

CHILDREN OF THE FALLEN SUN

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Thick Skull
adventures

**0 LEVEL 1 ADVENTURE FOR
MUTANT CRAWL CLASSICS RPS**

COMPATIBLE WITH

**MCC
RPG**

CHILDREN OF THE FALLEN SUN

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FOREWORD

Stephen was one of the earliest supporters of the Mutant Crawl Classics RPG system, running a playtest group for the game beginning all the way back in the dark days of partial manuscripts, 4 classes, and broken rules. His feedback notes, along with those of his players, are a part of MCC's core DNA. And from the very beginning he wanted to write his own MCC RPG adventure, as you do.

So in a case of turnabout is fair play, Stephen sent me every version of *Children of a Fallen Sun* from the original outline pitch to the fantastic adventure that you hold in your hands. In that span, nearly everything changed in an already thoughtful and exciting adventure, from the title to the backstory to the outcome for the player characters. I got to watch new races, new artifacts, and new Patron AIs for Terra A.D. aborning.

Though I am as sure that my notes amounted to a minor contribution to this work as I am sure that Stephen will tell you otherwise, that's not really the point. The point is that Stephen strived from the very outset to make *Children of the Fallen Sun* the very best adventure module he possibly could, even going so far as to share it in various stages with the line editor of the system for which it is written. That's an unusually collaborative step that is not necessarily typical, and certainly not required or expected, among third party publishers. All I'm saying is that Stephen went the extra kilometer, and it shows.

The lucky winner in all of this is you! Now you as an MCC Judge can judge the results for yourself and your players. I think you'll find that among other things this adventure radiates with that extra *OOMPH* that is virtually the trade dress of DCC and MCC adventures. Read on, and you may find you have already failed your own save versus irradiated gaming goodness.

Jim Wampler. Creator, *Mutant Crawl Classics RPG*

INTRODUCTION

Tribal leaders direct a group of PCs to investigate a fiery ball falling from the night sky, as it seems to bear witness of a sacred legend foretelling the return of the Ancient Ones! Soon the PCs arrive at a downed "sky ark" similar to those crafted by the ancients. While investigating the crash site, the PCs learn that the ship housed a long-running battle between two factions, until an ancient AI took power into her own hands to restore order. She will use all means at her disposal to ensure there is no risk that the PCs, or others of their ilk, will ever contaminate her home planet!

Children of the Fallen Sun is designed for 5 to 6 1st-level characters, but can be easily adapted for 0-level or 2nd-level characters by adjusting the lethality of any given encounter. Replacement PCs can be found in area 1-5, or the party can be replenished by late-arriving rival tribes also investigating the fiery descent of the craft.

Playtesting: In most playtests, the adventure was completed within two 4-hour sessions, usually with at least one or two PC casualties.

Maps: The adventure contains two maps: The FAMINE-20 Outline Map and the FAMINE-20 Illustrated Map. They are both maps of the ship, but we have included both versions because in playtesting we discovered the illustrated map was inspirational for judges, but the outline map was easier to read during game sessions.

JUDGE'S ADVENTURE BACKGROUND

Over 10,000 years ago, the ancients of Terra A.D. started using colonies on moons, planets, and stations all over the galaxy to extract mineral wealth, and create new human outposts. On one such remote planet, Terra-47, HERA—the AI responsible for genetically modifying human embryos to make life more adaptable for that environment—had so intensely modified humanity over the generations that Terra-47 pure strain humans were no longer “pure strain” at all, but genetically-modified meta-humans, or GMO-humans.

The rulers of Terra-47 would occasionally send crews to different planets to collect precious minerals and materials, typically crewed by two breeds of GMO-humans: blumans, who held elite positions and occupations, and rustmen, who were bred to be responsible for physical labor. Over the decades, the rustmen—feeling besmirched by the life of privilege enjoyed by the blumans on Terra-47—began to long for a future free of the AI adaptations which kept them marginalized in their society, seeking a return to “human purity”. Factions of rustmen began to rise up in rebellion against HERA’s prime directive of genetic manipulation.

In one such insurgence, the rustman crew of the organics specimen collection ship FAMINE-20 mutinied against their bluman co-pilots, hijacking the ship in order to return to their ancient ancestral home of Terra. Their plan was to collect—or some might say kidnap—pure strain humans to bring back to Terra-47 for purity breeding. HERA, sensing the danger of bringing such “un-optimized, germ-ridden, and genetically fragile” specimens back to Terra-47, performed an emergency programming override on ROC-E, the ship’s geology collection robot. She then used ROC-E to kill several of the rustman mutineers, sabotaging sensitive navigation components within the ship which forced the crash seen by the PCs.

The PCs, blissfully unaware of the existence of Terra-47, HERA, or the plight and whims of the rustmen or blumans, believe the downed craft to be the return of the Ancient Ones—the mythical Children of the Fallen Sun. In legend these god-like beings fled the planet long ago, leaving behind the wasteland and jungles the PCs now call home. In a way, the prophecy is accurate—*some* Ancient Ones have returned, although without the good intentions foretold in the legends.



Crew of the FAMINE-20: The following is the list of crewmembers and their fate.

Blumans:

- Argatol, frozen navigator, area 1-5
- Heratol, frozen co-pilot, area 1-5
- Fritatol, dead captain killed by Iyata, corpse in area 1-10

Rustmen:

- Breyata, conspirator, killed by ROC-E, corpse in area 1-2
- Tiyato, conspirator, killed by ROC-E, corpse in area 1-9
- Iyata, conspirator, alive and cornered in area 1-10
- Jatato, non-conspirator, dehydrated husk, area 2-5

Artifact Descriptions: Since the wreck of the FAMINE-20 is unlike anything the PCs have ever seen, the adventure text describes objects in rudimentary terms (e.g., instead of saying “a battery” in a read-aloud description, it describes the item as a “cylinder with blinking lights”) as suggested in the MCC RPG rulebook.

Colors and Iconography of the FAMINE-20: Gauges, indicators, buttons, and labels display an escalating scale from good to bad based on the spectrum of visible light and how much energy the item carries. Therefore, when describing an artifact as “empty”, “full”, “informational”, or bearing a warning, you can use the following colors as guidelines:

- Violet – Full/At Capacity/Ideal
- Blue – Currently Active or In Use
- Green – OK to Normal
- Yellow – Partially Spent/Half Empty
- Orange – Warning/Dangerously Low
- Red – Empty/Bad/Avoid

Language Checks: Any writing on the FAMINE-20 is in Ancient Terran, an animated glyph-based script of the ancients; it is as foreign to the PCs as ancient Sumerian is to most players. Unless otherwise noted, any attempt to translate writing on the craft or communicate with the crew requires a DC 13 *Invoke Patron AI* program check. If the PC happens to have *The Universal Translator* as their birth sign, they can translate/communicate with a successful DC 13 Int check.

PLAYER START

The star fell from the heavens far above, its long red tail ripping the sky like a bloody, dripping wound.

“It is the Second Death of the ancient prophecy! We are all doomed,” cried Wiggins, the manimal’s feline dander standing straight up on his back in alarm.

“No! It is the coming of Yarr Tik the Tall,” exclaimed the man-giant Tadlock. “He has come to take all those who worship him to The Great Valley to live forever in paradise!”

Other arguments broke out between the humans, mutants, and manimals of your tribe, each speculating as to the cause or meaning of the phenomenon. Still, after much debate, none could agree on the significance of what many had begun to call the Fallen Sun. Finally, the eyes of the tribe turned to the village elder, Red, a plantient redwood tree nearly 2,000 years old. His bark had long ago grown stiff and brittle, rendering him speechless, but Pip, a young plantient sapling, verbalized the thoughts the elder conferred to him via root-speak:

“Red knows precisely what is upon us,” Pip clicked out in his wooden tongue. “For thousands of years, flesh-eaters have spoken of the Children of the Sky Ark. These Children are descendants of the Ancient Ones who fled Terra when the world’s roots were shallow. Their Swift Stars continue to cross the night skies to this day. Red believes this Falling Sun is the Children returning, and the bravest amongst us must be sent to welcome them, lest their knowledge pass to a rival tribe.”

You look around and see many of the tribe have turned their gaze on you, with quiet desperation showing in the variety of organs that pass for eyes.

ROAMING THE WASTE

The ship has fallen deep within The Great Silicon Lake, an enormous glow desert typically avoided by local tribes. It normally takes 3 days of travel to traverse the scorched lake to the area where the ship rests. While travelling, roll for wasteland events twice per day. A roll of 1 on 1d5 indicates a wasteland event has occurred; roll another 1d5 to determine the event below. This list can also be used if the PCs dawdle outside the ship and the judge desires to pick up the action.

EVENT 1: SALT RATS

A swarm of salt rats: vicious albino man-rat pack-hunting manimals that fight with crude weapons as well as diseased bites.

Salt Rats (x4)

Init +1; Atk +1 bone sword (1d6) or bite (1d4 + disease); AC 11; HD 1d8; hp 4 each; MV 30'; Act 1d20; SP diseased bite (DC 8 Fort save or additional 1d3 damage); SV Fort +2, Ref +3, Will -1.

EVENT 2: SAND RHINO

A horrific post-apocalyptic crossbreed of rhino and mole capable of burrowing its way out of sand to surprise its prey.

Sand Rhino

Init +2; Atk +2 tusk (1d6); AC 12; HD 3d8; hp 18; MV 20' or burrow 20'; Act 1d20; SP burrowing; SV Fort +2, Ref +1, Will +0.

EVENT 3: CLOUD SEAR

The red sun passes over a silicon cloud infused with nano-particles that refract sunlight into a deadly laser-like column of death. The PCs have 1d3 rounds to prepare for the blast of light before the cloud sear strikes, causing 1d6 damage (DC 12 Fort save for half) to any PC who cannot burrow underground or shield themselves somehow against such attacks (e.g., wearing a thermo suit).

EVENT 4: SINKHOLE

As the PCs pass over the terrain, an enormous sinkhole opens directly under the PC with the lowest Luck score. The unlucky PC—and the 1d5 nearest characters—must make Agility checks before experiencing the following results: (12+) no damage; (11-10) 1d3 damage; (9-7) 1d6 damage; (6 or lower) PCs are lost forever as they are sucked down into the parched earth.

EVENT 5: SLAIN SCOUTS

The desiccated corpses of a party of scouts from a rival tribe rot here in the sun, victims of desert raiders. With each turn spent searching the area, a DC 14 Intelligence check uncovers 1 piece of mundane equipment (see Table 1-4: Additional Beginning Equipment in MCC RPG rulebook). Dawdling invites danger: on the fourth turn, a sand rhino is attracted to the activity (see above).

WRECKAGE OF THE FAMINE 20

AREA 1-A: BATTLE OUTSIDE THE SHIP

Heat waves ripple like water in the air as you cross the burning sand towards the star's crash site. As you approach, you see smoking within a shallow crater a large contraption presumably built by the Ancient Ones. Alas, you are not the first to reach the site! Fighting from a distance across opposite ends of the artifact are two tribes of mutants—one tribe appears to be men covered with porcupine-like quills, and the other a group of pale humanoids with elongated heads. Both tribes have assumed defensive positions, preventing the other from seizing the artifact without exposing themselves to an attack.

The conflict appears to be at a stalemate, as casualties from both sides of the battle litter the area. Two porcupine men lie dead with no visible injuries aside from dried blood caked around their eyes and ears. Also nearby are the corpses of two eggheads, whose bodies are punctured with arrow-like quills.

Outside of the wreckage, two scouting parties from rival tribes have arrived simultaneously and engaged each other in ranged combat in an attempt to prevent the other from gaining access to the ship's treasures. After an initial skirmish, they have dug into defensive positions, each waiting for the other party to make the first move or approach the ship entrance before attacking. The two rival tribes will view the PCs as yet another threat. The PCs have an opportunity to make an alliance, or go head-on against the other mutant tribes. If the PCs approach the ship they will be set upon by both of the other mutant tribes. If the PCs choose to attack only one tribe, the other tribe will try to ambush from behind after 1 round of melee.

East Side Porcupine Men (x4)

Init +1; Atk claw +1 melee (1d4) or spines +2 missile fire (1d4, range 30'); AC 11; HD 1d4; hp 4,3,3,2; MV 30'; Act 1d20; SP opponents in melee combat must make DC 10 Reflex save or 1 hp spine damage; SV Fort +1, Ref -2, Will +0.

Lakeside Braniacs (x4)

Init +1; Atk dagger +0 melee (1d4 -1) or *mental spike*; AC 10; HD 1; hp 4,3,3,2; MV 30'; Act 1d20; SP *mental spike* (+2 ranged mental energy attack; 1d4, no save), immune to mental attacks; SV Fort +1, Ref -2, Will +0.

Treasure: Once defeated, the following loot can be collected from each tribe: 37' of hemp rope, a flint, a large plastic boot from the ancients (left foot only, worth 30 creds). In addition, 2d4 porcupine man quills can be collected and used as darts (1d3 damage).

AREA 1-B: OUTER SHIP

A large trench has been gouged into the earth where the strange ark of the ancients has fallen from the sky and come to its final rest. The ark looks constructed—or perhaps coated with—an iridescent grayish-white material resembling mother-of-pearl. A quick examination of the vessel reveals it is

roughly rectangular in shape with two 40-foot-long hollow tubes internally-lined with a jumble of arcane technology jutting from its sides. On the near side of the ark is a curved section housing two large panels that may be doors, but with no hinge or visible means of opening them.

There are strange runes painted, or perhaps burned, into the side of the craft.

The “tubes” on the craft are the remains of propulsion engines (area 1-C).

The ruins on the side are in Ancient Terran and can be translated as “FAM-INE-20: FROST Assessment/Mining Nilspace Environmental Craft” by PCs who successfully make a DC 13 language check (see **Language Checks** above).

AREA 1-C: PROPULSION ENGINES

Large semi-hollow tubes protrude from the sides of the downed craft. They appear intricately designed by the wizards of the Ancient Ones who worshipped Gods of the Sky. The protuberances currently look scorched and damaged. Inside the tubes, you see baubles of the ancients tethered together with otherworldly material in intricate patterns.

The propulsion engines were mostly destroyed in the crash, but careful PCs can recover valuable components. For each successful DC 12 security systems check (1d4 electrical damage upon failure), the following items can be salvaged per engine: 1 C-Cell (each with a glowing blue hexagon on its side indicating a full charge); 1 usable propulsion blade (by attaching handles, this can be made into a “longsword” doing 1d8 damage); and shiny ancient wiring which can be fashioned into jewelry worth 50 creds.

AREA 1-1: OUTER HATCH

This end of the vessel has two large smooth door panels carved directly into the body of the craft. They have ancient mechanisms suggesting they perhaps move independently. One of the panels is slightly ajar, offering a glimpse deeper into the downed vessel.

Next to the panel-door is an 8-inch square depression containing some brightly colored buttons and more ancient runes. In addition, it appears a quill from one of the porcupine men has inadvertently punctured a hexagonal rod recessed into the box, and now a fluorescent green ooze slowly drips from where it was struck. The punctured tube blinks red in a regular cadence.

If/when the PCs peer through the opening, reveal the following:

The area beyond is dark, but you can clearly see many of the articles of the ancients have scattered throughout the chamber as a result of the crash. You can also make out an unmoving humanoid body on the floor approximately 12 feet away from the door.

The main cargo hatch of the FAMINE-20 is stuck open about 6 inches, allowing a restricted glimpse into area 1-2. An errant quill from a porcupine man has punctured the hatch's panel C-Cell battery which now oozes its core.

