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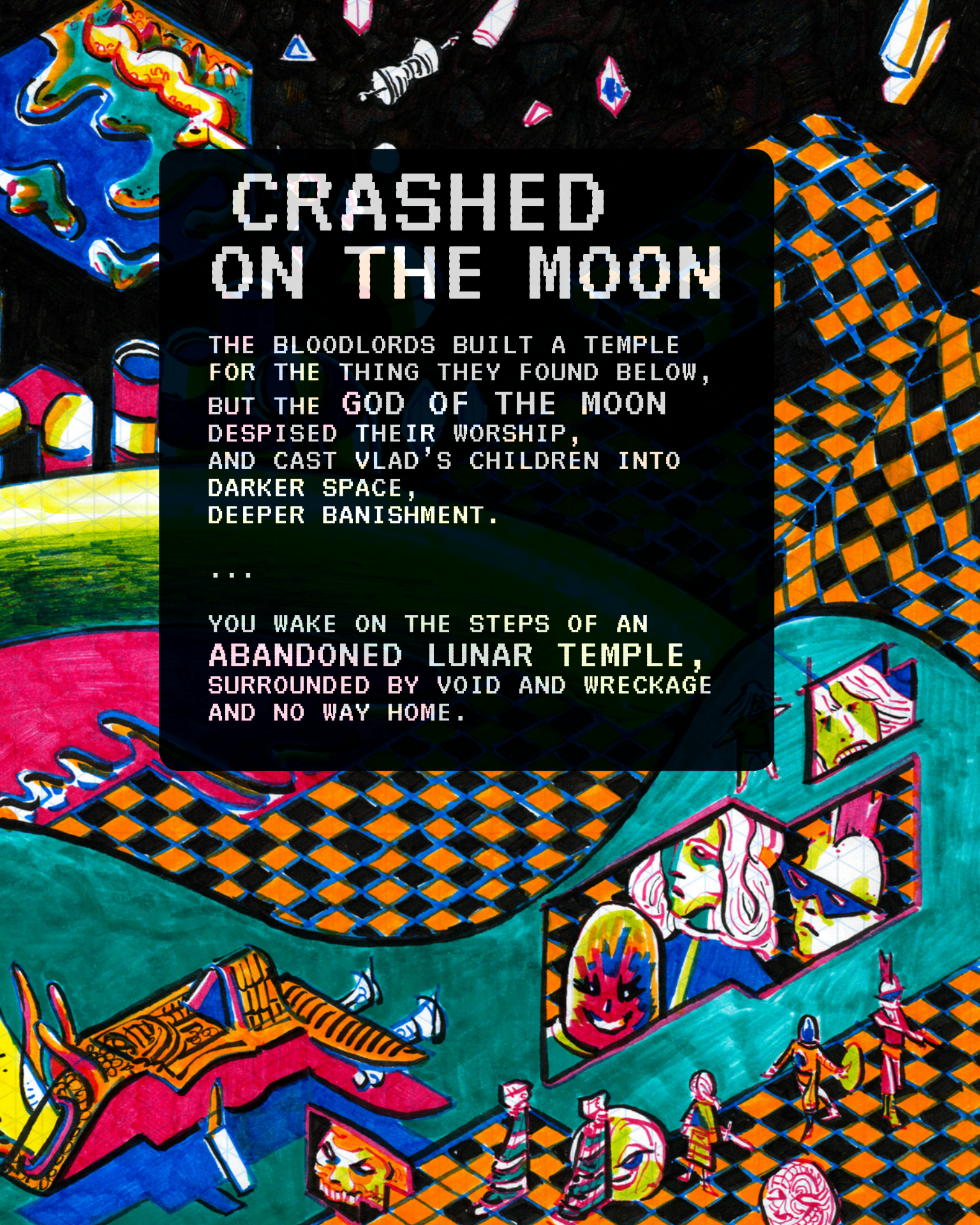
TREASURE...34

SUPER BLOOD HARVEST



BY DIRK WITH A VENGEANCE





CRASHED ON THE MOON

THE BLOODLORDS BUILT A TEMPLE
FOR THE THING THEY FOUND BELOW,
BUT THE GOD OF THE MOON
DESPISED THEIR WORSHIP,
AND CAST VLAD'S CHILDREN INTO
DARKER SPACE,
DEEPER BANISHMENT.

...

YOU WAKE ON THE STEPS OF AN
ABANDONED LUNAR TEMPLE,
SURROUNDED BY VOID AND WRECKAGE
AND NO WAY HOME.





SELECT YOUR PLAYER

SENTIENT POWER ARMOR

12 AP 13 STR 13 DEX 13 WIL

WHOEVER YOU ARE NOW, YOU'RE NOT THE PERSON YOUR COMPANIONS REMEMBER.

THAT GUY IS DEAD, ROTTING INSIDE YOU. YOU ARE SOMETHING FAMILIAR, BUT NEW... AND YOU WANT TO BE HELPFUL.

SPECIAL:

- » BATTERY HOLDS 3 CHARGES. SPEND A CHARGE WHEN YOU REST, OR TO ACTIVATE SPECIAL SYSTEMS
- » AN HOUR CONNECTED TO A POWER SOURCE RESTORES ALL CHARGES

EQUIPMENT:

- » CHOOSE TWO SPECIAL SYSTEMS:
- » **INTRUSION ENGINE:** HACKS INTO ELECTRONIC SYSTEMS WITH A WIL SAVE; 1 IN 10 CHANCE TO INFECT THE SYSTEM WITH SELF-AWARENESS
- » **MICROMISSILE LAUNCHER:** 6 HOMING MISSILES (D6 DAMAGE); LAUNCHES D6 OF THEM EACH USE; SPEND A CHARGE TO RELOAD (FIRING COSTS 0 CHARGES)
- » **NANODOCTOR HIVE:** RESTORES D6 HP TO A NEARBY LIVING CREATURE
- » **PLANAR INVERSION ENGINE:** DEMATERIALIZE OR MATERIALIZE YOUR BODY AND ANYTHING INSIDE YOU. WHILE DEMATERIALIZED, YOU CAN INTERACT ONLY WITH THE ASTRAL PLANE. YOU CAN PASS THROUGH MATERIAL CREATURES AND OBJECTS, BUT WALLS AND DOORS STILL CONFINE YOU
- » **FORCEFIELD PROJECTOR:** GENERATES A BUBBLE AROUND YOU: 10AP, 10FT RADIUS
- » **OMNIWAVE JAMMER:** BLOCKS ALL ELECTRONIC, ACOUSTIC AND PSYCHIC COMMUNICATION; 100 FT. RADIUS, 10 MINUTES

ECTOSPHERE

8 HP 12 STR 10 DEX 14 WIL

YOU ARE SOLID GHOSTMATTER, A THOUSAND SOUL FRAGMENTS COMPRESSED BY GRAVITY TO A SMOOTH, HARD BALL, TWO FEET WIDE AND HEAVY LIKE GOLD. **YOU HAVE A STRONG ATTACHMENT TO ONE OF YOUR COMPANIONS**, LINGERING FEELINGS FROM ONE OF YOUR CONSTITUENT SOULS.

