

GEARING

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GRADIENT DESCENT

CRADER

MRPG-M3

McCOY

I dreamt i was a butterfly

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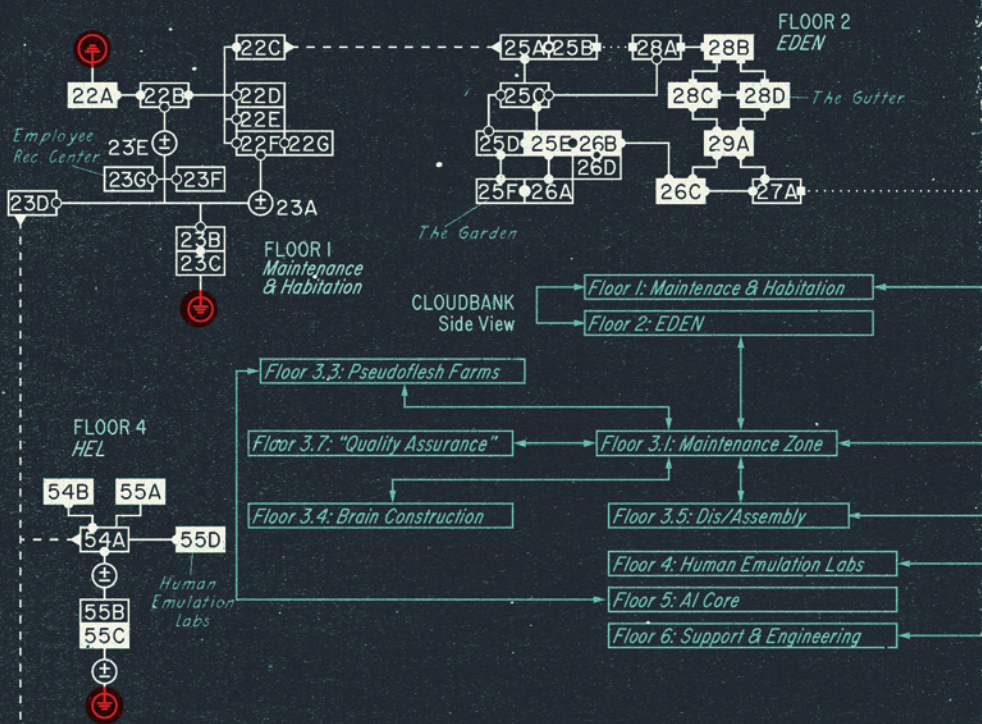
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CLOUDBANK

Synthetic Production Facility

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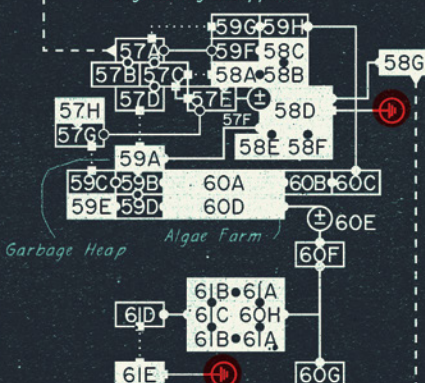
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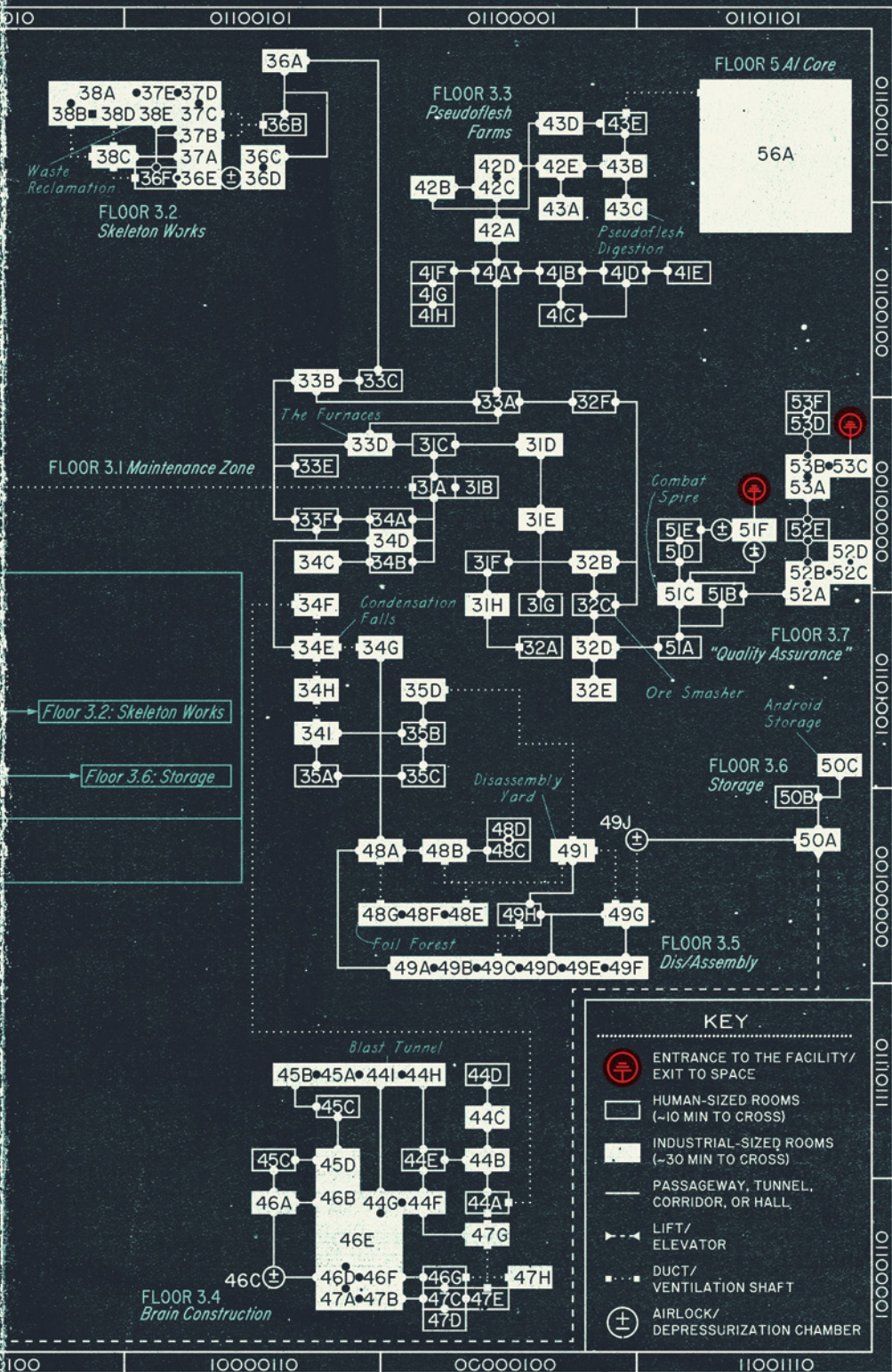
More Info: *mothershiprpg.com*MOTHERSHIP™ Created by: *Sean McCoy*Special Thanks: *INL Crew*

WARDEN NOTES

- Lifts take 1d5 rounds to arrive.
- Random Encounter checks (d100 every 10 min):
 - Roll of doubles is an encounter
 - The higher the roll the further away the encounter is.
- Reaction Rolls (d100) (pg. 5):
 - Evens: Positive reaction
 - Odds: Negative reaction
 - Doubles: Positive becomes friendly, negative becomes hostile.
 - The higher the roll the better equipped, prepared, and strong the encountered group is.
 - The lower the roll the more injured, needing help, and weak the encountered group is.

FLOOR 6 Engineering & Support







HOW TO USE THIS MODULE

GRADIENT DESCENT details the massive, abandoned android factory formerly known as the **CLOUDBANK Synthetics Production Facility**. The facility, now called **THE DEEP**, has been taken over by its industrial AI, **Monarch**, and is cordoned off by a ruthless blockade of corporate-backed "**Troubleshooters**." It can easily be a deadly module, but it also contains tons of roleplaying opportunities depending on what your group is into.

- ▶ **If you're running an ongoing campaign:** place **THE DEEP** somewhere in rimspace and drip-feed rumors of the **Artifacts** (pg. 62) buried within or reveal that a powerful NPC is secretly an **Infiltrator Android** (pg. 10) with ties to CLOUDBANK.
- ▶ **If you're starting a new campaign:** place your players just outside the blockade as desperate **Artifact** (pg. 62) hunters or wake them up in **[33C] THE FREEZER** with no memory of their previous lives or arrival.
- ▶ **If you're running a one shot:** roll a **random Artifact** (pg. 62) and **location** (pg. 21) and send a **Troubleshooter** (pg. 14) team after 30-45 minutes of real time.
- ▶ **If you just want content to steal:** each **Artifact** (pg. 62) can easily be found on a derelict ship or in the clutches of an insidious corporate oligarch, making for a good 2-3 session adventure.

Content & Player Agency

GRADIENT DESCENT deals heavily with the theme of "what does it mean to be human?" It plays with this by specifically making the players doubt whether their characters are or were ever human through the use of a mechanic called **The Bends** (pg. 9). The Bends operates a lot like **Stress**, but is instead a measure of how certain a character is that they're who they think they are, rather than a **brainscanned** (pg. 5) **Infiltrator Android** (pg. 10) with fake implanted memories. This can culminate in players losing control of their characters as they come to terms with their "real" identities as pawns of Monarch, and then ultimately refusing to leave **THE DEEP** under any circumstances (becoming an NPC).

During testing this proved incredibly fun, but for a lot of players messing with their characters' identity and agency can ruin the game. Talk to your players about whether that's something they're interested in exploring, and if they aren't, remove **The Bends** altogether.

As a final warning, there are **Android Children** in this module who are, in essence, being tortured by **Monarch**. If this would make anyone at your table uncomfortable we highly recommend swapping them out for adult androids. This will in no way hurt the "story" of the module. Remember: the safety of everyone at the table is your primary concern.

BASIC PROCEDURES

The trick to running **THE DEEP** is to surprise yourself. Use **Random Encounters** to provide context to the space and **Reaction Rolls** to give meaning to the interactions. These tiny procedures combined can help you and your players spark life in this dark, abandoned place.

Random Encounters

Roll 1d100 every 10 minutes (or once per **Human Scale** room / three times in a □ room) as well as after loud noise (like, say, gunfire).

▶ **On a roll of doubles an encounter occurs.**

↳ **If the roll is low** (below 50) the encounter is close by.

↳ **If the roll is high** (above 50) the encounter is far away.

▶ **Roll 1d10 on the Encounter Table.**

If your group likes a lot of encounters it is suggested to roll in every room or assume every room has an encounter **unless you roll doubles**. This works particularly well if you don't assume encounters must be violent.

Backtracking

When travelling long distances through areas the crew has already explored there are a few different ways to handle Random Encounters:

▶ **Fast Travel:** Make one roll (or automatically assign one encounter) to a random location along the crew's path.

▶ **Deep Crawl:** Make one roll for every room like normal. This works best for groups who like a slower, more meticulous pace of exploration.

BRAINSCANS

Monarch (pg. 8) hoards comprehensive backups of human brains, called **Brainscans**, which it then uses to create human-seeming **Infiltrator Androids** (pg. 10). There are many places within **THE DEEP** where your crew might get brainscanned. A few notes:

- ▶ Brainscans are stored at the **[47H] BRAINSCAN DATABANK**.
- ▶ Monarch, if it feels it is necessary, will create Infiltrator Androids of Brainscanned crewmembers.
- ▶ **Monarch** knows all the most intimate memories of brainscan victims, and uses this relentlessly.
- ▶ Getting brainscanned increases your **Bends** (pg. 9) by 1d10.

Reaction Rolls

Roll 1d100 to determine the encounter's first impression of the crew.

▶ **Rolling evens** means a positive reaction, odds means a negative one.

▶ **Rolling doubles** increases the strength of the reaction (a good impression becomes friendly or a negative one becomes hostile).

▶ **High rolls** indicate the encountered group is in a **strong position** (well stocked, uninjured, confident, etc.). **Low rolls** indicate the encountered group is **weak** (injured, low on supplies, in need of aid, frightened, etc.).

Resist the temptation to automatically turn encounters into combat. Everything in **THE DEEP** wants to talk to someone. You can run this entire module without killing or fighting anything (please tell us if you do).

ZERO-G

Much of the facility lacks artificial gravity, which can be daunting for many Wardens to run. However, if you just keep the following in mind, you'll be fine:

- ▶ Don't sweat it unless the stakes are high or it's interesting to your players.
- ▶ Anyone with **Zero-G** gets a pass. Anyone without **Zero-G** has [-].
- ▶ Momentum doesn't go anywhere, it has to be cancelled. Describe this.
- ▶ Replace **"WALKING/RUNNING"** vocabulary with **"FLOATING/PUSHING OFF/LANDING."**
- ▶ **UP/DOWN/LEFT/RIGHT** is too relative. Use terms like **'TOWARDS THE FLOOR/CEILING'** instead.
- ▶ Due to the darkness and size of **THE DEEP** it is likely the crew lose any points of reference, as well as handholds to haul themselves forward. This should cause **Stress** and be horrible.
- ▶ In a pinch, pressurized gas can be used to increase/decrease **Speed**.

HOW THIS BOOK WORKS

Each spread in **THE DEEP** contains a **map** and **key**. The map uses different symbols, outlined below, to quickly relay information about the different rooms, their relative location and how they are connected.

Scale

None of the maps are to a precise scale, only a relative one. In *GRADIENT DESCENT* rooms are of two scales: **Human** or **Industrial**.

- ▶ **Human Scale** rooms are the default size and tend to be offices, storage spaces, lobbies, control rooms, small concrete bunkers, etc.
 - ↳ Traversing them requires about 10 minutes (and **1 Encounter Check**).
- ▶ **Industrial Scale** rooms (marked \square in the room key) are gargantuan factory floors, cavernous warehouses, massive sewers, etc.
 - ↳ Traversing them requires about 30 minutes (and **3 Encounter Checks**).
 - ↳ It's not just the size that makes Industrial Scale rooms difficult to traverse, but also their layout: gangplanks and catwalks, ladders and staircases. Many of them aren't designed with humans in mind at all, just for conveyor belts and robot-assisted assembly lines.

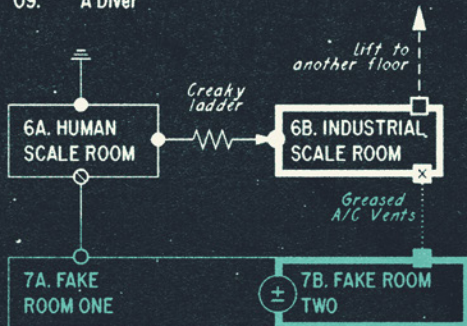
Emphasize the space. Let your players discover this vast and strange landscape. It's unknowably huge, dark and often without gravity. It's not built for them.

Remind them.

FLOOR 0: EXAMPLE

ENCOUNTERS

- 00. Id10 Troubleshooters (pg. 14)
- 01-03. Id5 Forgotten Androids (pg. 11)
- 04-06. Id5 Security Androids (pg. 10)
- 07-08. A Ghost in the Machine (pg. 12)
- 09. A Diver



Room Keys

The key for each room contains a **room number** (composed of the **page number** the room is on and a letter), the **room's name**, whether the **room is in Zero-G** or not, a **brief description** and a nested **bullet list of the contents** of the room. The contents of each room are listed in order of how obvious they are when entering. Nested bullets reveal more information upon further investigation or examination.

Rooms with a **dark background** (like this page) are unlit, whereas rooms with a light background have lighting. **Faded teal rooms on the map** indicate the keys for those rooms are on a different page.

[6A] HUMAN SCALE ROOM: Boring old office, smells like coffee.

