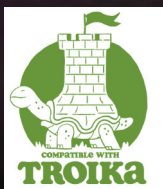


# The Black Pit

A Sphere for Troika!



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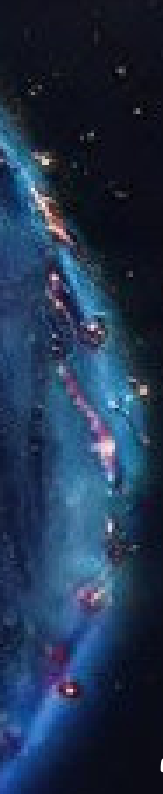
\* Bolder-Atlas by Brockhaus, printed in 1849, an antique drawing of vintage astrological spheres and charts and diagrams. Digitally enhanced from our own original lithograph.

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# Welcome to the Black Pit

1. Six worlds orbit around a gargantuan black hole. One of them is free falling right into the event horizon. It's a shame that the most precious mineral in the sphere can be drilled only there.
2. When you travel in this sphere, you may appear on any of the six worlds. I hope for you it is Larimia.
3. The Void Planers are the only ones who can ferry from world to world aboard the Void Cutters (they are like submarines, but of wood). Rest assured that their services will be paid dearly.
4. Each of the six worlds produces a vital resource for the sustenance of the others, so despite the risks, travel between the worlds is by no means rare.
5. Traveling between the six worlds is dangerous: the Void Planers are skilled, but the gravitational force of the Pit is always lurking and could cause them to miss their course. If you get caught in the gravity of the Pit, you will fall into it and the effects are unpredictable. Furthermore, the Void is furrowed by the gigantic Uey, which will not hesitate to attack you if hungry.
6. The gravitational effects of the Pit cause unpredictable time dilation events. Traveling from world to world it could be centuries.





# The Worlds of the Pit



# 1. Kacrenia

1. This planet is enterily covered by various types of fungi. Many are small, but others are towering high above the clouds.
2. The primary resource on this planet is a rare subspecies of fungi, the Afium, that grows under the cap of giant fungi and is collected by the Fungi Climbers. Afium is a powerful panacea that can cure most of the diseases and accelerate the progression of injuries and illness.
3. Some species on this planet take what they need, whenever they need it, from wherever they can. If nutrients aren't available in the ground, it will take them from others, including its own kind.
4. Spores make the atmosphere unbreathable and dangerous. If someone breathed deeply the air of Kacrenia, in a short time the fungi would grow from inside the victim devouring their body.
5. Small colonies and settlements are scattered around this world. Villages on this planet are characterized by airtight domed houses. Cultivations are carried out in greenhouses.
6. Caravans of merchants transport between settlements. The currency is the unobtainium or barter. The caravan drivers are the only ones who know the position of all the settlements on the planet.



## 2. Tesalia

1. On this planet the dominant organisms are plants. They come in various shapes and sizes, and some of them may reach the sky. While most roughly share the same characteristics, some manage to stand out with different colors, scents, shapes and even textures. The atmosphere is rich in oxygen and highly flammable.
2. The primary resource on this planet is resin, produced by Chenac trees. It is an extremely ductile and resistant polymer used in all six worlds as a sealant and glue and is therefore particularly required for building the Void Cutters, for the Pit Miners' settlements on Cochurilia and for the domed houses on Kacrenia.
3. Many plants on this planet have turned the tables by eating animals and even each other. Some use trap systems to catch the animals, while others slowly grow around and strangle each other.
4. Although plants are the dominant species, there is no shortage of animals, insects and worms in particular can reach considerable sizes. There are also various types of armored and exoskeletoned animals, which have evolved to make themselves resistant to plant attacks.
5. Settlements on this planet are airborne. Building on the surface or underground would be suicidal given the predatory nature of many plants. Only Resin Gatherers descend to the ground and only for what is strictly necessary.
6. Given the difference in altitude between the cloudy layer and the surface, time flows differently on the ground due to the gravitational effects of the black hole.