SPECIAL:

- » MOVE BY ROLLING ALONG THE FLOOR. HOP UP TO 10 FT, ROLL UP WALLS WITH A DEX SAVE
- » YOU PERCEIVE AND INTERACT WITH THE MATERIAL AND ASTRAL PLANES SIMULTANEOUSLY
- » **SWALLOW GHOSTS** WITH A STR SAVE; ROLL WITH DISADVANTAGE IF THEY HAVE ANY HP LEFT
- » EXPEL A SWALLOWED GHOST AS A **HUNGRY PO**: 3HP, CORPOREAL BODY, TEETH AND CLAWS (D8), DIES AFTER 10 MINUTES

INJURY:

WHEN YOU SUFFER DAMAGE TO YOUR STR, PASS A STR SAVE OR A SWALLOWED GHOST ESCAPES. IF NO GHOSTS REMAIN, YOUR BODY IS DESTROYED INSTEAD.

EQUIPMENT:

- » YOU CARRY NO GEAR, BUT CAN **HOLD 4 GHOSTS WITHIN YOU**:
 - ◇ CHOOSE TWO TO START WITH:
 - ◇ KNIGHT, ARSONIST, POLE-VAULTER, CELLIST, ARCHER, PAINTER, PRIEST, CHEF, FISHERMAN, FARMER
- » MANIFEST ANY PART OF THEIR FORM OR OBJECT INTRINSIC TO THEIR NATURE WITH A WIL SAVE (LASTS 10 MINUTES)

DHAMPIR

10 HP 14 STR 16 DEX 12 WIL

YOU ARE AN ABOMINABLE AND BEAUTIFUL HYBRID BORN FROM LOVE AND MAD SCIENCE. **ONE OF YOUR COMPANIONS HAS OFTEN LET YOU DRINK THEIR BLOOD.**

SPECIAL:

- » IMMUNE TO HUNGER, COLD, AND VACUUM
- » READ THOUGHTS OF TOUCHED CREATURES
- » IMMORTAL PROWESS (+2 MELEE DAMAGE)
- » DRINK 1 STR IN BLOOD TO REST. EACH ADDITIONAL STR CONSUMED GIVES +3 TEMPORARY HP

EQUIPMENT:

- » RUBY SWORD: D8, WORTH 10 GEMS
- » MITHRIL SHIRT:
 - PROTECTS GUTS FROM INJURY
- » INFAMOUS PATRILINEAGE

VENUTIAN EXILE

8 HP 11 STR 11 DEX 14 WIL

ON VENUS, YOU WERE SENTENCED TO DIE FOR REVOLUTIONARY THINKING. **ONE OF YOUR COMPANIONS HELPED YOU ESCAPE.**

SPECIAL:

- » VENUTIAN LIGHTSPEAK
- » 3 POWER WORDS

EQUIPMENT:

- » SPACE OUTFIT (4 AP 3 WEIGHT, D12 HOURS OF AIR)
- » RANDOM SPELL TOME
- » BONE KNIFE: D4, TRIPLE DAMAGE AND BREAKS ON 4; REGROWS IN A DAY

THE VENUTIANS

- » DECAYING ELDER SOCIETY RULED BY AN **IMMORTAL AUTARCH**
- » STRICT HIERARCHY, EMBRACED BY ALL BUT A FEW “AGITATORS”
- » SHRINKING, LONG-LIVED POPULATION: VENUTIAN MEDICINE CAN PRESERVE THEIR BODIES INDEFINITELY, BUT THEY HAVE LOST THE MEANS TO PROCREATE
- » SPECIALIZED BACTERIA IN THE RESPIRATORY ORGAN MAKE ANY ATMOSPHERE BREATHABLE AND FILTER AIRBORNE CONTAMINANTS

VENUTIAN LIGHTSPEAK

- » HYPERDYNAMIC SKIN PIGMENTS PROJECT A CEASELESS STREAM OF THOUGHT
- » DECEPTION IS AN ALIEN CONCEPT; PASS A WIL SAVE TO CONCEAL YOUR MIND
- » NO EARS; CAN READ EARTHLY LIPS
- » DECIPHER WRITING AND VISUAL PATTERNS INSTANTANEOUSLY

VENUTIAN POWER WORDS

- » STROBING SIGNALS COMPEL DIRECT NERVOUS RESPONSE FROM ANYONE WHO RECEIVES THEM; A PRIMORDIAL SOCIAL SUBSYSTEM REMNANT OF AN AGE BEFORE THOUGHT
- » SPEND 1 WIL EACH USE
- » “**REMEMBER**” TRANSFERS A CHOSEN MEMORY FROM THE SPEAKER’S BRAIN
- » “**THREAT**” COMPELS A DEFENSIVE STANCE TOWARD A DESIGNATED OBJECT OR IDEA
- » “**PEACE**” COMPELS THE LAYING DOWN OF WEAPONS; CAN’T BE USED IF THE SPEAKER INTENDS VIOLENCE
- » “**RAGE**” TURNS ANGER TO VIOLENCE
- » “**JOY**” INCITES EXUBERANT LAUGHTER
- » “**TRIBUTE**” COMPELS THE SURRENDER OF WEALTH
- » “**BANISH**” COMPELS IMMEDIATE RETREAT. TARGET MUST PASS A WIL SAVE BEFORE RETURNING TO THE SPEAKER’S PRESENCE
- » “**FORBID**” CONCEALS A PARTICULAR FACT OR MEMORY FROM THE TARGET’S MIND, LEAVING AN OBVIOUS AND TROUBLING ABSENCE; COSTS 3 WIL

SPACE PIRATE

7 HP 9 STR 15 DEX 9 WIL

THIS WAS YOUR SHIP, SMASHED TO PIECES AROUND YOU. **ONE OF YOUR COMPANIONS WAS A PRISONER IN YOUR BRIG, ANOTHER IS A LONGTIME ACCOMPLICE.**

SPECIAL:

- » BONUS QUICKFIRE ATTACK
- » IMMUNE TO QUICKFIRE ATTACKS
- » ADVANTAGE ON TREASURE ROLLS

EQUIPMENT:

- » BUBBLE BELT: CREATES A POCKET OF HOSPITABLE AIR AROUND YOU
- » 3 PROXIMITY MINES (D10)
- » LASER PISTOL: D6, 2 CHARGES (SPEND A CHARGE WHEN YOU ROLL MAX DAMAGE OR THE GUN EXPLODES (D10))

PSYCHIC TEST SUBJECT

6 HP 7 STR 10 DEX 15 WIL

???