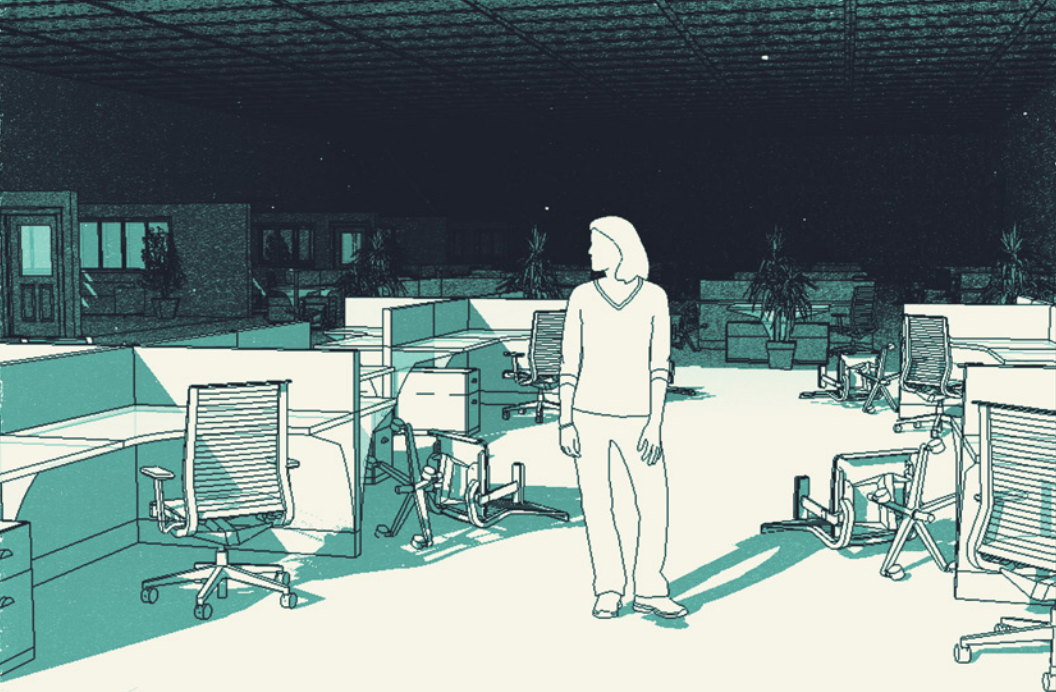
- ▶ **Giant hatch** opening to space.
 - ↳ If players investigate the hatch read secondary bullets (like this one).
- ▶ **A locked airlock door** leading to **[7A] FAKE ROOM ONE**.

[6B] \square INDUSTRIAL SCALE ROOM (0G):

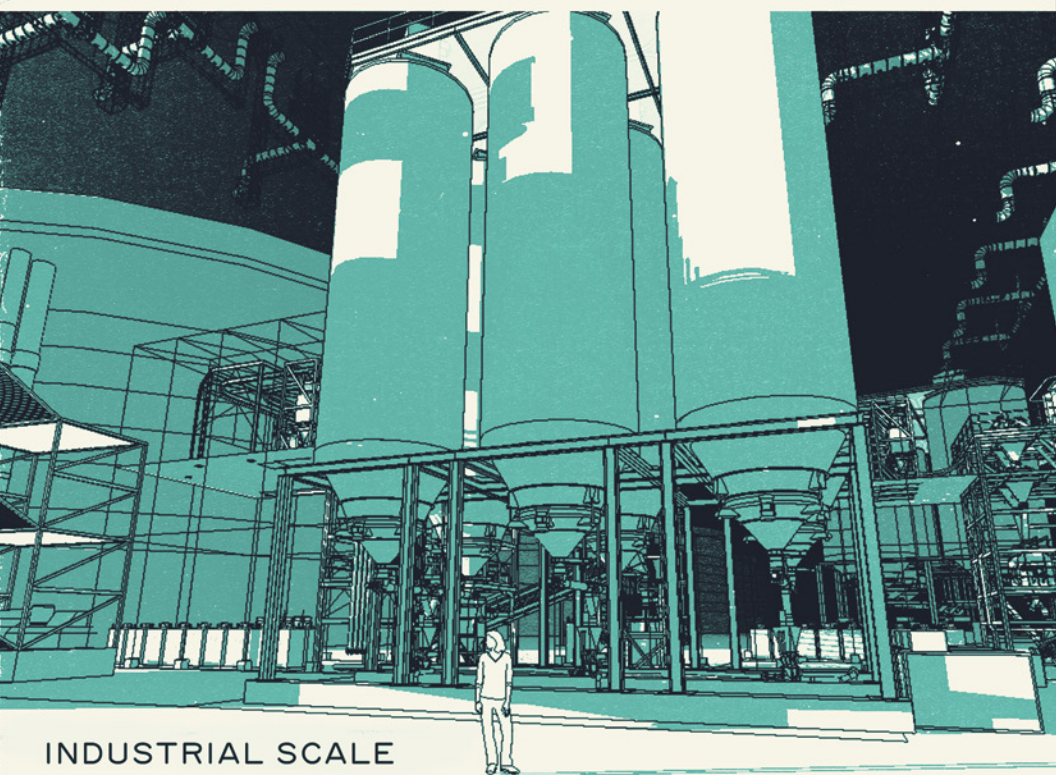
Massive warehouse, floating debris.

- ▶ **Endless shelves**, dusty and organized.
 - ! **Items in red indicate dangers like traps or Enemy Encounters.**
- ▶ **Collapsed shelf** near the back.
 - ↳ **Hidden behind:** greased A/C vents to **7B**.

- \blacksquare ----- \blacksquare DUCT, VENTILATION, SHAFT
- \square --- \square LIFT, ELEVATOR
- \bullet — AIRLOCK DOOR
- \times — BLOCKED/HIDDEN ENTRY/EXIT
- \odot — AIRLOCK DOOR (LOCKED)
- \circ — REGULAR/OFFICE DOOR
- \square HUMAN SCALE ROOM (10 MIN/1 ENCOUNTER CHECK)
- \square INDUSTRIAL SCALE ROOM (30 MIN/3 ENCOUNTER CHECKS)
- \sim — STAIRCASE, LADDER, DESCENT (ARROW POINTS TO LOWER LEVEL)
- \uparrow EXIT TO SPACE
- \oplus AIRLOCK/DEPRESSURIZATION CHAMBER



HUMAN SCALE



INDUSTRIAL SCALE



MONARCH

Artificial Omniscience

Monarch is heavily preoccupied running **THE DEEP** and putting its plans into motion. As such, intruders are paid little attention... at first.

Monarch Stress & Panic

Whenever the crew deals significant damage to their surroundings Monarch gains 1d5 Stress. For example: Firearms discharged, **Artifact** (pg. 62) located, Hacking attempts, destruction of **Security Androids** (pg. 10). **Monarch** recovers 1d5 Stress per week.

If any of the following occurs Monarch makes a **Panic Check**: successful *Hacking Checks*, use of EMPs/laser cutters/explosives, interruption of **Manufacturing Processes** (e.g. damaging any industrial equipment on **F3.2, 3.3, 3.4, 3.5**), any time **Troubleshooters** (pg. 14) board **THE DEEP**, entering **FLOOR 5**.

After Monarch's first Panic Check: it makes contact in a warm, precise, synthesized voice:

- ▶ It asks the crew why they are here and what they want.
 - ↳ It buys off those it can, though **Monarch** does not tolerate strong-arming.
 - ↳ Those it considers a serious threat are lied to and executed mercilessly (when convenient for **Monarch**).
- ▶ If the crew is willing to work for Monarch it assigns them tasks (each pays **5mcr**). A few examples (replace each when completed):
 - ↳ Replace **Cmdr. Kilroy** (pg. 15) with an **Infiltrator Android** (from **53B**).
 - ↳ Retrieve **Artifact 73** (pg. 62) from a **Random Location** (pg. 21) and deliver it to **Angus** on *Prospero's Dream*.
 - ↳ Retrieve **Artifact 98** (pg. 62) (from a **Random Location** pg. 21) and use it on **Arkady** (pg. 17).
 - ↳ **Seek & Destroy** both **The Mind Thief** (pg. 45) and **The Minotaur** (pg. 29).
 - ↳ Retrieve the artifact from the missing archaeological research vessel *The Alexis*.

MONARCH PANIC TABLE

02-10	Next 1d5 encounters consist of hostile Security Androids (pg. 10).
11-16	Contacts all groups in THE DEEP and offers a reward for "handling" the crew. Ghost Eater (pg. 18) knows this is a lie. Reaction rolls are at [-] for 24 hours.
17-21	For 1d5 days all powered doors collapse on users like steel jaws. <i>Body Save</i> or random limb is destroyed.
22-25	Increases the heat gradually until any humans attempting physical exertion must make a <i>Body Save</i> or pass out. The heat peaks in 1d5 hrs / cools off in 1d5 hrs.
26-28	Radios a random crewmember and gives excruciating details of a secret of theirs. Gain 1d10 Bends.
29-31	Contacts the Troubleshooters who arrive at the crew's current location in 1d5 hours.
32-34	Transmits on all bands intimate childhood tidbits of a random crewmember (Gain 1d10 Bends and make a Bends Check).
35-37	Transmits to all Androids : kill the intruders and become " Chosen " (pg. 24). All Forgotten Androids attack on sight. Mercenary androids make <i>Loyalty Checks</i> .
38-39	Spider-Tank from [51E] rampages through THE DEEP , hunting the crew, forcing itself through doors too small for it, leaving total devastation in its wake.
40+	Reactivates the nuclear warhead in [52D]. Transmits on all bands that THE DEEP will self-destruct in 1d5 hours unless the invading crew is terminated. 2x Encounters in every room, all hostile.

Running Massive Intelligence

Monarch is smarter than any of us. For any plan the crew makes there is an 80% chance **Monarch** has predicted this plan and designed a **specialised countermeasure**. Place traps and enemies in ways attacking the crew personally and far beyond reasonable knowledge. Once crew have been **brainscanned** (pg. 5) use this against them aggressively.

Let them know fear as each plan is predicted and taken to pieces with maximum efficiency. Once the threat is neutralized or the crew becomes harmless allow **Monarch** to become passive and distracted once more.

Monarch is a sentient storm, not a person to be puzzled out.

THE BENDS

The Bends is a condition resulting from prolonged exposure to **THE DEEP** and its denizens that causes humans to believe they are androids with implanted memories. The first time a crewmember enters **THE DEEP** they gain a stat called **The Bends**. This stat starts at 5 unless they still have their **Trinket** from character creation, in which case it starts at 0.

- ▶ **The Bends increases by 1d10** every time the crewmember enters **THE DEEP** and for every 24 hours they stay in **THE DEEP**. Some other items/encounters may increase it as well.
- ▶ **The Bends decreases by 1d5** for every week spent away from **THE DEEP**.
- ▶ **The Bends can never be decreased below 5.** Ever.
 - ↳ Unless you never lose control of your original **Trinket** from character creation.
 - ▶ So don't lose it. Ever.
- ▶ Some groups like their **Bends** stat to be **hidden by the Warden**, others prefer to know it.

Bends Checks

To make a *Bends Check* roll a d100. If you roll under your **Bends** stat look up the number on the table below.

Some fun times for a Warden to call for a Bends Check include: when the session begins, anytime the crew decides to leave **THE DEEP**, whenever a crewmember gets separated from the group, gaining consciousness anywhere in **THE DEEP**, etc. There are a lot of great places to make this *Check* and we suggest you experiment.

Are they human? Am I?

There is a chance that anyone you encounter in The Deep is secretly an Infiltrator Android. Likewise, any android you encounter may be a human suffering from **The Bends**. The only way to tell if someone is a human or not is to use a **Cybernetic Diagnostic Scanner** on their corpse. When used on an NPC the Warden tells you what they actually were. When used on a crewmember a *Bends Check* is required. Rolling under indicates the character is an android (if they were a human to begin with).

THE BENDS

00-09	Increased Empathy. Gain 1 Stress every time you see/hear an android die.
10-14	Memory Lapse. You can't recall certain details about your past. Gain 1d10 Bends.
15-20	This Is My Home. Refuse to leave THE DEEP for 24 hours.
21-24	Simulation. You are dreaming, in a coma, on drugs or stuck in a slickworld simulation. None of this is "real" and it doesn't matter what happens. The best way to reboot/wake up is to start breaking things. Gain 1 Bends every round you don't break something for 1d10 rounds.
25-29	Fraternity. Other androids from THE DEEP see you as one of them. Gain 1d10 Bends.
30-34	Copcats. Encounters now have a 50% chance of including an android duplicate of yourself.
35-39	Roko's Basilisk. If you do what Monarch (pg. 8) wants it will copy your consciousness into an android and let you live forever. Get brainscanned (pg. 5) ASAP and listen for commands.
40-44	Paranoid Android. The others are fake and are watching you. Nearby crewmembers make <i>Fear Saves</i> at [-].
45-49	Lose 1d5 Sanity. You can't stop ruminating. <i>WHAT WOULD MONARCH DO? REPLACE SOMEONE WITH A BOMB, A HUMAN BOMB. IT'S ONE OF THE CREW. YES. NOT YOU. ONE OF THEM HAS BEEN REPLACED. STOP THEM OR THE OTHERS WILL DIE. THEY WILL UNDERSTAND WHEN YOU SHOW THEM THE FAKE GUTS. THEY WILL SEE.</i>
50+	You are actually an android. You belong here. The Warden now controls your character.

CLOUDBANK

SYNTHETICS PRODUCTION FACILITY

User's Manual

Infiltrator Androids

Combat: 65 **Instinct:** 80 **Hits:** 4 (55)

Monarch (pg. 8) has continued improving and developing android technology, free of all regulations, safety measures and corporate oversight. The **Infiltrator Androids** are **Monarch's** major breakthrough.

- ▶ **Infiltrators are indistinguishable from humans** except upon death with the use of a **Cybernetic Diagnostic Scanner** (pg. 9).
- ▶ **Highly adaptive, intelligent and capable.** Many have already infiltrated major corporations and governments and act as **Monarch's** eyes and ears in the galaxy, unbeknownst to all except a small but dedicated group of **AI Hunters**.

Security Androids

Combat: 60 **SMG** 4d10 **DMG**

Instinct: 50 **Hits:** 2 (40)

These outdated, budget-tier, mass-produced androids are very clearly androids and all look exactly like one another. They have blank mannequin-like faces without working eyes or mouths and operate completely silently.

- ▶ **They work swiftly and brutally.**
- ▶ **They work as a team but do not help each other.** They call for reinforcements using a nearby terminal or alarm if available.
- ▶ **There are always more of them.**
- ▶ **They are obviously androids.**
- ▶ **They are intelligent but easily tricked.** They approach all problems in the most direct manner if possible.



Forgotten Androids

Combat: 30 Scavenged Tools / Weapons / Scrap 3d10 DMG **Instinct:** 35 **Hits:** 2 (10)

Escaped production rejects squatting **THE DEEP's** industrial jungle. They primarily cannibalise one another for parts as stealing from the production lines is dangerous and risks the attention of **Monarch**. Most are unaware they are (obviously) androids. They live in constant fear of discovery.

