



TIME
WITHOUT
TIDE

QUICKSTART



MIRTH & MISERY IN THE WORLD OF FOG
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CHAPTER ONE

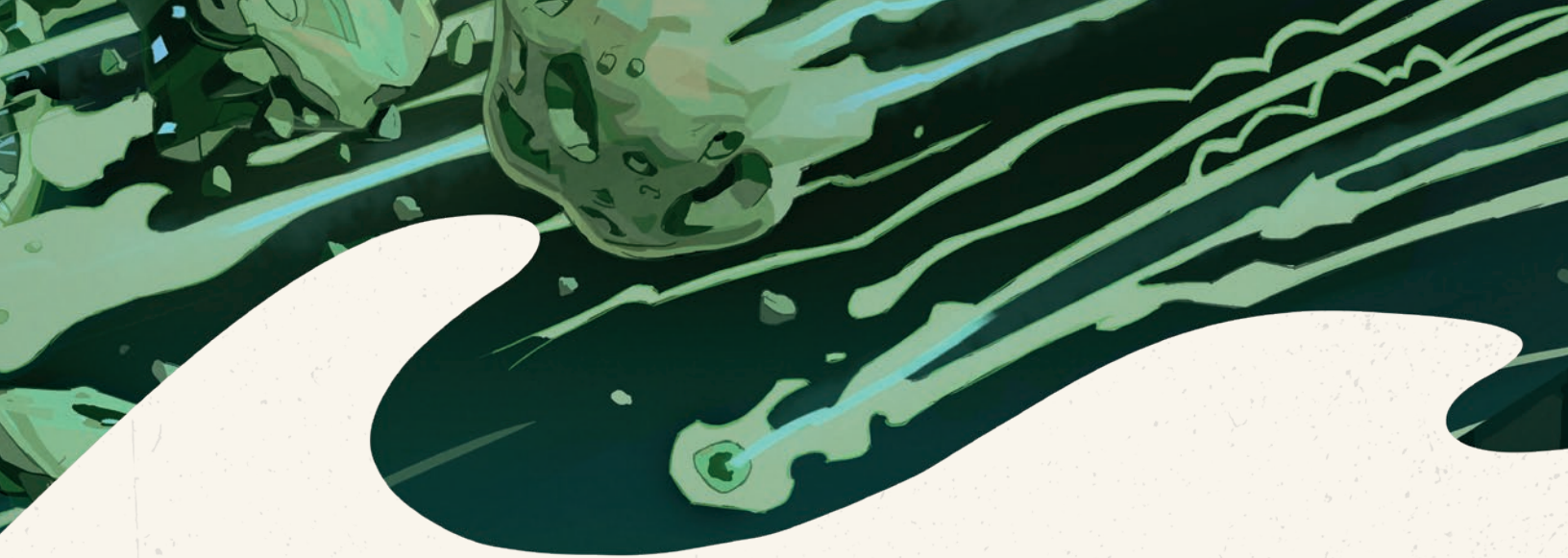
INTRODUCTION

THE AGE OF DEGADENCE: Humanity churns forward through an industrious era of boundless innovation. Throughout the cobbled streets of great cities, wondrous machines appear in showers of blue sparks, carrying well-dressed gentlemen to sophisticated social engagements. In beautiful terraced parks, dogs chase one another across manicured lawns. Above a clock tower, our pale moon rises to replace the fading amber of the setting sun. The clock tower strikes four. Its painted marionettes lurch forward on rails, farewelling the gently fading day.

A crowd forms below the clock face. They murmur, wail, and cry out; building to pandemoniac cacophony. Dark cats wind through the forest of buckling legs, ears aflutter. They crane their long necks up to peer up past the crowd. A tremendous white milk saucer fills the sky.

The moon falls...





THE TIME WITHOUT TIDE: Humanity lingers among twisted reflections of its former glory. Throughout the fog-drenched streets of ruined cities, jittery scavengers comb through rubble for scraps of supplies. In overgrown parks, grubby orphans race between thorny bushes while their mutated spider-dogs skitter giddily in pursuit. A clock tower strikes four oblivious pedestrians. It swallows their unconscious bodies whole; new marionettes now added to its collection.

The Sundering shattered humanity's illusion of supremacy. Lunar meteors leveled the great cities, undoing millennia of human achievement in an instant. As the old world collapsed, something Unknown dripped from the wound-like empty hollow that was all that was left of the fallen moon.

A writhing fog. A creeping mist. It slid through every forest, moor, and darkened street. It sought unwary life outside of the protection of light, then choked and changed it into eldritch abominations.

The sun is dim. The night is black. Horrors move in the dark. Soon, they will devour us all.

Deliver!

*Drive back the Unknown; reclaim the
lost paths; keep the light and
Save Us All!*



TIME WITHOUT TIDE

TIME WITHOUT TIDE (TWT) is a tabletop role-playing game of exploration and adventure during a fog-shrouded faux-Victorian apocalypse. You are a Delver, one of the determined heroes who journey beyond fortified walls on fantastic voyages into the World of Fog. Lanterns held high to ward off the Unknown, you will face bizarre horrors, discover glimmering marvels, and protect the odd survivors of the fallen moon.

WHAT'S SPECIAL ABOUT TWT?

- ◆ **SIMPLE COMPLEXITY:** Easy rules combine dynamically to create endless unique and powerful characters. Your bonkers build isn't broken—being weird's the whole point!
- ◆ **LIGHT CONTROLS THE BATTLEFIELD:** Your adversary is the Unknown, an evil, endless fog that mutates anyone and anything not protected by warding light. Hoist your lantern to force it back, and keep the light!
- ◆ **THE WORLD OF FOG:** A uniquely bizarre and wonderfully dangerous world ready to be expanded with pre-written supplements and your own homebrewed material.
- ◆ **SHORTCUT HOME:** Ancient relay technology lets Delvers teleport home at the end of every journey. Forget about rationing. Take risks, push yourself, and when there's nothing left in the tank, relay to safety.

STORY & STRATEGY

Time Without Tide blends character-driven intrigue, grand voyages, and strategic tactical combat. Use diplomacy and creativity to explore the richly detailed World of Fog, then use the highly customisable character development system to reinforce your bark with bite.

MIRTH & MISERY

See those poor, hungry orphans? They seem so sad, cold, and vulnerable. Don't you want to take them in, give them a better life? Don't be fooled. They're orphans by choice. They killed their parents and got a taste for parricide. Sign those adoption papers and you'll be next!

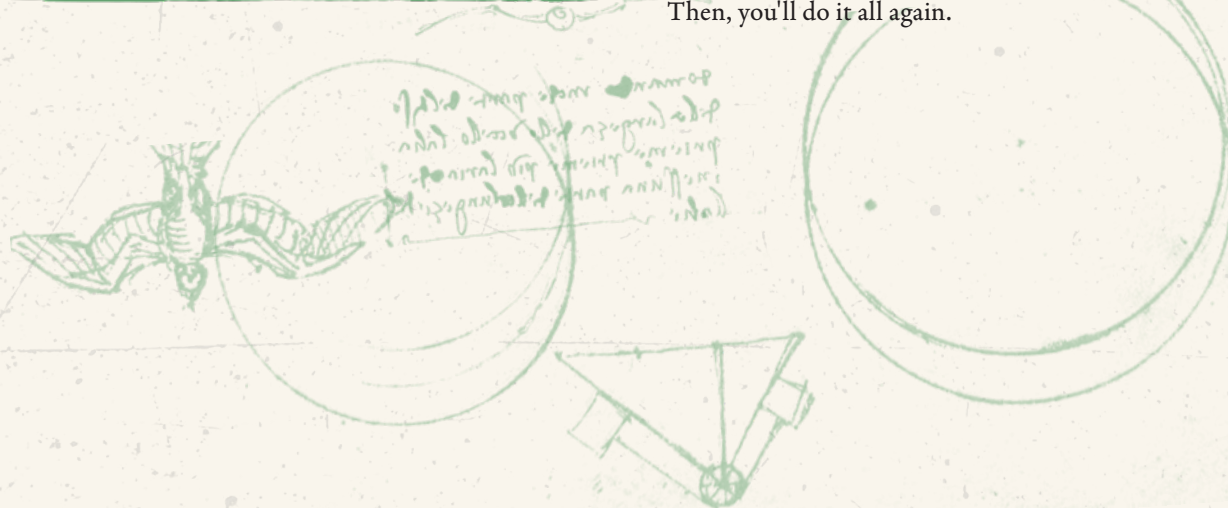
In *Time Without Tide*, sadness goes hand-in-hand with silliness; the humorous with the horrible. This is a game of mirth and misery. Nothing is so grim and dark that it isn't a little bit funny and nothing lighthearted is unmarred by melancholy. It's an unserious world, taken extremely seriously. Try to remember that when walloping an ambush of orphans (yes, that is the correct collective noun).

DELVERS & KEEPERS

Time Without Tide is best played in a group: one Lighthouse Keeper—Keeper for short—and two to six Delvers.

- ◆ **KEEPER:** Narrator and arbiter of the rules. The game master.
- ◆ **DELVERS:** Explorers that depart safe harbors to brave the mutating Unknown. The heroes!

United you'll find dazzling treasure, unearth strange mysteries, fight horrible monsters, rescue hapless innocents, and if you're lucky, teleport home to recover. Then, you'll do it all again.



QUICKSTART

THIS QUICKSTART CONTAINS streamlined rules, a setting primer, and a beginner-friendly scenario with a complete cast of ready-to-play characters.

- ◆ **INTRODUCTION** (p. 02): Welcome to *Time Without Tide*.
- ◆ **THE DELVER** (p. 06): Basic rules.
- ◆ **TRAVEL** (p. 16): Voyaging and the passage of time.
- ◆ **COMBAT** (p. 20): How to fight.
- ◆ **THE WORLD OF FOG** (p. 28): Setting overview and map.
- ◆ **LONELY PHAREFLAW** (p. 32): Introductory scenario about a broken lighthouse.
- ◆ **APPENDICES** (attached): Helpful tools and ready-to-play Delves.

GETTING STARTED

Gather two to six players, paper and pencils, as many six-sided dice as you can salvage, or a virtual alternative of each. One of you should act as Keeper; the Keeper should take some time to read the *Quickstart*. Players can read it too, but avoid **LONELY PHAREFLAW** (p. 32) and the **APPENDICES**. They're for Keeper eyes only.

Dear Keeper

Once you've skimmed the rest of the *Quickstart*, read **LONELY PHAREFLAW** (p. 32) and the **APPENDICES**. The scenario will help you teach *Time Without Tide* to your players. It contains practical examples of rules, along with an adventure that escalates into a dangerous final battle. As mechanics are introduced, return to the relevant *Quickstart* sections to cement your understanding.

Have fun!

NEW TO TABLETOP ROLE-PLAYING?

Welcome! Tabletop role-playing games (TTRPGs) are storytelling games where players imagine themselves as characters in wondrous worlds, facing all manner of entertaining situations. *Time Without Tide* is just one of the many TTRPGs out there.

As a newcomer, you might need a little extra time to study this *Quickstart*. If you misinterpret something, that's okay! Every TTRPG group plays differently—that's part of the fun. Focus on the story you and your friends are telling together. You can figure the rest out later.

WHAT NEXT?

This *Quickstart* only scratches the surface of *Time Without Tide*. The *Core Rulebook* delves deeper:

- ◆ **CHARACTER CREATION:** Create your own Delves.
- ◆ **EXPANDED RULES:** Mechanics covering wild situations you can twist to your advantage.
- ◆ **POWERS, GIZMOS, & MONSTERS:** More to see, wield, and fight.
- ◆ **SANDBOX TOOLS:** Tips to quickly build adventures that are quick, balanced, and fun.
- ◆ **MORE WORLD OF FOG:** New characters, places, lore, and plenty of *Proper Nouns*.





CHAPTER TWO

THE DELVER

YOU ARE A DELVER! In *Time Without Tide*, that makes you a hero!

It also makes you a profiteering mercenary. It makes you a wandering knight, an outcast, a charlatan, and a rogue. It means you'll see the world, but spend most of your time watching your back. You'll be worshipped by some and loathed by others.

You'll protect the meek and wring wealth from the rich. You'll brave the Unknown and come back not entirely human. The fog will change you. You'll endure it though. You have to. Because no one else has what it takes to save the world.

It's got to be saved by a Delver.



CHARACTER SHEET

As a Delver, you get a life of adventure, powerful technology, and your very own license! This nifty bit of bureaucracy marks you as a member of the Delver's Guild, granting both authority and accountability.

- 1. CHARACTER INFORMATION:** Your name, portrait, and pre-delving resumé.
- 2. EXPERIENCE & DUST:** Your experience (XP) and lunar dust (money). Spent in **DELVER DEVELOPMENT** (p. 15).
- 3. TRAITS & SKILLS** (p. 08): Your three traits and six skills combine to resolve **TESTS** (p. 10).
- 4. HEALTH:** Each trait has health that is reduced when (not if) you take **DAMAGE** (p. 14).
- 5. RECORDS** (p. 12): Powerful equipment, enhancements, and abilities.

SUTLER

ONCE A RESPECTED NOBLE, Sutler's family has fallen on hard times. Recent turmoil in the affairs of the well-to-do have brought them low. A fall from grace, if you like. A momentary pitfall. Their house fell off the tallest cliff in Saltport and landed in a flooded pit where the Unknown changed them into fish-people, you might say. To save his beggled family, poor, nervous Sutler became a Delver. He's saving up enough lunar dust to buy a big crane and lift his family manor back to its rightful place overlooking the city. Or at least out of the mud.

BODY	3
MIND	3
WILL	2
TRAITS	
CULTURE	1
INDUSTRY	1
NAVIGATION	2
SKULDUGGERY	3
SURVIVAL	0
VIOLENCE	1

PRE-GENS: DOWSING ODD

This *Quickstart* comes with six ready-to-play Delvers—the *Dowsing Odd's* crew (**APPENDICES**). As you read the *Quickstart*, refer to these Delvers' sheets for rules context.

3/6 BODY RECORDS

FISHLINE GARROTE
This double-wielded melee weapon deals 1 **BODY** damage. When you successfully attack with it, you may grapple the target. While grappling this way, the target is muted and suffocating. Concealing the garrote is -1M easier.

FOG MASK ○○○
This mask must be worn and has 3 charges. Whenever you would take **WILL** damage from being unwarded, use 1 charge to ignore it.

BAG OF SAND
When an enemy within 1 range targets you, immediately exhaust this bag and succeed a **BODY + SKULDUGGERY** test to blind them until their next turn ends, causing their test to fail.

2/6 MIND RECORDS

HOUD
Once per round, when an enemy exits your zone, you may become invigorated and move to follow them.

JACK IN THE BOX
Whenever you target an enemy that you are hidden from and is within 1 range, immediately daze them.

1/4 WILL RECORDS

SHALLOWS
Swimming is -1M easier. If you are in water, or reduce your wield limit.

NPC RULES

The rules address **YOU**, the Delver, but non-player characters (NPCs) use the same rules. Any exceptions are covered in **MONSTERS IN COMBAT** (p. 26)

TRAITS & SKILLS

YOUR TRAITS AND SKILLS determine how many dice you roll to overcome challenges, how much damage you can resist, how much equipment and training you have, and how many weird mutations you can stomach.

TRAITS

Traits represent your natural ability. They apply to most situations.



BODY: Strength, agility, and constitution.



MIND: Logic, awareness, and deduction.



WILL: Determination, focus, and charisma.

Each trait has its own score and health.

- ◆ **SCORE:** Ranges from 1 to 5. Influences your dice pool for **TESTS** (p. 10) as well as your capacity for **RECORDS** (p. 12).
- ◆ **HEALTH:** Begins equal to your trait's score. Reduced by **DAMAGE** (p. 14).

TRAIT SCORE MEANING

SCORE MEANING

1	HUMAN MINIMUM: You break under the slightest pressure.
2	A weak point, but you can compensate.
3	HUMAN AVERAGE: Good job!
4	A reliable strength.
5	HUMAN MAXIMUM: You challenge the limit of what's possible.

SKILLS

Skills represent training in a specialized field. They are more specific than traits and apply less often.



CULTURE: Etiquette, scholarship, and gift-of-the-gab.



INDUSTRY: Science, engineering, and general handiness



NAVIGATION: Moving yourself, vehicles, and others.



SKULDUGGERY: Application or banishment of trickery and illusion.



SURVIVAL: Bushcraft and resisting hazards. Worldly wisdom, natural or Unknown.



VIOLENCE: Hurting others by hitting them, shooting them, or threatening them.

Each skill has its own score.

- ◆ **SCORE:** Ranges from 0 to 5. Used in **TESTS** (p. 10) and to assist allies. Higher scores grant powerful features (**DELVER DEVELOPMENT** p. 15).

SKILL SCORE MEANING

SCORE MEANING

0	HUMAN MINIMUM: You don't know what to do or how to do it.
1	A hobbyist or dabbler.
2	Trained and capable. Professional standard.
3	You've seen it all before and you're prepared to deal with it.
4	A practiced expert, well ahead of the curve
5	HUMAN MAXIMUM: A master; your acclaimed expertise is sought by others.