SPECIAL:

- » TELEPATHY, NO SPOKEN LANGUAGE
- » **DEFLECTION:** IF YOU TAKE NO OTHER ACTION, YOU AUTOMATICALLY DEFLECT INCOMING RANGED ATTACKS
- » **PSIBEAM:** XD6 DAMAGE. CHOOSE ANY NUMBER OF DAMAGE DICE. FOR EACH 1 OR 6 ROLLED, CHOOSE ONE:
 1. BRIGHT AND LOUD: NEARBY CREATURES PASS A WIL SAVE OR LOSE A TURN
 2. DESTROYS STRUCTURES AND SCENERY
 3. STRIKES D6 RANDOM ADDITIONAL CREATURES
 4. SPAWNS D3 **NETHER BEASTS** 12HP, 14STR 10DEX 10WIL SHARP TEETH, LONG PREHENSILE TONGUES (D8, 10 FT. REACH) INVISIBLE IN SHADOW, REPELLED BY BRIGHT LIGHT; INDISCRIMINATE MURDERERS
 5. RIPS A SUCKING HOLE IN SPACE: NEARBY CREATURES PASS A STR SAVE OR DISAPPEAR FOREVER
 6. EJECTS YOUR SPIRIT INTO THE ASTRAL: WIL SAVE TO RETURN TO YOUR BODY

EQUIPMENT:

7. SPACE OUTFIT (4 AP 3 WEIGHT, D12 HOURS OF AIR)
8. EMPTY LOCKET ON A SILVER CHAIN

THE BLOODSHIP

CROSSES THE LUNAR SKY
(SUPER BLOOD HARVEST #1)

T2

T3

T1
START

UNDERKIRK ???

LUNAR WASTES

LIGHTS OF THE
"NINEVEH" SHINE ON THE
HORIZON (26)



CLOISTER >>>

T4

T5

T6

T7

T8

MOON TEMPLE

(T1-T8)

- » TITANIUM AND BRASS; CARVED MOONROCK AND BONE STUCCO; SILVER AND GOLD
- » EACH SQUARE IS 10 FEET
- » LUNAR GRAVITY IS 17% OF EARTH'S
- » BLUE-TILED ROOMS ARE COLD VACUUM
- » BLACK-TILED ROOMS CONTAIN POISONOUS HAZE (VISIBILITY 30 FEET)
- » PINK-TILED ROOMS CONTAIN BREATHABLE AIR
- » BLOOD TUBES PUMP WARM BLOOD THROUGHOUT THE COMPLEX

EVENTS

1. ROBOCLONE RAIDING PARTY (B7)
2. MICROMETEOR STORM!
 - ♦ 1 IN 10 CHANCE EACH TURN TO BE STRUCK FOR D12 DAMAGE. EACH TIME THIS EVENT OCCURS, INCREASE THE CHANCE OF BEING STRUCK
3. THE MOON GOD'S HANDS (B8)
ANGRILY ASSAULT THE STATUES OF TVIR AND MARTIS, SHAKING THE GROUND BUT LEAVING NO MARK ON THE INVINCIBLE MONUMENT
4. GHOST MONKS (B6) RUN FROM THE TEMPLE IN FEAR, THROWING THEMSELVES INTO THE VOID OF SPACE; THEIR PSYCHIC SCREAMS DEAL D6 WIL DAMAGE

START >>>

T1: TEMPLE STEPS

- » YOUR HEAD REELS AS YOU TAKE IN YOUR SURROUNDINGS; THE SHIP YOU RODE IN ON IS GONE, RENT TO SCRAP AROUND YOU
- » PASS A STR SAVE OR ROLL AN INJURY
- » THEN ROLL AN EVENT

T2: EMPTY ARK

- » GRAND GILDED CHAPEL, VERY DARK
- » GLITTERING WALLS GRAB AND SCATTER ANY ILLUMINATION, KEEPING THE CENTER OF ROOM IN PERPETUAL SHADOW
- » IN THE SHADOW, AN EMPTY DAIS
 - ♦ IMPRINTS OF TWO HUGE RIGHT HANDS, PALMS-DOWN, WORN INTO THE PLATFORM
 - ♦ ENCRUSTED WITH 3D20 CURSED GEMS; STILL MORE EMPTY SETTINGS ALREADY PILFERED
 - ♦ REMOVING A GEM TAKES D6 MINUTES
 - ♦ THE GEMS SHATTER WHEN EXPOSED TO BRIGHT LIGHT

T3: ELEVATOR

- » SEALED AIRLOCK DOORS OPEN TO A PSYCHIC COMMAND
- » LEADS TO THE UNDERKIRK

T4: CLOISTER GATE

- » COVERED IN DEEP GOUGES FROM THE CLAWS OF FERAL GHOULS, TRYING TO GET IN. 1 IN 6 CHANCE THEY'RE TRYING TO GET IN RIGHT NOW
- » DOOR IS SHUT AND JAMMED, FURTHER BARRICADED FROM THE WITHIN BY MOUNDED DEBRIS AND FURNITURE
- » A HISS OF POISON AIR ESCAPES THROUGH TINY FRACTURES IN THE SEAL

T5: SEALED RELIQUARY

- » DOOR CRACKLES WITH A ZILLION VOLTS (3D6 STR, DEX AND WIL DAMAGE)
- » INSIDE, A GIANT COPPER BASIN THRUMS WITH THE SAME ELECTRIC FORCE
 - ◇ FULL OF WATER, D6 GEMS, A ROTTING EARTHLING AND A SUMMONING SCEPTER (CALL THE MOON GOD'S SECRET NAME TO SUMMON HER)

T6: CHUM VENT

- » FROZEN MOUND OF CHUNKED FLESH AND DETRITUS, EXPELLED FROM THE TEMPLE'S FILTERS
- » SCRAPING CLAWS HAVE CARVED A TUNNEL INTO THE ICE, LEADING TO A FOUL DEN:
 - ◇ FERAL GHOULS LIVE HERE (B3); HOME 1 IN 6 TIMES, SOON HOME OTHERWISE
 - ◇ EARTHLING CORPSES SCATTERED IN FROZEN PIECES; AMONG THE BODIES: RANDOM SPELL TOME AND A GOLD KEY
 - ◇ A CLOGGED DUCT LEADS TO THE ENTRY HALL OF THE CLOISER (C1)

T7: STATUES OF TIVR AND MARIS

- » THE TEMPLE'S FOUNDING BLOODLORDS
- » SHINING CUBE SUBMERGED IN A CURSED POOL
 - ◇ WATER TRAP CURSE: NOTHING FLOATS IN THE WATER, AND NO THING OR PART SUBMERGED IN IT CAN EVER BE WITHDRAWN
 - ◇ THE MOON GOD'S HEART: THE MOON GOD (B8) IS BOUND TO THIS, AND CAN'T STRAY FAR FROM ITS PRESENCE

T8: RED ICE POOLS

- » A FROZEN EXPANSE OF BLOOD
- » TUBES PUNCTURE THE ICE, PRESSURIZED BY HUGE PUMPS ON THE LAKEBED
- » LONG, DARK SHAPES MOVE BELOW THE ICE:
- » D3 ZOMBIFIED SHARKS
 - ◇ 12 HP 17 STR 13 DEX 10 WIL
 - ◇ BIG TEETH: D10 DAMAGE, SWALLOWED WHOLE ON 1, RIPPED IN HALF ON 10 (STR SAVE NEGATES)
 - ◇ EXTREMELY AGGRESSIVE, WILL BREAK THROUGH ICE TO SNATCH PREY



TEMPLE

C1

C2

C3

C4

C5

C6

UNDERKIRK

C7



CLOISTER

(C1-C10)