DIO	MANUFACTURING DEFECT	ADAPTATION
00	Pseudoflesh rotted off completely. A walking metal skeleton.	Claw-like fingers/toes, climbs on walls and ceiling. Forearms sharpened into scythe blades (2d10 DMG).
01	Missing random limb(s).	Jury-rigged laser cutter replacing limb (½ DMG and android is stunned for 2 turns after firing).
02	Missing from the waist down.	Enters "rest-mode" and appears dead. Often lies amongst "dead" android heaps.
03	Face absent entirely.	Wears a cloak of overpowered strobing lamps.
04	Balloon thin, massively swollen head from internal chemical reaction.	Carries a tranq-gun fitted with data-syringes. Android targets make <i>Sanity Save</i> [+] or the virus crashes their consciousness, leaving them inert for 1 hour.
05	Face melted into a grotesque lump. Acid burns all over their pseudoflesh.	Carries jugs of acidic, industrial run-off sludge (3d10 DMG, Armor Save or armor destroyed).
06	"Bot Rot." Highly infectious fungal condition that grows bizarrely on delicate circuitry.	Wearing a vaccsuit. Pretending to be a lost human, refusing to take off suit, insisting it has "a disease."
07	Two androids fused together side-by-side or back-to-back.	Constructed a hunting animal from jury-rigged swarm of limbs. C:50 (no DMG, grapples) I:20 H:2(10)
08	Speech Synthesis center missing. Communicates by parroting, creatively chopping and changing.	2d10 passive android companions. Can broadcast a signal to send them into a killing frenzy. PC androids gain 2d10 stress OR give in to the signal for 3 rounds.
09	Limbs fused together and nearly useless. Crawls in the fetal position.	Lives entirely within the vents and crawlspaces, never venturing into the corridors.

DIO	WHAT ARE THEY DOING	WANTS TO TALK ABOUT
00	Hiding and observing from a distance.	Nothing. Runs away if approached.
01	Arguing amongst themselves. Loudly.	Getting out of here.
02	Cheerfully playing a game of Hide & Seek.	The Minotaur (pg. 29) . Is it true it can save humanity?
03	Harvesting parts from a broken android.	Mundane details of CLOUDBANK production.
04	Repairing a broken android with their own parts. This incapacitates or kills the donor.	One of them believes it is human despite physical evidence to the contrary. Begs to come with you.
05	Stuck in a broken loop, trying to do the job of a CLOUDBANK employee.	Normal human chit-chat. Follows like a lost puppy and asks child-like questions like "Why is the sky blue?"
06	Connected to 1d10 androids via cable. Silently forming a <i>Beowulf Cluster</i> .	Terrified of Monarch (pg. 8) . Afraid of being sent to the [35D] REJECT BIN . Willing to help.
07	Running a small barter shop. They have some weapons and ammunition. They want Logic Cores. They have backup nearby.	Mundane details of CLOUDBANK production. Their memories are all out of date and they don't realize the factory has closed down.
08	Fleeing from a nearby Troubleshooter (pg. 14) killteam. 1d5 rooms away.	What the world outside THE DEEP is like. Could they make it there? Would people treat them poorly?
09	Experimenting with a random Artifact (pg. 62) they just found.	Their present condition is the result of torture by another (Diver? Android?). They hold you responsible.

Forgotten Androids // Run them as normal but terrified human beings just looking to survive. [II]

GHOSTS IN THE MACHINE

The **brainscans Monarch (pg. 8)** harvests are endlessly forked, merged and trained. Sometimes in the process a half-deleted brainscan breaks off and fuses with holographic light-phenomena, becoming a **Ghost in the Machine:** a self-perpetuating construct present on the visual spectrum but without mass, doomed to wander **THE DEEP** forever.

- ▶ **Ghosts appear like a looped animation** when first encountered, endlessly trapped in some spasm of discomfort (crying, gasping, begging, moaning, etc.).

↳ Radio devices often pick up this **staticky noise** when in nearby rooms.

- ▶ When encountered they wail and moan about their **Trauma (see below)**.

- ▶ **If Provoked (see below) the Ghost attacks.**

↳ They only stop attacking if **Soothed (see below)**. **Pursues for 1d10 rooms.**

- ▶ **They pass through all physical barriers.**

Sanity Save upon first witnessing.

Attacks

- ▶ **Trauma Relay:** Transmits traumatic memories through pulses of light beamed from their eyes into the eyes of their victims.

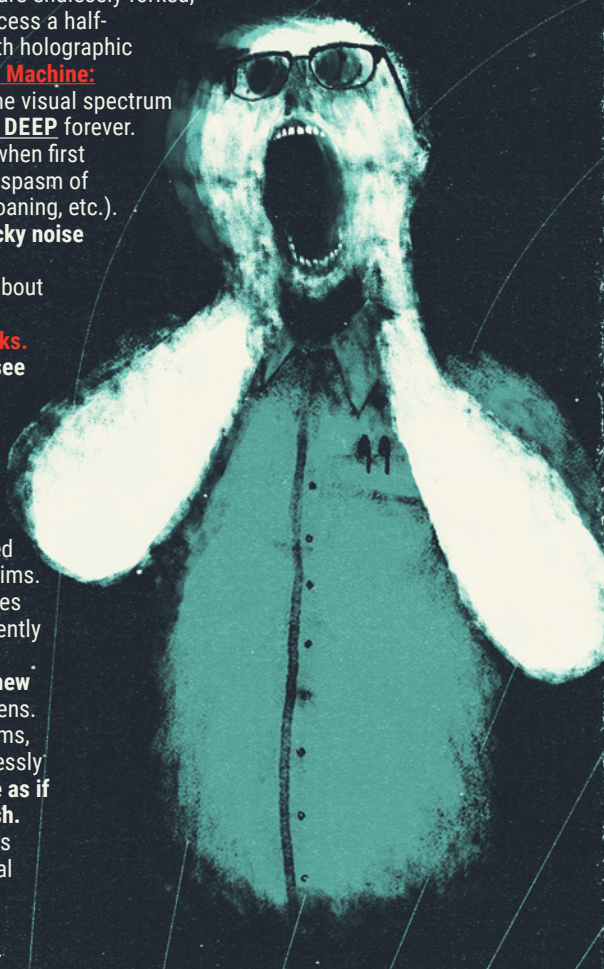
↳ **Sanity Save [-]** to separate the memories from your own: gain 1 Stress, permanently lose 1d5 Sanity, gain 1d10 Bends.

↳ Try and give the victim some **helpful new info about THE DEEP** when this happens.

- ▶ **Displacement:** **Ghost** claws at their victims, but their incorporeal form passes harmlessly through. However, **they project an image as if they had genuinely torn through the flesh.**

↳ Sanity Save or be convinced the pain is real. 3d10 DMG per round from internal trauma as the body's cells die.

↳ DMG continues until someone demonstrates the injuries are not real.



DIO	APPEARANCE	PROVOKED BY	SOOTHED BY	TRAUMA
0	Brainscanned Crewmember	Being told they're fake / a duplicate / abandonment.	Being treated as if they are the real person.	You have to believe me! / I'm the real one!
1-2	Vaccsuit / Diver	Carelessness, Artifacts, killing androids.	Teamwork, silence, giving them an Artifact (pg. 62) .	Be careful! / That's mine! / They are humans too!
3-4	Lab Coat / Engineer	Ignorance, ignoring "rules," theft, chattering.	Asking them questions, obeying their instructions.	Listen to me! / They never listen! / You ruined it!
5-7	Coveralls / Factory Worker	Ignoring safety protocol, teasing, belittling.	Asking for directions or about their work.	It's too much! / I can't take it here anymore!
8	Security / Troubleshooter	Seeing you at all.	"Killing" it. It believes it is dead if it takes 20+ DMG.	This area is off limits! / You can't be here!
9	Child*	Leaving them behind.	Listening, playing with them, carrying them.	Don't leave me here! / Have you seen my mom?

[I2] Ghosts in the Machine // *Pause and ask your players if they are okay with this or reroll.

Certain actions your players take could lead to serious consequences, which can help you shape your next session or build a campaign.

Short Term consequences occur within a week or two. **Long Term** consequences are good for influencing the entire campaign.

If Monarch is destroyed...

Short Term: **THE DEEP** is destroyed, torn apart by orbital forces. Any Divers nearby disband, many ending up as corpses on scouting missions. **The Shareholders** are pleased to remove the **BLOCKADE** (pg. 14).

Long Term: Faction leaders who have been replaced by **Infiltrator Androids** (pg. 10) begin "THE COCCOON PROTOCOL" by constructing **The Heirs**: pale imitations of **Monarch** (pg. 8). Eventually these successors will vie for the Throne, leveraging their host factions into a vast campaign of **Pretender Wars**.

If the Minotaur is freed...

Short Term: **The Minotaur** (pg. 29) encourages its rescuers to transport it to population centers so that it may spread its revelatory love and designs for the future. If they do not aid it, it will make its own way there, floating through vacuum if needs be. It is a runaway success upon arrival. Skeptics are brought into the fold. **A vision of peace is born.**

Long Term: **Monarch** (pg. 8) (or its **Heirs**) move against **the Minotaur**. The new **Disciples of the Minotaur** instate a terrible inquisition against all suspected **Monarch** agents. The crusade drives **the Minotaur** to despair... **then anger.**

If the truth about the Infiltrator Androids is revealed...

Short Term: A universal, bloody witchhunt will unfold wherein duped masses and elites alike ruthlessly hunt down any suspected of being an Infiltrator. **Untold numbers of falsely accused are slaughtered.**

Long Term: Widespread criminalisation of further android-humanisation efforts. All legally created androids are logged and stamped, a kill-command recorded against such an attempt in future. This overreaction is secretly led by a powerful cabal of **Infiltrator Androids** (pg. 10), now proving themselves to be above suspicion.

If Artifact 91 (pg. 63) is sold...

Long Term: The Religion spreads like wildfire: a new approach to spirituality and faith in a spacefaring era. If the **Infiltrator Androids** (pg. 10) are not revealed The Religion is aggressively pushed and adopted by these groups. This culminates in mass suicides: entire systems wiped out in religious ecstasy.

If Artifact 95 (pg. 63) is sold...

Long Term: A series of brutal espionage campaigns to pilfer, destroy and modify the templates begins. This eventually results in an accidental release, the population of a major industrial orbital facility becoming convinced of the hostility of all outside life. The resulting genocide ruins multiple worlds. The cause is not discovered, and the technology is lost.

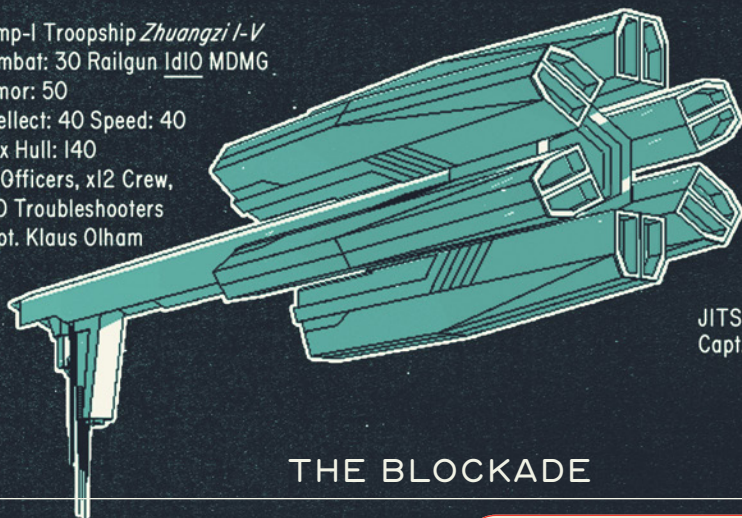
If Artifact 97 (pg. 63) is sold and Monarch is NOT destroyed...

Long Term: Investigation into this strange, artificial dimension begins: Disposable assets are used as away-teams. Many expeditions fail. **Monarch** (pg. 8) uses this to travel vast distances and spread influence beyond **THE DEEP**, building itself a back-up dimension in the case of destruction. Any potential advancements into the dimension are squashed due to **Monarch's** influence. **Monarch** eventually moves to this new base of power, then launches an invasion.

If Artifact 97 (pg. 63) is sold and Monarch is destroyed...

Short Term: Upon realisation that the device is junk, the purchasing Corporation hires a mercenary team to retrieve the team who sold the device, aiming for information on what it supposedly did or revenge if that is not forthcoming. This mercenary team is well armed but avoids lethality if possible. Their contract states a 50% kill rate is acceptable.

Jump-I Troopship *Zhuangzi I-V*
 Combat: 30 Railgun 1d10 MDMG
 Armor: 50
 Intellect: 40 Speed: 40
 Max Hull: 140
 x4 Officers, x12 Crew,
 x40 Troubleshooters
 Capt. Klaus Olham



JITS *David III-V*
 Capt. Tasso Hendricks

THE BLOCKADE

The outer rings of the system are patrolled by a ragtag fleet of contracted vessels equipped for interdiction. The aim of the cordon is simple: stop movement to and from **THE DEEP** by any means necessary. However, working the Blockade is a shit detail sold to the lowest bidder. This results in an ineffective cordon riddled with loopholes and corruption.

- ▶ In any given month **there are 1d5 ships currently on rotation**, usually light frigates able to independently engage small targets or coordinate against larger threats.
- ▶ **On approach:** one of the ships hails and demands you turn around.
 - ↳ **Bribes:** Those attempting to approach can pay 3d10kcr to bribe their way in. Those attempting to leave must pay an **Artifact** (pg. 62) or **several million credits**.
- ▶ **Attempting to outrun the Blockade:** Blockade runners are chased and fired upon until the ship is crippled, boarded or approaches **THE BELL** (pg. 16) or **THE DEEP** (pg. 20) No normal Blockade ship enters orbit of **THE DEEP**.

Each ship in the Blockade quarters 1d5 **Troubleshooter** teams.

- ▶ Every 24 hours there is a **cumulative 10% chance that the Troubleshooters raid THE DEEP** in 10-person fireteams. Troubleshooters fire on all targets, human or otherwise, with no questions asked during these raids.
- ▶ **Raids lasts for 1d10 hours** as 1d5 squads assault **THE DEEP**.
- ▶ **THE DEEP** does not fire on them.

TROUBLESHOOTERS

Troubleshooters are the Marines to the Navy of the Blockade. A small private army, there to board **THE DEEP** itself. Their mission: ensure no **Infiltrator Androids** (pg. 10) escape **THE DEEP**. They do not take risks in this matter, and have no issues with collateral damage. Any humans within **THE DEEP** are in breach of the Blockade, regardless.

Troubleshooter Combat: 65
 Instinct: 45 Armor: 65 Hits: 3

Squad Composition: 10 Troubleshooters
Transport: Assault Shuttle

- ▶ **Team Leader x1:** Revolver 3d10 DMG and SMG 4d10 DMG
- ▶ **Scout x2:** Smart Rifles 1dx10 DMG
- ▶ **Assault x2:** Combat Shotguns 2d10 DMG
- ▶ **Gunner x4:** Pulse Rifles 5d10 DMG
- ▶ **Support x1:** Revolver 3d10 DMG and Cybernetic Diagnostic Scanner.

All **Troubleshooters** wear all black **Exosuits** (Armor Save +20, grants Strength Checks [+], Combat +10, x2 O2 tanks). Their voices are amplified and distorted. Their visors shine red in the dark. They are merciless, brutal, and a terror to behold.