COMBINING TRAITS & SKILLS

Time Without Tide uses a short list of characteristics: only three traits and six skills. Depth and flexibility comes from understanding how they can combine to resolve all manner of challenges.

Every creature has strengths and weaknesses determined by their traits and skills. Your **RECORDS** (p. 12) and allies will help you enhance (or compensate for) yours.



CONSIDER BUNK

Bunk (**APPENDICES**) has 4 **BODY** and 3 **VIOLENCE**. He's really good at hitting monsters. In fact, thanks to his high **BODY**, he's actually pretty good at doing almost anything physical. His respectable **VIOLENCE** means he could hold his own at any Big Shootin' or Big Yellin' events too. Bunk has 2 **MIND** and 0 **SKULDUGGERY**. Doing any kind of research will be tough (not that he cares...) and he's more likely to put his foot through a hidden trap than find it.



ALL SHAPES & SIZES

Not every Delver with a 5 **BODY** is a muscle bound titan; a 5 **WILL** Delver may be stifflingly shy. It's easy to imagine how Delvers appear based on their traits and skills, but it's up to you to embrace stereotypes, reject them, or reinvent them. Explaining how your character uniquely represents their underlying mechanics is all part of the fun!

EXAMPLE TRAIT & SKILL COMBINATIONS

	BODY	MIND	WILL
CULTURE	Dance and sport.	Studying history, society, and the occult.	Persuasion and charm.
INDUSTRY	Breaking doors or reinforcing them.	Scientific invention and research.	Controlling and fueling magical devices.
NAVIGATION	Climbing, swimming, and tightrope walking.	Piloting vehicles and charting courses.	Steering mounts and using your relay.
SKULDUGGERY	Hiding and pickpocketing.	Finding secrets and spotting clues.	Lying to others and catching their lies in turn.
SURVIVAL	Preserving your health and constitution.	Understanding nature and monsters.	Resisting the Unknown.
VIOLENCE	WHACKING!	SHOOTING!	SCARING!

TESTS

WHEN YOU ATTEMPT AN ACTION that either risks failure or has a sliding scale of success, you make a test to determine the outcome.

Tests have four stages (plus optional extras).

1

DEFINE THE TEST

Your Keeper defines the test's difficulty, and picks a trait and skill to use.

2

BUILD A DICE POOL

Add the score of your relevant trait and skill. Gather that many dice.

ASSISTING (Optional): If an ally is assisting, they increase your dice pool by half their score in the relevant skill (rounded up).

3

TALLY MARKS

Roll your dice pool, then count each 5 or 6 as +1 mark. Ignore all other results.

STRAIN (Optional): Straining allows you to reroll any number of dice, but deals 1 **MIND** damage after the test. You can only strain once.

4

OUTCOME

You succeed the test if you roll as many or more marks than the test's difficulty. You fail if you roll fewer. Either way, work with your Keeper to narrate the outcome.

SPEND BOONS (Optional): Surplus marks become boons. Boons can buy immediate positive effects. Greater effects mean greater cost—left to your Keeper's discretion.

READING TESTS

Tests are written in the format: "difficulty **TRAIT** + **SKILL** test." Difficulty is written as 1M (1 mark difficulty), 3M (3 mark difficulty), and so on... The standard difficulty is 2M: two marks required to succeed. If no difficulty is specified, it's a 2M test.

If multiple traits or skills are stated, you may choose which one to build your dice pool with.

- ◆ **BODY + CULTURE TEST:** Your **BODY** score plus your **CULTURE** score creates the dice pool. No difficulty is specified, so you succeed if you roll two or more marks.
- ◆ **3M WILL + CULTURE/SURVIVAL TEST:** Your **WILL** score plus either your **CULTURE** or **SURVIVAL** score creates the dice pool. You need 3 or more marks to succeed.

Some effects, like hazardous terrain or low light, modify the difficulty. This is written: +1M, -1M, +3M, and so on. Test difficulty is cumulative, stacking together every element of a challenge. A standard 2M test with a -1M reduction for good equipment, but a +2M increase for being trapped inside a monster's stomach, is a 3M test.

Tests can't have a difficulty less than 1M. Instead, gain +1 boon if you succeed per attempted difficulty reduction below 1M.

DIFFICULTY TABLE

DIFFICULTY	EXAMPLE
1M EASY	Sneaking past a sleeping guard.
2M STANDARD	Sneaking past a guard.
3M HARD	Sneaking past a guard through a field with no cover.
4M VERY HARD	Sneaking past a group of guards through a field with no cover.
5M VERY, VERY HARD	Sneaking past a group of guards, through a field with no cover, all while hauling a loudly protesting prisoner.

ASSISTING

You can assist your allies with their tests, provided you have a way to help them that makes sense. When your ally builds their dice pool and you're assisting, increase their dice pool by half your score (rounded up) in the tested skill. Your Keeper may allow you to assist using a different skill if it makes sense. You can't ever assist using traits.

Assisting is an active process. You can't do anything else for the test's full duration.

Tests can only be assisted once. If someone else is assisting your ally, they choose whose help they accept.

STRAINING

After you roll your dice pool, if the dice haven't produced as many marks as you'd like, you can choose to strain the test. Collect and reroll any dice from your pool (including bonus dice if you're being assisted) to try and create more marks. After the strained test resolves, you take 1 **MIND** damage as the mental tax for your efforts.

You can only strain a test once. Assisting creatures aren't damaged.

Straining is a potent tool to resist the whims of chance. The decision to strain is entirely yours, so spend your reserves wisely.

NPCs CAN'T STRAIN! Their dice stay where they land.

BOONS

If you produce more marks than the test's difficulty requires to succeed, each surplus mark becomes a boon. Boons apply positive effects to your action like doing it faster or more effectively, or just looking terrific as you do it.

Before narrating the test's outcome, describe a positive effect. Your Keeper determines how many boons that effect costs. If you spend that many boons, it applies. You can apply several different positive effects to a single action, so long as you have enough boons to spend. Boons can't be banked, they must be spent immediately.

Some parts of the game, like combat (**ACTION LIST** p. 23) or **PROJECTS** (nearby), have specific boon effects to choose from. If you'd like to use your boons for something else, you can always propose new ideas to your Keeper.

COMPLEX TESTS

Sometimes, tests have extra rules.

PROJECTS

Projects are extended challenges: training a pet, scaling a mountain, or defacing every book in a library. Projects require multiple tests. Their project length (PL) determines how many successful tests are required to complete them. Multiple people can contribute to the same project.

Each boon you produce while working on a project can be spent to add +1 success towards its PL.



3M MIND + INDUSTRY 2PL PROJECT

*There's a hole in the hull! Repairing the masterwork boiler room tiles will be a 2PL project. You can complete it with two 3M **MIND** + **INDUSTRY** tests, each of which will take an hour. If you get a boon, you can finish it in one hour. Of course, you could also get it done in an hour if the captain sobered up and pitched in with her own test, but she won't.*

Maybe you should let the ship sink

CONTESTS

Some tests run better with dynamic difficulty instead of static targets. When two or more creatures go head to head, run a contest. Everybody makes a test. Anybody who succeeds beats everybody who fails.

Break ties between winners by ranking them in order of how many boons they can spend. Break stubborn ties with sub-contests. Repeat as needed until everybody's ranked or bored.



BODY + NAVIGATION CONTEST

*Twenty-toed Robert is racing you to the eel traps. You both make a **BODY** + **NAVIGATION** test. Bob's speedy digits make his test -1M easier. You both roll two marks. That's a success for you, but Robert, with his boon, does better. He wins a tasty moray for dinner.*

RECORDS

RECORDS ARE THE INGREDIENTS that make each Delver special, like their **ITEMS**, **FEATURES**, and **ADAPTATIONS** (all nearby). They're stored in **SLOTS** (below) on your **CHARACTER SHEET** (p. 07). You begin with some records, then earn more during play and **DELVER DEVELOPMENT** (p. 15).

SLOTS

Each type of record is associated with a trait. You have a number of slots for that record type equal to twice your score in that associated trait.

Some records are heavy, filling 2 slots.

- ◆ **ITEMS (BODY ×2 slots)**: Weapons, armor, gadgets, and keepsakes.
- ◆ **FEATURES (MIND ×2 slots)**: Special training that provides you with unique abilities.
- ◆ **ADAPTATIONS (WILL ×2 slots)**: Strange and dangerous powers granted by the Unknown.

! EXAMPLE: CONSIDER BUNK

BUNK (APPENDICES) has 4 **BODY**, 2 **MIND**, and 3 **WILL**. He has 8 slots for items (**BODY**), 4 slots for features (**MIND**), and 6 slots for adaptations (**WILL**).

RECORD LIMITS

Your resources aren't immutable. They can be affected by your enemies, the environment, or your own choices.

The following can apply to your records:

- ◆ **EXHAUSTED**: Broken, depleted, or otherwise useless until restored.
- ◆ **CHARGES**: Records with charges can only be used a limited number of times (typically 3), then are exhausted until restored.
- ◆ **CONSUMABLE**: Can only be used once, then is destroyed. Cannot be restored.
- ◆ **DESTROYED**: Lost forever. Erase the relevant entry from your character sheet.

Restoring Records

When you restore a record, it's no longer exhausted, it regains any charges, and it is otherwise returned to its original state.

Your records can be restored when you take a **SAFE REST** (p. 14).

ITEMS

To survive in the World of Fog, you must stay well stocked and well armed. A spare lantern could save your life, so be sure to buy, loot, or steal whatever gear you need to survive.

Items are stored in **BODY** slots. They can be bought (**LUNAR DUST** p. 15), sold, or scavenged during play.

- ◆ **HEAVY**: A heavy item fills 2 **BODY** record slots.

BULLETS, FOOD, & LAMP OIL

You're a Delver! You're good at your job. It's assumed you replenish your provisions as you explore, so you don't need to track basic supplies like water or fuel in your **BODY** record.

After all, if you were the kind of person who forgot those things, you'd already be dead...

Equipped Items

Some items must be equipped to use. You can only equip a limited number of items at once.

- ◆ **WIELDED**: Must be held to use. Your wield limit is 2. Equip two wielded items or one double-wielded item.
- ◆ **WORN**: Must be worn prominently to use. Your worn limit is 1. Equip one spectacular outfit.

If an effect reduces one of these limits, immediately unequip enough items to conform to the restriction. Unequipped items aren't dropped, they remain in your **BODY** slots.

Ward

Your lanterns create light that keeps the Unknown at bay. The power of your light is called "ward."

- ◆ **UNWARDED**: Without light, you are unwarded and vulnerable to the Unknown's assault.

Whenever you spend more than 10 minutes in the Unknown without ward, you must succeed a **WILL + SURVIVAL** test or take 1 **WILL** damage.

The frequency of the Unknown's attacks fluctuate as it reacts to your activity. From every ten seconds during combat (**COMBAT WARD** p. 22) to every six hours during travel (**TRAVEL WARD** p. 19). Basically, it attacks after each action you take.

Weapons

Weapons deal damage when you attack in **COMBAT** (p. 20).

- ◆ **MELEE:** Use **BODY** + **VIOLENCE** to damage an enemy within reach.
- ◆ **RANGED:** Use **MIND** + **VIOLENCE** to damage an enemy within range (**ZONES** p. 22).
- ◆ **THROWN:** Use **BODY** + **VIOLENCE** to damage an enemy within range. Thrown items land in the target's zone.
- ◆ **HEAVY:** Fills 2 **BODY** slots. Typically deals more damage, requires more hands to wield, and has higher range. Some boon effects are modified by heavy weapons.

Armor

Armor protects you from **BODY DAMAGE** (p. 14). Whenever you take **BODY** damage, reduce your armor first, then deal any excess damage to your **BODY** health.

During **COMBAT** (p. 20), your armor refills to its full value each round at the start of your turn.

Your armor still applies just fine out of combat, so long as it gets a rest between bludgeonings. When in doubt, use the length of a round as a guide (about 10 seconds).

There are some additional elements that may apply to armor:

- ◆ **PIERCING DAMAGE:** Ignores armor.
- ◆ **TEMPORARY ARMOUR:** Removed when your next turn starts. Doesn't refill.

IMPROVISED & UNARMED ATTACKS

No weapons? No problem. You can wield any suitably hefty object to make an improvised melee attack or a thrown ranged attack with 1 range that deals 1 **BODY** damage. If the object is heavy, it must be double-wielded and deals 2 **BODY** damage. Spend 1 boon to destroy the object used and deal +1 **BODY** damage. If any improvised attack fails, the object is exhausted.

No items? No problem. The human body is a weapon. Unfortunately, it's not a very good one. You can always make an unarmed melee attack to deal 1 **BODY** damage, but the test is +1M harder than an attack with a weapon. Spend 1 boon to either grapple the target or push them 1 zone.

FEATURES

Features are practiced specialties that personalize your Delver and help differentiate between characters with similar skill sets. They let you alter game mechanics to suit your unique playstyle.

Features are stored in **MIND** slots. They are earned during **DELVER DEVELOPMENT** (p. 15) as your skills improve.

- ◆ **JUNIOR:** Specialties that differentiate you.
- ◆ **VETERAN:** Powerful game-changing abilities.

ADAPTATIONS

Adaptations are evolutionary paths opened by the Unknown. They worm into the bodies of the unwary like magical parasites.

Adaptations are stored in **WILL** slots. As they are developed, they fill more slots.

Adaptations aren't purchased like items or chosen like features, they are randomly manifested when you are close to **DYING** (p. 14), then awakened during **DELVER DEVELOPMENT** (p. 15).

- ◆ **MALIGNANT** (1 **WILL** slot): Manifested adaptations are malignant and always detrimental. You can remove a malignant adaptation by restoring it.
- ◆ **AWAKENED I** (1 **WILL** slot): Minor mutation with positive effects.
- ◆ **AWAKENED II** (2 **WILL** slots): Moderate mutation that expands the positive effects.
- ◆ **AWAKENED III** (3 **WILL** slots): Severe mutation. Grants significant power.

Adaptations are dangerous. If you ever manifest an adaptation without a slot to store it, you take 1 **WILL** damage. If this causes your Delver to perish, they become a puppet of the Unknown. Pray they are never seen again.

See **SAMPLE ADAPTATIONS** (p. 15) for 3 malignant adaptations and their first awakened level.



DAMAGE

YOU HAVE THREE HEALTH POOLS: **BODY**, **MIND**, and **WILL**. Each trait's health begins equal to its score. Damage reduces health and healing restores it. Whenever you are damaged, reduce the relevant trait's health by the amount of damage received.

- ◆ **BODY DAMAGE:** Physical damage is the most common kind. It can be reduced by **ARMOR** (p. 13).
- ◆ **MIND DAMAGE:** Extraordinary stress, such as **STRAINING** (p. 11) causes **MIND** damage. Unlike **BODY** and **WILL** damage, **MIND** damage is fully under your control; a resource you choose to expend at critical moments.
- ◆ **WILL DAMAGE:** Magical, elemental, and generally weird damage affects your **WILL**.

You only have a few points of health, so every point of damage counts. Ignore minor scrapes and bruises. You only track big injuries; the kind that leave a scar.

- ◆ **0 DAMAGE:** Blistered by new shoes.
- ◆ **1 DAMAGE:** Slashed by a knife.
- ◆ **2 DAMAGE:** Hit by a sledgehammer.
- ◆ **3 DAMAGE:** *SKWEEEEEASHED* by a building.

Until your health in any trait reaches 0 and you risk **DYING** (nearby), damage has no penalty; you are bloodied but unbroken.

HEALING

Healing raises a trait's health by a specified amount up to a maximum of the associated trait's score. You usually heal by using items or taking a **SAFE REST** (below).

Safe Rest

To heal your traits and restore your items, all you need is a nice, safe rest. You can't rest while delving, it's too dangerous, so push yourself as far as you can, then relay home for a kip and a bikkie.

The longer you rest, the better you'll feel. Safe rests last for 3 days, during which you do nothing but relax. You determine what relaxing means to you—it could be active, but it can't be productive.

DYING

Delver's don't die easily. Whenever damage reduces a trait's health to 0, make **WILL** + **SURVIVAL** test—this is called a recovery test. Although damage can't reduce your health below zero, each point of damage that *would* go past zero makes the test +1M harder.

Apply the following modifiers:

- ◆ **+1M** if you are unwarded in the Unknown.
- ◆ **+1M** per point of overwhelming damage that would reduce your health below 0.

If successful, heal the affected trait to 1 health and get back in the action!

If unsuccessful, you immediately manifest a random malignant adaptation (**SAMPLE ADAPTATIONS** nearby) and are critical (**CONDITIONS** p. 23), close to death. You can still act while critical, but everything is harder and if your 0 health trait is damaged, you die. It's often a good idea to just curl into a ball and the avoid attention of anything that might finish you off.



DELVER DEVELOPMENT

YOU WILL IMPROVE.* As you explore, you'll gain wealth and experience. You can spend these assets to enhance your abilities. Eventually, you'll become powerful enough to overcome formidable challenges.

**In the main game, that is. For the purposes of this Quickstart, you won't improve; you can't spend your wealth or experience and you'll rise to absolutely zero formidable challenges.*

EXPERIENCE

Experience points (XP) represent your growth as a Delves, an abstraction of the hard lessons you've learned to survive in the World of Fog. XP is earned by exploring, completing contracts, fighting monsters, and finding treasure. As your proficiency grows, you'll need to face greater challenges for continued improvement. Eventually, you'll be testing your mettle against titans along the map's edge.

