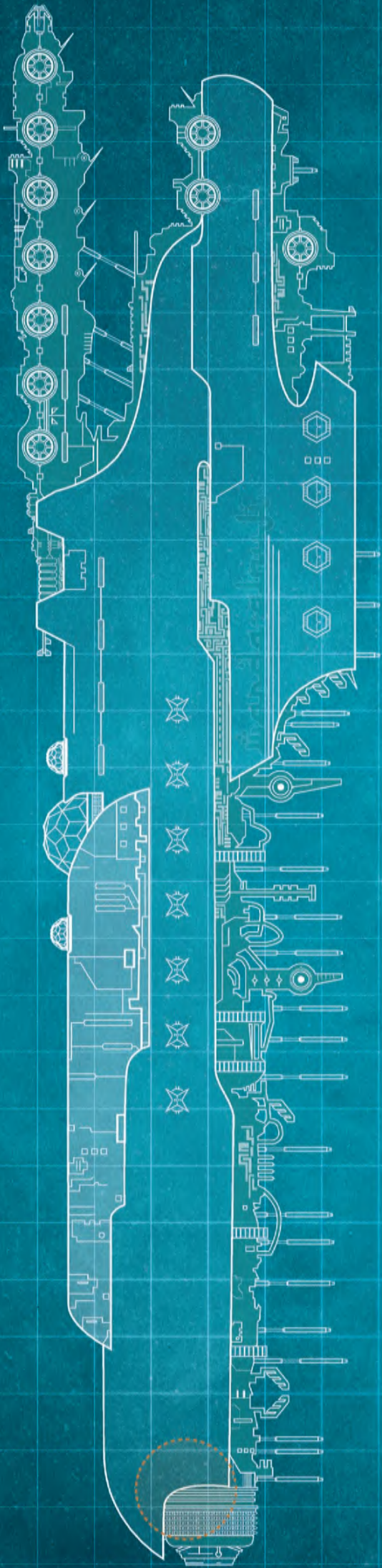


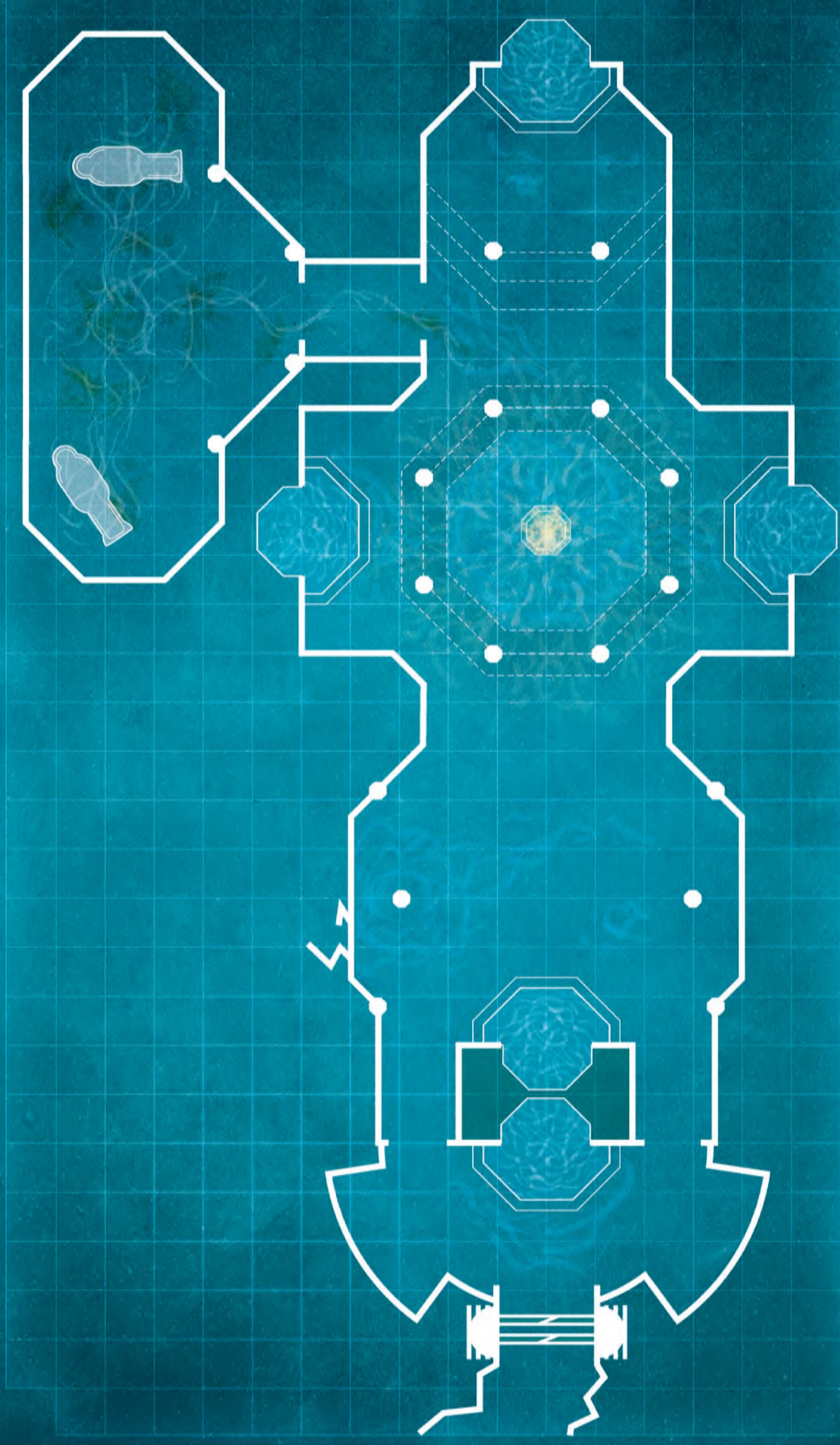