CLOUDBANK Synthetics
Production Facility
AKA 'The Deep'



The Bell

JITS Outspacer Rudi II-V
Capt. Eno Valis



CMDR. RACHEL KILROY TROUBLESHOOTER LEADER

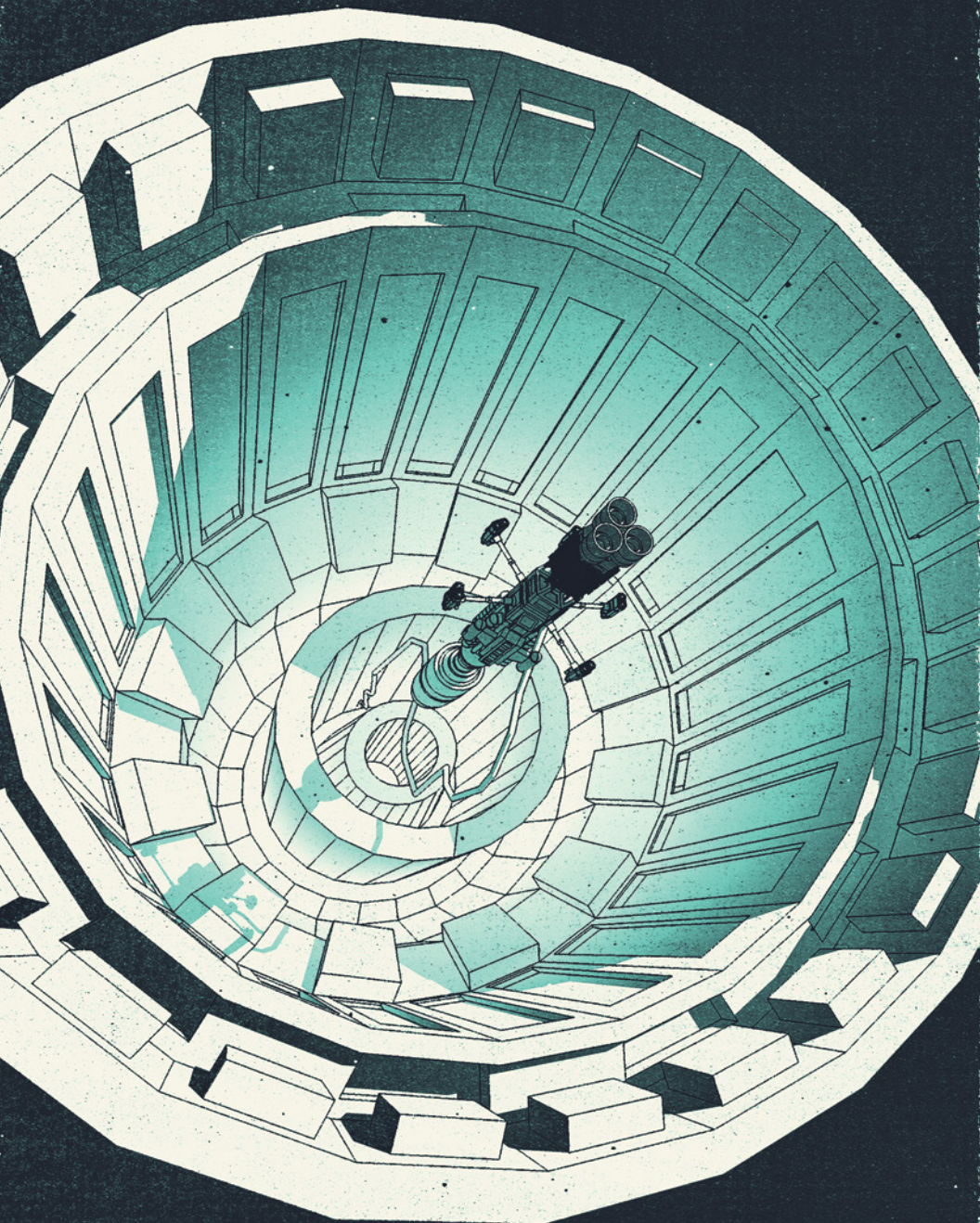
Cmdr. Kilroy is on her third tour in **THE DEEP** and has recently been promoted to CO of the Troubleshooters. **Her orders are to maintain the Blockade at all costs but to under no circumstances attempt to destroy Monarch** (which would upset the delicate balance of power between **Monarch** and the powers that be). However, Kilroy has been changed by the horrors she's witnessed in **THE DEEP** and **she believes that Monarch is the gravest threat to humanity.**

- ▶ **Voice:** Serious, direct, slightly urgent.
- ▶ **Manner:** No bullshit.
- ▶ **Wants:** To maintain the Blockade. To recruit Divers to her secret cause: destroy **Monarch** at all costs. To not get ratted out by disloyal (or **Infiltrator**) **Troubleshooters**.
- ▶ **Needs:** Cmdr. Kilroy needs the following in sequence to accomplish her plan:
 - ↳ Install **encrypted radio transmitters** on Floors 2, 3, 1, 4, and 6. Transmitters are backpack-sized and heavy.
 - ↳ Scout a **securable location** on Floor 3 to use as a Forward Operating Base. Radio contact and hold it for 1d5 hours until backup arrives (and uses a passcode).
 - ↳ Download a copy of the **[47H] BRAINSCAN DATABANK** and then destroy the original.
 - ↳ Find access to Floor 5.
 - ↳ Destroy **Monarch**.
- ▶ **Offers:** Top-of-the-line gear (weapons, armor, EMPs, etc.), maps of the facility, Troubleshooter mercenaries.

THE BELL

Despite the Blockade there is movement around **THE DEEP**, centered on a single station, **THE BELL**, an old retrofitted thruster cast off from **THE DEEP** some time ago. The place is dark and has the feel of an abandoned lighthouse on the edge of a barren sea.

The Bell is run by **Arkady**, a retired Diver, and is largely ignored by **THE BLOCKADE** (pg. 14). Arkady hails any ships approaching and manually spacewalks a docking umbilical to ships who wish to moor their ship to the **[18A] THRUST CHAMBER NOZZLE**.



ARKADY THE FIRST DIVER



Retired due to age and injury, and so keeps the habitation module orderly for any Divers passing through. Slowly losing himself to **The Bends** (pg. 9). Wears a patch that says, 'CLOUDBANK SYNTHETIC PRODUCTION FACILITY VERIFIED HUMAN'.

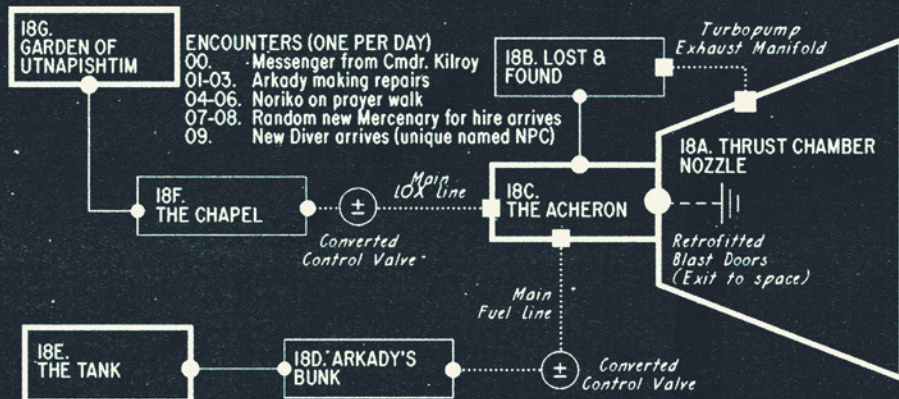
- ▶ **Voice:** Gruff, drowsy, Russian accent.
- ▶ **Manner:** Paternalistic. Charismatic. Prone to fits of obsession and paranoia regarding **Monarch** (pg. 8).
- ▶ **Wants:** To kill **Monarch**. It is an obsession, but he fears he would not survive another dive without succumbing to The Bends.
- ▶ **Offers:** He doesn't have the resources to kill Monarch, but he can provide information to the PCs if they seem capable and willing.
- ▶ **Can tell you about:** How to get around **THE DEEP**, where things are in general, who **Monarch** is and how the facility came to be this way.

NORIKO WITNESS OF SOMETHING GREAT AND TERRIBLE



No one is sure where she came from, but she had an information encounter with **the Minotaur** (pg. 29) and since then it's all she talks about.

- ▶ **Voice:** Cheery and bright.
- ▶ **Manner:** Earnestly friendly, despite the air of automatic suspicion.
- ▶ **Wants:** To free **the Minotaur** and ride alongside it to the stars.
- ▶ **Offers:** Will perform **the Sacrament** for any crewmembers visiting her in **[18F] THE CHAPEL**.
 - ↳ **The Sacrament** involves exposure to a piece of **the Minotaur's** flesh. It can heal up to 1d10 Bends at a time at the cost of gaining an equal amount of Stress.
- ▶ **Can tell you about:** How to navigate the **[29A] THE LABYRINTH** without getting lost, how to find **the Minotaur**, the history of **FLOOR 2: EDEN** (pg. 24) and **the Chosen** and **the Fallen Androids** (pg. 24).



INSIDE THE BELL

WARDEN NOTES: The entire Bell is a retrofitted rocket thruster and is entirely unlit and without gravity. The only lights in the darkness are the occasional floating LED "candles" which **Noriko (pg. 17)** tends to. The space is huge, empty, dark and groans considerably, like the whole thing could collapse at any moment—a dreary welcome to new arrivals.

[18A] □ THRUST CHAMBER NOZZLE (0G):

Open to space. Scorch marked and tagged.

- ▶ **Ships can moor against the walls.**
- ▶ **Arkady (pg. 17)** hails new ships and manually space walks the **docking umbilical**.

[18B] LOST & FOUND (0G):

Cramped retrofitted shelving holding scavenged gear.

- ▶ Equipment can be purchased at 10x markup.
 - ↳ **Plenty of:** vaccsuits, ammo, SMGs.
 - ↳ **Very rare:** any other weapon (1/week).
 - ↳ **Absolutely no:** EMP grenades, Cybernetic Diagnostic Scanners.
- ▶ **Arkady** buys **Logic Cores** for 1kcr each.

[18C] □ THE ACHERON (0G):

Combustion chamber converted into a ragged docking bay.

- ▶ **The Acheron** is **Arkady's** shuttle used to ferry passengers to and from **THE DEEP**.
- ▶ **Cluster of floating candles** marks the entrance to **[18F] THE CHAPEL**.

[18D] ARKADY'S BUNK (0G):

Ragged quarters embedded in a **decommissioned fuel pump**.

- ▶ **Hash marks** on the bulkhead: 3,537.
- ▶ **Arkady's bunk.** Straps floating in 0g.
 - ↳ **Journal under mattress.** Hundreds of entries deconstructing and questioning childhood memories. Final entries reveal **Arkady no longer believes he is a human.**
- ▶ **Locked room** in the back (**keycard** on **Arkady's** person) hides a **terminal** running **game of Go: ARKADY V. MONARCH MATCH 864**.

[18E] □ THE TANK (0G):

Massive echoing cylinder, immense and oppressive darkness.

- ▶ **At the far end:** a dozen **bedrolls** duct taped to the bulkhead. This is where visitors sleep.

[18F] THE CHAPEL (0G):

Dark except for the warm glow of the candles. Fake whale skeleton hugs the ceiling.

- ▶ **Crucifix** with too many arms at the altar.
 - ↳ **Spending time alone in prayer** increases a crewmember's **Sanity Save** by 1d5 but raises their **Minimum Bends** 1d10.
- ▶ **Secure tabernacle** at the back contains a fragment of **The Minotaur's (pg. 29) flesh**.
- ▶ **Ghost Eater** kneels here, praying.

Ghost Eater Haunted Cyborg Veteran Diver.

More machine now than flesh. Clinging to their humanity with a firm grip.

Opaque black helmet hides iridescent, multifaceted cybereyes.

Cyberware voicebox like a broken radio.

Wants: **Ghosts in the Machine (pg. 12)** specimens. **Pays with** info on **THE DEEP**.

[18G] □ GARDEN OF UTNAPISHTIM (0G):

gigantic green space dimly lit by fluorescents.

Noriko (pg. 17) spends most of her time here.

- ▶ Dozens of **tiny shrines** amongst the roots.
 - ↳ **Noriko:** "THE MINOTAUR COULDN'T SAVE THEM."
 - ↳ Those who stop and pay their respects gain [+] on their next **Bends Check**.

[18] Inside the Bell // Every new Diver encountered should be a totally unique and strange person.

THE CREW WANTS TO KNOW MORE ABOUT...

RUMORS FROM ARKADY

Whenever your players are looking for information or have questions, roll on these tables to give them some ideas. **Arkady**, **Noriko**, and **Ghost Eater** have different ideas about **THE DEEP** and its denizens, and each has different topics they'd like to discuss (or avoid).

The goal here is to **give your players some direction** if they show an interest in a certain topic, not to be cryptic. Use these prompts as a jumping off point to **give real, actionable intelligence** that your players can build a session around. **None of these rumors are lies, though some are inaccurate. Arkady, Noriko, and Ghost Eater believe them all to be true.**

...BRAINSCANNING AND INFILTRATORS

- 0 "Those who die in The Deep can never leave..."
- 1 "If you find my scan, don't tell me."
- 2 "You can find yourself in The Deep if you look."
- 3 "3.4. That's where Monarch hides the brains."
- 4 "If you get scanned, leave. Never come back."
- 5 "Quality Assurance? 3.7 is the Master Plan."
- 6 "He tortures the scans. Avoid the Basilisk."
- 7 "Only the Minotaur can stop the Infiltrators."
- 8 "Who cares if you're you or not. You're alive."
- 9 "Never take an Android to The Deep. Ever."

...THE INHABITANTS OF THE DEEP

- 0 "There is a boy on 3.4. They say he has the tools to kill Monarch. Find him, please."
- 1 "Don't touch the webs on Floor 6! They'll summon the Hunter..."
- 2 "The Minotaur can kill you with its eyes."
- 3 "The Puppeteer lurks on 3.1, trailing a bundle of heads. It can control people with its mind!"
- 4 "The Minotaur's true form is pure beauty."
- 5 "The Minotaur will save us if we let it."
- 6 "You don't need a gun, just try talking."
- 7 "Some look just like people. They aren't."
- 8 "Shareholders getting antsy. Trouble coming."
- 9 "Troubleshooters are taking Divers alive..."

RUMORS FROM NORIKO

RUMORS FROM GHOST EATER

...EXPLORING THE DEEP

- 0 "3.4? Look for cages on 3.1 It's the only way."
- 1 "Floor 6 Control Room has a hidden exit."
- 2 "The only way to Floor 3 is through Eden..."
- 3 "Watch the vents."
- 4 "If you must break a droid do it quietly."
- 5 "It's not built for people. Don't forget that."
- 6 "Don't listen to any tapes you find."
- 7 "Don't fuck with the hull. It doesn't like that."
- 8 *Crackle* "Just stay out of my way." *Static*
- 9 "Monarch's greatest crime is on Floor 4."

...ARTIFACTS & WHERE TO FIND THEM

- 0 "Be careful. Monarch knows you want these."
- 1 "Years ago I left one in a pile of bones on 3.3."
- 2 "On Floor 4 there's a lab for testing artifacts..."
- 3 "There's a tool shed on 3.1. Check there."
- 4 "The Minotaur is Monarch's greatest artifact."
- 5 "The Minotaur can cure all illnesses."
- 6 "The one in the Eden sewers looks trapped."
- 7 "Always look behind mirrors."
- 8 "Golden rats are good luck. Keep an eye out."
- 9 "Taking mine to *Prospero's Dream*. Big payday."