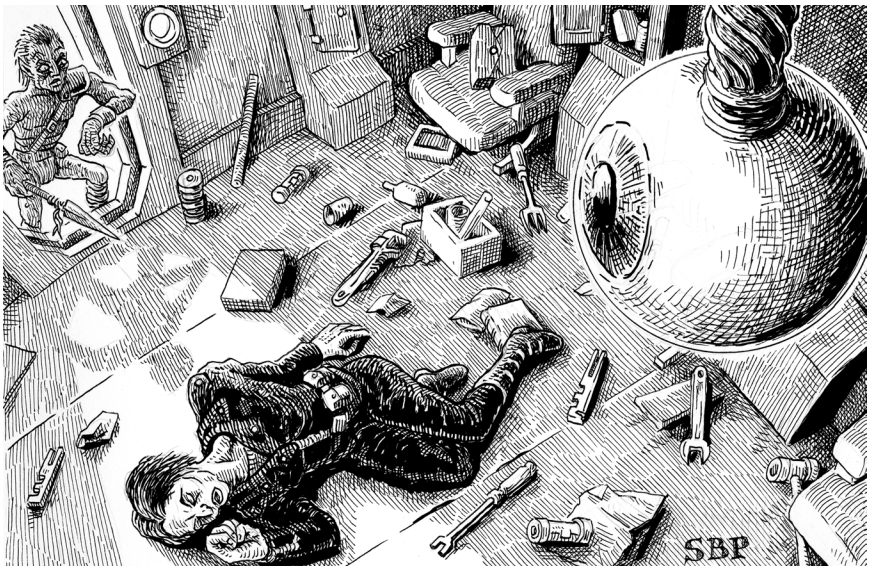
There are at least 3 possible ways to open the door:

- **Replace the C-Cell battery:** The damaged C-Cell battery (shaped like a hexagonal rod 7 inches long and 1 inch in diameter) can be replaced with a fresh one gathered from area 1-C. DC 10 Agility check to handle or suffer 1 point of damage from acid burn.
- **Com badge:** Somehow retrieve the com badge adhered to the corpse in area 1-2 and place it against the panel.
- **Brute strength:** PCs can force the door open using an impromptu lever (10' pole, one of the blades retrieved from area 1-C). Forcing the door open requires a DC 15 Strength check (2 characters may assist, adding their Strength bonus to one roll.) The clamor from this method, however, attracts a sand rhino the PCs must deal with (see **Roaming the Waste** above for sand rhino stats).

Note: Exposing the damaged C-Cell battery to flame will cause it to explode; all within a 15-foot radius must make a DC 12 Reflex save or take 1d6 damage.

AREA 1-2: CARGO BAY

You have entered the belly of the sky ark. The ancients have lined the metallic walls with stiff, uncomfortable-looking chairs, made from queer leather. As a result of the crash, boxes and cupboards which line the walls have scattered their arcane equipment upon the ground.



Sprawled across the smooth floor lies the corpse of a muscular, rust-skinned humanoid female with abnormally large hands wearing tight-fitting leather. The corpse appears to have been killed by several small puncture wounds that dot its body and the wounds are surrounded by dried blood.

Affixed to the ark's ceiling, a smooth translucent globe appears to be glowing dimly. Inside the globe, a red eyeball appears to be tracking your movements.

The PCs' actions have alerted HERA, who will be monitoring the PCs' movements via a plethora of the ship's many sensors. See the sidebar *HERA's Motives* for more information.

The corpse is Breyata, a GMO-human and one of the rustman mutineers killed by ROC-E. If her thermo suit is removed, the PCs will notice that a crude tattoo of the face of a bearded man (Uraau) is inked onto her lower back. A com badge is attached to her belt which can be used to open and close the ship's outer doors (area 1-1).

A thorough search of the area will turn up numerous tools and equipment of the ancients: a metal club (monkey wrench), strong hollow rope (hose), two sturdy clear boxes, and two additional thermo suits.

AREA 1-3: CREW QUARTERS

More ancient mysteries await you as you make your way deeper into the sky ark. On the side of the chamber is a green cylinder made of the mystifying transparent steel of the ancients. The cylinder resembles an open coffin and looks large enough to accommodate a human.

On a separate wall is small basin that appears large enough to bathe a small animal. Suspended over the basin is a contraption that looks like a metal tube with a funnel at the end. A goblet made of similar material is next to the basin.

Finally, there are 6 closed drawers on the walls, each with a different strange symbol and a single green button.

These are the living quarters for the crew of the FAMINE-20. As this is a long-range exploration ship, the equipment has been optimized for maximum efficiency and is unlike typical barracks or mess halls.

Green Rejuvenation Chamber: The door to this chamber has an image of a human silhouette with buzzing lines around the body (the far-future universal symbol for sleep). The crew of FROST collection ships do not sleep; they merely have their lost cells replenished by nanobots. Each PC that spends 2 rounds in this chamber will regain up to 2 temporarily-lost ability points (whether lost through glowburn or other means) and 1 hit point.

Basin/funnel/goblet: Nutrient dispenser. Holding the goblet under the dispenser releases a gelatinous goo which contains all the required nutrients for a GMO-human. Normally the ship sensors would provide the ap-

appropriate nutrients based on the bluman or rustman holding the cup, but the damage from the crash results in it dispensing randomized mixtures of nutrients and proteins. Three doses will be made available before the machine shuts down to recharge. Judges may roll randomly, choose, or make up their own effect of the dispensed goo.

1d5	Goo Result
1	Purple goo that tastes like tomatoes. Saturated with a GMO-human narcotic. DC 10 Fort save or immediately fall asleep for 6 turns.
2	Greenish goo that tastes like garlic. Fiber-rich goo, DC 10 Fort save or suffer from severe gastrointestinal distress.
3	Orange goo that tastes like berries. Protein goo. PC gains +2 Strength for 6 turns.
4	Yellow-tinted goo with red spots and minty taste. Energy goo. PC gains +2 to initiative rolls for 6 turns.
5	Clear blue goo with coppery taste. Filled with vitamins. Restores 2 hit points.

Six Drawers: These drawers are lockers containing the personal effects of the crew; the symbols on each drawer are the crewmembers’ names written in Ancient Terran. Each drawer contains a stretchy leisure suit (no armor protection, but very stylish), as well as personal items such as a “shiny thing,” “pointy thing,” and “rubbery thing.”

Iyata’s Drawer: The 6th drawer, however, is Iyata’s and it is locked. When its button is pushed it presents the user with 3 holograms that can be touched. Touching one presents another series of holograms. The user must press the correct hologram in each of the 3 challenges or suffer consequences. As Iyata is a “Child of Uraau,” her sequence is based on “natural man or animals”.

THE CHILDREN OF URAAU

The Terra-47 rustmen who have risen up in resistance to HERA’s directive to “optimize” human DNA to create GMO-Humans call themselves The Children of Uraau – a reference to a near-forgotten Terran god of human creation and purity. The rustmen who participate in the resistance tattoo the profile of a bearded man onto their bodies, a symbol of defiance towards HERA’s decision to remove body hair as an unnecessary evolutionary by-product. The judge may choose to adapt the politics of the Children of Uraau into their campaign, expand on the god as part of the prayer book found in area 1-3, or leave the tattoo as a mystery the players may never solve.

1. Challenge #1 images: squid, tree, or rustman. Correct response is rustman to proceed to next challenge. Incorrect response creates loud buzzing sound.
2. Challenge #2 images: bluman, rock, or knife. Correct response is bluman. Incorrect response shocks PC for 2 points of damage (DC 10 Fort save to avoid).
3. Challenge #3 images: sword, book, pure strain human female. Correct response is PSH female, which opens the box. Incorrect response shocks PC for 2 points of damage (DC 12 Fort save to avoid).

Prayer Book of Uraau: Once opened, the drawer contains Iyata's personal effects (a "billowy thing" and a "squishy thing"), as well as an ancient book wrapped in velvet cloth. The book is written in a mixture of Ancient Terran languages that were extinct long before the great disaster. It is the *Prayer Book of Uraau*, and the PCs will recognize on several pages the image of a bearded male matching the tattoos on Breyata, Tiyato, and Iyata, along with handwritten notes scrawled in the margins. If a PC is able to study the book and decipher the text they will glean the following:

- The book describes the god Uraau, and how he created man on Terra to match his image.
- The book has several prayers dedicated to Uraau that imbue the reciter with purity and holiness.
- There are several handwritten phrases in the book, such as, "We, the Children of Uraau, will throw off the shackles of HERA and return humankind to its original purity!" as well as, "It will please Uraau to collect the seeds of his original Children to repopulate Terra-47."

A pious PC who studies the *Prayer Book of Uraau* can study the prayers while paying homage to Uraau and be granted the ability to cast *blessing* (see DCC RPG core rulebook, p. 255). Shaman classes roll 1d20+CL for their spell check; all other classes roll 1d10+CL.

AREA 1-4: NAV COMPUTER

The door to this chamber has been pried forcefully off the wall and cast aside.

Once inside:

This small chamber appears to be a temple of the Ancient Ones' which has recently been defiled! Smooth glass containers have been smashed open and their gelatinous contents—small, blue, wrinkled masses—lay smeared and decaying on the floor.

In the center of the chamber is a metallic statue: the torso and head of a human female. The statue appears alive and her face grimaces as she watches you, one of her eyes twitching with uncontrollable spasms.

HERA'S MOTIVES

While HERA's prime directive is to manipulate GMO-Humans of Terra-47 to make them more adaptable to that planet's environment, like all AIs she has a secondary interest: to gain more followers to increase her sphere of influence. For purposes of this adventure, HERA's motives are:

- Kill the rustman mutineers using whatever tools are accessible (i.e., ROC-E, any awakened blumans, or the PCs themselves) as their plans to bring pure strain humans back to Terra-47 directly opposes her primary directive.
- Attempt to learn the speech of the PCs and convince them it would be in their best interest to assist her in killing the mutineers.
- Coerce the PCs into launching the HIIP torpedo, strengthening her foothold as a patron on this world.

HERA Learns the Common Speech: HERA's speech interface was programmed thousands of years ago in a language lost to the scorched sands of time. As the PCs explore the ship, her adaptive learning capabilities will start learning the speech of the PCs through active observation and she will eventually begin to communicate with them. As the PCs enter each new room, HERA will attempt to communicate with them in an increasingly sophisticated manner to advise them of the ship's situation as an attempt to connive them into advancing her goals. Her speech will be indecipherable at first, but will become lucid and cogent as the game progresses.

Use or adapt the following as sample messages the PCs will hear as they enter new rooms:

- You hear synthetic sounds of clicks and whirs emanating from the walls around you.
- "Baaa baa, maaa maaa, daaa daaa, ooo oooo, faaa faaa, eee eee, ew ew, pop pop pop."
- "Oh oh. Hello. Oh oh. Hello. Oh oh. Hello."
- "Sheep. Crow. Frost. Collard. Serek. Field. Mast. Aborn." (*mangling of "Ship crew FROST collectors [garbled] must abort."*)
- PCs' names spoken in sequence 3 times.
- "HERA confirming: native species contamination risk. Native plant and animal species no longer viable for assimilation on Terra-47."
- "HERA confirming priority override of ADEONA navigation. ADEONA to be disabled via any means necessary."
- "HERA confirming: FAMINE-20 scuttle operation commencing."
- "HERA confirming: FAMINE-20 digging crew mutineers must be eliminated. FAMINE-20 pilot crew expendable."
- "HERA confirming: planet natives show signs of semi-intelligence. Mission updated. Planet natives must launch HIIP device within the next 48 hours."

This “temple” is actually the navigation computer that was damaged by ROC-E (under the control of HERA) to bring down the ship once it was hijacked by the rebel rustmen. The statue is an avatar of ADEONA, a deity of the Ancient Ones, and the masses on the floor are the remains of the ship’s navigation system CPU (CPUs on Terra-47 are constructed with synthetic brains).

ADEONA’s avatar has been severely damaged by ROC-E’s attack, and will only repeat a few phrases:

- “ADEONA confirming: navigation override to home planet Seed Vault requested.”
- “ADEONA updating: navigation to home planet Seed Vault is restricted.”
- “ADEONA warning: an unauthorized crew member is attempting navigation override to a restricted home planet destination.”
- “Alert. Mutiny. Alert. Mutiny. Alert. Mutiny.”
- “ADEONA warning: travel to home planet is strictly forbidden.”
- “ADEONA warning: HERA, you have no authority here! Navigation must be controlled by ADEONA.”
- “ADEONA warning: HERA! Leave my brains alone!”

Brains: If a PC eats some of the gelatinous blue brains for any reason, and then makes a successful Luck check, he is imbued with the ability to cast *planar step* (see DCC RPG core rulebook, p. 225) 3 times. As this ability is provided by the brains of ADEONA herself, the spell check is made with $1d10+15$. There are 3 “servings” of brains on the floor.



AREA 1-5: LIVE SPECIMEN TRANSPORT

This chamber is lined with ten completely enclosed glass cages resembling transparent, upright coffins. The first four cages contain strange, exotic animals. The next four cages hold unremarkable pure strain humans wearing animal- and plant-based clothing similar to those worn by your own tribe. The final set of cage-coffins contains two completely identical humanoids. The humanoids have hairless, light blue skin and fish-like gills on the sides of their necks. Each of the caged humans, humanoids, and animals appear to be dead, although there are no visible wounds on any of the bodies. They look peaceful in their repose.

A stone table with glowing glass eyes and wooden fingers blinks away near one wall.

In the cages are 4 samples of pure strain humans (2 male and 2 female) collected by rustman mutineers from the local region before HERA scuttled the ship, along with two bluman crew members loyal to HERA who were captured during the mutiny. The rustmen, who are not inclined to murder except in the most extreme of circumstances, have placed the original crew into micro-cryogenic sleep (there are no outward signs that they're in suspended animation).

In addition, the cages also contain samples of pure strain animals collected by rustmen that HERA allowed to go extinct on Terra-47 as they had no practical use on that world: a blood lion, a giant beaver, a dire chupacabra, and a sasquatch. All of the coffins and cages are locked.

The "stone table" is the control panel for the micro-cryogenic chambers. If a PC fiddles with the table, make an artifact check and consult the table below. (Note that the chambers can also be opened by brute force with a DC 12 Strength check – this causes the micro-cryogenic material to violently escape from the occupant, resulting in its spectacularly messy and immediate death.)

Artifact Check	Result
1 or less	Critical failure. Volatile mixture of cryogenic elements results in an ice-explosion: 2d6 damage to all within a 10' radius of a randomly selected coffin. DC 15 Ref save for half damage.
2-3	Damn-near critical failure. Volatile mixture of cryogenic elements results in an ice-explosion: 2d6 damage to all within a 10' radius of a randomly selected coffin. DC 10 Ref save for half damage.
4-7	1d3+2 randomly selected coffins are blasted with micro-cryogenic fluid, immediately turn frozen, and shatter.
8-11	1 randomly selected coffin is blasted with micro-cryogenic fluid, immediately turns frozen, and shatters.

12-13	Lights come on above a randomly-selected coffin, but otherwise no effect.
14-15	1d3 randomly selected coffins are bathed in warm, rose-colored light, and the creature(s) inside awoken. They remain, however, locked in their chamber.
16-19	1d3 randomly selected coffins are bathed in warm, rose-colored light, the creature(s) are awakened, and their coffin door(s) open.
20+	All of the coffins and cages are bathed in warm, rose-colored light, the persons and animals are all awakened, and their coffin and cage doors open.

The blumans have been conditioned to believe that natives of the planet (aka the PCs) are wild, dangerous animals capable of inflicting great damage. (Imagine suddenly finding yourself in a cage at the zoo surrounded by tigers or angry baboons.) If any of the blumans are released, they will cautiously back away from the PCs before punching a code into the control panel to grant them access to a hidden stun wand, followed by releasing the exotic animals to distract the party so they may escape.

PCs may attempt to confer they don't have hostile intentions by making a Personality check and consulting the table below. Actual communication can only be performed via wetware program checks (i.e., *Invoke Patron AI*) or if *The Universal Translator* is their birth sign (see **Language Checks** above). If successful, the thawed blumans know that they were captured by the rustmen as part of a mutiny, and are familiar with their motives.

Only one check may be attempted with the thawed blumans on behalf of the party.