Spend 1 XP to choose one of the following:

- ◆ **TRAIT:** Increase a trait's score by +1. Update that trait's health and record slots accordingly.
- ◆ **SKILL:** Increase a skill's score by +1. If it reaches 2, learn 1 junior feature from its skill list. If it reaches 4, learn 1 veteran feature from its skill list.
- ◆ **ADAPTATION:** Awaken a malignant adaptation or further develop an awakened adaptation.

LUNAR DUST

Lunar dust, remnants of the fallen moon, is the currency of the age. Laborers buy their bread with tiny motes of the missing moon. Delves trade purses of shimmering dust for new weapons or safe passage. Sorcerer-scientists carefully bring the moon's remains together in hex sealed cylinders to harness the magical energy it releases when combined. The moon yearns to be whole again. The larger the pieces that fuse, the more powerful the magical effect.

In the World of Fog, money is power. Literally.



[D3] SAMPLE ADAPTATIONS

- 1 **OVERTHINKER** (Genius: Malignant)
Your brain is painfully swelling against your skull.
Whenever you strain, reduce your dice pool by -2; minimum 1.
- 2 **SPUR** (Scorpion: Malignant)
A sharp knuckle-spur juts from your tailbone.
Whenever you unsuccessfully attack, take 1 piercing **BODY** damage.
- 3 **DRAG** (Telekenetic: Malignant)
Objects around you twitch and jump unpredictably.
You must use a major action to equip or pass items.

- SAVANT** (Genius: Awakened I)
Thinking causes your grey matter to loudly throb.
Whenever you strain, increase your dice pool by half your **MIND**.
- GLAIVE** (Scorpion : Awakened I)
A skeletal halberd looms above you at all times.
You can make melee attacks using your sharp tail. It deals 2 **BODY** damage.
- SLING** (Telekenetic : Awakened I)
Whatever you reach for leaps into your hand.
Once per round during your turn, you can equip or pass without using a minor action.



CHAPTER THREE

TRAVEL

YOU MUST DEPART SAFE HARBORS and delve into the Unknown to preserve the fading light. Travel covers all the time (**CALENDARS & CLOCKS** p. 17) you spend wandering strange roads, camping, and blaming one another for getting lost. Any moment you're not busy exploring or hitting somebody in the face is part of travel (see **COMBAT** on p. 20 for rules on hitting faces).

Segment by segment, you'll travel across **LEAGUES** (p. 19) of exciting terrain to explore the World of Fog and help the interesting people you meet. When you reach the end of your journey (or the limits of your endurance), teleport home (**RELAYS & BEACONS** p. 17) to rest and prepare for your next adventure.

Your purpose is beyond the walls. Go forth and find it.



CALENDARS & CLOCKS

While you delve into the north, horrors invade the southern tenderholds. While you rest and nurse your wounds, winter's icy grip tightens. The World of Fog develops while you explore.

- ◆ **ROUND:** A 10 second burst of action used in **COMBAT** (p. 20).
- ◆ **SEGMENT:** One third of the day: *morning*, *evening*, and *night*, used to explore during the **FLOW OF ADVENTURE** (p. 18).
- ◆ **DAY:** An 18 hour sun cycle made up of three segments. Days pass when you take a **SAFE REST** (p. 14). The six days of the week in the World of Fog days have number names: *Oneday*, *Twoday*, *Threeday*, *Fourday*, *Fiveday*, *Sixday*.
- ◆ **WEEK:** Every six days is a week. There are (usually) three weeks in a season. Like days, weeks have number names: *First*, *Second*, *Third*.
- ◆ **SEASONS:** There are six seasons: *Spring*, *Little Summer*, *Autumn*, *Freezing Winter*, *Deep Winter*, and *Thawing Winter*. Every season lasts for three weeks, except for *Deep Winter* which devoured one of *Summer's* weeks. It has four and *Little Summer* only gets two.

Each season radically changes the environment of the world around you. *Little Summer* is brief but well lit and warm. *Spring* is stormy and *Autumn* is eerily still. *Winter* freezes into a pitch black ever-night that no unsheltered creatures can survive, then slowly thaws again. Timing your adventures around the seasons is crucial.

Your **LONELY PHAREFLAW** (Keeper only, p. 32) adventure will start on the "Spring's Third Fourday." That means it is near the end of Spring's third and final week and will soon be *Little Summer*.

DARK NIGHT

Without the moon to reflect the sun's light, the night is almost totally black. Some faint light dribbles from the colorful celestial wound where the moon fell, but it isn't enough to see by, and lanterns are easy to spot in the dark. Sensible travelers **CAMP** (p. 18) to avoid unfavorable confrontations.

RELAYS & BEACONS

Your party, like all Delver parties, carries a relay. This is a Decadent device (a relic from the Age of Decadence) that allows you to travel as far from home as you can, pushing the limit of your health and abilities, then teleport home to rest and recover, before leaving to do it all again.

Relays can't teleport to any old place—they must be calibrated to beacons. Delvers can teleport to any beacon they've visited. At first, this may only be the Delvers' Guild beacon in **SALTPORT** (p. 30), but as you explore you'll discover plenty more scattered across the world and the scope of your adventures will widen.

- ◆ **RELAY:** Melon-sized spheres covered with esoteric symbols and whirling gears. Each relay is distinct, reflecting its crew's personalities. See the **APPENDICES** for *Dowsing Odd*, an example relay.
- ◆ **BEACON:** Tall, Decadent spires of gleaming chrome and crackling static that thrum with power. Each beacon resonates at a unique frequency to call relays to them through the aether.

FLOW OF TRAVEL

TRAVEL IS MEASURED USING SEGMENTS: each is a third of the day during which your party takes one significant action. This could be traveling across leagues, camping through the night, or exploring your surroundings.

1

SEGMENT START

Delvers choose a segment action; the keeper checks for random events.

2

SEGMENT ACTION

Delvers collectively take their segment action. As events unfold (random or otherwise), they may take other actions within the segment action, such as crossing a river, fighting a monster (**COMBAT** p. 20), or investigating an abandoned dock.

TRAVEL: Move around the map.

CAMP: Settle down to sleep.

3

SEGMENT END

Unwarded or fatigued Delvers risk **WILL** damage. Loop back to **SEGMENT START**.

RANDOM EVENTS

At the start of each segment (thrice daily), your Keeper secretly rolls two D6s. Each die that rolls a 6 triggers a random event. Multiple 6s means multiple events.

Random events aren't always negative; they can also present opportunities. For example, you might stumble across an unmapped shortcut, get the drop on a distracted horror, or find worms in your tinned rations—halfway through a bite.

TRAVEL WARD

At the start of each segment, assign your ward to protect 1 Delver per ward. You must assign 1 ward to yourself. Any unassigned Delvers are unwarded. They must succeed a **WILL + SURVIVAL** test at the end of each segment or take 1 **WILL** damage.

LEAGUES

The world is divided into tracts of terrain called “leagues.” These may contain all manner of obstacles and terrain, as well as entire villages or ruins, often multiple of each. In some scenarios, you will travel across dozens of leagues to complete your mission. In others, you may never leave your starting league. Instead, you’ll explore every hill and hamlet in pursuit of your objective.

QUICKSTART LEAGUE TERRAINS

- ◆ **FOREST:** Slowed travel (2 segments). Entering doesn't reveal adjacent leagues.
- ◆ **WATER:** Can't travel without a boat.

QUICKSTART LEAGUE OBSTACLES

- ◆ **CLIFF:** Your party must complete a (2× party) PL **BODY + NAVIGATION** project to cross. Each test working on the project takes 1 segment. Anybody that fails a test contributing to the progress takes 1 **BODY** damage. Once the PL is reached, everybody crosses the cliff.
- ◆ **RIVER:** Each Delver must succeed a **BODY + NAVIGATION** test swimming to cross this river. Delvers that fail may take 1 piercing **BODY** damage to still cross.
You can ferry an ally so they avoid the test, but your test is +1M harder. If failed, both you and your ally take 1 piercing **BODY** damage, then cross over.

TRAVEL

When your party travels, you traverse your current league, then exit it and enter an adjacent one. Whenever you enter a league, you learn the terrain of all adjacent leagues.

Obstacles

Obstacles must be crossed before you can exit your league. Time spent crossing obstacles adds to your regular travel time. If an obstacle is crossed in an hour or less, it is done within the travel segment. Otherwise, crossing takes one or more segment actions.

EXAMPLE: SURMOUNTING OBSTACLES

You are in a league surrounded by cliffs. You decide to travel south. You select an adjacent league and spend your morning segment traveling towards it. Midway through, you encounter a river. Crossing this obstacle only takes an hour, so you can squeeze it into the morning segment.

By evening, you reach your league's edge. The cliffs block you from exiting the league. It will take you at least a segment to cross the obstacle. You begin climbing during the evening segment and camp for the night in a shallow cave. Come morning, you complete the extended test to cross the cliffs and enter the southern league. Ahead, you spy a distant mountain, a murky swampland, and the glass black ocean. It is the evening segment. Where will you travel next?

CAMP

Even big brave Delvers need their rest. If you don't camp each day (3 segments) you become fatigued (**CONDITIONS** p. 23) and risk **WILL** damage until you rest. During the camp segment, Delvers keep watch in shifts and spend the rest of their time asleep.

ACTIONS WITHIN ACTIONS

Adventuring actions each take a segment to resolve and are completed together, as a party. During this time, you can also take your own quick actions. You can take any number of minor, major, and 5-minute actions during a segment action or you can take a single 1-hour action.

Actions within actions are often used to restore or use records out of combat.

DR. VESPAL'S ACTIONS

Dr. Vespal doesn't sleep. They get a full segment to act while others doze. Last Twosday, Dr. Vespal spent that time using their Undying adaptation to heal. They also poked around camp to their still heart's content, using various 5-minute actions. However, while "researching" their companions' personal effects, they only had time for one round of No Boots' well-played game or a single brew of Lady Grey's percolator—both 1-hour actions. Since research is often mistaken for thievery, they wisely chose to just quietly put everything away.





CHAPTER FOUR

COMBAT

COMBAT IS A BLOODY AFFAIR. While generally considered impolite, it's often terrifically effective. Unless you want a short-lived career as an entrée to a Delver-devouring monster, learn to fight.

During combat, time is measured in rounds (**FLOW OF COMBAT** p. 21) and the battlefield is divided into **ZONES** (p. 22).

Delvers can choose from an arsenal of strategic options contained in the **ACTION LIST** (p. 24) and must contend with **CONDITIONS** (p. 23) applied to either themselves or others. Keeper rules for running **MONSTERS IN COMBAT** (p. 26) close out this section.



FLOW OF COMBAT

Combat begins when the first weapon is drawn. It ends when you defeat your enemies, cooler heads prevail, or you evacuate via relay to safety.

1

COMBAT START

Your Keeper sets the scene: battlefield, enemies, objectives, and the like.

DETERMINE INITIATIVE: Roll 1D6 each.

2

ROUND START

As the scene progresses, the Keeper narrates changes.

TURNS: Act in initiative order.

TURN START: Take the spotlight.

ACTIONS: Take 1 major action and 1 minor action.

TURN END: Unwarded Delvers and repelled horrors risk **WILL** damage. When all turns are complete, go to **ROUND END**. Otherwise, start the next creature's turn.

3

ROUND END

Repeat until no one feels like fighting anymore, then go to **4. COMBAT END**.

4

COMBAT END

Your Keeper describes the outcome, then returns to wider play.

INITIATIVE

When combat starts, each combatant rolls 1D6 for their initiative. Turns are taken in descending initiative order. When initiative is tied between a Delver and an NPC, the Delver acts first; when it is tied between Delvers, they decide amongst themselves who goes first. The Keeper breaks ties for NPCs.

SURPRISE!: The Keeper can determine if one side has surprised the other. Surprised creatures have 1 initiative and begin dazed (**CONDITIONS** p. 23).

ROUND

Time Without Tide combat cycles in rounds: action-packed periods of 10 in-world seconds. During each round, every combatant gets a turn to take actions, the order of which is determined by their initiative. Once all creatures have taken a turn, the round ends. If no threats exist, either because they are dead or have run away, combat ends. Otherwise, a new round begins and the cycle continues.

ACTIONS

You can take 1 major action and 1 minor action during your turn, in any order. You can't act during another creature's turn, unless something says you can, such as Cyrena's Conga feture (**APPENDICES**). See the **ACTION LIST** (p. 24) for a catalogue of major and minor actions.

- ◆ **MAJOR ACTION:** The centerpiece of your turn. Typically requires a test.
- ◆ **MINOR ACTION:** A supporting action, like moving. Usually doesn't need a test.

ZONES

THE BATTLEFIELD IS DIVIDED into areas of interest called "zones." During your turn, you can interact with whatever is in your zone, move between zones, or use ranged abilities to interact with zones further away.

RANGE

Range is measured in zones counted from your zone to the target via a direct path.

You can try to use range actions at more distant targets, but it's +1M harder per zone beyond set range. It isn't helpful if your enemies are super close either: while an enemy is in your zone, range actions are +1M harder.

- ◆ **YOUR ZONE** (0 range): The zone you occupy. Everything inside is within reach.
- ◆ **ADJACENT ZONE** (1 range): A zone next to yours.
- ◆ **2+ RANGE**: 2 range is two zones from your zone, 3 range is three zones away, and so on.

MOVEMENT

When you move, exit your zone, then enter an adjacent one. You can do this a number of times up to your speed (1).

- ◆ **0 SPEED**: Move 0 times. No zones.
- ◆ **½ SPEED**: Move 0 times. As a major action, move 1 zone.
- ◆ **1 SPEED**: Move up to 1 zone. Most creatures (that's you!) have 1 speed.
- ◆ **2+ SPEED**: Move up to 2 zones, 3 zones, etc.

SAMPLE ZONE TERRAINS & OBSTACLES

- ◆ **WOOD**: Occupants are slowed (**CONDITIONS** p. 23).
- ◆ **WATER**: Occupants are slowed. Divers can hold their breath for a number of rounds equal to their **BODY**, then begin suffocating (**CONDITIONS** p. 23).
- ◆ **BARRICADE**: When you try to move through a barricade, succeed a **BODY + NAVIGATION** test or the move fails.

SPACE

Each zone has space for four creatures to effectively take actions. Any more, and the zone is crowded.

Differently sized creatures fill more or less space.

- ◆ **½ SIZE**: Two small creatures fill 1 space.
- ◆ **1 SIZE**: Most creatures (that's you!) fill 1 space.
- ◆ **2+ SIZE**: Large monsters fill 2 spaces—or more!

Crowded Zones

While in a crowded zone, your **BODY** tests are +1M harder. Whenever your turn ends in a crowded zone, succeed a **BODY + NAVIGATION** test or be pushed into a random adjacent zone and fall prone. Ignore inaccessible zones.

COMBAT WARD

The Unknown floods the battlefield, corrupting humans and rousing its horrors. Unless stated, everywhere and everything is unwarded.

- ◆ **HUMAN**: Whenever an unwarded human's turn ends, they must succeed a **WILL + SURVIVAL** test or take 1 **WILL** damage.
- ◆ **HORROR**: Unwarded horrors are +1M harder for their enemies to target. Their own actions are -1M easier.

Warded Zones

During combat, you assign **WARD** (p. 12) to zones. While you have at least 1 ward, your zone is warded. If you have 2+ ward, then whenever you move, repel, or take the **SHINE** (p. 24) minor action, you may **ASSIGN WARD** (below).

- ◆ **WARD**: Everything within is warded.
- ◆ **UNWARDED ZONE**: Everything within is unwarded. By default, all zones are unwarded.

Assigning Ward

To assign ward, target a number of zones up to your ward value, starting with your own. Your selection must connect back to you in an unbroken path. Each of these zones is warded until you reassign your ward or the zone is disrupted. The following can disrupt your warded zones:

- ◆ **FORCED MOVEMENT**: If you are forcibly moved, all your warded zones are disrupted except your own.
- ◆ **BROKEN PATH**: Zones you ward must connect back to you in an unbroken path. If this path breaks, such as by a door closing, any disconnected zones are disrupted.

CONDITIONS

CONDITIONS LAST UNTIL they are cleared. You can't be afflicted by conditions you are immune to or duplicates of a condition already affecting you.

Blinded

You can't see. Any action you wouldn't usually do with your eyes closed is +1M harder.

Critical

All of your tests are +1M harder. If your 0 health trait is damaged further, you die.

When your 0 health trait is healed to 1+, you are no longer critical.

Dazed

Your next test is +1M harder. After you either make a test or your next turn ends, you are no longer dazed.

Because dazed clears after 1 round (10 seconds), it rarely affects non-combat tests.

Fatigued

At the end of each segment, succeed an escalating **WILL** + **SURVIVAL** test (starting at 1M) or take 1 **WILL** damage. The test is +1M harder per full day you have been fatigued. After you've camped and slept, clear fatigued. The next time you get fatigued, the difficulty begins again at 1M.

Grappled

You are immobilized and -1M easier to target with reach actions.