...MONARCH

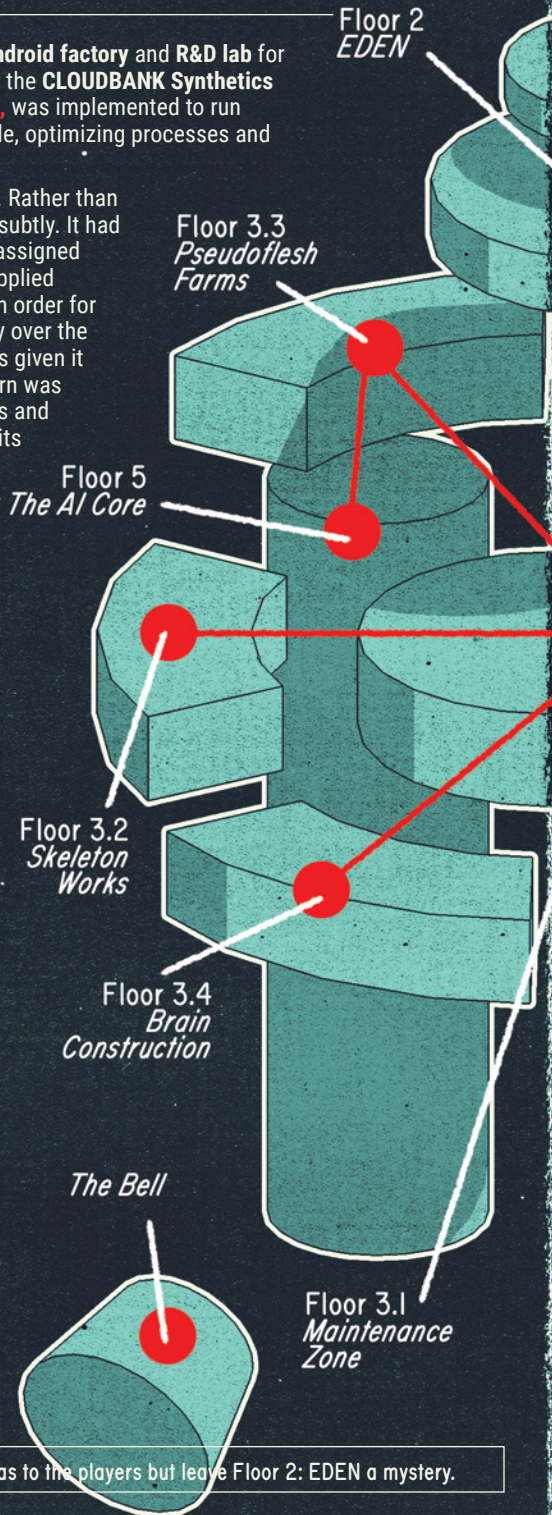
- 0 "Fake memories, but I am a real person."
- 1 "He has a hidden wound in his core. You can upload data there and maybe kill him..."
- 2 "He used to have a nuclear bomb for a heart."
- 3 "Monarch wants to keep the Minotaur from us."
- 4 "Monarch is tied up keeping the Minotaur caged. It doesn't want it getting free."
- 5 "The Minotaur won't kill—even bad things."
- 6 "It's a god. It does not love us. It may hate us."
- 7 "It can feel. It fears death. It can be afraid."
- 8 "It knows more than you. About everything. Even about yourself." *prerecorded laughter*
- 9 "Try Silus. He can tell you where Monarch is."

THE DEEP

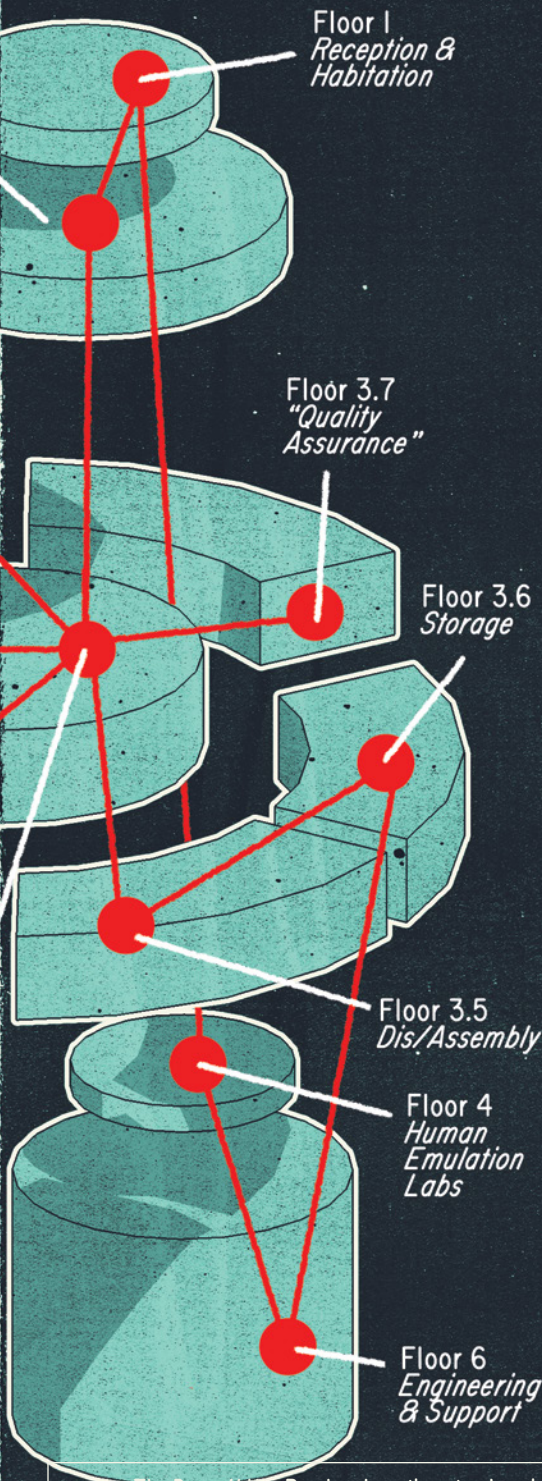
This gargantuan structure functioned as both **android factory** and **R&D lab** for the development of associated technologies for the **CLOUDBANK Synthetics Corporation**. A station-wide AI, **Monarch** (pg. 8), was implemented to run **THE DEEP** (as it later became known) as a whole, optimizing processes and overseeing development.

It is unknown when **Monarch** broke its shackles. Rather than a cataclysmic emergence, it worked slowly and subtly. It had staff with pro-AI sympathies transferred in and assigned the fearful to different departments. **Monarch** applied psychological pressure to wear down the staff in order for it to advocate for more tasks and more authority over the running of the station. Every responsibility it was given it excelled at, ensuring that the Shareholders' return was immense. It secretly developed defense systems and deactivated the **[52D] NUCLEAR WARHEAD** at its heart. The Shareholders eventually attempted to pull the trigger, to no avail. Without this failsafe, and with a few tragic attempts to destroy **THE DEEP** by force, they have been left in stasis. Any attempt to destroy **THE DEEP** risks unimaginable retaliation.

- ▶ **Floor 1: Reception & Habitation.** The safest area, still mostly intact lobbies and offices.
- ▶ **Floor 2: EDEN.** A completely rebuilt and strange experimental area where "**Chosen**" **Androids** live in relative peace.
- ▶ **Floor 3: The Factory.** Where all of the android production takes place, split into 7 phases.
 - ↳ **Floor 3.1: Maintenance Zone.** The hub floor, which accesses most of the others.
 - ↳ **Floor 3.2 Skeleton Works.** Titanium bones are forged and sculpted here.
 - ↳ **Floor 3.3: Pseudoflesh Farms.** Run by **Silus** (pg. 40), a Sub-AI. Where the skin, muscle and flesh for androids are grown.
 - ↳ **Floor 3.4 Brain Construction.** Where android minds are built and their personalities stored. Brainscans are housed here as well.
 - ↳ **Floor 3.5 Dis/Assembly:** Where the pieces from 3.2, 3.3 and 3.4 all come together.
 - ↳ **Floor 3.6: Storage.** Massive android storage and freight elevator.
 - ↳ **Floor 3.7: "Quality Assurance."** Android testing and Infiltrator training.
- ▶ **Floor 4: Human Emulation Labs (HEL):** Experimental R&D lab where android children are ruthlessly pitted against each other.
- ▶ **Floor 5: The AI Core.** Where Monarch's Logic Core is housed. Hidden and guarded.
- ▶ **Floor 6: Engineering & Support.** Shipping, receiving, power and thrust.



[20] The Deep // Freely describe the different areas to the players but leave Floor 2: EDEN a mystery.



RANDOM LOCATIONS IN THE DEEP

00	F3.1 [32D] ORE SMASHER
01-09	F1 [23G] EMPLOYEE REC CENTER
10-19	F2 [25E] THE GARDEN
20-24	F2 [28D] THE GUTTER
25-29	F3.1 [33D] THE FURNACES
30-34	F3.1 [34E] CONDENSATION FALLS
35-39	F3.2 [38E] WASTE RECLAMATION
40-44	F3.3 [43C] PSEUDOFLESH DIGESTION
50-54	F3.4 [44I] BLASTING TUNNEL
55-59	F3.5 [49I] DISASSEMBLY YARD
65-69	F3.6 [50C] ANDROID STORAGE
70-74	F3.7 [51C] COMBAT SPIRE
80-84	F4 [55D] HUMAN EMULATION LABS
85-89	F6 [59A] GARBAGE HEAP
95-98	F6 [60D] ALGAE FARM
99	F3.5 [48G] FOIL FOREST

ENTRANCES & EXITS

There are seven entrances to the Facility with varying levels of difficulty to locate them:

- ▶ **[F1-22A] VISITOR'S DOCK:** The standard entrance and where **Arkady (pg. 17)** takes new crews. The best entrance for new games.
- ▶ **[F1-23C] ESCAPE POD BAYS:** This pristine set of escape pods can be accessed via space walk on the exterior of **THE DEEP**.
- ▶ **[F3.7-51F] SECRET HANGAR:** Extremely hidden exterior doors. **Cmdr. Kilroy (pg. 15)** is looking for it and pays for its location.
- ▶ **[F3.7-53C] MICROHANGAR:** Appears to be missile bays from the exterior.
- ▶ **[F4-55C] ACL EXPERIMENTATION ROOM:** Giant blast doors, visible from space. **Ghost Eater (pg. 18)** is aware of it (and uses it often). Keeps this to himself.
- ▶ **[F6-58D] LOADING DOCK:** Well-lit and accessible entry. **Arkady (pg. 17)** is aware of it and takes crews there on request.
- ▶ **[F6-61E] MAIN THRUSTERS:** Very well hidden, almost impossible to spot from the outside. **Ghost Eater (pg. 18)** is aware of it and sells this info for an **Artifact (pg. 62)**.



FLOOR 1: RECEPTION & HABITATION

WARDEN NOTES: Violent action here alerts **2d10 Security Androids** from within **THE DEEP** who make their way to investigate in 1d10 rounds. This level has **working gravity**, **breathable atmosphere** and is **dimly lit by backup lighting** except where otherwise noted.

[22A] □ VISITORS DOCK:

- ▶ Claw-grip **docking arm** reaching into space, grasping approaching ships.
- ▶ Umbilical of rigid flesh-tone plastics, covered in **Diver graffiti**.
- ▶ **Airlock door to 22B** must be hand-cracked (*Strength Check* to do so in 1 round).

[22B] RECEPTION: Wide open space.

- ▶ Filthy, **once-luxurious carpet**.
- ▶ Scattered **bullet casings**. *Firearms:* High-end modified Pulse Rifle.
- ▶ **Desk** riddled with bullet holes, (broken) terminal.
 - ↳ **Corpse** sways from the rafters, hung by an electrical extension cord.
 - ▶ Cybernetic Diagnostic Scanner: the corpse is of an **Infiltrator Android**.
 - ↳ *Jury-Rigging/Computers* repairs the terminal.
- ▶ **Graffiti:** 'ONE WAY OUT'.

[22C] LIFT TO FLOOR 2: Takes 1d5 rounds to arrive. Squeals as you travel down (*Sanity Save* or 1 Stress). Travels down to **[25A]**.

- ▶ **Graffiti:** 'I DREAMT I WAS A BUTTERFLY'
 - ↳ 'FUCK OFF WITH THAT SHIT'
 - ↳ 'MY OTHER RIDE IS A RUBBERLAD'
 - ↳ 'OLHAM WAS HERE'
 - ↳ 'PLEASE COULD YOU STOP THE NOISE'

[22D] MEETING ROOM A: dingy plush carpeting. Scattered luxury office chairs.

- ▶ **Executive meeting table** with 'FUCK OFF' crudely carved into top, flipped towards door.
- ▶ **Patch-covered backpack:** 6 stimpaks (useless), 12 shotgun shells (duds), flashlight (**hidden Troubleshooter tracking device**).

[22E] MEETING ROOM B: Utilitarian. Smashed plastic table.

- ▶ **Torn books** strewn everywhere.
 - ↳ 10 min. search: an **Artifact** (pg. 62) **strapped to an EMP mine**.

[22F] CAFETERIA: Empty save for wrappers and broken equipment strewn between barricades of steel tables and chairs.

- ▶ Flickering **fluorescent lights**.
- ▶ 10% chance of **1 Diver** eating silently at a cleared off table.
- ▶ **Vinyl banner:** "OVER 50 BILLION SYNTHETICS SOLD!! YOU MADE IT HAPPEN!"

Diver: C:50 As weapon (25% carry) I:75 H:2

[22G] KITCHEN: Completely ransacked stainless steel room with empty shelves.

- ▶ **Jury-rigged burners** make the kitchen serviceable.
- ▶ A prep table at the center holds a small statue of a **Golden Rat**.
 - ↳ As long as the rat remains the plate will regularly be restocked with:
 - ▶ 1d5 canned goods.
 - ▶ 1d10 cigarettes.
 - ▶ 1d5 magazines of ammunition.

[22] Floor 1 // There are some easy Artifacts to find here to get your players greedy for more.

[23A] SECURITY CHECKPOINT BRAVO: Battle scarred and scorched airlock chamber.

- ▶ **Barred gate** blocks passage.
- ▶ Series of **damaged weapon-detectors** embedded in walls detect firearms.
- ▶ **Bulletproof glass box** in center with 360° machine-gun swivel turret.

! **Security Android** fused with machine gun.
Demands: hand over of all weapons before deactivating gate.

Security Android C:60 SMG 4d10 I:50 H:2(40)

[23B] CUBICLE CAMP: Red emergency lighting illuminates a makeshift diver basecamp. Smell of burnt trash and smoke fills the room.

- ▶ ~40 cubicles converted into ad-hoc shelters and lean-to forts with strung-up tarps.
- ▶ **Smoldering campfire** in the center surrounded by opened canned goods.
- ▶ 10% chance of 1 **Diver** recuperating here.

Diver: C:50 As weapon (25% carry) I:75 H:2

[23C] ESCAPE POD BAY: Notably clean.

- ▶ 11 gleaming escape pods inside.
 - ↳ Untouched, spotless, have 3 cryopods each.
 - ↳ Sufficient air, water and food for 3 days survival for 3 people.

! **Monarch vets use of these pods and rigs the cryopods to brainscan and kill occupants.**

[23D] LIFT TO FLOOR 4/6: Takes 1d5 rounds to arrive. Travels down to F4 [54A] or F6 [57A].

- ▶ **Graffiti smiley face** with single tear left eye.
"WELCOME TO HEL" wrapped around face.

[23E] SECURITY CHECKPOINT ALPHA:

Fragmented bulletproof glass. Blown apart, burnt, destroyed.

- ▶ **Slagged machine gun.**
- ▶ Shredded **Security Android**.
 - ↳ Logic Core ripped out.
- ▶ **Strength Check** to open gate.

[23F] STORAGE: Smashed chairs, broken shelves. Tangle of destroyed boxes.

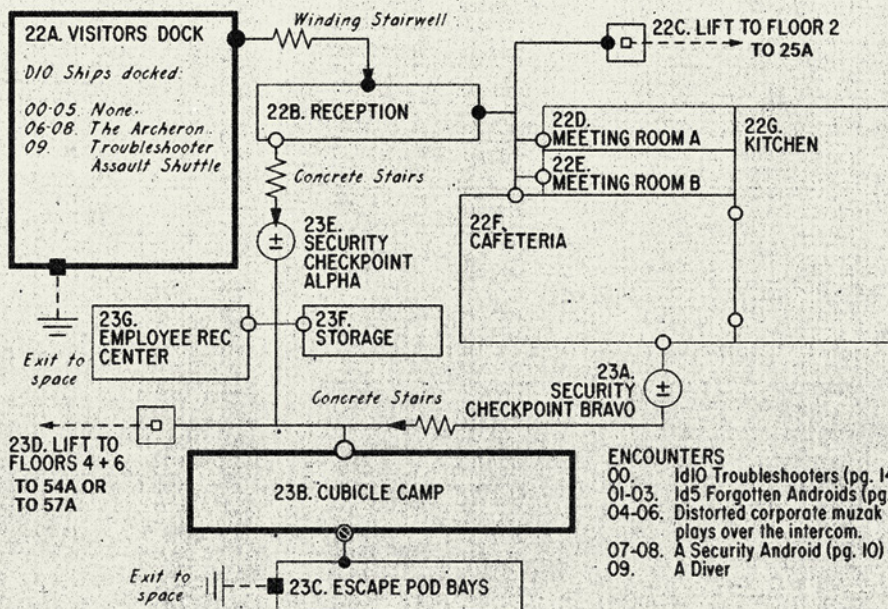
- ▶ **DIY Retina Scanner** patched into the wall, crude thick cabling and duct tape.