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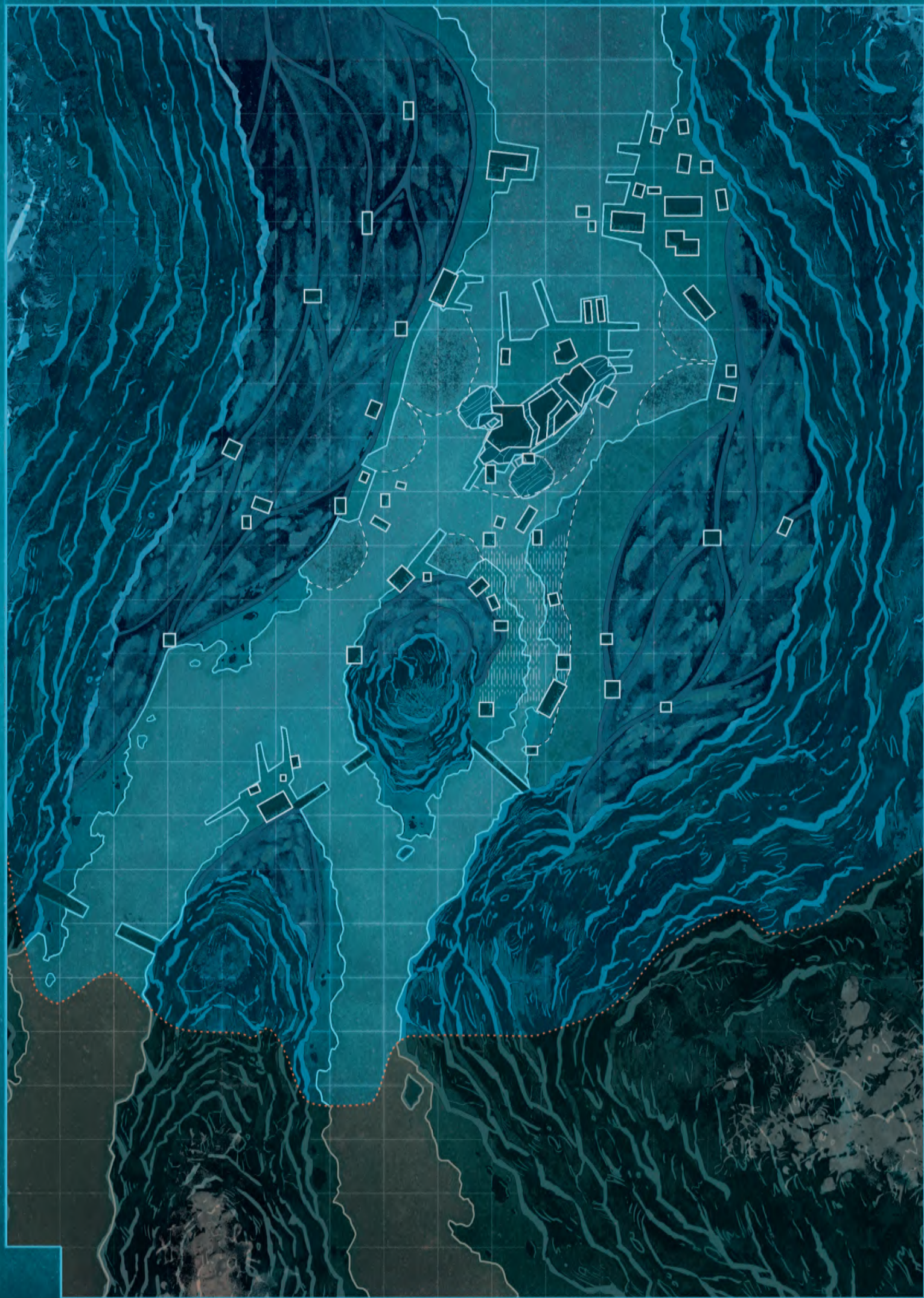




