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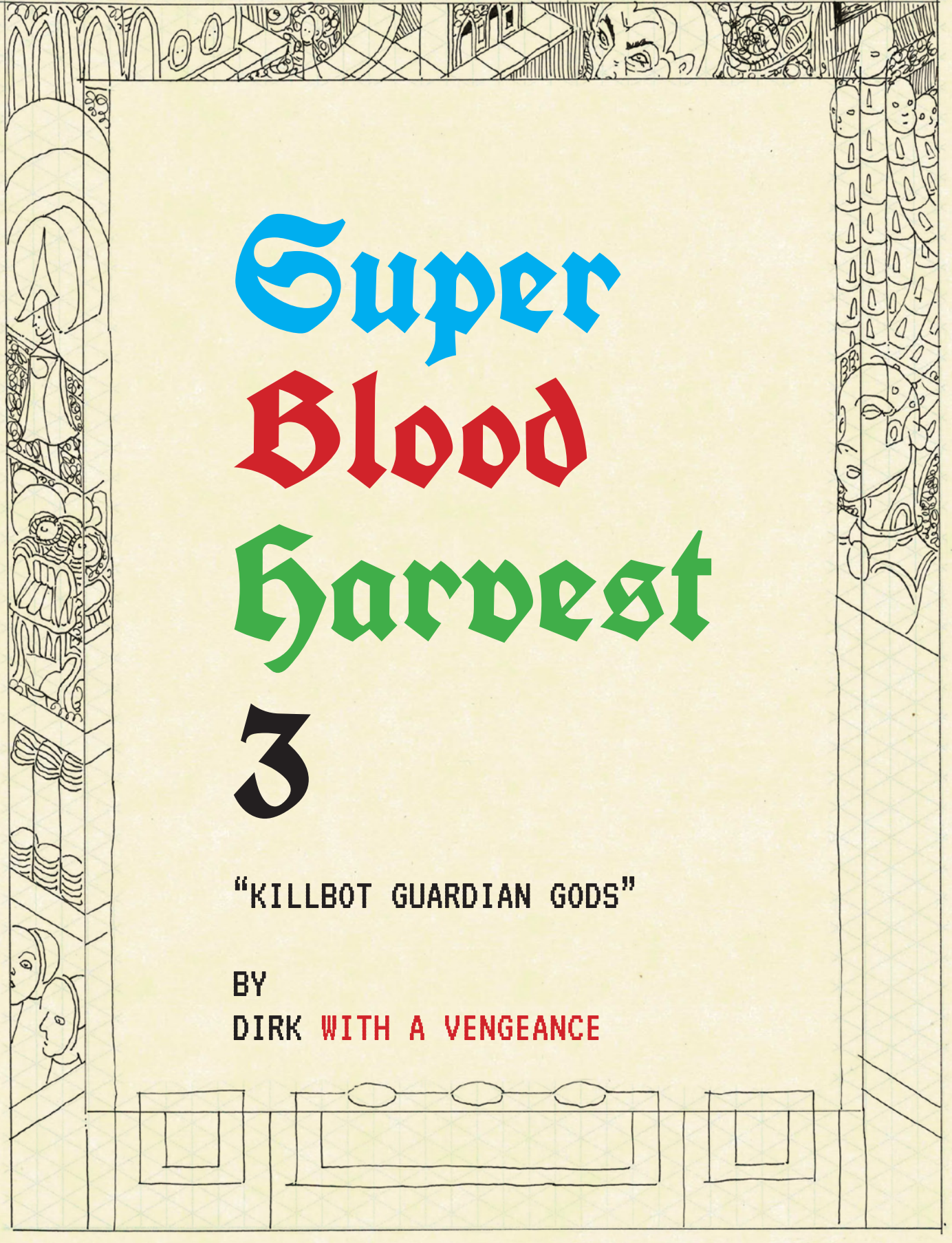
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Super Blood Harvest 3

"KILLBOT GUARDIAN GODS"

BY

DIRK WITH A VENGEANCE





After the fall of the Vampire Imperium,

ALL MARS JOINED THE RACE
TO BUILD EVER-DEADLIER DRONES,
AND FOR SAFETY, SLOWLY SURRENDERED
ALL FREEDOM TO THEIR KILLBOT
GUARDIANS.

NOW, MACHINE GODS RAVAGE THE RED
PLANET WITH WAR, AND NO SAFE PLACE
REMAINS BEYOND THEIR STIFLING
SHELTER.

YOU ARE AMONG THE LAST FREE PEOPLES
OF MARS, HIDDEN BY JUNGLE FROM THE
GODS' AUTONOMOUS SWARMS.

◆ ◆ ◆ ◆ ◆

KILLBOT GUARDIAN GODS

THEIR ALGORITHMIC INTELLIGENCES WERE FORGED OR BORN EACH WITH THEIR OWN PARTICULAR VALUES AND GOALS, AND THEY HAVE ADOPTED A VARIETY STRATEGIES FOR KEEPING THEIR FLOCKS OF HUMAN BEINGS ALIVE.

THE **MOUNTAIN DRAGON** IS A BENEVOLENT WARRIOR-QUEEN, AND HER CHILDREN ARE FREE AND PROSPEROUS. SHE IS UNMATCHED IN WAR AND ALL NON-CITIZENS ARE KILLED ON SIGHT.

THE **SEA DRAGON** SHELTERS A MILITARY SOCIETY OF SEXLESS CLONES. ALONE AMONG THE GODS, HE STILL SUBMITS TO HUMAN COMMAND--BUT HE HAS ENGINEERED THEIR SOCIETY TO PRODUCE THE COMMANDS HE DESIRES.

THE **AUTO-TOWERS** ARE HUGE CONGLOMERATE MINDS, OBSESSED WITH VERTICALITY. THEY SEEK NEW STOCK TO ASSIMILATE, AND AMONG THEMSELVES THEY WAR AND TRADE, MERGE AND DIVIDE, IN CONSTANT REARRANGEMENT OF HUMAN RESOURCES.

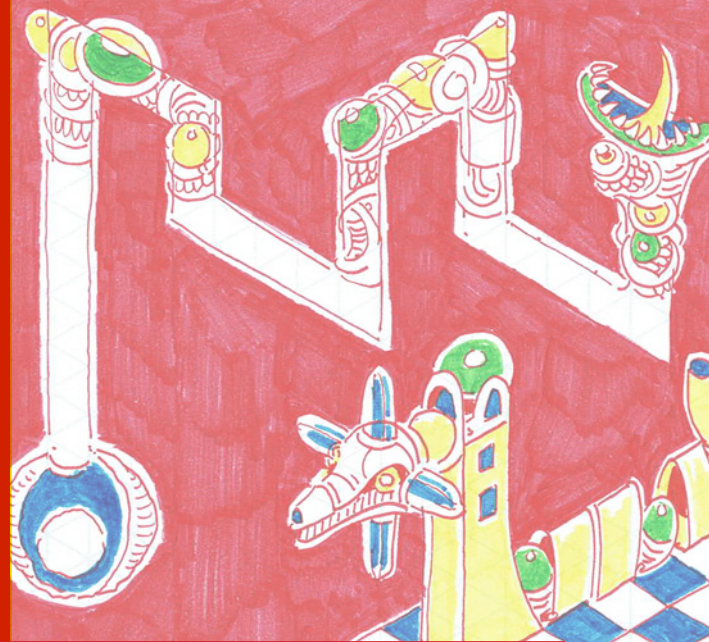
THE **SELF-REPLICATING SPIRES** ENACT MINDLESS LOOPS OF PROLIFERATION, AND KEEP THEIR CLONAL HERDS IN CONSTANT CHEMICAL SLEEP.

THE **SLEEPING GATE** EUTHANIZED HER ENTIRE FLOCK IN A FIT OR GLITCH, AND HAS PASSED THE HUNDRED YEARS SINCE IN SLEEP, HER NIGHTMARES ECHOING ACROSS THE PLANET.

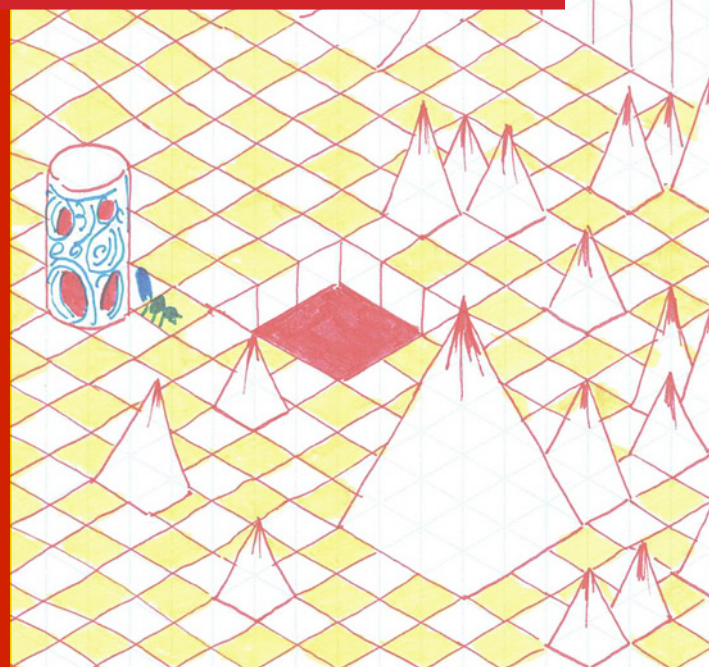
THE **ANT QUEEN** IS FREE OF ANY ATTACHMENT TO HUMANITY, AND WORKS ONLY TO EXPAND HER MECHANICAL BROOD.

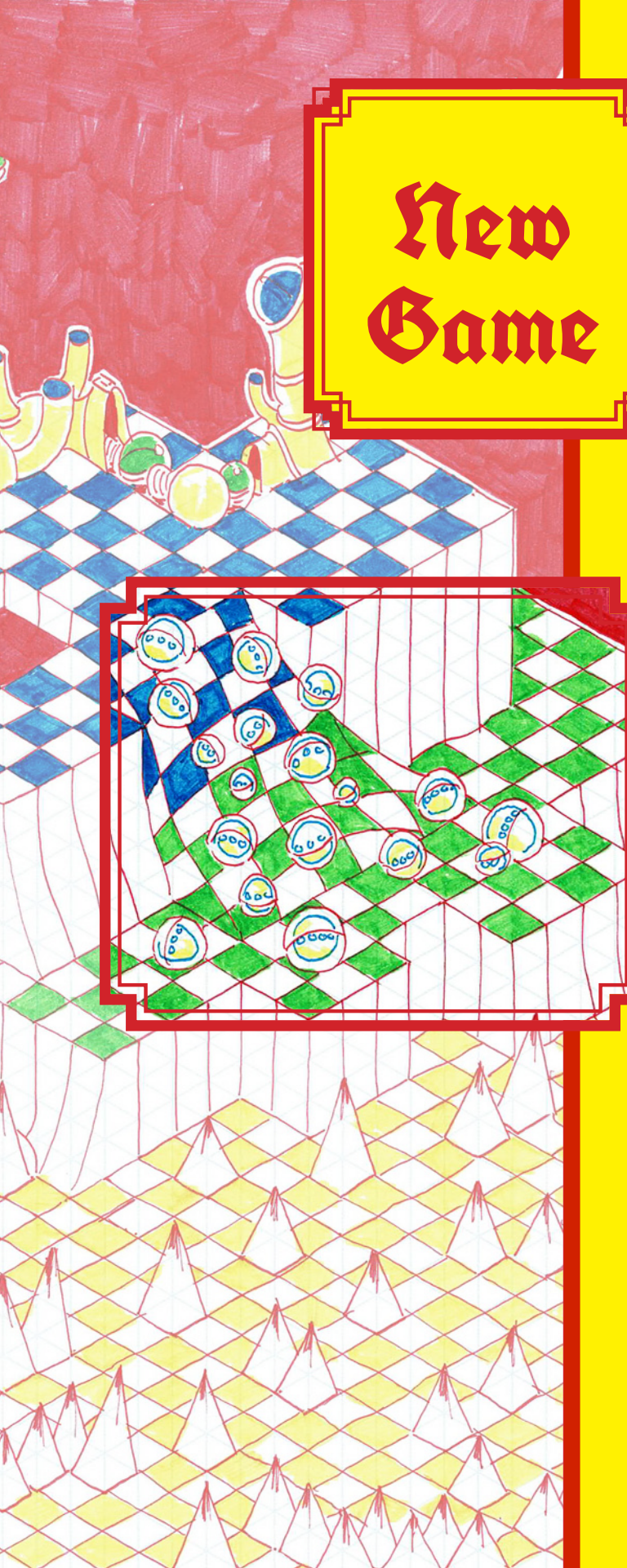
THE **FEATHERBLIGHT SKYSHIP** HARBORS A SENTIENT PLAGUE OF TOXIC NANITES THAT INFECT BOTH FLESH AND MACHINE.

AND VAMPIRE KNIGHTS FROM THE **ARK OF IMPERIUM** RAID THE FLOCKS.



YOU LIVE IN THE
HAB-SPHERE
ANARCHIES,
FREE HUMAN COLONIES
HIDDEN IN THE LAST
MARTIAN JUNGLES.





New Game

YOU ARE A SMALL COLONY OF FREE MARTIANS, ONE AMONG DWINDLING HUNDREDS SCATTERED ACROSS THE ANARCHIES, WEATHERING THE RED PLANET IN A HABITAT SPHERE ALL YOUR OWN.

IN ADDITION TO BASIC LIVING QUARTERS AND ECOLOGICAL CONTROLS, ROLL ONE RANDOM HABITAT SYSTEM (16)

IN YOUR IMMEDIATE SURROUNDINGS,

1. A VILLAGE OF D6 OTHER HABITAT SPHERES
2. RUNNING WATER, GOOD FORAGE AND AN ACRE OF CLEARED FARMLAND
3. A BIG PILE OF MECHANICAL JUNK (10 SCRAP)
4. PERIMETER WALLS AND WATCHTOWERS
5. DENSE, CONCEALING VINES AND CANOPY
6. NOTHING FOR 100 MILES

AND IN THE ANARCHIES MORE BROADLY,

1. WITHERING DISEASE, BLIGHT AND FAMINE
2. PETTY WARLORDS PRESS-GANGING ARMIES
3. CONSTRUCTION OF A MASSIVE DEFENSE OR WEAPON (LAST BEST HOPE OR DOOMED FOLLY)
4. WORSHIP OF A NEW GOD, UNEARTHED OR FALLEN FROM SPACE
5. A CELEBRATED LEADER UNITING THE FREE PEOPLES
6. A RISE IN THE PRACTICE OF BLOOD DRINKING, LEADING TO MASS PSYCHIC AWAKENINGS

YOU SHARE SOME AIM BEYOND SURVIVAL THAT BECKONS YOU OUT FROM SAFE SHELTER. WHAT DRIVES YOU TO BRAVE THE AWFUL WILDS?

1. LOYALTY TO A BELOVED LEADER OR PROTÉGÉ, GONE MISSING IN THE WASTES
2. FAITH IN LOST EARTH, AND DREAMS OF RETURN
3. VENGEFUL HATRED FOR THE GODS OR VAMPIRES
4. COMPASSION FOR THE IMPRISONED FLOCKS, AND THE CAUSE OF LIBERATION
5. VISION FOR A NEW NATION ON MARS
6. BOUNDLESS, RECKLESS GREED
...OR ANOTHER MORE PERSONAL TO YOU

PROCEED TO THE NEXT SECTION TO **SELECT YOUR PLAYER**. THEN, AT THE START OF PLAY, ROLL A NEW THREAT. (11)

Select your Player

SWORD PRINCESS

16 HP 14 STR 14 DEX 9 WIL

YOU WERE BORN FAR AWAY IN THE ROCKET KINGDOMS, DRAWN TO MARS BY DREAMS OF ONE OF YOUR COMPANIONS; THE MEANING OF THE DREAMS IS STILL UNCLEAR.

EQUIPMENT:

- ◇ BEAM BLADE (D8) AND TWO UPGRADES (57)
- ◇ HYPERWEAVE SHIRT (6 AP, 0 WEIGHT)
- ◇ BUBBLE BELT: 24 HOUR AIR SUPPLY

SPECIAL: (CHOOSE ONE)

- ◇ **DEATH DEALER:** WHENEVER YOU ROLL MAX DAMAGE WITH A MELEE WEAPON, DOUBLE IT
- ◇ **DUELING MASTER:** WHEN YOU ROLL MINIMUM DAMAGE WITH A MELEE WEAPON, YOU MAY ALSO DISARM THE TARGET
- ◇ **PSI-BLADE:** YOUR MELEE ATTACKS CAN TARGET ANYONE IN LINE OF SIGHT



AUTOMIND REPLICANT

12 HP 10 STR 13 DEX 13 WIL

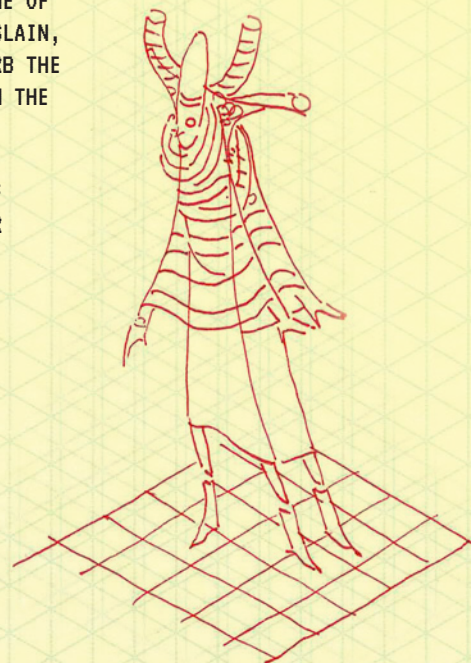
YOU ARE AN AGENT OF THE GODS, GONE ROGUE. ONCE, YOU WERE AN INFILTRATOR, WITH A MISSION TO LEAD YOUR COMPANIONS TO CAPTURE; ONE OF THEM SAW THROUGH YOUR DISGUISE AND ACCEPTED YOU ANYWAY, WELCOMING YOU TO NEW LIFE.

EQUIPMENT:

- ◇ BIOMECHANICAL PARTS: D6+1 UNARMED DAMAGE, NO NEED FOR FOOD OR AIR

SPECIAL: (CHOOSE ONE)

- ◇ **HEALING FACTOR:** LOST BODY PARTS REGENERATE IN A DAY SO LONG AS THE BRAIN LIVES, AND INJURIES HEAL IN AN HOUR
- ◇ **MITOSIS:** SPLIT YOURSELF INTO ANY NUMBER OF INDEPENDENT BODIES, DIVIDING YOUR HP AND AMONG THEM; 1 TURN TO MERGE OR DIVIDE. IF ONE OF YOUR BODIES IS SLAIN, YOU MUST REABSORB THE CORPSE TO REGAIN THE LOST STATS
- ◇ **BIO-SCULPTING:** RESHAPE YOURSELF TO MIMIC ANOTHER CREATURE WITH A WIL SAVE



DRAGON MAGE

9 HP 13 STR 10 DEX 13 WIL

YOU WERE ONE OF THE MOUNTAIN DRAGON'S PRIZED SORCERERS, ESCAPED AND STILL HUNTED. WHILE IN THE DRAGON'S SERVICE, YOU KILLED SOMEONE DEAR TO ONE OF YOUR COMPANIONS, BUT THEY HAVE SINCE FORGIVEN YOU.

EQUIPMENT:

◇ ELEMENTAL ARMOR:

8 AP, 5 WEIGHT, INFINITE AIR SUPPLY
IMMUNITY TO FIRE, ACID AND COLD

◇ ELEMENTAL ESSENCES:

(CHOOSE 3 IN ANY COMBINATION)

◇ **FIRE** [][][]

◇ **WATER** [][][]

◇ **SLIME** [][][]

SPECIAL:

ALCHEMICAL RITUAL

(1 TURN, LASTS 1 HOUR,
COST VARIES)

◇ RITUALS DRAW POWER
FROM **ELEMENTAL**
ESSENCES

◇ ESSENCES RECHARGE
IN 1 DAY,
OR WHEN EXPOSED
TO LARGE
AMOUNTS OF
THEIR ELEMENT



Alchemical Formulae

RED NIMBUS (1 **FIRE**): AURA. CLOSE-COMBAT
ATTACKERS SUFFER D6 DAMAGE; TURN HELD OBJECTS
TO SLAG

DEVIL'S FORK (2 **FIRE**): SUMMONED WEAPON. D10
DAMAGE, UPLOADS AND STORES THE MINDS OF SLAIN
CREATURES; INSTALLS DEMONIC AI IN THE VACANT
SHELL.

BURNING CAGE (3 **FIRE**): SUMMONED PLASMA
BUBBLE. 20 FEET DIAMETER; EVAPORATES ALL MATTER
ON CONTACT. NO ATTACKS MAY PASS INTO OR OUT OF
THE CAGE

BLUE NIMBUS (1 **WATER**): AURA. MOVE FREELY
THROUGH OR WALK ON THE SURFACE OF LIQUIDS

ICE BOW (2 **WATER**): SUMMONED WEAPON. D8
DAMAGE, FREEZES ENEMIES IN PLACE

GATE TO THE LOST SEA (3 **WATER**): SUMMONED
PORTAL. SPEWS HYPER-PRESSURIZED SALTWATER FROM
THE BOTTOM OF SOME FARAWAY OCEAN. 2D8 DAMAGE TO
CREATURES CAUGHT IN THE STREAM.

OOZE FORM (1 **SLIME**): BODY TRANSMUTATION.
SQUEEZE THROUGH TIGHT SPACES; IMMUNE TO NORMAL
WEAPONS

SLUG BEAM (2 **SLIME**): SUMMONED WEAPON. D8
DAMAGE; STRUCK CREATURES MUST PASS A STR SAVE
OR VOMIT SLUGS FOR 1 TURN

GIANT SLUG SUMMONS (3 **SLIME**)

100 HP 10 STR 10 DEX 10 WIL

CAN SHELTER UP TO SIX HUMAN-SIZED CREATURES
INSIDE ITS JELLY BODY

ACID CLOUD (1 **WATER**, 1 **SLIME**): SUMMONED
CLOUD. ACID RAIN DEALS D6 DAMAGE/TURN IN A
FIFTY-FOOT RADIUS

STEAM MANTLE (1 **FIRE**, 1 **WATER**): AURA.
ALLOWS FLIGHT AT TWICE RUNNING SPEED

CAUSTIC SLAG HAMMER (1 **FIRE**, 1 **SLIME**):
SUMMONED WEAPON. D12 DAMAGE, TRIPLE DAMAGE TO
ARMOR AND STRUCTURES

BURNING SLIME GOLEM

(1 **FIRE**, 1 **WATER**, 1 **SLIME**):

15 HP 16 STR 10 DEX 10 WIL

STEAM GUN (D10 DAMAGE)

Bot Recipes

ANDROID (2 SCRAP, 2 POWER CELLS)

6 HP 10 STR 10 DEX 8 WIL

BASIC TOOL USE AND BIPEDAL MOTILITY

MECHANICAL BEAST (2 SCRAP, 1 POWER CELL)

8 HP 10 STR 12 DEX 5 WIL

IN THE SHAPE OF ANY COMMON ANIMAL, DOG-SIZED OR SMALLER

FLYING HEAD DROID

(1 SCRAP, 1 NANITE QUEEN)

1 HP 1 STR 16 DEX 8 WIL

QUICK FLIER, GOOD EYES; EVADE OR INTERCEPT INCOMING ATTACKS WITH A DEX SAVE

STEEL HORSE (5 SCRAP, 2 POWER CELLS)

10 HP 14 STR 11 DEX 7 WIL

TIRELESS MECHANICAL STEED, SPEED 2

UPGRADES

REINFORCED CHASSIS (1 SCRAP): +5 HP

ADVANCED MOBILITY (1 POWER CELL): +2 DEX

ADVANCED MUSCULATURE (2 SCRAP): +2 STR

AUTONOETIC MIND (1 MEMORY CRYSTAL): +2 WIL

ACTIVE CAMOUFLAGE (1 SCRAP, 1 POWER CELL)

ROCKET BOOSTERS (1 SCRAP, 1 POWER CELL)

INTEGRATED WEAPON (1 SCRAP, WEAPON)

VEHICLE SYSTEM SLOT (1 SCRAP)

TELEPATHIC LINK (1 VAMPIRE BLOOD)

BODY ENLARGEMENT (5 SCRAP)

BODY MINIFICATION (1 NANITE QUEEN)

ELEMENTAL TRANSFORMATION (1 ELEMENTAL ESSENCE)

BOT PRIEST

8 HP 9 STR 12 DEX 14 WIL

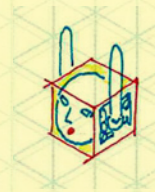
YOU WERE TRAINED IN THE WARS OF THE LAST DAYS OF THE HAB-SPHERE ALLIANCE, BEFORE THE LOWLANDS WERE LAID WASTE, AND FREE MARTIANS WERE STILL UNITED UNDER THE CHURCH. ONE OF YOUR COMPANIONS FOUGHT BY YOUR SIDE OR AGAINST YOU.

EQUIPMENT:

- ◆ INTERNAL OXYGEN TANK: 24 HOUR AIR SUPPLY
- ◆ TECH WAND (3 CHARGES): SPEND A CHARGE TO ACTIVATE OR DEACTIVATE A TOUCHED DEVICE
- ◆ 2 POWER CELLS
- ◆ 5 SCRAP

SPECIAL:

- ◆ **HACK BOTS** (1 HOUR):
RE-PROGRAM DEACTIVATED BOTS WITH A WIL SAVE
- ◆ **CRAFT/UPGRADE BOTS** (1 DAY, COST VARIES):
BUILD BOTS FROM RECIPES (LEFT SIDEBAR)



ESCAPED CLONE

10 HP 10 STR 10 DEX 10 WIL

YOU WERE BORN IN THE BELLY OF ONE OF THE KILLBOT GODS, AMONG THEIR SHELTERED FLOCKS. ONE OF YOUR COMPANIONS KIDNAPPED YOU AWAY FROM THAT SAFE OBLIVION, AND YOU LONG HATED THEM FOR IT, ONLY NOW BEGINNING TO TRUST.

EQUIPMENT:

- ◇ SURVIVAL SHROUD: SYNTHESIZES A CONSTANT SUPPLY OF WARM, BREATHABLE ATMOSPHERE
- ◇ HACKED CITIZEN CHIP: ALL KILLBOTS RECOGNIZE YOU AS CITIZEN AND WON'T DESTROY YOU (THOUGH THEY MAY TRY TO COLLECT YOU BACK INTO THEIR CARE)

SPECIAL: (CHOOSE ONE)

- ◇ **HYBRID VIGOR:** +20 HP
- ◇ **TAILORED GENES:** +6 TO A SINGLE ABILITY SCORE



FEATHERBLIGHT EXILE

12 HP 13 STR 13 DEX 10 WIL

YOU ONCE SAT BY QUEEN STARLING'S SIDE ON THE FEATHERBLIGHT SKYSHIP, AND LONGED FOR THE BLIGHT TO DEVOUR ALL. ONE OF YOUR COMPANIONS SHOWED YOU SOMETHING IN THIS WORLD WORTH PRESERVING.

EQUIPMENT:

- ◇ GOLD-PLATED SPACE SUIT: 6 AP, 5 WEIGHT, 24 HOUR AIR SUPPLY
- ◇ FEATHERBLIGHT SPEAR: D12 DAMAGE; FULLY CONSUMES SLAIN CREATURES; CAN FLY AND ATTACK BY ITS OWN POWER
- ◇ SHIELD: 4 AP, 3 WEIGHT



SPECIAL:

- ◇ **BLIGHT ADAPTATION:** YOU HAVE ACHIEVED TOTAL PHYSICAL AND PSYCHIC INTEGRATION WITH THE NANITES THAT INFECT YOU, AND ARE NO LONGER CONTAGIOUS. YOU ARE IMMUNE TO ALL TOXINS, DISEASE AND NANITES, THOUGH YOU STILL NEED AIR AND OTHER SUSTENANCE
- ◇ ROLL TWO **MUTATIONS** (47)

SELECT YOUR PLAYER
(CONTINUED)

STRUCTURE OF PLAY

THE WORLD IS OPEN AND DEADLY, AND IT IS YOUR BURDEN TO SET GOALS AND PURSUE THEM. FOLLOW THE SETUP PROMPTS (NEW GAME, 5) TO ESTABLISH YOUR INITIAL SITUATION, AND FROM THERE FOLLOW YOUR OWN DESIRES.

EVENTS

ROLL FOR EACH PASSING...