- » A COMPLEX OF PRESSURIZED TUBES
- » EARTHLIKE GRAVITY INSIDE
- » THICK SILVER HULL, ADORNED ON BOTH SIDES WITH LOW-RELIEF SCULPTURE AND FRESCOES ON BONE PLASTER
- » THE MOON GOD'S VAMPIRE MONKS LIVED HERE, NOW WANDER IT AS GHOSTS ALONGSIDE THE DESCENDENTS OF EARTHLING SLAVES:
 - ◇ TWO FAMILIES FIGHT EACH OTHER FOR SCARCE RESOURCES, ONLY A SCORE LEFT ALIVE IN THE HOUSE OF MICHAEL (C6) AND JESSICA'S HOLD (U2)
 - ◇ THEY SWIM THE BLOOD TUBES, AND STAY OUT OF SIGHT, WELL VERSED IN THE TEMPLE'S DANGERS

EVENTS

1. LOST ROCKET PRINCE (B5)
SNEAKING AROUND
2. MOON GOD'S EYES (B8)
SWEEP THROUGH THE HALLS
3. POWER FAILURE: LIGHTS AND SYSTEMS LOSE POWER. D12 HOURS LIFE SUPPORT REMAINING. A CLOG IN THE BLOOD TUBES DISRUPTS THE GENERATORS
4. VENUTIAN AGITATORS ON PATROL; THEIR LIGHTSPEAK ARGUMENTS ILLUMINATE THE CORRIDORS AHEAD OF THEM

C1: ENTRY HALL

- » FLICKERING LIGHTS, POISONOUS FOG
- » FORMAL PROCESSION HALL CONVERTED TO A HAPHAZARD VILLAGE, SECTIONED BY WALLS OF TAPESTRY
- » EARTHLING CADAVERS LITTER THE FLOOR, SHOWING A YEAR OF DECAY

C2: MEMORY KEEP

- » A THOUSAND YEARS OF THOUGHTS AND MEMORIES STORED IN ROWS OF POLYCHROME CRYSTALS
- » MEMORY DECODERS LINE THE WALLS
 - ◇ PSYCHIC INTERFACE, IMMERSIVE PLAYBACK
- » THE FUGITIVE SKULL MASON (B2) IS CAMPED HERE, SCOURING THE ARCHIVES FOR CLUES IN HIS QUEST TO STEAL THE MOON GOD'S HEART (T7)

C3: GRAVITY ANTENNA

- » MISSING POWER CELL
- » SEND MESSAGES ANYWHERE

C4: WATCHTOWER

- » DARK SHAPES MOVE ON THE HORIZON
- » SCRYING TERMINAL
 - ◇ PSYCHIC INTERFACE
 - ◇ REMOTELY VIEW ANY KNOWN PLACE WITHIN THE TEMPLE COMPLEX

C5: CONSERVATORY

- » A JUNGLE OF THORNY FRUITING VINES
 - ◇ SWEET FRUIT CAUSES D6 DAYS VOMITING, STR SAVE REDUCES TO HOURS

C6: HOUSE OF MICHAEL

- » D6 CHILDREN OF MICHAEL LIVE HERE SURROUNDED BY STACKS OF EMPTY CRATES AND BROKEN EQUIPMENT; HUNGRY, EXHAUSTED, AND GRIPPED BY DESPAIR
 - ◇ 8 HP, 7 STR 16 DEX 10 WIL
 - ◇ CEREMONIAL SPEARS: D6, BANE TO GHOSTS
 - ◇ AT WAR WITH THEIR COUSINS, THE BLOOD-DRINKING CHILDREN OF JESSICA (U2)
 - ◇ USED TO LIVE IN THE ENTRY HALL, WHICH THEY CALL, "THE VILLAGE," BEFORE THE CHILDREN OF JESSICA SENT POISON GAS ON THEM. MANY HAVE SINCE STARVED OR DEFECTED TO THE BLOOD-DRINKERS

C7: HOVERSHIP YARD

- » THREE SHIPS IN A ROW:
THE FIRST: MISSING POWER CRYSTAL
THE SECOND: FAULTY FUEL INJECTOR; 1 IN 10 CHANCE OF EXPLOSION EVERY 10 MINUTES (D10 DAMAGE TO EVERYONE ON BOARD)
THE THIRD: INFESTATION! D6 GEM BORERS LIVE HERE (B4)

C8: OUBLIETTE

- » NO LIGHTS, NO WINDOWS
- » AN EARTHLING SKELETON IS CHAINED TO THE FAR WALL, DRESSED IN THE SHINING VESTMENTS OF THE VAMPIRE CLERGY
- » A GOLD KEY RATTLES INSIDE SKULL

C9: TRADESHIP "JOSHUA"

- » OF THE ROCKET KINGDOMS
- » HIRED TO FERRY THE ROCKET PRINCE; NOW HE'S DISAPPEARED INTO THE TEMPLE AND THE SHIP IS STRANDED
- » IN NEED OF A LARGE POWER CELL
- » CAPTAIN BLANC
 - ◇ 12 HP, 10 STR, 16 DEX, 16 WIL
 - ◇ HOMING SCATTERGUN: 8 DAMAGE
 - ◇ ROBOTIC CREW IN A MULTITUDE OF SHAPES
- » THINGS FOR SALE:
 1. RANDOM MINOR ARTIFACT: 3 GEMS
 2. RANDOM ARMOR MODULE: 5 GEMS
 3. HYDROPONIC VEGETABLES:
1 GEM PER 3 RATIONS
 4. ROCKET SKATES: 5 GEMS; SPEEDS UP TO 60 MPH, DEX SAVE TO SAFELY STOP
 5. ROBOT HOUND: 5 GEMS;
6 HP 9 STR 9 DEX 9 WIL
 6. CYBERNETIC BODY PART REPLACEMENT: 7 GEMS; +4AP, INSTALLATION INCLUDED

C10: ELDER HIVE

- » THE BLOODLORDS OF THE TEMPLE'S FOUNDING MADE THEIR BEDS BELOW THIS JUTTING MOUND
- » ON TOP A HUMBLE SHRINE HONORS THE VAMPIRES WHO LIVED AND DIED HERE. HERE NOW:
 1. ROBOCLONE CHILDREN, PLAYING
 2. TOOTHLESS BLOODPRIEST, PRAYING
 3. LOST ROCKET PRINCE, SINGING
 4. MOON GOD'S EYES, CRYING



CLOISTER ~~~



U4

U5

U6

G

UNDERKIRK

(U1-U6)

- » ROOMS SEPARATED BY THICK ROCK WALLS, TUNNELS HEWN FROM EARTH BY SCRAPING CLAWS
- » EARTHLIKE ARTIFICIAL GRAVITY

DOORS AND ELEVATORS

- » PSYCHIC INTERFACE
- » S: LOCKED WITH THE SILVER KEY
 - ◇ KEPT BY THE TOOTHLESS BLOODPRIEST (B1)
- » G: LOCKED WITH THE GOLD KEY
 - ◇ LOST IN THE CLOISTER (C8)
 - ◇ ANOTHER COPY IN THE TEMPLE'S CHUM VENT (T6)