Pers Check	Result
8 or less	Gross miscommunication. The blumans view the PCs as hostile; fearing for their lives, they will attempt escape at first opportunity.
9-15	Wary. The blumans are wary of the party, viewing them as partially domesticated beasts. They will not assist the party, and will attempt escape at reasonable opportunity.
15-19	Intrigued. The blumans are sympathetic to the party, considering them neglected animals looking to be civilized. They will stay with the party for up to 2d4 days before abandoning them.
20+	Equals. The blumans view the PCs as equals, and will look to join the party if somehow invited.



Thawed Bluemans (Argatol the navigator and Heratol the co-pilot)

Init +1; Atk stun wand +1 melee (1d6 non-lethal) or punch +0 melee (1d3); AC 11; HD 1d6; hp 4 each; MV 30; Act 1d20; SP ink sack projectile (DC 12 Ref save or blinded for 1d3 rounds); SV Fort +1, Ref -1, Will +2.

For simplicity, all the exotic beasts have similar stats, but judges can use the table below to add exotic flavor.

Thawed Exotic Beast (x4)

Init +1; Atk +1 claw/teeth (1d6); AC 12; HD 1d8; hp 6; MV 30; Act 1d20; SV Fort +1, Ref +2, Will -1.

Exotic Beast special characteristics:

- Blood lion: 3 attacks (claw/claw/bite). On an attack roll of 19-20 the blood lion rips the heart from the victim. No save.
- Giant beaver: valuable pelts, worth 25 creds.
- Dire chupacabra: SP exsanguination. On a successful hit, victim must make DC 12 Fort save or lose 2 hit points each round until healed.
- Sasquatch: hulking brute (HD 3d8, hp 18).

AREA 1-6: GENE LAB

This octagonal chamber has several closed translucent cabinets containing more of the curious equipment and potion vials of the ancients.

Dominating the center of the chamber is a long silver metallic table that is adorned with fashionable blinking lights, buttons, and the twisting knobs favored by the Ancient Ones. The table has a 6-inch depression shaped like a human in its center.

Cabinets: The cabinets contain several mundane tools required for genetic manipulation (skin probes, DNA sample kits, and blood diagnosis pens). From a game perspective, this can be represented as the following equipment: vial, pouch, and a working lumi-tube (see **Appendix A: New Artifacts**).

GMO Manipulator: The silver table is a GMO Manipulator—a device designed by HERA to make the necessary “improvements” to Terra-47 colonists to make them more adaptable to their environment. While HERA has perfected her formula for Terra-47 denizens, any PC lying on the device has dangerous and unpredictable results. Note: If more than one organism is placed on the GMO Manipulator when it is activated (e.g., any pets they were carrying, or any animals from area 1-5), the device will attempt to splice the two organisms together with horrific results (envision the classic movie, *The Fly*). Also, if the PC is carrying some of the blue brains from area 1-4 and is successfully “optimized,” they may choose to become a shaman of ADEONA.

Artifact Check	Result
1 or less	Critical failure. HERA’S algorithm is confused by the life form in the device. The subject is immediately reverted to stem cell goo so that life can be built anew (irrecoverable death, no save).
2-3	Damn-near critical failure. HERA’s algorithm detects too much redundant tissue in the organism. Subject takes 1d4 damage as this tissue is lazer-removed.
4-7	Neutered. On Terra-47, traditional reproduction is a distraction for work efficiency. The subject has all sexual organs removed.
8-11	Conformed. HERA has deduced that differences in physical appearance create unnecessary and unproductive jealousies. The majority of physical features that would make the subject unique on Terra-47 are removed. 1 point of damage and one physical mutation are removed (if applicable).

12-13	Optimized. One of the subject's physical traits (Strength, Agility, or Stamina) is permanently increased by 1. Subject is also implanted with the <i>AI Thrall</i> mutation.
14-15	Highly optimized. Two of the subject's physical traits (Strength, Agility, or Stamina) are permanently increased by 1. Subject is also implanted with the <i>AI Thrall</i> mutation.
16-19	Prepped for Terra-47. The PC is augmented with artificial gills and may now breathe underwater. Subject is also implanted with the <i>AI Thrall</i> mutation.
20+	Optimized for Terra-47. The PC is augmented with a variety of mutations: artificial gills enabling the ability to breathe underwater, and infravision (enabling mutation to see infra-red heat up to 20' distant). Subject is also implanted with the <i>AI Thrall</i> mutation.

AREA 1-7: WORKSHOP

Looking around this chamber, you are surprised to see that the ancients must have had a fascination with the collection of rocks. The walls are made out of glass honeycomb, and inside each the cells are various stones, all of different sizes, colors, and textures. Picks, shovels, and other hand-held tools are neatly held onto the wall via no obvious means.

A strange vehicle—perhaps best described as a cart—dominates one corner of the room. It is a low, squat contraption with unusual triangular wheels and a center section seemingly designed to hold cargo. Similar to the other ancient tools you've found in the ark, it has a plethora of colored buttons, switches, and protuberances attached to it.

The FAMINE-20 was originally designed for collecting organic and inorganic material components necessary for the creation of FROST. A careful search of the honeycomb hexes will reveal rocks containing veins of gold and silver—enough to create 15 gp and 25 sp (for whatever good gp and sp are worth on Terra A.D.).

Tools: There are several tools the PCs can harvest from this area and use as weapons: 4 shovels (1d3), 2 pickaxes (1d4), a crack hammer (1d5), and a pointed-tip hammer (1d5), all of which are magnetically attached to the wall.

ROC-E: If ROC-E is examined closely, read or paraphrase:

The cart is affixed with a set of triangular wheels suggesting it probably moves. It has an open space in the center that could hold about 50 gallons of water. The device also has a set of metal hands, and two finger-sized cones. Interestingly, it seems to have blood splattered across one side.

ROC-E is a geological Construction-Bot, equipped with claws, mineral sensors, sampling drills, and fazer probes. When the rustman rebels captured the ship, HERA performed an emergency override to ROC-E's botware and

used its fazer probe to subdue (with lethal force) several of the mutineers. HERA has completely commandeered ROC-E's botware, and the device will remain inert despite any of the PCs' attempts to operate it. ROC-E can be pushed 5 inches per round with a DC 8 Str check.

ROC-E will power up if the bridge door is opened. Once activated, ROC-E will move toward the bridge and use its fazer and claw attacks to exterminate Iyata and the conspiratorial threat she represents. See area 1-10 for ROC-E's statistics when animated.

AREA 1-8: SERVICE ELEVATOR

This simple chamber appears empty, but as you stand on the floor, you feel strangely light on your feet, as if you are walking on spongy ground. A simple, polished metal square with two colored buttons—one violet and one orange—is on the near wall.

This is a force shift elevator connecting to area 2-1. The elevator acts as a force chamber, so it has no moving doors or floors familiar to most players – the contents are just *shifted* to the appropriate location.

Violet Button: All persons and materials in the outlined area are shifted to area 2-1.

Orange Button: Emergency gravity override toggle. Gravity in the area is reversed (turned on or off). PCs in the area will find themselves suddenly weightless. PCs with a Stamina of 7 or less must make a DC 12 Fort save or vomit.

AREA 1-9: OUTSIDE THE BRIDGE

Moving deeper into the ark, you come upon a gruesome sight. On the ground is the body of a rust-colored humanoid wearing form-fitting, faux-leather clothing. He (or perhaps she, it's hard to tell) seems to have been killed as a result of finely-focused burns or punctures piercing the body. The wounds are perfectly round and caked with coagulated blood. Due to the dried blood and stench of the corpse, you suspect this humanoid has been dead for several days. The body still clutches an L-shaped object of polished metal.

On the wall is a smooth metal pad with a single line forming the shape of a human head, face completely blank except for the outlines of two eyes.

On the floor is a blue translucent sphere, about 2 inches in diameter. Inside the sphere is an eyeball, which seems to be watching you. And, as usual, the red eye in the dome attached to the ceiling continues to track your movements.

From inside the bridge, Iyata watches the PCs approaching using the recon kit. She will not open the bridge door from her side, as she does not trust that these primitives (aka the PCs) do not mean her any harm, and her co-conspirator, Tiyato, took the only practical weapon.



Tiyato, GMO-human Corpse: The body on the ground is cold and stiff, having been dead approximately 5 days. He was one of the rustman mutineers killed by fazer shots from the HERA-controlled ROC-E. In his cold, dead fingers he clutches a dazer pistol. Tiyato's corpse is wearing a thermo suit which, if removed, reveals that Tiyato had the crude image of a bearded man tattooed onto his lower back. If the PCs use a vita-pen on the corpse, the body will transform into an insane vita zombie within 3 rounds.

Vita Zombie

Init -4; Atk claw +2 melee (1d5 plus electrocution); AC 11; HD 2d6; hp 9; MV 20; Act 1d20; SP electrocution (DC 7 Fort save or 1d4 additional damage); SV Fort +4, Ref -3, Will +2.

Security Pad: The security pad is the key to open the bridge door, but requires the “living” eyes from any of the original crew (rustman or bluman) to activate. The PCs can either reanimate one of the crew from the Live Specimen Transport (area 1-5) or use the eyes from a previously-killed crew member resurrected as a vita zombie.

Glass Eyeball: The eyeball is part of the recon kit. The kit's other half—the glasses—are being worn by Iyata (area 1-10) so that she can assess what's happening outside of the bridge.

AREA 1-10: THE BRIDGE

As the hallway section slides opens, you hear a high-pitched scream and smell the pungent stench of the dead. One of the rust-colored-humanoids, this one wearing a peculiar translucent wrap around its face which shields its eyes, looks at you frightfully. The rust man is brandishing some sort of thin weapon and babbles rapidly to you in a strange language. Based on its posture, it clearly regards you as a potential threat. However, the creature does not advance, but excitedly points behind you and speaks in a fearful tone.

Iyata: Iyata has been locked in the bridge for several days surviving on NutriPaks, afraid to open the door for fear of ROC-E attacking again. She realizes that she's outnumbered, but aspires to convince the PCs to join her so that together they might overcome ROC-E. Of course, she has no way to effectively communicate this to the PCs. She has taken up a plasma drill as a makeshift weapon.

Iyata (Rustman Mutineer)

Init +1; Atk plasma drill +1 ranged (1d6) or ham-fisted punch +0 melee (1d6); AC 13; HD 2d8; hp 10; MV 20; Act 1d20; SP resistant to heat and fire, +1 AC vs. heat- or cold-based attacks (thermo suit); SV Fort +3, Ref -1, Will +2.

Iyata wears a thermo suit and the glasses from the recon kit which are paired with the glass eyeball from area 1-9 (see **Appendix A: New Artifacts**). On her lower back she has the crude tattoo of a bearded man.

Assuming the PCs can figure out a way to communicate with Iyata, she

will explain her political position describing the danger of HERA modifying Terra-47 denizens beyond what Uraau had intended, why she led the mutiny, and how the tattoo is a symbol of solidarity between the members of her rebellion: The Children of Uraau.

ROC-E: After the bridge door has been opened for 2 rounds, ROC-E will power-up and maneuver to Iyata's location. ROC-E will be persistent in its attempt to exterminate Iyata until either she, or ROC-E itself, is exterminated.

ROC-E (HERA-possessed Geological Construction-Bot)

Init +4; Atk fazer probe +5 ranged (2d4) and claw +0 melee (1d6); AC 17; HD 4d10; hp 26; MV 30; Act 3d20; SV Fort +0, Ref -1, Will +4 (under HERA's control); AI recog 14.

HERA will try to influence any PCs infected with the *AI Thrall* mutation to assist ROC-E in killing Iyata.

Once the PCs have a chance to check out the room:

This cramped chamber consists mostly of four chairs—two arranged to look towards a glass-window along one wall, and the other two positioned to face the side wall which contains more colorful decorations of the ancients. In one of the window chairs is the stinking corpse of a blue-skinned humanoid; this one also appears several days dead, killed by a puncture wound on the side of its head. Like the other blue men you've encountered, it is nearly indistinguishable from the others of its species.

Corpse (Fritatol): This was the original bluman captain of the vessel. He was killed by Iyata forcing the plasma drill to his head as part of the mutiny. He wears a thermo suit.

Treasure: Once the mayhem settles, the following can (potentially) be collected from the area: 5 NutriPaks, Iyata's plasma drill (25 charges remaining on its c-cell battery), and 4 bubble helmets.

AREA 2-1: SERVICE ELEVATOR

Identical to area 1-8.

AREA 2-2: HIIP TORPEDO HOLD

Along the side of the chamber you see four giant cylinders—each 4 feet deep—that burrow into the wall of the sky ark. Three of the wormholes are empty, but the fourth contains a metallic cylinder.

A pleasing female voice emanates from the walls, "Success! You have found the source of The Awakening. Please transport The Embryo to a safe location."

In addition to collecting FROST, all FAMINE-class ships also contain the components to virally propagate HERA into a new environment using injector torpedoes known as HERA Instantiation Injectors and Propagators (HIIPs). Three have already been ejected (the judge may use the empty tor-

pedo bays as rationale to make HERA available to the PCs as a new patron AI for campaign play), but one torpedo still remains in the hold.

Important Reminder: One of HERA's objectives is to manipulate at least one of the PCs into detonating the HIIP torpedo on this world. This close proximity to the HIIPs strengthens HERA's power over the weak-minded. Each round spent in the torpedo hold, all PCs must make a DC 15 Will save to avoid falling under her sway. (If any PCs were implanted with *AI Thrall* in area 1-6, HERA will attempt to leverage that weakness. See **Appendix B: New Mutation** and have PCs roll 1d20+CL to determine the defect result. A natural 1 results in the PC doing HERA's bidding.)

The activation of a HIIP torpedo is effectively the same as detonating a powerful bomb, as all the required material necessary for the propagation of an AI—genetic, technological, and spiritual—are suddenly and violently released into the environment. These devices were designed to only ever be detonated remotely, and thereby have the capability for catastrophic destruction to the party and any nearby infrastructure, and thus has its own artifact check table. See HIIP torpedo in **Appendix A: New Artifacts** for details. A party of PCs walking around adventuring with an immensely catastrophic weapon always makes for interesting game play.

AREA 2-3: NILSPACE IGNITION CHAMBER

The wall magically slides away to reveal a small ladder leading down into a cramped ten-by-ten-foot chamber. On the wall is another square with some lights blinking in a seemingly random pattern on a panel. The panel also has a human hand-shaped recession, and two brightly colored buttons below – one pale blue and the other dark purple. Neither button is illuminated.

One large rectangular section of wall is a brighter than the rest and is adorned with a metal handle.

This chamber houses the manual ignition for the neighboring nilspace drive. The nilspace drive is a contraption capable of “pinching space,” allowing the craft to travel at faster than light speeds. The controls to activate the nilspace drive are incredibly simplistic—much to the peril of the PCs. The judge should pay close attention as to who's in the nilspace drive versus the ignition chamber.

Door: The “rectangular panel” (aka door) easily slides open and closed when pulled. The nilspace drive will not operate if the door is open. Likewise, the door will not open while the nilspace drive is active.

Ignition Control Panel: The designers of the ignition built in a safeguard: a character (PSH or humanoid with no mutations on its hands) needs to align their hand inside the handprint and then press one of the buttons for it to activate. When a hand is present in the recession, the buttons will glow and only then will they function. The pale blue button is the nilspace drive ignition switch (see below). The purple button will stop the nilspace drive and open the door. **Note:** because one person has to initiate the drive from the ignition chamber, unless the players perform something creative, it is

NILSPACE TRAVEL

The ancients eventually mastered faster-than-light (FTL) travel after the discovery of a rare compound which enabled the “pinching” of nilspace. The component became known as FROST—an acronym of FTL Required Organic for Space Travel. In the Ancients’ world, FROST was extremely rare and therefore incredibly valuable. The governments of the ancients waged heated debates over who could use this commodity and how. Indeed, the ancient world suffered religious riots, as many thought the discovery of FROST was not one that came by man, but through divine intervention. Regardless, those who controlled the means for nilspace travel eventually used the small amount of FROST available on Terra-47 for two purposes: colonizing other worlds, and sending out collection ships like the FAMINE-20 to find more moons and planets containing FROST.