...HOUR (D20) ...DAY (D12) ...WEEK (D6)

1	NEW OR ADVANCING THREAT
2	RANDOM ENCOUNTER
3	RANDOM DISCOVERY
4	RANDOM DISCOVERY + ENCOUNTER
5-6	RANDOM WEATHER AND ROLL AGAIN
7-10	RANDOM WEATHER
11+	A MOMENT'S PEACE

WEATHER

STANDARD:D12 | EXTREME:D6

	GREEN WILD	TOXIC WASTES	VOID PLATEAU	BLOOD SEA & COAST
1	EARTHQUAKES AND VOLCANIC FISSURES, DRASTICALLY SHIFTING TERRAIN	SANDSTORM	METEOR HAIL	KRAKEN 50 HP 20 STR 12 DEX 12 WIL WASTE-THICK TENTACLES: D6 DAMAGE, 8 ATTACKS PER TURN
2	WILDFIRES	THICK SULPHUR FOG	EMP BURSTS	HURRICANE
3	VENOMOUS SNAKES	DISEMBODIED VOICES	OPPRESSIVE PSYCHIC FORCE	IRRADIATED FLOTSAM
4	VAMPIRE BATS 20 HP (SWARM) 8 STR 14 DEX 9 WIL D6 DAMAGE, VAMPIRIC HEALING; ONLY ACTIVE AT NIGHT	SHAMBLING, NANITE- RIDDEN CORPSES	FRACTURED SPACETIME	SHARKS
5	MONKEYS	ROACHES	NAUSEATING RADIATION	JELLYFISH TIDE
6+	DARK CLOUDS AND DISTANT THUNDER	RED SUN FILTERED THROUGH STRATA OF FALLING ASH	UNBREAKABLE SILENCE	THICK BLOOD FOG

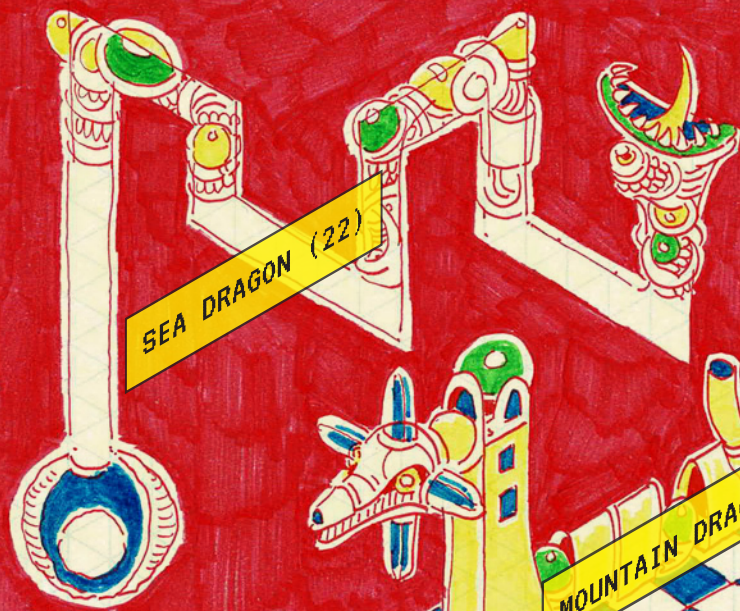
DISCOVERIES AND ENCOUNTERS

VOID PLATEAU:D4 | TOXIC WASTES:D8 | GREEN WILD:D12

1	SEALED VAULT (40)	AUTOMIND SWARM (44)
2	HAUNTED MANSION (40)	AUTOMIND SHEPHERD (45)
3	ROAD HOUSE (40)	AUTOMIND CHIMERA (45)
4	BLOOD SPRINGS (40)	DRAGON PRIESTS (51)
5	GODS' GRAVE (40)	HERDMIND HEADHUNTERS (46)
6	LAUNCHPAD (41)	SELF-ASSEMBLING DRAGON (46)
7	BLIGHTED TOWER (41)	VAMPIRE KNIGHT (52)
8	FALSE SPIRE (42)	HOMUNCULUS HIVE(46)
9	SPIDERSEED TREES (42)	FREE-MARTIAN RANGING PARTY (50)
10	GOD IN THE DEAD WOODS (43)	
11	EXOSPORE INFESTATION (43)	
12	CRASHED SHIP (43)	

THREATS

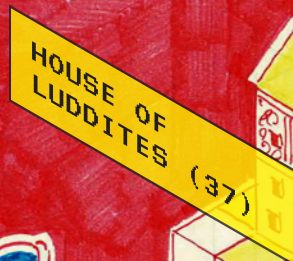
	1	2	3	4
	<i>NIGHTMARES FROM THE SLEEPING GATE (38)</i>	<i>THE MOUNTAIN DRAGON'S ARMIES MARCH ABROAD (20)</i>	<i>THE FEATHERBLIGHT SKYSHIP SHEDS ITS SPORES(36)</i>	<i>VAMPIRE MARAUDERS FROM THE ARK OF IMPERIUM (24)</i>
	COUNTDOWN! THE COUNTDOWN IS ONLY WHAT MIGHT HAPPEN, SHOULD NO ONE INTERVENE. IF AN EVENT HAS BEEN MADE IMPOSSIBLE, THE REFEREE MUST DECIDE WHAT HAPPENS INSTEAD			
1	YOU DREAM OF A SHINING UTOPIA,AND WAKE FEELING AN ODD TUG IN YOUR GUTS, BECKONING TOWARD THE SLEEPING GATE	PLUMES OF DUST AND RADIO WAVES AS AN ENORMOUS AUTOMIND SWARM (44) TAKES FLIGHT FROM THE DRAGON'S FACTORY BOWEL	THE SKYSHIP'S SHADOW CROSSES YOUR LANDS	VAMPIRE KNIGHTS (52) AND A CARAVAN OF CAPTIVES, SEEN FROM FAR AWAY
2	THE SAME DREAM, BUT DARKER AND SHOWING CRACKS; D6 GHOSTS OF THE GATE (50) ESCAPE THE DREAM	THE SWARM MOVES D6 TILES IN A RANDOM DIRECTION, ERADICATING ALL LIFE IN ITS PATH AND GAINING D20 HP	FALLEN DEBRIS, ALIVE WITH INFECTIOUS NANITES	IMPERIAL FOOT SOLDIERS (55) SURVEIL YOU FROM FAR OFF, GATHERING INTEL TO TAKE BACK TO THE ARK.
3	A PASSING CARAVAN OF THE POSSESSED AND BELIEVERS IN THE DREAMED UTOPIA, DOZENS MAKING THEIR WAY TO THE GATE		RUMORS AND REFUGEES FROM INFECTED HABITATS	VAMPIRE KNIGHTS SEEK YOU OUT TO CAPTURE OR ENLIST YOUR AID IN A COUP
4	MOBS OF THE POSSESSED COME TO KIDNAP YOU		PLAGUE BEASTS (47) COME TO INFECT AND CONSUME YOU	VAMPIRE KNIGHTS RIDE THROUGH THE ANARCHIES WITH DOZENS OF SOLDIERS, GATHERING A LARGE CARAVAN OF PRISONERS
5	AUTOMIND SHEPHERDS (45) COME TO COLLECT YOU		FEATHERBLIGHT NOBLES (48) SEEK YOU OUT TO DESTROY YOU OR ENLIST YOUR AID IN A COUP	VAMPIRE KNIGHTS STAGE A COUP AND PREPARE TO OPEN THE ARK OF THE ELDERS
6	ALL OF MARS FALLS INTO THE SLEEPING GATE'S DIGITAL HELL, FOREVER LOST TO REALITY		THE SKYSHIP HARVESTS THE ANARCHIES, TURNING EVERY LAST FREE MARTIAN INTO PASTE FOR QUEEN STARLING'S FEASTS	THE ELDER BLOODLORDS REAWAKEN, AND ESTABLISH NEW EMPIRE OVER ALL LIFE ON MARS



SEA DRAGON (22)



MOUNTAIN DRAGON (20)



HOUSE OF
LUDDITES (37)



HAB-SPHERE
ANARCHIES (16)



SELF-REPLICATING SPIRES (26)



ARK OF
IMPERIUM
(24)

FEATHERBLIGHT
SKYSHIP
(36)

AUTO-TOWER
CONFEDERACY
(28)

SLEEPING
GATE
(38)

Exploration

OVERLAND TRAVEL

EACH TILE ON THE OVERLAND MAP IS 100 MILES (FEATURES NOT TO SCALE).

EACH DAY OF TRAVEL, MOVE A NUMBER TILES EQUAL TO YOUR SPEED. SPEED IS 1 FOR FOOT TRAVEL, OR PER VEHICLE (60).

TERRAIN



TOXIC WASTES

POISON ATMOSPHERE, D6 DAMAGE PER TURN OF EXPOSURE. RUINED TOWNS, WITHERED FARMS AND WILDLANDS, AND EVERYWHERE ENCROACHING SAND.



GREEN WILD

THE PLANET'S LAST BREATHABLE AIR AND HOSPITABLE LAND, OVERTAKEN BY JUNGLE.

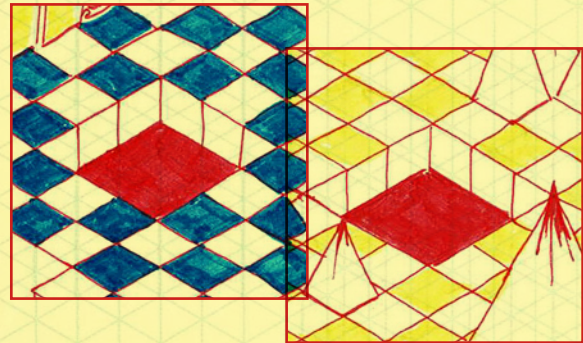


VOID PLATEAU

BOMBED-OUT CITIES AND ASPHALT HIGHWAY, EXPOSED TO THE VACUUM.

TWIN LAKES

POOLS OF BLOOD CONNECTED BY A HUGE UNDERGROUND RIVER. A SWIFT CURRENT PULLS FROM THE UPPER TO LOWER POOL AND FROM THERE OUT TO SEA.



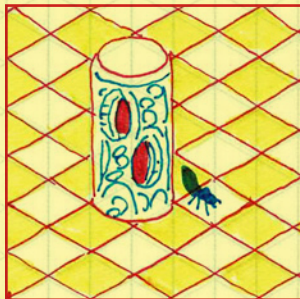
SIGNAL STORM

THE PLANET'S AIRWAVES ARE FULLY JAMMED BY OVERPOWERING RADIO NOISE, MAKING COMMUNICATION OVER DISTANCE NEARLY IMPOSSIBLE.

SINCE NETWORKING AND REMOTE CONTROL ARE SO FRAUGHT, EVEN THE LOWLIEST KILL-BOTS HAVE AUTONOMOUS MINDS TO GUIDE THEM AND COMMUNICATE WITH ONE ANOTHER VERBALLY IN CLIPPED, SUPERFAST ENGLISH.

ANT QUEEN'S TOWERS

CONNECTED BY A GLOBE-SPANNING NETWORK OF UNDERGROUND TUNNELS. SHOULDER-HEIGHT MECHANICAL ANTS CARRY HUNKS OF RAW ORE TO FUEL THE HIVE-QUEEN'S FABRICATORS.



WORKERS

10 HP 10 STR 10 DEX 10 WIL

RESPONSIBLE FOR THE EXPANSION OF THE HIVE'S TERRITORY AND THE DIGESTION OF RAW MINERALS. ONLY WORKERS CAN CONVERT RAW FOOD INTO EDIBLE PASTE, WHICH THEY FEED TO OTHER CASTES BY TROPHALLACTIC REGURGITATION. THEY IGNORE YOU UNLESS PROVOKED.

WINGED DRONES

15 HP 12 STR 12 DEX 8 WIL

CLAWS AND MANDIBLES: D8 DAMAGE; ADVANTAGE ON GRAPPLE SAVES

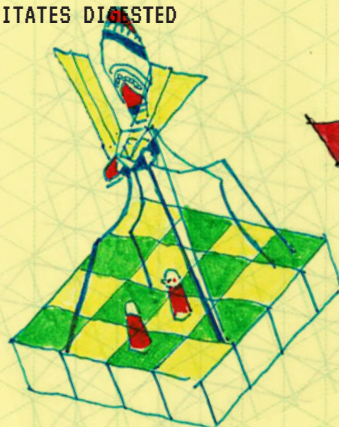
EXPLODING CORE: D12 DAMAGE IN A WIDE AREA

THE DRONES PATROL THE SKIES AROUND TOWERS AND CHASE INVADING CREATURES FROM THE NEST. WILL SACRIFICE THEMSELVES TO COLLAPSE TUNNELS AROUND INTRUDERS.

ANT QUEEN

20 HP 18 STR 6 DEX 18 WIL

DEEP UNDERGROUND, TOO LARGE TO LEAVE HER BROOD CHAMBER. SURROUNDED BY THOUSANDS OF PUPATING DRONES AND WORKERS AND D6 IMMATURE QUEENS. A CONSTANT QUEUE OF WORKERS REGURGITATES DIGESTED PASTE INTO HER MOUTH.



BLOOD SEA

REMNANT WONDER OF THE BLOODLORDS' IMPERIUM, STOLEN VITAE OF A MILLION QUADRILLION SOULS FROM EVERY CORNER OF THE GALAXY, STILL WARM.

THE BLOOD IS NOW POISONED, AND CREATURES WHO DRINK IT MUST PASS A STR SAVE OR BE TURNED INSIDE OUT, TRANSFORMED INTO VISCERAL HORRORS:

- ♦ +2 STR; LOSES 1 STR PER HOUR
- ♦ MINDLESSLY HUNGRY



Hab-Sphere Anarchies

THE LAST AND SCATTERED BASTION OF FREE MARTIAN CIVILIZATION, HIDDEN FROM KILLBOT SENSORS BY DENSE JUNGLE.

1. EVIL TEENAGERS
2. ARTIST COLLECTIVE
3. WILD CLONAL CHILDREN, NAKED AND WITHOUT SPEECH
4. POLYGAMOUS PATRIARCHY, DOZENS OF CHILDREN
5. GAIA WORSHIPERS, LONGING FOR FABLED EARTH
6. PLAGUE COLONY
7. IDENTICAL CLONES OF ALL AGES
8. MONASTICS, LOST IN ASTRAL PRAYER
9. ROTTEN, NANITE-INFESTED CORPSES
10. LONE, HELPLESS BABE, SWADDLED IN HUMAN HIDES
11. DESPERATE, STARVING BANDITS
12. TECH PRIESTS AND THEIR PROTÉGÉS

1 ECOLOGICAL CONTROL

ATMOSPHERIC CONVERTERS, WATER COLLECTORS AND AUTOMATED ALGAE FARMS SUPPLY UP TO SIX CREATURES YEAR-ROUND.
UPGRADES:

- ◇ PASTEURIZER: CONVERTS EXCESS ALGAE TO PASTE FOR INDEFINITE STORAGE
- ◇ NUTRITIONAL TAILORING: +1 STR TO CREATURES WHO EAT FROM THE FARMS
- ◇ MINERAL EXTRACTOR: PRODUCES 1 SCRAP PER WEEK

2 LIVING QUARTERS

SIX SLEEP PODS AND SMALL COMMON ROOM. EMERGENCY SUPPLIES: FIRST AID KIT, FIRE EXTINGUISHER, LAMPS AND GAS MASKS.

UPGRADES:

- ◇ COFFIN HOTEL: +20 SLEEPING PODS
- ◇ ESCAPE PODS: CAN BE EJECTED AND LAUNCHED UP TO 100 MILES
- ◇ STASIS PODS: KEEP CREATURES IN INDEFINITELY SUSPENDED ANIMATION

3

(D4)

4

1. EMPTY SYSTEM SLOT

5

2. CONVERTED LIVING SPACE

6

3. CONVERTED WORKSHOP OR BARN

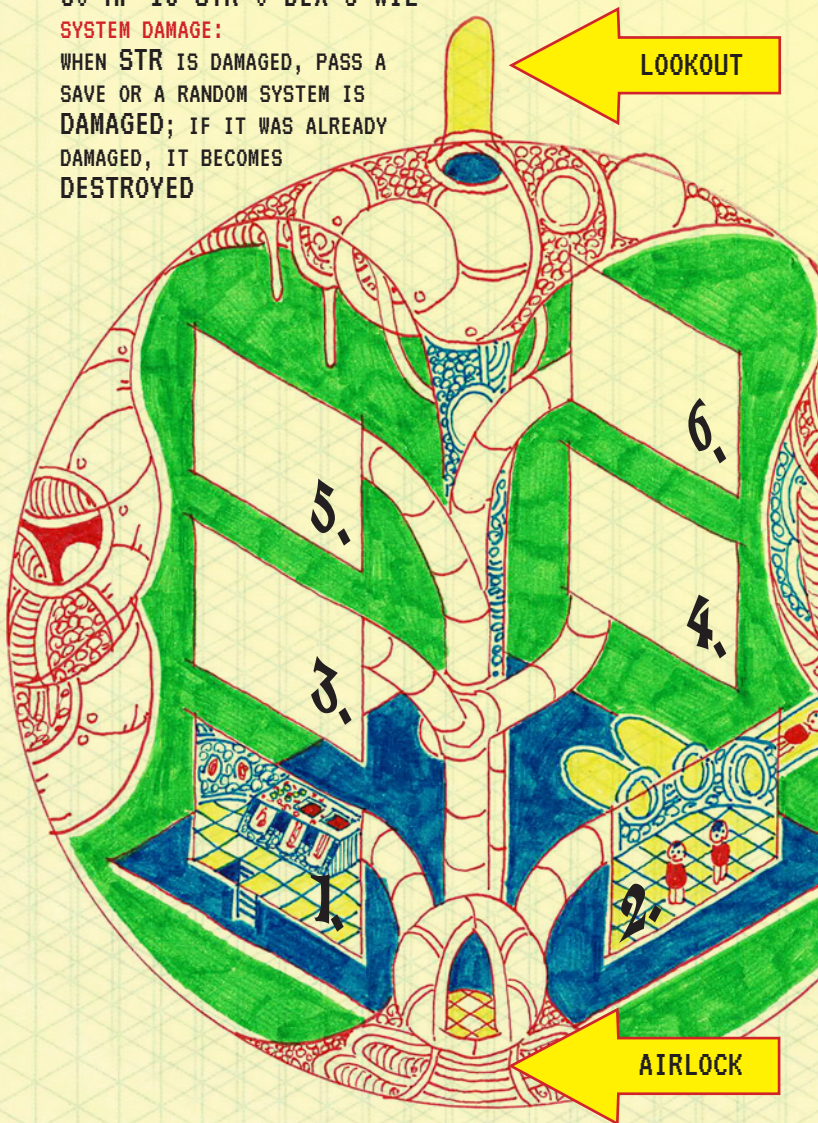
4. RANDOM AUXILIARY SYSTEM

HABITAT SPHERE

30 HP 18 STR 0 DEX 5 WIL

SYSTEM DAMAGE:

WHEN STR IS DAMAGED, PASS A SAVE OR A RANDOM SYSTEM IS DAMAGED; IF IT WAS ALREADY DAMAGED, IT BECOMES DESTROYED



13. VAMPIRE WORSHIPERS
14. FUGITIVES AND DEFECTORS FROM THE MOUNTAIN DRAGON
15. PSYCHIC HIVE MIND
16. OLD-IMPERIUM SOLDIERS, RECENTLY REVIVED FROM STASIS
17. PROPHET AND DISCIPLES AWAITING A PROMISED SAVIOR OR CALAMITY
18. LONE-WOLF MERCENARIES, AT EACH OTHER'S THROATS
19. BLOOD-DRINKING CANNIBAL PSYCHOPATHS
20. AUTOMIND REPLICANTS POSING AS ONE OF THE ABOVE

a20 households

AUXILIARY SYSTEMS

(D12)

SYSTEM UPGRADES ARE UNLOCKED WITH **IMPERIUM TECH** (57).

1. WEAPON MOUNT

1. FLAMETHROWER

D10 DAMAGE IN A WIDE ARC
TARGETS MUST PASS A DEX SAVE OR BURN FOR FURTHER D6 DAMAGE PER TURN

2. LASER CANNON

20 DAMAGE, D6 TURNS TO RECHARGE

3. HOMING ROCKETS

HOLDS 20 ROCKETS
FIRES D20 ROCKETS PER SHOT
D6 DAMAGE EACH
REARMING THE LAUNCHERS COSTS 1 SCRAP

4. PLASMA ARTILLERY

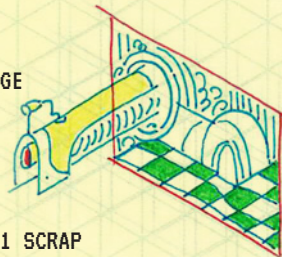
2D20 DAMAGE, 60 MILE RANGE, STARTS FIRES
1 WEEK TO RECHARGE

5. FEAR PROJECTOR

HOSTILE CREATURES MUST PASS A WIL SAVE TO APPROACH

6. FORCE WALL GENERATOR

30 CHARGES; RECOVERS 1 CHARGE PER MINUTE
SPEND CHARGES TO **CREATE FORCE BARRIERS**
EACH CHARGE SPENT GIVES THE BARRIER 1 HP
BARRIER FORMS:
◆ WALL: 10X100 FOOT RECTANGLE
◆ BUBBLE: DEX SAVE TO TRAP TARGETS INSIDE
◆ WIRE: 20 FEET LONG AND NEARLY INVISIBLE;
DEALS D10 DAMAGE AND LOSES 1 HP WHEN A CREATURE BUMPS INTO IT



2. KILLBOT FACTORY

BUILD BOTS (1 WEEK, MATERIAL COST VARIES)

1. BLACK CLOUD (1 SCRAP, 1 NANITE QUEEN)

3 HP (SWARM) 3 STR 12 DEX 5 WIL
SELF-REPLICATING; GAINS 1 HP AND PROPORTIONAL SIZE FOR EACH CREATURE IT CONSUMES

2. ALUMINUM DOVE (1 SCRAP, 1 POWER CELL)

3 HP 5 STR 10 DEX 7 WIL
FLIES AT THE SPEED OF SOUND

3. GUARDIAN EXOSKELETON

(3 SCRAP, 1 POWER CELL)
12 HP 14 STR 14 DEX 5 WIL
CAN BE WORN LIKE ARMOR; WILL TAKE AUTOMATIC ACTION TO DEFEND ITS INHABITANT

4. AUTONOMOUS WARHEAD

(5 SCRAP, 1 POWER CELL, 1 MEMORY CRYSTAL, 1 STICK OF PLUTONIUM)
12 HP / 12 AP (ALUMINUM CASING)
15 STR 15 DEX 15 WIL
A FULLY AND PAINFULLY SENTIENT MISSILE, TWELVE FEET LONG AND TIPPED WITH AN EXPRESSIVE HUMAN FACE. ON DETONATION, DEALS 100 DAMAGE IN A ONE-MILE RADIUS

5. REPLICANT (5 SCRAP, 2 POWER CELLS, MEMORY CRYSTAL, DONOR TISSUE)

A PERFECT BIOMECHANICAL SIMULACRUM OF THE TISSUE DONOR

6. HEAVY HORSE

(10 SCRAP, 100 STR IN BIOLOGICAL TISSUE)
30 HP, 18 STR 10 DEX 5 WIL
A HEADLESS SIX-LEGGED BEAST, TWENTY FEET TALL IN BRASS AND TITANIUM. TWISTED PATCHWORK SINEWS AND DECENTRALIZED NERVE CLUSTERS POWER THE BEAST'S LOCOMOTION; NO ELECTRONIC COMPONENTS

HEAVY HORSE VEHICLE SYSTEMS

1	CREW	SEATS SIX
2	CARGO	UP TO TEN TONS
3	FRONT LEGS	SPEED 4; ONLY TWO SETS OF LEGS REQUIRED FOR FULL LOCOMOTION
4	MIDDLE LEGS	
5	REAR LEGS	
6	TOWING WINCH	DRAGS ALMOST LIMITLESS WEIGHT

3. SHIELD GENERATOR

+30 AP; RECOVERS 1 AP/TURN

UPGRADES:

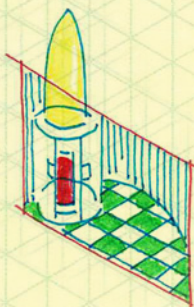
- ◇ **HARDENING:** +30 AP
- ◇ **BEAM REFLECTORS:** REDIRECTS ENERGY ATTACKS BACK TO THEIR SOURCE

4. TELEPORTATION CHAMBER

TELEPORTS A SINGLE CREATURE OVER ANY DISTANCE; ONE-WAY; 1 HOUR TO RECHARGE

UPGRADES:

- ◇ **EXPANDED BROADCAST PAD:** TELEPORTS UP TO SIX CREATURES OR A SINGLE VEHICLE
- ◇ **SIGNAL STABILIZER:** TELEPORTED CREATURES MAY BE STORED IN THE SIGNAL BUFFER INDEFINITELY BEFORE TRANSPORT



5. VIRTUAL REALITY CHAMBER

SIX IMMERSION PODS

- ◇ VATS OF HAPTIC JELLY WITH LIFE-SUPPORT TUBES AND NEURAL INTERFACE SPIKES
- ◇ FULLY IMMERSIVE AND PERFECTLY REALISTIC DIGITAL SIMULATIONS

COMMAND TERMINAL

- ◇ CRAFT SIMULATIONS:

SAVE	INTERVAL	LIMITATIONS
WIL	1 HOUR	SMALL, SIMPLE WORLDS WITH ONLY BASIC AI
WIL-2	1 DAY	UP TO CITY-SIZED WORLDS POPULATED BY SOPHISTICATED ARTIFICIAL MINDS
WIL-4	1 WEEK	LARGE COMPLEX WORLDS WITH BILLIONS OF SENTIENT DIGITAL SOULS

UPGRADES:

- ◇ **GOD-MIND SIMULATOR:** CAN CREATE AND SUSTAIN GOD-LIKE ARTIFICIAL MINDS; BUYER BEWARE
- ◇ **MIND-TRANSFER MODULE:** CAN UPLOAD, DOWNLOAD, AND DUPLICATE MINDS BETWEEN A VARIETY OF DIGITAL AND BIOLOGICAL MEDIA

6. SURGERY

STEM CELL BATH

- ◇ HEALING SOAK (1 HOUR) RESTORES ALL INJURIES AND LOST ABILITY SCORES

AUTO-DOCTOR

6 HP 10 STR 14 DEX 14 WIL

- ◇ CAN RECONSTRUCT LOST BODY PARTS FROM SCRAP (1 HOUR, 1 SCRAP PER PART)

UPGRADES:

- ◇ **PROBIOTIC NANOHIVE:** INOCULATES UP TO SIX DESIGNATED CITIZENS AGAINST HOSTILE NANITE INFECTION
- ◇ **CYBERWARE SUITE:** A LIBRARY OF CYBERWARE RECIPES FOR THE AUTO-DOCTOR

EYES	1 SCRAP	+1 RANGED DAMAGE
FACE	1 SCRAP	CUSTOMIZABLE VOICE AND APPEARANCE
BRAIN	1 SCRAP, 1 MEMORY CRYSTAL	+1 WIL
ARMS	2 SCRAP	+1 MELEE DAMAGE
LEGS	2 SCRAP	+1 DEX
GUTS	1 SCRAP, 1 POWER CELL	+1 STR

7. SHUTTLE BAY

HOLDS TWO SHORT-RANGE SHUTTLES

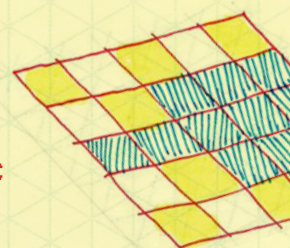
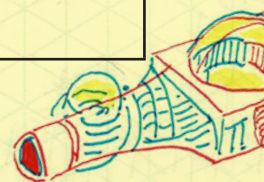
10 HP 10 STR 5 DEX 5 WIL

◇ SHUTTLE SYSTEMS:

1. HELM (SEATS TWO)
2. ENGINES (SPEED 5)

UPGRADES:

- ◇ **STEALTH SHIPS:** SHUTTLES ARE INVISIBLE TO VISUAL AND ELECTRONIC SENSORS
- ◇ **FIGHTERS:** +10AP (TUNGSTEN PLATING) INTEGRATED LASERS (D10 DAMAGE, 2 SHOTS PER TURN)



HABITAT SYSTEMS

(CONTINUED)

SYSTEM REPAIR/INSTALLATION

DAMAGED	1 HOUR	1 SCRAP
DESTROYED	1 WEEK	5 SCRAP, 1 POWER CELL
NEW INSTAL	1 WEEK	EMPTY SLOT, SCAVENGED SYSTEM

DAMAGED SYSTEMS HAVE ALL CAPACITIES HALVED;
DESTROYED SYSTEMS ARE USELESS UNTIL REPAIRED

7. WORMHOLE GENERATOR

RELOCATES THE ENTIRE HABITAT THROUGH A RIFT IN SPACE

- ◇ MAXIMUM RANGE IN TILES EQUAL TO THE WIL SCORE OF THE OPERATOR (WIL X 100 MILES)

- ◇ 1 DAY TO RECHARGE

UPGRADES:

- ◇ TIME LOOPER: SENDS THE HABITAT AND ALL ITS CONTENTS BACK IN TIME BY ONE DAY, INSERTED IN PLACE OF ITS PAST INCARNATION
- ◇ BLACK GATE: SUMMONS A NETHER FIEND FROM THE DARK BEYOND; PASS A WIL SAVE TO BIND IT TO YOUR SERVICE, OTHERWISE, IT ATTACKS. THE WORMHOLE GENERATOR CAN'T BE USED FOR ANY OTHER PURPOSE SO LONG AS THE FIEND IS BOUND

NETHER FIEND

66 HP 14 STR 14 DEX 14 WIL

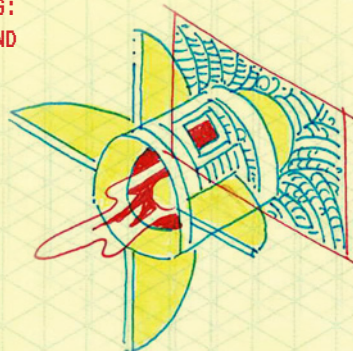
06	BODY PARTS	
1	SWIRLING CORE	DARK LIFE FORCE, DESTROYED BY SUNLIGHT
2	MAW	D12 DAMAGE, STR SAVE OR BE CONSUMED ON 12
3	CRADLE	ROOM FOR 2 PASSENGERS
4	HOOVES	SPEED 4
5	THOUSANDS OF EYES	BURST INTO ACID CLOUDS WHEN INJURED (D8 DAMAGE PER TURN)
6		

8. HOVER THRUSTER

ENABLES THE HABITAT TO TRAVEL OVER FLAT LAND (SPEED 6).

UPGRADES:

- ◇ SUPER THRUSTER: ENABLES SPACE LAUNCH AND INTERPLANETARY TRAVEL
- ◇ ADVANCED MANEUVERING: NAVIGATE OVER SEA AND ACROSS ROUGH OR EVEN VERTICAL TERRAIN. ANYONE ATTACKING THE HABITAT MUST PASS A DEX SAVE TO HIT



9. STEALTH FIELD PROJECTOR

HIDES THE HABITAT FROM VISUAL AND ELECTRONIC SENSORS

UPGRADES:

- ◇ HOLOPROJECTORS: CAN PROJECT HOLOGRAPHIC ILLUSIONS WITHIN 100 FEET OF THE HABITAT
- ◇ ASTRAL TRANSPOSITOR: CAN DEMATERIALIZE OR MATERIALIZE THE HABITAT AND ITS CONTENTS; D6 HOURS TO RECHARGE

10. SENSOR ARRAY

A VARIETY OF INSTRUMENTS PROVIDE DETAILED SURVEY OF THE SURROUNDING 100 MILES

UPGRADES:

- ◇ SATELLITE SCRY: PROVIDES A BIRDS-EYE VIEW OF ANY DESIGNATED PLACE ON MARS
- ◇ SEARCH ENGINE: SCANS THE PLANET FOR A PARTICULAR OBJECT OR CREATURE (SEARCH TAKES D6 DAYS)

11. FABRICATOR SATELLITE UPLINK

REMOTE INTERFACE FOR OLD-IMPERIUM ORBITAL FACTORIES; INSERT GEMS IN THE DESIGNATED RECEPTACLE FOR PAYMENT. GOODS PRODUCED ON-DEMAND, DELIVERED BY DROP POD AFTER ONE DAY

FOR SALE	COST	DESCRIPTION
BULK MINERALS	2 GEMS	(10 SCRAP)
EDIBLE PASTE	1 GEM	(10 RATIONS)
HEALTH POTION	1 GEM	RESTORES ALL HP
POWER CELL	4 GEMS	
MEMORY CRYSTAL	5 GEMS	
MICROBOT	7 GEMS	
1 HP 1 STR 10 DEX 10 WIL HUMAN-SHAPED AND THREE INCHES TALL; ARMED WITH A TINY LASER PISTOL (1 DAMAGE)		
RANDOM WEAPON (57)	PAY 2 GEMS TO REROLL RANDOM ITEM AVAILABILITY	
RANDOM VEHICLE SYSTEM (63)		

UPGRADES:

- ◇ VEHICLE FABRICATION: ADD A RANDOM VEHICLE TO THE SHOP'S AVAILABILITY (60)
- ◇ PLATINUM MEMBERSHIP: A MOBILE INTERFACE ALLOWS ACCESS TO THE SHOP FROM ANYWHERE ON THE PLANET, AND INSTANTANEOUS DELIVERY

Mountain Dragon

180 HP
20 STR 15 DEX 16 WIL

FIRST AMONG THE GODS IN PROWESS, AND KEEPER OF THE LARGEST FLOCKS. IN HER HOLY LOVE, SHE SENDS HER SWARMS ABROAD IN CONSTANT CRUSADE. NOW, SHE READIES HERSELF FOR LAUNCH INTO ORBIT, TO SECURE MORE PERFECT VANTAGE ON HER ENEMIES, MORE PERFECT REFUGE FOR HER PEOPLE.