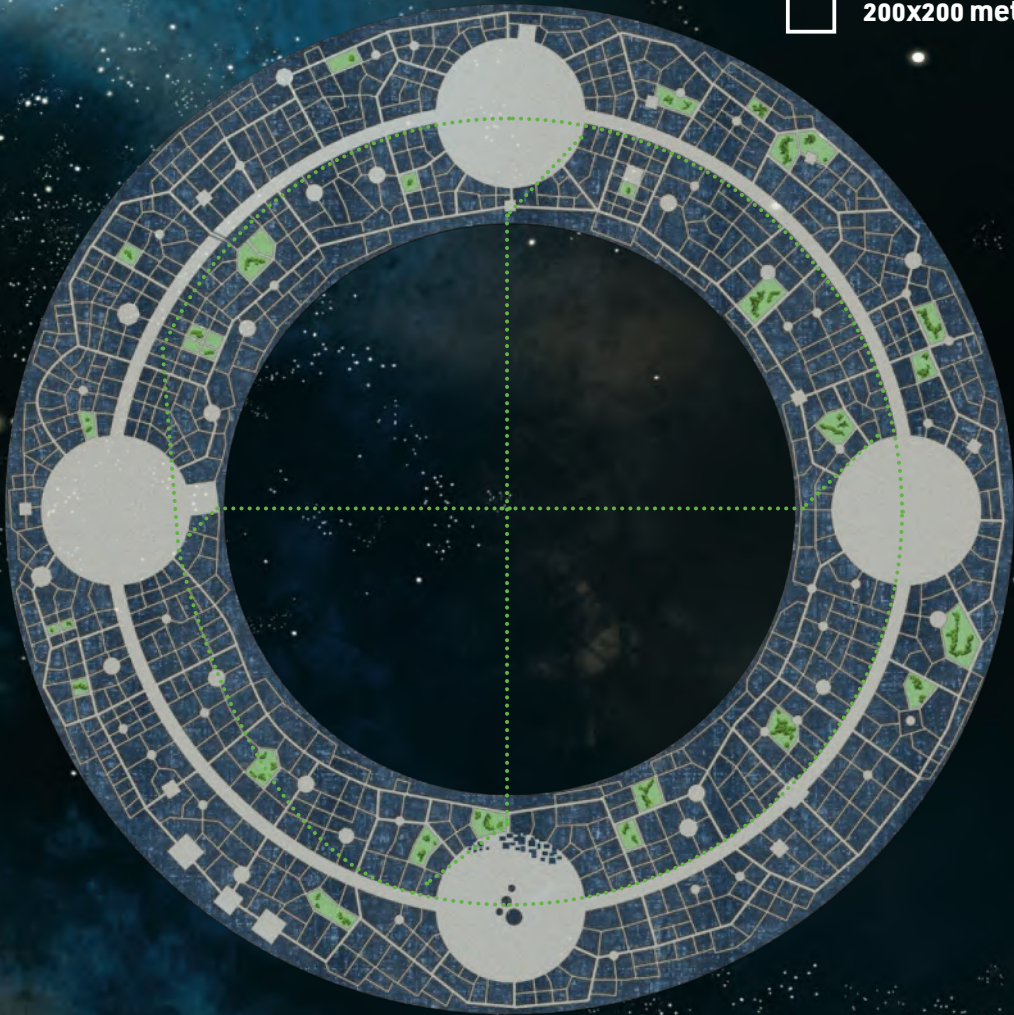






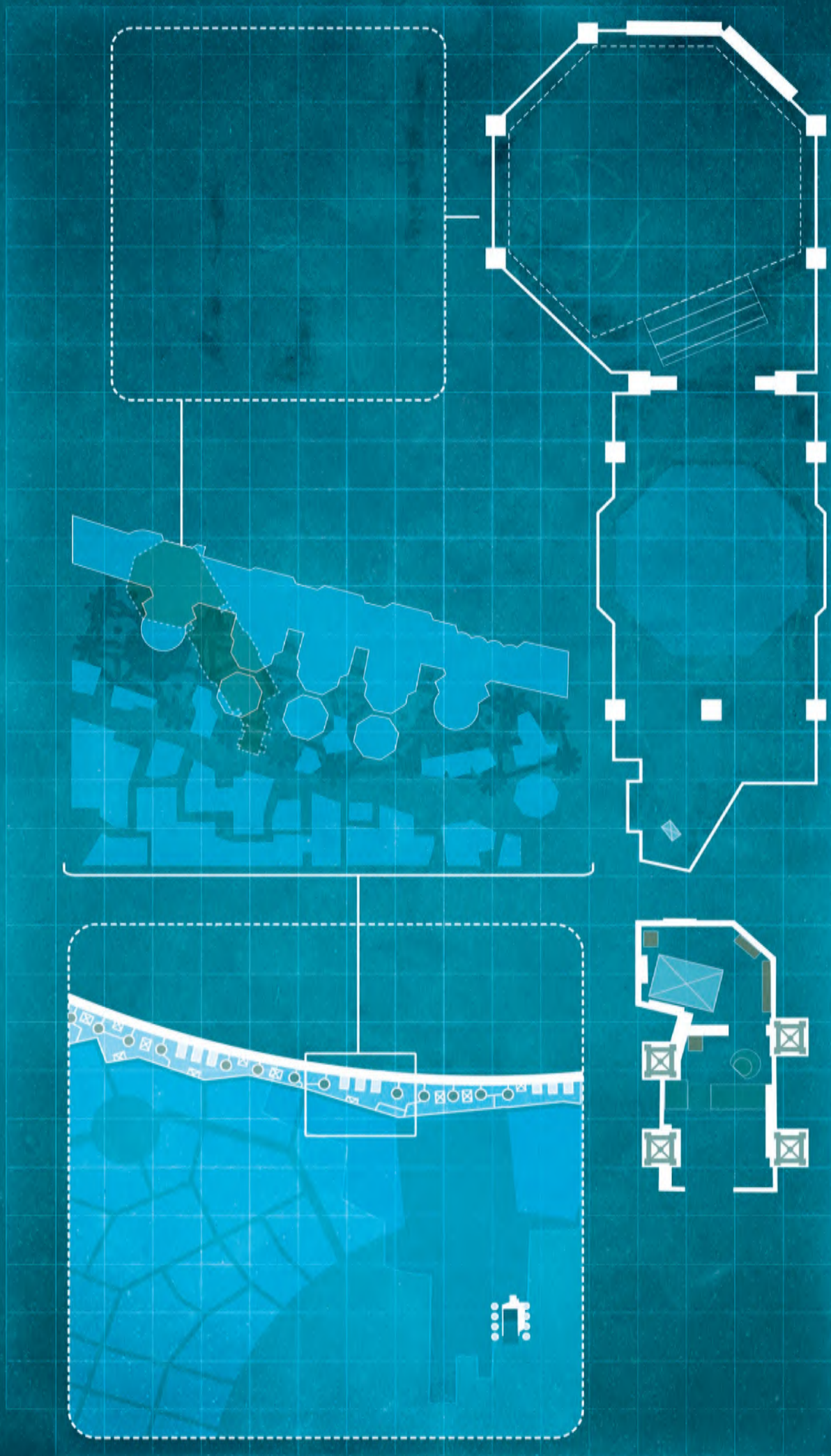