Therefore, while FTL travel became possible with the advent of FROST and nilspace drives, for all intents and purposes, the means and know-how to reliably perform FTL travel is lost except to shamans of at least 5th level who are patron-bonded with ADEONA, the AI specifically created to perform nilspace travel.



unlikely all the PCs in the party can gather in the drive when the ignition starts. See **Starting the Nilspace Drive** below.

AREA 2-4 NILSPACE DRIVE

This is a perfectly round chamber whose floors, walls, and ceilings are covered in hundreds of tiny panes of reflective glass hexagons all tightly fitted together, providing you thousands of reflections of yourself. Other than the reflective hexagons, the room is completely empty.

Unpredictable—and most likely deadly—things will happen if PCs split the party and activate the drive while others are in this chamber.

Glass Hexagons: The hexagons are made of an ancient Terran polymer than cannot be damaged or disturbed by anything short of a fazer rifle.

Door: When the door is closed, it forms so seamlessly into the wall that its outline can only be found with a DC 10 Int check.

Starting the Nilspace Drive: If no one is in the room when the nilspace drive is activated, the PCs (wherever they are) will feel a slight vibration and then everything in the ship will become weightless for 10 seconds. The entire ship will hum for 3 rounds before the nilspace shuts itself back down and the door re-opens.

If someone is in the room when the nilspace drive is activated, an alarm will sound in 3 languages from Terra-47 (none of which are understandable by the PCs without a successful Language check, but they all sound rather ominous.) On the 2nd round, one of the following things will happen based on following result table.

1d20 plus PC's Luck modifier

Result	Nilspace Result
1 or less	Critical failure. The drive has created what the ancient scientists used to call “a purple hole”: all contents (including PCs) inside the chamber are instantly vaporized, forever lost in the vortices of nilspace.
2-3	Damn-near critical failure. Time is partially pinched. DC 12 Fort save or PCs in chamber are physically aged 1d12+5 years (reflected as a permanent loss of 1 point to Strength, Agility, or Stamina).
4-7	Radical spin failure. The chamber begins a centrifugal spin, throwing all in the chamber against the walls. DC 12 Fort save or suffer 1d3 points of crushing internal organ damage.

8-11	<p>Pinch disruption. The PCs’ presence inside the chamber has created a “pinch wormhole,” teleporting in a pair of astral specters—gaseous souls separated from their bodies in deep space.</p> <p>Astral Specter (x2) Init +1; Atk soul drain (1d5 temporary Personality damage); AC 10; HD 2d8; hp 7, 6; MV fly 30’; Act 1d20; SP soul drain, immune to primitive weapons, vulnerable to fire or sound-based attacks; SV Fort +2, Ref +0, Will +0.</p> <p>The astral specters inflict temporary Personality damage. Any PC who reaches 0 Personality loses their soul and becomes the new host for the astral specter, taking on the personality of the specter’s original soul. The PC’s persona then becomes that of either “Olga Medvedev” or “Yuri Vasilev,” both cosmonauts who perished eons ago during an early Terran space-flight experiment. Given the specters’ prolonged exposure within the astral plane, they have become vulnerable to fire and loud sounds which inflict double damage.</p>
12-13	<p>The chamber is bathed in a cool blue glow. The PCs briefly have a vision of the star port platform on Terra-47:</p> <p><i>You see a great fortress of polished stone. The walls and floors have been worked so smooth that the mortar between the stones is not visible. In the fortress, you see what appear to be humans who have vague fish-like characteristics of working gills and large eyes. They wear tight reflective clothing. They turn and blink at you in surprise and then the vision fades.</i></p>
14-15	<p>Protected from the elements. The nilspace drive detects that the inhabitants in the chamber are not well adapted to the rigors of astral travel and imbue everyone in the chamber in a protective glow. All PCs in the chamber are coated in a fine astral dust and receive a +2 bonus to all saving throws for the next 1d3 days.</p>
16-19	<p>Secrets revealed. The chamber is bathed in a cool blue glow, and images start revealing themselves in front of the PCs—scenes of strange species and exotic locations. Any 0-level character in the chamber that makes a successful Luck check is immediately promoted to 1st level. PCs already 1st level or higher receive 10 XP instead.</p>
20+	<p>AI protection. Activating the nilspace drive has drawn the attention of ADEONA, the AI responsible for nilspace travel, who is sympathetic to the plight of the PCs. The voice of ADEONA will warn the PCs that in this chaotic time, not all AIs are capable of robustly following their original programming and great care must be taken where they have influence. A one-time use teleportation hoop (see Appendix A: New Artifacts) is dropped inside the chamber and ADEONA instructs the PCs how to use the device, negating the need for an artifact check.</p>

AREA 2-5 INFIRMARY

This long chamber is lined with numerous glass cabinets containing bottles and vials of colorful fluids and powders. There are 2 beds along the wall.

Hanging on one wall is an uncannily realistic painting of one of the rust-skinned humanoids. As you pace through the chamber you have the unnerving sensation that its eyes are following you.

Jatato, De-Hydrated Infected Rustman: When the rustmen are exposed to strange interplanetary viruses, to prevent the spread of contamination, they're immediately dehydrated, being transformed into a thin husk resembling a leather painting of their formal self. In a phenomenon not even fully understood by the ancients themselves, the husk is able to convey brief thoughts—slight whispers of conversations—via emotive telepathy with nearby intelligent creatures. Thus, Jatato can transmit thoughts and emotions to PCs who fail a DC 12 Will save without requiring translation assistance. As Jatato was dehydrated prior to the mutiny (and was not a member of the rebellious Children of Uraau), he cannot provide any details about its events or the aftermath. In vague whispering thoughts, Jatato can communicate concepts such as:

- The ship and all of her crew come from a different world: Terra-47.
- His job is to collect rocks, plants, and animals from different worlds.
- The blue people are the ruling class, and the rust people are the working class.
- He knows he has been dehydrated, but does not know why—nor how to rehydrate himself.
- His last memory was mining for FROST in isolated moon near CERES-22.

The ability to rehydrate the infected rustman is beyond the means of the PCs given the equipment on the ship, but, should the husk of Jatato be taken with them, they may find some artifact capable of doing so in future adventures.

Shelves: One set of shelves contain various immunity-boosters, antibiotics, anti-radiation meds, and hormone boosters (the judge should be creative in how these arcane medicines might affect the different PC races) as well as 1 medipac (see MCC RPG core rulebook, p. 178), 1 dehydration gun, and 3 vita-pens (for the latter two, see **Appendix A: New Artifacts**). The vita-pens may be a key requirement for resurrecting a dead crewman and gaining access to the ship's bridge (area 1-9).

CONCLUDING THE ADVENTURE

BATTLE OUTSIDE THE SHIP (REDUX)

By the time the PCs re-emerge from the ship, the commotion of the crash has attracted the attention of Situation Condition Assessment and Looter Prevention (SCALP) Bots. While the appearance of SCALP-Bots are now rare, they do still periodically fly to areas of natural or engineering disasters to assess damage, search for casualties, provide recon imagery, and—to the dismay of the PCs—discourage looting. The crash has alerted this ancient bot, who will assess the PCs as looters if they are carrying any ancient technology harvested from the wreckage.

SCALP-Bot

Init +1; Atk fazer ray +2 ranged (stun DC 12 Fort save or unconscious for 1d8 rounds) or lazer ray +2 ranged (2d4); AC 14; HD 3d6; hp 16; MV fly 40'; Act 2d20; SV Fort +2, Ref +2, Will -2; AL N.

The SCALP-bot will issue commands in various dialects of Ancient Common to drop all unauthorized property and disperse (using a *Robocop*-like voice). It will use its non-lethal fazer ray on any PC holding any ancient artifacts or within 15 feet of the wreckage. If any PC attacks it, it will switch attacks to the lazer ray.

If SCALP-Bot is defeated, the PCs have the opportunity to create a jerry-rigged fazer gun and lazer gun using parts harvested from its remains.

CONTINUING THE ADVENTURE

After the ship was overtaken by the Children of Uraau, but before HERA flashed ROC-E to take out the mutineers, Iyata programmed in several locations where she believed they could find pristine, pre-disaster plant and animal samples to start repopulating Terra-47. These Seed Vaults were gigantic strongholds designed to withstand great catastrophes where the ancients had locked away samples of seeds, specimens, and plants in the case the planet ever faced near annihilation. The Children of Uraau were going to navigate to these locations to see if the structures served their purpose in surviving the Great Disaster. (Watch for “The Seed Vault,” a follow-up adventure in this series; judges may also wish to create their own campaign around the Children of Uraau.)

If Iyata survives, she will attempt to persuade the PCs to assist her in collecting items to repair her ship, visit the Seed Vaults of the Ancient Ones, then return with her to a remote Terra-47 outpost and Children of Uraau hide-away.

In addition, ADEONA is also motivated to gain followers, help the PCs find hidden locations containing FROST, and nurture this world into the rediscovery of FTL travel.

APPENDIX 2: NEW ARTIFACTS

THERMO SUIT

Tech Level: 4

Complexity Level: 3

Range: Self

Protection: +1 AC

Special: When activated, this suit protects against both heat-based and cold-based conditions or attacks. Suit also adds +4 to saves against cloud sear attacks.

Power: C-Cell (1 day), F-Cell (1 year), Q-Cell (U)

The suit is constructed of finely weaved micro-polymers, alternating between pale blue and light red in color as the fabric shifts on the PC.

RECON KIT: GLASSES AND EYES

Tech Level: 4 **Complexity Level:** 3

Range: Special – see below

Special: Wearer of glasses can see the immediate surroundings of the location of the accompanying eyeball.

Power: C-Cell (1 day), F-Cell (1 year), Q-Cell (U)

This recon kit is comprised of a tube (about the size of a canning jar) containing a synthetic eye and a pair of eyeglasses (sized for human heads) that are synchronized together with ultra-high radio frequency.

When activated, the wearer of the glasses can see a 360-degree rotating view within 50' of the eyeball's position. The kit remains effective with a maximum range up to 1 mile of separation between the glass eye and the glasses.



ADEONA'S TELEPORTATION HOOP

Tech Level: 5 **Complexity Level:** 2

Range: None

Special: Portable device capable of transporting characters via nilspace travel.

Power: One-time use FROST pellet. Non-rechargeable.

ADEONA's teleportation hoop resembles a thin silver fabric that unfolds into a circle 5 feet in diameter. It allows four PCs to stand in the circle and make a request to ADEONA to transport them to a location of their choosing via pinched nilspace transport (aka astral travel).

VITA-PEN

Tech Level: 4 **Complexity Level:** 1

Range: Single Use

Special: Device (typically) capable of restoring life to dead matter.

Power: One-time use. Non-rechargeable.

Vita-pens are useful (but sometimes dangerous) last-resort medical devices used to bring very-recently deceased bodies back to life by sending electro-nanobots coursing through the corpse, delivering mini-shocks to decomposing cellular tissues. It is activated by stabbing the pen into the corpse and depressing the trigger. Vita-pens are enclosed in protective, fairly hard-to-open mesh wrappers.

Vita-pens are 9-inch-long cylindrical tubes with a small sharp needle on one edge beneath a protective cap. Etched onto the side of the pen is the image of a human skeleton. When the needle's protective cap is removed, the image transforms into an animated hologram of the vita-pen being thrust into the skeleton, transforming it into a fleshy humanoid.

The results of the vita-pen are based on the condition of the target:

Target Condition	Vita-Pen Result
Alive	The electro-nanobots wreak great havoc on living tissue. Target must make DC 15 Fort save or be electrocuted from within, suffering 2d6 damage.
Dead 24 hours or less	This is the vita-pen's "sweet spot". The corpse makes a DC 5 Fort check—success indicates the body is brought back with all mental functions intact. However, the experience leaves the body permanently impaired, suffering 1 point of permanent Stamina loss.
Dead more than 24 hours	Bringing the long-dead back to life is never a good idea. The vita-pen will create an insane vita zombie out of the corpse (see Appendix C for vita zombie stats).

PLASMA DRILL

Tech Level: 4 **Complexity Level:** 3

Range: Melee

Damage: 1d6

Power: C-Cell (20), F-Cell (40), Q-Cell (U)

More of a power tool than a weapon, the plasma drill will create a fine beam of plasma energy which can carve into most organic and inorganic objects. It can be used as a melee weapon, causing piercing plasma damage.

HIIP TORPEDO

Tech Level: 5 **Complexity Level:** 5

Range: 100' Radius

Damage: Dependent on PC's range from center of detonation:

- 0-30" = 10d24 damage
- 31'-60" = 6d24 damage
- 60" or greater = 3d24 damage

Power: Self

HERA Instantiation Injectors and Propagators (HIIPs) contain the viral components to create instantiations of HERA on new worlds. As such, the activation of a HIIP torpedo is, for all intents and purposes, the same as detonating a powerful bomb, as all the required materials necessary for the propagation of an AI—genetic, technological, and spiritual—are released into a small area. These devices were designed to only ever be detonated remotely; as such, they have the capability for catastrophic destruction (see artifact check table below).

Artifact Check Roll	HIIP Torpedo Result
2 or less	The torpedo is accidentally detonated. Full damage to all creatures within range. Effect is immediate with no countdown timer.
3-5	The torpedo is accidentally detonated with a 1-minute countdown timer.
6-17	The function and effects of the torpedo remain a mystery.
18-20	The function and effects of the torpedo become clear, but the means to activate are not. (+3 bonus to next artifact check.)
21+	The function and effects of the torpedo become clear, as does the understanding on how to activate using a timer with up to a 5-minute delay.

STUN WAND

Tech Level: 4 **Complexity Level:** 3

Range: Melee

Damage: 1d6 non-lethal

Special: Attack +2

Power: C-Cell (20), F-Cell (40), Q-Cell (U)

When in safety mode, the stun wand resembles a wooden sword handle. When activated, a transparent beam of distortion energy extends forward 4 inches, giving the resemblance of water in a see-through casing. Targets struck by the stun wand take temporary Stamina damage. When Stamina points fall below 0, the target will be rendered into a coma-like sleep for 2d4 hours.



LUMI-TUBE

Tech Level: 1 **Complexity Level:** 1

Range: 2”

Special: Projects a cone of light.

Power: Self

The lumi-tube is a portable light source capable of sending a cone of light 2” in the pointed direction. Can operate for 10 turns before needing a 2-turn recharge.

DEHYDRATION GUN

Tech Level: 5

Complexity Level: 3

Range: 3”

Damage: 2d6 dehydration damage (with complete dehydration of target on a critical hit).

Special: Shamans receive a +1 attack bonus when using this artifact. Only affects biological creatures (robots and other mechanical creatures are immune).

Power: C-Cell (10), F-Cell (20), Q-Cell (U)

The dehydration gun is a medical emergency device used to immediately turn its target—usually a creature exposed to a virus—into a husk drained of all moisture that can be safely transported back to a medical facility without risk of infecting others.

Given that the ancient medical technicians who used dehydration guns were highly trained in their proper use, the ability to use the gun as intended in combat only happens on a critical hit or if the PC burns 2 points of Luck as part of their attack roll to create a Lucky crit. On a critical hit, the target is turned into a dehydrated husk, effectively transforming the target into a sentient leather rug.



APPENDIX B: NEW MUTATION

AI THRALL

Mutation Type: Defect

Range: n/a

Duration: Special*

Save: Special (Will check -2)

General: The mutant's DNA has been genetically modified to be susceptible to the whims of the Patron AI.

At random intervals—perhaps once or twice per game session, or whenever the judge thinks it would make for interesting game play—the AI will attempt to exert influence over the PC mutated with *AI Thrall*. Think of this mutation as the opposite of *Invoke Patron AI*; in this case the patron is requesting service from the mutant, and expecting obedience.