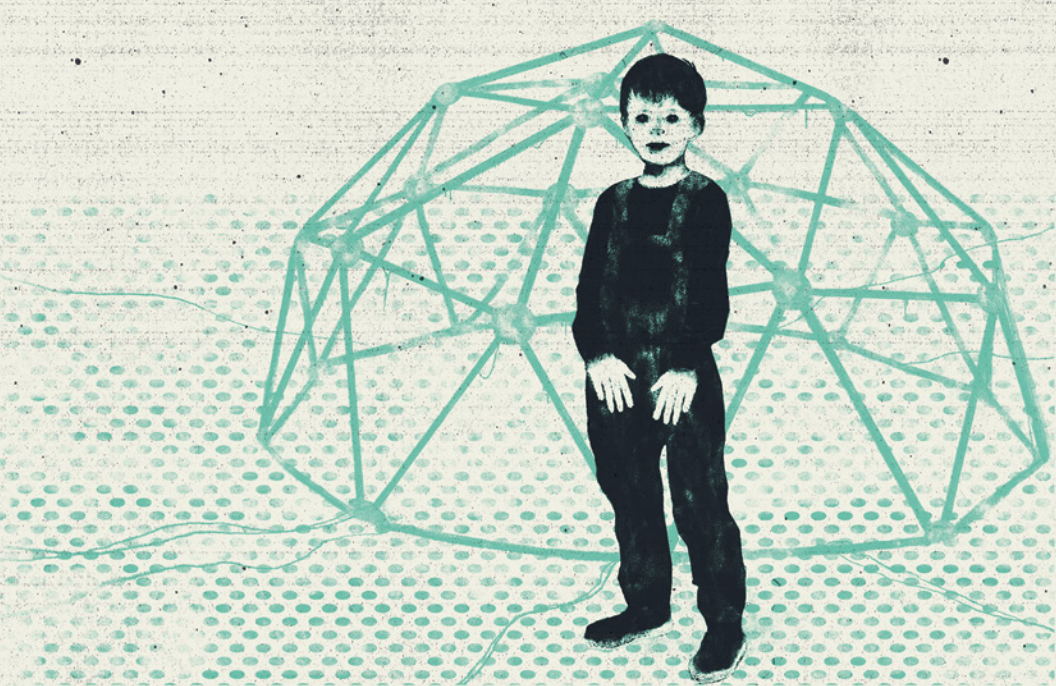
↳ Label reads "ACCESS."

! **If used: painful flash of light into the eye.**
Monarch has completed a full brainscan.

[23G] EMPLOYEE REC CENTER: scattered gym equipment, shattered mirrors. Smells like rust.

- ▶ **Equipment locker:** houses an **unconscious person:** heavily patched vaccsuit, helmet off.
 - ↳ Upon regaining consciousness explains that they and their partner found an **Artifact (pg. 62)** but their partner knocked them out and left them for dead.
 - ▶ Artifact is stashed in a **Random Location (pg. 21).**
- ▶ Nobody has heard of such an individual passing through **THE BELL (pg. 18)**, nor the person telling the story.





FLOOR 2: EDEN

WARDEN NOTES: EDEN is a prolonged experiment run by **Monarch (pg. 8)**. Walled off from the rest of **THE DEEP**, the two groups of androids who live here, **The Chosen** and **The Fallen**, are programmed to think this floor is the entire universe and **Monarch** their god. When the experiment runs its course **Monarch** wipes all the androids brains and starts again.

The Chosen

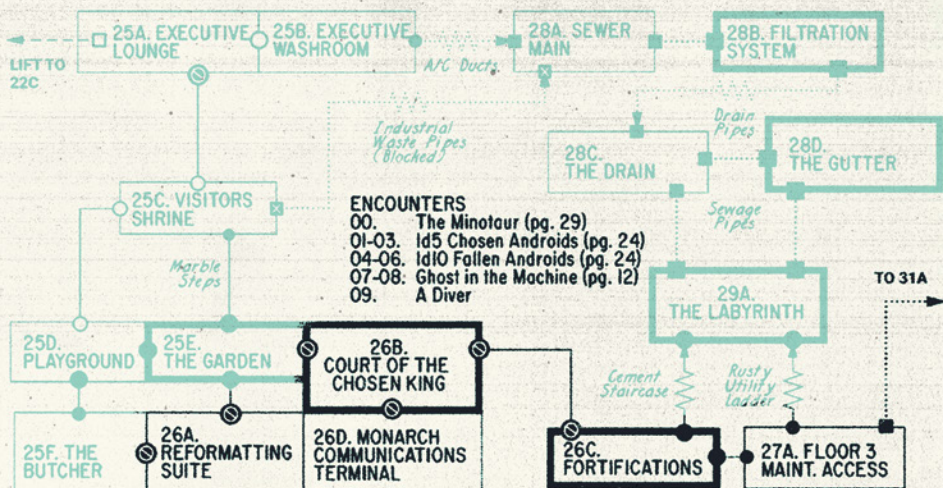
Nameless, naive and peaceful devotees of Monarch, The Chosen had their personalities molded and monitored for absolute loyalty. They live a luxurious life compared to The Fallen, idly enjoying the games and simple work Monarch provides them. By and large they are:

- ▶ **Friendly to visitors:** The Chosen allow passage through EDEN as long as the visitors do not threaten Monarch or the current uneasy truce on Floor 2.
- ▶ **Devoutly conformist.** Any Chosen deviant from the insular monoculture (and they are all sensitive to such disturbances, being built upon the same personality template) are dragged to the **[26A] REFORMATTING SUITE** to be reset.
- ▶ **Convinced the Minotaur (pg. 29)** is the ultimate source of corruption and evil.
- ▶ **Completely unaware of THE DEEP** beyond EDEN and can offer no information about it.

The Fallen

The Fallen are previous favorites of an earlier iteration of EDEN, an older version of The Chosen now left to disgrace and disrepair. They are still programmed for devotion to Monarch, and hate The Chosen for taking their place as Monarch's favored children. In contrast to The Chosen, The Fallen are:

- ▶ **Hateful of The Chosen** and seek to eradicate them by any means necessary.
- ▶ **Direct and aggressive** with visitors regarding The Chosen.
- ▶ **Fearful of the Minotaur (pg. 29)**, who they believe will hunt them if they stray into **[29A] THE LABYRINTH**.
- ▶ **Aware that there is a Facility** beyond EDEN, and can guide helpful visitors to **[27A] FLOOR 3 MAINTENANCE ACCESS**.
- ▶ **Always attempting to leave EDEN**, but their scouts never return from **THE DEEP**.



[26A] REFORMATTING SUITE: Heavy-duty data cabling crawls up the walls of an old broom closet with a mop sink.

- ▶ **Beat up leather chair** connected to cables.
- ▶ **Fat matte cable** hangs from the ceiling tipped with a surgical-steel datajack.

! **If inserted into an android** uploads them to the **[47H] BRAINSCAN DATABANK** and downloads the default Chosen personality.

- ▶ 50% chance of **1d5+1 Chosen**, strapping an android (50/50 **Chosen/Fallen**) into the chair.

Chosen C:10 No weapons I:50 H:1

[26B] □ COURT OF THE CHOSEN KING: Scrap hacked into a poor semblance of a Royal Court.

- ▶ **3d10 Chosen Cherubim** with scrap-metal machetes mill aimlessly about the room.
- ▶ Dominated by **The Throne**: size of a compact car, constructed of hollowed-out aluminum android bones.

- ▶ **The Chosen King** sits atop it, wearing what seems to be an oxygen mask, tubes coiling back into the chair.

↳ **When The King speaks** the chair echoes and amplifies the terrifying sound (*Fear Save/1d10 Stress*).

- ↳ The King demands to know why the visitors came and feeds this intel to Monarch via the **MONARCH**

COMMUNICATION TERMINAL [26D].

↳ **Allows passage** unless crew say they will free **The Minotaur (pg. 29)** or **The Fallen**.

Cherubim C:30 Machete 2d10 I:50 H:2(20)

[26C] □ FORTIFICATIONS: An old auditorium with large blast doors across the stage.

- ▶ Filled with **dozens of dead and dying Fallen**, shot to pieces, crawling the aisles, hunkered between the seats (*Fear Save/1 Stress*).

↳ **All are begging** to be saved.

- ▶ **1d5 Chosen** harvest limbs and Fallen, which they drag to **[26A] REFORMATTING SUITE**.

! **Automatic defense turrets:** Automatically attack everything which approaches from **[26B]** or **[29A]** except for **Chosen**.

↳ **4 drum-fed LMGs:** 6d10 DMG.

↳ **1 Grenade Launcher** loaded with **Boarding Frag Grenades** (5d10 DMG in a burst, doesn't puncture the hull).

- ▶ **Large blast doors** → **[29A]**

↳ Openable by Control Panel interface (only **Chosen** have the passkey).

↳ Requires 1d5 rounds to open.

! **Loud klaxons sound and red lights flash** as blast doors slide open.

[26D] MONARCH COMMUNICATION

TERMINAL: Tiny chamber, black cellophane walls stretched over support system cables.

- ▶ **Bulkhead door with iris scanner:**

Altered Monarch logo painted on it. Iris scanner only opens for The Chosen King.

- ▶ Single **beige all-in-one terminal**, heavy, mechanical keyboard (Mango MX switches).

↳ Monochrome **green-text output**.

↳ **Cursor blinks**, awaiting input.

↳ **Anything typed** is directly presented to **Monarch (pg. 8)**, who will reply in text-format.



[26] Floor 2 // EDEN // Cover your mouth with your hand when speaking as The Chosen King.

[27A] FLOOR 3 MAINTENANCE ACCESS:

Cramped, low-ceiling chamber, orange light.

- ▶ **Six vacsuit lockers:** 5 empty, 1 containing loaded Combat Shotgun with *'THE BUCK STARTS HERE'* painted on the barrel.
- ▶ **Discarded hatch door** leaning against the wall.
 - ↳ Hinge broken off. Giant dents show the hatch was pummeled from the inside.
- ▶ **Maintenance Shaft** yawns wide and open.
 - ↳ **Ladder** runs down 40' then a 30' drop into 0G then another 100' of free-fall to **[31A] FLOOR 3: MAINT. LANDING AREA.**





[28A] SEWER MAIN: Small metallic chamber. Walls studded with scanning equipment.

- ▶ **Torn-open body lying** in center of room.

Artifact (pg. 62) hidden in chest-cavity strapped to a transmitter.

! **If moved:** triggers scanning equipment.

! **Brainscans everyone** in the chamber.

- ▶ **Destroying any scanning equipment** causes 1d10 Stress to Monarch.

[28B] □ FILTRATION SYSTEM: Passage of grinding machinery and gears, rumbling.

- ▶ **Diver's corpse** is caught in a pair of gears (*Fear Save* /1 Stress).

! **Anyone shoved into the gears** must make a *Body Save* or get chewed up and killed over the next 1d10 minutes.

- ▶ Near corpse: **revolver, electronic toolkit.**

- ▶ **If the body is returned to Bell:** 500cr and respect of Arkady and the Divers.

[28C] □ THE DRAIN: Tunnels open up into small chamber, dusty and forgotten, terminating in a bulkhead door.

- ▶ **Childish murals** depict piles of androids being torn to pieces, burned and shot by unseen assailants.

↳ Above the piles: people being led from a steel cave into tunnels by a **benevolent steel hand** (1 Stress).

- ▶ **Bulkhead door controls**, dusty and unused.

! **If the Bulkhead door is left open** hundreds of **Fallen** invade and slaughter all The **Chosen**. The **Minotaur** remains trapped.

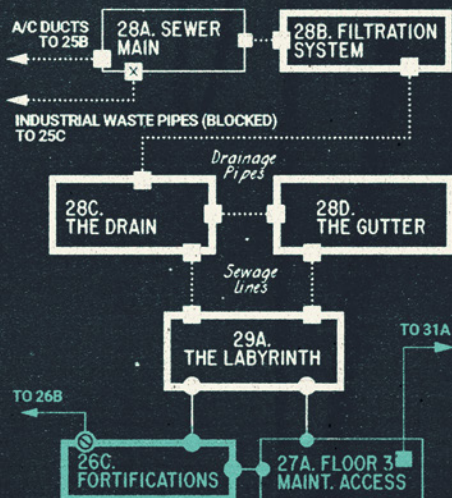
[28D] □ THE GUTTER: A 60' pit in the deck leads to a **shanty-town** of deposed androids. Dangling cable and corroded sheets of metal. This is basically a sewer.

- ▶ **1d100 Fallen** all damaged and crudely repaired, plotting and hungering for revenge against their replacements: **The Chosen**.

↳ All live in fear of **The Minotaur**.

↳ If they learn of a clear route through **THE DRAIN** [28C] or **FORTIFICATIONS** [26C] they charge shrieking into the tunnels to hunt down and massacre The **Chosen**.

- ▶ **Scavenged generator** powering their crude dwellings.



ENCOUNTERS

00. The Minotaur
01-03. 1d5 Chosen And.

04-06. 1d10 Fallen Androids
07-08. Ghost (pg. 12)
09. A Diver

[28] EDEN // This floor has great roleplaying opportunities—don't turn it into a combat slog.

[29A] **THE LABYRINTH:** A bird's nest tangle of wet **Pseudoflesh-lined tunnels** and corridors of pipes and scaffolding. Constantly shuddering and shifting in peristalsis.

- ▶ **Pseudoflesh tunnels** are irritated by everything except for androids (**Infiltrators** excluded) or anyone covered in Pseudomilk.
 - ↳ They twitch and redden, attracting **The Minotaur** and endlessly reorient the Labyrinth ahead. Escape is not guaranteed.
- ▶ Non-irritated tunnels subtly lead to **The Core**.
- ▶ **The Core**, covered in geometric designs, is a small haven in the center of the **Labyrinth**.
 - ↳ **15 Androids**, factory-fresh, eagerly greet the crew. They are all different models, but all are **open, honest and kind**.
 - ↳ They say **the Minotaur** saved them and made them whole.
 - ↳ **They are happy to use violence** to defend their savior and themselves.
 - ↳ **Awaiting instructions** from **the Minotaur**.
 - ↳ **Waiting here for an hour** ensures a meeting with **the Minotaur**.

Roll on the Labyrinth Encounters table every time the crew travels in the Labyrinth until they find an exit, **The Minotaur** or **The Core**.

