

THE RED BETWEEN

The Red Between is a vast scar across western Aras, a continent of the planet Veldra. The desert is hot enough to kill the careless and old enough to remember wars no living person fought.

Red dunes bury fused-glass fields, ancient fortifications, shattered machines, and starship wrecks lost during the Skyfall War. Routes shift. Old systems sometimes wake. Salvage crews still come because what survives beneath the sand can be worth a fortune.

Wayfinders and Mercy Caravans cross the safer routes. Cartographers, scavengers, raiders, and stranger travelers push farther into the wreckfields. A distant storm can erase a trail in minutes.

Your salvage team has followed a newly awakened Zorn distress signal to the Kraz-Vak, driven nose-first into red glass during the First Zorn War.

You have water for today. A sandstorm arrives by sunset. And something inside the wreck just said:

"Please hurry."

SPARK

Spark helps you when you need it most.

Begin with 2 Spark. Spend 1 Spark to reroll any roll or remain at 1 Health instead of being Downed. Gain 1 Spark when you roll a natural 11 or 12.

Maximum 3 Spark. ★ ★ ★

YOUR TURN

Move + Do One Thing.

Attack - Run - Repair Something - Use a Special Ability - Help Someone - Search - Hide - Talk - Scavenge
Rescue Someone - Use Equipment - Pick the lock on a Door - **Try Something Clever**

PLAYING THE GAME

1. One player is the Game Master (GM). The GM describes the world, portrays its people and creatures, and presents situations for the Heroes to face.
2. Each other player controls one Hero, deciding what that Hero says and does.
3. The GM describes what is happening and asks, "What do you do?"
4. If the outcome is clear, it happens. If the result is uncertain and failure matters, roll the most relevant Trait (**Might, Grace, Mind, Heart**).
5. Use the result to move the story forward. Let clever ideas work. There is no required solution. Combat is only one way to overcome a problem.

ROLLING THE DICE

When you attempt something dangerous or uncertain, roll **2d6** + the most relevant **Trait**.

6 or less	**FAILURE** You do not accomplish what you intended.
7+	**SUCCESS** You accomplish what you intended.
Natural 11	**EFFICIENT** Succeed and gain 1 Spark.
Natural 12	**PERFECT!** Succeed, gain 1 Spark, and gain an extra action.

FIGHTING & DANGER

ATTACKING

Describe your attack or action.

Roll **2d6 +** the relevant **Trait**.

7+ **Hit**. Deal weapon Damage.
6 or less **Miss**

DEFENDING

The GM describes the attack or danger.

Roll **2d6 +** the relevant **Trait**.

7+ **Avoid** the danger.
6 or less Take **Damage** or suffer the consequence.

HEALTH

At **0 Health**, you're **DOWNED**.

An ally must help you up.

TESSA VALE

HUMAN • **EXPLORER**



MIGHT	+0
GRACE	+1
MIND	+2
HEART	+1
HEALTH	32

TRAIL CARBINE - 8 DAMAGE

SCAN:
Ask the GM one useful question about a machine, ruin, creature, route, or danger. If the answer isn't obvious, roll **+Mind**.

MAKE IT WORK:
Once per scene, produce a small tool, part, charge, cable, patch, or gadget that reasonably belongs in your field kit.

COMPANION DRONE:
Your small drone can scout nearby areas, reach difficult places, carry small objects, and manipulate simple controls. Once per scene, send it somewhere you cannot safely reach to perform one simple task.

"It isn't broken. It's communicating its needs aggressively."

JAXEN ROOK

HUMAN • **MIST FURY**



MIGHT	+2
GRACE	+1
MIND	+0
HEART	+1
HEALTH	40

WARBLADE - 8 DAMAGE

MOMENTUM:
After you charge into danger and succeed, mark Momentum.

SPEND MOMENTUM:
On a successful physical action, deal **+2 Damage**, smash through an obstacle, or move an enemy somewhere nearby. Then erase Momentum.

BREAK THE LINE:
When you force your way through a blocked path or hostile position, allies immediately behind you may follow without making the same roll.

"Everybody behind me. Yes, that includes the robot."