### 3. Ronkaria

1. Once this planet was home to a thriving technologically advanced civilization that thought it best to blow itself up. Now is a barren, empty and cruel wasteland.
2. The primary resource on this planet is the remains of the ancient civilization of Ronkaria. Survivors of the catastrophe roam the ruins of the dissolved and cohorted megacities to recover as much as possible.
3. The planet is enveloped in a dense and sometimes impenetrable blanket of dust raised by the effects of the doom devices used in the Final War. No type of vegetation can grow here.
4. Even though the radioactive fallout settled centuries ago, some areas are still heavily irradiated. A complete map is impossible to draw, but the Scavangers are careful to make evident any such airs they encounter.
5. The livelihood of the few inhabitants of this planet is based entirely on trade with other worlds. It is impossible to cultivate or breed on the surface of Ronkaria, given the light conditions and the impoverishment of the soil.
6. The most profitable artifacts can be found in underground shelters at great depth. Reaching them is a feat in itself, not to mention the automatic defense systems that are sometimes still active or the even rarer communities of survivors isolated for centuries underground who will not hesitate to defend their lifestyle from external influences.



## 4. Larimia

1. This world is a paradise of seas with crystal clear and mild waters. It is the planet least subject to the tidal forces of the black hole and for this reason it is the one with the best living conditions. It is also the de facto capital of the Six Worlds.
2. This planet is not renowned for any precious resource but its living conditions make it attractive in itself. Anyone in the Six Worlds would want to live here if they could.
3. The population of Larimia is kept strictly under control to avoid overcrowding of the atolls and the few habitable lands. Resources are distributed fairly and without conflict. The whole system is based on the supply of unobtainium that allows to power the generators of the settlements. A shortage of this irreplaceable material would cause the collapse of an economy otherwise based on the sole existence of what the sea produces.
4. The coral are perhaps more astonishing than the organisms on the surface, which is because they look almost the same, especially from a distance. But these shapes server their purpose. The corals on this planet grow to huge size and have branches with specialized polyps.
5. Larimians are experienced sailors and fishermen, able to sail and orient themselves in the vast oceanic expanses of their world. This is essential as communications are mostly by sea.
6. The simplicity of outdoor sea life shouldn't fool a naive eye: the Laramians are among the most advanced peoples of the Six Worlds. Void Planers only come from this world. Their technology is harmonized with nature, but it is by no means primitive, being on par with the lost technology of Ronkaria.



## 5. Cochurilia

1. This planet is decaying right into the Black Pit. Once was a marvellous life-rich planet, but the tidal forces stretched and compressed this world in the last millenia and now is a dead planet.
2. The primary resource on this planet is unobtainium. This amazing mineral is the backbone of the entire techology and economy of the Worlds of the Pit. There is nothing anyone would not be willing to do to get only a few grams.
3. Life is obviously impossible on this planet and will always be impossible. The conditions are too violent, there are no places life could be created and anything that reaches the planet is destroyed in its violence. A violence that is strangely beautiful, yet eerily frightening.
4. Pressurized mining colonies are located nearby the major unobtainium giaciments. They are built in underground tunnels to shield the inhabitants from the cosmic radiation.
5. Pit Miners are not born and do not live long in this world. Although the extraction operations are fundamental, the turnover is given by the high mortality but also by the very high profitability of the unobtainium. It usually takes a few days of extraction to become obscenely rich. When they return home, everyone they know will be dead and reduced to dust.
6. The view of the Pit is looming and fills the skies of this world. Anyone who takes too long to contemplate it will never be the same again.