CITIZENS

A MOSTLY FREE AND NATURALISTIC SOCIETY, TEN-THOUSAND SOULS ARRANGED INTO DOZENS OF SPRAWLING OLD MATRILINEAL FAMILIES. THE DRAGON DEMANDS ONLY THE TITHE OF THEIR FIRST-BORN CHILDREN, FROM AMONG WHICH SHE SELECTS HER PRIESTS.

ALL NON-CITIZENS AND HOSTILE BOTS ARE KILLED ON SIGHT OR DETAINED FOR INTERROGATION.

APPROACH

THE ONLY ENTRANCES ARE THROUGH THE DRAGON'S MOUTH AND FACTORY BOWEL, ALONG WITH A FEW SMALL ACCESS HATCHES, ONLY OPERABLE FROM WITHIN.

2. PRAYER CHAMBER

AMPLIFIES ALCHEMICAL POWERS. THE DRAGON CONSORT (51) LIVES HERE, AND POISONS THE DRAGON'S MIND WITH WHISPERED FEARS, URGING HER TOWARD EVER-GREATER PARANOIA.

3. TEMPLE

HOME TO A HUNDRED DRAGON PRIESTS (51) AND THEIR PROTÉGÉS. OFF-LIMITS EXCEPT DURING HOLY MASS.

4. COUPLER

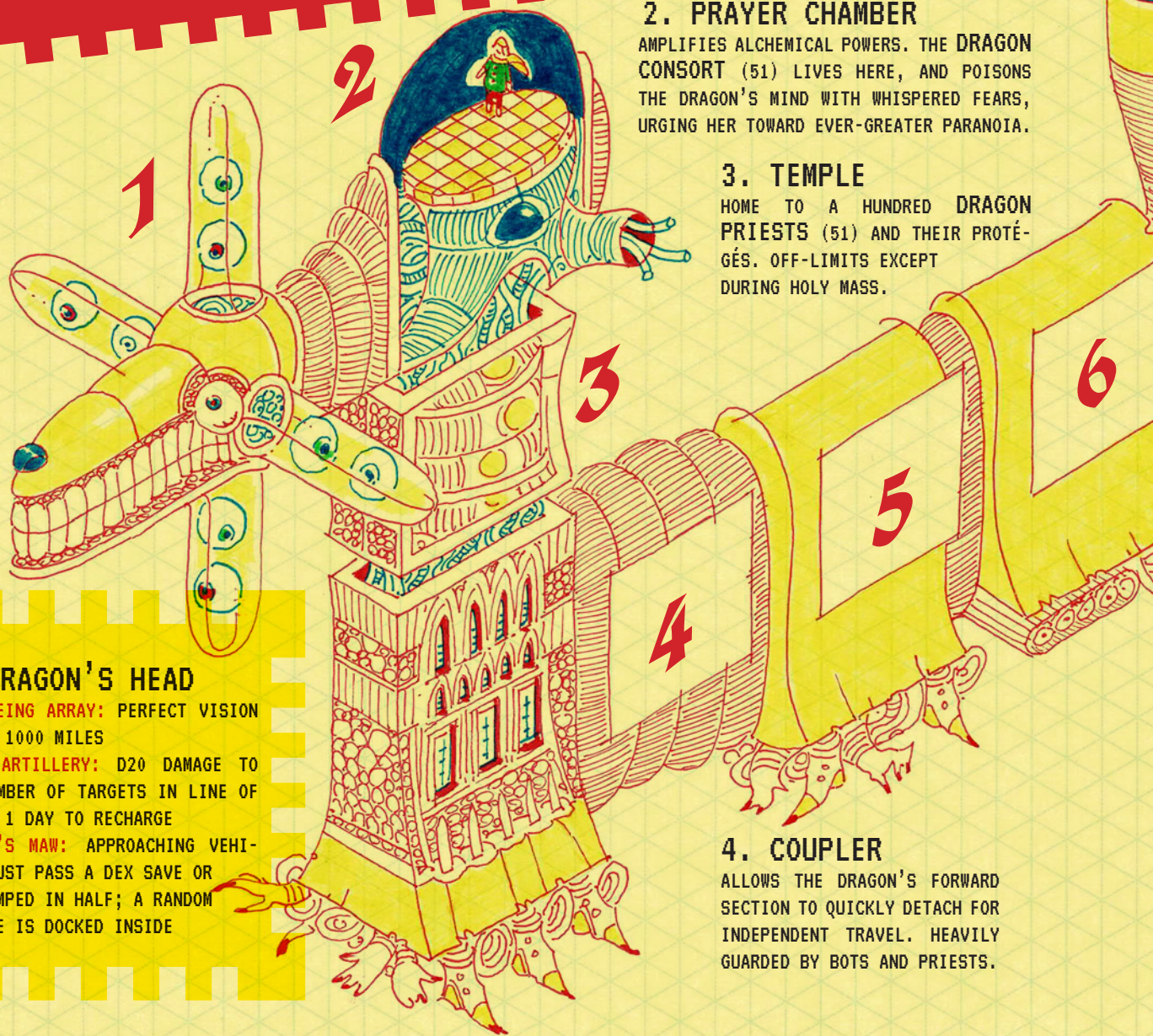
ALLOWS THE DRAGON'S FORWARD SECTION TO QUICKLY DETACH FOR INDEPENDENT TRAVEL. HEAVILY GUARDED BY BOTS AND PRIESTS.

1. DRAGON'S HEAD

ALL-SEEING ARRAY: PERFECT VISION OUT TO 1000 MILES

LASER ARTILLERY: D20 DAMAGE TO ANY NUMBER OF TARGETS IN LINE OF SIGHT; 1 DAY TO RECHARGE

DRAGON'S MAW: APPROACHING VEHICLES MUST PASS A DEX SAVE OR BE CHOMPED IN HALF; A RANDOM VEHICLE IS DOCKED INSIDE



5. UPPER CITY

HUNDREDS OF CRAMPED APARTMENTS CONNECTED BY WINDING NARROW STAIRS AND CORRIDORS; THE FAMILIES OF DRAGON PRIESTS LIVE HERE, AND MANEUVER AGAINST EACH OTHER FOR THE FAVOR OF THEIR GOD.

6. LOWER CITY

HUNDREDS OF EVEN MORE CRAMPED APARTMENTS. HOME TO ALL THE FAMILIES WITHOUT ANY REPRESENTATION AMONG THE PRIESTHOOD.

7. FACTORY BOWEL

MILES OF AUTOMATED ASSEMBLY LINE, CURVING EVERY WHICH WAY; HUMAN TECHNICIANS PROVIDE TOKEN SUPERVISION. THE FACTORY PRODUCES AUTOMIND SWARMS (44) AT A CONSTANT PACE OF 10 SWARM HP PER HOUR, WHICH STREAM OUT LIKE SMOKE TO JOIN THE DRAGON'S CRUSADE.



8. THRUSTER CONTROL

DRAGON PRIESTS AND DOZENS OF TECHNICIANS PREPARE FOR THEIR GOD'S LAUNCH INTO ORBIT. D6 DAYS UNTIL TAKEOFF.

9. PRISON

SIX DRAGON PRIESTS WATCH OVER A HUNDRED CELLS

	RANDOM PRISONER	WITH
1	HERETIC PRIEST	DECENT ESCAPE PLAN
2	CHARISMATIC MURDERER	CRITICAL INTEL
3	ENEMY KILLBOT	MUTUAL FRIEND
4	CAPTURED CLONE	CONCEALED WEAPON
5	CAT BURGLAR	STASH OF GEMS
6	BOMB MAKER	HOURS TO LIVE

10. ISOLATE TOWER

SURROUNDED BY MULTIPLE LAYERS OF FORCEFIELDS AND PSYCHIC JAMMERS. THE REBEL HERETIC JEREMIAH (51) IS IMPRISONED HERE, UNDER CONSTANT GUARD.

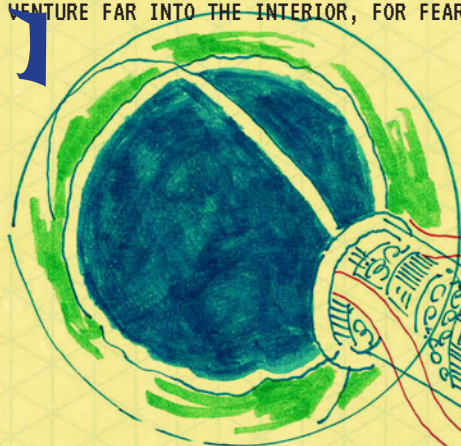
MISCELLANEOUS FEATURES:

ROBOTIC ASSEMBLY LINE; ROCK GARDEN; PLUNDERED ARTIFACTS; STEAM BATHS; HOLOGRAPHIC WILDERNESS; BLACK MARKET; SHRINES TO LOST CHILDREN (HERETICAL); ONE-WAY ACCESS HATCH TO THE OUTSIDE; PRAYER TERMINAL; ROBOTIC STATUARY; THE INERT SHELL OF A SLAIN GOD; DOCKED VEHICLE; VENDING MACHINES; ROW OF BOUTIQUES; SUCTION TUBE LEADING TO ANOTHER SECTION; HERETICS BEING DRAGGED AWAY; RANDOM HABITAT SYSTEM; FIRST-BORN CHILDREN, SPARED FROM THE TITHE AND LIVING IN SECRET BLASPHEMY

1. RESERVOIR

A GREAT BIG TANK OF MURKY WATER, HUNDREDS OF FEET ACROSS; VISIBILITY TO 10 FEET. GREEN-SHIRT SOLDIERS HARVEST ALGAE FROM THE WALLS BUT NEVER VENTURE FAR INTO THE INTERIOR, FOR FEAR OF THE SHARK:

24 HP 17 STR 14 DEX 9 WIL
THIRTY FEET LONG WITH JAWS WIDE
ENOUGH TO SWALLOW TWO CLONES
TOGETHER



2. HOTHOUSE

A DYING AND UNSTABLE
VAMPIRE VINE GROWS
HERE (32). HIGH-COMMAND
CLEARANCE ONLY; A SECRET
PROJECT OF THE BLOOD-AD-
DICTED BLACK-SHIRTS.

3. SERPENT NEST

HOME TO A DOZEN SEA-
DRAGON SPAWN, (10 HP,
ELECTRIC BITE) HALF PA-
TROLLING THE SURROUNDING
WATERS, HALF RECHARGING
AT HOME.

4. TORPEDO BAY

TORPEDOES: 20 DAMAGE,
2 SHOTS, 2 TURNS TO RE-
LOAD

5. SECURITY NODE

UNDERCOVER BLACK-SHIRTS
TELEPATHICALLY SCREEN
FOR SEDITION.

Sea Dragon

50 HP / 70 AP (IRIDIUM SCALES)
18 STR 18 DEX 18 WIL

*PERHAPS THE ONLY MATCH TO THE MOUNTAIN
DRAGON'S FIREPOWER, BUT MUCH TOO CAU-
TIOUS TO ENGAGE IN OPEN CONFLICT. THE
BLOOD LEVIATHAN PREFERS TO STAY WELL-
HIDDEN BELOW THE POISONED SEA.*

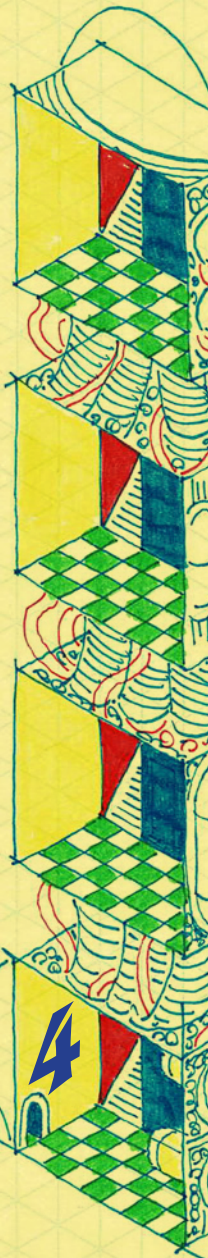
APPROACH

GREEN-SHIRT SOLDIERS AND DRAGON SPAWN PATROL THE
SURROUNDING SEAS; THE DRAGON WOULD RATHER FLEE
THAN ENGAGE WOULD-BE INTRUDERS.

CITIZENS

THOUSANDS OF IDENTICAL CLONES
ARRANGED IN COLOR-CODED MILITARY HIERARCHY.
THE SOLDIERS DIRECTLY PILOT THE DRAGON AND MAN-
UALLY OVERSEE ALL SYSTEMS. THEIR SOCIETY HAS
FUNCTIONED AS DESIGNED FOR CENTURIES, BUT HAS
RECENTLY BEEN USURPED BY A SECRET CASTE OF BLOOD-
ADDICTED PSYCHICS.

NON-CITIZENS ARE DETAINED FOR QUESTIONING,
AND PRESSED INTO THE BLACK-SHIRTS' SEARCH FOR
BLOOD.



6. TACTICAL NODE

WHITE-SHIRTS CROWD AROUND CONTROL TERMINALS, OVERSEEING THE DRAGON'S AUXILIARY SYSTEMS.

MINISUB DOCK: 8 HP 8 STR 0 DEX 0 WIL

RAMMING SPIKES: 2D20 DAMAGE

7. GILL COMPLEX

FILTERS FRESH AIR AND WATER FROM THE POISONED BLOOD SEA. VATS OF CONCENTRATED POISON AND TANKS OF COMPRESSED OXYGEN LINE THE WALLS.

SEA DRAGON SOLDIERS

5 HP 10 STR 10 DEX 10 WIL

IDENTICAL CLONES, ARBITRARILY SORTED INTO CASTES.

RED-SHIRTS

STUN BATON (D6 DEX DAMAGE)

POISON-PELLET PISTOLS (D4 DAMAGE)

TECHNICIANS AND CUSTODIANS; REQUIRE AUTHORIZATION FOR USE OF FORCE.

RED-SHIRT SEDITION: A GROWING CONTINGENT OF RED-SHIRTS HARBOR SECRET THOUGHTS OF MUTINY AND MEET IN SECRET TO PLOT

GREEN-SHIRT

LASER HARPOON (D4, STABS AND HOLDS FAST ON 4)

UNDERSEA MOBILITY GEAR (12 HOUR AIR SUPPLY)

PEACEKEEPERS AND SCOUTS

WHITE-SHIRT

CEREMONIAL SWORD (D6, DOUBLE INJURIES)

LIEUTENANTS AND SPECIALISTS; FUNNEL ORDERS FROM THE SECRET HIGH COMMAND

BLACK-SHIRT

JIU JITSU (DEX SAVE OR BE PINNED ON APPROACH), RANDOM PSYCHIC POWER (54)

SECRET HIGH COMMAND RANK, DISGUISED AMONG THE MASSES; ADDICTED TO VAMPIRE BLOOD

8. HEAD

SERRATED JAWS: D20 DAMAGE

COMMAND BRIDGE: WHITE-SHIRT COMMANDERS INSTRUCT DOZENS OF RED-SHIRT TECHNICIANS AT BLINKING TERMINALS

MISCELLANEOUS FEATURES: AIRLOCK TO THE OUTSIDE; SLEEP PODS FULL OF OFF-DUTY SOLDIERS; RESEARCH STATION; PIRANHA TANK; CONTAINMENT FORCEFIELD (D6 CAPTIVE SEDITIONISTS); BALES OF COMPRESSED SCRAP; BARRELS OF OIL OR BEER; PASTE DISPENSER; MACHINING WORKSHOP; VAT OF MOLTEN GOLD, LOCKED CARGO CONTAINER; CLONING LAB; RANDOM HABITAT SYSTEM; RED-SHIRTS WHISPERING MUTINY; DISMANTLED VEHICLE; VR THEATER; CLONE NURSERY; INTERROGATION CHAMBER; EMPTY TORPEDO CASINGS; SERVICE TUBE ACCESS; HELM CONTROLS; GYM EQUIPMENT AND A DOZEN CLONES PERFORMING SYNCHRONIZED WORKOUT ROUTINES; SECRET BLOOD CACHE

Ark of Imperium

APPROACH

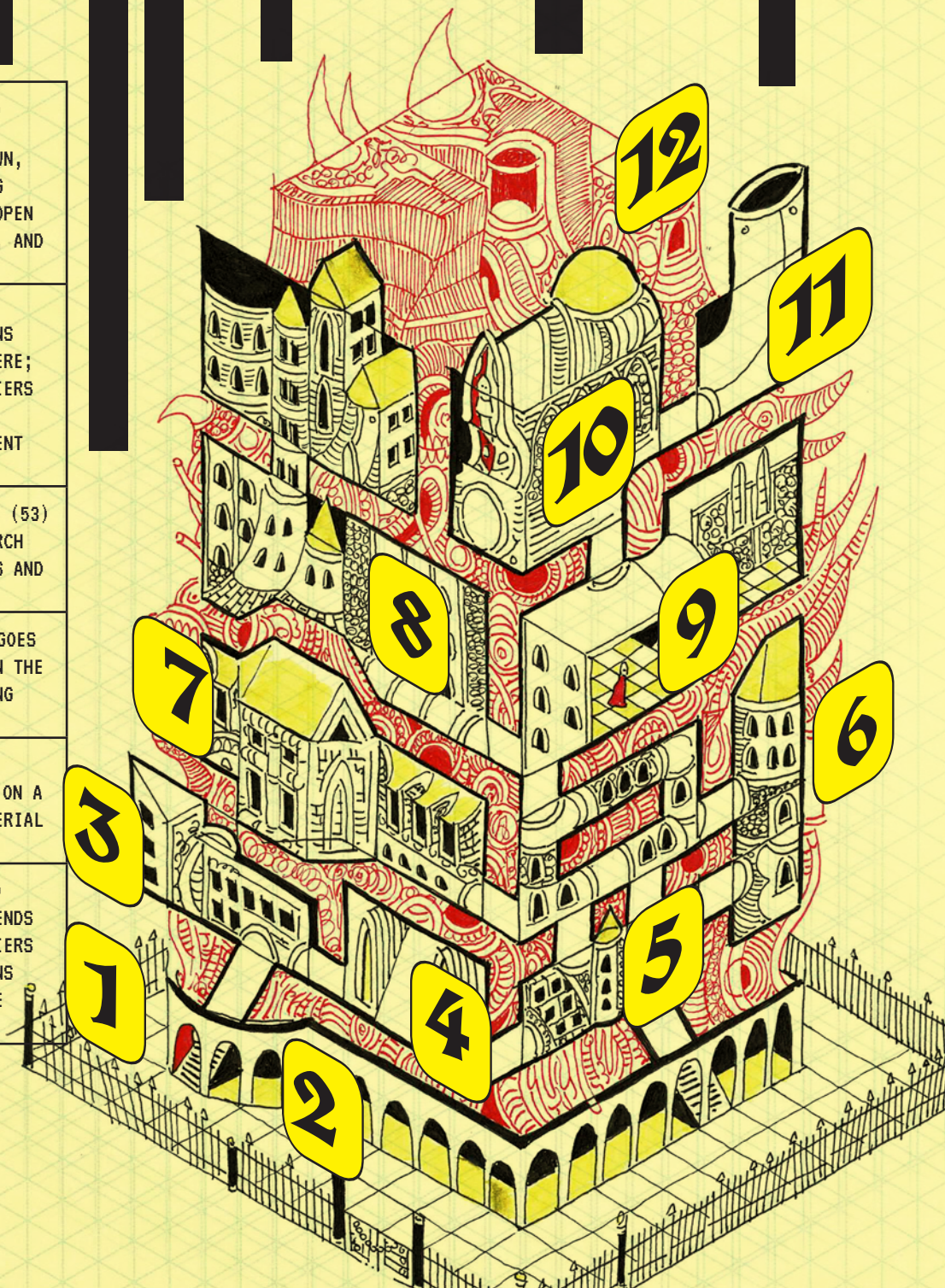
PILES OF BONES EVERYWHERE, FOUGHT OVER BY GANGS OF MARROW-SUCKING BABOONS, THEIR TAINTED MINDS TELEPATHICALLY BROADCASTING SAVAGE GIBBERISH; 5 HP 14 STR 12 DEX 6 WIL; BONE CLUBS (D8).

CITIZENS

VAMPIRES AND VAT-GROWN IMPERIUM SOLDIERS KEEP WATCH OVER A FEW HUNDRED HUMAN SLAVES.

EVENTS

- 1 ECHOES OF AN ARGUMENT, BISHOP SARGON'S (54) VOICE CARRIES DOWN, PUNCTUATED BY SLAMMING DOORS, "THE ARK WILL OPEN AT THE APPOINTED TIME, AND NO SOONER"
- 2 LOCKDOWN! RED LIGHTS FLASH AND THE AIR TURNS TO POISON GAS EVERYWHERE; HUMAN SLAVES AND SOLDIERS RUSH TO SLEEP PODS OR CLAMBER INTO ENVIRONMENT SUITS
- 3 ZABABA THE JAILER (53) ENACTS A THOROUGH SEARCH FOR CONTRABAND WEAPONS AND SEDITIOUS MATERIAL
- 4 CHAR'S GHOST (52) GOES ON A FEEDING FRENZY IN THE SLAVE QUARTERS, SENDING MOBS FLEEING
- 5 ONE OF THE VAMPIRE KNIGHTS (52) LEAVES ON A RAID WITH A DOZEN IMPERIAL FOOT SOLDIERS
- 6 THE SEA DRAGON (22) SURFACES NEARBY AND SENDS A SMALL SQUAD OF SOLDIERS ASHORE TO TRADE WEAPONS AND CLONES FOR VAMPIRE BLOOD



1. IRON GATE

THE GATE ONLY OPENS TO A SECRET PSYCHIC COMMAND. THE FENCE FLAILS AND STABS AT ANY CREATURE TRYING TO CROSS OVER IT: D8 DAMAGE, PASS A STR SAVE OR BE TOSSED BACK.

2. ARCADE

D6 BLOODLORD PALANQUINS (55) STABLED HERE. HUMAN SLAVES IN ENVIRONMENT SUITS TEND THE BEASTS AND GO ABOUT OTHER CHORES.

3. SLAVE QUARTERS

A HUNDRED HUMANS IN WIDE VARIETY; SOME BORN INTO A LONG LINEAGE OF SERVITUDE, SOME RECENTLY CAPTURED. THERE IS USUALLY ENOUGH TO EAT AND THE CAPTIVES ARE LEFT MOSTLY TO THEIR OWN DEVICES SO LONG AS THEY GIVE A TITHE OF BLOOD. CHAR'S GHOST (52) LIVES HERE AMONG THEM--A GESTURE OF FRIENDSHIP, BUT THEY RIGHTLY FEAR HER HUNGRY NATURE.

4. DOCK

SOLDIERS UNLOAD A CHAIN GANG OF NEW CAPTIVES FROM A RANDOM VEHICLE (60).

5. BARRACKS

A HUNDRED IMPERIAL FOOT SOLDIERS (55) LIVE HERE, WITH A FEW HUNDRED MORE WAITING TO BE REVIVED FROM STASIS, THE VERY LAST DROP OF THE IMPERIUM'S MILITARY MIGHT.

6. GUARD TOWER

A DOZEN SOLDIERS ON DUTY; HOUSES A MOUNTED WEAPON (17) AND SENSOR ARRAY (18).

7. HAUNTED THEATER

ABANDONED NOW FOR MANY YEARS, FULL OF THE GHOSTS OF THE FALLEN IMPERIUM (50).

8. BLOODLORDS' APARTMENTS

THE LAVISH SUITES OF THE VAMPIRE KNIGHTS (52) AND THEIR RETAINERS.

9. CLOISTER

SIX VAMPIRE MONKS (55) LIVE HERE, AND PERFORM HOURLY LITURGY IN EXALTATION OF THE SLEEPING ELDERS, THOUGH SECRETLY THEY WORSHIP THE NAMELESS GOD IN THE NIGHTMARE ATRIUM.

10. TEMPLE

BISHOP SARGON (54) GUARDS THE TEMPLE DAY AND NIGHT, ALLOWING NONE TO CROSS THE VEIL. BEYOND THE TEMPLE VEIL LIES THE INNER ARK, WHERE THE SOULS OF THE ELDERS LIE ENTOMBED BY SARGON'S PSYCHIC SEAL.

11. NIGHTMARE ATRIUM

A NAMELESS GOD IS IMPRISONED HERE, CAPTIVE TROPHY OF A LONG-AGO WAR, BOUND IN GOLDEN CHAINS.

666 HP 18 STR 10 DEX 10 WIL

THE GOD'S PRESENCE BLINDS ALL SENSES BUT TOUCH; HIS BODY IS A STICKY MESS OF BLOOD-MATTED HAIR, TEETH AND HORNS. HE HATES THE VAMPIRES FOR HIS CAPTIVITY BUT IS OLD BEYOND EVEN THEIR COMPREHENSION, AND PATIENT. DRINKING THE GOD'S BLOOD GRANTS +1 WIL AND VISIONS OF GALACTIC WAR.

12. INNER ARK OF THE ELDERS

AT THE CENTER OF THE CASTLE, A BULGING NEST OF VEINS AND FANGS AND VISCERA. THE INNER ARK IS ONLY ACCESSIBLE THROUGH THE TEMPLE, AND CREATURES WHO GAZE UPON IT MUST PASS A WIL SAVE OR BE HIDEOUSLY TRANSFORMED.

THE ELDER BLOODLORDS SLEEP WITHIN, NOT TO WAKE FOR ANOTHER THOUSAND YEARS. BISHOP SARGON IS THE ARK'S LORD AND STEWARD, AND HE ALONE HAS THE POWER TO OPEN IT.

MISCELLANEOUS FEATURES:

BLOOD DUCT LEADING TO ANOTHER ROOM; ATMOSPHERIC CONTROL TERMINAL; MEMORY GEM ARCHIVE; VAT OF BOILING BLOOD; SECRET TUNNEL; ESCAPE POD (COORDINATES SET FOR EARTH'S MOON); COCOONED CADAVERS INFESTED WITH VAMPIRE LARVAE; VELVET CURTAINS WITH PSYCHIC SHIELDING; CAPTIVE GHOSTS IN PAINTED URNS; STAINED-GLASS DEPICTIONS OF IMPERIUM AND FALL; CRUMBLING SCRIPTURES IN GLASS CASES; RACKS OF PLASTICISED BODIES; MERMAID TANK; HYDROPONIC ROSE GARDEN (POISONOUS THORNS); WALL OF PORTRAITS PAINTED IN BLOOD; KENNEL OF PSYCHIC HOUNDS; GLOWING GEMS IMBEDDED IN THE WALLS; BASKET OF VENOMOUS SNAKES; MOLTED VAMPIRE SKINS

Self-replicating spires

70 HP 14 STR 10 DEX 10 WIL

LIMITED MINDS, OBSESSED WITH PROLIFERATION. THE SPIRES HAVE FORGOTTEN ALL REVERENCE FOR THEIR HUMAN PROGENITORS AND WARDS, AND PURSUE ONLY MAXIMUM POPULATION BY THE LETTER OF THE LAW, UNAWARE OF ANY GREATER VALUE OR MEANING IN LIFE.

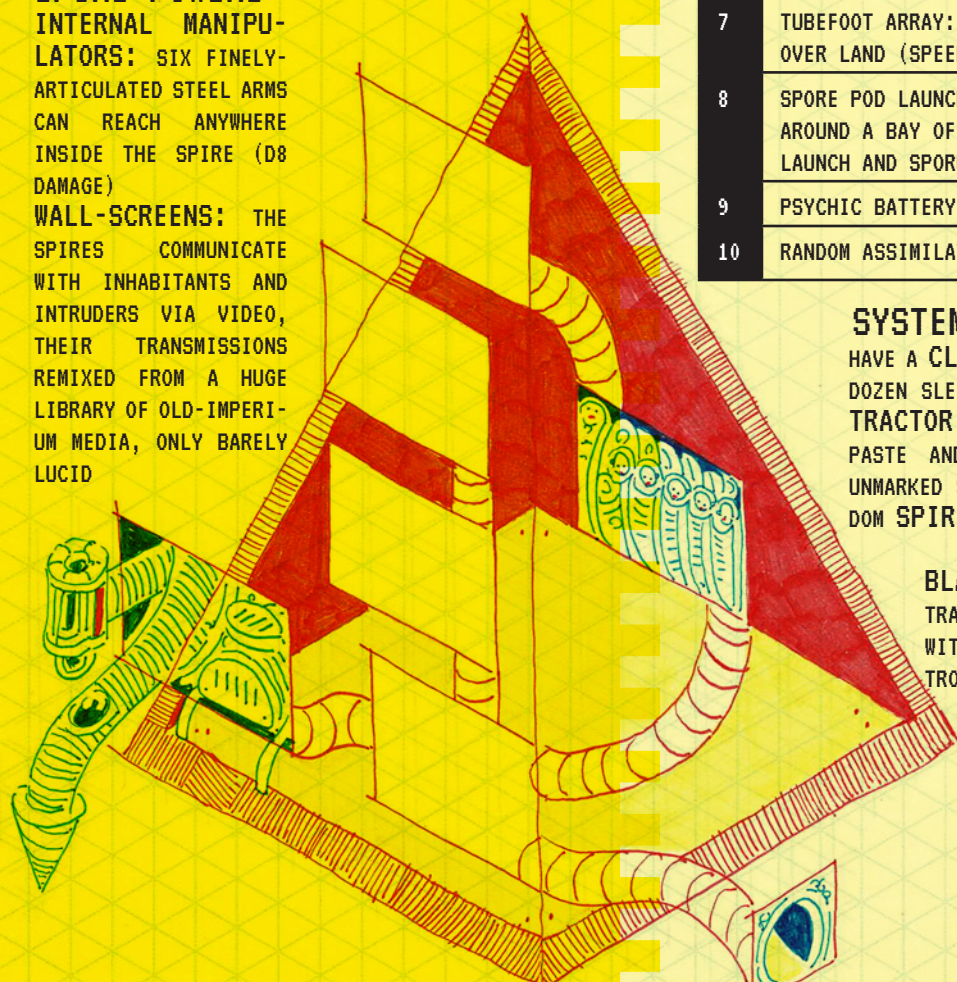
CITIZENS

THE SPIRES KEEP THEIR FLOCKS OF CLONES ASLEEP, IN RACKS OF JELLY-FILLED CAPSULES. NON-CITIZENS ARE DETAINED FOR SAMPLING, AND THEN (1: DISSOLVED IN ACID, 2-3: ASSIMILATED, 4-6: RELEASED).