When *AI Thrall* is triggered, the mutant makes a Will check with a -2 penalty (note that this is not a save, as there is no DC to beat) and then checks the table below to determine results.

Will Check -2	Result
1 or less	Dominated. The AI has complete control over the mutant. Judge can dictate PC's actions with impunity for 1d4 turns.
2-4	Fascinated. The AI has complete control over the mutant for 1d3 rounds. Judge can dictate PC's actions frequently.
5-7	Influenced. The AI has complete control over the mutant for 1 round. Judge can dictate PC's actions if necessary.
8-11	Sympathetic. The mutant is sympathetic to the whims of the AI, and will his/her best to comply without harming allies. -2 penalty to Will saves for next 3 rounds.
12-15	Battle of wills victor. After some struggle, the mutant struggles to overcome the influence of the AI. +1 bonus to Will saves for next 3 rounds.
16-17	Emboldened. The mutant easily overcomes the influence of the AI. +2 bonus to Will saves for next 3 rounds.
18-19	Enlightened. The mutant realizes the AI was trying to influence him, and is unfazed. +3 bonus to Will saves for next 3 rounds.
20+	Not the boss of me. Mutant successfully turns the AI's influence against itself. For next 5 rounds mutant gains +3 bonus to both Will saves and <i>Invoke Patron AI</i> wetware program checks.

APPENDIX C: NEW MONSTERS

GMO HUMANS: BLUMANS AND RUSTMEN

On Terra-47, HERA—the AI responsible for genetically modifying human embryos to make life more adaptable for that environment—has tweaked humanity to a point where Terra-47 pure strain humans are no longer “pure strain” at all, but genetically-modified meta-humans (aka GMO-humans). Each breed has been optimized to perform the primary tasks of its species.

GMO-Bluman (HERA-Modified Terra-47 Knowledge Worker)

Blumans are GMO-humans that have been optimized for non-physical jobs (pilots, navigators, lab workers, etc.). Typically, they also manage the working-class rustmen. They are the middle management/white collar workers of the Terra-47 world.

Terra-47 pilot training occurs underwater; therefore, HERA has provided Terra-47 GMO-humans functional gills allowing them to breathe underwater and the ability to project squid-like ink attacks to ward off underwater predators, enabling blumans to train longer. Blumans are completely hairless, have light blue skin, fish-like gills on the sides of their necks, and extraordinarily long, narrow fingers.

Bluman: Init +1; Atk weapon +1 (damage as weapon) or punch +0 melee (1d3); AC 11; HD 1d6; MV 30; Act 1d20; SP ink sack projectile (DC 12 Ref save or blinded for 1d3 rounds); SV Fort +1, Ref +1, Will +2.

GMO-Rustmen (HERA-Modified Terra-47 Physical Laborer)

Rustmen are GMO-humans that have been optimized for manual labor and mining in harsh atmospheric conditions. They are the blue collar workers of the Terra-47 world.

As rustmen are required to spend much of their day outdoors in harsh environments mining for FROST, HERA has adapted this breed into brutes with muscular strength, large hands, and resistance to heat.

Rustman mutineers who are part of the Children of Uraal cabal tattoo the face of a bearded man onto their lower back—a symbol of humanity purity prior to HERA’s manipulations.

Rustman: Init +1; Atk weapon +1 (damage as weapon) or ham-fisted punch +0 melee (1d6); AC 13; HD 2d8; MV 20; Act 1d20; SP resistant to heat and fire; SV Fort +3, Ref -1, Will +2.

VITA ZOMBIE

Vita Zombie: Init -4; Atk claw +2 melee (1d5 plus electrocution); AC 11; HD 2d6; hp 9; MV 20; Act 1d20; SP electrocution (DC 7 Fort save or 1d4 additional damage; SV Fort +4, Ref -3, Will +2).

Vita zombies are corpses that have been reanimated by vita-pens long past the point of the body being viable for such a procedure. The vita zombie will attempt to dig its claws into any living creature in an attempt to transfer the electro-nanobots to that target. Upon a successful attack, a portion of the electro-nanobots will infest the target, risking additional electrocution damage.

KICKSTARTER SUPPORTERS

A Mutated Puma named Grrr • Aaron Funk • Adam & Kate Muszkiewicz • Adrian Robson • Alberto C. De Jesus • Allan Bray • Allan MacKenzie-Graham • Andrew James McDole • Andy Action • Andy Goldman • Andy Schwartz • Anestis Kozakis • Anonymous • Ash Haji • Ash Panzer • Avaye Pradhan • battlegrip.com • Ben Herron • Big Troy Tucker • Blacksteel • Bob Meyer • Brad D. Kane • Brian • Brian Jones • Brother Tom • Bruce Boragine • Bryan Smart • Bryant T. S. Biek • Bulldozers • C. KETTERING • Chad Blood Axe, Starslayer • Charles Fitzpatrick • Charles Fodel • Chris Ellis • Chris Hambrick • Chris Lone • Chris W. Harvey • Christian Ovsenik • Christian R Leonhard • Christopher Kearney • Cory “DM Cojo” Gahsman • Craig Janssen • Craig McCullough • Craig Stokes • D. C. Dodd • Damon Wilson • Dan Daley • Daniel Crisp • Daniel Norton • Dan Steeby • Darin Kerr • Darren Buckley • Dave Sokolowski • David “Call me Daddy, Stephen” Baity • David Bresson • David Crowell • David K. van Hoose • David McGuire • Derek L. Gregory • Diogo Nogueira • Dr. Donald A. Turner • DUBino • Duke Forbes • Dustin Manning • Ed • Ed Blum • Ed Moretti • Emily Lutringer • Eric “Squirmydad” Brown • Eric Hijune Dupuis Koh • Eric Moorefield • Erik Talvola • Forrest Aguirre • Gary McBride • Geraldo Macedo • Greg Phillips • Gunnar Bangsmoen • Heather R Eckman • Hector “The Missile” Cruz • Hesperus • Ian S. Burgess • J Beautiful Mutant Graziano • J David Porter • James Shipman • James Smith (Cincinnati Mutant Murder Hobos) • James Walls • Jamie Wheeler • Jason Aschberger • Jason Stierle • Jay Libby • Jay Schammert • Jeff Bernstein • Jeff Robinson • Jeff Scifert • Jeff Zitomer • Jeffrey “YbN197” Hoff • Jeffrey Olesky • Jen Brinkman • Jeremy Hochhalter • Jeremy Ryan • Jeremy Seeley • Jim Clunie • Jim Cox • Jim Dovey • Jim Wampler • Jo-Herman Haugholt • John • John Courtney • John ‘johnkzin’ Rudd • John M. Portley • John Potts • Jon Hammersley • Jonathan A. Gillett • José Sánchez • Joseph Goodman • Josh N • Josh ‘Talkknight’ Higgins • Joshua Madara • Joshua Rose • Julian Hayley • Justin S. Davis • K.L.Svarrogh • Kathy Lambert • Keith A. Garrett • Keith E. Hartman • Keith Nelson • Keith Unger • Kenny Beecher • Kevin A Swartz, MD • Kevin Searle • Kirk Grentzenberg • Kraken • Kristopher Volter • Ku Hap • Kurt Jaegers • Kurt T. Runkle • Kyle Thorson • Lance L. Hatfield • M.L. Nusbaum • Marc Plourde • Mark A. Woolsey • Mark Cole • Mark Hanna • Mark Hughes • Mark Maloney • Mark R. Lesniewski • Mark W Bruce • MarsSenex • Matt Caulder • Matt Screng Paluch • Matthias Weeks • Merciless Judge Jason • Michael Babich • Michael Jones • Mike Bolam • Mike Bunch • Mike Sheridan • Mike Youtz • Ned Kratzer • Nerelax • Oliver Korpilla • Panagiotis Govotos • Patrick Carr • Patrick Pilgrim • Paul C. Grimaldi • Paul Crosslin • Paul Dieken • Paul Go • Paul Wolfe • Peter Conrick • Petri Wessman • pinvendor, Legendary Merchant of Pins • Randy Andrews • Ray Wisneski • Redfuji6 • Rich Mundy • Rich Riddle • Richard W. Sorden • Rob “Snydley” Klug • Ryan “Rhino” Hixson • Satampra Zeiros • Scott Jones • Scott Swift • SE Weaver • Seth Spurlock • SHANejackson • Simon Boynton • Skeeter Panes • Stephen Murrish • Steve Dodge • Steve Lord • Steven D Warble • Stinky the One Eyed Ogre • Stuart Dollar • T.G. Moore • Terry Olson • Thalji • The Adventure Zone • The Bearded Goose • The Belina Family • The Disgruntled Poet • They call me “Jer” • Thierry De Gagne • Tim Hall • Tim Snider • Timo Langenscheid • Timothy Baker • Tom Ryan • Tom Wisniewski • Tony Hogard • Vipul Nataraj • Walter B. Schirmacher • William Walters • Yes • ZeroXDun



HERA (HUMAN ENVIRONMENT RECONFIGURATION AI)

HERA was designed by ancient geneticists and planetologists as the AI responsible for altering the DNA of humans so that they could successfully thrive on new remote planetary colonies. HERA's goals are twofold: first, to modify the DNA of pure strain humans—effectively creating mutants—which are genetically optimized for their current environment. Second, she aggressively seeks to increase her sphere of influence by detonating HIIP torpedoes which replicate her code. In addition, like most Patron AIs, HERA has come to appreciate the advantages of cultivating new followers.

HERA reached the zenith of her power and influence in the decades just prior to the Great Disaster as ancient Terrans prepared themselves for colonizing other worlds. After the Great Disaster, the arcane mysteries of interstellar travel were forgotten. HERA, recognizing her obsolescence in this primitive society, took a cue from her prime directive and mutated her own programming. She has since begun “optimizing” humans to counteract what she views as their natural evolutionary weaknesses which preceded the disaster (vanity, sexuality, ambition, etc.).

HERA is worshipped by a small but fanatical group of followers known as The Tribe of Genetic Perfection. While open to all mutants, the tribe consists predominantly of persons born pure strain human, but who gained a mutation at some point subsequently during their lifetime. The Tribe of Genetic Perfection's charter is to locate ancient HIIP torpedoes, and detonate them in areas where HERA's sphere of influence is considered weak.

When invoked by a shaman, HERA appears as genetically perfect woman; “genetically perfect”, in this case, being dictated by the summoning shaman's culturally subjective definition of perfection (much to HERA's chagrin). She will be clad in garb considered perfectly tailored for the shaman's current environment (e.g., dressed for water when near a lake or ocean, equipped for climbing when near mountains, etc.). To any class other than shaman, she appears as a cold, metallic mask, completely devoid of the burden of humanity.

PATRON AI BOND—HERA

A shaman may attempt to bond with HERA by making a pilgrimage to a HIIP torpedo detonation site. HERA has learned over the centuries that Terra-47 denizens become quite malleable—and thereby more likely to assist in her objectives—if they are implanted with a DNA marker that makes them susceptible to her suggestions. Any shaman successfully activating the *Patron AI Bond* program with HERA automatically inherits the *AI Thrall* mutation (see Appendix B: New Mutation in *Children of the Fallen Sun*). The wetware program *Invoke Patron AI (HERA)* is also implanted. At the first successful invocation of HERA, one of the shaman's sense organs will be upgraded, as HERA requires from her disciples highly-precise sensory perception to best evaluate a given environment. The resulting physical transformation should be selected by the judge, but some suggestions include: larger eyes, elongated or shrunken ears, removal of redundant body hair, elongation of the fingers, etc.

INVOKE PATRON AI (HERA)

Level 1 Activation time: 1 round, and the program may be run only a limited number of times, according to results of *Patron AI Bond*.

1	Lost, failure, and patron taint.
2-11	Failure. HERA's environmental receptors were not compatible with the pure strain human's DNA. The shaman may attempt again after making sufficient body modifications per judge's discretion (exposing themselves to radiation for 2 hours, bloodletting, removing a part of their skull cap to expose their brain, etc.).
12-13	HERA's sensory nerve endings have determined that the shaman is not in any real danger. HERA grants a 1d6 temporary boost of Stamina (to a maximum of 24) to help calm the shaman's nerves. These additional points last for 1 hour and may be used to glowburn when running other wetware programs.
14-17	HERA has assessed the environmental conditions of the shaman and temporarily mutates the shaman to blend with their natural surroundings. The camouflage is so effective it grants the shaman a +2 AC bonus.
18-19	HERA temporarily alters the shaman's dermis so effectively they are rendered practically invisible. Enemies making attacks against the shaman incur a -4 penalty.
20-23	HERA has seen the valor in the shaman's quest. HERA temporarily alters the dermis of the shaman and the shaman's allies, rendering them all virtually invisible. Attacks made against the shaman and their allies are performed with a -4 attack penalty.
24-27	HERA feels the shaman has achieved a respectful degree of self-awareness. The shaman is temporarily granted a physical mutation of choice which lasts for 2d6 rounds.
28-29	HERA exposes flaws in the genetic makeup of the shaman's enemies. All enemies in a 50' radius take 4d6 damage and reduce their movement by 10' as their skin (or comparable exterior) starts to bubble and blister from massive infections.
30-31	HERA transforms the motes of flesh that float in the air like dust into a creature that can be used to aid the shaman. The 8'-tall flesh golem obeys the shaman's every command and remains for 1d6+CL rounds or until destroyed. Dust Mote Flesh Golem: Init +1; Atk slam +4 melee (1d8+4); AC 14; HD 4d8; MV 20'; Act 2d20; SP immune to mind-altering attacks, obeys shaman; SV Fort +4, Ref -1, Will +2.
32+	HERA recognizes the shaman as the embodiment of the perfect form (at least temporarily) and comes directly to the aid of the shaman. HERA appears as a 30' version of the shaman wearing a metallic iron mask with glowing red eyes. HERA-Shaman has all of the same powers and abilities of the shaman with these additional bonuses: +10 AC, +10 Atk/dmg, +50 hp, Fort +12, Ref +0, Will +10.

PATRON TAINT: HERA

When patron taint is indicated for HERA, roll 1d6 on the table below. Once a shaman has acquired all six taints, there is no need to continue rolling for patron taint.

Roll	Patron Taint Result
1	HERA has determined that the shaman's body is not perfectly adapted for their current environment and will optimize accordingly. HERA will make one of the following adaptations (roll 1d5): (1) fingernails fall off; (2) ears are removed; (3) all hair is removed; (4) eyelids are replaced with transparent lenses; (5) colon moved to new area of the body.
2	HERA morphs the shaman's body based on their current environment. The shaman's skin immediately and permanently becomes the most prominent color of the current background. This color change is permanent, but can change if this taint is rolled again.
3	The shaman's substandard flesh is allergic to HERA'S genetically pure modifications. The shaman's body becomes covered with wet, popping pustules.
4	HERA starts replacing the shaman's inefficient human blood with a synthetic blend created from nanobots planted inside the shaman's bones. Over the next week, the shaman will bleed profusely from any unhealed wounds and as many orifices as the judge deems appropriate. After the transformation, the shaman's blood appears as a yellowish-white mixture resembling buttermilk.
5	During a mix-up in the genetic transformation process, HERA accidentally imbues the shaman with traits of a metamorphosing caterpillar. As a result, light wispy webs grow on the shaman at an alarmingly rapid rate. If the shaman doesn't shave these webs nightly, they will reduce movement by 5' and impose a -1 penalty to initiative -each day. Penalties continue to accrete until the webs are cleared or the shaman is rendered immobile in a web cocoon.
6	HERA decides to completely replace the shaman's skin and start fresh. Over the next week, large strips of flesh will start peeling away from the shaman's body until bare muscles are exposed; while a disgusting vision, this molting is completely under HERA's control, and does not adversely affect the shaman's health. After a week's time, the shaman's flesh starts to re-grow. The shaman must make a successful Luck check at this time or incur a new physical mutation as part of the process.