As a minor action, win a **BODY** + **VIOLENCE** contest with a creature grappling you to end their grapple. Spend 1 boon to then grapple the target.

If you somehow exit the zone of the creature grappling you, clear grappled.

Grappling

You are slowed and must commit 1 wield to hold each creature you are grappling. Other creature types often grapple with their mouths or other, stranger appendages.

Whenever you move, either pull your grappled creature with you or end the grapple.

Whenever you or your grappled creature are forcibly moved, succeed a **BODY** + **NAVIGATION** test to pull the grappled creature or stop their movement, whichever keeps them in your zone. If failed, the grapple ends.

As a minor action, end the grapple.

Hidden

Creatures you are hidden from can't target you and don't know where you are. Targeting enemies you are hidden from is -1M easier.

At the end of each turn, clear hidden if you moved without hiding again. You clear hidden immediately after doing anything conspicuous.

Immobilized

Your speed is 0.

Invigorated

Your next test is -1M easier. After you either make a test or your next turn ends, you are no longer invigorated.

Because invigorated clears after 1 round (10 seconds), it rarely affects non-combat tests.

Prone

While prone, you are slowed and your **BODY** tests are +1M harder. You are -1M easier to target with reach actions and +1M harder to target with ranged actions.

As a minor action, stand up and clear prone.

During your turn, you can freely choose to fall prone.

Slowed

You lose -1 speed (2 to 1; 1 to ½; ½ to 0).

Suffocating

Whenever your turn starts, succeed a 1M **BODY** + **SURVIVAL** test or take 1 piercing **BODY** damage. The test is +1M harder per previous suffocating test.

When you can breathe, you are no longer suffocating. Reset the difficulty to 1M.

Unconscious

You are blinded, can't take actions, and can't communicate. All your tests are +1M harder and actions targeting you are -1M easier.

ACTION LIST

THE FOLLOWING ACTIONS are always available. This list isn't exclusive, your environment and records may provide other potential actions and you can always work with your Keeper to improvise an action.

BOON EFFECTS

Combat actions have pre-defined bonuses you can buy with **BOONS** (p. 11). Some effects have limits like what weapons they can be applied to or how many times they can be purchased. You can spend boons on actions with "(+X per boon)" to increase the number before the parenthesis.

MAJOR ACTIONS

Assist

Until your next turn starts, you can assist one test that is either made by or which targets a creature within reach.

Attack

Attacks are major actions. Their functional range and damage depends on your **WEAPON** (p. 13), or lack thereof (**UNARMED & IMPROVISED ATTACKS** p. 14).

Attacks with weapons can spend boons on the following:

- ◆ **FLURRY** (once per turn; 1 boon): If you have another weapon equipped, you can use it to attack again this turn.
- ◆ **CLEAVE** (heavy weapon; 2 boons): Deal 1 **BODY** damage to all other enemies in the target's zone.
- ◆ **DEADLY** (2 boons): Deal +1 **BODY** damage.

Brace

Succeed a **BODY + INDUSTRY** test to gain +1 (+1 per boon) temporary armor.

See **ARMOR** (p. 13).

Dash

Succeed a **BODY + NAVIGATION** test to move with +1 (+1 per boon) speed.

If failed, you may still move at your usual speed.

Direct

Succeed a **WILL + CULTURE** test to invigorate (**CONDITIONS** p. 23) 1 (+1 per boon) ally within 2 range.

Grapple

Win a **BODY + VIOLENCE** contest to grapple an enemy within reach (**CONDITIONS** p. 23) The target can use **BODY + NAVIGATION** to resist. Spend 2 boons to deal 1 piercing **BODY** damage to the target.

Hide

Succeed a **BODY + SKULDUGGERY** test to become hidden (**CONDITIONS** p. 23).

Note the result of this test, including boons. Use it to contest searching (**SEARCH** nearby).

HIDING DIFFICULTY

- ◆ +1M if an enemy is in your zone.
- ◆ +1M if you have 1+ ward.
- ◆ -1M if you are in woods.
- ◆ -1M if you are in an unwarded zone.

Repel

Assign your ward, then succeed a **WILL + SURVIVAL** test to repel horrors within it. Until your next turn starts, horrors that end their turn in your warded zones take 1 **WILL** damage. Spend boons to slow a horror within your warded zones until the start of your next turn, 1 horror per boon. If failed, you may still assign ward.

Search

Succeed a **MIND + SKULDUGGERY** test to detect any hidden (**CONDITIONS** p. 23) creatures within 2 range. Detected creatures are no longer hidden.

Shove

Succeed a **BODY + NAVIGATION** test to push an enemy within reach 1 (+1 per boon) zone.



MINOR ACTIONS

Move

Exit your zone, then enter an adjacent zone. You may do this a number of times up to your speed (**MOVEMENT** p. 22), then assign your ward.

Equip

Unequip and/or equip any number of wielded items. If you use a major action, you can also unequip/equip a worn item (**EQUIPPED ITEMS** p. 12).

Pass

Succeed a 1M **BODY** + **CULTURE** to throw 1 item to an ally within 1 range; then, they may equip it. If the target is within reach, no test is needed.

If failed, the item lands randomly in either your zone, your target's, or any in between.

Shine

Assign your ward to a number of target zones (including your zone) equal to your ward (**ASSIGNING WARD** p. 22). The warded zones must be connected in a path, although they can snake in any direction you like.



NPCs IN COMBAT

HORRIBLE MONSTERS, greasy bandits, and all other non-player characters (NPCs) use the same rules for tests as Delvers. During combat, some additional rules also apply. Refer to the **MONOLUSK** (p. 27) as you read.

1. **NPC INFORMATION:** Name, size, type, threat, armor, health, target difficulty, and speed.
2. **NPC TRAITS & SKILLS:** Now-familiar values used in tests.
3. **NPC ABILITIES & ACTIONS:** Combat options.

NPC INFORMATION

NPC information identifies the creature and provides key combat values.

- ◆ **NAME:** What the creature is. It may also have a personal name (this monolusk is Gary), but that isn't mechanically important. Sorry Gary.
- ◆ **DESCRIPTION:** Flavor and ideas for running the creature and presenting it in stories.
- ◆ **SIZE:** How much **SPACE** (p. 22) it occupies.
- ◆ **ARMOR** (p. 13): Reduces damage.
- ◆ **SPEED:** How far it moves (**MOVEMENT** p. 13).

NPC Type

Creatures of the same type often have similar abilities and actions.

- ◆ **HUMAN:** Corrupted when unwarded in the Unknown. Usually found with other humans.
- ◆ **HORROR:** Nasty monsters. Stronger when unwarded, damaged by repelled zones.
- ◆ **CONSTRUCT:** Powerful robots, unphased by being unwarded. Equally unphased by the wellbeing of unregistered users.

! MONOLUSK TYPE

The monolusk is a horror, so it has the **HORROR** ability.

UNWARDED NPCs

Other humans aren't as acutely affected by the Unknown. It still corrupts them and makes them all weird and wobbly, but it doesn't explosively damage and adapt them as it does Delvers (whom it directly opposes for reasons that can't and shan't be put in this *Quickstart*).

NPC Threat

How dangerous this NPC is to four competent Delvers. For a different number of Delvers (or for varying competency), adjust accordingly.

- ◆ **½ THREAT:** Irritating in a group—mooks.
- ◆ **1 THREAT:** Each Delver can take a 1 threat opponent in a fair fight.
- ◆ **2 THREAT:** An elite or specialized danger.
- ◆ **4 THREAT:** A potentially-lethal boss.

! MONOLUSK THREAT

The monolusk has 2 threat: an elite enemy. Your party must work together to beat Gary, but it's nothing to relay home about.

NPC Target

The base difficulty of all hostile actions targeting this NPC. Can be further modified by circumstances and abilities.

- ◆ **HOSTILE ACTION:** Anything the target doesn't want to be targeted by. Attack or grapple? Hostile. Direct? Not hostile. This is ultimately left to Keeper discretion.

NPC Health

Unlike Delvers' three different trait healths, NPCs have a single, substantial health pool. **BODY** damage is received normally. **MIND** and **WILL** damage is considered piercing **BODY** damage.

NPCs can't be critical. Upon reaching 0 health, they die.

NPC TRAITS & SKILLS

NPCs have the same **TRAITS & SKILLS** (p. 8) as Delvers. They build dice pools and resolve **TESTS** (p. 10) the same way: they can assist, produce marks, and spend boons. However, **NPCs CAN'T STRAIN!** That's reserved for Delvers. There are also some other minor differences:

- ◆ **RECORDS:** NPCs don't have records. Instead, NPCs use the abilities and actions in their profile and carry a reasonable amount of stuff to enable that.
- ◆ **MAX:** Delvers can't exceed a score of 5 in their traits or skills. NPCs often can, especially non-humans.

NPC ABILITIES & ACTIONS

NPCs have a list of abilities and actions with clear combat effects. They are interpreted the same way as Delver records; "you" refers to the NPC (and the Keeper who is controlling it). They can spend boons the same way Delvers do. Sometimes, they'll have their own special boon options listed under their actions.

When tests are called for, NPC's dice pool size is included in parenthesis for quick reference.

NPC Abilities

Abilities are passive effects that give the NPC interesting strengths and weaknesses.



MONOLUSK ABILITIES

The monolusk is an armored horror that tramples across the land, but its soft **UNDERBELLY** makes it vulnerable while prone.

NPC Actions

Actions are active combat options the NPC can use. Like Delvers, NPCs can take 1 major action and 1 minor action during their turn. Regular actions (**ACTION LIST** p. 24) can be used by NPCs if needed, such as searching for hidden creatures, but they favor the actions written in their profile.



MONOLUSK ACTIONS

The monolusk has one profile action, **CHARGE**, which it favors using over any other major actions.

MONOLUSK

HORROR



1

These top-heavy, armored chargers trample their prey underfoot. A monolusk will rush off cliffs or into traps just to keep moving.

THREAT	2	SIZE	2	SPEED	1
BODY	5	MIND	1	WILL	2
CULT.	0	INDU.	0	NAVI.	3
SKUL.	0	SURV.	0	VIOL.	2

2

- ◆ **HORROR:** While unwarded, your tests are -1M easier and tests targeting you are +1M harder.
- ◆ **REBUFF:** Whenever you enter a zone, each other occupant must succeed a **BODY + SURVIVAL** test or take 1 **BODY** damage and be knocked prone.
- ◆ **TURNING CIRCLE:** When you enter a zone you previously occupied this round, fall prone.
- ◆ **UNDERBELLY:** While prone, lose all armor.

3

- ◆ **CHARGE:** **BODY + NAVIGATION** (8) to move, then move again. If failed, you may still move once. Spend 2 boons to gain +1 speed for this action.





LEAGUES

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CHAPTER FIVE

THE WORLD OF FOG

SALTPORT ~ THE LAST CITY

RAMSHACKLE BUILDINGS STRETCH skyward, teetering on unstable foundations, claustrophobic city streets running veinlike in between. Penny-farthing riders trundle across the cobblestones, tending to eerie green street lamps with long, waxen candles. Decadent automatons stand at the light's edge and watch as lines of weary laborers trudge from work to home; from duty to distraction; or from something they'd rather not divulge to a nice quiet place to sit and moralize.

Beyond Saltport's dogged light is an interminable vastness of roiling Unknown. Soldiers patrol the ramparts of the landlocked northern seawall to keep horrors from surging south. A select few carry experimental weapons, dangerous prototypes supplied by the Saltport Polytechnic. Their comrades keep their distance from these unfortunates. Best to avoid the blast radius of a weapon malfunction—or overenthusiastic success.

Stagnant sea surrounds Saltport from all other sides. Its harbors are crowded with people who stink of fish and sweat. Their wafting miasma drifts inland to muddle with smog belching from Ashcourt's factory smokestacks. Eventually, this heady plume trickles downhill to perfume the sodden, low lying slums where wretched mudlarks search for food and treasure in polluted run-off.

Ships come and go. Factories clatter and clang. Political schemes are nursed, brooded over, then hatched into the world. Saltport is the brightest bastion of the new age and the dogged inheritor of all the former's problems. It is a city of secrets, lies, and rare souls brave enough to dream of a better world. It is the city where the upright Delver's Guild stands vigil so that her citizens, both virtuous and wicked, can keep their fitful slumber.

Saltport is your city. Welcome home.

A CITY OF INDUSTRY

Saltport is a city of industry. It needs fuel to survive. Sailors set out daily to dredge the bordering Stillsea for fish. Teams of armed loggers pillage the northern forests for lumber. Brave idiots (Delves) scramble through the surrounding ruins to salvage scrap from a steady stream of abandoned houses that occasionally teleport from nowhere to join the urban sprawl.

Back home, huge soot-stained factories chew these raw resources to mulch and spit forth ramshackle goods—eating better than the hungry hordes staffing them. Saltport hammers out ships, weapons, lanterns, food, and more than enough desperate people to use them. Then the city hurls as many of her creations as necessary at whatever she presently perceives as most threatening. Above it all, the lofty Saltport council, a bureaucratic amalgam of arguing factions, struggles to keep the peace—and make sure they're re-elected.



FURTHER AFIELD

BEYOND THE WALLS, past the last echoes of Saltport's light, is a wild, uncharted world. It is a strange place that shifts constantly at the Unknown's whim, steadily invalidating what few maps do exist. The Delvers Guild maintains careful records on the few reliable constants.

The Sprawl presses down on Saltport. It is the haunted husk of a Decadent metropolis that pins the city against the Stillsea. Across the western waves, languid waterways open to a shallow expanse of islands, reefs, and wrecks. Sail further and you'll reach the endless ocean. Familiar sights sink below the surface, and lonely vessels are left to sail for weeks between safe harbors with only themselves and whatever lurks below for company.

To avoid the horrors in the ruins, explorers board fortified **TUGBOATS & TRAINS** (nearby) and brace themselves as the iron-blinded vehicles hammer through the Sprawl. Eventually, the labyrinth of dark buildings gives way to the vast, open Dingo Squall where predators and caravans roam. To the south, the windswept prairies become fetid mangrove swamps in Sourmarsh. In the east, steep mountain chains contain hidden passages to the cracked, shining Brightland. In the north, a dark forest has become a trench-scarred war zone as soldiers hold the Lumber Front against the siege of vengeful animated trees.

Hidden from sight, but unmasked by imagination, are uncountably more fantastic places. Decadent ruins hidden in thick forests, strange experiments taking place in sun-blasted deserts, and lost ships trapped by walls of chomping ice.

The world has changed, and its change continues. A realm of infinite adventure awaits.

TRAVELERS & TENDERHOLDS

Not everyone is drawn to the stalwart lights of Saltport. Some folks roam the foggy roads or subsist in small defensive settlements called Tenderholds. Tenderholds are communities of survivors who made do long before the Saltport council retook the coast and set their factory engines running. They intend to survive long after it inevitably falls. Still, they're not too proud to admit that Saltport, and especially its traders, have their uses.

You can source supplies, quests, friends, and enemies, from the various denizens living outside Saltport. By discovering beacons scattered throughout the world, you'll be able to spend season after season in the field. Maybe you'll decide to never return at all...

TUGBOATS & TRAINS

Only fools willingly enter the Sprawl. It's safer, although never truly *safe*, to pay for passage aboard one of the iron-hulled ferryboats that travel up and down the Lemming River or out west into the Stillsea. If you have to go inland, the Timber Express, a behemoth of steel and fire that races along rattling tracks towards the Lumber Front, can be boarded by ticketed passengers and frontline volunteers alike. The only difference is the variety of their disembarkment choices and circumstances. That is to say, whether they get any choice at all.

MORE TO DISCOVER!

Although you and your fellow Delvers constantly brave the wilderness whenever you adventure, the fog-shrouded lands are vast and mostly unexplored. The Delver's Guild's little insight is precious, obtained at great cost.

Fortunately for you, loads of insight can be found within the various *Time Without Tide* products. This detailed web of stories, mysteries, and opportunities is yours to embrace or ignore, to use however best suits your table to create your own unique World of Fog.





SCENARIO

LONELY PHAREFLAW



INTRODUCTION

LONELY PHAREFLAW is a short introductory scenario for *Time Without Tide*. It's best played with four Delvers, but is adjustable for two to six.

The section is for Keepers only. Delvers, read no further.

SCENARIO BACKGROUND

Phareflaw Lighthouse went dark during Deep Winter (**CALENDARS & CLOCKS** p. 17). This is unacceptable. **SALTPORT** (p. 30) relies on its protection to guide the regular shipments of chum and salvage that feed her citizens and fuel their ravenous factories. Without Phareflaw's guidance, many ships will smash to pieces along the treacherous coastal cliffs.

Delvers—restore the light!

Keeper Information

Cold broke Phareflaw. Winter frost breached the glass of her tovertop brightroom. Wicktender Mortimer, the lighthouse steward, couldn't make repairs in time. In his final moments, as the Unknown overwhelmed him, he sent his granddaughter Muesli (**MUESLI & PLUM** p. 39) downstairs to safety, then sealed the brightroom's storm shutters—locking himself inside. Mortimer is dead now. His fog-puppeted corpse endures.

