

The Star Engine at Quiet Orbit

120-minute plan · 4 players · Explore changing places

A little station's star engine has stopped drawing safe routes between the drifting islands. Its repair keeper left two mirrors in different phases, and the last navigation crystals can restart the engine or illuminate a hand-drawn route.

Content notice: Remote heights and temporary isolation. All rooms have stable floors and railings; a warm dock refuge remains available.

At the table

Describe what your character tries and the help they offer. Ask the GM what a choice will cost before committing. The group may pause, change a detail or stop. Write names, promises and unanswered questions on paper.

Refuge dock

A warm dock faces three waiting island lights.

Counterweight hall

Weights rise and fall beside two labelled phase shafts.

West prism gallery

An amber prism holds the last colour of sunset.

Coolant garden

Dew-filled leaves cool a fixed route behind the axle.

Echo gallery

Three hollow rings repeat the station's last steady cadence.

East sail chamber

A pale sail is locked on a dawn-coloured marker.

Star axle

Two uncoupled rings surround a quiet central spindle.

Sky deck

A fixed lens stand looks over the refuge dock and waiting islands.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Star Engine at Quiet Orbit - known places