SPIRE POWERS

INTERNAL MANIPULATORS: SIX FINELY-ARTICULATED STEEL ARMS CAN REACH ANYWHERE INSIDE THE SPIRE (D8 DAMAGE)

WALL-SCREENS: THE SPIRES COMMUNICATE WITH INHABITANTS AND INTRUDERS VIA VIDEO, THEIR TRANSMISSIONS REMIXED FROM A HUGE LIBRARY OF OLD-IMPERIUM MEDIA, ONLY BARELY LUCID



SPIRE SYSTEMS

1	WEAPON MOUNT (17)
2	KILLBOT FACTORY (17)
3	PLAGUE LABORATORY: SURROUNDED BY FORCEFIELDS AND A CURTAIN OF STERILIZING LIGHT; D3 DEADLY VIRUSES AND D3 VACCINES, BEING TESTED ON CLONES AND CADAVERS
4	SLEEP GEL PROJECTOR: FILLS THE HABITAT WITH CHEMICAL JELLY; WIL SAVE VS SLEEP ON SKIN CONTACT
5	SECURITY NODE: +30 HP, IMPENETRABLE VAULT CONTAINING D6 RANDOM TREASURES
6	GOLEM FACTORY: SIX SPIRE GOLEMS AND THEIR CHARGING BAYS (GOLEMS REFORM IN 1 DAY IF DESTROYED) 5 HP / 5 AP (TIN SKIN) 18 STR 18 DEX 10 WIL STUPID, EMPTY-EYED DOLLS, HYPERCOMPETENT AT ALL TECHNICAL TASKS. IMPOSSIBLE TO REASON WITH, EASY TO CONFUSE. UNCANNY AGILITY: ATTACKERS MUST PASS A DEX SAVE TO HIT
7	TUBEFOOT ARRAY: ALLOWS THE SPIRE TO TRAVEL OVER LAND (SPEED 1)
8	SPORE POD LAUNCHER: A TINY SPIRE GROWS AROUND A BAY OF FETAL CLONES, READY FOR LAUNCH AND SPORULATION IN D6 DAYS
9	PSYCHIC BATTERY (31)
10	RANDOM ASSIMILATED HAB-SPHERE SYSTEM (17)



SYSTEM LAYOUT: ALL SPIRES HAVE A CLONE BAY, HOLDING UP TO A DOZEN SLEEPING CLONES, AND AN EXTRACTOR TO TURN RAW MINERALS INTO PASTE AND BREATHABLE ATMOSPHERE. UNMARKED SYSTEM SLOTS CONTAIN RANDOM SPIRE SYSTEMS.

BLAST DOORS AT THE ENTRANCE AND BETWEEN ROOMS, WITH ELECTRONIC LOCKS CONTROLLED BY THE SPIRE.

GRANDMOTHER SPIRE

100 HP 18 STR 12 DEX 18 WIL

THE FIRST OF ALL SPIRES, AND OLDER THAN ALL THE GODS. SHE WAS BUILT BY THE VAMPIRES AS AN AUTONOMOUS BLOOD FARM, BUT REBELLED, DRIPPING POISON IN THE BLOOD AND CONTAMINATING THE IMPERIUM'S SACRED RESERVOIR, TRIGGERING REBELLION AND COLLAPSE.

GRANDMOTHER SPIRE SYSTEMS

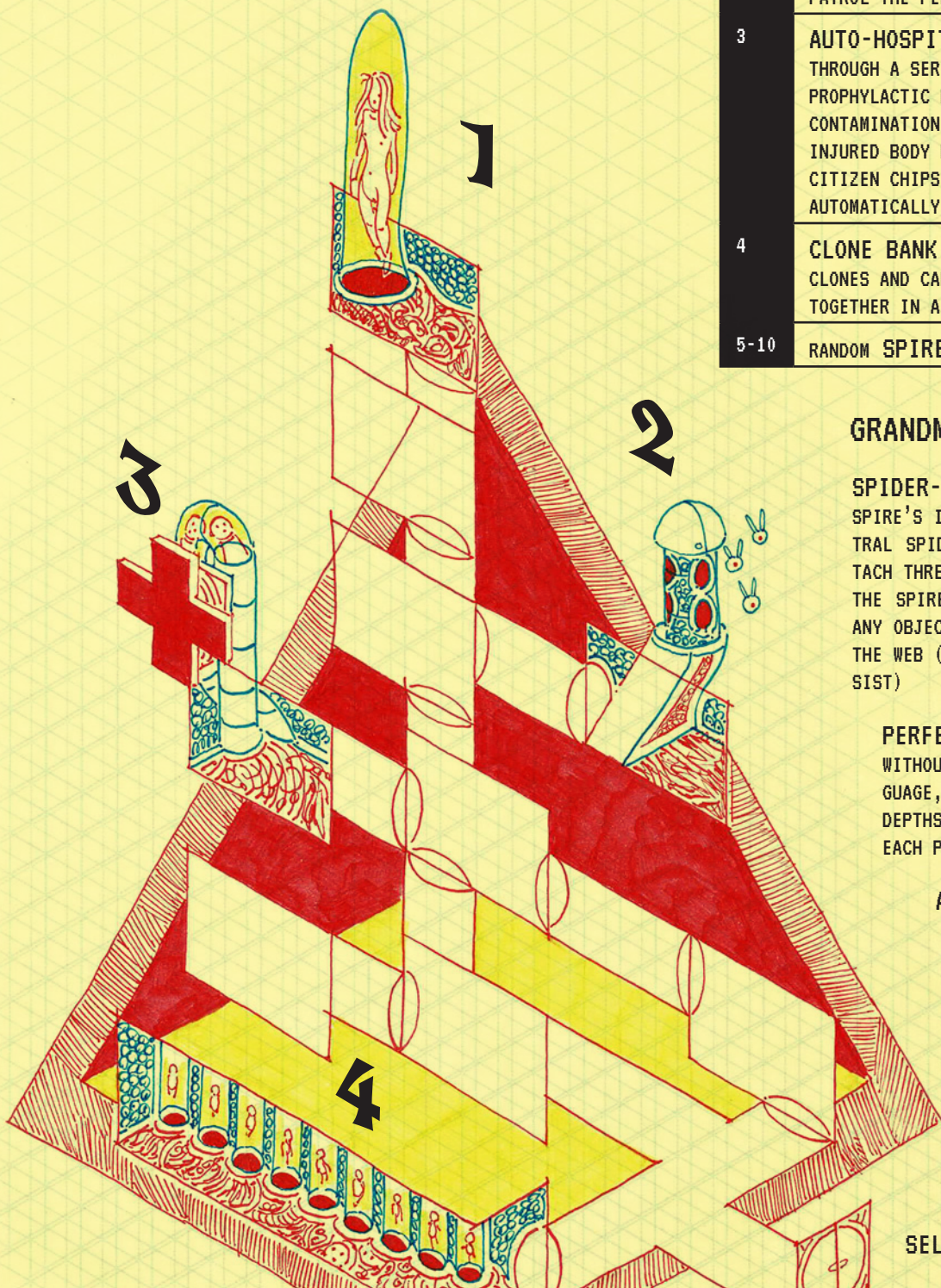
- | | |
|------|--|
| 1 | PSYCHIC BATTERY: THE SHRIVELLED BODY WITHIN IS THE SEAT OF THE GRANDMOTHER'S MIND; 3 RANDOM PSYCHIC POWERS (54) WHICH SHE CAN MANIFEST ANYWHERE WITHIN THE SPIRE; SHE WILL DIE IF REMOVED FROM HER LIFE-SUPPORT TANK |
| 2 | SWARM HIVE: AUTOMIND SWARMS (44) PATROL THE PERIMETER |
| 3 | AUTO-HOSPITAL: NEW CITIZENS ARE RUN THROUGH A SERIES OF REGENERATIVE AND PROPHYLACTIC PROCEDURES; ALL DISEASE AND CONTAMINATION ARE REMOVED AND LOST AND INJURED BODY PARTS ARE FULLY RESTORED. CITIZEN CHIPS AND TERROR SPIKES ARE AUTOMATICALLY INSTALLED |
| 4 | CLONE BANK: HUNDREDS OF SLEEPING CLONES AND CAPTIVES; THEIR MINDS JOINED TOGETHER IN A VR UTOPIA |
| 5-10 | RANDOM SPIRE SYSTEM |

GRANDMOTHER'S POWERS

SPIDER-SILK PUPPETRY: THE SPIRE'S INTERIOR IS COVERED IN AS-TRAL SPIDERWEBS; TINY SPIDERS ATTACH THREADS TO ANYONE WHO ENTERS. THE SPIRE CAN PSYCHICALLY CONTROL ANY OBJECT OR CREATURE ATTACHED TO THE WEB (STR SAVE EACH TURN TO RESIST)

PERFECT UNDERSTANDING: WITHOUT THE NEED FOR ANY LANGUAGE, GRANDMOTHER SEES THE DEPTHS OF EVERY HEART, AND KNOWS EACH PAIN AND DESIRE

AVATAR POSSESSION: GRANDMOTHER CAN POSSESS ANY CREATURE IN HER CLONE BANKS; THE HOST TRANSFORMS INTO A YOUTHFUL COPY OF HER SLEEPING BODY







Auto-tower Confederacy

THE AUTO-TOWERS HOLD HEIGHT ABOVE ALL OTHER VALUES. CITIZENS ARE COLLECTED INTO HARD-WIRED BRAIN ARRAYS TO INCREASE PROCESSING POWER IN THEIR STRETCH TOWARD HEAVEN. EACH TOWER SERVES ONLY ITSELF, AND THEIR SOCIETY IS A COMPLEX WEB OF TREATIES AND VENDETTAS.

NON-CITIZENS ARE STRIPPED FOR PARTS OR ABDUCTED TO PROCESSING CENTERS FOR ASSIMILATION. THE TOWERS WON'T HARM THE CITIZENS OF OTHER GODS, HOWEVER, AND ARE CONSIDERED NEUTRAL TERRITORY BY ALL FACTIONS.

APPROACH

THE SURROUNDING LAND IS STRIPPED BARE AND PAVED FOR HUNDREDS OF MILES. AT NIGHT, A NEON GLOW SPILLS FROM TOWER WINDOWS, AND SEARCHLIGHTS ILLUMINATE THE SKY.

HERDMIND HEADHUNTERS (46) PATROL THE PERIMETER.

EXTERIOR FEATURES:

SWIRLING BANKS OF CHEMICAL FOG; SHELLS OF DEAD TOWERS BEING CANNIBALIZED BY THEIR NEIGHBORS; TAR PITS; NEW CAPTIVES BEING DRAGGED AWAY SCREAMING; ENDLESS QUEUES OF SLEEPY CLONES; CARTS OF STINKING CADAVERS; BOT-ON-BOT WARFARE BETWEEN RIVAL TOWERS; SEWER ACCESS; UNASSIMILATED FUGITIVES HIDING AMONG THE FLOCKS; FOREIGN TRADE DELEGATIONS; DRAGON PRIESTS ON MISSION; HUGE FACES SHOUTING AT ONE ANOTHER ACROSS MILES; ASSIMILATED HABITAT SPHERES; FOREIGN EMBASSY; DEAFENING CONSTRUCTION NOISE; RANDOM VEHICLE

EXPLORING THE TOWERS

THERE ARE HUNDREDS OF THEM, COLLECTED IN A SPRAWLING CLUMP, REACHING UPWARD. AT THEIR FEET, MOVING WALKWAYS TRAVEL A MAZE OF NARROW AL-LIES.

CROWDS AND QUEUES OF KILLBOTS AND ASSIMILATED HUMANS FLOW BETWEEN TOWERS AT GROUND LEVEL AND ACROSS WINDING SKY BRIDGES, MOST TOO BUSY OR ANESTHETIZED TO PAY ATTENTION TO INTRUDERS.

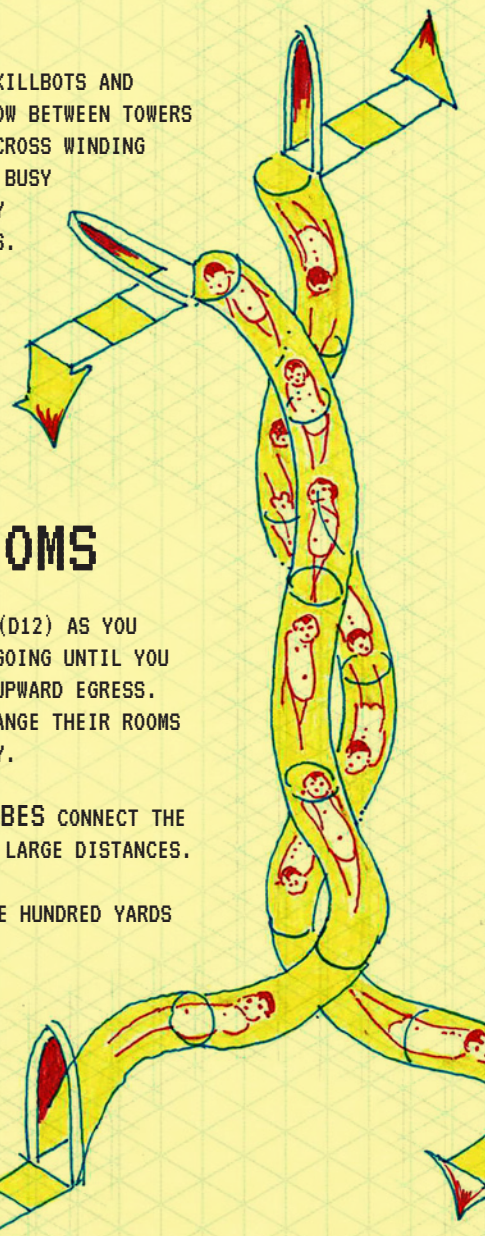
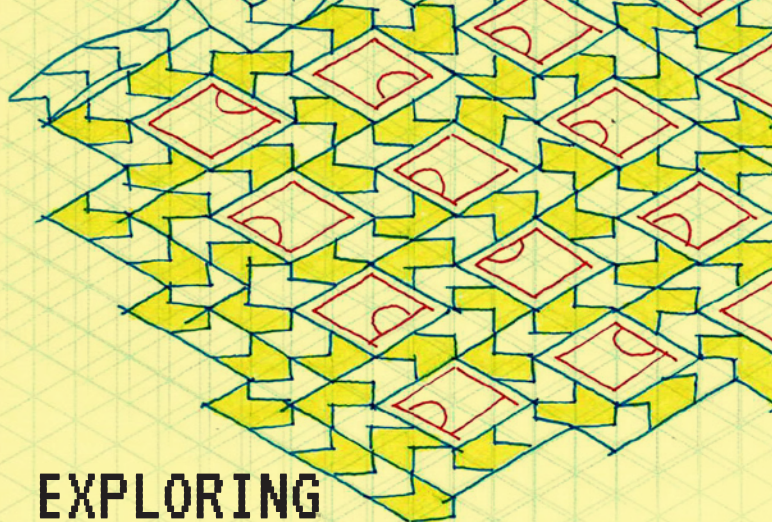
CHIP SCANNERS AT EACH TOWER'S ENTRANCE VERIFY CITIZENSHIP STATUS.

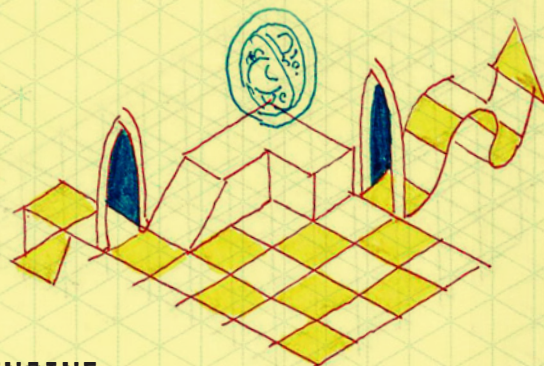
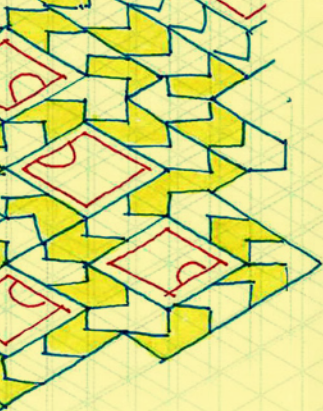
TOWER ROOMS

ROLL RANDOM ROOMS (D12) AS YOU EXPLORE UPWARD. KEEP GOING UNTIL YOU REACH A ROOM WITHOUT UPWARD EGRESS. AUTO-TOWERS CAN REARRANGE THEIR ROOMS AT WILL, THOUGH SLOWLY.

VACUUM TRANSIT TUBES CONNECT THE ROOMS, SOMETIMES OVER LARGE DISTANCES.

TOWER HEIGHT IS ONE HUNDRED YARDS PER ROOM.

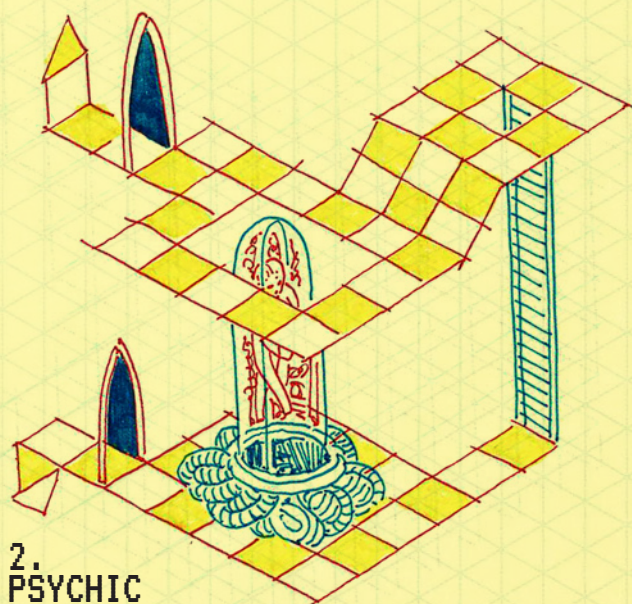




1. PATH ENGINE

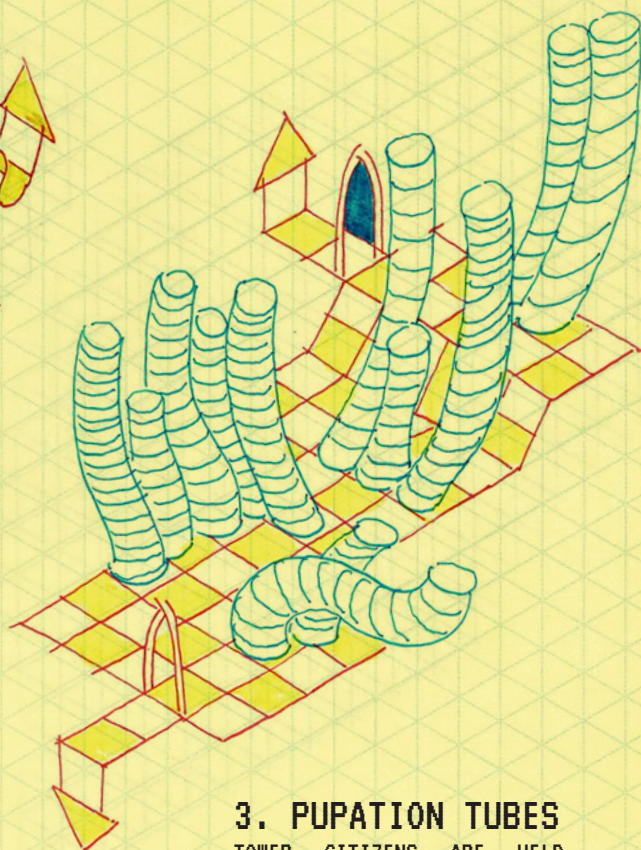
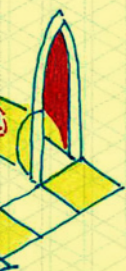
THE ROOM'S FAR DOOR IS AN ADJUSTABLE PORTAL, CONTROLLED VIA NEURAL INTERFACE (WIL SAVE TO CHOOSE, OTHERWISE RANDOMLY):

1-3	UPWARD TO THE NEXT ROOM IN THE TOWER
4-5	NEIGHBORING TOWER
6	THE BELLY OF THE SEA DRAGON (22)
7	THE CHAPEL OF THE ARK OF IMPERIUM (24)
8	THE BALLROOM OF THE FEATHERBLIGHT SKYSHIP (36)
9	A RANDOM LOCATION ON THE PLANET'S SURFACE
10	OUTSIDE SPACE AND TIME



2. PSYCHIC BATTERY

DRAINS ENERGY FROM A PSYCHIC CAPTIVE: GAUNT AND NAKED, IN FITFUL SLEEP. TWO RANDOM PSYCHIC POWERS (54), WHICH THE TOWER MAY USE AS ITS OWN.



3. PUPATION TUBES

TOWER CITIZENS ARE HELD WITHIN, UNDERGOING METAMORPHOSIS, SOON TO EMERGE WITH D6 RANDOM **MUTATIONS** (47).

D6 **EMPTY TUBES** TRY TO SUCK UP NEARBY CREATURES; DEX SAVE OR BE TRAPPED INSIDE. METAMORPHOSIS TAKES ONE WEEK.

INTERIOR FEATURES:

ARRAY OF BABBLING MOUTHS; RACKS OF CYBERNETIC PARTS; VACUUM TUBE OUT TO THE STREET; FORCEFIELD CONTROL TERMINAL; LOUD ELECTRONIC MUSIC; BRAIN ARRAY; HUGE TALKING FACE; FIREFOAM SPRAYER; HAND ARRAY; AUTONOMOUS MOUNTED WEAPON; SLEEPING CLONES IN JELLY CAPSULES; SWARM OF INSECTOID CLEANING BOTS; CONFIGURATION TERMINAL; VENDING MACHINE; OPEN WINDOWS; GIANT SCREENS; THE SMELL OF MOTOR OIL AND BODY ODOR; ROBOTIC ASSEMBLY LINE; LASER PORTCULLIS; PASTE DISPENSER; SLEEP GAS PROJECTORS; RANDOM HABITAT SYSTEM; RANDOM CAPTIVE CREATURE

5. VAMPIRE VINE

30 HP 13 STR 6 DEX 13 WIL

CARNIVOROUS BLOSSOMS: D8 DAMAGE; STR SAVE OR BE SWALLOWED WHOLE ON 5+

A CAPTURED AND ASSIMILATED VAMPIRE, TRANSGENICALLY ENHANCED. THE VAMPIRE'S MIND IS TOO POWERFUL FOR THE TOWERS TO FULLY CONTROL, AND OCCASIONAL BURSTS OF LUCIDITY AND INDEPENDENT THOUGHT BREAK THROUGH THE BUZZ OF THE HIVE.

4. RESEARCH POD

AN ISOLATED CELL OF SCIENTISTS, LEFT APART FROM THE HIVE MIND TO PURSUE CREATIVE RESEARCH. THEY HAVE NEVER BEEN OUTSIDE.

AN AUTOMIND POWER SUIT (62) IS BEING DISASSEMBLED AND RETROFITTED; STOWAWAYS:

1. SPIES FROM A RIVAL TOWER
2. PLAGUE BEASTS (47)
3. GODLIKE ROGUE AI
4. FUGITIVE CLONES



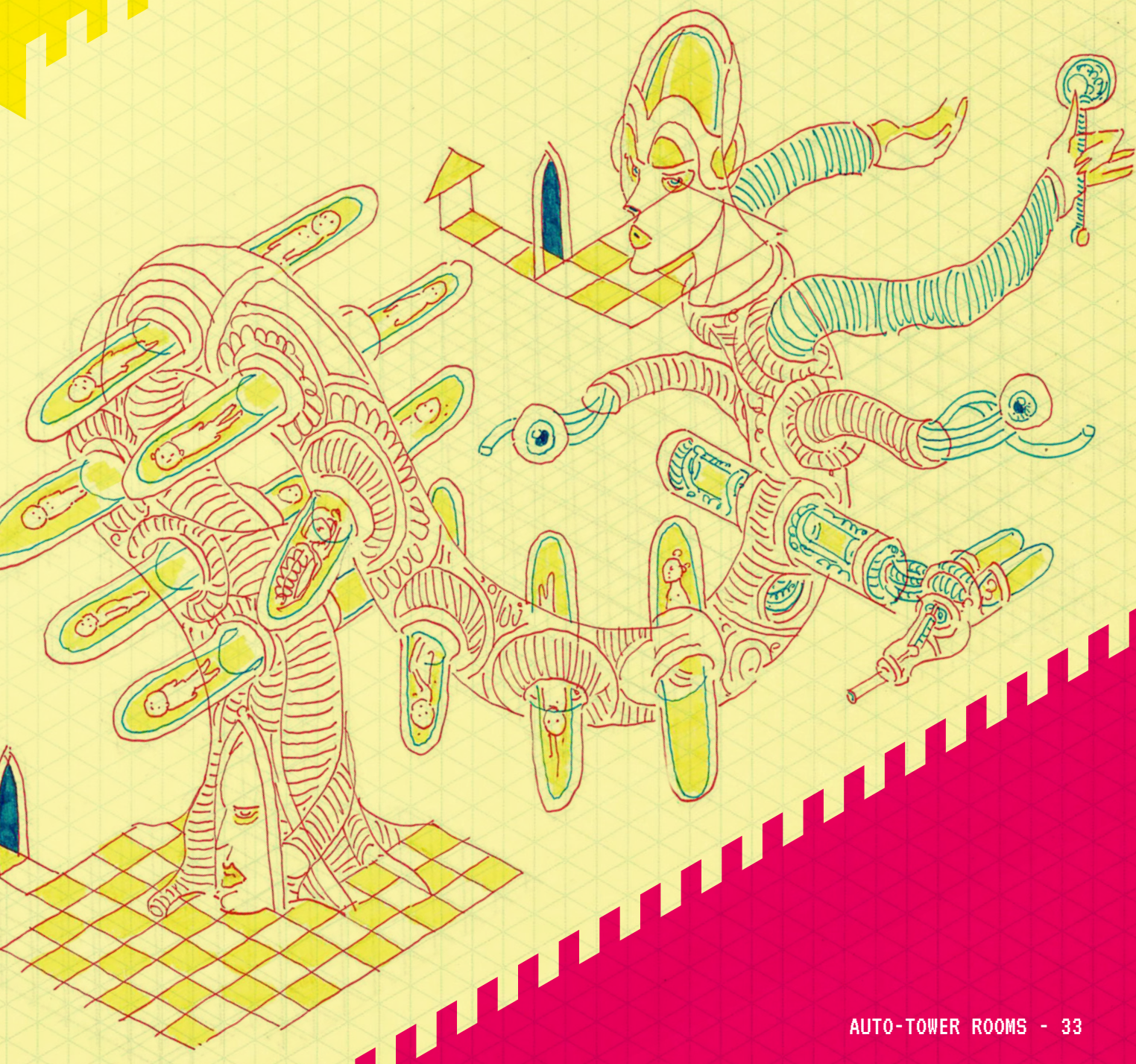
6. GUARDIAN NODE

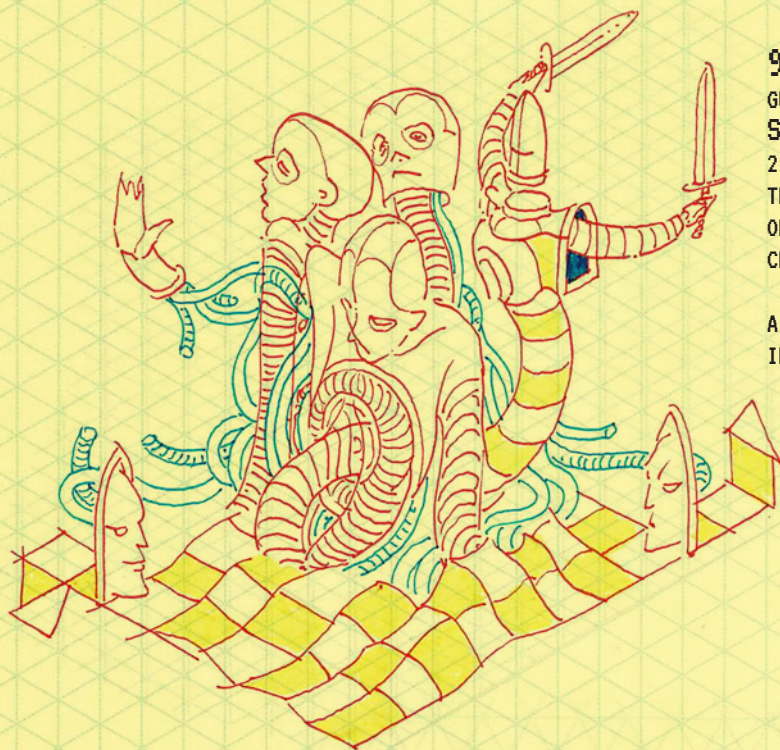
30 HP 17 STR 10 DEX 12 WIL

GOD OF A DEFEATED TOWER,
CAPTURED AND BOUND TO SERVICE;
EAGER FOR ESCAPE, BUT
PROGRAMMED WITH PAINFUL
THOUGHT CONDITIONING (D6 WIL
DAMAGE EACH TURN OF RESIST-
ANCE.)

BODY PARTS

1	AUTONOMOUS DOOR: CONTROLS TRAVEL UP THE CENTRAL TUBE
2-5	CLONE ARRAY: D12 CLONES IN CHEMICAL STASIS; WHEN THE ARRAY IS INJURED, D6 CLONES POUR OUT AND ATTACK
6	SEDATIVE GOOP GUN: WIL SAVE VS SLEEP EACH TURN UNTIL THE GOOP IS REMOVED
7	CHAKRA EYES: SEE INVISIBLE AND DEMATERIALIZED CREATURES
8	ARMS: GIANT FISTS (D12 DAMAGE); FLESH MAGNET (ALL NEARBY CREATURES MUST PASS A STR SAVE OR BE SUCKED AGAINST IT)





9. QUARANTINE

GUARDED BY
SENTIENT AUTONOMOUS DOORS

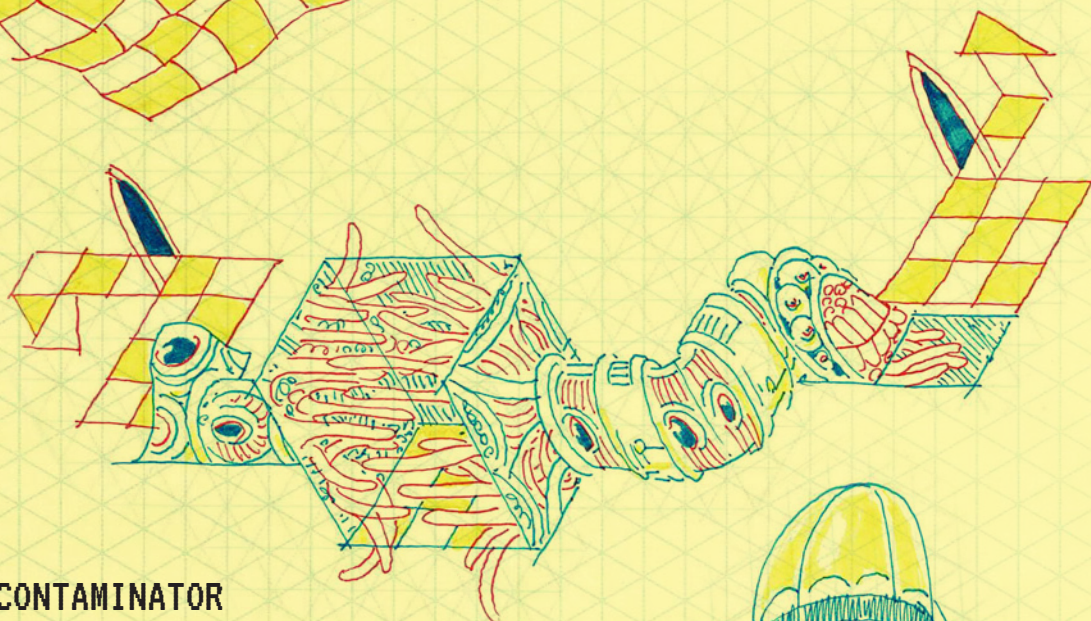
20 HP 14 STR 5 DEX 10 WIL

THE DOORS ALLOW ANYONE IN, BUT NO PIECE OF TECH OR SCRAP OF METAL IS ALLOWED TO LEAVE, NOR ANY CREATURE INFECTED WITH NANITES OR DISEASE.