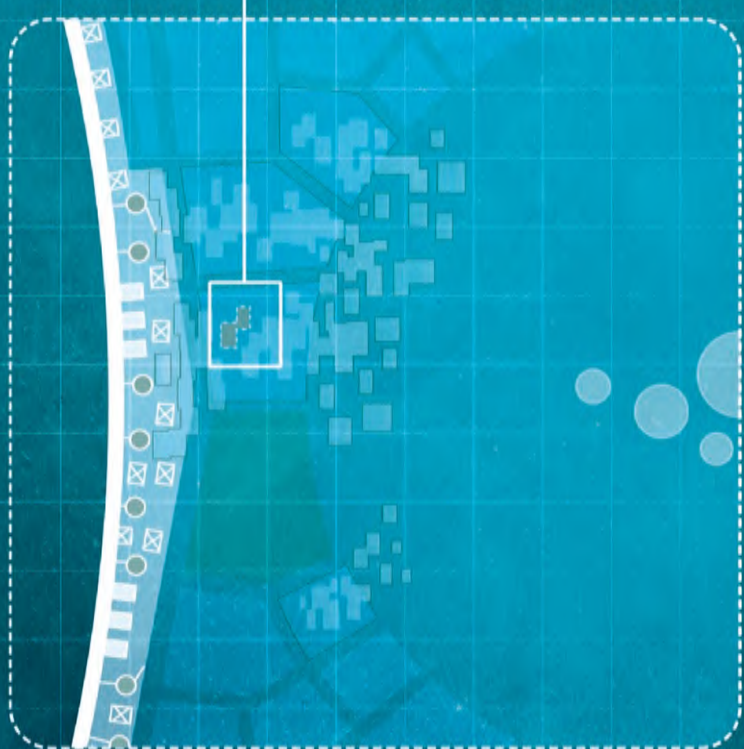