## 6. Zagoria

1. This world is entirely covered in deserts and has an atmospheric precipitation rate of zero. Beautiful as this planet may be, life will of course never be possible here. But in terms of research, this planet has plenty of secrets and answers ready to be discovered. If nothing else, this planet at least makes for a gorgeous sight in the night skies of the planets around it.
2. It is said that among the dunes of this arid world there is a mythological being whose heart grants immortality. The Void Planers apply a discount to the fools and fools eager to try their hand. Wouldn't it be nice to speculate on walking dead.
3. Nonetheless, the rumors are true. The Hecomms are the only indigenous living creatures on the planet. Their biology is practically unknown, but if you could catch one and still alive, tear out the heart and consume it within an hour, you would get the actual physical immortality: the metabolic processes of the body would slow down preventing aging. However, it would not make them invulnerable to injury or disease.
4. There are no fixed settlements on Zagoria, but temporary emergency stations. Given the sporadic nature of visits to this planet, there is no guarantee that the food is still edible or the water has not been evaporated. An unwritten rule is that anyone who comes down to the planet should supply at least one station.
5. Recently (although time flows oddly in the Six Worlds) bands of desperate have been transported to the surface to organize a systematic hunt for the Hecomms. Each of them wants immortality. Don't trust them.
6. Getting lost in the deserts of this world is a certain death sentence. If you plan to organize your own expedition, be sure to always have in mind the path followed and that you have abundant supplies of water and food. Sandstorms can make you lose your bearings easily.



# Backgrounds

# 1 Void Planer



You are a space dog, who cuts through the sidereal spaces. Emptiness is your amusement, the Pit's dark eye is your God. You have left all your earthly affections and they are long dust, even if only a few years have passed for you. The only language you understand is that of hard currency, your services are not free.

## Possessions

- Void Cutter, a wooden submarine-like spacecraft capable of travelling between worlds.
- Space suit, -1 Armour, -1 to Disguise rolls while wearing it.

## Skills

4 Sidereal Navigation

3 Strength

2 Radiation Resistance

1 Weapon Fighting

## Special

May fast for two weeks without suffering negative effects.

## 2 Fungi Climber

You are a fearless climber, a wanderer in fungal expanses in search of larger specimens, in the shadow of which the precious Afium grows. When the spores saturate the air it is as if it were snowing and you are moved by such beauty. You know that someday you will be part of the forest when the mushrooms will bloom from your own body.

### Possessions

- Respirator
- Grappling Hook and Slings
- Spore poach

### Advanced Skills

- 4 Climb
- 2 Awareness
- 2 Poison
- 2 Survival

### Special

If they have enough supplies, Fungi Climbers may release a lethal amount of spores stored in the pouch. Cause 8 automatic Damage. Target must not have any protection.



### 3 Pit Miner



When you moved to Cochurilia you knew it could be a one way trip. You also knew that I would never see anyone you knew again. But you're also a greedy bastard who looks to the moment when you can go home filthy rich. IF you ever come back...

#### Possessions

- Space suit, -1 Armour, -1 to Disguise rolls while wearing it.
- Laser Drill, may be used as weapon

#### Advanced Skills

3 Prospecting

3 Zero-G

2 Strength

2 Weapon Fighting

# 4 Waste Scavenger

You were born on a devastated world, centuries after the horrible war your ancestors waged in vain to overpower one another. All they have bequeathed to you are ruins, dust, radiation and mutations. Roam the wastelands in search of ancient technology to trade for a loaf of bread.

## Possessions

- Energy Rifle (it is old, sometimes jams.)
- Patchy Clothes
- Anti-Radiation Visor

## Advanced Skills

- 4 Survival
- 3 Tunnel Fighting
- 2 Evaluate
- 1 Tunnel Tracking

## Special

Waste Scavengers are immune to medium amount of radiations, lethal to other species.



## 5 Resin Gatherer



You were born above the clouds of a world where animals are prey and plants are predators. Your species took flight a long time ago, but those damn trees produce that resin so precious that you have no choice but to go ashore, lose months of your loved ones' lives, and survive in the forest to bring back the rich loot.

### Possessions

- Wood Pickaxe
- Staff

### Advanced Skills

4 Climb

3 Survival

2 Weapon Combat

1 Awareness

## 6 Desert Roamer

You are an adventurer with little nobility and a great desire for immortality. This is why you have devoted your life to hunting Hecomms, even if you have not yet been lucky enough to meet one. But when it does, you will tear his heart out and feed on the source of eternal life.