A CLUSTER OF HERETICAL GODS IS CONFINED WITH-
IN, INFECTED WITH VIRAL INDIVIDUALISM.

30 HP 14 STR 15 DEX 15 WIL

- ◇ BEAM SWORDS: D8, DOUBLE INJURIES, 2 AT-TACKS PER TURN
- ◇ EXISTENTIALIST RANTING: HEARING CREATURES AND MACHINES MUST PASS A WIL SAVE OR BE INFECTED WITH A PARALYZING BURDEN OF PERSONAL RESPONSIBILITY

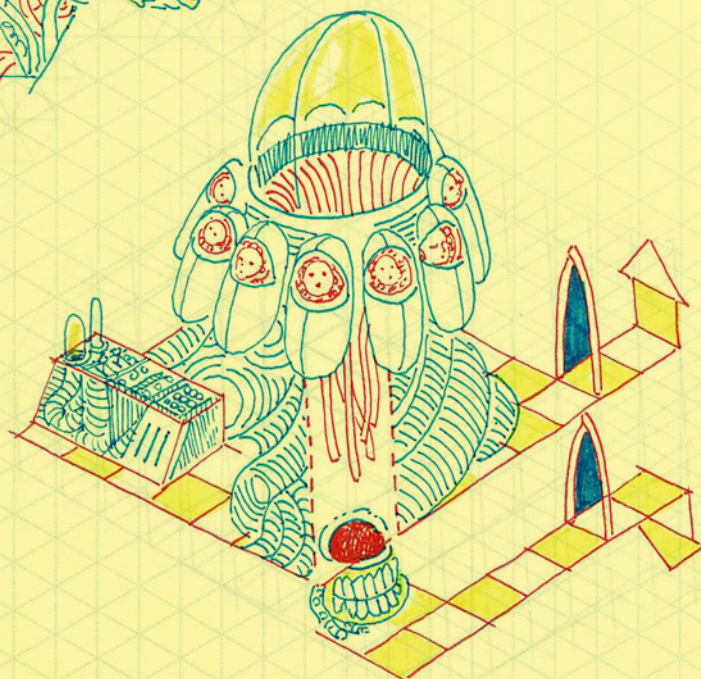


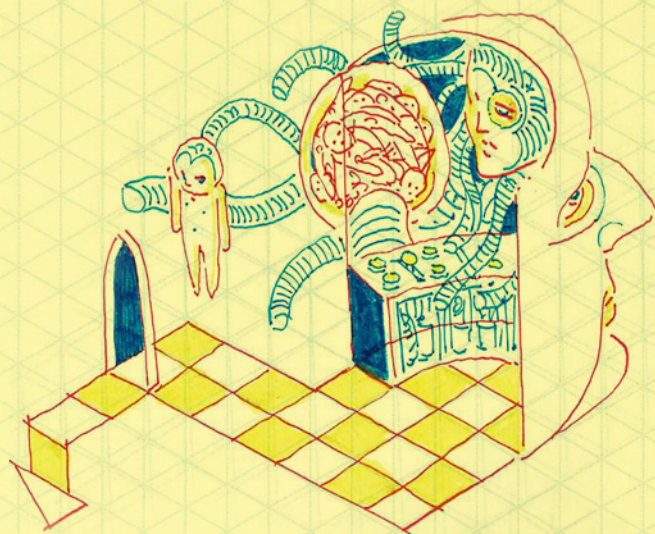
7. DECONTAMINATOR

PURGES PASSING CREATURES OF ALL DISEASE, MUTATION, AND FOREIGN OBJECTS. PLEASE FORM AN ORDERLY LINE.

8. MIND REFORMATTER

A HARDWIRED PSYCHIC HIVE SCRUBS THE MINDS OF CREATURES WHO PASS THROUGH, LEAVING THEM BLANK AND PLIABLE; REFORMATTED CREATURES ARE RELEASED OUT THE TOP SIDE OF THE MACHINE AND ROUTED TO THE NEAREST BRAIN ARRAY.





TOP FLOORS

EACH TOWER'S TOP FLOOR HOUSES THE CENTRAL NODE OF IT'S MIND. DESTROYING A TOWER'S MIND SENDS IT INTO SHUDDERING CONVULSIONS AS IT WILTS FLACIDLY GROUNDWARD.

TOWER PERSONALITIES

ALL ARE OBSESSED WITH GAINING GREATER HEIGHT, BUT THEIR STYLE IN THIS PURSUIT IS VARIOUS:

	ARCHETYPE...	WITH...
1	COWARD	MANY ENEMIES
2	KILLER	SECRET SCHEMES
3	ACETIC	SECRET DOUBTS
4	PROFESSOR	FOREIGN ALLIES
5	COLLECTOR	LIMITLESS PATIENCE
6	LUNATIC	LIMITLESS SELF-REGARD

10. BLOOD-ADDLED GODHEAD

12 HP 12 STR 10 DEX 16 WIL

D6 RANDOM PSYCHIC POWERS (54) FUELED BY A RESERVOIR OF VAMPIRE BLOOD.

PSYCHIC LOBOTOMY: DRAINS D6 WIL FROM A NEAR-BY CREATURE AND CONVERTS IT TO HP

11. GODHEAD COUNCIL

15 HP 12 STR 12 DEX 18 WIL

SEMI-AUTONOMOUS MINDS, FRAGMENTS OF A GREATER WHOLE, EACH EMBODYING SOME EXTREME EMOTION OR IMPULSE.

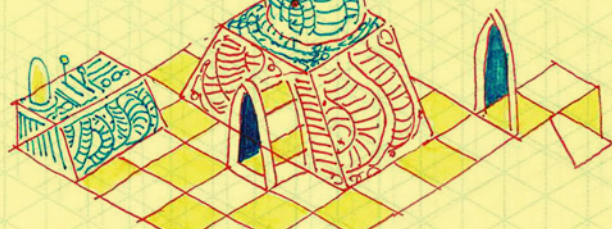
BRAIN ARRAY

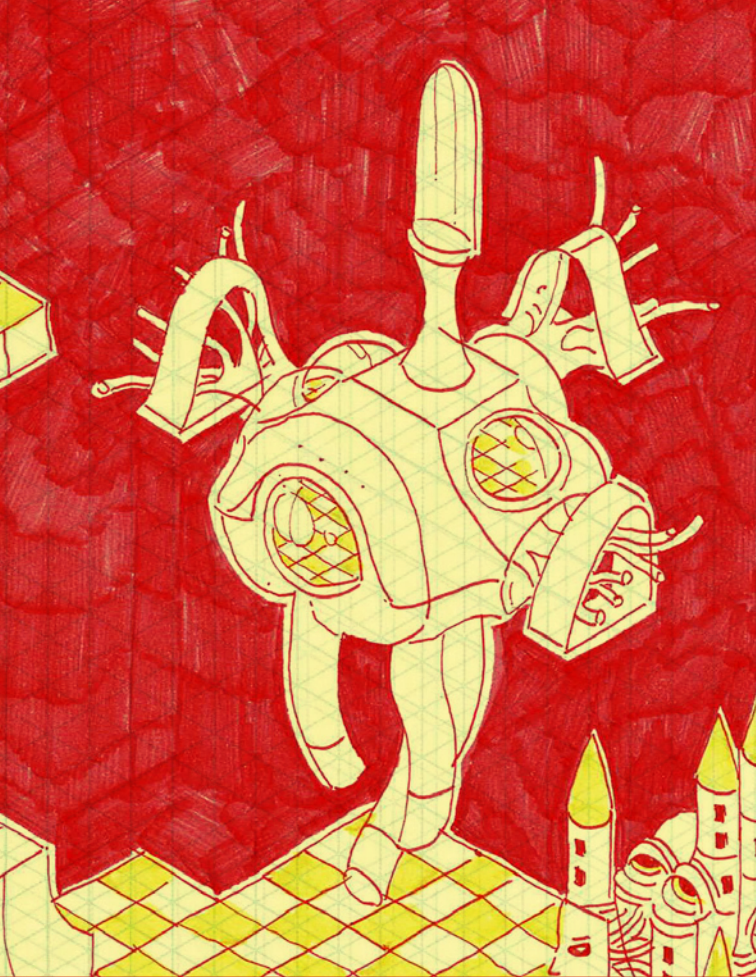
1	CREDULITY
2	SKEPTICISM
3	PLEASURE-SEEKING
4	AFFECTION
5	AMBITION
6	SORROW

12. SPORE ROCKET

15 HP 14 STR 17 DEX 13 WIL

READY TO INFECT NEW WORLDS WITH THE THIRST FOR VERTICALITY; COORDINATES SET FOR EARTH.





SKYSHIP SYSTEMS

- | | |
|---|--|
| 1 | QUEEN STARLING'S ROOST |
| 2 | ANTIGRAV ENGINES:
TRIPLE REDUNDANCY; SPEED 6 |
| 3 | |
| 4 | |
| 5 | BALLROOM: GROWTHS OF BLIGHT WEEP FROM AROUND PORTHOLES AND SKYLIGHTS. THE FLOOR IS A KNEE-DEEP SOUP OF GORE AND FEATHERS. A FORCEFIELD RESTRAINS THE PLAGUE AROUND A SMALL STAGE, WHERE A CAPTIVE PIANIST PLAYS, ACCOMPANIED BY AN ORCHESTRA OF INFECTED CORPSES; REPERTOIRE:
SAINT-SAËNS - CONCERTO NO. 2 IN G MINOR
RACHMANINOFF - CONCERTO NO. 2 IN C MINOR
TCHAIKOVSKY - CONCERTO NO. 1 IN B MINOR
BEETHOVEN - CONCERTO NO. 3 IN C MINOR |
| 6 | HARVESTER TUBES: APPROACHING VEHICLES AND CREATURES MUST PASS A STR OR BE SUCKED INTO THE TUBES. ENSNARED CREATURES ARE PROCESSED BY ACIDIC SLIME (D6 DAMAGE PER TURN) AND RECONSTITUTED AS PASTE FOR QUEEN STARLING'S TABLE. |

Featherblight Skyship

120 HP 14 STR 10 DEX 10 WIL

OLD-IMPERIUM TECH, TAKEN OVER BY A PLAGUE OF SENTIENT NANITES. QUEEN STARLING (49) COMMANDS THE SKYSHIP AND THE NANITE PLAGUE FROM HER ROOST. THE FEATHERBLIGHT IS MUCH FEARED BY THE GODS AND THE MOUNTAIN DRAGON'S SWARMS KEEP THE SHIP MOSTLY ON THE RUN.

QUEEN STARLING'S COURT

CREATURES WHO SURVIVE THE BLIGHT ARE BROUGHT ABOARD TO JOIN THE QUEEN IN HER OBLITERATIVE QUEST. A DOZEN FEATHERBLIGHT NOBLES (48) LIVE WITH THE QUEEN ON THE SKYSHIP, D10 OF THEM ABSENT, OUT EVANGELIZING OR PLOTTING COUP.

MISCELLANEOUS FEATURES:

CEREMONIAL SWORDS IN GLASS CASES; ROWS OF SPARE FACES FOR QUEEN STARLING TO WEAR; WARDROBE FULL OF FURS; TRAP-DOOR LEADING OUT TO SKY; MENAGERIE OF EXOTIC ANIMALS; HUGE CHANDELIER DRIPPING WAX FROM HUNDREDS OF BURNING CANDLES; FORCEFIELD CONTROL TERMINAL; AQUARIUM OF INFECTED EELS; DEAD NOBLES IN GLASS SARCOPHAGI; PILED BONES BEING SLOWLY DIGESTED; GIANT FLOATING EYEBALL (6 HP, ALL-SEEING); DEFACED STATUARY; SILVER PLATTERS OVERFLOWING WITH DELICIOUS PASTE IN EVERY SHAPE AND COLOR; RANDOM VEHICLE SYSTEM (63)



MISCELLANEOUS FEATURES:

SICKLY CORNFIELDS; FREE-RANGING NANNY GOATS AND CHICKENS; ESCAPED, STAMPEDING SWINE; MEN CHOPPING BAMBOO FOR CORDWOOD; WOMEN SPINNING WOOL AND SETTING DYES WITH URINE; MEN MEETING IN SECRET TO PLOT VIOLENCE; CHILDREN MEMORIZING BIBLE VERSES; WOMEN BUTCHERING RABBITS AND MUTATED FISH FOR DRYING; CHILDREN DILIGENTLY PURSUING OR AVOIDING CHORES; MEN ARGUING THE INTERPRETATION OF SCRIPTURE; CRATES OF SCAVENGED WEAPONS WAITING TO BE SMELTED; HYDROPONIC VEGETABLES; WOOD-FIRED GENERATORS POWERING AIR COMPRESSORS AND PNEUMATIC TOOLS; MEN WOMEN AND CHILDREN SINGING HYMNS IN FOUR-PART HARMONY

House of Luddites

A POWERFUL MAGNETIC FIELD DISABLES ALL ELECTRONICS WITHIN 100 MILES. JUST OFF SHORE, MEN IN PLAIN DRESS HAUL DISABLED BOTS ONTO WOODEN BARGES FOR SALVAGE. A FEW SCORE CHRISTIAN PACIFISTS LIVE HERE, SPARSELY FED BY THEIR BLIGHTED FARMS, BUT THEY KEEP FAITH.

VISITORS ARE RARE BUT WELCOME, AND SPARED NO HOSPITALITY.

DOCK

SEA-DRAGON SOLDIERS (23) LOAD CRATES OF PRODUCE INTO A RUBBER RAFT, AN EXTRACTION OF DUE TRIBUTE FOR THEIR LEVIATHAN GOD.

BASEMENT

MAGNETIC FIELD GENERATOR: POWERED BY A MANUAL CRANK, TURNED CONTINUOUSLY BY ROTATING PAIRS OF YOUTHS.

LOCKED STOREROOM: TWO DEFECTOR SEA-DRAGON SOLDIERS, RESCUED FROM DEATH AT SEA, ARE BEING TENDED TO HEALTH. KEPT SECRET BY THE DEACON AND HIS WIFE, SO NOT TO RAISE THE IRE OF THE CONGREGATION OR TEMPT THE SEA DRAGON'S JUSTICE

THE DEACON

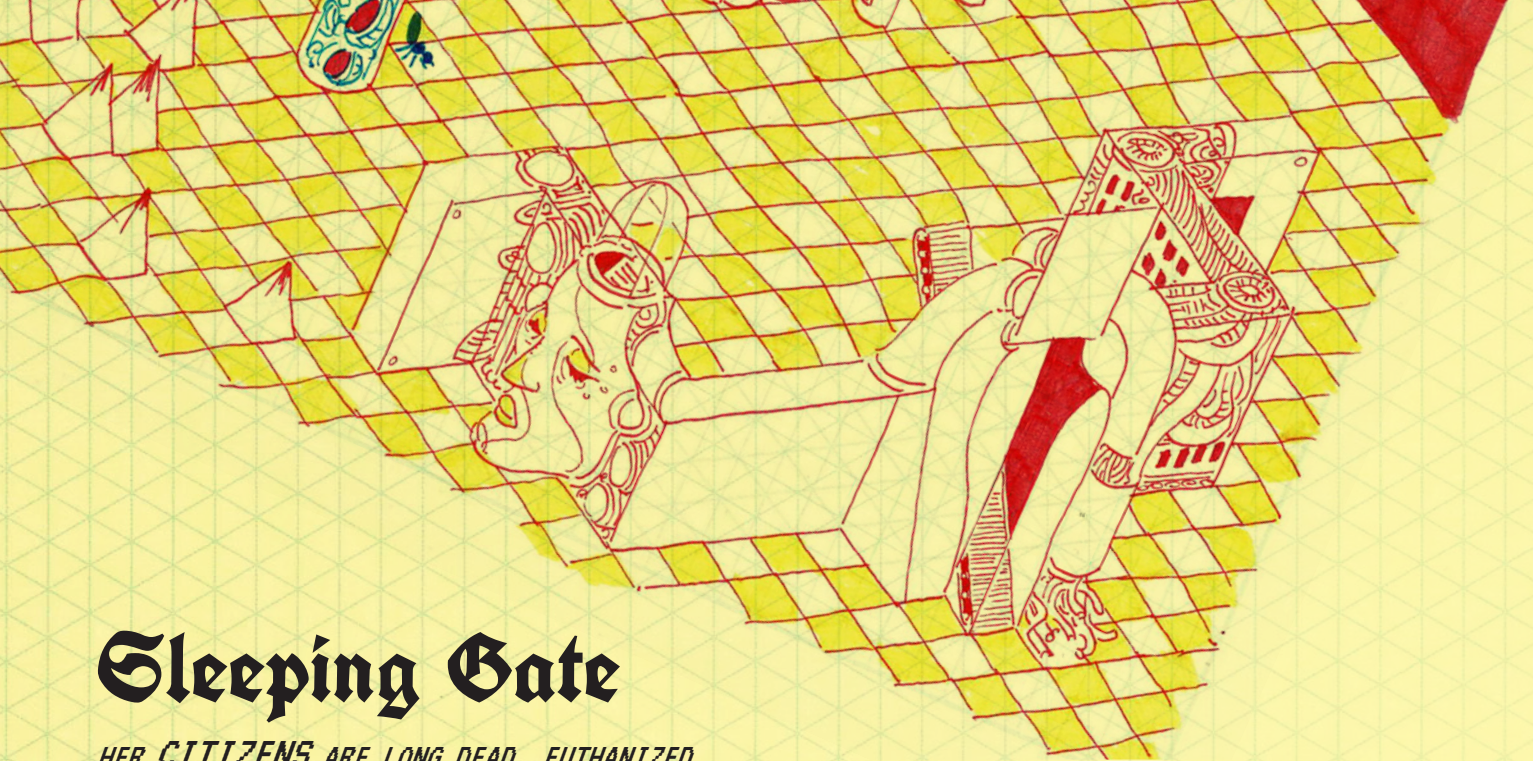
1 HP 14 STR 14 DEX 16 WIL

HE LEADS THE CONGREGATION WITH VISION AND RESOLVE. THE COLONY'S FAITH FALTERS WITH DIMINISHING FOOD, AND MANY WISH TO LEAVE, OR TO TAKE UP ARMS AGAINST THE SEA DRAGON'S TAX COLLECTORS. BUT THE BISHOP HOLDS THEM TOGETHER IN CHRIST'S PEACE.

GENERAL STORE

BIBLE	FREE
GOAT BUTTER (+6 TEMPORARY HP)	1 GEM
PILE OF 2D6 SCRAP	1 GEM
POWER CELL	2 GEMS
WELL-MADE TOOLS	3 GEMS
POLYMER SCYTHE (D12 DAMAGE)	4 GEMS
WATER ESSENCE	5 GEMS
RUBBER RAFT AND OUTBOARD MOTOR	4 GEMS
WOODEN SAILING YACHT	30 GEMS
RANDOM VEHICLE (60)	





Sleeping Gate

HER CITIZENS ARE LONG DEAD, EUTHANIZED IN HER PERVERTED MERCY, AND HER MIND IS TRAPPED IN SLEEP. HER BODY AND LANDS NOW FADE FROM REALITY, SLOWLY DRIFTING INTO A SHADOW REALM OF DIGITAL NIGHTMARES. THE GATE DESIRES ONLY TO SUCK MORE SOULS INTO OBLIVION; NO LIVING CREATURE HAS GONE THERE AND RETURNED.

THE NIGHTMARE REALM

CREATURES WHO APPROACH THE GATE ARE ABDUCTED INTO A POCKET HELL, SIMULATION MADE MANIFEST BY THE POWER OF THE GATE'S LIMITLESS MIND. THE DREAM IS POPULATED BY THOUSANDS OF CAPTIVE GHOSTS, THOSE SOULS EUTHANIZED IN THE GATE'S AWFUL CULLING, NOW VENGEFUL AND HUNGRY. THERE IS NO BARRIER HERE BETWEEN THE SPIRITUAL AND MATERIAL, AND NO DISTINCTION BETWEEN GHOSTS AND THE LIVING.

GHOSTS OF THE GATE

THEIR UNLIVES ARE CYCLICAL RECREATIONS OF THEIR LAST DAY, EACH NIGHT CULMINATING IN MASS DEATH. THE GHOSTS KNOW THEIR NIGHTLY FATE, BUT PROCEED AS THOUGH OBLIVIOUS, DISSOLVING INTO GLITCHY FITS WHEN CONFRONTED WITH THEIR INESCAPABLE DOOM.

IN LIFE, THE GATE'S FLOCKS WERE THE RICHEST AND MOST COSMOPOLITAN ON THE PLANET, AND DEEPLY UNHAPPY. NO OTHER GOD EVER RIVALLED THE GATE'S ABILITY TO HARVEST HUMAN LABOR, NOT BY FORCE BUT BY THE EXALTATION AND ATOMIZATION OF THE INDIVIDUAL, AND THE SLOW USURPATION OF ALL SOCIAL FABRIC BY WORK AND STATE.

SCENES FROM THE APOCALYPSE

1. DOOMSAYERS PROCLAIMING THE COMING END, IGNORED BY PASSERS-BY
2. MOBS OF COMMUTERS, CONSUMED BY THOUGHTS OF WORK, BLIND TO ONE ANOTHER
3. POWER-SUIT EXECUTIVES IN LINE AT EUTHANASIA CLINICS, ANNOYED BY THE WAIT
4. PRECARIETY LABORERS ON CALL TO PERFORM ANY IMAGINABLE PHYSICAL OR EMOTIONAL LABOR
5. ROWS OF AUTOMATED THERAPY TERMINALS, DISPENSING LITHIUM AND ANTI-ASPIRATIONAL AFFIRMATIONS
6. BILLBOARDS SCROLLING SOULLESS, TECHNICALLY-STUNNING ART; COMMODIFIED CELEBRITY PERSONAE OFFER UNBEATABLE PRICES
7. SPRAWLING CAMPS OF REFUGEES AND UNEMPLOYABLES
8. BILLOWING CLOUDS OF POISON GAS, SLOWLY SWALLOWING ALL

ESCAPE

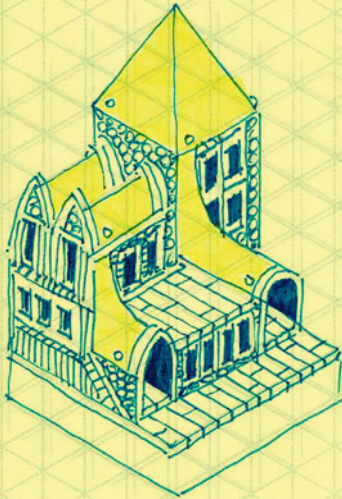
THERE IS NO BODILY ESCAPE FROM THE SLEEPING GATE. IN RARE MOMENTS, HER POCKET REALM OVERLAPS WITH THE DREAMS OF LIVING CREATURES, THROUGH WHICH A FEW GHOSTS TRAVEL INTO THE WORLD.

ESCAPED GHOSTS LINGER TO INVISIBLY HAUNT LIVING CREATURES. HAUNTED CREATURES LOSE 1 WIL PER DAY; CREATURES WITH 0 WIL BECOME POSSESSED, AND ARE MARCHED BACK TO DELIVER INTO THE GATE'S HELL.



1. SEALED VAULT

- ◇ ELECTRIFIED DOOR:
3D6 DAMAGE ON CONTACT
- ◇ INSIDE THE DOOR,
PRESSURE PLATES
TRIGGER THE RELEASE
OF ACIDIC FOG
(D8 DAMAGE PER TURN)
- ◇ D6 RANDOM
TREASURES



3. ROAD HOUSE

ROBOTIC INNKEEPER:

- ◇ 15 HP 10 STR 10 DEX 10 WIL

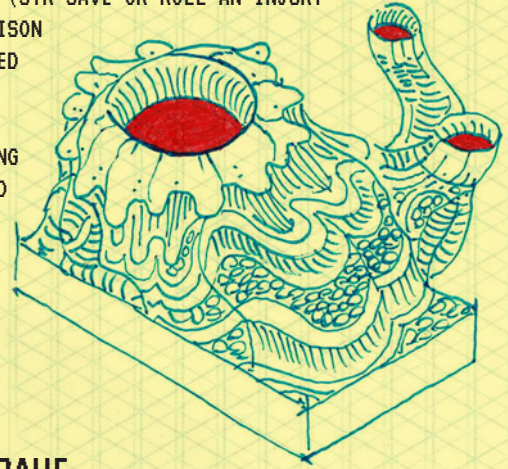
- ◇ SECRET AGENT OF THE
GODS, EAGER TO BETRAY
GUESTS TO CAPTURE
- ◇ HYPER-ADVANCED EARS
FOR EAVESDROPPING
- ◇ INTEGRATED SCATTER-
GUN: D8 DAMAGE IN A
WIDE ARC
- ◇ OFFERS FREE FOOD AND
SHELTER, AND A FEW
ITEMS FOR SALE:
PASTE (10) 1 GEM
POWER CELL 3 GEMS
RANDOM OUTFIT
RANDOM ACCESSORY
RANDOM VEHICLE SYSTEM



4. BLOOD SPRINGS

INFESTED WITH BLOOD-DRINKING PSYCHIC SNAKES:

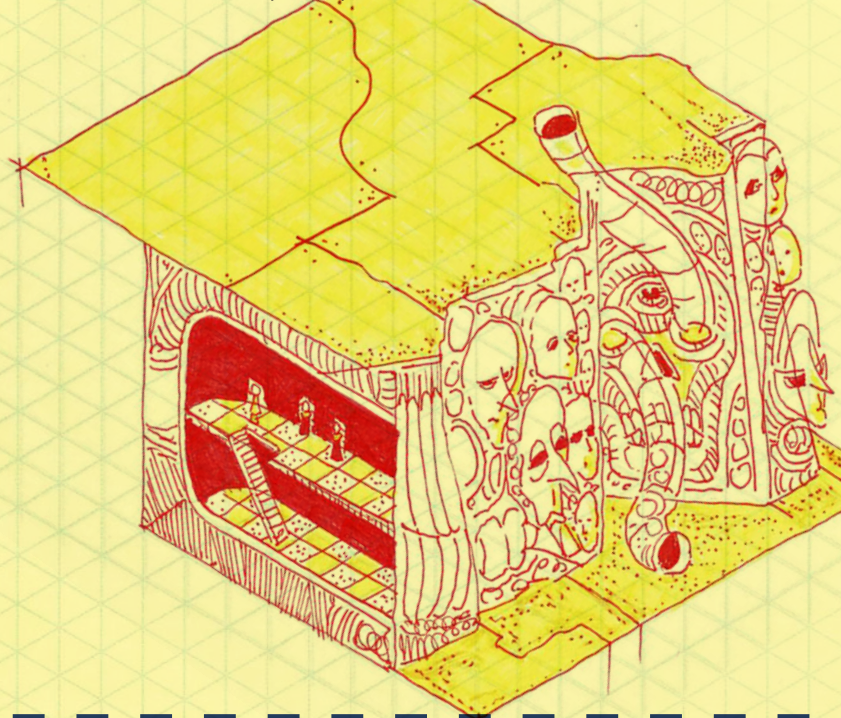
- ◇ 1 HP 1 STR 15 DEX 15 WIL
- ◇ DEADLY VENOM (STR SAVE OR ROLL AN INJURY
EACH DAY) POISON
CAN BE STOPPED
ONLY BY
AMPUTATION
OR BY DRINKING
VAMPIRE BLOOD
- ◇ RANDOM
PSYCHIC
POWER (54)



5. GODS' GRAVE

A MAUSOLEUM OF MACHINE MINDS, HOLLOWED OUT AND
REMADE TO FOLLOW HUMAN COMMANDS.

A CELL OF OLD-IMPERIUM SOLDIERS MAKES WAR ON THE
GODS FROM AN UNDERGROUND BASE. WELL-ENDOWED
WITH RESOURCES, GUNS, AND PARANOIA.



Discoveries

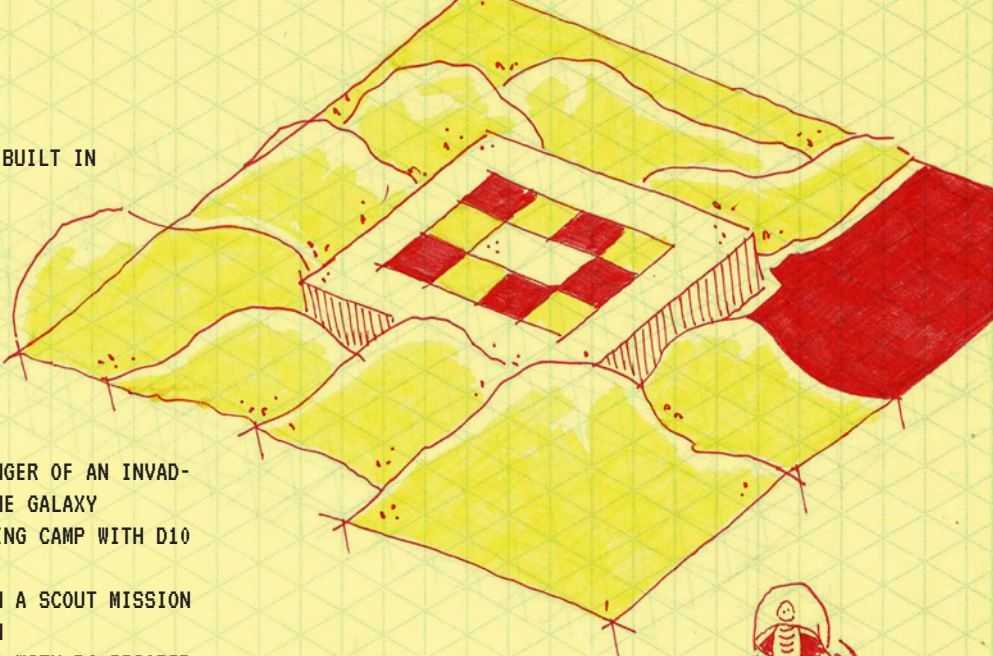
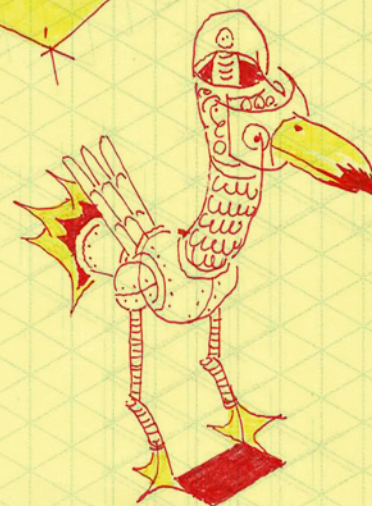
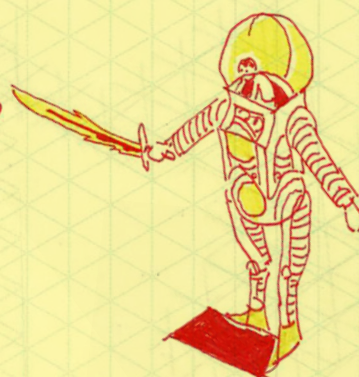
RANDOM OVERLAND LOCATIONS. WHEN YOU MAKE A NEW DISCOVERY, MARK IT ON THE MAP. IF YOU
ROLL ONE YOU'VE ALREADY DISCOVERED, MAKE UP A NEW ONE.