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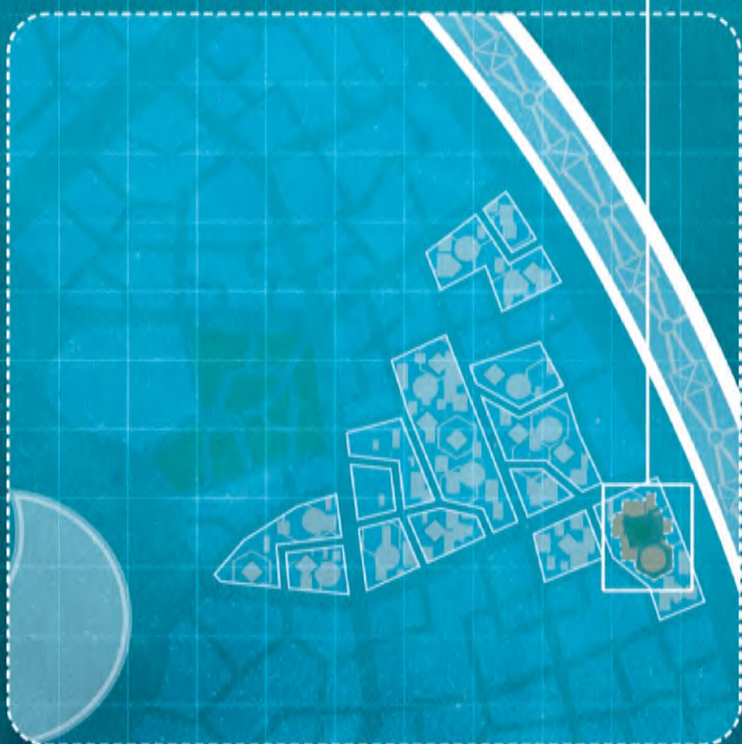