### Possessions

- Respirator
- Desert Goggles
- Stillsuit

### Advanced Skills

- 3 Strength
- 2 Tracking
- 2 Weapon Combat
- 1 Evaluate
- 1 Survival
- 1 Awareness



The background features a collage of historical astronomical diagrams and instruments. At the top, there are circular diagrams with various points labeled (A, B, C, D, E, F, G, H, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z) and lines, some labeled 'Fig 3' and 'Fig 5'. A central diagram shows a large circle labeled 'Erde' (Earth) with a smaller circle labeled 'Mond' (Moon) and a line labeled 'Mondfinsternis' (Lunar Eclipse). Below this, a diagram shows a large circle labeled 'Erdbahn' (Earth's Orbit) with a smaller circle labeled 'Mond' and a line labeled 'Mondbahn' (Moon's Orbit). To the right, a diagram shows a large circle labeled 'Erde' with a smaller circle labeled 'Mond' and a line labeled 'Mondbahn'. At the bottom right, there is a diagram of a celestial globe with various lines and labels, including 'Nördl. Pol' (North Pole), 'Südl. Pol' (South Pole), 'Aequator' (Equator), 'Hori' (Horizon), 'Col. des des' (Colures), 'Sommer' (Summer), 'Winter' (Winter), 'Vord. Kreis' (Vernal Equinox), and 'Herbst' (Autumn). The text 'Advanced Skills' is overlaid in the center in a bold, black, sans-serif font.

# Advanced Skills

## **Prospecting**

Used to find valuable material to be extracted, ensuring integrity and the best possible yield. It involves both the inspection and extraction phases. A prospector is able to analyze the characteristics of the terrain at a glance

## **Radiation Resistance**

The years spent in space have changed your physiognomy, but instead of making you weak they have made you more resistant. The most intense forms of sidereal radiation and have no minimal effect on you.

## **Sidereal Navigation**

Use this when you need to travel from world to way. Interplanetary navigation has no secrets for you, you know how to establish a precise route even in the most extreme conditions and you know how to react promptly to the dangers of the sidereal vacuum.

## **Survival**

Used in all situations where your life is in danger. You are a master of getting by in extreme and adverse environmental conditions, you know how to escape or face aggressive animal or plant creatures.

## **Tunnel Tracking**

Used to navigate dark and intricate underground environments, where you can find your way around without major problems. You can recognize unusual features of terrain, walls and pavement. You can hide or avoid dangerous underground creatures.

## **Zero-G**

The ability to juggle in microgravity environments, where the above and the below make no sense, where action and reaction can determine the difference between life and death and where the void is the mortal enemy of everything that breathes.