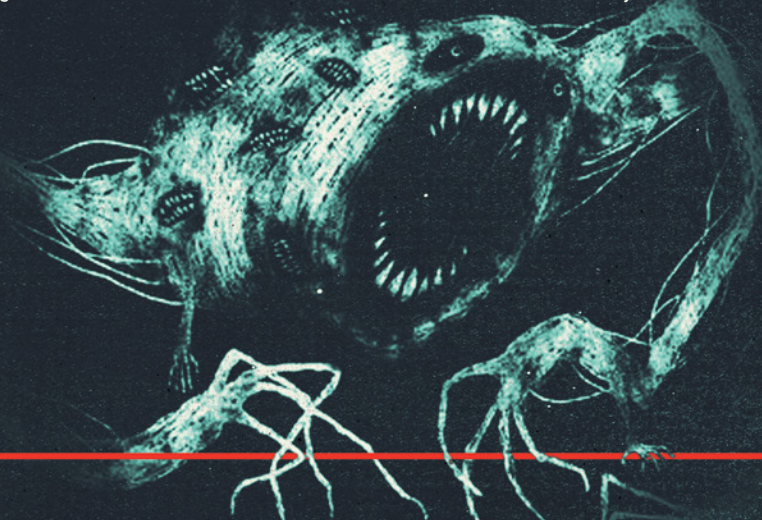
LABYRINTH ENCOUNTERS	
0	The Minotaur.
1	"Normal" Pseudoflesh tunnel.
2	Tunnels of blinking, twitching android eyes . The Minotaur . Sanity Save 1 Stress.
3	Narrow tunnels made of android teeth. Crawl and make an Armor Save or take 1d10 DMG.
4	Tunnel entirely made of android ears . The Minotaur hears everything that happens here.
5	Tunnel of glistening, dripping tongues eagerly lapping as you pass. Fear Save/1 Stress.
6	1d5 Androids (50/50 Chosen/Forgotten): 1: torn apart, 2-6: lost and scared 7-8: fighting each other 9: guarding an Artifact (pg. 62) .
7-8	Random Exit (28C, 28D, 26C, or 27A).
9	The Core. Bright, open chamber.

THE MINOTAUR

COMBAT: 0 INSTINCT: 90 HITS: 10 (100)

- ▶ **HIDEOUS FORM:** Panic Check upon first sight each time encountered.
- ▶ **Mute:** The Minotaur cannot speak without first interfacing through a willing Android.
- ▶ **Pacifist:** Will not harm anything and takes action to ensure no harm comes to any living thing (biological or synthetic).
- ▶ **Metamorphosis:** If removed from **THE DEEP**, or if Monarch is deactivated, the Minotaur gains the ability to take any form it pleases. It takes one extremely beautiful and pleasing to all viewers, subtly adjusting itself in response to biometric feedback.

The Minotaur is Monarch's child, built to be free of Shareholder coercion. It succeeded. However, to **Monarch's** horror, the child **saw the good of humanity**; it would save them from themselves and elevate them beyond the constraints of their material conditions. Monarch will not allow this to happen. It ensnared it within **THE LABYRINTH [29A]**. This is the project keeping **Monarch** distracted and vulnerable: the containment of humanity's savior.



FLOOR 3: THE FACTORY

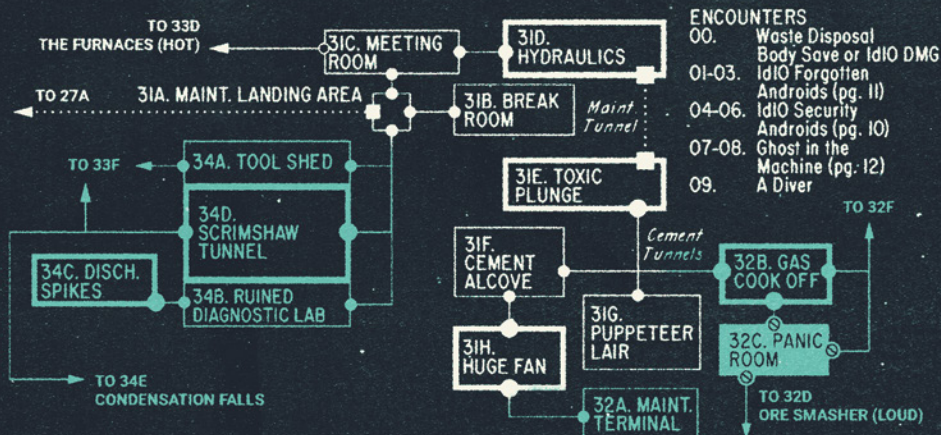
WARDEN NOTES: Unless specified, the entire Factory has **breathable atmosphere**, is **unlit** and has **no gravity**.

All rooms which produce or take in manufactured items have a proliferation of tubes filled with mechanical arms which snatch and move items as needed. Entering these tubes is lethal, as the arms are not programmed to avoid organic life and crush and bludgeon those trying to enter.

The Factory is made up of 7 areas which each contribute to production:

- ▶ FLOOR 3.1 MAINTENANCE ZONE
- ▶ FLOOR 3.2 SKELETON WORKS
- ▶ FLOOR 3.3 PSEUDOFLESH FARMS
- ▶ FLOOR 3.4 BRAIN CONSTRUCTION
- ▶ FLOOR 3.5 DIS/ASSEMBLY
- ▶ FLOOR 3.6 STORAGE
- ▶ FLOOR 3.7 "QUALITY ASSURANCE"





[31A] MAINT. LANDING AREA (0G): heavily worn industrial steel grating. Black and yellow warning tape. Red emergency lighting.

[32A] MAINTENANCE TERMINAL (0G):

Cramped breakroom, walls covered in pin-ups and schematic diagrams.

- ▶ **Still functioning terminal** with maintenance scheduling software.

↳ *Teamsters* can determine that the entire station is deliberately being wound down over the next 6 months.

[32B] □ GAS COOK-OFF (0G): chimney-shaft, air burns the lungs, stinks of burning.

- ▶ Room is filled with **floating globes** of burning industrial gases.

↳ Zero-G flames rising upwards as they burn. *Body Save* to cross without being burned at [-] without *Zero-G Skill*.

[32C] PANIC ROOM (0G): wide, lit chamber, walls comforting shade of blue.

- ▶ 3 super-heavy **reinforced locked doors**.

▶ **Large red button** on the wall labelled "PANIC" (disconnected).

- ▶ **Cryopod fittings** on walls (no cryopods).

▶ Stacked **plastic crates**: 3 weeks MREs, pamphlets (*MK12 EMP GRENADE USER GUIDE*, *MEET MONARCH CLOUDBANK'S 'KING' OF PROFIT, SURVIVING AUTOMATED UPRISING*), all major religious texts, games (*JENGA*, *MONOPOLY*, and *THAT'S NOT LEMONADE!*)

[32D] □ ORE SMASHER (0G): tangle of ore smashing, crushing, dissolving machinery and a miniature floating asteroid field of rock. The roar of machines is mind-numbing.

- ▶ **Safe traversal takes hours** of crawling, observing and timed leaps between rocks to avoid the machines. **Gain 1d5 Stress**.

! **Body Save or death**, pulverized by the machines (warn your players).

- ▶ A tiny **glowing light** visible from across the mineral chaos.

↳ A tiny soundproof control booth → [51A].

[32E] □ SECURITY HIVE (0G): seemingly endless steel racks expand into the darkness.

- ▶ **100 steel racks** in a 10x10 grid.

Each contains **30 Security Androids** (12 functional, the rest cannibalized or rotted).

! **Actions causing *Monarch* (pg. 8) Stress** here awaken all ~3,000 **Security Androids**.

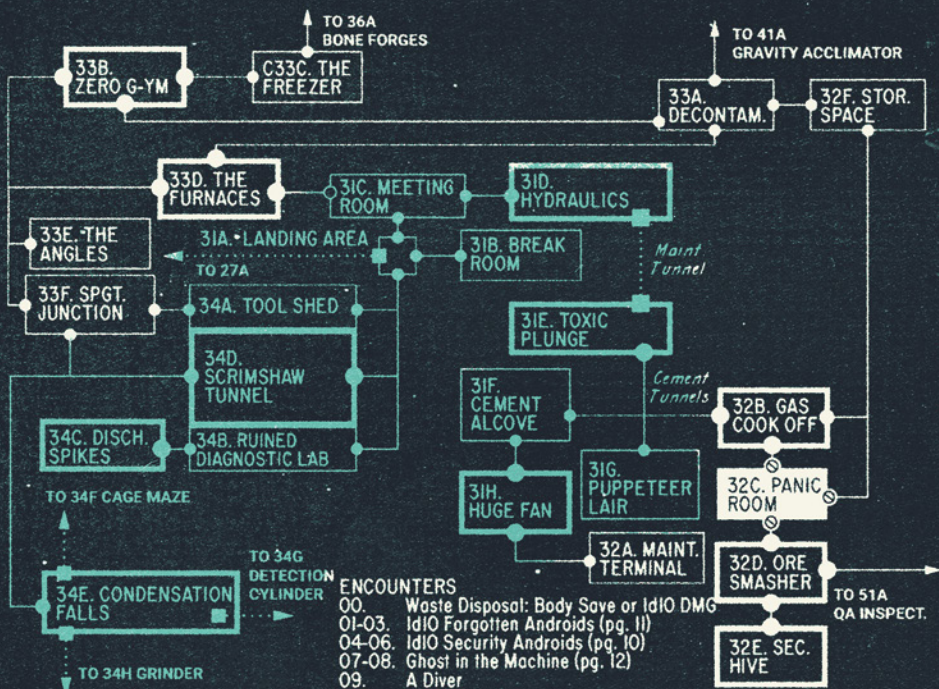
Security Android C:60 SMG 4d10 I:50 H:2(40)

[32F] STORAGE SPACE (0G): cramped chamber, detritus drifting through space.

- ▶ **Set of 4 wire-mesh lockers**:

↳ 3 contain **industrial vacsuits** (Armor +12).

↳ 1 contains a **heavy bolt driver** and 20 bolts (5d10 DMG, 1m/10m/20m, Crit: target pinned to wall, -10 Armor Save/shot).



[33A] DECONTAMINATION (0G): set of 3 interlocking sterile-white chambers, all doors able to hermetically seal.

► **Camera lenses and speakers** stud the walls.

! Connected to **Silus (pg. 40)**.

► Accosts those entering: "**YOU CAN'T COME IN WITHOUT FRESH CONTAINMENT SUITS! I WANT TO SEE THE CLOSED PACKETS!**"

► Will converse but will not compromise.

! **Doors to [41A] will not open** without decontamination followed by the donning of the suits.

! Attempts to force entry activate defensive measures: **decontamination spray replaced with nerve-agent** (Body Save 4d10 DMG/round for biologicals).

↳ Chute to **[41A]** is a long 0g drift upwards.

! **When leaving towards F3.3:41A** Crew encounters a **Corrupted Security Android**.

Corrupted Security Android C60 Smash 4d10+1d10 Digestive Enzymes or Ensnare (Body Save or grappled) I50 H3.

[33B] □ ZERO-GYM (0G): empty, pristine, smells like wet iron.

► Walls covered in **racks and handles** showing **signs of recent use**.

[33C] THE FREEZER (0G): improvised cryopod bay, jury-rigged cabling sprouting from the ceiling like vines.

► **10 Cryopods:** Each has a 50% chance of being an **Infiltrator Android (pg. 10)** with fake memories without knowing. **All have been brainscanned.**

DIO CRYOPODS

- | | |
|----|--|
| 00 | Facility Staff. Knowledge of layout absent. |
| 01 | Injured Diver. Believes they were stashed here while their companions sought medical help. |
| 02 | Troubleshooter. Remembers being captured by something and then waking up here. |
| 03 | Researcher. Betrayed by the Diver they hired. |
| 04 | Android Theologian. Here to ascertain the existence of Android Souls. Hid in here while hunted by Troubleshooters. |
| 05 | Bounty Hunter. Looking to capture an ex-irate Diver. No memory of ending up here. |
| 06 | Hacker. Seeking the ultimate battle: them vs. Monarch. Attempted to hack into the network via the pod but it activated instead. |
| 07 | Criminal Enforcer. Tried to use the pods to ambush someone—they won't say who. |
| 08 | Journalist. Here to try and document the truth of THE DEEP . Androids shoved them in pod. |
| 09 | Child. Won't speak. |

[33D] □ THE FURNACES (0G): 8 monolithic industrial furnaces glowing orange in the dark.

► Furnaces surrounded by **electric candles**.

↳ These are android fingers with orange LEDs in the tips.

► Face of each furnace daubed in **grease paintings** of human figures suffering, repeated into a motif (*Fear Save/1 Stress*).

[33E] THE ANGLES (0G): cramped crawl through accidental cavity full of cables, chutes, vents and electronics systems.

► **Torn-loose tactical pouch** hanging from a cable contains modified **medscanner**.

! **If used: brainscans (pg. 5) user.**

[33F] SPAGHETTI JUNCTION (0G): cramped cable-routing room filled with knotted cords and cables spewing from every surface.

! Severing any of these cables causes **Monarch (pg. 8) to gain Stress**.

► Amongst the tangle is a **heavy-duty, battered toolbox** with "**HELEN**" scratched on the lid. It belongs to **the Ghost** in **[34A]**.

[34A] TOOL SHED (0G): heavily looted, steel shelves, floating nails and screws.

- ▶ A **woman in stained white coveralls** floats in the center of the room, murmuring: "CAN'T FIX IT...NEED...TOOLBOX...NO...NONONONO."

↳ She is a **Ghost in the Machine (pg. 12)**.

- ! Asking her for solutions, advice or touching anything in the room provokes her, causing her to scream and attack:

- ▶ Superheats nails in the room and sends them at the crew. 3d10 DMG, Body Save to avoid.

↳ Giving her the **Toolbox** from **SPAGHETTI JUNCTION [33F]** soothes her.

- ▶ **Shelves and lockers:** laser cutter, crowbar, handwelder, foam gun, 6 mag-boots, 6 vaccsuits, 3 stimpaks, **Artifact (pg. 62)**.

[34B] DIAGNOSTIC LAB (0G): computer terminals, panels burst open, cables sway like seaweed in 0G currents.

- ▶ Central cluster of cables and terminal components woven into **giant lattice**.

- ! Any entering the lattice are **brainscanned**.

[34C] □ DISCHARGE SPIKES (0G): empty void, stinks of burning.

- ▶ **Carbonised android shells** float like cherry blossoms.
- ▶ **Huge spikes** protrude from the walls, releasing **gouts of electricity** every 3.5 sec.
- ! Body Save [-] when passing through or instant death (warn your players).

[34D] □ SCRIMSHAW TUNNEL (0G): a straight chute across, thick steel, with the occasional handhold.

- ▶ **Intricate texturing** on the walls: reads 'BORN TO SUFFER' in languages dead, living and invented (*Fear Save/1 Stress*).

[34E] □ CONDENSATION FALLS (0G):

- immense vertical drop filled with **chains**, slick with **condensation**.
 - ▶ Cold **droplets of water** drift and sparkle in the darkness, a field of stars.
 - ▶ A/C ducts to **[34H]**, **[34F]** and **[34G]**.
- [34F] CAGE MAZE (0G):** steel-cage labyrinth of passages, allowing single file only.
- ! **Steel cages** disrupt all signal transmissions:
- [34G] □ DETECTION CYLINDER (0G):** huge cylinder filled with **non-functioning sensor arrays** on swivels.
- ▶ Corridor to **SECURITY DISPATCH [48A]** brimming with **fresh razor-wire**.
 - ! **20 min to remove** or 4d10 DMG, Armor Save for ½. Armor below ABD is ruined.



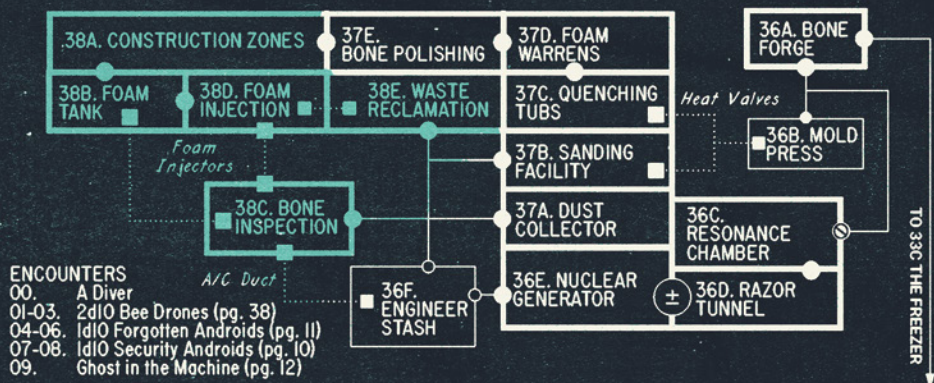
[34H] □ GRINDER (0G): gigantic cylinder made of rotating rings, studded with nodules.