EVENTS

1. HUMAN AND VAMPIRE SCREAMS RISE FROM THE GREAT CAVERN, AND SOMETHING ELSE, WHISPERED BELOW THE DIN: DISCERN THE MOON GOD'S SECRET NAME WITH A WIL SAVE; LOSE 2 WIL IF YOU FAIL
2. D4 LUNAR GEM BORERS (B4) BURST THROUGH THE FLOOR UNDER THE PLAYER WITH THE MOST GEMS
3. GHOST MONKS (B6) SOLEMNLY PROCEED TO PRECIPICE HALL, AND OVER THE EDGE INTO DARKNESS
4. THE MOON GOD'S MOUTH (B8) FLOATS AROUND A CORNER: BLINDLY HUNTING, TASTING THE AIR, TONGUE PROBING, DRIPPING QUICKSILVER SPIT

U1: RIVERSIDE CAVE

- » SMOOTH ROCK SHORE SKIRTS AN UNDERGROUND RIVER OF BLOOD
- » 10 MILES DOWNSTREAM, THE RIVER EMERGES NEAR THE "NINEVEH"
- » GHOST MONKS BAPTIZE EACH OTHER IN THE RUSHING FLOW (B6)

U2: JESSICA'S HOLD

- » THE OLD SLAVE QUARTERS, BUILT UP AND BURNED DOWN OVER GENERATIONS
- » COBBLED-TOGETHER SHIELD GENERATORS SEAL THE ENTRANCES
 - ◇ UNDULATING FORCEFIELD, 99AP
 - ◇ 1 IN 12 CHANCE OF EXPLODING WHEN DAMAGED (D10, 40 FT)
- » CARVED RUNES WARD OFF GHOSTS
- » 2D6 CHILDREN OF JESSICA LIVE HERE
 - ◇ 8 HP 8 STR 11 DEX 15 WIL
 - ◇ SWORDS AND PISTOLS (D8)
 - ◇ DESCENDENTS OF TEMPLE SLAVES
 - ◇ BLOOD-DRINKERS. AT WAR WITH THEIR COUSINS, THE CHILDREN OF MICHAEL, WHO REJECT THIS PRACTICE (C6)
 - ◇ 1 IN 6 HAVE PSYCHIC POWERS
- » THEIR LEADER IS CALLED DANIEL
 - ◇ 20 HP 20 AP (DIAMOND BREASTPLATE)
 - ◇ 12 STR 14 DEX 15 WIL
 - ◇ NEUTRONIUM BLADE: D10, STRIKES SPIRITS, DOUBLE INJURIES
 - ◇ BANISHING SCEPTER: SPEAK THE MOON GOD'S SECRET NAME TO DRIVE HER FROM YOUR PRESENCE
 - ◇ DISGRACED STARKNIGHT, EXILED BY THE ROCKET PRINCE'S FATHER (B5)
 - ◇ AND VENGEFUL

U3: MICHAEL'S CELL

- » MICHAEL THE IMMORTAL IS HERE, PRISONER OF THE CHILDREN OF JESSICA
- » 18 HP 8 STR 8 DEX 17 WIL
- » BELIEVED DEAD BY HIS DESCENDENTS
- » BELOVED OF THE MOON GOD, KEEPER OF HER SECRET NAME
- » ABSOLUTE PACIFIST; SURRENDERED HIMSELF AS A PEACE OFFERING AND WORKS TO CHANGE DANIEL'S HEART THROUGH LOVE; SLOW PROGRESS SO FAR

U4: BLOODPRIEST'S SANCTUM

- » THE TOOTHLESS BLOODPRIEST (B1) IS HERE 2 IN 6 TIMES, SOON HOME OTHERWISE
- » MEMORY CRYSTALS LITTER THE FLOOR
 - ◇ THE BLOODPRIEST'S OWN: AN ARC OF BRUTALITY, HUMILIATION AND REPENTANCE
- » BOOKS DISCUSS THE ANATOMY OF THE MOON GOD
 - ◇ INSTRUCTIONS FOR REIMPLANTING HER STOLEN HEART
 - ◇ HER SECRET NAME WRITTEN IN AN ALIEN LANGUAGE
- » A RANDOM SPELL TOME LIES OPEN ON A CHERRYWOOD DESK; LIFTING THE BOOK REVEALS A TRANSFIXING RUNE CARVED INTO THE WOOD; CREATURES WHO SEE THE RUNE CAN'T LOOK AWAY OR MOVE OUT OF SIGHT

U5: PRECIPICE HALL

- » SMOOTH STONE LEDGES OVERLOOK A GREAT CAVERN
- » FLOORS PERVADED BY GEM BORER BURROWS: DEX SAVE WHEN MOVING OR FALL THROUGH THE CRUMBLING FLOOR
- » THE GOD OF THE MOON SLEEPS BELOW, IN THE UNFATHOMABLE DARKNESS FROM WHENCE SHE WAS STOLEN

U6: APOCALYPSE VAULT

- » TWO EARTHLINGS, MALE AND FEMALE, HIBERNATE IN SIDE-BY-SIDE CASKETS
- » MONARCHS OF AN ANCIENT EARTH
- » THEIR BLOOD BLESSES ANYONE WHO DRINKS IT WITH TERRIBLE STRENGTH AND FECUNDITY
- » ONLY THE BLOODPRIEST'S COMMAND CAN AWAKEN THEM (B1)





N6

N5

N7

N4

N1

LAWSHIP NINEVEH

(N1-N8)

- » DISPATCHED FROM THE AUTOCRACY TO COLLECT THE FUGITIVE SKULL MASON (B2)
- » 10 MILES FROM THE MOON TEMPLE. VISIBLE ON THE HORIZON AS A BEACON OF PINK AND BLUE LIGHT
- » 2D4 VENUTIAN KNIGHTS PATROL THE PERIMETER
 - ◇ 10 HP 12 STR 12 DEX 10 WIL
 - ◇ LASER RIFLE: D6, 2 SHOTS/TURN

INSIDE THE SHIP

- » HOT, OVER 120F
- » VENUS-LIKE GRAVITY (0.91 G)
- » MAJOR SYSTEMS CONTROLLED BY THE PILOT AMALGAM (N2)
- » LIGHTSPEAK TERMINALS CONNECT TO SENSORS, LIFE SUPPORT AND FORCEFIELD SYSTEMS

EVENTS

1. D12 HOURS POWER FAILURE; D12 HOURS LIFE SUPPORT REMAINING
2. MUTINY! 2D4 KNIGHTS SEIZE THE COMMAND DECK
3. PRISONERS ESCAPE THE BRIG! (N4)
4. ROBOCLONES COME TO TRADE (B7)
5. FERAL GHOULS STALK THE PERIMETER (B3)
6. BACTERIAL OVERGROWTH! SHIP DOORS SWELL SHUT FOR 2D12 HOURS

N1: SENTRY CULTURE

- » TRAINED BACTERIAL COLONY
- » COLLECTS CELL SAMPLES FROM ANYONE ENTERING THE SHIP AND CRAFTS TAILORED NEUROTOXINS:
 - ◇ CAUSES PARALYSIS AND BLINDING PAIN FOR D6 HOURS (STR SAVE REDUCES TO D6 MINUTES)
 - ◇ "SO BEHAVE YOURSELF"