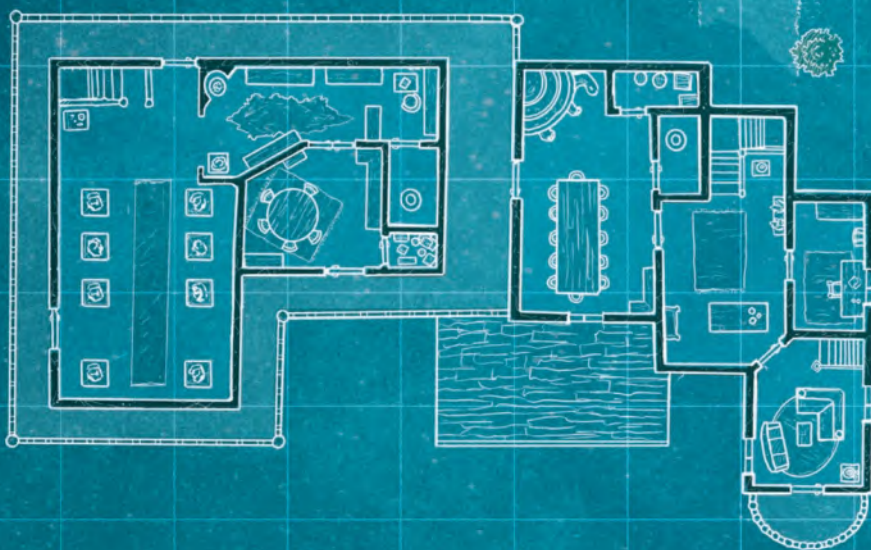
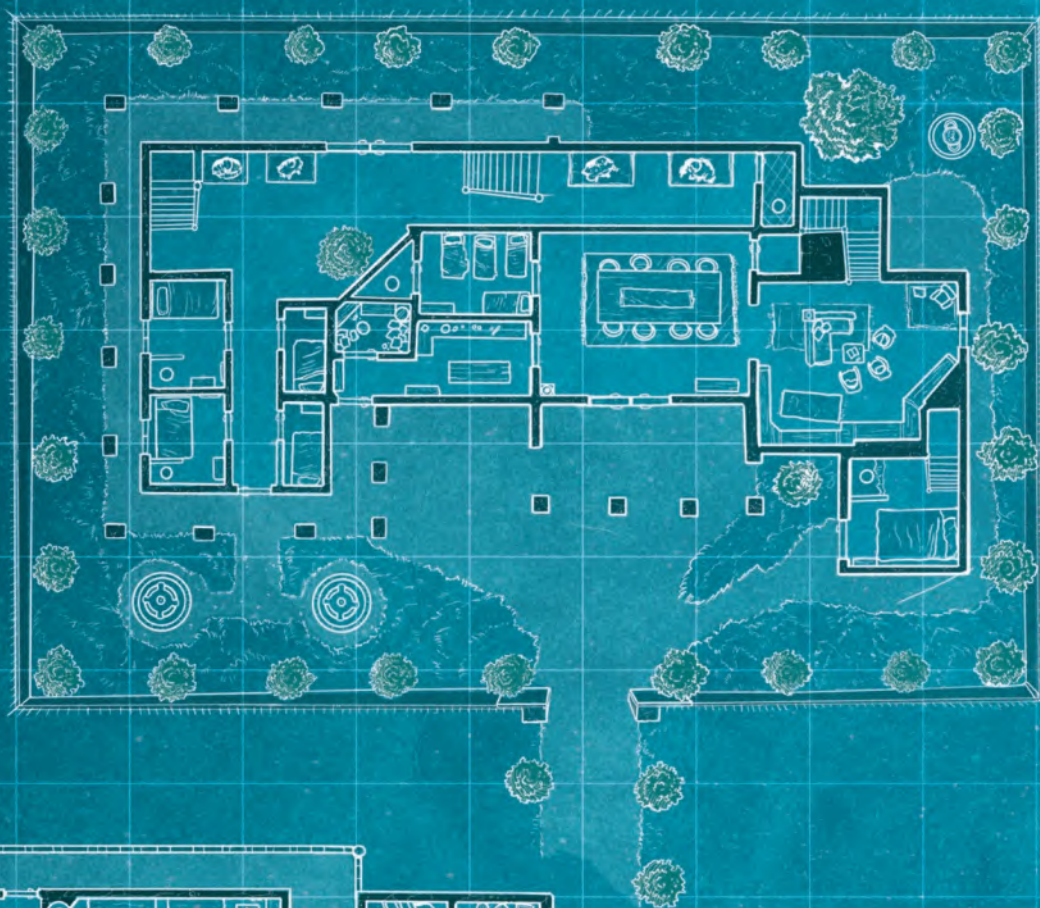
100x100 meter