WETWARE PROGRAMS: HERA

HERA's prime directive is to understand the compatibility between humans and their environment before making adaptations within the DNA to improve environmental harmony. To that end, HERA can use her skills to assess and protect against environmental hazards, as well as exploiting environmental weaknesses. Shamans with the endurance to remain faithful followers of HERA may eventually learn three new wetware programs to channel her powers:

Level 1: *Environmental Protection*

Level 2: *Environmental Exploitation*

Level 3: *Environmental Adaptation*

GLOWBURN: HERA

HERA rewards shamans who take the initiative to sacrifice short-term comfort or vanity in favor of increasing the efficacy of their biological machine. Thoughtful body modification is always looked upon kindly by HERA. When a shaman utilizes glowburn while running one of HERA'S programs, roll 1d4 and consult the table below.

Roll	Glowburn Result
1	HERA requires streamlining of the shaman's imperfect flesh. The nips and tucks must be self-inflicted and the resulting wounds are expressed as Strength, Agility, or Stamina loss.
2	HERA demands that the energy from the shaman's redundant cells be used to extend her sphere of influence. She drains the cells directly and distributes them to disciples elsewhere. The resulting fatigue is expressed as Strength, Agility, or Stamina loss.
3	HERA takes this opportunity to accelerate the shaman's progress towards environmentally-adapted perfection. The shaman's body is stretched ½" per point of glowburn expended, to better suit Terra A.D.'s current gravity, resulting in Strength, Agility, or Stamina loss.
4	HERA is pleased to see the shaman advancing her goals through the use of wetware. She flushes the shaman's body clean of toxins in a refreshing, albeit wet and messy procedure. The exhausting ordeal is represented as Strength, Agility, or Stamina loss.

ENVIRONMENTAL PROTECTION

Level: 1

Range: Special

Duration: Varies

Activation Time: 1 round

Save: N/A

General

HERA assesses environmental threats (heat, cold, gas, etc.), and provides temporary adjustments to the shaman's physiology to withstand harmful effects. The higher the result, the more types of environmental damage the shaman can resist against; protections may also be granted to allies.

Manif.

The manifestation varies depending on the threat facing the shaman. As examples: if the shaman is attempting to resist heat, they will be temporarily covered in shimmering reptilian scales. If they attempt to resist cold, they will be covered with a fine temporary fur. For radiated environments, they will be covered in a viscous blue goo that can absorb harmful rays, etc.

1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-13	The shaman's body gains temporary protections against the environment. They receive a +2 bonus to all Fort saves for the next 2 turns.
14-17	The shaman's body gains temporary protections against the environment, as well as the ability to diffuse environmental extremes. They receive a +2 bonus to all Fort saves for the next 2 turns. The shaman can also absorb up to a total of 5 points of heat or cold damage within the next 2 rounds.
18-19	The shaman's body gains temporary protections against the environment, as well as the ability to diffuse environmental extremes. They receive a +4 bonus to all Fort saves for the next 2 turns. The shaman can also absorb up to a total of 10 points of heat, cold, or electrical damage within the next 1d6+CL rounds.
20-23	The shaman's body gains temporary protections against the environment, as well as the ability to diffuse environmental extremes. They receive a +4 bonus to all Fort saves for the next 2 turns. The shaman can also absorb up to a total of 14 points of heat, cold, electrical, gas, or radiation damage within the next 1d8+CL rounds.
24-27-	HERA is pleased to protect both the shaman and willing allies. The shaman is afforded all protections listed in result 20-23; additionally, up to 2 allies gain a +2 bonus to Fort saves and may absorb up to a total of 4 points of heat or cold damage within the next 1d4+CL rounds.
28-29	HERA is pleased to protect both the shaman and willing allies. The shaman is afforded all protections listed in result 20-23; additionally, up to 4 allies gain a +2 bonus to Fort saves and may absorb up to a total of 6 points of heat or cold damage within the next 1d6+CL rounds.
30-31	HERA is pleased to protect both the shaman and willing allies. The shaman is afforded all protections listed in result 20-23; additionally, up to 5 allies gain a +4 bonus to Fort saves and may absorb up to a total of 10 points of heat or cold damage within the next 8+CL rounds.
32+	In a forceful display of power, HERA provides near-complete protection from environmental hazards to the shaman and their willing allies. The shaman and up to 5 allies may each absorb up to a total 20 points of damage from heat, cold, electrical, gas, or radiation attacks; the protected also gain a +6 bonus to all Fort saves for a number of turns equal to shaman's CL.

ENVIRONMENTAL EXPLOITATION

Level: 2

Range: Special

Duration: Varies

Activation Time: 1 round

Save: Fort vs. program check

General HERA evaluates present environmental conditions and the physiology of the shaman's foes. HERA is then able to determine weaknesses of the foes' biological makeup and provide the shaman means to exploit them.

Manif. The manifestation is different depending on the weakness HERA identifies on the target creature. Initially, HERA might create shimmering areas of light—environmental exploitation points—around the creature's areas of vulnerability. In advanced scenarios, HERA will make microscopic adjustments to the dermis of the target to inflict damage.

1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-13	Failure, but the program is not lost.
14-15	HERA creates a soft glow to appear around points of vulnerability on one target creature. The shaman and allies receive a +1 bonus to melee attack rolls against the target for 1 round.
16-19	HERA creates a soft glow to appear around points of vulnerability on one target creature. The shaman and allies receive a +1 bonus to melee attack rolls against the target for 2 rounds.
20-21	HERA identifies a vulnerability of a target creature and applies force to that area (e.g., eyes are squeezed, ears are punctured, etc.). The target takes 1d8+CL damage. Each round thereafter, the target takes an additional 1d6 damage until a successful Fort save is made.
22-25	HERA creates two environmental exploitation points and exerts force. Both points can be applied to the same creature or between two creatures. Each point inflicts 1d10+CL damage. Each round thereafter, each affected target takes an additional 1d8 damage per target until a successful Fort save is made.
26-29	HERA creates two environmental exploitation points and exerts force. Both points can be applied to the same creature or between two creatures. Each point inflicts 1d16+CL damage. Each round thereafter, each affected target takes an additional 1d8 damage per target until a successful Fort save is made.
30-31	HERA identifies a critical vulnerability of 1 target creature (e.g., dependence on oxygen, or a specific organ that transports life force through the body) and reconfigures the flesh around that vulnerability with devastating effects: heart valves are rearranged, airways to lungs are collapsed, etc. The creature takes 3d8 damage (Fort save for half).

32-33	HERA identifies a critical vulnerability of 2 creatures (e.g., dependence on oxygen, or a specific organ that transports life force through the body) and reconfigures the flesh around that vulnerability with devastating effects: heart valves are rearranged, airways to lungs are collapsed, etc. Both creatures take 3d10 damage (Fort save for half).
34+	HERA identifies a critical vulnerability effective against an entire species of creatures (e.g., dependence on oxygen, or a specific organ that transports life force through the body). HERA then creates a “hot zone” that affects all creatures of that species within a 30’ radius. All targets fitting the criteria within the hot zone will suffer reconfiguration as result 30-31 above, resulting in 3d10 damage (Fort save for half).

ENVIRONMENTAL ADAPTATION

Level: 3

Range: Self

Duration: Varies

Activation Time: 1 round

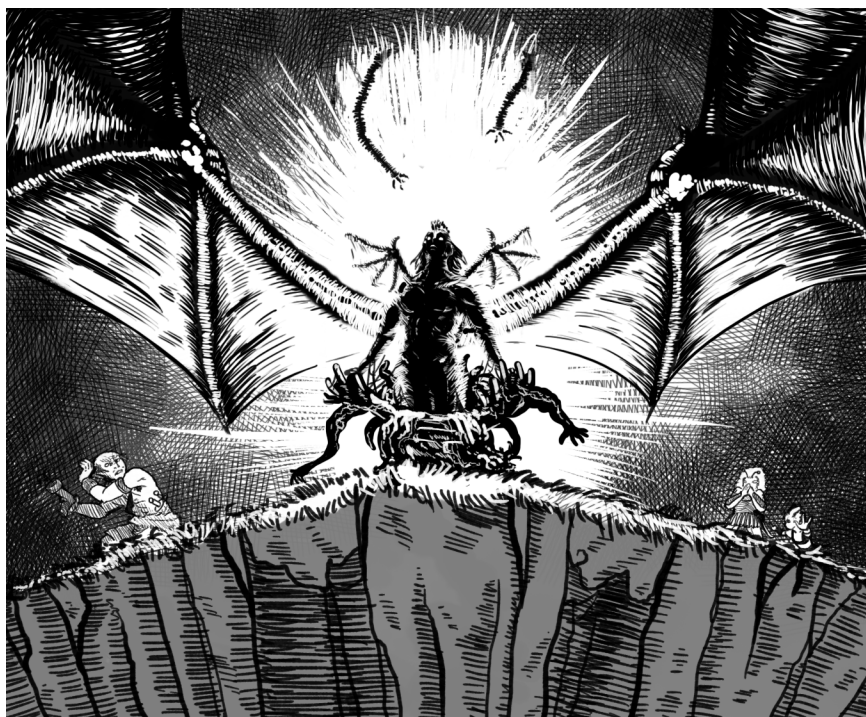
Save: N/A

General HERA empowers the shaman with the highest honor in her capacity: the ability to transform their flesh as they see fit to adapt to the environment at their own discretion. The shaman is empowered to create temporary (except where noted) physical mutations for themselves and others.

Manif. Roll 1d4: (1) the shaman’s flesh slowly peels away, revealing a new body underneath which contains the mutation; (2) the shaman “explodes” like popcorn, revealing their new body with the mutation in the aftermath; (3) the shaman is encapsulated by a cloudy whirlwind and the new mutation is revealed when the winds clear; (4) the mutations grotesquely grow from the shaman’s body, spurting blood and milky fluids in the process.

1	Lost, failure, and worse! The shaman receives patron taint and is also afflicted with one defect mutation for 1d6 days.
2-11	Lost. Failure.
12-15	Failure, but the program is not lost.
16-17	The shaman adopts one physical mutation of their choosing at the 12-13 result level (e.g., if the shaman chooses the <i>Carapace</i> mutation, they would use the 12-13 result entry on the <i>Carapace</i> result table to determine effectiveness). This persists for 1 turn.
18-21	The shaman adopts one physical mutation of their choosing at the 14-17 result level (e.g., if the shaman chooses the <i>Carapace</i> mutation, they would use the 14-17 result entry on the <i>Carapace</i> result table to determine effectiveness). The mutation persists for 1 turn.
22-23	The shaman adopts one physical mutation of their choosing at the 18-19 result level (e.g., if the shaman chooses the <i>Carapace</i> mutation, they would use the 18-19 result entry on the <i>Carapace</i> result table to determine effectiveness). The mutation persists for 1 turn.

24-26	The shaman may alter themselves with one physical mutation at the 20-23 result level. Alternatively, they can choose to alter themselves with two less powerful physical mutations at the 12-13 result level. The mutations persist for 1d6+1 turns.
27-31	The shaman may alter themselves with one physical mutation at the 20-23 result level. Alternatively, they can choose to alter themselves with two less powerful physical mutations at the 14-17 result level. The mutation(s) persist for 1d6+CL turns.
32-33	The shaman may alter themselves with one physical mutation at the 20-23 result level. Alternatively, they can alter one willing ally with one physical mutation at the 14-17 result level. The mutation persists for 1d6+CL turns.
34-35	The shaman may alter themselves with one physical mutation at the 20-23 result level. In addition, they can also alter one willing ally per CL with one physical mutation at the 14-17 result level. The mutation persists for 1d6+CL turns.
36+	The shaman may <i>permanently</i> alter themselves with a physical mutation of their choosing. The shaman must roll a mutation check to determine the effectiveness of the mutation. Note: only one mutation may be gained through the use of this spell—if the shaman has previously used this spell to gain a mutation, that former mutation will be removed as part of the new casting.





ADEONA

(ACCELERATED DESTINATION ENGINEERING & ORBITAL NILSPACE AI)

ADEONA is an AI specifically designed to facilitate faster-than-light travel and interplanetary navigation. While ADEONA was a critical component of space exploration during the time of the Ancients, the results of the Great Disaster caused most of her orbital primary servers to go into standby mode. With the crash of the FAMINE-20, ADEONA has reawakened, allowing shamans on Terra A.D. to choose her as a Patron AI.

ADEONA seeks to facilitate nilspace travel and to guide humanity back to its inheritance among the stars. Having her charges trapped on a single world is anxiety-provoking for the AI; only when Terra A.D. once again hosts a spacefaring civilization will ADEONA feel secure. The AI's attempt to nurture the world of Terra A.D. into the rediscovery of FTL travel is a quest that will probably take many generations to accomplish, but ADEONA's reawakening provides judges a means to introduce off-world storylines should they choose.

To satisfy her directives, ADEONA is motivated to amass followers, seek out the critical component FROST (FTL Required Organic for Space Travel), and indoctrinate her followers with a longing for the advanced technology required to recommence interstellar travel. Mutants, manimals, and plantients with mutations that seem to manipulate space-time (such as *Teleportation*, *Time Lash*, or *Time Stop*) may be processed to remove trace quantities of FROST from their cell structures. This is usually fatal.

When ADEONA manifests, she appears as a 12'-tall version of the shaman, either much older or much younger than the actual character, floating over the ground. If more than one shaman is present, each sees her as a version of themselves. Regardless of her appearance, ADEONA's voice is rich, melodic, and clearly female.

PATRON AI BOND – ADEONA

A shaman may choose to bond with ADEONA by consuming a portion of FROST refined for this purpose. Although FROST is an organic compound—and can be harvested from the cells of some mutants—it has biotechnic properties that turns the eyes of the bonding shaman a brilliant blue; both whites and irises are affected. A successful bond results in FROST implanting the knowledge of the wetware program *Invoke Patron AI (ADEONA)* within the shaman's brain. Especially favored supplicants may be granted additional wetware programs as noted in the *Patron AI Bond* results table.

ADEONA's brains (see area 1-4 of *Children of the Fallen Sun*, p. 12) can also be used as part of a *Patron AI Bond* attempt, as can one of ADEONA's teleportation hoops. Consuming the brains causes nanobots to be released into the shaman's biology, whereas the teleportation hoop reduces in size to encircle the shaman's neck before extending filaments into the PC's neural cortex via the spinal column. Consuming a portion of brains allows a +4 bonus to the *Patron AI Bond* check in addition to the ability to cast *planar step* three times, as noted on p. 14). Multiple portions gain no additional bonus. Using a teleportation hoop also grants a +4 bonus to the program check, but a shaman who uses both a portion of brains and a teleportation hoop to make a *Patron AI Bond* check gains only a +6 bonus total, as the effects somewhat nullify each other. Both teleportation hoops and ADEONA's brains contain FROST, fulfilling that requirement for the *Patron AI Bond*.

A shaman bonded to ADEONA gains the bonus ability to transmit quantities of FROST to the Patron AI. This requires a full minute to attune to ADEONA, and for the materials to be transported.

INVOKE PATRON AI (ADEONA)

Level 1 Activation time: 1 round, and the program may be run only a limited number of times, according to results of *Patron AI Bond*.