Muesli survived winter barricaded in the Mortimer family cottage beneath the lighthouse. She drowned out the eerie whispers drifting down from the brightroom by talking loudly with her teddy bear, Plum. She knows the whispering is **NOT-PAPA** (p. 43). Despite the monster's pleas and threats, she won't let it free. It's locked upstairs and the key is safe with her.

When spring broke, so did the cottage door. A swarm of fog-frog **GILLYBELCHES** (p. 39) breached the living room. Muesli put on her warmest coat, grabbed Plum, and crawled behind the kitchen fridge to hide. For days now, she's sheltered in the lighthouse's hidden coolant chamber, listening to monsters ransack her home. It won't be long before they find her. Worse still, she's almost eaten all the ice cream and she'd rather starve than start on Papa's frozen spinach.

Delver Introduction

Your Delvers are contracted by the Saltport council to restore Phareflaw's light before Spring ends. **CAPTAIN MCALGAE** (p. 34) and her *Riverboat Drastic* have ferried them to a nearby cliffbase. McAlgae will be Phareflaw's new wicktender. Once the Delvers restore the light, she'll dismantle the *Drastic*, haul it up the cliffs to the lighthouse base, and fashion the hull into a new tenderhold (**TRAVELERS & TENDERHOLDS** p. 31).

To complete their contract, your Delvers must disembark the *Riverboat Drastic*, climb the coastal cliffs, travel across several leagues to reach Phareflaw, save Muesli from the gillybelches, confront Not-Papa in the brightroom, and reignite the lighthouse. When they're done, they can relay back to the *Drastic's* beacon to receive their well-earned **REWARDS** (p. 44) from McAlgae.

HOW TO START

READ the preceding sections of the *Time Without Tide: Quickstart* to learn the game's rules. Then read this scenario. You don't need to memorize everything, just get comfortable with the basics.

GATHER several players. Wrestle their calendars until you find a window to play. Grab the window. Pin it to the ground. Sit on it.

Scavenge a few fistfuls of six-sided dice (six will do, more is better). Get pencils and paper for each player, then separate the **APPENDICES** from the *Quickstart*. Carefully, **CAREFULLY**, cut the materials to create six character sheets, a pile of folded tokens, two large battle maps, and a two-sided player reference.

If your resolve to deface the product falters, a downloadable version of the player materials is available on chaosium.com

BEGIN when the foretold time arrives. Share the two-sided player reference and read **WELCOME TO TIME WITHOUT TIDE (APPENDICES)**. Help your players choose a pre-made Delver. Once everyone's ready, proceed to **A DRASTIC LANDING** (p. 34), then run through the scenario page-by-page. Refer to the *Quickstart* for any rules clarifications, but don't linger too long—it's fine to make your best guess and move forward.

A DRASTIC LANDING

WELCOME ABOARD the Riverboat Drastic, a pockmarked old tug chugging through listless waters. Sailors patrol her creaking deck, trimming sails and stoking lanterns. Off her port side, huge cliffs loom out of the ceaseless fog. At their summit, morning's first light finds a distant needle: Phareflaw Lighthouse, dark and dead.

Below deck, squeezed between knotted hammocks filled with trunks and bric-à-brac, a meeting is held by greasy candlelight. Captain McAlgae peers across a chart-covered desk towards the rag-tag group of Delves—you.

She pulls habitually at her salt-crusted bouffant, the envy of any sailor's chin.

"Right delves. Let's have it again."

CAPTAIN McALGAE (nearby) briefs the Delves.

After one week of travel, the Riverboat Drastic has reached the beach beneath Phareflaw Lighthouse on Spring's Third Fourday. It's time for them to disembark and head for the lighthouse. The coastal cliffs are either sheer rock or cascading waterfall, but McAlgae knows of a ramshackle staircase further inland. It was built to shuttle goods to and from Phareflaw, but will work for people too. From the clifftop, the Delves must cross the Castaway River, either via an old bridge or by fording one of the shallow points in the dark Pinwood forest. Once across, they are to hook back towards Phareflaw—arriving just above the Drastic's landing point. See **PHAREFLAW TRAVEL MAP (APPENDICES)**.

THE PHAREFLAW CONTRACT (APPENDICES) is to relight Phareflaw and vanquish any monsters inside. The Saltport council have authorized a bonus payment for each rescued survivor, though both the wicktender and his granddaughter have likely long-since fallen to the fog. The deadline is Spring's end in three short days. By then, the Delves must be back aboard the Drastic with all terms met. A ship-mounted beacon makes returning simple. Reaching and securing Phareflaw is the hard bit.

Keep the Light

During the briefing, encourage each player to introduce and describe their Delver. Ask how much **WARD** (p. 12) they have, and explain that lanterns don't just provide light in the World of Fog, they weaken the Unknown and its horrors!

If the Delves are low on light, McAlgae offers a **BATTERED LANTERN** (nearby), but promises to take \$1 from their **REWARDS** (p. 44) if it isn't returned in the condition it was loaned.

Post-briefing, go to **TICK... TICK... TICK...** (p. 35).



CAPTAIN McALGAE

"Ho' you blithering wastrel! Get that stowed before you hurt yourself!"

- ◆ **IMPRESSION:** A stern woman with tall gray hair as salted as any sailor's beard.
- ◆ **DRIVE:** Retire the Drastic (vessel and crew) at Phareflaw Lighthouse.

McAlgae is respectful, if wary, of Delves. She's an experienced sailor and loyal to her ship. She always refused to retire, but Phareflaw's darkening provides an opportunity for a change instead. Plenty of captains go down with the ship, but by rebuilding the Riverboat Drastic as a tenderhold, she'll be the first to bring hers up with her.

While the Delves secure Phareflaw, McAlgae and her crew will begin dismantling the Drastic. Once the lighthouse is clear, they'll haul the components up the cliff face, plank by plank, and transform the Drastic into the brand new Phareflaw tenderhold (**TRAVELLERS & TENDERHOLDS** p. 31)

BATTERED LANTERN

A stubborn flame housed in dented metal.

\$1

This wielded lantern grants +2 ward.

When you fail a recovery test, exhaust the lantern.

TICK... TICK... TICK...

McAlgae shakes each offered hand, then calls her first mate. A gangly young sailor arrives, fidgeting awkwardly with his pack. "This is First Mate Weren't. He'll row you ashore," McAlgae says. She turns to him, "Got the bomb to clear the Drastic's landing?"

Weren't nods enthusiastically and slaps his pack. It rattles in response, then starts ticking. "Uh... We'd better hurry!"

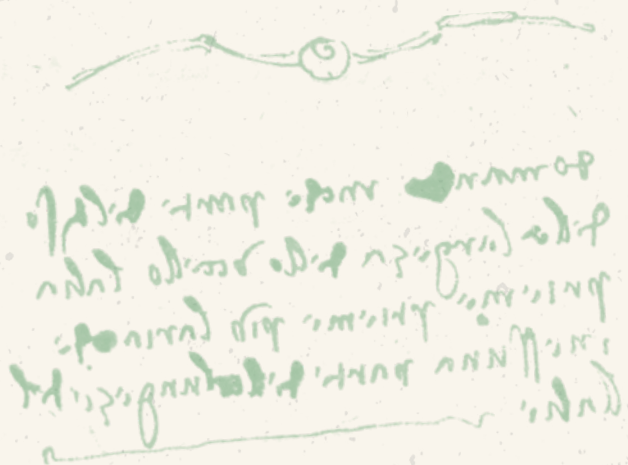
First Mate Weren't has accidentally armed his beaching charges. This isn't a disaster (yet), but it's time to move. The Delvers must disembark the *Drastic*, row ashore, and plant Weren't's charges against the rocks.

Run a **TEST TUTORIAL** (below) on the way, then proceed to **BOOM!** (nearby).

Test Tutorial

There's no better way to learn than by doing, and nothing better to do than avoid exploding. Ask each Delver to make a **TEST** (p. 10) that will help Weren't hurry his bomb ashore. Encourage your Delvers to narrate their outcome. Did they succeed? If they produced boons, how are they spent? Some suggested tests follow. If your Delvers propose other options, keep test difficulty to 2M, the standard.

- ◆ **CYRENA (WILL + CULTURE)**: A gaggle of sailors block access to the Drastic's rowboats. Convince them that if they don't move, everyone will die.
- ◆ **LADY GREY (MIND + INDUSTRY)**: Something goes *TWANG* and the ticking quickens. Untwang it.
- ◆ **NO BOOTS (BODY + NAVIGATION)**: Weren't has somehow gotten an oar stuck in his belt. You'd better take over rowing if you hope to survive.
- ◆ **SUTLER (WILL + SKULDUGGERY)**: Ohh, everything's going wrong! You're in the Unknown, you've got a bomb, and you're pretty sure it's about to go off. Lie to yourself. Say that everything will be okay.
- ◆ **BUNK (BODY + VIOLENCE)**: There's a big crabby thing under that rock. It's gonna scare Weren't and he'll drop his bomb. Whack it really hard so it doesn't.
- ◆ **DR. VESPAL (MIND + SURVIVAL)**: Curious how poisonous anemones display such beauty. Hmm... It may be unwise to splash ashore through so many colors.



FIRST MATE WEREN'T

"Whoops! I hope that wasn't important."

- ◆ **IMPRESSION**: A pleasant, but dangerously incompetent young sailor.
- ◆ **DRIVE**: Prove himself to the rest of the crew—right after cleaning up his last mistake.

Weren't grew up aboard the *Riverboat Drastic*. He's got half the winters but twice the voyages of everybody else on board, except McAlgae. He dreams of captaining his own ship one day. Shame he's such a rubbish sailor.

BOOM!

First Mate Weren't stumbles across the rocky shore, ticking bomb held aloft. As the timer nears its mark, he rears back and hurls it away. *Splash!* It lands in the water, dead centre of the jagged sea stacks blocking the Drastic from beaching. Nothing happens.

"Huh. Maybe I wasn't supposed to get it wet—"

BOOM!

The ground quakes. The cliffs groan. The blockage is gone; instantly pulverized into a cloud of dust. The *Riverboat Drastic* flashes her lights in celebration and chugs towards the opening.

Count how many Delvers succeeded their tutorial test. If at least half (rounded up) succeeded, everyone is unscathed. If they didn't, then Weren't isn't. He's caught by the explosion and hurled into a crater. He eventually emerges completely hairless, covered in soot, and very scathed.

Regardless of scathity, Weren't hands over the **PHAREFLAW TRAVEL MAP (APPENDICES)** and directs everyone towards the cliffside staircase. Whether he leaves whistling or whimpering depends on how blown up he got.

Proceed to **THE JOURNEY** (p. 37).

THE JOURNEY

TRAVELING TO PHAREFLAW will require several days of **TRAVEL** (p. 16). It is the morning of Spring's Third Fourday. The Delvers begin at **LANDING BEACH**, surrounded by cliffs. They must traverse the beach towards the **EASTERN PLAINS**. Using the **CLIFFSIDE STAIRCASE** makes the cliff obstacle between the two leagues surmountable. Two paths lead from the clifftop: **PINWOOD** to the north and a **RISKY BRIDGE** to the **WESTERN PLAINS**.

When the Delvers reach Phareflaw, proceed to **THE LIGHTHOUSE** (p. 38).

Landing Beach [1]

A wide field of pebbles and algae pools, hunched under sheer cliffs. The Castaway River terminates here in a raging waterfall.

Bisected east-west by the Castaway River. The Riverboat *Drastic* remains here for dismantling.

Cliffside Staircase [2]

A criss-cross of scaffolding, built through a tiny fissure in a wall of insurmountable white cliffs. Hardly a "staircase," but it'll serve.

- ◆ **OBSTACLE:** Cliff (p. 19).
- ◆ **EVENT:** Hundreds of thrashing birds suddenly take flight. their savage passing deals 1 **BODY** damage to each Delver that fails a 1M **BODY** + **SURVIVAL** test.

A cliff obstacle stands between landing beach and the eastern plains. Climbing the staircase makes the project (**COMPLEX TESTS**, p. 11) to cross -1M easier. Not all Delvers need to attempt tests contributing to the project.

Eastern Plains [3]

Gusts whip across an open plain sparsely dotted with stands of stubborn, windbent thistles. Distant birds wheel through the air searching for isolated prey. The Castaway river emerges from between black trees to the north then vanishes again into a ravine. Across the chasm looms Phareflaw Lighthouse, dark.

The path splits here. Delvers must choose where to cross the Castaway: either via the **RISKY BRIDGE**, or by heading into **PINWOOD** and fording where the water is shallow.

[D6] JOURNEY EVENTS

Six **RANDOM EVENTS** (p. 18) are presented below. Some locations add extra events to roll or trigger.

D6 JOURNEY EVENTS

- 1 The map was wrong! A chasm blocks the party's path. Unless any Delver can succeed a 3M **MIND** + **NAVIGATION** test, this league takes +1 segment to traverse.
- 2 A random Delver is attacked by a vicious gull defending its nest. If they succeed a **BODY** + **SURVIVAL/VIOLENCE** test, they fend off the bird and can loot a delicate \$1 silver egg. If they fail, they take 1 **BODY** damage.
- The Delvers find an expired Gentleman Wonderful's Sardines n' Sauce tin. It promises sustenance and a **D3** prize!
 1. A \$1 silver toy dances atop the saucy fish-flesh.
 2. It limply explodes with wet confetti.
 3. The stink of rotten fish deals 1 **WILL** damage to any nearby creature that fails a 1M **WILL** + **SURVIVAL** test.
- 4 A torrential storm rages until the next random event is rolled. At the end of each torrential segment, each exposed Delver that fails a 1M **WILL** + **SURVIVAL** test must either exhaust 1 item or take **WILL** damage.
- 5 An eerie song sets the party's teeth on edge. Is it coming from the cliffs below, or perhaps the distant lighthouse? Each Delver who fails a **WILL** + **SURVIVAL** test takes **WILL** damage.
- 6 The fog breaks, momentarily revealing a beautiful vista. Each Delver who spends an hour relaxing may heal 1 **MIND**.

Risky Bridge [4]

The Castaway River doesn't die quietly. Moments before plummeting over the cliff-edge, it churns into a writhing vortex of white fury. A thin suspension bridge is strung above the perilous juncture, hanging desperately from a ground driven anchor. Only one of the two support cables is still attached, the other dangles in the water, jerking occasionally like a grinning fisherman's line.

- ◆ **OBSTACLE:** Bridge (special, see below).

Crossing this obstacle is dangerous. Make sure the risks are clear, and that diverting to **PINWOOD** is still an option.

Crossing takes 10 minutes and a 3M **BODY** + **NAVIGATION** test. If two Delvers cross together, the test is +1M harder, but only one Delver rolls and the other can assist. Each unsuccessful Delver (and their buddy) falls near the end and takes 1 **BODY** damage per missing mark, but still reaches the other side.

The **WESTERN PLAINS** are next.

LANTERN CROSS

While crossing the river (either at the **RISKY BRIDGE** or in **PINWOOD**), the party must carefully split their **LANTERNS & WARD** (p. 12). Unlit Delvers risk **WILL** damage from the Unknown while crossing or while waiting at either side.

Pinwood [5]

Tall trees, heavy with sap and salt, grow tightly together as you enter Pinwood. A carpet of fallen needles deadens all noise. Whorls of fog squirm amongst the roots, the Unknown intruding.

- ◆ **TERRAIN:** Forest (p. 18).
- ◆ **OBSTACLE:** River (p. 18).
- ◆ **EVENT:** Chewing, slurps, and belches are heard beyond the party's light. A nasal voice offers "succulent meats and indulgences if you only step a moment in the dark." Delvers that enter the Unknown vanish, reappearing after 1 hour. They have vague memories of wandering lost, heal 1 **WILL**, and feel ill at the thought of meat."

The Castaway River bisects Pinwood east-west and must be crossed before entering **WESTERN PLAINS**. While traversing towards the river, any Delver that succeeds a **MIND** + **SURVIVAL** test finds a ford where crossing is -1M easier.

Sutler's amphibious adaptation makes his crossing test -1M easier.

Western Plains [6]

Wind pushes you across cracked clay towards the dark lighthouse framed by sea.

Once the Delvers enter **WESTERN PLAINS**, they can walk to **THE LIGHTHOUSE** (p. 38) in 1 hour.



THE LIGHTHOUSE

PHAREFLAW LIGHTHOUSE STANDS stark against the horizon. The approaching road, flanked by extinguished lanterns, winds towards the lighthouse past a hail-battered outhouse and through an overgrown garden bed of thick, yellow vines.

The lighthouse's lower cottage is made of salt-stained stone with a red tile roof. Heavy shutters and locks on every window belie any quaintness. The front door, metal and dented, hangs open. Small, impish shadows flicker about inside.

Overhead, the lighthouse's tower stretches skyward. At the top, its storm-shuttered brightroom is shrouded by what could be either low clouds or menacing fog. A porthole-sized blister has been beaten into the steel shutter from within. Something is trying to get out—you need to get in.

EVENT: 2D6 more gillybelches arrive.

WHAT NOW?

Reigniting the lighthouse completes your Delves' contract, but several obstacles stand in the way.