THE MONOLITH AND SURROUNDINGS

200X200 METERS

LARELEI

NUBNA

Lake Nube

DJINDABO

BEZIGUL

SULDAMEI

DAN-TUGUL

COVENANT CITY

TUGUL

ANANDRA

The Sultra Swamps

THE MONOTLITH

ITIRAM

TALDIRA

MARZU KHALA

ARA-ARA

DURSAMBE

KAZAM-KUR

MIBEIA

LITTLE ALGOL

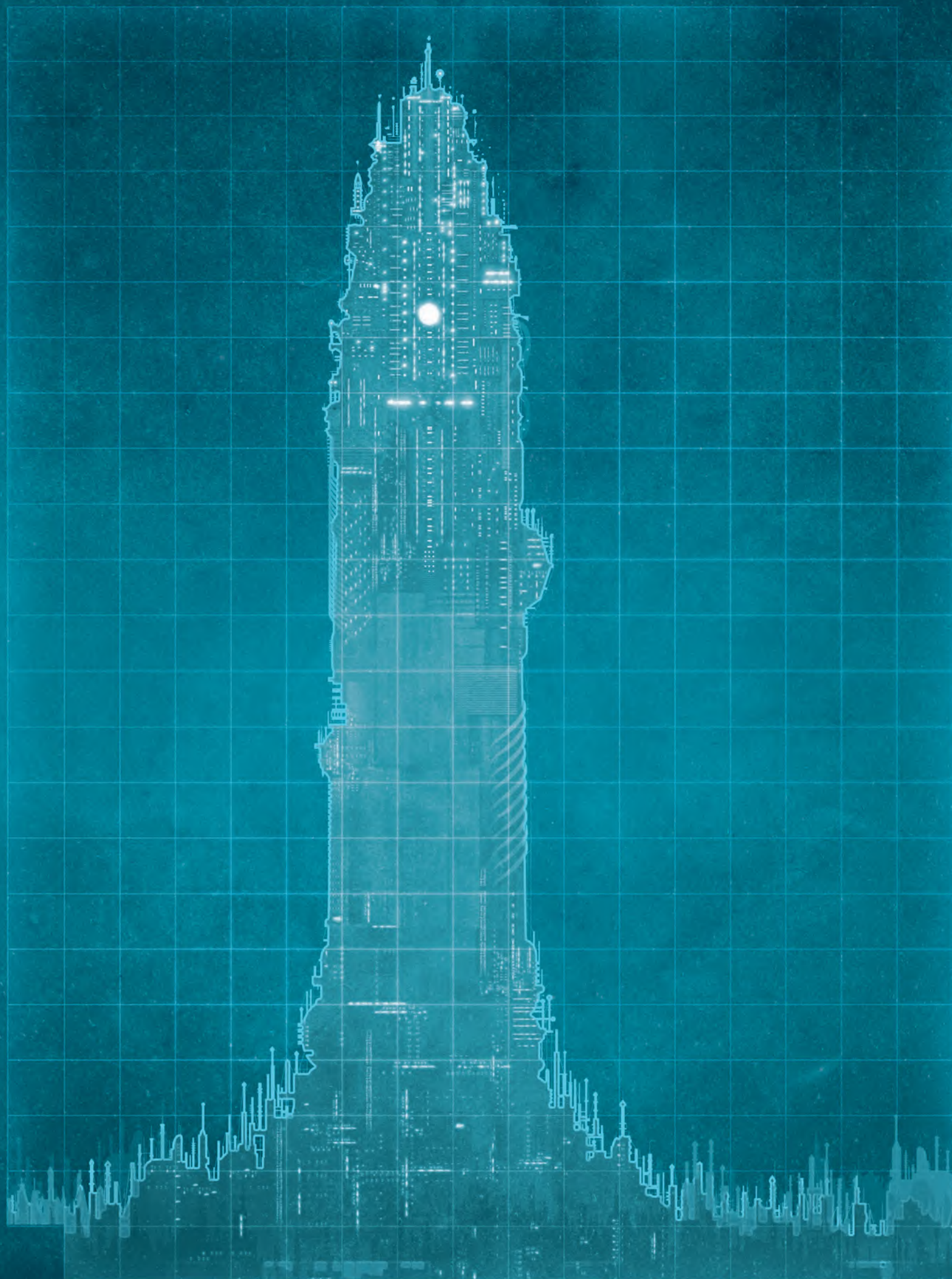
Ramishah Delta

ATAKURTA

Shahid

Midjan

Bolboshah
Ramishah



Player Handout: The Zafirah's last words

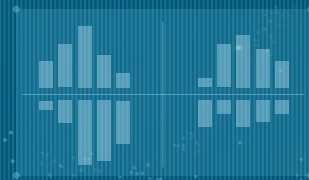
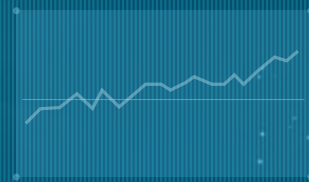
PORTAL ENTRY PROTOCOL INITIALIZED
APPROACH VECTOR CONFIRMED AND LOCKED.
STASIS UNITS ACTIVATED.
DEFENSIVE EXIT PROTOCOLS ACTIVATED.
CENTRAL SYSTEMS ENTERING TRANSLATIVE STANDBY.
JUMPING IN 3... 2... 1...

WARNING!
ANOMALY ON ENTRY.
UNIDENTIFIED SENSOR OBJECT.
ACTIVATING PATTERN ANALYSIS.
FIVE UNIDENTIFIED OBJECTS INBOUND.
HULL BREACH IN SECTOR 12
THRUSTERS ARE OFFLINE.
STASIS CHAMBER IS OFFLINE.
PORTAL SPACE FLUCTUATIONS.