LYRA SEN

HUMAN • **CHOSEN HAND**



MIGHT	+1
GRACE	+0
MIND	+1
HEART	+2
HEALTH	40

GUARDIAN SPEAR - 8 DAMAGE

RESTORE:
Roll **+Heart** while touching someone wounded.
7 - 9 restore **6 Health**
10+ restore **10 Health.**

STAND WITH ME:
When you place yourself between danger and another person, take their Damage instead and **reduce it by 4.**

STEADY THE HEART:
Once per scene, calm a frightened, panicked, or despairing person enough for them to listen, speak, or act.

"We don't decide something has no value simply because it was left behind."

VAELEN THORN

KELVARETH • **WARDEN**



MIGHT	+1
GRACE	+1
MIND	+0
HEART	+2
HEALTH	40

KELVARETH BOW - 8 DAMAGE

PEBBLE:
Your Mistling companion can scout, squeeze through gaps, smell living creatures, carry small objects, and help you interact with natural terrain.

BONDED HELP:
Once per scene, Pebble may turn one failed roll involving the environment into a **7+ success**.

READ THE LIVING WORLD:
Ask the GM what nearby creature, track, plant, weather sign, or natural feature is most important right now. The answer is truthful.



"Pebble is convinced everything in the universe is potentially food."

WHAT REALLY HAPPENED

The signal isn't coming from a Zorn survivor. It comes from VK-7, a maintenance bot that has been alone aboard the Kraz-Vak for centuries. VK-7 recently regained partial power. Its final standing order is:

"PRESERVE CREW LIFE."

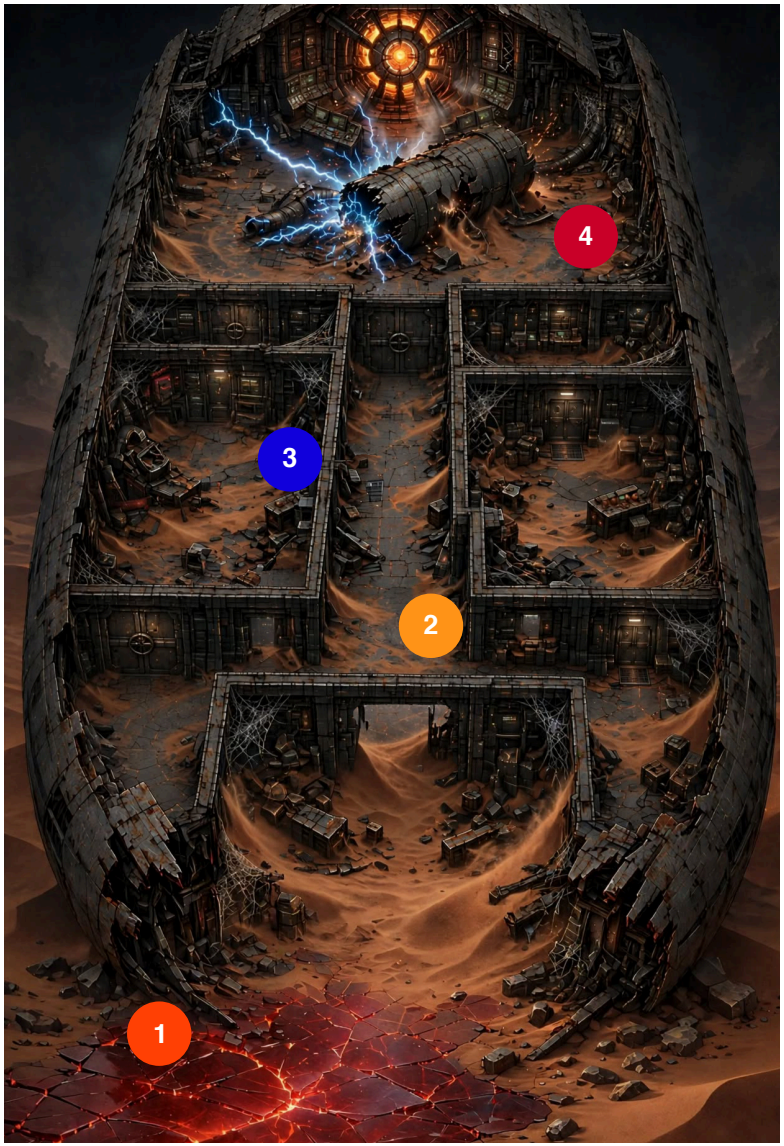
There is no crew left.