- ◆ **GILLYBELCHES** (p. 39): A mob of destructive fog-frogs with a penchant for biting are squatting in the cottage. They don't take kindly to visitors.
- ◆ **STAIRWELL** (p. 40): The stairwell door is locked. **MUESLI & PLUM** (p. 39) have the key.
- ◆ **NOT-PAPA** (p. 43): Wicktender Mortimer's fogged-corpse haunts the Brightroom. It attacks anyone who enters.
- ◆ **ENGINE ROOM** (p. 42): Repairing the broken engine restores light to Phareflaw.

WHAT HAPPENED HERE?

After Mortimer sealed himself in the Brightroom, Muesli spent the rest of winter in the cottage, alone except for her teddy bear Plum.

Three days before the Delves arrive at **LANDING BEACH** (Spring's Second Sixday), gillybelches broke into the cottage through the **STUDY** window. Muesli hid in the **COOLANT CHAMBER** before they found her. She's been there since, sneaking food through a hatch in the back of the fridge, carefully rationing her candles, and talking softly with Plum to drown out Not-Papa's pleading voice.

INVESTIGATION

Refer to **COTTAGE LAYOUT** (p. 40) for the **COTTAGE MAP** (**APPENDICES**). Use **THE GILLYBELCHES** and **A GIRL & HER BEAR** (p. 39) to help you roleplay the lighthouse's inhabitants.

Once the Delves access the stairwell and climb up to **THE BRIGHTROOM** (p. 42) start the scenario's climax—combat with **NOT-PAPA** (p. 43).

Outside

Creeping around the cottage grounds doesn't require a **SKULDUGGERY** test. As long as your Delves are careful, they can freely explore the **GARDEN BEDS**, search the **OUTHOUSE**, and even peer through the cottage windows. Anyone walking past the **KITCHEN** sees it's totally flooded. A gillybelch happily swims about inside.

All windows, except the **STUDY'S** which the gillybelches broke, are locked. They can be opened as a 10-minute action with a successful **MIND + INDUSTRY** test.

Inside

The front door opens into the cottage's **PARLOR**. From there, two open doors connect to the **STUDY** and **BEDROOM**. A third locked door leads to the **STAIRWELL**, and a final fourth door to the **KITCHEN** is held shut by the flood inside. Water leaks around the seams.

Creeping through the cottage without alerting **THE GILLYBELCHES** (p. 39) requires a **BODY + SKULDUGGERY** test. The test is +1M harder in the **PARLOR**, the centre of their makeshift nest. Failing starts **COMBAT** (p. 20).



THE GILLYBELCHES

Gillybelches are simple, unintelligent horrors. They have low characteristics and are easily targeted. They skitter away from light, so must be cornered to damage using a **REPEL** (p. 24). They are more dangerous when unwarded. To attack, they **POUNCE** from the shadows, then **BITE**.

When the gillybelches detect an enemy, almost all attack (**COMBAT** p. 20). Only the monsters in the **KITCHEN** (stuck) and **BEDROOM** (sleeping) don't.

Party Size Modifiers

Adjust the gillybelches based on your party size.

- ◆ **<4 DELVERS:** For each Delver below four, remove -2 gillybelches from the **PARLOR**.
- ◆ **>4 DELVERS:** For each Delver over four, one parlor Gillybelch is a brute with 4 **BODY**, 4 health, and 1 size.

A GIRL & HER BEAR

Muesli and her teddy bear Plum are hiding in the bulkhead's **COOLANT CHAMBER** behind the **KITCHEN** fridge. They've been trapped for days. Muesli's pretend chats with Plum are starting to feel real.

While the kitchen is flooded, the duo are stuck, but Muesli can hear what's happening outside by pressing her ear to the wall. If the Delvers drain the **KITCHEN** or try to open the **STAIRWELL** door, "Plum" calls out, but Muesli stifles him. Papa Mortimer told her to hide and wait. She knows he isn't coming back, but can't bring herself to disappoint him.

MIRTH & MISERY (p. 4): Muesli is a scared child pretending her toy can talk. It's funny and it's sad. Balance the tone to suit your table.

Meeting Muesli

Once the cottage is safe, Muesli can be coaxed out with a successful **WILL + CULTURE** test. Failure means she refuses to leave, but Plum mediates. Papa Mortimer hid a jar of black candy beetles somewhere in the **BEDROOM**. Fetch them, and Plum will convince Muesli to leave.

If befriended, Muesli helps however she can:

- ◆ **NOT-PAPA:** The monster in **THE BRIGHTROOM** (p. 43) speaks with Mortimer's voice. Muesli knows it isn't really her Papa, but it must be dangerous if it was tough enough to beat him.
- ◆ **BRIGHTROOM ENGINE:** The dark fears the light. If the Delvers can turn on the brightroom engine, its radiance will burn the monster!
- ◆ **LIGHTHOUSE KEY:** Muesli loans the Delvers her key. It opens any lock in the lighthouse.

GILLYBELCH

HORROR



These snot-covered toads leap at anything that moves, then latch on with glass shard teeth and chew their victim mercilessly.

THREAT	½	SIZE	½	SPEED	1
BODY	2	MIND	1	WILL	1
CULT.	0	INDU.	0	NAVI.	1
SKUL.	1	SURV.	2	VIOL.	2

- ◆ **HORROR:** While unwarded, your tests are -1M easier and tests targeting you are +1M harder.
- ◆ **AMPHIBIOUS:** You aren't slowed by water. You can breathe both water and air.

- ◆ **BITE: BODY + VIOLENCE (4)** melee attack to deal 1 **BODY** damage.

Spend 1 boon to grapple the target. While grappling, you can't **BITE** other creatures.

- ◆ **POUNCE** (minor action): **BODY + NAVIGATION (3)** to fly into an the zone of an enemy within 2 range. If unsuccessful, you may move.

Spend 1 boon to become invigorated.



MUESLI & PLUM

"We're not supposed to talk to strangers..."
"YEAH, SO TELL US YA NAME!"

- ◆ **IMPRESSION:** A mousy girl and the raggedy teddy bear she personifies.
- ◆ **DRIVE:** Keep each other safe.

Muesli is only nine, but she's grown up fast. She had to, in order to survive alone. Fortunately, she's got Plum. That teddy is made of stern stuffing. Forget the implications of treating toys like people. Right now, Plum's her only friend.

COTTAGE LAYOUT

Once the Delvers access the stairwell to ascend, proceed to **THE BRIGHTROOM** (p. 42).

Garden Bed [1]

Two raised gardens, both choked with swollen weeds.

◆ **TERRAIN:** Wood.

Two plots, producing enough unappetising food for Phareflaw to be self-sufficient.

Outhouse [2]

A wooden shack with an “occupied” sign hanging below a carved crescent moon—wistfully reminiscent of bygone times. A low rumbling echoes from within.

The outhouse contains unsurprising facilities and a quite surprising pump engine. A successful **MIND + INDUSTRY** test notes that the complex machine pulls water from the sea below and filters it for the lighthouse’s use. Currently, the pump is working overtime, flooding the **KITCHEN** with water. Anyone who succeeded the test can disable it, or reverse the flow to drain the kitchen over 10 minutes. At the end of the cycle, the kitchen gillybelch is sucked through the tube and into the outhouse—an unpleasant surprise for any visitors.

Parlor [3]

A family of frog monsters are shredding the wallpaper, soiling the carpet, and chewing the furniture to bits. Four adjoining doors lead to other rooms. Two are ajar, a third bulges with water, and the final eastern door is shut with a heavy padlock.

◆ **OCCUPANTS:** 7 gillybelches.

The parlor door’s lock is broken. It can be opened with a minor action. The gillybelches immediately attack if alerted. Their yells summon the **STUDY** gillybelch.

Study [4]

This is a serious room for serious work. There’s a serious desk, covered in serious papers, with a squat frog seriously ruining everything.

◆ **OCCUPANTS:** 1 gillybelch.

The distracted gillybelch immediately attacks if alerted. Its yells summon the **PARLOR** gillybelches.

A lighthouse operations manual is buried in the mess atop the desk. Finding it requires a **MIND + CULTURE** test. If successful, the searching Delver can add the manual as a **BODY** record. It makes certain tests -1M easier: repairing the lighthouse engine (**ENGINE ROOM** p. 42) or unlocking the **STAIRWELL** door.

Kitchen [5]

A once charming, now flooded galley. A dark shape flits through the water, racing around submerged table legs and then smashing into the fridge.

◆ **TERRAIN:** Water.

◆ **OCCUPANTS:** 1 gillybelch.

The trapped gillybelch is swimming happily and oblivious.

Opening the window doesn’t unflood the room, but allows entry.

While flooded, the kitchen door can’t open. As a major action, it can be broken open with a **BODY + INDUSTRY** test. If successful, water gushes into the **PARLOR**. All non-swimming creatures in the kitchen or the connected parlor zone must succeed a **BODY + NAVIGATION** test or be knocked prone and moved into a random adjacent zone. Swimming creatures may be moved into an adjacent zone of their choice. The water then settles to ankle-height, and the kitchen terrain is no longer water.

Once unflooded, anyone that succeeds a **MIND + SKULDUGGERY** test searching the room, or specifically inspects the fridge, finds a hidden hatch to the **COOLANT CHAMBER**.

Bedroom [6]

A narrow room with a large, ruined bed and a heavy cupboard by the eastern wall. Its doors hang open, clothes strewn across the floor. A smaller child’s bed rests against the western wall. Its blanket wriggles.

◆ **OCCUPANTS:** 1 gillybelch.

A gillybelch is sleeping in the small bed as it digests. It has eaten two pillows, a boot, and the first three chapters of Dean Branner’s *Triumph’s Edge*. It only attacks if disturbed. Depending on circumstance, this may be quite surprising (**INITIATIVE** p. 21).

Anyone that succeeds a **MIND + SKULDUGGERY** test searching the room, or who specifically looks behind the cupboard, finds a hidden hatch into **MORTIMER’S VAULT**.

Stairwell [7]

Tight metal stairs spiraling upwards into darkness.

The stairwell door can be opened with Muesli’s lighthouse key (**A GIRL & HER BEAR** p. 39) or unlocked as a 10-minute action with a successful 3M **MIND + INDUSTRY** test.

The stairs lead to a barricaded ceiling hatch. **THE BRIGHTROOM** (p. 42) is on the other side.



Coolant Chamber [8]

A young girl clutching a teddy bear sits on a nest of blankets among a tangle of cold copper tubes. Stubs of candles cast faint light across piles of drawings, half-finished crosswords, and empty ice-cream tins.

◆ **OCCUPANTS:** Muesli and Plum.

Muesli and Plum are safely out of reach. They need persuading to leave (**A GIRL & HER BEAR** p. 39).

Mortimer's Vault [9]

A cramped room stacked with knick-knacks and overflowing boxes. Untouched by monsters—for now.

A jar of Mortimer's black candy beetles (**TEDDY DIPLOMACY** p. 39) and Muesli's inheritance ([1D6] of precious things each worth \$1) are among the stored effects. There are also clothes to grow into, personal mementos, and half-finished pieces of handmade wick-tending gear.

SECRET ROOMS

The **COOLANT CHAMBER** and **MORTIMER'S VAULT** are tucked away in the bowels of the building. Your Delves may not discover them or realize their importance until they've dealt with the gillybelches and searched the nearby rooms.

Bunk's subterranean adaptation lets him detect the pipes between the **OUTHOUSE** and **KITCHEN**. He can also sense the **COOLANT CHAMBER** and even **MORTIMER'S VAULT** when nearby.

THE BRIGHTROOM

YOU OPEN THE HATCH and enter a prison. Heavy metal storm shutters, dented and scratched, seal this circular chamber from the outside world. Debris blocks the perimeter paths around a central engine room. Coils of squirming Unknown make the shadows heavy. Your every sense screams danger.

Only **NOT-PAPA** (p. 43) stands between the Delvers and their reward. But, now that the door is open, only these intrusive meats stand between Not-Papa and its freedom. Make sure your Delvers understand that Not-Papa is far more dangerous, far more wicked, and far more intelligent than the bumbling gillybelches. If they aren't cautious, he will win.

BRIGHTROOM LAYOUT

The brightroom is choked with fog. Each Delver reduces their ward by -1 to a minimum of 0.

The hatch leads back down to the **STAIRWELL** (p. 42). The debris piles are barricades (**SAMPLE ZONE TERRAIN & OBSTACLES** p. 22). The storm shutters are impassable. They can't be raised until the engine is fixed. Not-Papa has weakened the western wall and will break free with another week of scratching.

Engine Room [1]

The engine is a complex tangle of metal and glass housed within the brightroom's hollow central column. It's visible from outside through a ring of vents. Though badly damaged, it is repairable.

This cramped zone only has **SPACE** (p. 22) for two creatures. Repairing the engine within is a 3 PL project. It can be completed with **MIND + INDUSTRY** tests made as a major action inside the engine room. The **STUDY** (p. 41) manual makes the test -1M easier.

Once the project is completed, the engine floods the entire brightroom with light, warding every zone. Each creature must immediately succeed a **BODY + SURVIVAL** test or be blinded until their next turn ends. Whenever Not-Papa ends its turn in an engine-warded zone, it takes 1 **WILL** damage and is dazed (**CONDITIONS** p. 23).



RUNNING NOT-PAPA

Not-Papa is smart, deadly, and merciless. At first **NOT-PAPA HUNTS** to secure an early advantage. When ready or if discovered, **NOT-PAPA ATTACKS!** If the Delvers can rally and defeat it, **NOT-PAPA DIES.**

Not-Papa Hunts

When the Delvers enter, Not-Papa slithers into the shadows to **HIDE** (p. 24). If successful, it prepares to surprise (**INITIATIVE** p. 21) the Delvers.

Note everyone's positions as they explore the brightroom. As soon as a Delver is alone, unwarded, or enters the **ENGINE ROOM**, Not-Papa initiates **COMBAT** (p. 20). Each Delver immediately makes a **MIND + SKULDUGGERY** test. Successful Delvers roll initiative. Unsuccessful Delvers are surprised. Not-Papa rolls initiative and is hidden (**CONDITIONS** p. 23). Proceed to **NOT-PAPA ATTACKS.**

If Not-Papa fails to hide, or if a Delver successfully searches for it, the monster is detected in the westernmost zone. Roll initiative and proceed to **NOT-PAPA ATTACKS.**

Not-Papa Attacks

First, Not-Papa sings its unnerving **FALSE-SONG** in Mortimer's stolen voice. This doesn't end its hidden condition. Then it **BITES** an isolated Delver, aiming to grapple and drag them into the fog to devour. Not-Papa is **SLIPPERY QUICK**. Even while grappling, it has 1 speed, allowing it to keep out of range.

While unwarded, Not-Papa is difficult to wound; the fog makes it harder to target and its armor repels most blows that land. If seriously wounded, the monster retreats into the Unknown to heal and to regenerate its **DARK ARMOR.**

Not-Papa Dies

The Delvers' best chance against Not-Papa is to repair the engine. If they can't, they may need to activate their relay to escape (**RELAYS & BEACONS** p. 17) and fight another day.

When Not-Papa is defeated, proceed to the **CONCLUSION** (p. 44).



NOT-PAPA

HORROR



"I can't fix it... I'm sorry."

- ◆ **IMPRESSION:** An elderly man's broken corpse held aloft by oily black flesh, bulging with cloudy eyes and gibbering mouths.
- ◆ **DRIVE:** Escape this prison. Devour the jailers.

Wicktender Mortimer watched over Phareflaw for seventy-six long years. He stopped a hundred catastrophes. The hundred-and-oneth got him.

Now, he is something other. The Unknown has reshaped the wicktender's body. It's taller, stronger, coated with rolls of oily muscle, and dotted with vestigial eyes. It is a corpse-puppet that stalks the brightroom, scraping at the shutters and hissing through the cracks. If it escapes, it will rip apart the lighthouse brick by brick, then bring ruin to the region.

THREAT	4	SIZE	1	SPEED	2
BODY	4	MIND	2	WILL	3
CULT.	1	INDU.	0	NAVI.	2
SKUL.	2	SURV.	3	VIOL.	4

- ◆ **HORROR:** While unwarded, your tests are -1M easier and tests targeting you are +1M harder.
- ◆ **DARK ARMOR:** Whenever you end your turn in an unwarded zone, heal +1 **BODY**.
Whenever you start your turn in a warded zone, your armor doesn't refill.
- ◆ **SLIPPERY QUICK:** You can move freely through barricades and similar obstacles, and you can bring creatures you grapple with you.

- ◆ **FALSE-SONG** (once per segment): Invigorate yourself. Each enemy within 3 range that hears your song must succeed a **WILL + SURVIVAL** test or take 1 **WILL** damage and become dazed.
- ◆ **BITE: BODY + VIOLENCE** (8) melee attack an enemy to deal 1 **BODY** damage.
Spend 1 boon to grapple the target in one of your many mouths.
- ◆ **DEVOUR: BITE** a creature you are grappling. This attack's damage is piercing and deals +1 **BODY** damage. If successful, heal 1 **BODY**.

CONCLUSION

B RILLIANT LIGHT GLEANSSES the fog from the brightroom. The once-wicktender's monstrous corpse writhes in screaming agony as it burns to cinders. It's dead. Finally, Phareflaw is safe again. Your contract is complete...