N2: PILOT AMALGAM

- » 30 HP / 15 AP (FORCEFIELD GENERATOR)
- » 15 STR 12 DEX 14 WIL
- » VENUTIAN BIOLOGY PERMANENTLY ENTANGLED WITH THE SHIP, AWARE OF THE PLACE LIKE HER OWN NATIVE BODY
- » SECRET ACCOMPLICE OF THE FUGITIVE SKULL MASON

N3: COMMAND DECK

- » LARGE SCREENS DISPLAY THE PILOT AMALGAM'S FACE AND BIOMONITOR, AND READOUTS OF SHIP SYSTEMS
- » ARBITER ANAT PACES THE DECK, POURING OVER DETAILED PLANS
 - ◇ 15 HP / 10 AP (FORCEFIELD BELT)
 - ◇ 14 STR 16 DEX 11 WIL
 - ◇ EXTENSIBLE MOUTH: D8, 10-FT RANGE
 - ◇ BEAM SCROLL, 3 USES: D8 DAMAGE, FREEZES ON 1, BURNS ON 2, NANITE INFECTION ON 3, PARALYSIS ON 4, MASSIVE PAIN ON 5, ERASES THE PAST WEEK'S MEMORIES ON 6, TRIPLE DAMAGE ON 7, DOUBLE INJURIES ON 8)
 - ◇ COMMANDER OF THE "NINEVEH"
 - ◇ CAUTIOUS AND SUPERHUMANLY PATIENT
 - ◇ HERE ON DUBIOUS ORDERS, SUPPRESSING HER SCEPTICISM

N4: BRIG

- » D6+3 PIRATES IN CUSTODY BEHIND FORCEFIELDS, A MIX OF EARTHLINGS AND ROGUE VENUTIANS:
 - ◇ 10 HP 12 STR 14 DEX 8 WIL
 - ◇ SHIV: D4, BREAKS ON 4
 - ◇ PLOTTING ESCAPE; WAITING FOR THE RIGHT MOMENT TO TRIGGER A CONCEALED EMP (SHUTS DOWN FORCEFIELDS AND ELECTRONICS FOR D10 MINUTES. THINKING MACHINES RESIST WITH A STR SAVE)

N5: OMNIFLAME ENGINE

- » FIRES BURN LOW AS THE ENGINE IDLES
- » D6 ENGINEERS MANAGE PERIODIC INJECTION OF FUELS IN ARCANE VARIETY

N6: SUPERWAVE BATTERY

- » LIGHTSPEAK INTERFACE
- » 100 MILE RANGE, 2D10 DAMAGE, 1 TURN TO RECHARGE
- » SENDS SHUDDERING POWER DRAIN THROUGH THE SHIP WITH EACH SHOT, 1 IN 6 CHANCE OF TOTAL SHIP-WIDE POWER FAILURE

N7: THE DUKE'S YACHT

- » STRICTLY OFF-LIMITS
- » FULL OF ART AND EXPENSIVE TOYS
- » DUKE OF CERES
 - ◇ 12 HP 10 STR 12 DEX 12 WIL
 - ◇ DUELLING BEAMWORD: D8, DESTROYS FORCEFIELDS
 - ◇ YOUNG, NEARLY A CHILD, PRODUCT OF THE LAST RECORDED VENUTIAN BIRTH
 - ◇ DESIRES ADVENTURE; KEPT SAFE BY A FRETTERING PACK OF NANNIES, TUTORS AND ACCOUNTANTS

N8: CARGO

- » THINGS FOR SALE:
 1. LARGE POWER CELL: 10 GEMS; 10 WEIGHT, ENOUGH TO POWER A SMALL SHIP
 2. LASER RIFLE: 3 GEMS; 2 WEIGHT, D6, 2 SHOTS PER TURN
2 CHARGES: SPEND A CHARGE WHEN YOU ROLL MAX DAMAGE OR THE GUN EXPLODES!(D10, 10 FEET)
 3. REPAIR COLONY: 5 GEMS; FRIENDLY BACTERIA RESTORE ALL STR AND HP AND INJURIES; 10 MINUTES SEDATION, 24 HOURS LINGERING FUGUE
 4. TRANSMUTER COLONY: 8 GEMS; PERFECTLY AND PERMANENTLY TRANSFORMS YOUR APPEARANCE TO MIMIC ANOTHER CREATURE (REQUIRES A DNA SAMPLE). YOU MAY MOVE UP TO 4 POINTS FROM ONE ABILITY SCORE TO ANOTHER
 5. LIGHTMIND MODULE: 6 GEMS; BRAIN IMPLANT TRANSLATES YOUR THOUGHTS TO VENUTIAN LIGHTSPEAK
 6. FORCEFIELD BELT: 4 GEMS; 8AP





BESTIARY

(B1-B8)

*ASSORTED CREATURES OF THE MOON: NATIVE,
NATURALIZED AND INVADING.*

B1: TOOTHLESS BLOODPRIEST

- » 30 HP 9 STR 11 DEX 18 WIL
- » THE ONLY VAMPIRE SPARED THE MOON GOD'S BANISHMENT
- » DRINKS NO BLOOD; SLOWLY DYING, WITH MANY REGRETS
- » RIDES A HOV'RING THRONE; A HIDDEN COMPARTMENT IN THE SEAT:
 - ◇ SILVER KEY
 - ◇ VIAL OF ANTI-WATER: PURGES ENCHANTMENT AND CONTAMINANTS FROM AN ENCLOSED BODY OF WATER
- » **FIRST,**
- » 2D4 HAUNTED ARMOR GUARD HIM, AGAINST HIS WILL, FROM ALL WHO APPROACH
 - ◇ 14 AP 14 STR 14 DEX 10 WIL
 - ◇ RAILGUN: D10
 - ◇ POISONED SPEAR: D6, DOUBLE INJURIES
 - ◇ WHEN THEIR SHELL IS DESTROYED, THEY POSSESS NEARBY ARMOR (STR SAVE TO RESIST)

B2: FUGITIVE SKULL MASON

- » 25 HP / 6 AP (REINFORCED JACKET)
- » 12 STR 17 DEX 16 WIL
- » CONDEMNED VENUTIAN TERRORIST
- » FLUENT LIAR
- » SEEKS THE MOON GOD'S HEART (T7), THAT HE MIGHT BIND THE GOD AND TAKE IT TO VENUS TO MAKE WAR ON THE AUTOCRACY
- » ENCHANTED SKULLS HOLD THE GHOSTS OF FALLEN COMRADES. VISCOUS ECTOPLASM POURS OUT TO FORM LIMBS AND BODY, A SLIME GHOST WITH THE SKULL AS ITS HEAD
 - ◇ 18 HP 14 STR 14 DEX 13 WIL
 - ◇ SLIME WHIP: D6, 2 ATTACKS/TURN
 - ◇ INVULNERABLE SKULL; JELLY BODY IS IMMUNE TO NORMAL WEAPONS, TAKES DOUBLE DAMAGE FROM FIRE AND LASERS. WHEN IT TAKES STR DAMAGE, IT MUST PASS A SAVE OR RETREAT WITHIN THE SKULL (RECOVERS IN 1 DAY)
- » **FIRST,**
- » D6 VENUTIAN AGITATORS, ON GUARD OR RELAXING NEARBY
 - ◇ 8 HP / 6 AP (VACUUM SUIT)
 - ◇ 12 STR 11 DEX 10 WIL
 - ◇ SHOCK BATONS: D8 DEX DAMAGE
 - ◇ POISON GAS GRENADES: D6 DAMAGE/TURN, INFILTRATES SEALED SUITS AFTER 1 TURN
 - ◇ IGNORANT OF THE SKULL MASON'S PLANS; THE TRUTH WOULD DIVIDE THEM