UNSTABLE FIELD PATTERN.
DECOMPRESSION IN SECTIONS 3 6 8 19
REACTOR SPIKE.

ACTIVATING EMERGENCY PROTOCOLS.
FIRING AFT PROBES.
LAUNCHING PROBES 1 3 AND 5
FIVE UNIDENTIFIED OBJECTS INBOUND.
MAIN ANOMALY ON COLLISION COURSE.
HULL BREACH AND DECOMPRESSION IN SECTORS 1 5 7 17 20
ESCAPE PODS, SERVICE MODULE, WEAPON SYSTEMS, CABINS, BOW STASIS CHAMBER: OFFLINE.

DECOMPRESSION ON BRIDGE AND IN CENTRAL SHAFT.
ACTIVATING ED FIELDS.
ACTIVATING DEFENSIVE MANEUVERS. PORTAL EXIT PRIORITIZED.
DATA DUMP STORED. RAW ANOMALY ANALYSIS DATA STORED.
PREPARING TO LAUNCH PROBES.
ANOMALY WITHIN CRITICAL DISTANCE.
COLLISION CONFIRMED. STRUCTURAL COLLAPSE IN HANGAR AND CENTRAL SHAFT.
PROBES 2 AND 4 DESTROYED.
EMERGENCY PROTOCOLS: OFFLINE.
CENTRAL SYSTEMS: OFFLINE.

SENSOR DATA FROM THE ZAFIRAH'S EMERALD DISC



001*10111 100100010001010111
100101000001001110010100
000101011100100110100001001
00010100111000010010101001
111001010001001