When the dust settles, all that's left of the former Wicktender and the horror he became is **MORTIMER'S COMPASS** (nearby) lying forlornly where Not-Papa fell. The Unknown is vanquished. Phareflaw Lighthouse shines again.

Once they've caught their breath and nursed their wounds, the Delvers can gather Muesli (and Plum), then relay back to the ship. The *Dowsing Odd* relay springs to life as its ripcord is pulled. Crackling blue light swallows the party. After a brief interlude in an absent and unknowable space, they appear at the beacon mounted atop the *Riverboat Drastic* in a shower of cobalt sparks.

The ship's crew all drop what they're doing and rush over to help them recombobulate—just as soon as they've finished cheering.

MORTIMER'S COMPASS

Through cracked glass, the needle finds the light.

\$2

Whenever you end your turn in an unwarded zone, exhaust this compass to immediately move towards a warded zone.

As a 10-minute action, restore the compass.



CONTRACT COMPLETE

If the Delvers successfully liberated Phareflaw Lighthouse, they can pat themselves on the back for a job well done. Saltport's supply ships no longer need to blindly sail through danger. Captain McAlgae takes over as wicktender and as mayor of the fledgling Phareflaw tenderhold. She could take over as guardian for Muesli too, or organise to have her safely brought to distant family in Saltport.

Rewards

A job well done earns the Delvers fair pay. Given that the *Time Without Tide: Quickstart* doesn't support **DELVER DEVELOPMENT** (p. 15), encourage your players to record their rewards so they can apply them in the future if these Delvers continue their campaign.

- ◆ **CONTRACT:** For repairing Phareflaw's light engine, each surviving Delver gets \$1 and 1XP.
- ◆ **DEADLINE:** If they returned before the deadline (Little Summer's start), each Delver gains another +\$1.
- ◆ **BORROWING FEE:** If McAlgae's **BATTERED LANTERN** (p. 34) is exhausted or absent, she charges the delinquent Delver \$1.

McAlgae also promises the Delvers more work if they remain at Phareflaw to help her found the fledgling tenderhold. There is much to be done before the settlement is self-sufficient and although it is only the start of Little Summer, Winter is never far away...

WHAT IF THEY FAILED?

Unless defeated, Not-Papa eventually escapes Phareflaw and terrorizes the region.

Captain McAlgae still reclaims the lighthouse, but her siege is costly. Many sailors die, more boats are wrecked, and poor Muesli is alone for several more weeks before rescue.

The Delvers are judged on their efforts. Nobody condemns a tragic failure, and anyone who relayed to safety in time might even stay to help McAlgae. But if the Delvers were foolish or reckless, word spreads. That would be an inauspicious start for the *Dowsing Odd*'s new crew.

If everyone dies—well, there's nothing left to worry about.

APPENDICES

WELCOME TO TIME WITHOUT TIDE

This is a game about exploration and adventure in an unusual, fog-drenched world. During the Age of Decadence, a faux-Victorian period of invention and excess, the moon fell from the sky. It hit the ground and vaporized, shattering cities and coating the ruins with fine particles of lunar dust. From out of the jagged wound left in the horizon came the Unknown, an endless, adversarial fog that mutates anything unprotected by bright light. Humanity is in tatters. Decadence is finished. Now is the Time Without Tide and monsters rule.

There is still hope. You and your companions are Delvers. You travel by lantern light throughout this World of Fog to discover treasure, protect innocents, and slay the Unknown's horrors. You are the heroes of this story. If you remain clever, brave, and strong, you may yet keep humanity's spark alive.

THE NEXT JOURNEY

Once you've finished with the *Quickstart*, keep an eye out for the *Time Without Tide: Core Rulebook*.

Visit **CHAOSIUM.COM** to stay up to date with the latest developments.



SIX DELVERS, NAMES & ALL

The *Time Without Tide: Quickstart* comes with six pre-generated Delvers, the *Dowsing Odd* relay crew.

Choose one of them to play:

- ◆ **CYRENA** is a steadfast protector who uses her greatlight to burn back the fog.
- ◆ **LADY HOLLIS GREY** is a charming socialite with a flair for ranged combat.
- ◆ **NO BOOTS** is a young jack-of-all-trades, imbued with unnatural luck.
- ◆ **BUNK** is a hardy brawler who can dish out and take damage in equal measure.
- ◆ **SUTLER** is a nervous, amphibious assassin who uses speed to overwhelm enemies.
- ◆ **DR. VESPAL** is a reanimated corpse who heals allies and exploits enemy weaknesses.

The *Dowsing Odd* Relay

Relays are wondrous relics from the Age of Decadence. These powerful devices allow you to nigh-instantly teleport from anywhere in the world to one of many pre-calibrated receiver beacons. Use relays to travel out as far as you can into danger, then teleport home once you are utterly spent.

Parties of Delvers are known by their relay's name, like a ship's crew. When one party retires (or dies) they pass down their precious relay to anxiously waiting inheritors. Along with the device itself, the newcomers inherit their grandparty's name and reputation—if known.

Your relay is *Dowsing Odd*. Your grandparty were wanderers. They never stayed in the same place for long and never got to know the people they helped. After they vanished at sea chasing a mysterious goal, their relay turned up in a fishing boat's net. Yours is a cryptic beginning, but mostly untarnished—the perfect blank slate to build your own reputation.

Before you begin, decide which Delver is currently carrying the relay and add it to their Body record. A cutout item is included in the **TOKEN SHEET** for convenience.

THE PHAREFLAW CONTRACT

For the Delver's Guild,

The Saltport Council seeks a contract to reignite Phareflaw Lighthouse before Spring's end.

Captain McAlgae is commissioned to provide secure passage to the Phareflaw region and ultimately take over as warden for the region. A beacon installed aboard her Riverboat Drastic will serve as the Delver's relay destination once Phareflaw is relit.

OBJECTIVE

Reignite Phareflaw Lighthouse

DEADLINE

Spring's Third Sixday

REWARD

\$1 lunar dust per Delver for completion
\$1 lunar dust per Delver for meeting the deadline

SIGNATORIES

Saltport Councilor:

*Chief Inspector
Re Muns*

Delver's Guild handler:

Agreed

Assigned relay crew:

Dowsing Odd

SPRING

Morning

Evening

Night

~~Travel aboard
Riverboat Drastic~~

~~Travel aboard
Riverboat Drastic~~

~~Travel aboard
Riverboat Drastic
Sleep in cabins~~

~~Travel aboard
Riverboat Drastic~~

~~Travel aboard
Riverboat Drastic~~

~~Travel aboard
Riverboat Drastic
Sleep in cabins~~

~~Travel aboard
Riverboat Drastic~~

~~Travel aboard
Riverboat Drastic
Phareflaw
Lighthouse spotted!~~

~~Travel aboard
Riverboat Drastic
Sleep in cabins~~

Complete the contract and relay back to the Riverboat Drastic by Spring's end.

THIRD

Sixday

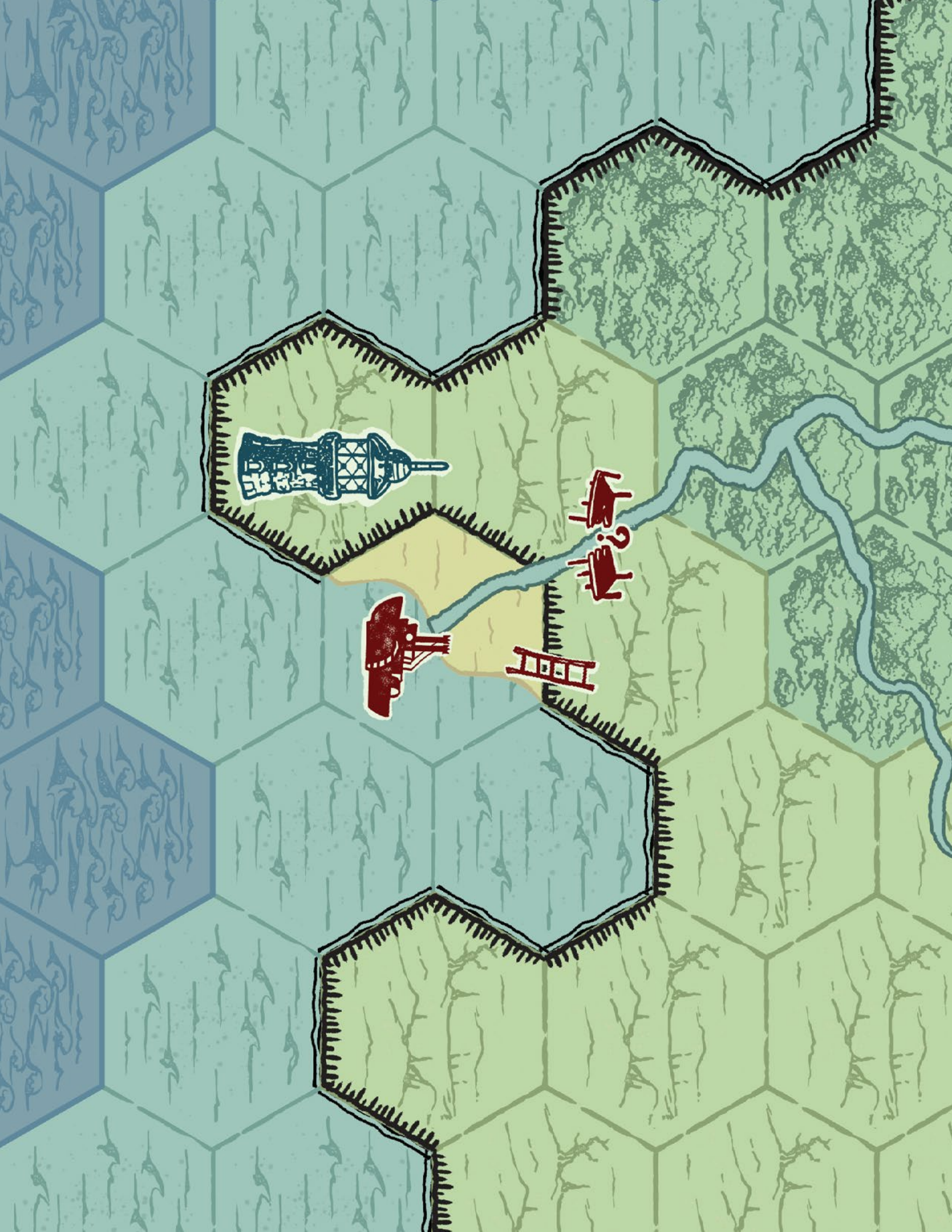
Fiveday

Fourday

Threeday

Twoday

Onday



CYRENA

A **CRISIS OF FAITH** burdens the last Acol of the Hallowed Light. A year ago, Cyrena left her cloistered priory, charged to “experience the world’s extremes, dark and light. Understand them, then exile or exalt them in kind.”

Her strange journey has shaken her. The world is dangerous, chaotic, but thrilling too and her kindred wanderers in the Delver’s Guild have become true friends. Her duty calls her home, but for now she will not answer. Greatlight in hand, she strides out into the wild Unknown to exile darkness and exalt the light. There is much to do before she returns to her lonely, ordered temple. *If she returns...*



BODY	4	
MIND	3	
WILL	4	
TRAITS	SCORE	HEALTH
	DUST \$	EXPERIENCE XP
CULTURE	2	
INDUSTRY	0	
NAVIGATION	2	
SKULDUGGERY	0	
SURVIVAL	2	
VIOLENCE	0	
SKILLS	SCORE	

LADY HOLLIS GREY

THE GREY FAMILY OWNS FACTORIES. Saltport’s three biggest smokestacks operate under their ruthless mercantile lineage. It used to be four, but Lady Hollis Grey burnt the oldest one to ashes.

Accidents happen—only this wasn’t one. Hollis Grey is a dangerous free-thinker who fraternizes with anarchists and commoners. Her family deny these accusations, but only to protect their reputation. Why else would they have bundled her away to become a Delver?

Lady Grey politely deflects questions about her “exile” or her family dynamics. She’s too busy embracing her new role as the Delver’s Guild’s most famous dilettante (and demolitionist).



BODY	2	
MIND	4	
WILL	3	
TRAITS	SCORE	HEALTH
	DUST \$	EXPERIENCE XP
CULTURE	3	
INDUSTRY	2	
NAVIGATION	1	
SKULDUGGERY	0	
SURVIVAL	0	
VIOLENCE	2	
SKILLS	SCORE	

5/8 BODY RECORDS

3/6 MIND RECORDS

0/8 WILL RECORDS

GREATLIGHT

This heavy, double-wielded lantern grants 4 ward.

HEAVY

STALWART ICON

○○○

This icon has 3 charges. Whenever you make a **WILL** test to resist an effect, use 1 charge to make the test -1M easier.

PARADE UNIFORM

This uniform must be worn. When damaged by an attack, exhaust it to deal **WILL** damage to the attacker equal to the damage received.

As a 1-hour action, succeed a **MIND** + **CULTURE** test to restore this uniform.

FLUFFY SLIPPERS

○○○

These slippers have 3 charges. As a 1-hour action while camping, use 1 charge to heal 1 **WILL**.

EMPTY

UNITED CONVICTIONS



When you or a targetable creature within 2 range are damaged, exhaust this feature to reduce the damage to 0.

As a 10-minute action, take 1 **MIND** damage to restore this feature.

CONGA!



Whenever you move, you may pull an ally within reach with you.

INDOMITABLE



Whenever you take **BODY** or **MIND** damage, you may treat it as **WILL** damage.

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

4/4 BODY RECORDS

3/8 MIND RECORDS

0/6 WILL RECORDS

LANTERN

This wielded lantern wards 2 ward.

HAND? GUN!

This double-wielded ranged weapon has 1 range and deals 2 **BODY** damage. After you attack with this gun, it can't be used again until it is reloaded as a minor action.

Tests to conceal the gun are -1M easier.

GIFT HAMPER

○○○

This hamper has 3 charges. When you make a social test, use 1 charge to make the test -1M easier.

PERCOLATOR

○○○

This percolator has 3 charges. As a 1-hour action, use 1 charge and succeed a **MIND** + **CULTURE** test to create 2 caffeinated brews. Each creature that drinks a caffeinated brew can't sleep and is immune to fatigue for 3 segments.

EAGER STUDENT



Whenever an ally assists you, if that ally's skill score is higher than yours, you may use it instead.

PUNCTURE



Whenever you deal **BODY** damage, you may make it piercing.

PRECISION TRAINING



Your ranged attacks gain +2 range.

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

NO BOOTS

A GRUBBY ORPHAN born and raised on Saltport's streets, No Boots stole his breakfasts from bakers' wagons and fished his dinners out of dockside mud. He survived his winters hidden beneath smoke-warmed factory roofs, and watched the first ships leave when the ice cracked in spring; sailing out into the wild beyond.

No Boots has always been lucky. Recently he interrupted a Delver's Guild recruitment trial while fleeing the kid-catchers. The Guild's eggheads detected he had the rare knack for using relays and drafted a contract on the spot. No Boots scratched his mark to avoid the mines. Now, he sails into the wild beyond too.



BODY	3	
MIND	3	
WILL	3	
TRAITS	SCORE	HEALTH
	DUST \$	EXPERIENCE XP
CULTURE		1
INDUSTRY		1
NAVIGATION		1
SKULDUGGERY		1
SURVIVAL		1
VIOLENCE		2
SKILLS		SCORE

BUNK

BORN TO BE A SEWER-SMITH, Bunk's crib was an empty boiler. When he got too big to fit, he bashed it into breastplate-shape and climbed back inside. Sewer-smithing is dirty, dangerous, and necessary. Saltport's pipes and tunnels need fixing; otherwise, monsters crawl up to join you in the tub. Hardly anyone wants that.

No job lasts forever. Bunk's a Delver now. He traipses around in the fog and wacks monsters. It's fun, but temporary. Soon, the hum in his ears will build and he'll follow it underground, just like his mum and sisters did. Under the crust, a legion of family waits for him to take up tools and join their labor in the dark.



BODY	4	
MIND	2	
WILL	3	
TRAITS	SCORE	HEALTH
	DUST \$	EXPERIENCE XP
CULTURE		0
INDUSTRY		2
NAVIGATION		1
SKULDUGGERY		0
SURVIVAL		1
VIOLENCE		3
SKILLS		SCORE

3/6 BODY RECORDS

HATCHET

This wielded melee weapon deals 1 **BODY** damage. It can be thrown with 1 range.

PERCUSSION REVOLVER

This wielded ranged weapon has 2 range and deals 1 **BODY** damage. Whenever you flurry with this revolver, you can treat it as a different weapon to attack with it again.

WELL-PLAYED GAME

As a 1-hour action, exhaust this game and start a **MIND + CULTURE** contest with an ally. The winner heals 1 **MIND**. The loser also heals 1 **MIND**, but only if they praise the winner's superior strategy and game knowledge.

EMPTY

EMPTY

1/6 MIND RECORDS

DERVISH

Reduce your flurry effect's boon cost by -1 to a minimum of 0.

EMPTY

EMPTY

EMPTY

EMPTY

EMPTY

1/6 WILL RECORDS

CRAPS

FORTUNE 1

○○○

This adaptation has 3 charges. When you make a test, spend charges to change 1 non-mark dice (a result of 4 or lower) into a mark per charge spent.