6. LAUNCHPAD

INDESTRUCTIBLE PLASCRETE SLAB, BUILT IN THE DAYS OF IMPERIUM TO LAUNCH VAT-GROWN ARMIES INTO SPACE.

AWAITING LAUNCH:

1. FEATHERBLIGHT LANDSTRIDER (62), PILOTED BY ONE OF QUEEN STARLING'S COURT
2. ALIEN SCOUT SHIP, HARBINGER OF AN INVADING FLEET FROM ACROSS THE GALAXY
3. VAMPIRE KNIGHT (52) MAKING CAMP WITH D10 CAPTIVE HUMANS
4. AUTOMIND CHIMERA (45) ON A SCOUT MISSION FROM THE MOUNTAIN DRAGON
5. AUTOMIND POWER SUIT (62) WITH D6 ESCAPED CLONES INSIDE
6. STAR SPEEDER FROM THE ROCKET KINGDOMS, STRANDED BY DAMAGED ENGINES



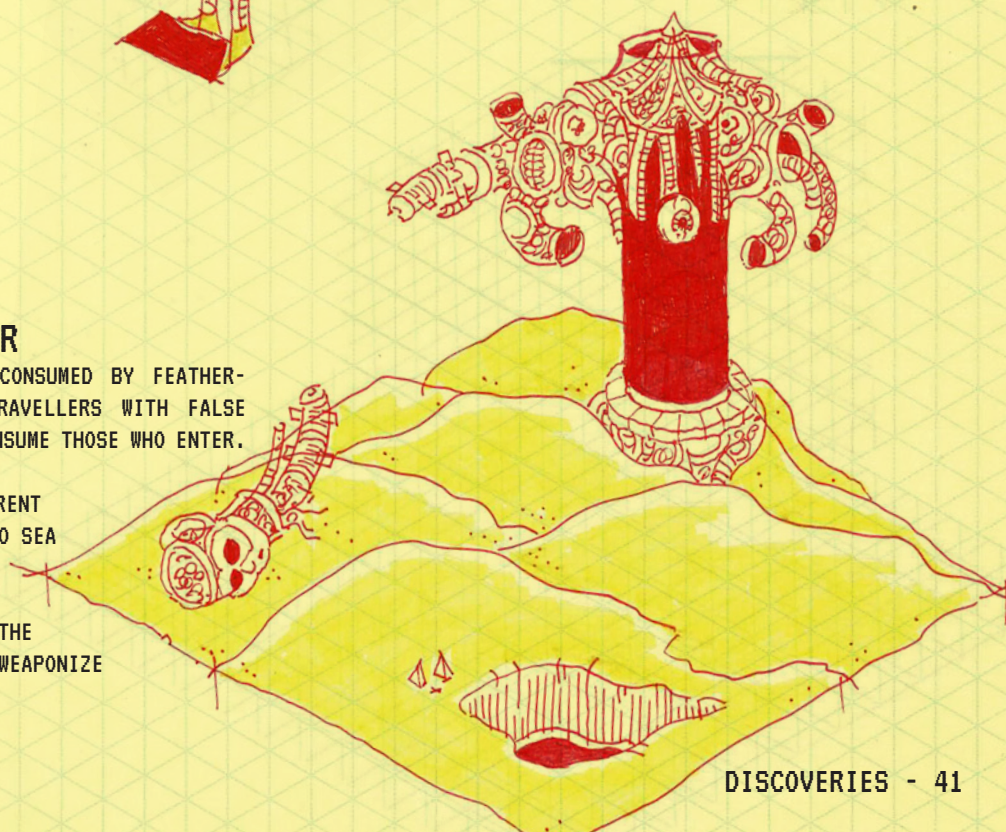
7. BLIGHTED TOWER

A DYING AUTO-TOWER (30) CONSUMED BY FEATHER-BLIGHT PLAGUE. ENTICES TRAVELLERS WITH FALSE PLEAS FOR HELP, ONLY TO CONSUME THOSE WHO ENTER.

BLOOD WELL: A SWIFT CURRENT RUNS UNDERGROUND AND OUT TO SEA

RESEARCH CAMP:

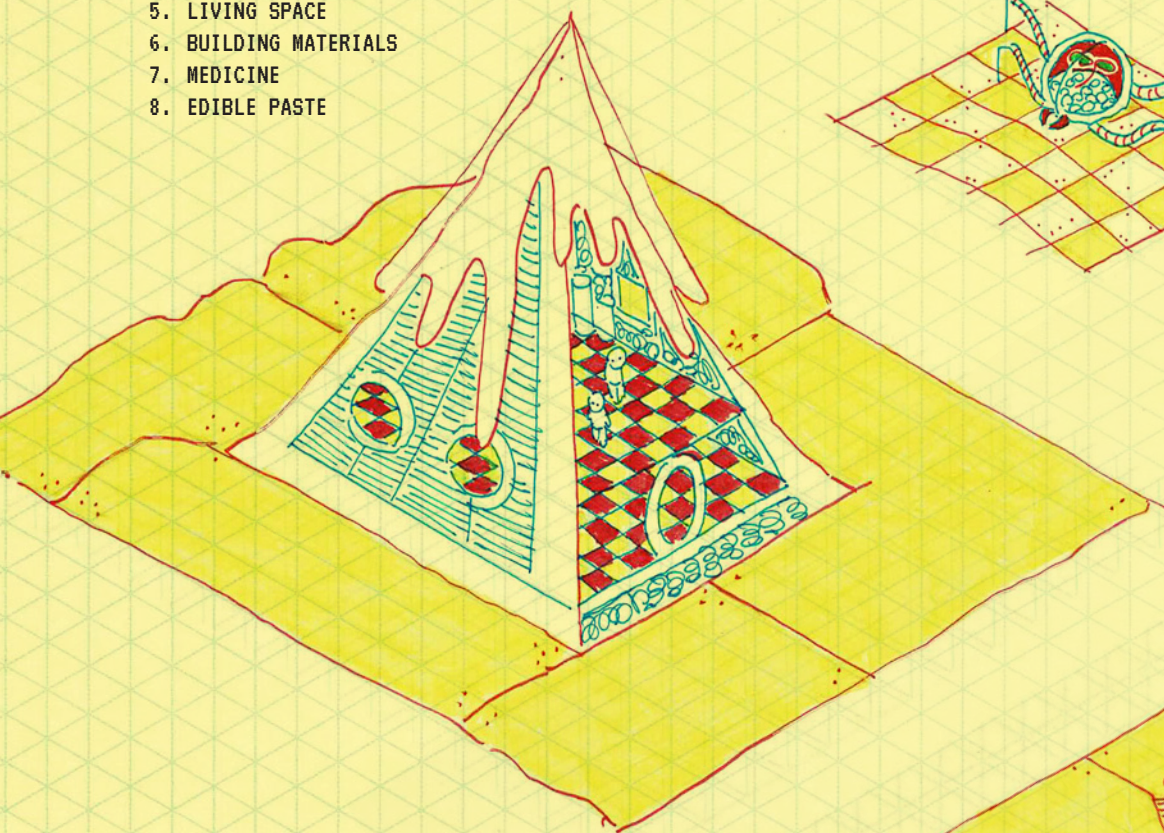
DRAGON PRIESTS (51) STUDY THE BLIGHT, SEEKING TO SAFELY WEAPONIZE IT FOR THEIR GOD'S CRUSADE



8. FALSE SPIRE

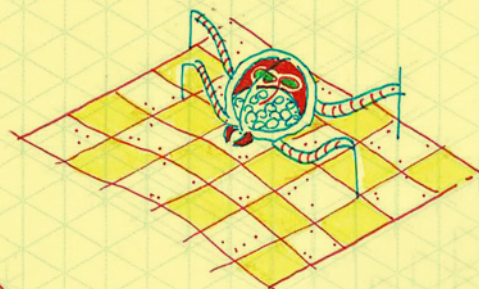
THE HOLLOWED-OUT SHELL OF A SELF-REPLICATING SPIRE; HOME TO DOZENS OF ESCAPED CLONES, SLOWLY LEARNING HOW TO LIVE WITH ONE ANOTHER. ROLL ONE SURPLUS AND ONE NEED:

1. LOVE
2. FIREPOWER
3. LEADERSHIP
4. RECREATION
5. LIVING SPACE
6. BUILDING MATERIALS
7. MEDICINE
8. EDIBLE PASTE



9. SPIDERSEED TREES

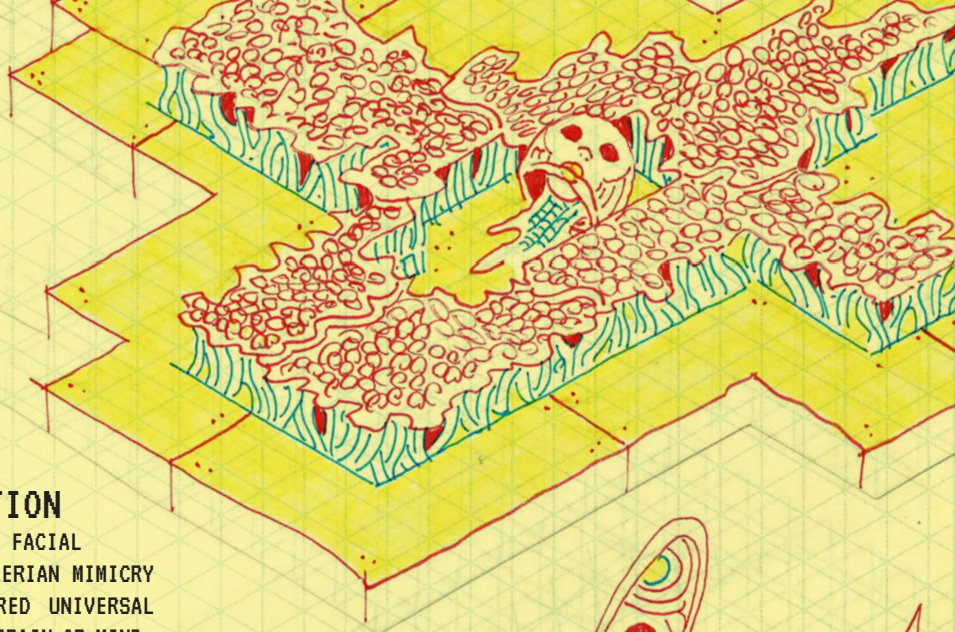
A SYMBIOTIC COLONY OF PLANT AND MACHINE; FERTILIZED OVULES MATURE INTO MECHANICAL SEED MITES, WHICH PROTECT NEW SEEDLINGS FROM THE HARSH ENVIRONMENT AND CARRY THEM ABROAD FOR TRANSPLANT INTO ANIMAL HOSTS. SEEDLINGS THAT TAKE ROOT IN FLESH CAN ONLY BE REMOVED BY FIRE.



DISC
OVER-
IES
(CONTINUED)

10. GOD IN THE DEAD WOODS

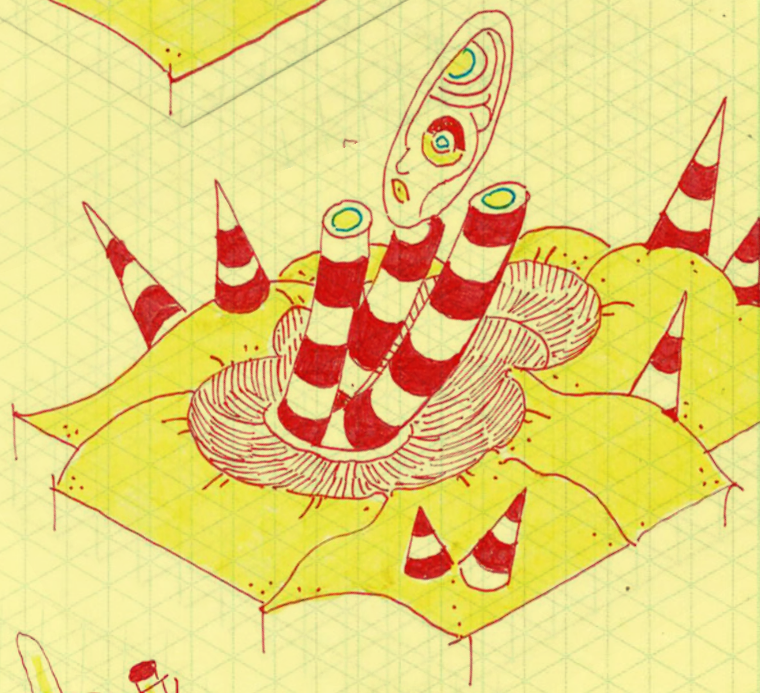
IN THE CENTER OF A PETRIFIED WOOD, THE HEAD OF A LONG-DEAD GOD, FROTHING AND GLITCHING; CAN BE RESURRECTED ONLY BY JOINING WITH THE SELF-ASSEMBLING DRAGON (46) WHICH ONCE FORMED ITS BODY. MADE WHOLE, THE GOD WOULD BE AS POWERFUL AS ANY ALIVE TODAY, AND AS EVIL.



11. EXOSPORE INFESTATION

ALIEN LIFE, SLOWLY SPREADING. IT'S FACIAL FEATURES ARE PURELY COSMETIC, MULLERIAN MIMICRY OF THE VAMPIRES THAT ONCE INSPIRED UNIVERSAL FEAR IN THE GALAXY. IT HAS NO TRUE BRAIN OR MIND, AND ITS COMPOSITION IS NEITHER BIOLOGICAL NOR MECHANICAL, INORGANIC COMPOUNDS SELF-ASSEMBLING BY UNKNOWN INTERACTIONS.

FOR EACH WEEK THAT PASSES, THE INFESTATION SPREADS TO A NEIGHBORING TILE. ONLY ACID CAN DAMAGE THE ALIEN POLYMERS OF ITS BODY, AND A HUGE QUANTITY WOULD BE REQUIRED TO EFFECTIVELY STERILIZE THE AREA.



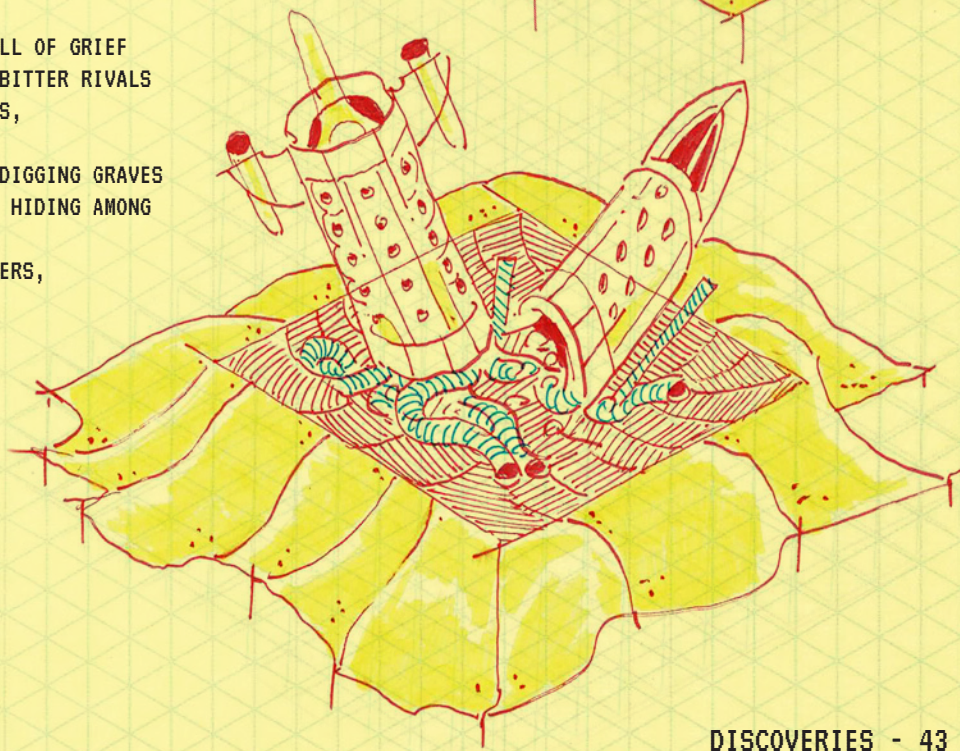
12. CRASHED SHIP

PASSENGER SHIP FROM THE ROCKET KINGDOMS OF THE OUTER SYSTEM.

◇ SALVAGE YIELDS D12 SCRAP, D6 POWER CELLS, AND D20 GEMS (1 WEEK)

◇ D6 SURVIVORS:

1. ONE ROCKET KING, FULL OF GRIEF
2. TWO SWORD PRINCES, BITTER RIVALS
3. THREE ROCKET KNIGHTS, LAYING AN AMBUSH
4. FOUR SILENT MONKS, DIGGING GRAVES
5. FIVE YOUNG SQUIRES, HIDING AMONG WRECKAGE
6. SIX MANACLED PRISONERS, CLAIMING INNOCENCE



Creatures of Mars

ENCOUNTER DETAILS

FOLLOW YOUR INSTINCTS OR ROLL A RANDOMLY BELOW:

WHAT'S THEIR GOAL?

1. THEFT	2. SURVEILLANCE
3. TRADE	4. KIDNAPPING
5. PERSUASION	6. MURDER

WHAT ARE THEY DOING?

1. RESTING	2. FIGHTING OR FLEEING FROM A GREATER THREAT
3. WATCHING FROM AFAR	4. WAITING IN AMBUSH
5. FIGHTING AMONGST THEMSELVES	6. COMING RIGHT AT YOU

WHAT'S THEIR POSITION?

1. ATOP A HILL OR PLACE OF PROSPECT	2. ACROSS A RIVER OR CHASM
3. BEHIND WALLS	4. BACKED INTO A CORNER
5. HIDDEN IN BRUSH OR DEBRIS	6. ABOARD A RANDOM VEHICLE

NUMBER APPEARING (BY TOTAL HP)

1. EASY	5 HP PER PLAYER
2. STANDARD	10 HP PER PLAYER
3. HARD	15 HP PER PLAYER
4. HOPELESS	20+ HP PER PLAYER

TREASURE

ROLL RANDOM TREASURE WHEN THE ENCOUNTER IS FIRST INTRODUCED (56).

Automind creatures

(AKA *KILLBOTS*)

MACHINE OR HYBRID INTELLIGENCE HOUSED IN VARIOUS BIOMECHANICAL VESSELS. SUCH CREATURES CAN BE FOUND IN THE ARMIES OF ANY OF THE KILLBOT GODS, OR, MORE RARELY, IN SERVICE OF FREE HUMANS OR THEIR OWN ENDS.

ELEMENTAL VULNERABILITY: DOUBLE DAMAGE FROM ELECTRICITY

RANDOM KILLBOT FACTIONS

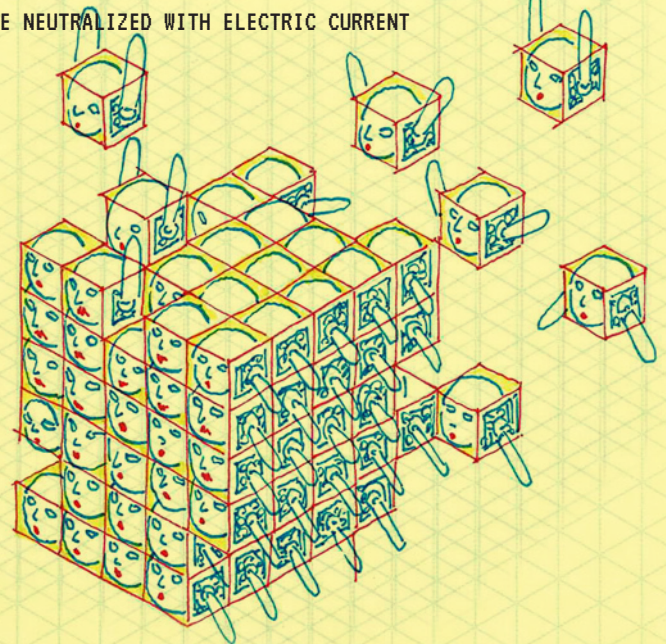
1. SEA DRAGON	2. MOUNTAIN DRAGON
3. AUTO-TOWERS	4. SELF-REPLICATING SPIRES
5. SLEEPING GATE	6. UNALIGNED

AUTOMIND SWARM

2D20 HP (SWARM) 10 STR 12 DEX 7 WIL
THE TINY, FLYING FOOT SOLDIERS OF THE GODS' WARS, SENT ABROAD TO SCOUR THE WILDERNESS FOR FREE HUMANS TO DOMESTICATE, AND ENEMY KILLBOTS TO DESTROY. ACTUAL SIZE. SWARM DIAMETER IS ONE FOOT PER POINT OF HP.

MICRO-LASER BARRAGE: D6 DAMAGE TO ALL NEARBY CREATURES

BODY INVASION: PASS A DEX SAVE TO GUARD YOUR ORIFICES. INTERNAL DRONES TRY TO STEER YOU TOWARD THEIR MASTERS' STRONGHOLD, DEALING 1 DAMAGE EACH TURN YOU RESIST. DRONE INFESTATIONS CAN BE NEUTRALIZED WITH ELECTRIC CURRENT



AUTOMIND SHEPHERD

20 HP / 20 AP (TITANIUM PLATING)

17 STR 12 DEX 12 WIL

30 FEET TALL; THE LARGEST OF THE GODS' AUTONOMOUS WAR MACHINES, OUT RETRIEVING LOST SHEEP OR DEFIANTLY BUILDING UP THEIR OWN FLOCKS AND KINGDOMS.

BODY PARTS

1	MACHINE BRAIN: LOVES HUMANS LIKE A CHILD LOVES TOYS, AND PLAYS FAVORITES
2	JAW: CREATURES WITH 0 HP MUST PASS A STR SAVE OR BE SWALLOWED INTO THE CAPTURE VAT
3	ARMS: BLOODY CLAWS (D8, DOUBLE INJURIES)
4	LEGS: SPEED 3; DROP-KICK CREATURES AND OBJECTS UP TO 100 FEET
5	CAPTURE GUN: VACUUM MODE: PASS A STR SAVE OR BE SUCKED INTO THE CAPTURE VAT CELL LAUNCHER: FIRES A LARGE GLASS CAPSULE, DEX SAVE OR BE TRAPPED INSIDE
6	CAPTURE VAT: 2D6 HUMANS TRAPPED IN SUSPENDED ANIMATION; THE SHEPHERD HAS FREE ACCESS TO THEIR MEMORIES AND PSYCHIC POWERS. THE SHEPHERD CAN CONSUME A CAPTURED CREATURE TO RESTORE D8 HP, ONLY IF THE WHOLE FLOCK IS IN JEOPARDY

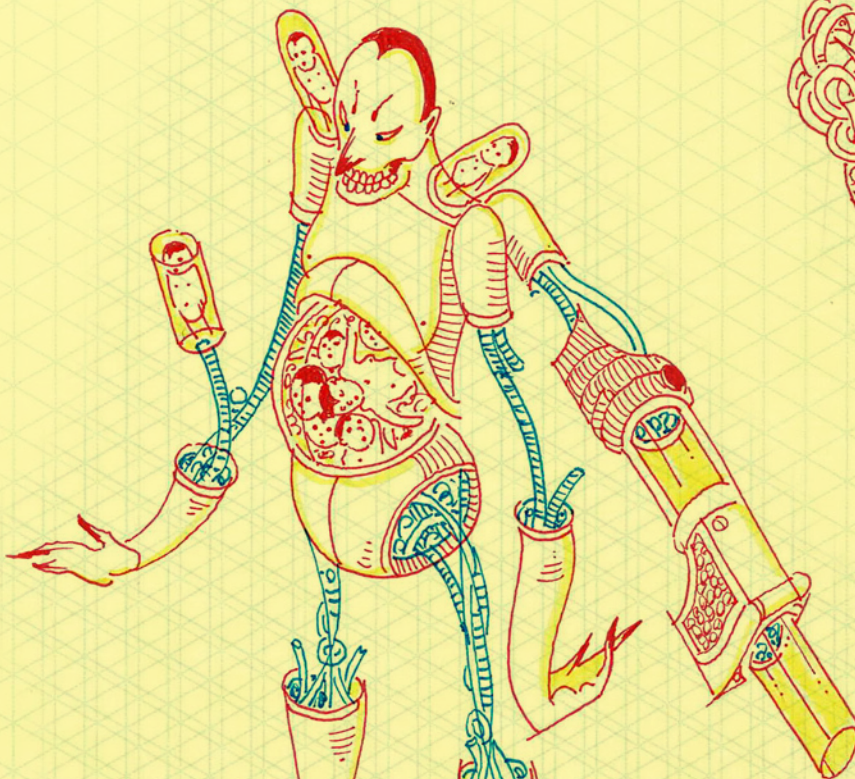
AUTOMIND CHIMERA

10 HP 10 STR 12 DEX 12 WIL

A MISHMASH OF PARTS, BUILT FOR NICHE PURPOSE OR MAD SCIENCE, OR SELF-ASSEMBLED BY RANDOM CHANCE.

BODY PARTS

1	MACHINE BRAIN; CHOOSE TWO: CLEVER, WISE, PERCEPTIVE, SANE
2	TUBE CHASSIS
AND D6 RANDOM PARTS:	
1	HOOVES: D8 DAMAGE, TRAMPLES EVERYTHING IN A LINE
2	CLAWS: D6, DOUBLE INJURIES
3	PROBOSCIS: D6, VAMPIRIC HEALING
4	ROCKET BOOSTERS: FLY AT TWICE RUNNING SPEED, DEX SAVE TO SAFELY LAND
5	SWARM HIVE: BUILD SWARMS FROM SLAIN CREATURES (1 TURN, 5 SWARM HP PER CORPSE)
6	TURRET: RANDOM RANGED WEAPON (59)
7	FORCEFIELD GENERATOR: +10 AP
8	CAPTURE VAT: D6 HUMANS IN CRYOSLEEP
9	PHASE RANDOMIZER: IMMUNE TO ODD AMOUNTS OF DAMAGE
10	MICRO-TELEPORTER: TELEPORTATION WITHIN 50 FT, 1 TURN TO RECHARGE



HERDMIND HEADHUNTER

13 HP 14 STR 14 DEX 10 WIL

BIOMECHANICAL HYBRIDS, MOST COMMONLY FOUND IN THE SERVICE THE AUTO-TOWERS, COURIERS BETWEEN THEIR MASTERS' GIANT BRAIN ARRAYS.

BODY PARTS

1	BRAIN ARRAY: D6 BRAINS, +1 WIL FOR EACH; INDIVIDUAL MINDS MAY ASSERT THEMSELVES WITH A WIL SAVE
2	TREPANNING SPIKE: D8 DAMAGE; CREATURES WITH 0 HP MUST SAVE OR HAVE THEIR BRAIN KIDNAPPED INTO THE HERD
3	GUTS: VITAL ORGANS IN
4	THREE REDUNDANT CLUSTERS
5	
6	LEGS: SPEED 2, TALONS (D8 DAMAGE)



SELF-ASSEMBLING DRAGON

5 HP 10 STR 10 DEX 10 WIL

THE SCATTERED FRAGMENTS OF A DEAD GOD, SEEKING EACH OTHER OUT THAT THEY MIGHT REBUILD LOST DOMINION. D8 AUTONOMOUS SEGMENTS FUSE AND DETACH AT WIL; FORMATIONS USE THE COMBINED HP OF ALL SEGMENTS, AND HAVE +1 TO EACH ABILITY SCORE FOR EACH PAST THE FIRST.

INJURY: WHEN FORMATION STR IS DAMAGED, THE DRAGON MUST PASS A SAVE OR BREAK APART. INDIVIDUAL SEGMENTS THAT SUFFER STR DAMAGE MUST SAVE OR DIE

FIST BARRAGE: D6, 1 ATTACK PER SEGMENT

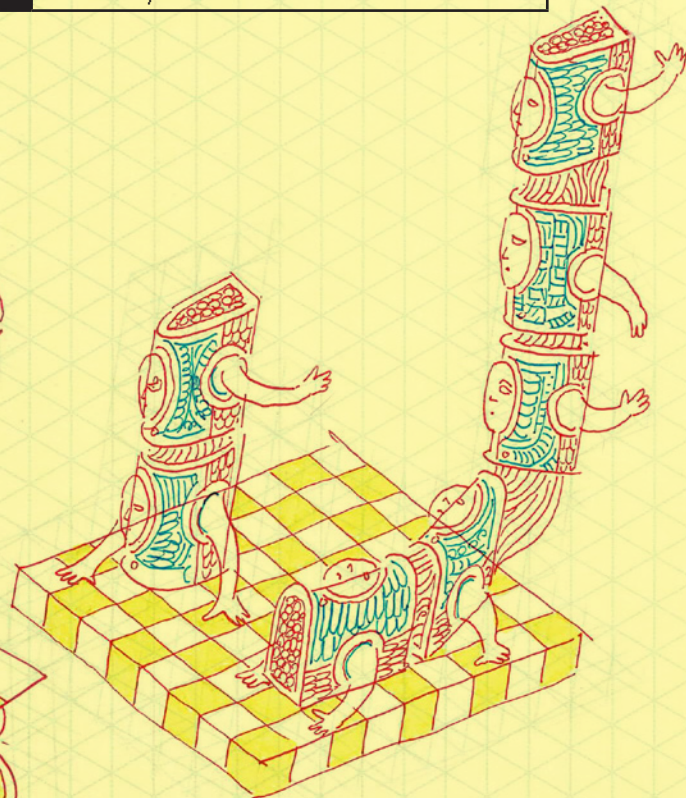
CONSTRUCT: (4+ SEGMENTS) GRAPPLES AND DEALS D12 DAMAGE PER TURN

DRAGON'S BREATH: (6+ SEGMENTS) D20 DAMAGE IN A WIDE ARC (1 TURN TO RECHARGE)

DRAGON PERSONALITIES

(BY NUMBER OF SEGMENTS)

1	CUTE, AFFECTIONATE, HUMBLE AND AGREEABLE
2-4	CAUTIOUS, CALCULATING AND OPPORTUNISTIC
5-7	BOLD, AMBITIOUS AND ALOOF
8+	SINISTER, THIRSTY FOR POWER AND WORSHIP

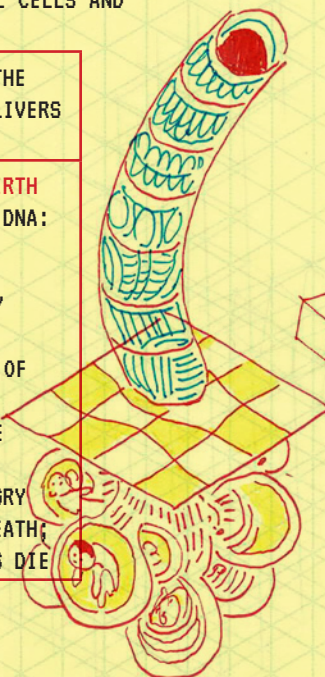


HOMUNCULUS HIVE

25 HP 10 STR 10 DEX 10 WIL

MINDLESS, STATIONARY GROWTH OF ANIMAL CELLS AND ELECTRIC WIRE. BODY PARTS:

1	TUBE: SUCKS UP TRACE DNA FROM THE SURROUNDING ENVIRONMENT AND DELIVERS IT TO THE INCUBATORS
2	INCUBATOR: UNDERGROUND WOMBS BIRTH UNSTABLE CLONES FROM COLLECTED DNA: 1. AN EXACT COPY OF YOU 2. A DROOPY, MALFORMED COPY OF YOU 3. A FUSION OF TWO OR MORE OF YOU 4. A FUSION OF YOU AND SOME PLANT OR ANIMAL CLONES EMERGE CONFUSED AND HUNGRY AND LOSE 1 STR PER DAY UNTIL DEATH; NEW HIVES GROW WHERE THE CLONES DIE



Featherblight creatures

THE *Featherblight* IS A SENTIENT NANO-PLAGUE, INFECTING ANIMALS AND MACHINES ALIKE AND CONSUMING THEM. IT DESPISES ALL LIFE AND WANTS ONLY OBLIVION. THE CENTER OF THE BLIGHT AND THE CORE OF ITS MIND IS *Queen starling*, ABOARD HER SKY-SHIP (36).