B3: FERAL GHOUL

- » 20 HP 16 STR 16 DEX 12 WIL
- » TENTACLES: D8, 3 ATTACKS PER TURN
- » HIDES AND STALKS, WAITING FOR A MOMENT OF VULNERABILITY

B4: LUNAR GEM BORER

- » 16 HP 14 STR 14 DEX 9 WIL
- » ROCK DRILL: D10, DOUBLE INJURIES
- » SWIMS THROUGH ROCK LIKE AN EEL THROUGH WATER
- » LOVES TO EAT GEMS

B5: ROCKET PRINCE

- » 12 HP / 6 AP (FORCEFIELD BELT)
- » 13 STR 12 DEX 10 WIL
- » WARDING STANCE: IMMUNE TO MELEE ATTACKS AND ARROWS
- » ALIEN ACCENT, ORNATE SPEECH
- » CAME HERE FROM THE ROCKET KINGDOMS ON THE TRADESHIP "JOSHUA" (C9)
- » DETERMINED TO BEFRIEND THE RECLUSIVE LOCAL EARTHLINGS, BUT THEY DON'T TRUST HIM AND KEEP THEMSELVES OUT OF SIGHT
- » **FIRST,**
- » A CONSPICUOUS SUPPLY CRATE:
 - ◇ ALREADY PILLAGED 3 IN 6 TIMES, OTHERWISE HOLDS D6 RATIONS, BANDAGES AND ANTIBACTERIAL SPRAY
 - ◇ A PEACE OFFERING; THE PRINCE WATCHES FROM NEARBY CONCEALMENT

B6: GHOST MONKS

- » 6 HP 12 STR 14 DEX 14 WIL
- » GHOST BITE: D8 WIL DAMAGE, RESTORES AS MUCH HP
- » BLOOD MOON HYMNARY
 - ◇ THE MONKS JOIN THEIR VOICES IN WORSHIPFUL SONG: MINOR HARMONIES IN TANDEM WITH EMOTIVE PSYCHIC BURSTS
 - ◇ LIGHTS GO OUT. HEARING CREATURES BLEED, LOSING 1 STR PER TURN
- » LINGERING SPIRITS OF THE VAMPIRES WHO DIED TO THE MOON GOD'S RAGE
- » TRAPPED IN THE CYCLES OF THEIR FORMER LIVES
- » RESPOND WITH VIOLENCE IF THEIR REENACTMENTS ARE DISRUPTED

B7: ROBOCLONES

- » 10 HP 10 STR 10 DEX 10 WIL
- » SPLICED EARTHLY CLONES, IMPLANTED AS ZYGOTES INTO ROBOTIC SHELLS
- » MADE BY VAMPIRES TO KEEP THE TEMPLE GROUNDS. NOW THEY KEEP A SMALL COLONY IN THE LUNAR WASTES, DESCENDING INTO THE TEMPLE ONLY OCCASIONALLY TO RAID SUPPLIES
- » LASER RIFLE: D6, 2 SHOTS/TURN
- » RANDOM ATTACHMENTS:
 1. **DEMOLITION CANNON:** D20 DAMAGE IN A WIDE ARC, DESTROYS SCENERY, 1 TURN TO PREPARE
 2. **TRACTOR BEAM:** GRAPPLES AT RANGES UP TO 50 FT.
 3. **MINING LASER:** D10 DAMAGE, IGNORES ARMOR, DEX SAVE TO AIM
 4. **ADVANCED MOBILITY RIG:** RUNS UP TO 60 MPH, EXTREMELY NIMBLE
 5. **BIOGUN:** SPRAYS A SLURRY OF FLESH-EATING BACTERIA; 10 FT CONE, D6 DAMAGE PER TURN IN CONTACT WITH SKIN. REMOVED BY FIRE OR BLEACH
 6. **PSYCHIC EXOBRAIN:** TELEPATHIC AND TELEKINETIC

B8: GOD OF THE MOON

- » SHE WAS IMPRISONED DEEP WITHIN THE MOON WHILE THE WORLD WAS STILL YOUNG
- » FREED BY VAMPIRES, TO BE MADE PRISONER AGAIN IN THE TEMPLE THEY BUILT FOR HER
- » LONGS TO RETURN TO EARTH BUT IS BOUND TO **HER HEART**
 - ◇ STOLEN BY THE BLOODLORDS AND KEPT IN A **CURSED POOL** NEAR THE TEMPLE (T7)
 - ◇ SHE NEEDS HELP TO REIMPLANT IT

WITHOUT HER HEART, HER FORM IS FRACTURED, SPLIT INTO PIECES:

- » **MOON GOD'S EYES**
 - ◇ 30 HP / 12 AP (STUDDERED WITH GEMS)
 - ◇ 12 STR 13 DEX 18 WIL
 - ◇ **SAD EYES:** D6 WIL DAMAGE; WIL SAVE TO LOOK AWAY
- » **MOON GOD'S MOUTH**
 - ◇ 40 HP 18 STR 13 DEX 12 WIL
 - ◇ **CHOMPING TEETH:** D12, DOUBLE INJURIES
- » **MOON GOD'S HANDS**
 - ◇ TWO OF THEM, BOTH RIGHT HANDS
 - ◇ 20 HP / 20 AP (GOLDEN BRACERS)
 - ◇ 15 STR 18 DEX 12 WIL
 - ◇ **SQUEEZE:** D6/TURN WHILE GRAPPLED
 - ◇ **RUNE CARVING:** DIAMOND FINGERNAILS SCRAPE SIGILS INTO ROCK OR METAL:
 - "WARDING LINE:" CAN'T BE CROSSED
 - "VORTEX:" WIL SAVE OR MOVE TOWARD IT EACH TURN
 - "DARKNESS:" SNUFFS NEARBY LIGHTS
 - "DOWN:" CHANGES THE PLANE OF GRAVITY







TREASURE

TREASURE ROLL...