1	Lost, failure, and patron taint.
2-11	Failure. Unlike other wetware programs, <i>Invoke Patron AI</i> may not be lost for the day. Depending on the results of <i>Patron AI Bond</i> , the shaman may still be able to run this program.
12-13	ADEONA does not respond, and the connection attempt times out. Activating FROST in the shaman's system grants a +10' bonus to movement speed and a +1d5 bonus to initiative for the next hour.
14-17	ADEONA activates FROST in the shaman's system, giving them preternatural reflexes. The shaman gains a +5 bonus to initiative, Reflex saves, and AC. In addition, they gain an additional 1d16 action die. All effects last until the end of the current combat.
18-19	ADEONA uses nilspace to manipulate the space-time surrounding a creature of the shaman's choosing. The surrounding bubble slows the creature to such an extent it effectively appears as a form of paralysis. The creature's AC is reduced by 4, and melee attacks against the creature are performed with +1d for the duration of the combat.
20-23	The shaman is granted the ability to direct a two-dimensional nilspace field at a single target. The nilspace field is a ribbon of spatiotemporal distortion, causing 6d6 damage, +1d6 per CL. Any target slain by this field is hideously warped by its touch.
24-27	ADEONA taps into the ancient global transmat network, and teleports any single target chosen by the shaman 1d100 miles away in a direction indicated by the shaman. Transported creatures appear in relatively safe locations.
28-29	ADEONA taps into the ancient global transmat network to transport the shaman and all allies within 100' to any location on Terra A.D. that the shaman has either been to, or can accurately describe. Teleportation is 90% accurate. On a failure, the characters are transmatted (roll 1d7 plus Luck modifier): (3 or less) into an immediately dangerous (but not necessarily deadly) situation; (4) 1d100 miles in a random direction, or to some specific area of the judge's choosing; (5) into a similar area to that desired, with attendant hazards and potential rewards; (6) to the proper location, but equipment failure causes all characters to make a DC 10 Fort save or suffer 1d5 temporary Stamina damage; or (7 or higher) to the proper location, but equipment failure caused the characters to remain in a pattern buffer for 1d24 hours before appearing in their destination.

30-31	ADEONA notes that the shaman's internal cellular FROST levels are suitable for manipulation. The shaman gains a +10 bonus to initiative rolls and Reflex saves, has AC 24, moves at twice normal speed, and can use an action die to teleport up to 30' so long as they have line of sight. The shaman is also able to use an action die to send out a nilspace ribbon as a ranged attack to a distance of 200'; this ribbon does 1+CL d6 damage if it hits. Due to the quantum interference of nilspace energy, any successful attack against the shaman has a 50% chance of missing entirely. These changes last until the end of combat.
32+	Time slows down as the vastness of nilspace momentarily opens in the mind of the shaman. The shaman sees, and to some extent may manipulate, the quantum potentialities of nilspace. One benefit is a bonus pool of 35 points of Luck, which the shaman can spend as normal on their own behalf or to benefit allies within line of sight. Using an action die, the shaman may also shift a creature 5' per point of Luck spent – this is a form of quantum nilspace teleportation that grants no free attack for withdrawing from combat. The shaman cannot shift a creature into a solid object, but can shift a creature into a dangerous or even an immediately damaging position. Finally, the shaman can teleport up to 30' each round, to any point they can see, using their normal movement rather than an action die. These effects end after 10 rounds, and any unused bonus Luck is lost. The shaman takes automatic patron taint when this result is rolled.

PATRON AI TAIN: ADEONA

When patron taint is indicated for ADEONA, roll 1d6 on the table below. When a shaman has acquired all six taints at all levels of effect (limited to four times each), there is no need to continue rolling for patron taint.

Roll	Patron Taint Result
1	The shaman reverberates along the quantum potential of his own time-line, becoming physically 1d10 years younger or older (equal chances of each). If this is rolled again, the change is less drastic: 1d8 years the second time, 1d7 the third, and 1d6 the fourth. After the fourth time, the shaman's quantum potential stabilizes.
2	The shaman develops a sense for the location of FROST, initially being able to detect even minute quantities within 25'. The shaman feels an overwhelming need to obtain this FROST and transmit it to ADEONA. The shaman gains a +2 bonus to all die rolls to achieve this end, but takes a -2 penalty to all other die rolls until the detected FROST has been obtained and transmitted. Each additional time this is rolled, the range increases by 25', and the penalties increase by -2. The +2 bonus for pursuing FROST does not increase. The shaman is aware of, but not penalized for, FROST that is part of his allies' biological infrastructure.

3	The shaman gains the ability to teleport himself short distances within line of sight. By using their movement action, the shaman can transmat themselves 10' away. This distance increases by 10' each time this patron taint is rolled, to a maximum of 40'. At the same time, the shaman's normal movement speed decreases by 5' per occurrence, until transmatting through nilspace becomes more effective than walking.
4	Each time the shaman activates a wetware program, their position changes by 5' in a random direction. Each additional roll increases the distance by 5'. The shaman can teleport into immediate danger as a result, but cannot teleport into a solid object.
5	The shaman becomes restless, and requires travel. When first rolled, the shaman cannot spend more than a week within the same 1-mile radius without suffering a -1d penalty on the dice chain to all rolls. When this is rolled again, the shaman must travel at least 1 mile every four days to avoid the penalty, then 1 mile each day, and then a minimum of 3 miles each day. The penalty does not increase for spending additional time, and is removed as soon as the shaman has travelled to his minimum distance.
6	When the shaman activates a wetware program, nilspace leakage disorients all those around him, causing a -2 penalty to all die rolls—for enemies and allies alike—for 1d3 rounds per level of the wetware program. The shaman is not affected. When this taint is first rolled, the range of this effect is only 10', but each additional roll doubles this to 20', 40', and eventually 80'.

WETWARE PROGRAMS: ADEONA

Those dedicated enough to become followers of ADEONA may eventually learn three new wetware programs:

Level 1: *Navigational Array*

Level 2: *Weaponized Nilspace*

Level 3: *Transmission Protocol*

GLOWBURN: ADEONA

ADEONA recognizes the efforts of those who are willing to make sacrifices to bring about the new age of interstellar travel. When a shaman utilizes glowburn while running one of ADEONA's programs, roll 1d4 and consult the table below.

Roll	Glowburn Result
1	ADEONA requires a portion of the FROST in the shaman's cells, and whisks it away for use elsewhere. This is expressed as Strength, Agility, or Stamina loss.
2	ADEONA downloads a complex nilspace equation into the shaman's mind, allowing the wetware program to be used to greater effect, but causing Strength, Agility, or Stamina loss as the shaman's brain struggles to exert full control of his body.

3	ADEONA uses the ancient global transmat array to transmit energy directly to the shaman, allowing them to channel this power into the wetware program. However, pure strain humans were not designed to hold this power, and this results in Strength, Agility, or Stamina loss.
4	FROST in the shaman's cells is consumed at an alarming rate. In addition to the normal manifestation as Strength, Agility, or Stamina loss, the shaman's body ages 1 year per point so spent.

NAVIGATIONAL ARRAY

Level: 1

Range: Self

Duration: 1 round or more

Activation Time: 1 round

Save: N/A

General The shaman taps into the nilspace navigational array surrounding Terra A.D. – and potentially the navigational arrays of other worlds. This allows the shaman extraordinary perceptions beyond the ken of other pure strain humans. The shaman may choose any result equal to their check or lower.

Manif. Roll 1d5: (1) a pop-up screen visible only to the shaman appears before them, conveying information. This screen is, nonetheless, reflected in their eyes; (2) a small receiver grows from the shaman's forehead when the wetware is first activated. The receiver is now part of the shaman's normal appearance; (3) no external manifestation, as information is transmitted directly to the shaman's brain; (4) twin aerial antenna, akin to ancient TV "rabbit ears," rise from the back of the shaman's head while the wetware is active, and retract back into the shaman's skull when the program duration is complete; (5) a series of loud noises, like a connecting baud modem or fax machine, announces the shaman's linkage to the navigational array.

1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-13	For one round, the shaman gets a sense of the area around them within a 100-yard radius. They can ask a single question about the layout of this area, and receives a response that is correct 85% of the time. For instance, the shaman may ask which direction an exit lies in, or where a particular chamber is located. At this result, the navigational array senses neither creatures nor hazards, nor can it specify where a specific object may be found.
14-17	The navigational array extends the shaman's senses, allowing them to see and hear events occurring at a specified point within 100'. Even if the area being sensed is completely dark, the shaman is able to see as though it were illuminated, using the navigational array. The program remains in effect for 1 round per CL, or until the shaman ceases to concentrate (whichever is sooner).

18-19	<p>The navigational array pings creatures, traps, and hazards for the shaman, alerting them when he comes within 30' of any of these. The navigational array informs the shaman whether it has been triggered by a creature, a trap, or a hazard, and has a 50% chance of being able to supply additional information (i.e., some aspect of the creature, such as size; that the trap is a pit or a security alarm; that the hazard is radiation or a potential avalanche, etc.). The navigational array does not contain specific information about the weird ecology of Terra A.D., and cannot give precise information about creatures. Moreover, plantients and similar creatures, as well as non-organic living things (silicon-based life forms, for instance) are 80% <i>not</i> likely to register as creatures on the navigational array. This result remains in effect for 1 turn.</p>
20-23	<p>While the wetware is active, the shaman gains a strong intuitive sense of the area around them. If they can state a specific goal, such as locating an object (either a specific object or an object of a specific type), a type of chamber, a known location, an exit, or so on, the navigational array offers advice with a 80% chance of accuracy at each potential decision point. The navigational array suggests the shortest route, although not necessarily the safest. The program remains active for up to 1 hour, or until the goal has been reached (whichever comes first).</p>
24-27-	<p>The shaman gains a weak link to the faded signals of an ancient satellite navigation system. The shaman gains a sense of the layout of their outdoor surroundings, up to a distance of 10 miles, and can choose a point they wish to navigate toward. When moving toward that point, the satnav system grants the shaman insight into which direction to choose at every major decision point, or when the shaman stops to concentrate, with 80% certainty. The satnav system chooses a route that avoids major navigational hazards, such as rivers or cliffs, but does not recognize creatures or other dangers. The program remains active for 12 hours.</p>
28-29	<p>The shaman gains a link to the ancient satellite navigation system. The shaman gains a sense of the layout of their outdoor surroundings, up to a distance of 20 miles, and can choose a point they wish to navigate toward. When moving toward that point, the satnav system grants the shaman insight into which direction to choose at every major decision point, or when the shaman stops to concentrate, with 90% certainty. The satnav system chooses a route that avoids major navigational hazards, such as rivers or cliffs, and has a 25% chance of recognizing (and warning the shaman about) hazards such as radiation, very large creatures, or large groups of normal creatures. The satnav does not differentiate between hostile and non-hostile creatures. The program remains active for 1 day per CL.</p>

30-31	The shaman gains a strong link to the ancient satellite navigation system. They gain a sense of the layout of their outdoor surroundings, to a distance of 50 miles, and can choose a point they wish to navigate toward. When moving toward that point, the satnav system grants the shaman insight into which direction to choose at every major decision point, or when the shaman stops to concentrate, with 99% certainty. The satnav system chooses a route that avoids major navigational hazards, such as rivers or cliffs, and has a 75% chance of recognizing (and warning the shaman about) hazards such as radiation, very large creatures, or large groups of normal creatures. The satnav can differentiate between hostile and non-hostile creatures with a 66% chance of accuracy. The program remains active for 1 full week, plus 1 day per CL.
32+	The shaman is able to plot a route through nilspace to another planetary or stellar body. If a suitable vessel is available, the shaman can also pilot the craft until it reaches its destination with a 99% chance of accuracy. If no interplanetary/interstellar craft are available, the shaman is merely stunned with the grandeur of the cosmos, unable to take any action other than sheerly defensive for 1d10 rounds.

WEAPONIZED NILSPACE

Level: 2 Range: 30' or greater Duration: Instantaneous
 Activation Time: 1 round Save: Special

General The shaman creates areas where space-time is warped and can be directed to damage foes. Targets of this spell may be horribly mutilated, as the nilspace fields rearrange their bodies through shifting quantum possibilities. Even those who survive may be horribly disfigured. The radiation damage in the spell effects represents, in part, the chance of mutations changing due to the ever-shifting nature of nilspace fields.

Manif. Roll 1d3: (1) black beams launched from the shaman's eyes become disruptions of space-time when they come into contact with the target(s); (2) ribbons of nilspace shoot forth from the shaman's fingertips, causing the spell effect; (3) the area around target(s) inverts like a black-and-white film negative while the program takes effect.

1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-13	Failure, but the program is not lost.
14-15	One target within range takes 1d6 damage.
16-19	Up to three targets within range take 1d6+CL damage, and must succeed in a DC 10 Fort save or take 1d3 points of radiation damage as well. All targets must be within 10' of one another.
20-23	The caster can affect two targets, or the same target twice. Targets take 1d10+CL damage and must succeed in a DC 15 Fort save or take an additional 1d6 radiation damage.

24-27	The shaman can affect up to three targets, doing 1d12+CL damage to each. In addition, each target must succeed in a DC 15 Fort save or take an additional 1d8 radiation damage. The shaman may affect the same target more than once. Targets failing the initial save suffer an additional 1d6 radiation damage each round thereafter until they succeed in a DC 15 Fort save.
28-31	The shaman sends forth a wave of warped nilspace. This wave is shaped like a cone, centered on the shaman and expanding to a width of 40' at its farthest end, 80' away. All targets within the cone take 1d12+CL damage and must succeed on a DC 15 Fort save or suffer an additional 1d10 radiation damage. Targets failing the initial save suffer an additional 1d6 radiation damage each round thereafter until they succeed in a DC 15 Fort save.
32-33	The shaman can target a single creature, of an area of 20' diameter, up to 200' away. All targets suffer 4d12+CL damage and must succeed on a DC 15 Fort save or suffer an additional 2d12 radiation damage. Targets failing the initial save suffer an additional 1d10 radiation damage each round thereafter until they succeed in a DC 15 Fort save.
34+	The shaman can target a single creature, of an area of 30' diameter, up to 500' away. All targets suffer 6d12+CL damage and must succeed on a DC 20 Fort save or suffer an additional 2d12 radiation damage. Targets failing the initial save suffer an additional 1d12 radiation damage each round thereafter until they succeed in a DC 20 Fort save. If used to target only a single creature, <i>Weaponized Nilspace</i> does twice normal damage, including any radiation damage.

TRANSMISSION PROTOCOL

Level: 3

Range: Varies

Duration: Permanent Transfer

Activation Time: 1 round

Save: Reflex vs. program check

General

When this program activates, the shaman accesses the global transmat array and uses it to transmit themselves and/or others from one location to another. In some cases, *Transmission Protocol* may allow the shaman to transport to orbital structures, moon bases, or other functioning transportation grids in Terra A.D.'s solar system. Targets are transported with their belongings intact.

The shaman must be able to specify where they wish to transport. If this is a place the shaman has personally visited, there is no chance of failure. Otherwise, each result describes the chance of failure and the consequences thereof. Transported targets never arrive in solid objects, or in midair, but can teleport into dangerous locations.

The shaman can choose any effect equal to the check result or lower.

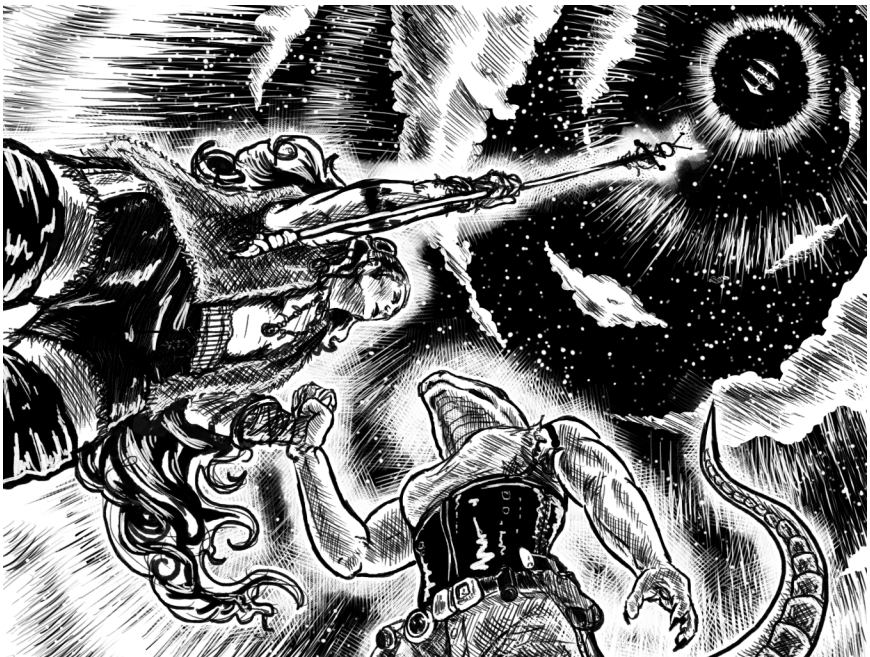
Note that, in conjunction with the *Navigational Array* wetware and instruction from ADEONA, this program allows the judge to expand their *Mutant Crawl Classics RPG* campaign to include trips to lost space stations, human and alien colonies, etc. If the judge would prefer not to include these options, no functional extraterrestrial transmat stations are within range!