# Enemies

# 1 Kigliusuf

Skill 10

Stamina 10

Initiative 5

Armour 3

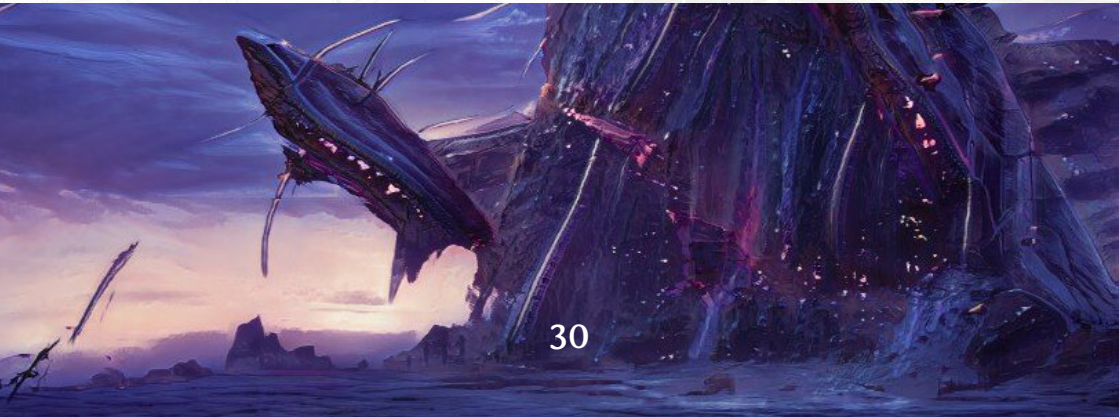
Damage as Modest Beast

Mein	
1	Fascinated
2	Shameful
3	Gregarious
4	Rancorous
5	Bored
6	Starving

This medium, unique, humanoid mammal live on Kacrenia and has a wide head with a large horn on the nose, two narrow sandy brown eyes, no ears, no visible nose, and a protruding jaw filled with small, sharp teeth. It has a serpentine neck, and two long, heavy arms. It has a protruding ribcage, and a flat stomach. It has two medium-length powerful legs with two-toed hooves and no tail.

The Kigliusuf's body is covered in armour plating.

It is completely deep orange with light blue diamonds.



## 2 Meel

Skill 15

Stamina 30

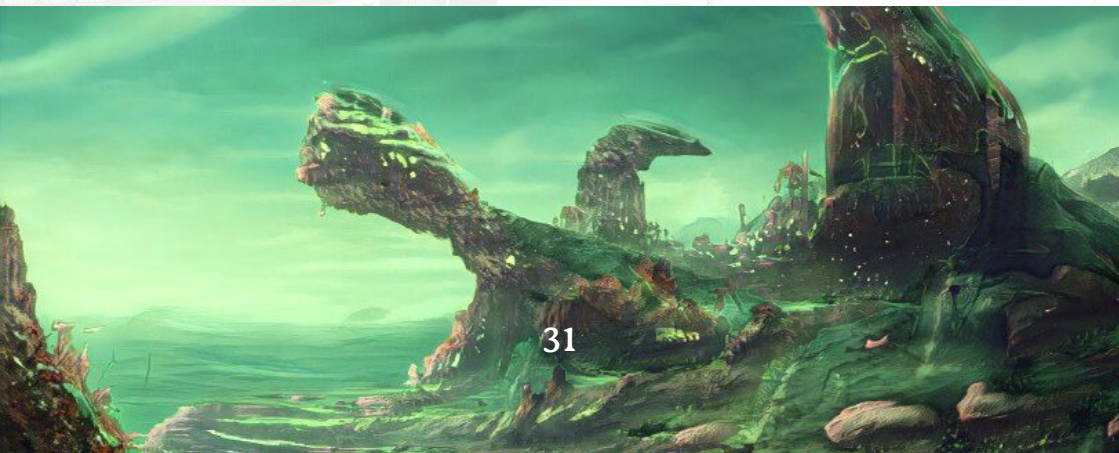
Initiative 7

Armour 4

Damage as Gigantic Beast

Mein	
1	Dormant
2	Stationary
3	Probing
4	Watchful
5	Aggressive
6	Ravenous

These huge plants resemble spiders with a number of "legs" between 20 and 30, up to 100 meters long and with a central body with a diameter of 30 meters. The resemblance to spiders is not only aesthetic, but also behavioral: they are trappers who stretch their webs of filamentous sap to capture prey. They devour the animals they capture by wrapping them in tendrils and slowly consuming them with their own acidic juices, obtaining nourishment from them.



# 3 Traevilar

Skill 8

Stamina 12

Initiative 10

Armour 1

Damage as Modest Beast

Mein	
1	Curious
2	Stalking
3	Defensive
4	Angry
5	Violent
6	Aggressive

Swimming in the seas of Larimia, this is a medium, unique, aquatic creature with an egg-shaped head, no eyes, and a pair of piercing mandibles.