As a 10-minute action, take 1 **WILL** damage to restore 2 charges.

EMPTY

EMPTY

EMPTY

EMPTY

5/8 BODY RECORDS

PICKAXE

This double-wielded, heavy melee weapon deals 2 **BODY** damage. It is a tool that makes damaging objects -1M easier.

HEAVY

CUIRASS

This heavy cuirass grants +1 armor when worn. Moving and hiding is +1M harder

HEAVY

SCREW DRIVER

This tool makes it -1M easier to fix, rebuild, disarm, and otherwise fiddle with objects.

EMPTY

EMPTY

EMPTY

2/4 MIND RECORDS

MEAT SHIELD

Once per round when an ally in your zone is attacked, you may make yourself the attack's target and reduce the damage it deals by -1.

BLOODTHIRSTY

Whenever you kill a creature, become invigorated. Then you may move.

EMPTY

EMPTY

1/6 WILL RECORDS

CRUST

SUBTERRANEAN 1

You gain an extra sense that interprets vibrations. It extends through the ground and surrounding structures within 2 range. You can use it to target creatures, perceive shapes, and detect movement, but it can't detect color, detail, or anything disconnected from the ground.

EMPTY

EMPTY

EMPTY

EMPTY

SUTLER

ONCE A RESPECTED NOBLE, Sutler's family has fallen on hard times. Recent turmoil in the affairs of the well-to-do have brought them low. A fall from grace, if you like. A momentary pitfall. Their house fell off the tallest cliff in Saltport and landed in a flooded pit where the Unknown changed them into fish-people, you might say.

To save his beggled family, poor, nervous Sutler became a Delver. He's saving up enough lunar dust to buy a big crane and lift his family manor back to its rightful place overlooking the city. Or at least out of the mud.



BODY

3



MIND

3



WILL

2



TRAITS

SCORE

HEALTH

DUST

\$

EXPERIENCE

XP

CULTURE

1

INDUSTRY

1

NAVIGATION

2

SKULDUGGERY

3

SURVIVAL

0

VIOLENCE

1

SKILLS

SCORE

DR. VESPAL

HALFWAY THROUGH DISSECTION, a corpse got up from their autopsy table and waved. The attending doctor died of shock, leaving behind a name, medical certificate, and enduring passion for medicine. The animated corpse took all three.

So began the first second life of "Doctor Vespal." They have no pulse, no memory, and no medical training. Not to worry! The Delver's Guild accepts anybody who can use a relay. The Unknown constantly provides Vespal's new colleagues with exciting injuries and afflictions for poking, prodding, and reckless study. With a steady supply of conundrums to challenge their mind, Dr. Vespal has never felt more alive.



BODY

3



MIND

3



WILL

3



TRAITS

SCORE

HEALTH

DUST

\$

EXPERIENCE

XP

CULTURE

1

INDUSTRY

1

NAVIGATION

0

SKULDUGGERY

2

SURVIVAL

2

VIOLENCE

0

SKILLS

SCORE

3/6 BODY RECORDS

2/6 MIND RECORDS

1/4 WILL RECORDS

FISHLINE GARROTE

This double-wielded melee weapon deals 1 **BODY** damage. When you successfully attack with it, you may grapple the target. While grappling this way, the target is muted and suffocating.

Concealing the garrote is -1M easier.

FOG MASK

○○○

This mask must be worn and has 3 charges. Whenever you would take WILL damage from being unwarded, use 1 charge to ignore it.

BAG OF SAND

When an enemy within 1 range targets you, immediately exhaust this bag and succeed a **BODY** + **SKULDUGGERY** test to blind them until their next turn ends, causing their test to fail.

EMPTY

EMPTY

HOUND



Once per round, when an enemy exits your zone, you may become invigorated and move to follow them.

JACK IN THE BOX



Whenever you target an enemy that you are hidden from and is within 1 range, immediately daze them.

EMPTY

EMPTY

EMPTY

EMPTY

SHALLOWS

AMPHIBIOUS 1

Swimming is -1M easier. It doesn't slow you or reduce your wield limit. You can breathe water.

EMPTY

EMPTY

EMPTY

3/6 BODY RECORDS

2/6 MIND RECORDS

2/6 WILL RECORDS

LANTERN

This wielded lantern wards grants 2 ward.

FIRST AID KIT

○○○

This kit has 3 charges. As a major action, use 1 charge and succeed a **MIND** + **SURVIVAL** test to heal 1 **BODY** (+1 per boon) to an ally within reach.

BOOSTER SHOTS

○○○

As a major action, consume this shot to boost an ally within reach. The boosted creature immediately takes a turn, then must succeed a **WILL** + **SURVIVAL** test or become unconscious until their next turn ends.

EMPTY

EMPTY

UNDER PRESSURE

○○○

This feature has 3 charges. When you strain, use 1 charge to take no strain damage.

FIELD MEDIC



Whenever an ally within 2 range is damaged, you may immediately move towards them.

Whenever you heal another creature, you may invigorate them.

EMPTY

EMPTY

EMPTY

ASHES

UNDYING 1

You are immune to suffocation, fatigue, and unconsciousness. You can't sleep or otherwise dream. You need no sustenance, neither food nor drink.

While still (and appropriately posed), you are indistinguishable from a corpse.

BONES

UNDYING 2

○○○

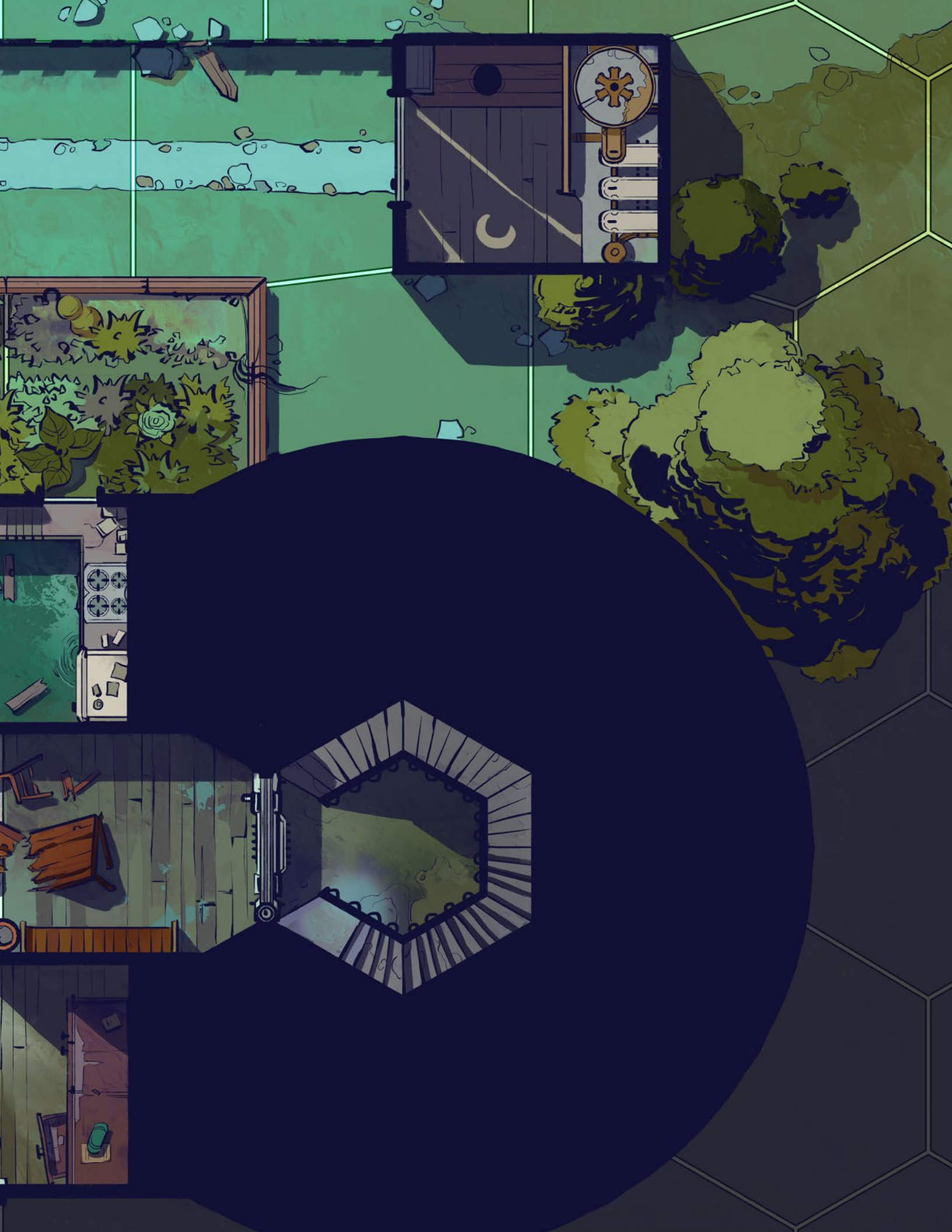
This adaptation has 3 charges. As a 1-segment action, use 1 charge to heal 1 **BODY**, 1 **MIND**, and 1 **WILL**.

EMPTY

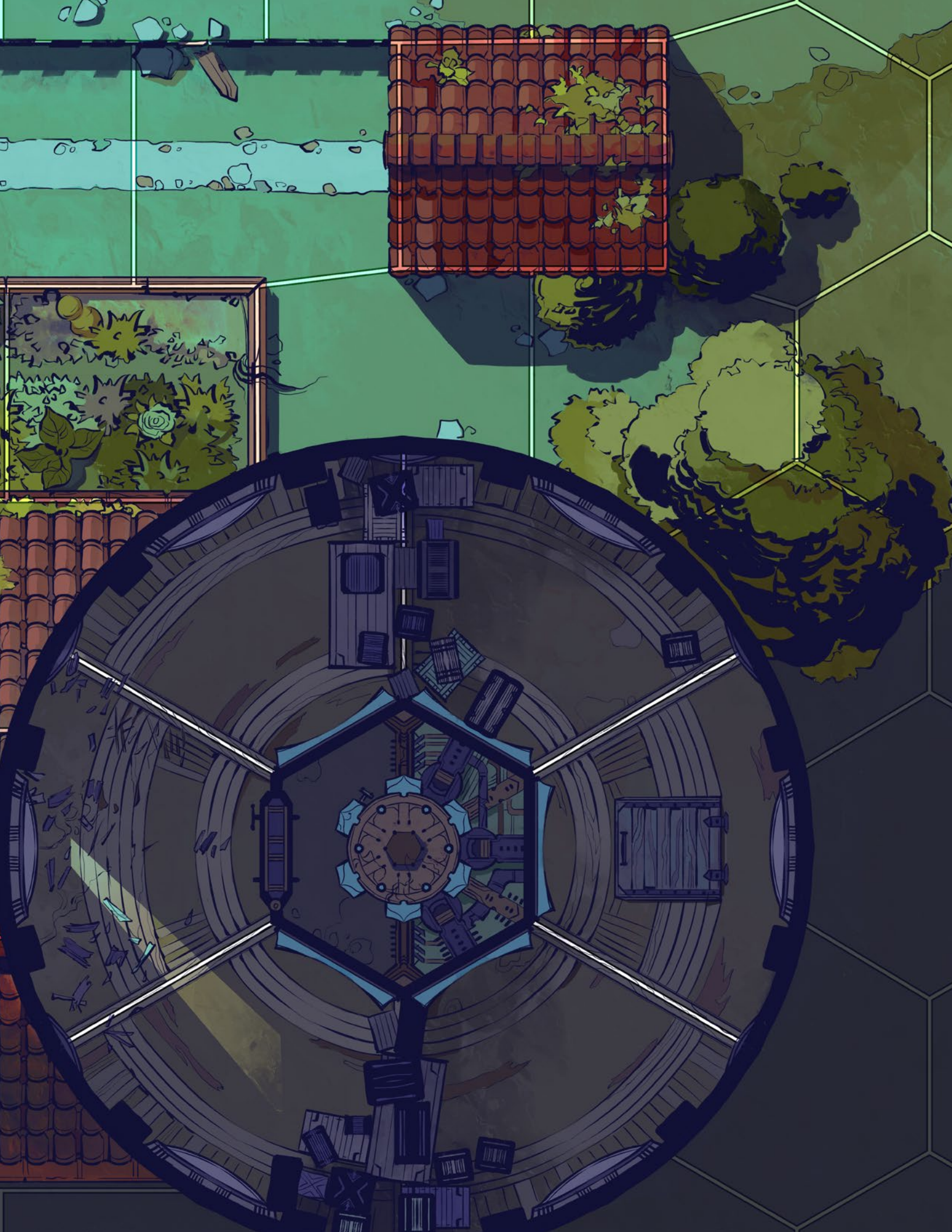
EMPTY

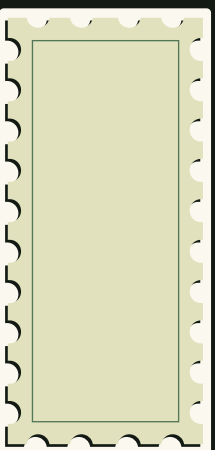
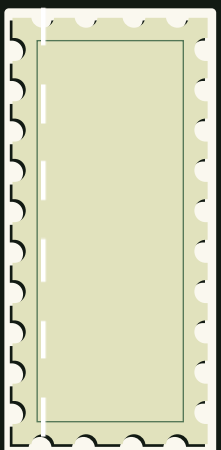
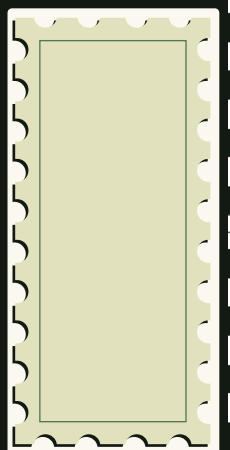
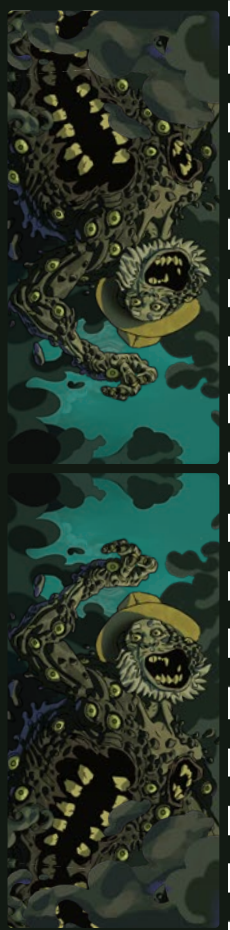
EMPTY











RELAY
As a major action, exhaust this relay to teleport all Delvers within 1 range to any attuned beacon. As a 10-minute-action, attune this relay to a beacon within reach.

SPUR
MALIGNANT SCORPION
A sharp knuckle-spur juts from your tailbone. Whenever you unsuccessfully attack, take 1 piercing **BODY** damage.

DRAG
MALIGNANT TELEKINETIC
Objects around you twitch and jump unpredictably. You must use a major action to equip or pass items.

OVERTHINKER
MALIGNANT GENIUS
Your brain is painfully swelling against your skull. Whenever you strain, reduce your dice pool by -2; minimum 1.





COMBAT REFERENCE

MAJOR ACTION	DESCRIPTION	TRAIT	SKILL
ASSIST	Help an ally	–	VARIES
ATTACK	Deal damage	BODY/MIND	VIOLENCE
BRACE	Temporary armor	BODY	INDUSTRY
DASH	Move further	BODY	NAVIGATION
DIRECT	Invigorate allies	WILL	CULTURE
GRAPPLE	Hold creature	BODY	VIOLENCE
HIDE	Become hidden	BODY	SKULDUGGERY
REPEL	Empower light to harm horrors	WILL	SURVIVAL
SEARCH	Detect hidden creatures	MIND	SKULDUGGERY
SHOVE	Toss creature	BODY	NAVIGATION
MINOR ACTION	DESCRIPTION	TRAIT	SKILL
EQUIP	Change wielded items	–	–
MOVE	Move into adjacent zone	–	–
PASS	Throw item to ally	BODY	CULTURE
SHINE	Assign ward	–	–
ATTACK BOONS	DESCRIPTION	COST	RESTRICTIONS
FLURRY	Attack again with different weapon	1 BOON	Must use a different weapon
CLEAVE	Damage creatures near target	2 BOONS	Must be a heavy weapon
DEADLY	Deal extra damage	2 BOONS	–



DELVE INTO THE UNKNOWN

THE MOON HAS FALLEN. THE AGE OF DECADENCE IS OVER. LUNAR METEORS HAVE LEVELLED THE GREAT CITIES AND AN ENDLESS FOG SEEKS TO CHOKE AND MUTATE EVERYTHING NOT PROTECTED BY WARDING LIGHT.

This *Quickstart* is the single best tool to start you playing *Time Without Tide* today.

Inside you'll find:

- ◆ Streamlined rules and the best bits of lore.
- ◆ A ready-to-run adventure about restoring an extinguished lighthouse.
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Play as long as you'd like, then pick up the *Time Without Tide: Core Rulebook* to go further.

Deliver!

Drive back the Unknown; reclaim
the lost paths; keep the light and
Save Us All!