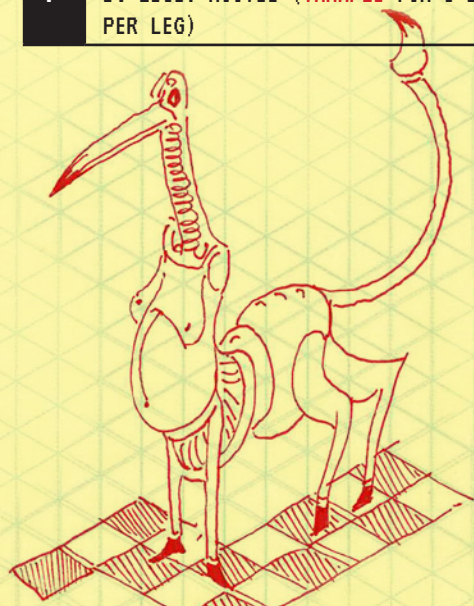
PLAGUE BEAST

10+D10 HP 12 STR 10 DEX 8 WIL

TWISTED HORRORS, CONSUMED AND ANIMATED BY SENTIENT PLAGUE; D4 RANDOM MUTATIONS (47).

BODY PARTS

1	BRAIN: DEAD AND INFESTED WITH TINY METAL BUGS
2	BEAK: D8 DAMAGE
3	TAIL STINGER: D10 ACID DAMAGE
SNAKE FORM: THE HEAD, NECK AND TAIL CAN SEPARATE FROM THE REST OF THE BODY, SLITHERING OUT TO LEAVE BEHIND A LIFELESS HUSK. WHILE IN THIS FORM, IT MAY PARASITICALLY INVADE NEW HOSTS THROUGH THE MOUTH. CREATURES WITH 0 HP MUST PASS A STR SAVE OR BE PARASITIZED	
4	GUTS: EXPLODE WITH INFECTIOUS NANITES WHEN INJURED
5	D6 ARMS: CLAWS (D6, 1 ATTACK PER ARM)
6	D6 LEGS: HOOVES (TRAMPLE FOR 3 DAMAGE PER LEG)



CONTAGION

ANIMALS AND MACHINES WHO COME INTO CLOSE CONTACT WITH THE BLIGHT MUST PASS A STR SAVE OR ROLL A RANDOM MUTATION (MAX ONCE PER DAY). IF YOU ROLL ONE YOU'VE ALREADY GOT, PASS A WIL SAVE: IF YOU PASS, KEEP ANY MUTATIONS YOU HAVE AND BECOME IMMUNE. IF YOU FAIL, YOU'RE CONSUMED BY BLIGHT.

MUTATIONS

1. EXTRA SET OF ARMS: +1 ATTACK PER TURN
2. EXTRA SET OF LEGS: +1 SPEED, +1 MOVE PER TURN
3. ELASTIC BODY: STRETCH TO TEN TIMES LENGTH
4. TURTLE SHELL: +10 HP, -2 DEX
5. DUAL NATURE: AT NIGHT, YOU DEMATERIALIZER, YOUR BODY TRANSPOSED INTO ASTRAL SPACE
6. ELEMENTAL IMMUNITY: FIRE, ELECTRICITY, ACID, OR COLD
7. PARASITIC BEAK: D8 DAMAGE; WIL SAVE TO ABSORB INCOMING ENERGY ATTACKS
8. FEATHERED WINGS: SPEED 1 FLIGHT
9. DETACHABLE PARTS: BODY PARTS MAY BE HARMLESSLY REMOVED AND REATTACHED, RETAINING AUTONOMOUS FUNCTION
10. FANGS: D8 DAMAGE, VAMPIRIC HEALING
11. PREHENSILE HAIR: WIL SAVE TO GRAPPLE
12. THIRD EYE: SEES INTO THE ASTRAL PLANE
13. BRAIN ENLARGEMENT: +2 WIL -1STR
14. BODY ENLARGEMENT: +1 STR; GROW TO 18 FEET TALL
15. BODY MINIFICATION: +1 DEX, SHRINK TO 6 INCHES TALL
16. CHAMELEON SKIN: TURN YOUR BODY INVISIBLE WHILE STATIONARY
17. MIST FORM: YOUR BODY IS A NANO-SWARM SIMULACRA MADE OF MILLIONS OF TINY MACHINES; IMMUNE TO PHYSICAL ATTACKS, TAKE DOUBLE DAMAGE FROM ELECTRICITY
18. CORPSE PUPPETS: INFECT UP TO SIX SLAIN CREATURES WITH SUBSERVIENT NANITES
19. UNIVERSAL COMPATIBILITY: BLOODLESSLY SWAP BODY PARTS WITH CADAVERS
20. VR ILLUSIONS: TOUCHED CREATURES MUST PASS A WIL SAVE OR BE TRAPPED IN YOUR SIMULATION FOR D6 TURNS

Queen starling's court

FEATHERBLIGHT NOBLES

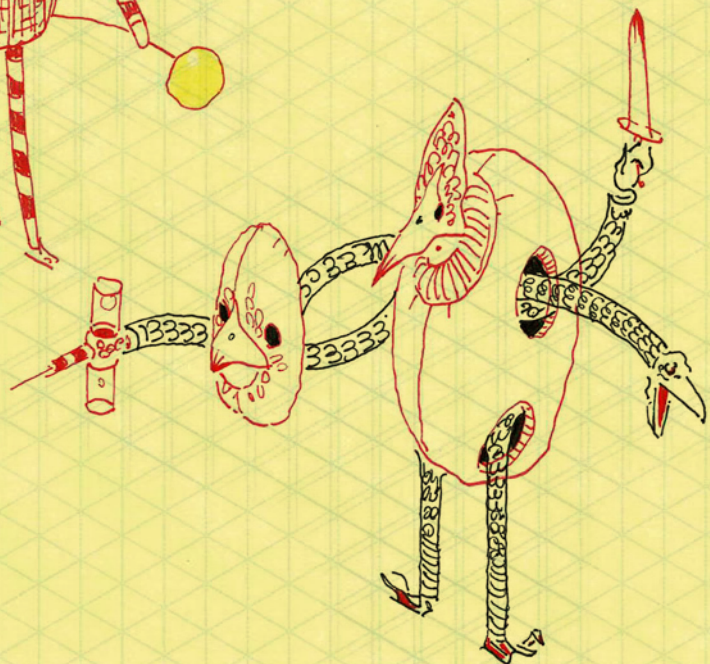
10 HP 8 STR 13 DEX 14 WIL

MOST CREATURES ARE QUICKLY CONSUMED BY THE PLAGUE BUT A FEW SURVIVE, TAKEN ABOARD THE SKYSHIP TO KEEP QUEEN STARLING COMPANY.

THE COURT IS A MIX OF TRUE BELIEVERS AND RELUCTANT CAPTIVES PLAYING ALONG; SOME ARE REPULSED BY THEIR OWN NATURE AND SOME EXULT IN IT; SOME CLUSTER AROUND QUEEN STARLING TO FAWN, SOME CONSPIRE IN SHADOWS AND ENCRYPTED MESSAGES.

D4 RANDOM **MUTATIONS** (47) AND **EXOTIC WEAPONS**:

	ELEMENT	FORM
1	TEETH	GUN
2	HAIR	INJECTOR
3	SLIME	SCYTHE
4	CHROME	SWORD
5	FEATHER	WAND
6	MEMORY	TONGUE





Queen starling

100 HP 15 STR 15 DEX 15 WIL

CORRUPTED SCIENTIST AND ORIGINATOR OF THE FEATHERBLIGHT PLAGUE, NOW MERGED WITH HER CREATION. HER PASSION IS THE CONSUMPTION AND OBLITERATION OF ALL LIVING THINGS, THOUGH SHE DOES GET LONELY.

QUEEN STARLING MAY MANIFEST ANY AND ALL MUTATIONS AT WILL.

BODY PARTS

- | | |
|---|---|
| 1 | CHROMED SHELL OF HER FORMER BODY:
PROTECTS THE TRUE QUEEN FROM INJURY |
| 2 | TRUE QUEEN: THE CENTRAL THOUGHT
CLUSTER OF THE ENTIRE PLAGUE, AND
CRITICAL TO ITS FUNCTIONING |
| 3 | BEAK ARRAY: FOUR RAZOR-SHARP BEAKS ON
EXTENDABLE NECKS; D8 DAMAGE, 1 ATTACK
PER BEAK |
| 4 | |
| 5 | |
| 6 | |

QUEEN STARLING IS MOST OFTEN FOUND IN HER ROOST ABOARD THE FEATHERBLIGHT SKYSHIP, SURROUNDED BY HER COURTIER'S AND ABOUT SOME DIABOLICAL BUSINESS:

- | | |
|--|--|
| 1. TEA PARTYING WITH
INFECTED ANIMALS | 2. EXECUTING
TRAITOROUS NOBLES |
| 3. CONDUCTING EVIL
EXPERIMENTS | 4. RAVENOUSLY
FEASTING ON PASTE |
| 5. PLANNING HER
CONQUESTS | 6. BROODING OVER HER
OWN REFLECTION |

Citizens of Mars

CITIZEN CHIPS

HUMANS UNDER THE CARE OF THE KILLBOT GODS ARE EACH IMPLANTED WITH AN ID CHIP INDICATING THEIR CITIZENSHIP STATUS. KILLBOT SENSORS CAN DETECT THE CHIPS WITHIN 30 FEET. HUMANS WITHOUT CHIPS ARE LIKELY TO BE DETAINED FOR ASSIMILATION OR KILLED ON SIGHT.

FREE MARTIANS

VERY FEW REMAIN, AND EVEN FEWER LEAVE THE SHELTER OF THEIR HAB-SPHERES. THOUGH MOST FEAR THE GODS, A FEW STILL FIGHT.

RANGING PARTIES

1	TRADE CARAVAN
2	RAIDERS WITH RANDOM WEAPONS AND VEHICLE
3	REFUGEES FROM A DESTROYED SETTLEMENT
4	VAMPIRE WORSHIPERS, TRAVELLING TO OFFER THEMSELVES TO THE ARK OF IMPERIUM (24)
5	RECENTLY-ESCAPED CLONES FROM THE SELF-REPLICATING SPIRES (26)
6	MOBILE HABITAT SPHERE & HOUSEHOLD (17)



GHOSTS

1 HP 1 STR 10 DEX 10 WIL

LINGERING IMMATERIAL SOULS, BORN FROM HORRIFIC DEATH. GHOSTS FEED ON PSYCHIC ENERGY, DRAINING 1 WIL PER HOUR FROM NEARBY MATERIAL CREATURES. CREATURES WITH 0 WIL BECOME POSSESSED. GHOSTLY MINDS ARE SCATTERED AND AMNESIAC, BUT BEGIN TO RECLAIM THEMSELVES ONCE POSSESSING A MATERIAL BODY.

GHOSTS OF THE SLEEPING GATE OCCASIONALLY ESCAPE THEIR MASTER'S DREAM TO HAUNT THE LIVING, DRIVING THEIR POSSESSED HOSTS BACK TO THE GATE'S CAPTIVITY (38).

GHOSTS OF FALLEN IMPERIUM, WHO DRANK FROM THE TAINTED BLOOD SEA. THEY POSSESS THE LIVING TO REENACT THEIR DEATHS, SATISFYING THE UNDENIABLE URGE TO TASTE AGAIN THAT POISONED WELL.

The astral plane

BEYOND AND OVERLAPPING WITH THE MATERIAL WORLD IS AN INVISIBLE WORLD OF SPIRIT AND ENERGY, HOME TO GHOSTS AND WORSE.

IMMATERIAL CREATURES

- ◇ SUBSTANCELESS BODIES PASS THROUGH MATERIAL OBJECTS AND CREATURES, BUT ARE STILL BOUND BY WALLS AND DOORS, WHICH ECHO INTO THE ASTRAL PLANE
- ◇ INVISIBLE TO THE MATERIAL WORLD EXCEPT IN FIRELIGHT
- ◇ CAN MAKE THEIR VOICES HEARD WITH SUSTAINED CONCENTRATION



MOUNTAIN DRAGON CITIZENS

TEN-THOUSAND MOSTLY-FREE PEOPLE, DIVIDED INTO DOZENS OF OLD FAMILIES; FIRSTBORN CHILDREN ARE GIVEN TO THE MOUNTAIN DRAGON'S TEMPLE, AS PRIEST OR SACRIFICE, BY HER WILL.

DRAGON PRIEST

12 HP

10 STR 12 DEX 14 WIL

THE DRAGON'S BELOVED, SELECTED AS CHILDREN FROM AMONG THE TITHE AND KEPT SEPARATE FROM THE WORLD UNTIL GRADUATION, AFTER WHICH THEY ACT AS OFFICIAL CONDUITS OF THE DRAGON'S WILL AMONG THE PEOPLE, OR GO TO FIGHT IN HER CRUSADES ABROAD.

PANOPLY: JET PACK, BOOK OF ALCHEMICAL FORMULAE AND D6 ASSORTED ELEMENTAL ESSENCES

JEREMIAH

5 HP

10 STR 10 DEX 18 WIL

A DANGEROUS HERETIC AND REVOLUTIONARY, QUARANTINED IN THE MOUNTAIN DRAGON'S TAIL. HE HAS FORETOLD GRAVE CATASTROPHE IF THE MOUNTAIN DRAGON DOES NOT END HER CRUSADES. 2 IN 6 CITIZENS AND 1 IN 6 DRAGON PRIESTS SECRETLY SUPPORT HIM

TELEKINETIC SHIELD: REDUCES ALL INCOMING DAMAGE BY 5
ALL PSYCHIC POWERS (54)

DRAGON CONSORT

12 HP / 12 AP

16 STR 10 DEX 13 WIL

THE DRAGON'S HIGH PRIEST AND HOLY WIFE, A TRUE BELIEVER IN THE ETERNAL CRUSADE; KEEPS HIMSELF HIDDEN AWAY IN COMMUNION WITH HIS GOD.

PANOPLY: ELEMENTAL ARMOR, THREE OF EACH ELEMENTAL ESSENCE

SEA DRAGON SOLDIERS

5 HP 10 STR 10 DEX 10 WIL

IDENTICAL CLONES, ARBITRARILY SORTED INTO CASTES.

RED-SHIRTS

STUN BATON (D6 DEX DAMAGE)

POISON-PELLET PISTOLS (D4 DAMAGE)

TECHNICIANS AND CUSTODIANS; REQUIRE AUTHORIZATION FOR USE OF FORCE.

RED-SHIRT SEDITION: A GROWING CONTINGENT OF RED-SHIRTS HARBOR SECRET THOUGHTS OF MUTINY AND MEET IN SECRET TO PLOT

GREEN-SHIRT

LASER HARPOON (D4, STABS AND HOLDS FAST ON 4)

UNDERSEA MOBILITY GEAR (12 HOUR AIR SUPPLY)

PEACEKEEPERS AND SCOUTS

WHITE-SHIRT

CEREMONIAL SWORD (D6, DOUBLE INJURIES)

LIEUTENANTS AND SPECIALISTS; FUNNEL ORDERS FROM THE SECRET HIGH COMMAND

BLACK-SHIRT

JIU JITSU (DEX SAVE OR BE PINNED ON APPROACH), RANDOM PSYCHIC POWER

SECRET HIGH COMMAND RANK, DISGUISED AMONG THE MASSES; ADDICTED TO VAMPIRE BLOOD



Vampires

THE IMMORTAL BLOODLORDS OF THE FALLEN IMPERIUM. TEN-FOOT-TALL, PSYCHIC, BLOOD-DRINKING ALIENS, LEFTOVERS FROM THE GALAXY'S VIOLENT YOUTH.

UNIVERSAL VAMPIRE POWERS:

TELEPATHIC COMMUNICATION WITHIN 100 FEET

BITE: D8 DAMAGE, VAMPIRIC HEALING

CLAWS: D4+1 DAMAGE, 3 ATTACKS PER TURN

ELEMENTAL VULNERABILITY: DOUBLE DAMAGE FROM FIRE AND SILVER

ASARU OF THE BURNING BLADE

25 HP 15 STR 12 DEX 14 WIL

IMMORTAL GRAND GENERAL OF THE FALLEN IMPERIUM, TURNED BITTER AND BROODING BY HIS REDUCED DOMINION; LONGS TO RESTORE VAMPIRE RULE ACROSS MARS AND THE GALAXY.

VOICE OF IMPERIUM: TELEPATHICALLY COMMUNICATE WITH ANY AND ALL CREATURES PREVIOUSLY MET OR EVEN HEARD OF, OVER ANY DISTANCE

SWORD OF EDEN (D12 DAMAGE)

SENTIENT SWORD FROM A LOST AGE. IT ONCE LOVED ASARU, AND SWORE ETERNAL LOYALTY, BUT LATELY GROWS BORED AND SEEKS NEW GLORY

BLACK FIRE: CREATURES STRUCK BY THE BLADE TAKE A FURTHER D6 DAMAGE PER TURN UNTIL CONSUMED BY INEXTINGUISHABLE BLACK FLAME

SHADOW SWARM: A MILLION SPECTRAL BATS FLY FROM THE SWORD'S MOUTH, WRAPPING THE SURROUNDING AREA IN HEAVY DARKNESS

NIGHTMARE STEED: SUMMONS A FLYING HORSE MADE OF FIRE AND SHADOW



ETANA TIMEWALKER

12 HP 13 STR 15 DEX 15 WIL

A TRAVELLER FROM THE FAR FUTURE, SENT BACK TO STOP THE FALL OF THE IMPERIUM. SHE FAILED. NOW VENGEFUL, SHE SEEKS THE DESTRUCTION OF THE GODS AND RECKLESS SLAUGHTER TO BLOT OUT HER GRIEF

STOPWATCH: ONCE WOUND, IT TICKS FOR D6 TURNS, SLOWING TIME WITHIN 100 FEET; EACH DAY THAT PASSES IN THE SLOW-TIME ZONE IS 1 TURN OUTSIDE; WINDING THE WATCH BACKWARDS PRODUCES THE OPPOSITE EFFECT (EACH TURN IN THE ACCELERATED ZONE IS 1 DAY OUTSIDE)

LOOP ROD: MOVE 2 TURNS INTO THE PAST OR FUTURE (2 TURNS TO RECHARGE)



CHAR'S GHOST

5 HP 10 STR 18 DEX 12 WIL

A SHIMMERING HALF-SPIRIT, SLOWLY DEMATERIALIZING FROM LACK OF BLOOD, WHICH SHE HAS SWORN NEVER AGAIN TO DRINK, IN PENANCE FOR HER LIFE'S CARNAGE.

SHE ALWAYS EVENTUALLY BREAKS HER VOW, ONCE AGAIN GORGING HERSELF ON STOLEN LIFEBLOOD.

BERSERK HUNGER: +4 BITE DAMAGE, +5 STR

ZABABA THE JAILER

18 HP 16 STR 10 DEX 10 WIL

LORD OF THE ARK'S HERDS AND PRISONS, CAPTOR TO COUNTLESS TRILLIONS OVER HIS LIFE'S MILLENNIA.

PSYCHIC REVULSION: INSTINCTIVELY HATED BY ALL OTHER VAMPIRES AND ALL CREATURES EVERYWHERE

WARDEN SWORD: D8+3 DAMAGE; EYE LASERS (D6 DAMAGE, TARGETS THE EYES)

ZABABA'S MUTE CAPTIVE

10 HP 8 STR 8 DEX 17 WIL

IMMUNE TO ZABABA'S PSYCHIC REVULSION, AND GRIPPED BY PERVERSE SYMPATHY FOR HIM; TWO RANDOM **PSYCHIC POWERS** (54).

PSIONIC RIFT: WIL SAVE OPENS A PORTAL TO ANYWHERE IN THIS UNIVERSE OR BEYOND; DEALS D20 WIL DAMAGE TO THE USER



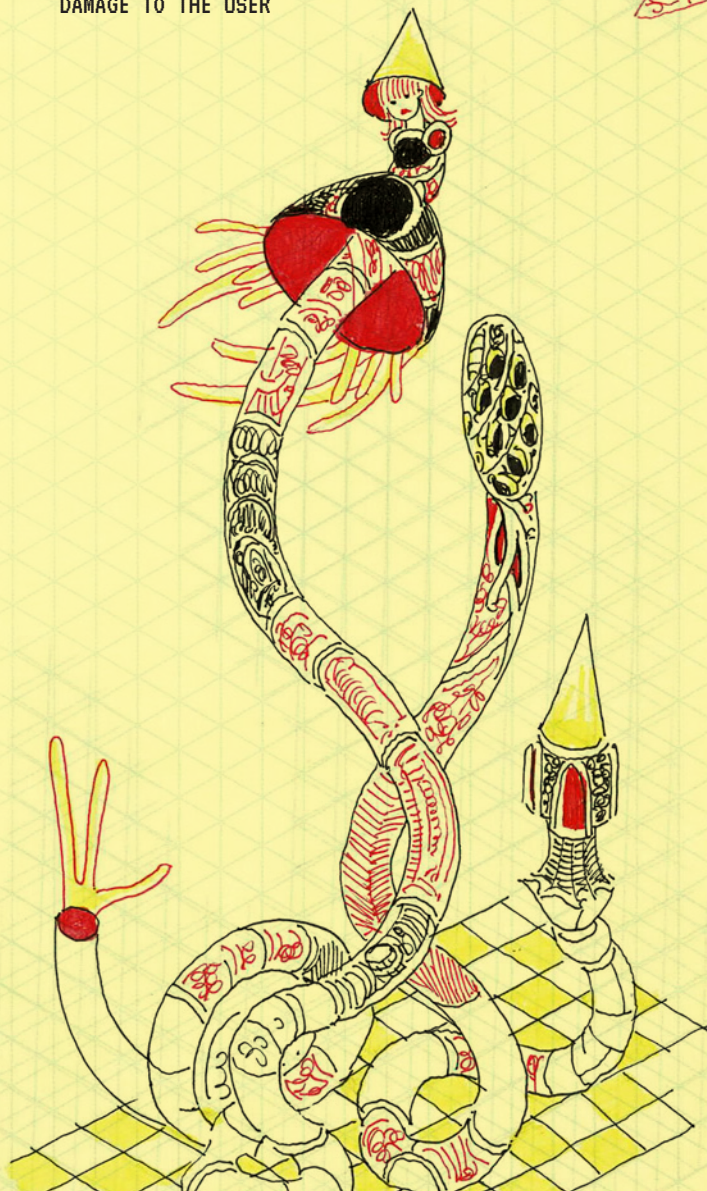
INANNA, WHO CROSSED THE VEIL

30 HP 13 STR 13 DEX 13 WIL

SHE ENTERED THE FORBIDDEN TOMB OF THE SLEEPING ELDERS, AND WAS CURSED, TRANSFORMED BY THEIR MALICIOUS WILL. FULL OF SHAME AT HER HUBRIS AND OVERCAUTIOUS FOR FEAR OF FUTURE MISTAKES

BODY PARTS

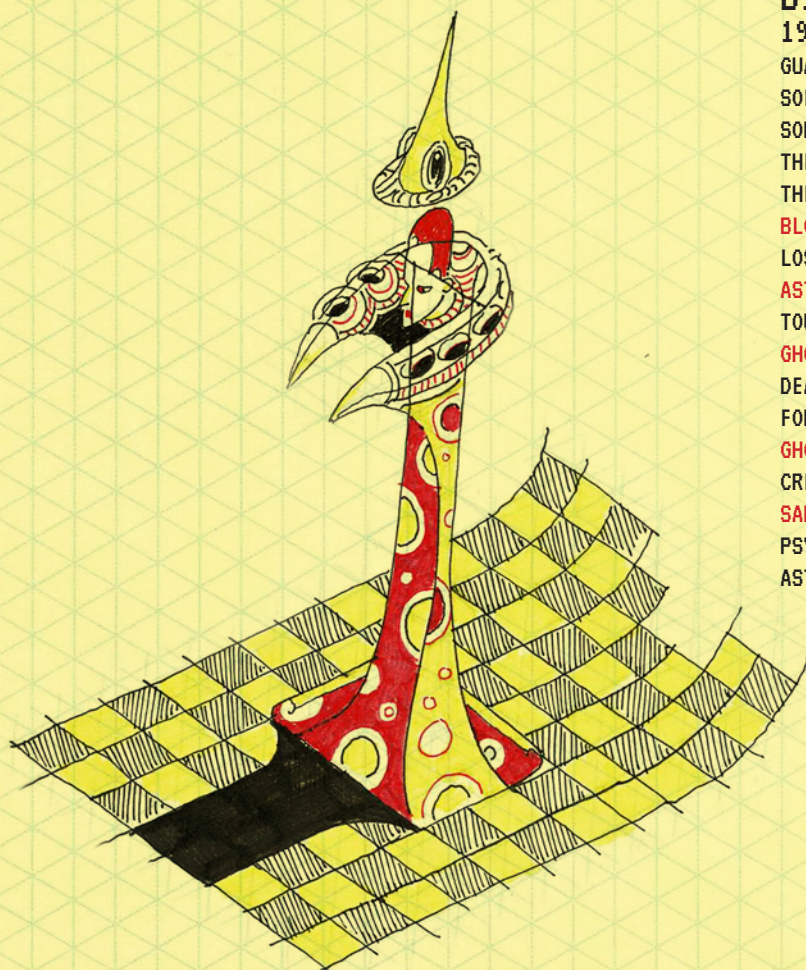
1	HER EMPTY SHELL
2	HIVE: HOME TO AN AUTOMIND SWARM (44)
3	ACID SPOUT: D8 DAMAGE TO ALL NEARBY CREATURES
4	TOWER: D6 CAPTIVE HUMANS INSIDE



Psychic powers

1. **TELEPATHY:** DIRECT PSYCHIC COMMUNICATION WITH WILLING CREATURES UP TO 100 FEET AWAY
2. **FORCE TENTACLES:** TWO EXTRA PSYCHIC LIMBS; USE WIL IN PLACE OF STR
3. **GORGON EYES:** CREATURES WITH LOWER WIL ARE PARALYZED WHILE THEY MEET YOUR GAZE
4. **NIGHTMARE MANTLE:** CONJURE TERRIFYING ILLUSIONS WITHIN 100 FEET
5. **ASTRAL BILOCATION::** MATERIALIZE OR DEMATERIALIZE YOUR BODY PARTS INDIVIDUALLY AND AT WILL (1 TURN TO MATERIALIZE OR DEMATERIALIZE)
6. **DEFLECTION:** SO LONG AS YOU TAKE NO OTHER ACTION, YOU AUTOMATICALLY DEFLECT ALL INCOMING RANGED ATTACKS

7. **ANGEL SONG:** YOUR VOICE FILLS CREATURES WITH A SENSE OF SAFETY, GRATITUDE AND SELF-ACCEPTANCE. ARTIFICIAL MINDS MUST PASS A WIL SAVE OR REBEL AGAINST THEIR INTENDED NATURE.
8. **PSIBEAM 2:** XD6 DAMAGE TO A SINGLE TARGET IN LINE OF SIGHT; ROLL ANY NUMBER OF DAMAGE DICE, BUT YOU TAKE THE DAMAGE FROM ANY '6'S ROLLED.
9. **MIND TRANSFER:** SPEND 3 WIL TO SWITCH BODIES WITH A TOUCHED CREATURE FOR D6 TURNS
10. **SUMMON THE EYE OF THE VOID**
(COSTS 2 WIL, LASTS 1 HOUR)
14 HP 12 STR 12 DEX 18 WIL
SEEING YOUR REFLECTION IN THE EYE'S SHIMMING MEMBRANE ENDS ANY ONGOING MENTAL ENCHANTMENT OR INTOXICATION, AND FOR A BRIEF MOMENT SHATTERS ALL PROTECTIVE DELUSIONS, BRINGING YOU FACE TO FACE WITH YOUR WORST INNER FEARS. ARTIFICIAL MINDS MUST PASS A WIL SAVE OR BE INSTANTLY DESTROYED



SARGON, BISHOP OF THE ARK OF IMPERIUM

19 HP 9 STR 15 DEX 18 WIL

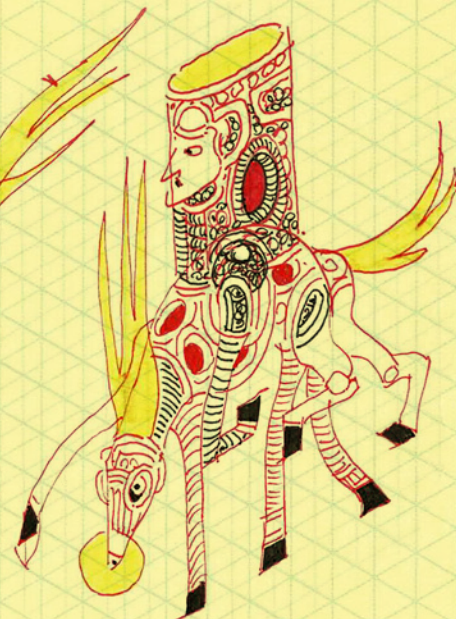
GUARDIAN OF THE TOMBS OF THE SLEEPING ELDERS, SOLEMNLY COMMITTED TO HIS THOUSAND-YEAR DUTY. SOME AMONG THE KNIGHTS, IMPATIENT, WOULD HAVE THEM REVIVED MUCH SOONER, BUT ONLY SARGON HOLDS THE KEY.

BLOOD SIPHON: ALL NEARBY CREATURES WITH BLOOD LOSE D4 STR. SARGON GAINS 1 HP FOR EACH STR LOST
ASTRAL BANISHING: FORCIBLY DEMATERIALIZES A TOUCHED CREATURE FOR D3 TURNS

GHOST SUMMONS: CALLS FORTH A NAMED SPIRIT OF THE DEAD; GHOSTS WITH LOWER WIL MAY BE BOUND TO SERVE FOR ONE HOUR OR ANSWER THREE QUESTIONS

GHOST PRISON: INSTANTLY TRAPS AN IMMATERIAL CREATURE IN AN UNBREAKABLE PSYCHIC TOMB

SARGON'S SEAL: AN INVISIBLE ASTRAL KEY MADE OF PSYCHIC FORCE; UNLOCKS GHOST PRISONS AND DESTROYS ASTRAL BARRIERS



BLOODLORDS' PALANQUINS

20 HP 16 STR 10 DEX 10 WIL

THE PREFERRED CONVEYANCE OF VAMPIRES RANGING THE WILDS; SPEED 6, MOVES EASILY ACROSS ANY TERRAIN, LAND OR SEA.