VK-7 found something alive. Three newborn Glassclaw Dune Scorpions fell through a hull breach and became trapped inside the ship's failing reactor compartment.

VK-7 has classified them as "CREW."

It is trying desperately to save them.

Unfortunately, restarting ancient ship systems has awakened the wreck's defenses - and is destabilizing a buried power cell.



RUN THE WRECK

- The wreck is unstable, ancient, and partially awake.
- Ask what the Heroes do. Roll only when failure matters.
- Let professions and clever preparation bypass problems.
- A failed roll changes the situation; it does not simply stop play.
- Enemies and creatures pursue goals. Never require combat.

ESCALATION

EVERY FAILED ROLL MAKES IT WORSE

Track total party fails.

STABLE 2 FAILS → SPARKING 6 FAILS → BURNING 10 FAILS → COLLAPSE 15 FAILS

15 fails = Adventure FAIL.
For 4 adventurers.
Reset if you replay the tale.

At COLLAPSE, anyone still aboard gets one final roll to escape.

DragonForge STUDIOS

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GM PRINCIPLE

Don't demand specific solutions. Let professions matter. Or let the players surprise you.

The wreck is a situation, not a script. Consequences should create urgency, choices, and new problems.

1 CROSS THE GLASS

The Kraz-Vak struck the desert hard enough to bury its forward hull. Around the wreck, ancient heat from the Skyfall War fused the red sand into broad sheets of dark crimson glass. Wind has spent centuries scouring sand from beneath those sheets. The result is a brittle glass crust stretched across shallow hollows and channels around the wreck. The nearest open hull breach, the easiest way inside, lies about thirty feet beyond one of these unstable fields. Crossing carefully is possible, but weight in the wrong place can fracture the crust. As you survey the approach your receiver crackles;

Rescue operation required. Crew count: three.
Crew disposition: extremely bitey."

The entrance lies across unstable glass. Ask how they cross.
Clever preparation works. Otherwise roll.

If the glass gives way, a Hero falls 6-10 feet into the sand-filled hollow beneath it, taking **1 Damage**. They aren't trapped permanently, but climbing back out while standing among razor-edged broken glass is dangerous and may attract a Core-Skitter pack.

2 MEET VK-7

Inside the wreck, emergency lights flicker on one after another. Something crashes behind a doorway. Then:

"Remain calm. Rescue is proceeding normally."

CRASH...

VK-7 rolls into view on one wheel.
What remains of one arm ends in a twitching claw while the other is a scoop filled with sand.
The robot extends the sand filled scoop towards you;

"Hydration will aid in the rescue of your crewmembers."

VK-7 is completely sincere.

If told the crew are scorpions: ***"Crew morphology is not a criterion for abandonment."***



3 SOMETHING IN THE WALLS

The route to Engineering passes through the wreck's collapsed communications deck. Echoes, scuttling, and the scrape of metal inside conduits.

CORE-SKITTERS - PACK (3): Treat three Skitters as one creature with Health 28, Damage 8.

They want energized metal - not flesh. Fight lthem, ure them with a power cell, shut down nearby conduits, or feed them VK-7.

VK-7 strongly discourages Option Four.



CORE-SKITTER PACK
Health 28 - Damage 8

4 THE REACTOR

The reactor chamber is collapsing. Three juvenile Glassclaws huddle beneath a ruptured conduit. The manual shutdown is across the chamber.

The Heroes have three problems:

- SAVE THE GLASSCLAWS. Someone must reach them.
- SHUT DOWN THE CELL. Cross damaged machinery rand operate orepair the controls.
- GET OUT. The wreck is beginning to collapse.

Time is short. Choices matter.



GLASSCLAW
Health 20 - Damage 6

ENDINGS

SAVE EVERYTHING	SAVE WRECK	SAVE CREATURES	FAIL
Cell shut down. Glassclaws survive. VK-7 carries one baby into sunlight.	VK-7 survives, but the creatures do not. It doesn't blame them.	The Glassclaws escape. The Kraz-Vak disappears beneath collapsing glass.	The cell detonates. Something deeper beneath the desert receives the pulse.