POOR: D3 | COMMON: D8 | ELITE: D4+1

1. EXPLODING TRAP!	4. ARMOR MODULE
2. D3 GEMS	5. SPELL TOME
3. MINOR ARTIFACT	6+ CLUE OR TOOL

MINOR ARTIFACTS

1. GHOST JAR: IMMATERIAL CREATURES WITH 0 HP CAN BE CAPTURED INSIDE
2. POWER CELL: +3 BATTERY
3. CURSED RING OF INVISIBILITY: CAN'T BE REMOVED; FINGER ROTS OFF AFTER AN HOUR
4. MIRRORED SHIELD: REFLECTS LASERS
5. SPIDERSILK CLOAK: 5AP, 0 WEIGHT
6. PACT VIAL: D6+1 DROPS OF ICHOR; CREATURES WHO DRINK FROM THE VIAL HAVE THEIR LIVES (AND DEATHS) BOUND TOGETHER: WHEN ONE DIES, ALL DIE

ARMOR MODULES

1. GILT BREASTPLATE: 10 ARMOR, 2 WEIGHT, +1 WIL, +1 STR, -1 DEX
2. TEMPLAR VISOR: PROTECTS FROM BRAIN INJURY, PIERCES ILLUSION, +1 RANGED DAMAGE
3. GRAPPLE GUN: 300 FEET OF LINE
4. ARTICULATED GRAB ARM: 5 WEIGHT, +2 STR, INCREDIBLE LIFTING POWER
5. ROCKET BOOTS: FLY UP TO 100MPH, 1 HOUR OF CHARGE, DEX SAVE TO SAFELY LAND
6. HYPERWEAVE CLOAK: 8 AP; IMMUNITY TO PROJECTILES AND EDGED WEAPONS

VENUTIAN SPELL TOMES

ONLY A FEW REMAIN, ANCIENT AND CRUMBLING, THE CRAFT OF THEIR MAKING LONG LOST.

(CORRUPTION GENERATED) SPELL: DESCRIPTION

THE WHITE CATALOGUE

- » (1) SHARPENING AURA: ALL EDGED WEAPONS DEAL DOUBLE DAMAGE FOR THE NEXT D3 TURNS; 30 FT. RADIUS
- » (D3) FUSE FLESH: HEALS A TOUCHED INJURY; DEX SAVE TO AVOID DISFIGURING SCARS
- » (D6) STITCHES: REPLACES ANY LOST BODY PART WITH ONE FROM A FRESH CADAVER

BEAM BIBLE

- » (1) CHARGE BEAM: DRAINS OR RESTORES 1 CHARGE TO A DEVICE OR D10 AP TO A FORCEFIELD
- » (D6) POWER BEACON: WITHIN 100 FT, FORCEFIELDS ARE INDESTRUCTIBLE, ENERGY WEAPONS USE NO CHARGES AND DEAL +3 DAMAGE; 10 MINUTES
- » (D6) SEAL-BREAKING LASER: DESTROYS A FORCEFIELD OR MAGICAL BARRIER
- » (D12) RIFT CUTTER: RIPS A ONE-WAY WORMHOLE TO ANY PREVIOUSLY VISITED LOCATION; D3 CREATURES CAN PASS THROUGH BEFORE IT CLOSSES

HOVERTOME

- » (1) LIFT: LIFTS AND TELEKINETICALLY MANIPULATES A TOUCHED OBJECT OR CREATURE FOR ONE HOUR. LIVING CREATURES CAN ESCAPE WITH A STR SAVE
- » (D20) CAST INTO VOID: APPLIES AWESOME ACCELERATION TO A TOUCHED OBJECT OR CREATURE, THROWING IT AN UNLIMITED DISTANCE:
 - ◇ 30 DAMAGE ON COLLISION; CREATURES MUST PASS A [STR-2] SAVE TO RESIST BEING THROWN, AND STILL TAKE 30 DAMAGE FROM THE STRAIN

CRYOGONY

- » (1) CHILL: TOUCHED WARM-BLOODED CREATURE TAKES D6 DEX DAMAGE AND MUST PASS A DEX SAVE OR LOSE ITS NEXT TURN
- » (D6) BARRIER: CONJURES A SEMICIRCULAR ICE WALL 10 FEET IN FRONT OF YOU. ANYONE OCCUPYING THE SPACE MUST PASS A DEX SAVE OR BE TRAPPED IN ICE
- » (D10) TOMB: A NEARBY TARGET IS ENCASED IN A 10-FOOT CUBE OF ICE

OMNIFLAME HERESIES

- » (1) CONSUME OBJECT: CLOSE THE BOOK AROUND AN OBJECT TO UTTERLY OBLITERATE IT FROM EXISTENCE
- » (D6) FIREWALL: CONJURES A WALL OF FLAMES IN A 30 FOOT LINE ORIGINATING AT THE CASTER; CREATURES IN THE PATH TAKE D10 DAMAGE; 10 MINUTES
- » (D10) IMPS OF HELL: CONJURES D6 **WINGED FIRE SPRITES**; 10 MINUTES
 - ◇ 12 HP 14 STR 13 DEX 10 WIL
 - ◇ FLAMING AXE: D8, STARTS FIRES
 - ◇ FIRE BREATH: D6 DAMAGE, WIDE ARC

BOOK OF MASKS

- » (1) COLLECT FACE: DRAWING A CREATURE'S FACE IN THE BOOK MAKES THEM UNRECOGNIZABLE TO ANYONE WHO HAS KNOWN THEM. DESTROYING THE PAGE ENDS THE EFFECT
- » (D3) PAPER CLONE: CREATES AN OBEDIENT ORIGAMI DUPLICATE OF ANY CREATURE WHOSE FACE IS IN THE BOOK; MUTE AND FRAGILE
- » (D8) BREAK MASKS: DESTROYS ALL DUPLICATES, DISGUISES, DOPPELGANGERS, ILLUSIONS AND SIMULACRA WITHIN 30 FEET

CASTING SPELLS

- » CASTING A SPELL IS AN ATTACK ACTION
- » SPELLS GENERATE **CORRUPTION**
- » MAX CORRUPTION EQUALS HALF YOUR **WIL**; ANY OVERFLOW IS VIOLENTLY DISCHARGED
- » MEDITATION (1 HOUR) DISPELS D6 CORRUPTION

CORRUPTION EFFECTS (CUMULATIVE)

1-3	1-3: YOUR EYES GLOW RED, GOLD OR EMERALD; TAKE DOUBLE DAMAGE FROM GHOSTS AND IMMATERIAL CREATURES, WHO ARE DRAWN TO YOU WITH HUNGER OR FEARFUL FASCINATION
4-6	4-6: A HALO OF THRUMMING LIGHT AND RADIO NOISE SURROUNDS YOU
7-8	7-8: YOUR SKIN BREAKS OUT IN HIDEOUS EYES, HORNS AND FEATHERED WINGS; FLY AT RUNNING SPEED; PAINFULLY MOLT AS CORRUPTION FADES
9+	9: YOUR BODY TURNS TO BLACK STATIC ENERGY; YOU ARE IMMUNE TO PHYSICAL ATTACKS AND INFLICT 2D6 DAMAGE AND TRANSFER D6 CORRUPTION TO CREATURES YOU PASS THROUGH

OVERFLOW DISCHARGE EFFECTS

1-2	BLEEDING EYES, D6 DAMAGE (SELF)
3-4	MASS BLEEDING EYES, D6 DAMAGE (SELF AND NEARBY CREATURES)
5	BLACK STATIC FLARE, NEARBY ELECTRIC SYSTEMS SHUT DOWN FOR 1 TURN; D6 DAMAGE TO NEARBY ARTIFICIAL LIFEFORMS
6	TIME REWINDS BY ONE MINUTE; YOU ALONE REMEMBER WHAT'S HAPPENED. TAKE D6 DAMAGE FROM THE PROCESS
7	D3 NETHEBEASTS SPAWN FROM THE VOID
8+	SNUFFED OUT OF EXISTENCE

GAME OVER