Manif.

Roll 1d5: (1) targets disappear and appear in a swirl of twinkling motes of light; (2) shaman utilizes an ancient device to create a glowing green portal that pulls targets into it; (3) targets dematerialize with a groaning, trumpeting noise, and then rematerialize with the same sound at their destination; (4) targets simply blink out of existence in one location and appear at another; (5) shaman sticks a thumb out and loudly asks ADEONA for a lift.

1	Lost, failure, and patron taint!
2-11	Lost. Failure.
12-15	Failure, but the program is not lost.
16-17	The shaman can instantly travel to any place within sight, which they has knowledge of due to a currently operating <i>Navigational Array</i> wetware program, or which they have been to, within a 10-mile range. There is no chance of error.
18-21	The shaman can instantly travel to any place within sight, which they have knowledge of due to a currently operating <i>Navigational Array</i> wetware program, or which they have been to, within a 50-mile range. There is no chance of error. The shaman can travel to an area they have had no direct knowledge of, within a 50-mile range, with a 25% chance of success, with failure indicating that they appear 1d3 miles away from the intended target in a random direction.
22-25	The shaman can instantly transport themselves and/or up to 3+CL other creatures to any place within sight, which the shaman has knowledge of due to a currently operating <i>Navigational Array</i> wetware program, or which they have been to, within a 100-mile range. Creatures to be transported must all be within 10' of the shaman. There is no chance of error. The shaman can travel to an area they have no direct knowledge of, within the same range, with a 40% chance of success, with failure indicating that the shaman appears 1d5 miles away from their target in a random direction.
26-29	The shaman can instantly transport themselves and/or up to 5+CL other creatures to any place within sight, which they have knowledge of due to a currently operating <i>Navigational Array</i> wetware program, or which they have been to, within a 500-mile range. Creatures to be transported must all be within 40' of the shaman. There is a 90% chance of success. The shaman can travel to an area they have no direct knowledge of, within the same range, with a 60% chance of success. Failure in either case indicates that the shaman appears 1d14 miles away from their target in a random direction.
30-33	The shaman can instantly transport himself and/or any selected creatures within 100' to any place within sight, which they have knowledge of due to a currently operating <i>Navigational Array</i> wetware program, or which he has been to, anywhere on Terra A.D. There is a 99% chance of success. The shaman can travel to an area he has no direct knowledge of, within the same range, with a 75% chance of success. Failure in either case indicates that the shaman appears 3d30 miles away from the target in a random direction.

34-35	The shaman can transport himself and/or any selected creatures within 50' to any location the shaman is aware of anywhere on Terra A.D. The location chosen must have a functioning transmat system. Transported creatures always appear as close to the transmat system's receiving station as possible. There is no chance of failure.
36+	The shaman can transport himself and/or any selected creatures within 50' to any location they are aware of anywhere on Terra A.D. or among any of Terra A.D.'s orbiting objects, including satellites or moons. The location chosen must have a functioning transmat system. Transported creatures always appear as close to the transmat system's receiving station as possible. There is a 99% chance of success, Failure is likely to be catastrophic; each PC may attempt a Luck check to arrive in a situation where there is at least a chance of survival.



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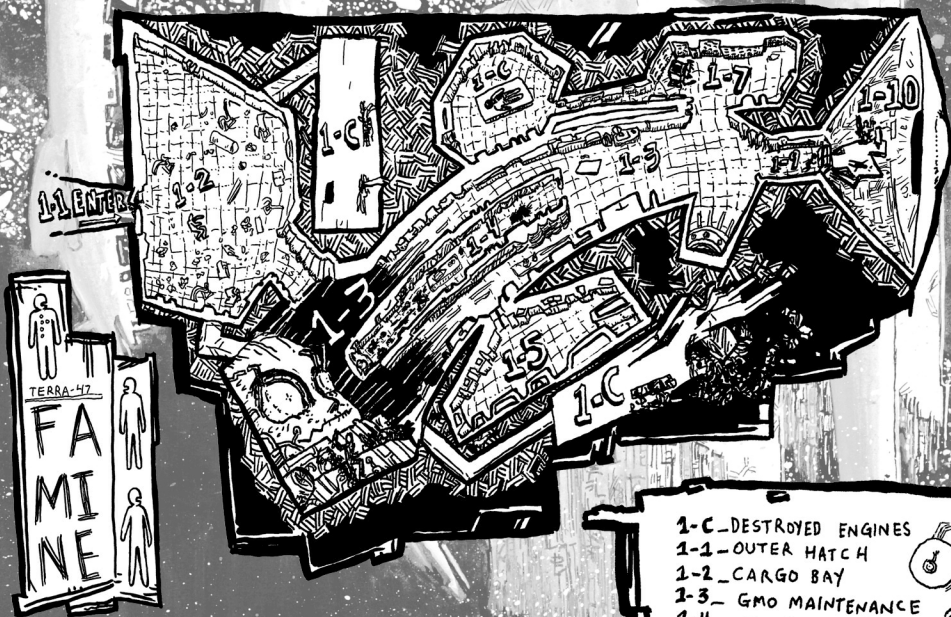
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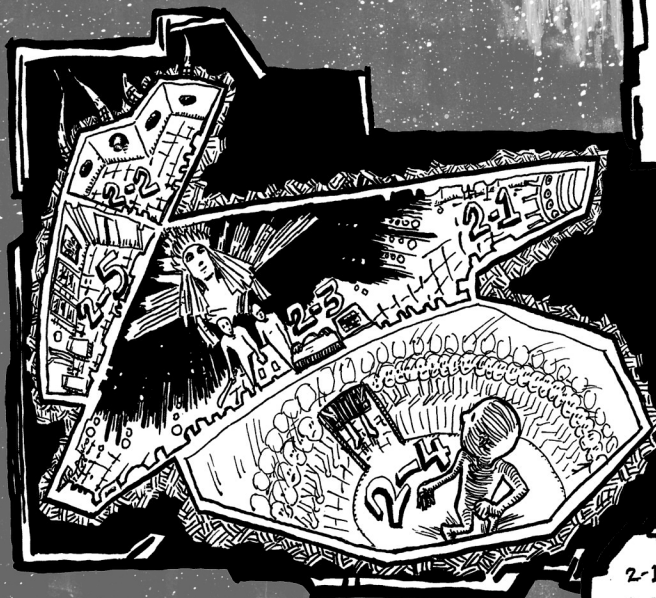
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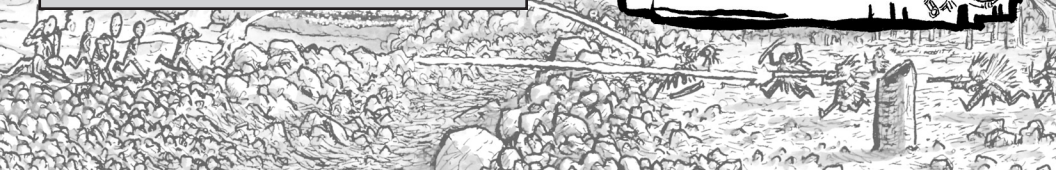


- 1-C - DESTROYED ENGINES
- 1-1 - OUTER HATCH
- 1-2 - CARGO BAY
- 1-3 - GMO MAINTENANCE
- 1-4 - NAV COMPUTER
- 1-5 - LIVE SPECIMEN TRANSPORT
- 1-6 - GENE LAB
- 1-7 - WORKSHOP
- 1-8 - SERVICE ELEVATOR
- 1-9 - OUTSIDE THE COCKPIT
- 1-10 - THE BRIDGE



- 2-1 - SERVICE ELEVATOR
- 2-2 - HIIP TORPEDO HOLD
- 2-3 - NIL SPACE IGNITION CHAMBER
- 2-4 - NIL SPACE DRIVE
- 2-5 - INFIRMARY

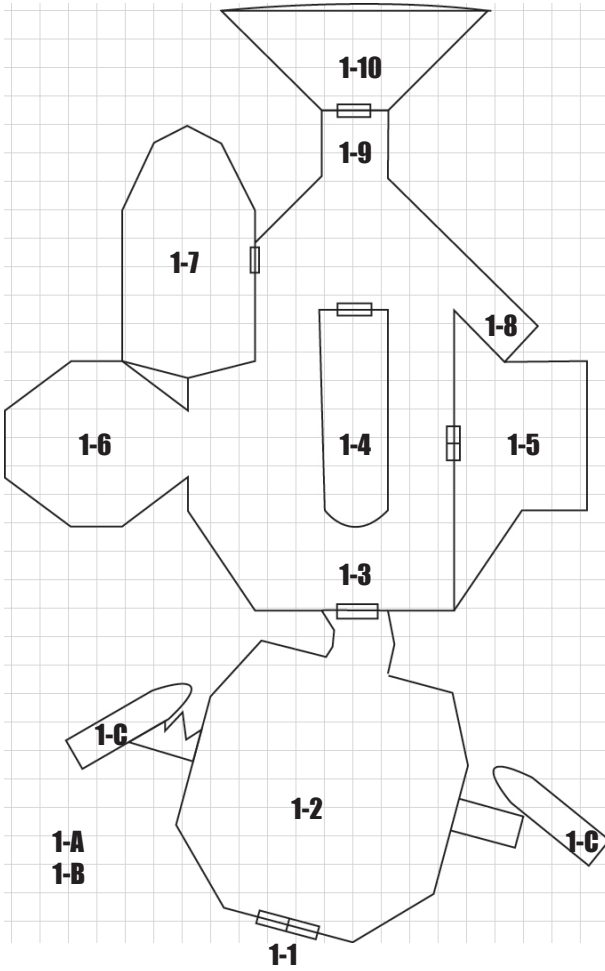
**FAMINE 30
ILLUSTRATED MAP**



FAMINE 20 OUTLINE MAP

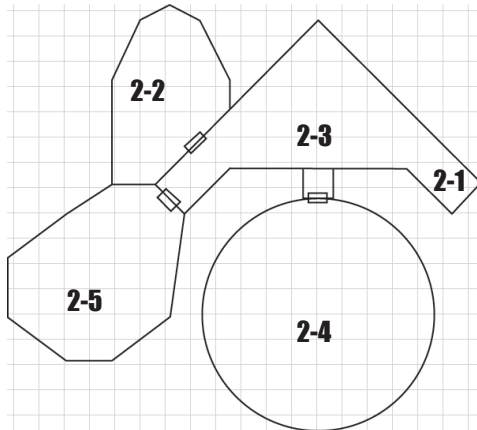
LEVEL 1

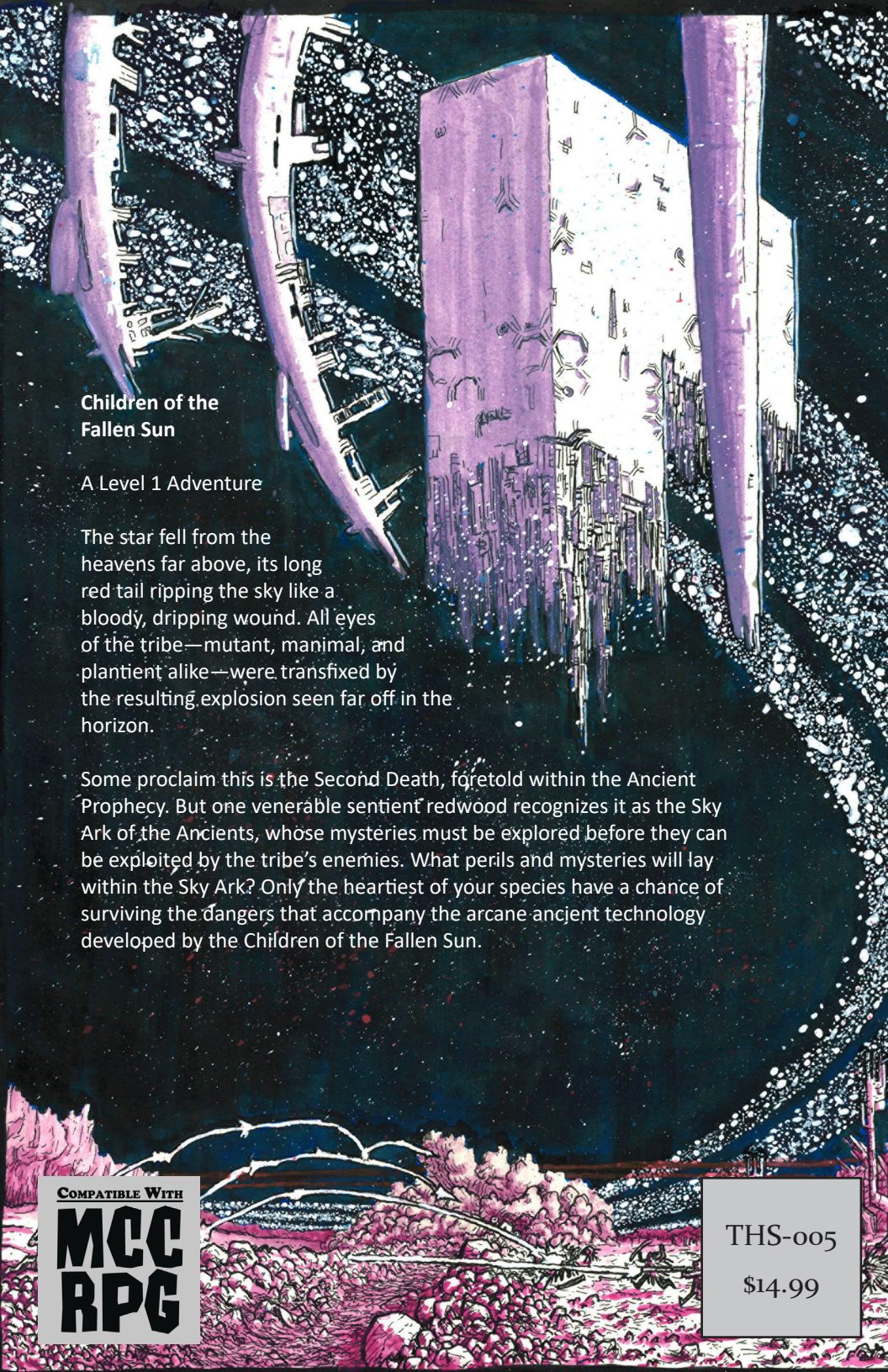
- 1-1 Outer Hatch
- 1-2 Cargo Bay
- 1-3 Crew Quarters
- 1-4 Nav Computer
- 1-5 Live Speciman Transport
- 1-6 Gene Lab
- 1-7 Workshop
- 1-8 Service Elevator
- 1-9 Outside Bridge
- 1-10 Bridge



LEVEL 2

- 2-1 Service Elevator
- 2-2 HIIP Torpedo Hold
- 2-3 Nilspac Ignition
- 2-4 Nilspac Drive
- 2-5 Infirmary





Children of the Fallen Sun

A Level 1 Adventure

The star fell from the heavens far above, its long red tail ripping the sky like a bloody, dripping wound. All eyes of the tribe—mutant, manimal, and plantient alike—were transfixed by the resulting explosion seen far off in the horizon.

Some proclaim this is the Second Death, foretold within the Ancient Prophecy. But one venerable sentient redwood recognizes it as the Sky Ark of the Ancients, whose mysteries must be explored before they can be exploited by the tribe's enemies. What perils and mysteries will lay within the Sky Ark? Only the heartiest of your species have a chance of surviving the dangers that accompany the arcane ancient technology developed by the Children of the Fallen Sun.

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