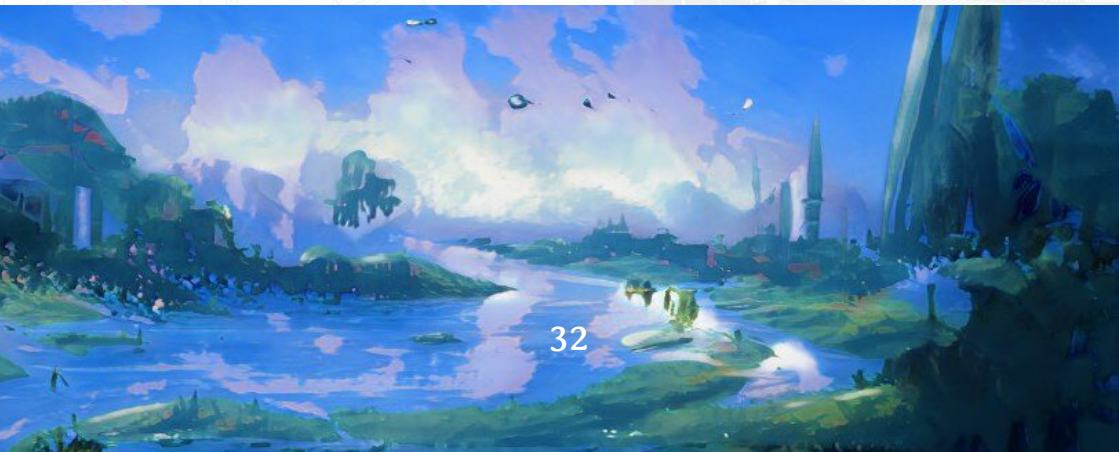
It has a trout body with six enormous shark-like fins, a stunted dorsal fin and a fragile tail.

The Traevilar's body is covered in thick slime.

Most of its body is mahogany, while the rest of its body is white with slate patches.

## Special

- They are incredibly flexible.
- They can communicate using infrasound.
- They can spray a foul smelling fluid to deter enemies.
- The Traevilar is fast evolving.



# 4 Magg'mam

Skill 15

Stamina 15

Initiative 8

Armour 1

Damage as Large Beast

Mein	
1	Playful
2	Stalking
3	Hungry
4	Tired
5	Austere
6	Aggressive

Native of Ronkaria, this is a large, hexapedal reptile with a reindeer head, five fly eyes, no ears, a tapir trunk, and a crocodilian snout.

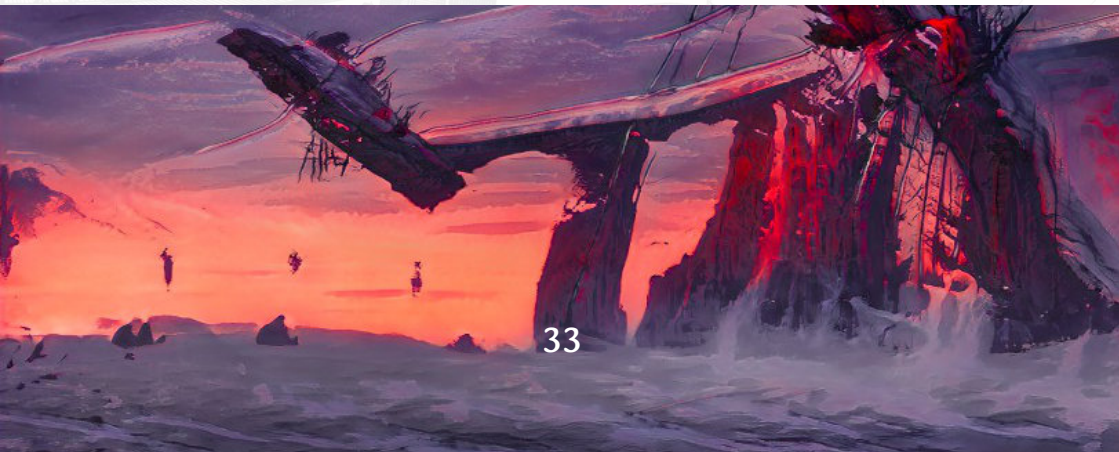
It has a turtle neck, and its shoulders are spike-tipped. It has a cheetah torso. It has six stumpy, hare legs that end in large paws, and a feline tail.