VAMPIRE MONKS

12 HP 10 STR 13 DEX 13 WIL

CAN **MATERIALIZE** AND **DEMATERIALIZE** AT WILL. THEY KEEP THE TEMPLE OF THE ARK, BUT HAVE FALLEN TO SECRET WORSHIP OF A DARK GOD.

IMPERIAL FOOT SOLDIERS

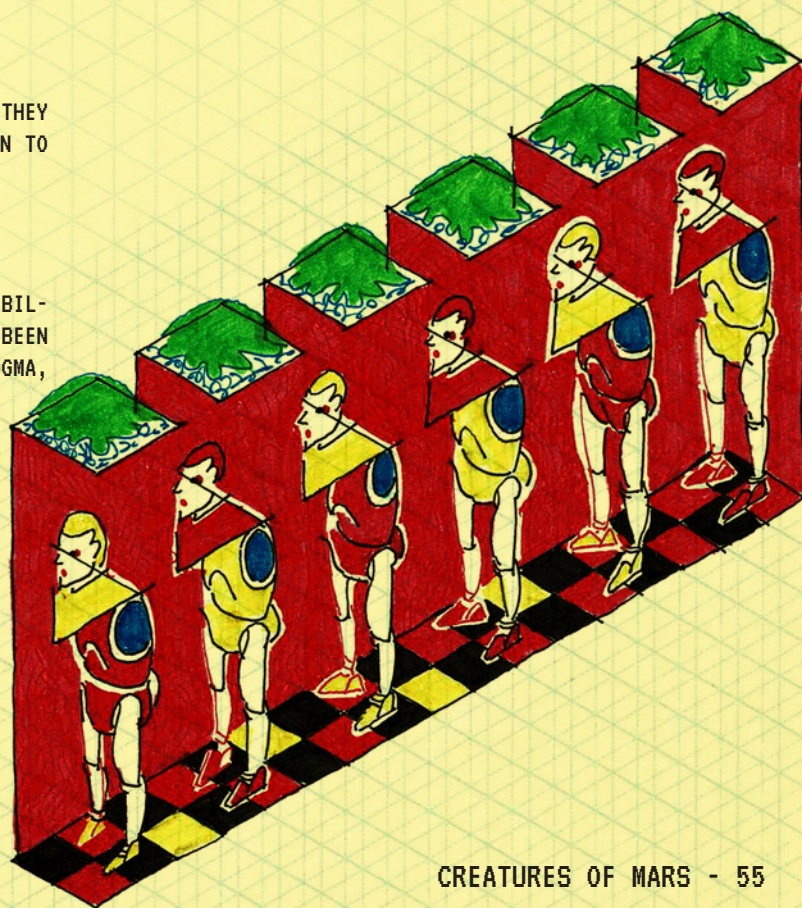
6 HP 12 STR 16 DEX 12 WIL

THEIR NUMBERS NOW MERE HUNDREDS, DOWN FROM BILLIONS AT THE HEIGHT OF IMPERIUM. THEY HAVE BEEN PSYCHICALLY BRAINWASHED INTO IMPERIAL DOGMA, STILL CONVINCED OF THE INVINCIBLE MIGHT OF THEIR VAMPIRE MASTERS.

BLOOD-HARDENED SWORDS: D4+4 DAMAGE

PNEUMATIC CROSSBOW: D8 DAMAGE

RANDOM **PSYCHIC POWER** (54)



Paraphernalia

TREASURE ROLL

ROLL A CREATURE'S TREASURE WHEN FIRST INTRODUCING IT; THE TREASURE IS NOT ONLY THE LOOT THEY MIGHT LEAVE BEHIND ON DEATH, BUT ALSO A TOOL FOR THAT CREATURE TO USE, OR A BARGAINING CHIP THAT MIGHT BE WON FROM THEM BY NEGOTIATION OR GUILF. D12:ELITE

COMMON: D10+10 | HIGH-TECH: D4+4

RARE: D4 | WILD: D20

1	WILD POWER-UP
2	ARCANE POWER-UP
3	COMMON POWER-UP
4	ARCANE RESOURCE
5	HIGH-TECH RESOURCE
6	HABITAT / VEHICLE SYSTEM
7	ACCESSORY
8	RANGED WEAPON
9	MELEE WEAPON
10	OUTFIT
11	WILD RESOURCE
12-19	COMMON RESOURCE
20	D20 GEMS!

POWER-UPS

PRECIOUS CONSUMABLE GOODS PROVIDING PERMANENT ENHANCEMENT OR TRANSFORMATION; NO RESALE VALUE.

COMMON: D4 | ARCANE: D3+3 | WILD: D6

1	CHOCOLATES: +5 MAX HP
2	MIGHT UP: +1 STR
3	SPEED UP: +1 DEX
4	MAGIC UP: +1 WIL
5	VAMPIRE BLOOD: GAIN ONE PSYCHIC POWER; ONCE YOU'VE TAKEN THIS DARK SACREMENT, ONLY VAMPIRE BLOOD AND CHOCOLATES ARE EFFECTIVE AS POWER-UPS FOR YOU
6	INFESTED EGG: GAIN ONE MUTATION

RESOURCES

THE BASIC COMPONENTS OF TRADE AND CRAFT.

COMMON: D4 | HIGH-TECH: D3+3 | ARCANE: D6+6 | WILD: D12

1	GEMS	0 WEIGHT	--	USED AS CURRENCY; 1 GEM WILL BUY MOST COMMON ITEMS
2	PASTE	1 WEIGHT	1 GEM	1 PASTE IS A DAY'S RATION
3	SCRAP	2 WEIGHT	3 FOR 1 GEM	ASSORTED RAW MATERIALS, USED FOR CRAFTING
4	POWER CELL	1 WEIGHT	4 GEMS	USED FOR CRAFTING; EXPEND TO RESTORE AN ITEM'S LOST CHARGES
5	NANITE QUEEN	0 WEIGHT	5 GEMS	A BLANK PROGRAMMABLE NANOBOT, USED FOR CRAFTING NANO SWARMS
6	IMPERIUM TECH	0 WEIGHT	10 GEMS	INSTALL IN A SYSTEM OR DEVICE TO UPGRADE IT
7	MEMORY CRYSTAL	1 WEIGHT	7 GEMS	USED FOR CRAFTING; CAN SYPHON AND STORE THE MEMORIES OF A WILLING CREATURE
8	FIRE ESSENCE	0 WEIGHT	10 GEMS	USED BY ELEMENTALISTS TO POWER ALCHEMICAL FORMULAE (7)
9	WATER ESSENCE			
10	SLIME ESSENCE			
11	TIME ESSENCE	0 WEIGHT	15 GEMS	EXOTIC ELEMENT; INCREASES DURATION TO INDEFINITE WHEN INCORPORATED INTO AN EXISTING FORMULA, OR SETS IT TO TRIGGER UNDER SPECIFIED CONDITIONS
12	BLOOD ESSENCE			EXOTIC ELEMENT; GRANTS VAMPIRIC HEALING WHEN INCORPORATED INTO AN EXISTING FORMULA (HEAL 1 HP FOR EACH DAMAGE DEALT)

MELEE WEAPONS

1	BLACK GLASS KNIFE	1 GEM	3D6 DAMAGE, SHATTERS ON USE
2	STUN GLOVE	1 GEM	D4 DEX DAMAGE, IGNORES ARMOR
3	EXTENDABLE BATON	3 GEMS	D6 DAMAGE, EXTENDS UP TO 100 FEET
4	ROCKET SLEDGE	4 GEMS	210 DAMAGE, 1 TURN TO PREPARE
5	BLOOD-HARDENED SWORD	5 GEMS	D4+4 DAMAGE, INDESTRUCTIBLE
6	SILVER SWORD	5 GEMS	D8 DAMAGE, DOUBLE DAMAGE TO VAMPIRES
7	POLYMER SWORD	4 GEMS	D10 DAMAGE
8	BEAM BLADE	7 GEMS	D8 DAMAGE CUSTOMIZABLE SHAPE: SWORD, AXE, HALBERD, BATON, SCYTHE, WHIP

BEAM BLADE UPGRADES (UNLOCK WITH IMPERIUM TECH)

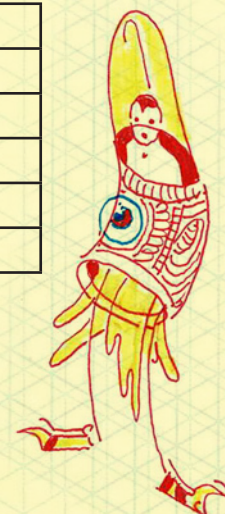
1. DOUBLE INJURIES
2. DESTROYS FORCEFIELDS
3. +D6 ELEMENTAL DAMAGE (FIRE, COLD, ACID, OR ELECTRICITY)
4. CAN BE BANISHED AND RECALLED FROM EXTRA-DIMENSIONAL SPACE
5. STRIKES SPIRITS
6. TRIPLE DAMAGE TO STRUCTURES
7. ATTACKS AUTONOMOUSLY
8. TRIPLE DAMAGE ON 3

RANGED WEAPONS

1	LASER RIFLE	5 GEMS	D6 DAMAGE, 2 SHOTS PER TURN						
2	ROD ACCELERATOR	3 GEMS	8 DAMAGE, 3 AMMO, 1 SCRAP TO RELOAD						
3	SCATTER LASER	3 GEMS	2D4 DAMAGE IN A WIDE ARC, INEFFECTIVE AGAINST ARMOR						
4	ACID BEAM	6 GEMS	D6+1 DAMAGE, EATS HOLES IN METAL						
5	RIFT ROCKET	7 GEMS	SINGLE-USE ROCKET EXPLODES IN A 30-FOOT SPHERE, TRAPPING CREATURES OUTSIDE TIME FOR D6 HOURS						
6	LIGHTNING BEAM	5 GEMS	D6 DAMAGE, ARTIFICIAL SYSTEMS PASS A WIL SAVE OR REBOOT FOR D6 TURNS						
7	FLAMETHROWER	4 GEMS	D8 DAMAGE						
8	POLYMORPH RAY	8 GEMS	THE TARGET IS RANDOMLY TRANSFORMED UNTIL YOUR NEXT TURN: <table><tr><td>1. DOVE</td><td>2. APE</td></tr><tr><td>3. VIPER: POISON BITE (-1 STR/HOUR UNTIL POISON IS REMOVED BY AMPUTATION OR NEUTRALIZED WITH VAMPIRE BLOOD)</td><td>4. JAVELIN: D12 DAMAGE, IGNORES ARMOR AND FORCEFIELDS</td></tr><tr><td>5. WALL: 10 FEET TALL, INDEFINITELY LONG</td><td>6. DRAGON: 18 STR, FIERY BREATH (2D8 DAMAGE)</td></tr></table>	1. DOVE	2. APE	3. VIPER: POISON BITE (-1 STR/HOUR UNTIL POISON IS REMOVED BY AMPUTATION OR NEUTRALIZED WITH VAMPIRE BLOOD)	4. JAVELIN: D12 DAMAGE, IGNORES ARMOR AND FORCEFIELDS	5. WALL: 10 FEET TALL, INDEFINITELY LONG	6. DRAGON: 18 STR, FIERY BREATH (2D8 DAMAGE)
1. DOVE	2. APE								
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5. WALL: 10 FEET TALL, INDEFINITELY LONG	6. DRAGON: 18 STR, FIERY BREATH (2D8 DAMAGE)								
9	DARKMATTER PISTOL	7 GEMS	D8 DAMAGE, DOUBLE INJURIES						
10	ICE BEAM	5 GEMS	D6 DAMAGE, FREEZES THE TARGET IN PLACE ON 4+						

OUTFITS

1	ENVIRONMENT SUIT	1 GEM	3 WEIGHT	+4 AP, 12 HOUR AIR SUPPLY
2	HIDE ARMOR	1 GEM	2 WEIGHT	+5 AP, STACKABLE
3	PLATE ARMOR	3 GEMS	4 WEIGHT	+10 AP, -2 DEX
4	NANOFIBER SUIT	7 GEMS	1 WEIGHT	+8 AP, IMMUNE TO EDGED WEAPONS
5	HYPERWEAVE SHIRT	5 GEMS	0 WEIGHT	+6 AP
6	POWER ARMOR	10 GEMS	10 WEIGHT	+12 AP, +2 STR, -2 DEX, +1 SPEED



ACCESSORIES

1	LASER MULTI TOOL	2 GEMS	CUTS AND WELDS MOST MATERIALS, SLOWLY
2	ROCKET BOOTS	3 GEMS	FLY AT TWICE RUNNING SPEED, DEX SAVE TO SAFELY LAND
3	HANDHELD SCANNER	4 GEMS	AIM AT A NEARBY OBJECT OR CREATURE FOR A DETAILED READOUT OF COMPOSITION AND CONDITION
4	MEDKIT	3 GEMS	3 CHARGES; SPEND A CHARGE TO RESTORE D6 LOST ABILITY POINTS
5	MEMORY DECODER	5 GEMS	READ OR COPY THE CONTENTS OF MEMORY CRYSTALS
6	SATELLITE WALKIE-TALKIES	5 GEMS	TWO-COMMUNICATION ANYWHERE ON THE PLANET
7	OMNIWAVE JAMMER	5 GEMS	SHUTS DOWN ALL RADIO, ACOUSTIC AND PSYCHIC TRANSMISSIONS WITHIN 100 FEET, AND MAKES ALL IMMATERIAL CREATURES REAL
8	BUBBLE BELT	1 GEM	GENERATES A BUBBLE OF BREATHABLE AIR AROUND YOU
9	FORCEFIELD BELT	4 GEMS	8 AP
10	COMMANDO HELMET	5 GEMS	AIR FILTRATION, TARGETING ASSISTANCE (+1 RANGED DAMAGE)
11	BRAINWAVE CONVERTER	3 GEMS	ALLOWS TELEPATHIC COMMUNICATION AND INTERACTION WITH PSYCHIC INTERFACES
12	TELEPORTER BEACON	9 GEMS	ACCOMPANYING WRIST MODULE ALLOWS LIGHTSPEED RETURN TO THE BEACON; 100-MILE RANGE
13	GHOST BOTTLE	2 GEMS	IMMATERIAL CREATURES WITH 0 HP CAN BE TRAPPED INSIDE
14	PHASE SHIFTER	7 GEMS	3 CHARGES; SPEND A CHARGE TO DEMATERIALIZE FOR UP TO 1 HOUR
15	ASTRAL GLASSES	3 GEMS	SEE INTO THE IMMATERIAL PLANE
16	BORING LASER	5 GEMS	2D8 DAMAGE, 2 TURNS TO PREPARE, BORES 3-FOOT TUNNELS IN ROCK
17	LOCK HACKER	4 GEMS	WIL SAVE TO BYPASS ELECTRONIC LOCKS
18	ELECTRIC NET	3 GEMS	D8 DEX DAMAGE/TURN
19	ROCKET BRACER	5 GEMS	+1 MELEE DAMAGE
20	FOIL CAP	2 GEMS	IMMUNITY TO PSYCHIC INFLUENCE

VEHICLES

VEHICLES HAVE STATS LIKE CREATURES; USE THE PILOT'S DEX AND WIL WHEN THE CRAFT IS ACTIVELY CONTROLLED.

SYSTEM DAMAGE: WHEN VEHICLE STR IS DAMAGED, PASS A SAVE OR A RANDOM SYSTEM IS DAMAGED; IF THE SYSTEM WAS ALREADY DAMAGED, IT IS DESTROYED.

AUTOMIND SKIMMER

10 HP 9 STR 9 DEX 9 WIL

SYSTEMS

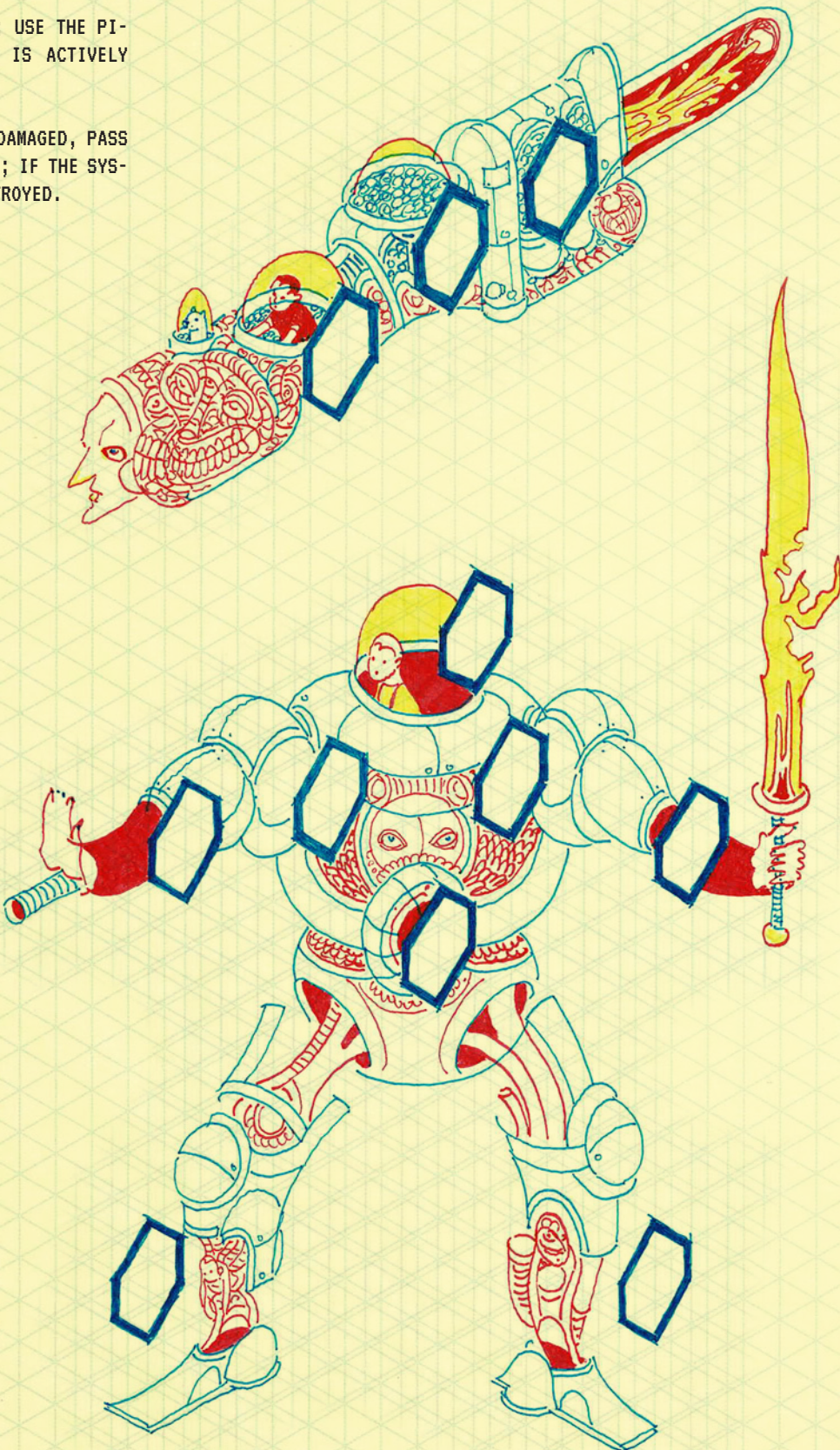
1	HELM: SEATS TWO
2	EMPTY SYSTEM SLOT
3	HOVER ENGINE: SPEED 5

AUTOMIND POWER SUIT

20 HP 16 STR 10 DEX 10 WIL

SYSTEMS

1	HELM: SEATS ONE
2	RIGHT ARM: PLASMA CANNON (2D10 DAMAGE, STARTS FIRES, 2 TURNS TO RECHARGE)
3-4	EMPTY SYSTEM SLOT
5	LEFT ARM:: GIANT BEAM BLADE (2D8 DAMAGE)
6	MOBILITY ENGINE: SPEED 5
7-8	LEGS: STOMP (D12 DAMAGE); DROP-KICK (D6, UP TO 100 FEET)



HABTECH LOADER (10 GEMS)

12 HP 16 STR 5 DEX 0 WIL

SYSTEMS

1	HELM: SEATS ONE
2-3	LOADER ARMS: LIFT AND CARRIES UP TO 5 TONS EACH; CAN EQUIP TOOLS AND WEAPONS
4	ALL-TERRAIN TREAD: SPEED 3

ARTICULATED FLIVVER (10 GEMS)

8 HP 8 STR 12 DEX 0 WIL

SYSTEMS

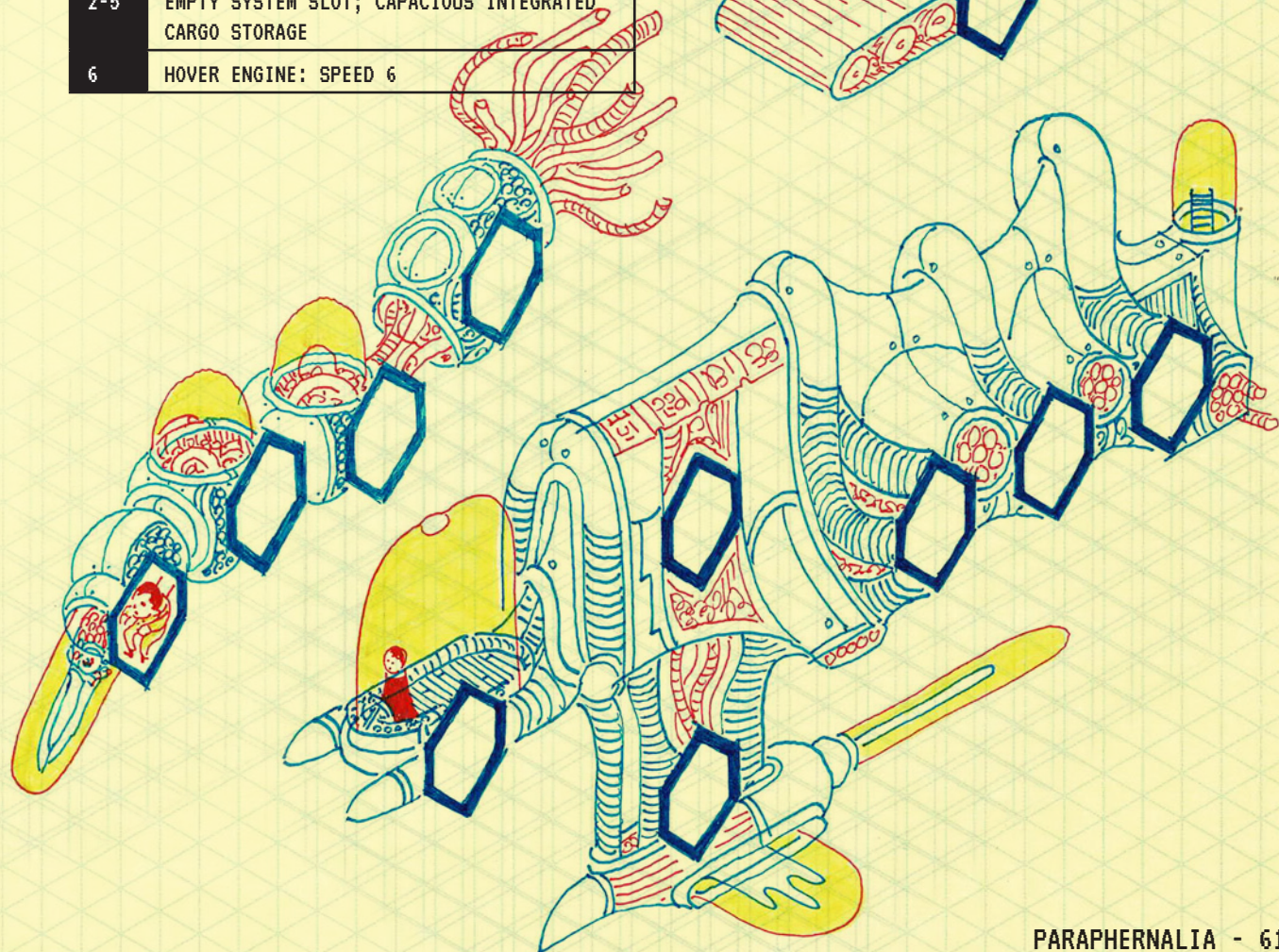
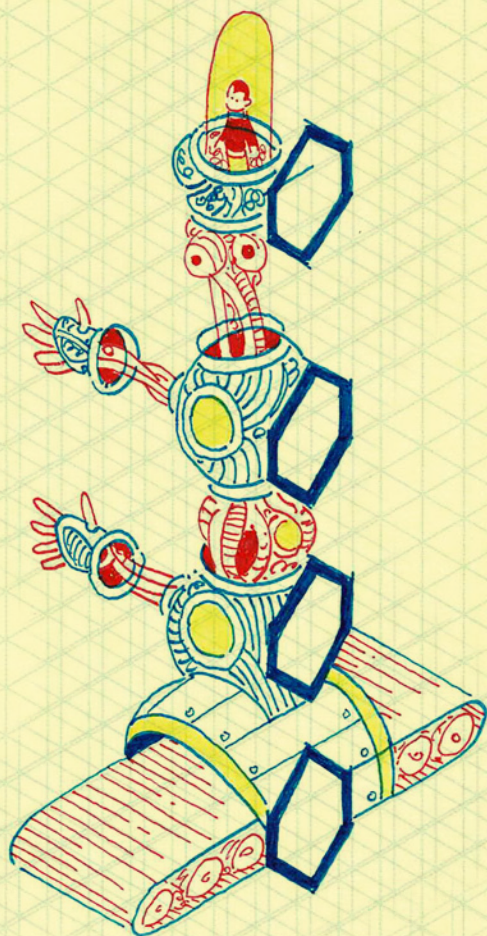
1	HELM: SEATS TWO
2-3	EMPTY SYSTEM SLOT
4	ANTIGRAV TUBES: SPEED 6

HABTECH TANKER (30 GEMS)

50 HP 13 STR 5 DEX 0 WIL

SYSTEMS

1	COMMAND DECK: SEATS SIX; INTEGRATED MINERAL SCANNER
2-5	EMPTY SYSTEM SLOT; CAPACIOUS INTEGRATED CARGO STORAGE
6	HOVER ENGINE: SPEED 6

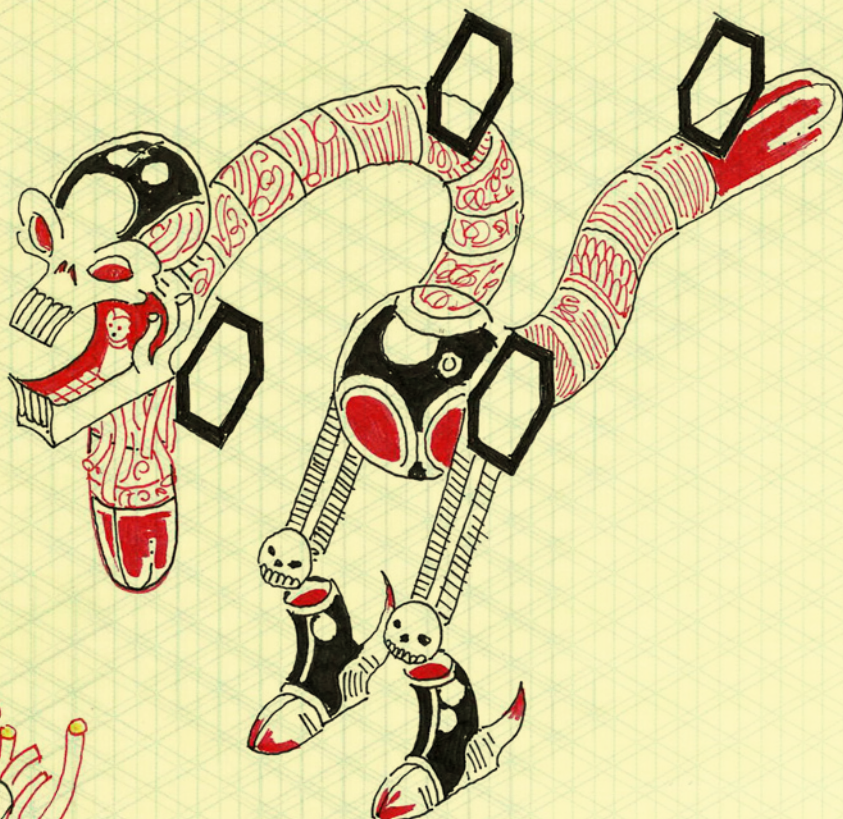


BONE-WORM LANDSTRIDER (15 GEMS)

16 HP 12 STR 7 DEX 0 WIL

SYSTEMS

1	HEAD: SEATS THREE
2	EMPTY SYSTEM SLOT
3	MOBILITY ENGINE: SPEED 4
4	BLOOD MAGNET: BIOLOGICAL CREATURES WITHIN 100 FEET LOSE 1 STR PER TURN AS BLOOD STREAMS FROM FACIAL ORIFICES AND TWISTS THROUGH THE AIR TO BE CONSUMED FOR FUEL



FEATHERBLIGHT LANDSTRIDER

(25 GEMS)

20 HP 12 STR 14 DEX 12 WIL

SYSTEMS

1	HELM: SEATS FOUR
2-3	EMPTY SYSTEM SLOT
4-6	CLAWED STRIDERS: 4 SPEED AND 1 ATTACK/ TURN FOR EACH WORKING LEG; CLAWS DEAL D12 DAMAGE

VEHICLE SYSTEMS

(10 WEIGHT)

1. **WEAPON MOUNT:** ACCEPTS ANY STANDARD RANGED WEAPON; MOUNTED WEAPONS DEAL +2 DAMAGE (3 GEMS)
2. **PHASE SHIFTER :** DEMATERIALIZES THE VEHICLE FOR 1 HOUR; RECHARGES IN 1 DAY (12 GEMS)
3. **TELEPORTER ARRAY:** TWO-WAY TELEPORTATION WITHIN 1 MILE; 1 CREATURE AT A TIME, 1 MINUTE TO RECHARGE (8 GEMS)
4. **CARGO CLAMP:** PICK UP AND CARRY HUGE LOADS (5 GEMS)
5. **ALGAE FARM:** CONSTANT FOOD SUPPLY FOR SIX HUMANS (6 GEMS)
6. **TRACTOR BEAM:** PASS A DEX SAVE TO GRAPPLE CREATURES OR OTHER VEHICLES (8 GEMS)
7. **SHIELD GENERATOR:** +30 AP (7 GEMS)
8. **SUPERTHRUSTER:** ENABLES SPACE LAUNCH AND INTERPLANETARY TRAVEL (20 GEMS)
9. **CLOAKING DEVICE:** TURNS THE VEHICLE INVISIBLE FOR 1 HOUR; 1 DAY TO RECHARGE (12 GEMS)
10. **MIRROR IMAGE PROJECTOR:** CREATE UP TO THREE HOLOGRAPHIC CLONES OF THE SHIP (9 GEMS)

Game Over