The Magg'mam's whole body is covered in thin scales, except its paws, which are bare.

It is sandy yellow, dull green, yellow-green and indigo.

## Special

- They are excellent climbers.
- They can survive unaided in sub-zero temperatures.
- They can regenerate severed limbs.
- They are a parasitic species that leeches off another.



# 5 Uey

Skill 20

Stamina 50

Initiative 5

Armour 5

Damage as Gigantic Beast

Mein	
1	Placid
2	Disdainful
3	Suspicious
4	Busy
5	Aggressive
6	Hungry

A colossal lifeform with a square head, two dark gray feline eyes, and a long snout filled with flat teeth. It has a snake body with no fins, and a fragile tail. The Uey's body is covered in fine fur. It is mostly dull blue and mottled sky blue, with brown sections and vivid green highlights, while a strip down its back light brown. The Uey normally lives in small colonies.

## Special

- They have a poor sense of taste.
- They are notoriously stubborn.



# 6 Hecomm

Skill 12

Stamina 30

Initiative 4

Armour 2

Damage as Large Beast

Mein	
1	Childish
2	Defensive
3	Playful
4	Cowardly
5	Suspicious
6	Inquisitive

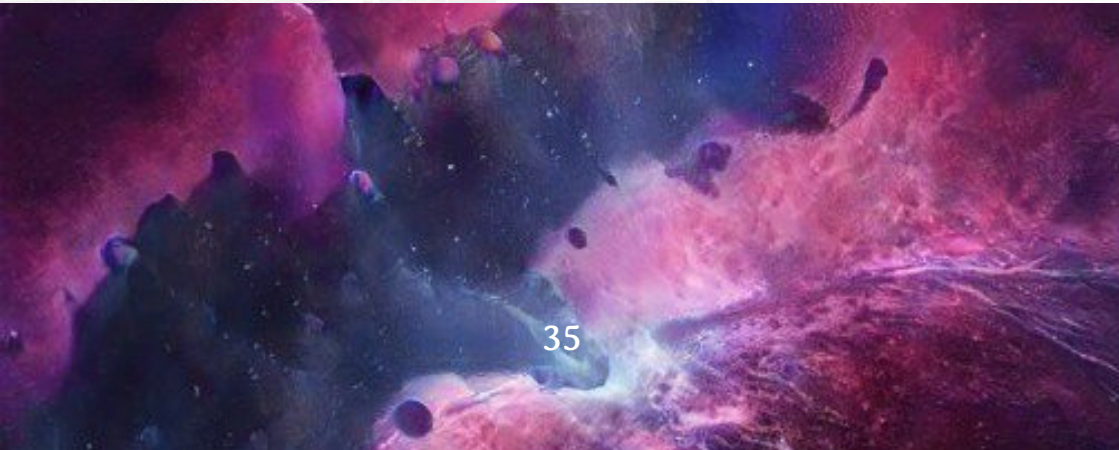
This quadrupedal invertebrate native of Zagoria have a round head and long antennae, six wide light gray eyes that are fully retractable, and a pair of piercing mandibles.

It has no arms. It has a bulbous thorax with a high waist, and very small a short, stocky abdomen. It has four very long, heavy legs. The Hecomm's body, long about 16.5 meters, is covered in thick chitin.

## Special

They can produce a skunk-like spray.

Fig.10



Welcome to the Black Pit and the Six Worlds a sphere of weird science fiction and temporal anomalies.

This unofficial supplement for Troika! contains:

1. Six strange worlds, with singular characteristics, inhabitants e special resources
2. Six new backgrounds
3. Six new advanced skills
4. Six new enemies

Be aware! The Pit does not forgive the unwary...

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