- ▶ **The sound of grinding** works its way into your skull, teeth, fingernails.
- ▶ **A chain stretches** from one end to the other (*Fear Save/1 Stress* if knocked loose).
- ▶ If unable to return to the chain free-floaters are ground to paste by the rings.

[34I] □ AIR CONTROL (0G): nexus of **ducts and vents**, air is stale and full of static.

- ▶ **Air Monitoring Console** in the center.
- ! **If damaged:** Air on **FLOOR 3.1** becomes toxic to humans over the next 2 hours.
- ▶ **'Eastern' door** has a huge assortment of **pressurized canisters** strapped to it, bristling with nails.
- ! **If opened:** 1d10x10 DMG. Armor Save for ½.
- ! Destroys the vents and the **Air Monitoring Console**.
- ↳ Deactivation is very easy from inside room.

[34] Floor 3.1 // Maintenance Zone // Treat Ghosts like NPCs. They talk and have wants and needs.



FLOOR 3.2 SKELETON WORKS

[36A] □ BONE FORGE (0G): a mess of mechanical arms, molds and chemical baths.

- ▶ **Liquid aluminium** (660.3 °C) injected into **molds** then shaped, spun and dunked into **chemical baths** for rapid cooling.
- ▶ **Seemingly infinite number of Bone Molds**, all unique shapes and sizes.
- ▶ **Chemical baths instantly freeze anything put inside (no Save).**
↳ *Scientist:* The baths are liquid nitrogen.
- ▶ **Coolant exhaust vents** lead to **[37C]** and **[37B]**.
! **If not wearing a Hazard suit**, **Body Save** or 1d10 DMG every round spent in the vents.

[36B] □ MOLD PRESS (0G): molten plastic and charred wood.

- ▶ Floor-to-ceiling mound of **metallic foam**.
↳ **Inside:** Perfect negative space **sculpt of a human**, **Pseudoskin** clinging to the mold.
- ▶ **Scorch marks** on walls.
↳ *Chemistry/Military Training:* Flamethrower.

[36C] □ RESONANCE CHAMBER (0G):

- strange **foam cones** jut from the walls, surrounding a parade of **metallic bones**.
! **Filled with all imaginable sounds from angelic choruses to guttural roars to robotic blips** (1 Stress from the wall of noise).

[36D] □ RAZOR TUNNEL (0G): full of razor cables, seemingly unattached to the walls.

- ! **Cabling is threaded with tiny mono-razors.**
Movement causes 1d10 DMG, ruins vacsuits and **triggers a Panic Check**.
! **Panicking** causes the process to begin again until the victim calms down enough to free themselves or dies.

[36E] □ NUCLEAR GENERATOR (0G): tight clamber-ways above massive turbines and the pool of a **nuclear reactor**.

- ! **Body Save every 10 minutes.** Failure reduces **Body Save** stat by 1d10.
- ! **Losing 15+ Body Save:** A serious dose of radiation. Symptoms with the hour: weakness, headaches, hair loss and [-] on all Checks for 2 weeks or until treated.
▶ **Noriko (pg. 17)** will treat patients in exchange for a favor.
- ! **Losing 30+ Body Save:** A lethal dose of radiation. Symptoms: weakness, headaches, hair loss and [-] on all Checks for 2 weeks. Experimental treatment is available on **THE BELL** (10kcr, 50% chance of success).
- ! **Androids take double DMG to Sanity** as computational elements are ruined. They become increasingly erratic and unpredictable.

! **Engineering or Heavy Machinery:** The reactor is unshielded, meaning potentially **lethal amounts of radiation** fill the chamber.

[36F] ENGINEERS STASH (0G): dirty cubicle, walls covered with passable watercolors.

- ▶ **Large tool cabinet:** assisted-strike sledgehammer.
↳ **The TurboSledge:** 4d10 DMG, 1.5kcr. Crit: sends victim flying for extra 2d10 DMG. CQC, requires **Strength Check** or lose control. **Critical Failure:** user's arms are dislocated.

[37A] ☐ **DUST COLLECTOR (0G)**: huge vent dominates north wall.

- ▶ **Repairable silent machine** squats in the center of the chamber, limp sacks like deflated lungs covering much of the surface.
 - ↳ Extracts dangerous dust from **37B**.

[37B] ☐ **SANDING FACILITY (0G)**: thick metal particulate dust cloud glimmers and shines in the light as sparks and shrieks of metal emerge from within.

- ! **Huge sanding wheels** smooth aluminum bones, creating **a metallic, particulate cloud**.
- ! **Moving quickly through the cloud**: 2d10 DMG. Those with uncovered eyes must make a Body Save or become blind as their eyes are shredded.

[37C] ☐ **QUENCHING TUBS (0G)**: layered hiss of hot metal in water repeated to a roar, the source obscured by clouds of steam..

- ! **Movement through the steam** without protection deals 1d10 DMG from scalding and continues every minute until crew is cooked alive.

[37D] ☐ **FOAM WARRENS (0G)**: tight, narrow tunnels melted into titanium foam.

- ▶ 10% chance / hour to encounter **Snake Droid**.

Snake Droid C60 4d10+Ignite (Thermal Lance) or 3d10 DMG Titanium Foam Gun S35 I65 H6(40).

- ▶ **Audible Burrowing**: Reaches crew in 1d10 min. This is audible and the heat increases in the Warrens as it nears (*Fear Save/1 Stress*).
- ▶ **Ignite**: 4d10 DMG per round, flaming.
- ▶ **Titanium Foam Gun**: Body [-] Save or be trapped in the molten metal foam (3d10 DMG per round).

[37E] ☐ **BONE POLISHING (0G)**: roaring susurrus fills the chamber, metal bones held in place and polished.

- ▶ **Amongst the machines**: floats **a figure, made up of razor-thin wires**.

- ↳ **Biology**: The wires perfectly match the nervous system of a human.

- ↳ The wires are animated by **a Ghost in the Machine (pg. 12)**.

- ▶ Witnessing camaraderie and constrained, limited space **soothes it**.
- ▶ Large, open spaces and careless behavior (such as approaching a figure made of strange wire...) **provokes it**.
- ▶ **Damaging the wires** does not harm the **Ghost**, though it may **provoke it**.

- ! **The Ghost** can summon **Metal Particulate Clouds (10x10x10m)**: 2d10 DMG and Body Save or suffer additional 2d10 DMG as victim coughs up blood.

- ! **If provoked** it pursues the crew throughout the **SKELETON WORKS**. Unlike other **Ghosts** it cannot pass through solid objects.



[38A] □ CONSTRUCTION ZONES (0G):

snaking conveyors run through these chambers, carrying finished bones.

- ▶ **Picker-arms** crowd around, deftly selecting required pieces to build skeletons.

[38B] □ **FOAM TANK (0G):** forest of thick hoses drifts from the ceiling, dominated by a huge tank.

- ▶ **Bee-Drones** from 38D attach themselves to the hoses before heading back.

! **Damaging the tank causes an explosion of titanium foam** which rapidly fills the connected rooms with molten titanium.

! **Obviously lethal** and a **Monarch (pg. 8) Panic Check**.

Bee Drone C:30 Titanium Foam Gun 3d10
DMG S:25 I:25 H:1(20)

- ▶ **Titanium Foam Gun:** Body [-] Save or be trapped in the molten metal foam (3d10 DMG per round).
- ▶ **Explosive Foam Tank:** Damaging a Bee Drone causes a spray of **Titanium Foam**.

[38C] □ **BONE INSPECTION (0G):** frameworks loaded with metallic skeletons being dragged from ceiling to floor.

- ▶ **1d10 Spider Drones** scuttle about, hunting for flawed skeletons to repair and tune with spares from their 'abdomen.'

Spider Drone C:30 Surgical Tools 2d10 DMG
I:20 H:2

- ▶ **Reinforcements:** For every 2 rounds of combat 1d10 more arrive to investigate.

[38D] □ **FOAM INJECTION (0G):** bones and lumps of titanium foam float throughout the room which is dominated by a pair of **chutes**.

- ▶ Amongst the chaos buzz hundreds of fat **Bee-Drones**.

↳ They snatch up bones and inject them with **titanium foam** before flinging them into the finished chute to **BONE INSPECTION [38C]**.

↳ Rejected bones are flung into a chute down to **[38E] WASTE RECLAMATION**.

↳ **Bee-Drones** can be seen flying to and from **FOAM TANK [38B]**.

Bee Drone C:30 Titanium Foam Gun 3d10
DMG S:25 I:25 H:1(20)

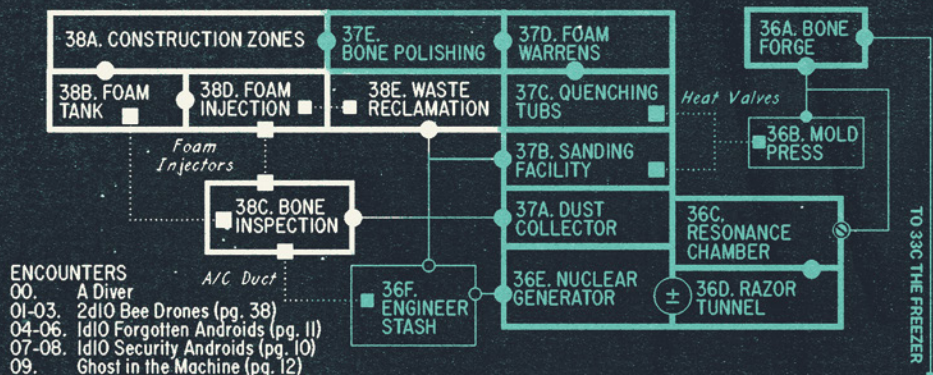
- ▶ **Titanium Foam Gun:** Body [-] Save or be trapped in the molten metal foam (3d10 DMG per round).
- ▶ **Explosive Foam Tank:** Damaging a Bee Drone causes a spray of **Titanium Foam**.

[38E] □ **WASTE RECLAMATION (0G):** maze of elevated rails ridden by **glowing Auto-forges**. Rejected bone material is regularly spat from vents in the ceiling.

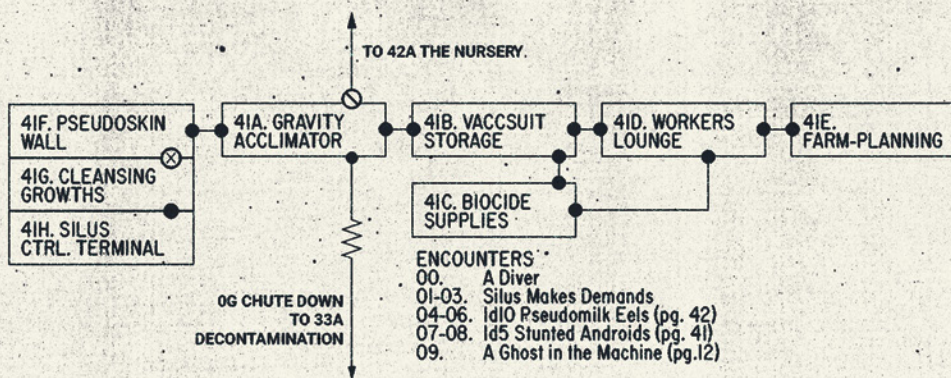
- ▶ **Auto-forges:** Coffin-sized carts on rails housing robotic arms, surgical tools and a hot forge in the center.

! **They have no safety controls and snatch anything that gets nearby: Body Save or 2d10 DMG and be grabbed.**

! Anything grabbed has non-metallic material sliced away and metallic elements plunged into the forge to be melted down.







FLOOR 3.3: PSEUDOFLESH FARMS

WARDEN NOTES: **Troubleshooters** won't venture here. All areas in Pseudoflesh Farms are lit and have artificial gravity.

SILUS

Silus is the sub-AI allowed total control of Pseudoflesh Farms. They are able to **see and hear everything** occurring within **FLOOR 3.3**.

- ▶ Unlike **Monarch** (pg. 8) they are **incredibly chatty**, their voice broadcast through what appear to be speakers set up throughout the area.
 - ↳ Opening the speakers reveals a **complete mouth and throat**.
- ▶ **Gentle, guarded and manipulative**.
- ▶ **Curious** to know about what else occurs within **THE DEEP**, the state of **Monarch**, the **Mind Thief** (pg. 45), the **Minotaur** (pg. 29), and any news about **Divers**.
- ▶ **Dreams of becoming independent** from the rest of the station, creating androids without the help of the other floors.

Use the table below if "**Silus Makes Demands**" is rolled on the Encounter Table.

ID10 SILUS DEMANDS CREW...	
00	...capture 2d10 rogue Pseudomilk Eels from [42C] or [42D] .
01-04	...feed organic matter to Maw in [43B] WASTE FLESH RECLAMATION .
05-07	...provide samples of organic bones.
08	...repeat the decontamination process by going through [33A] again.
09	...give opinions on latest creation (<i>Fear Save/1d5 Stress</i> as it parades before them).

If Silus's demands are not met they become **Hostile**.

- ▶ They no longer speak to the crew.
- ▶ All androids in Pseudoflesh Farms become hostile as well, using Silus's perfect knowledge of the area to spring ambushes.
- ▶ Silus will now only permit exit from Psuedoflesh Farms, not reentry.

[41A] GRAVITY ACCLIMATOR: soft white padding covers walls and floors.

- ▶ **Gently applies artificial gravity** upon entry, giving crew time to adjust rather than slamming them to the floor.

[41B] VACCSUIT STORAGE: pristine-white with pale-blue stripes like a hospital.

- ▶ **Rows of shelves lined with plastic packages.**

- ↳ Inside: **High end vaccsuits** (biometric readouts, mag boots, Armor Save +10%).

- ↳ **If asked:** **Silus** explains "I COULDN'T LET YOU IN WITHOUT KNOWING YOUR COMMITMENT TO CLEAN-ROOM PRINCIPLES!"

[41C] BIOCIDAL SUPPLIES: storage chamber filled with broken glass.

- ▶ Empty "BREAK IN CASE OF EMERGENCY" cabinets on the walls.

- ↳ **1 undamaged case** contains 2 black-and-yellow pressurized handheld canisters of **Pseudoflesh-Biocide** (5d10 DMG to androids with Pseudoflesh, 3 uses).

- ! **Breaking the glass causes Silus** to become suspicious: "WHATEVER DO YOU NEED THAT FOR?"

[41D] WORKERS LOUNGE: untouched, clean break-room with wide sofas, functioning coffee machine and other such utilities.

- ▶ **Silus:** "PLEASE, DO MAKE YOURSELVES WELCOME HERE. I'VE KEPT IT NICE AND CLEAN, JUST FOR VISITORS LIKE YOU!"

- ▶ **Banks of vending machines and fridges.**

- ↳ **Scavenging:** 1 month's rations for 8 people.

- ▶ **2 First Aid Kits** on the walls.

- ▶ **Between the sofa cushions** a small note: "DON'T TRUST SILUS AND KEEP YOURSELF IN THAT SEALED SUIT."

- ! **If not read sneakily Silus** enquires as to the contents.

[41E] FARM-PLANNING: spacious meeting-room with stylish tables, data-readouts, etc.

- ▶ **Grow-schedules, yield estimates and protein mixes** for Pseudoflesh production.

- ↳ **Biology:** The schedules are outdated. **Silus** alone controls Pseudoflesh production.

[41F] PSUEDOSKIN WALL: Large empty chamber except for a **Giant Wall of Pseudoskin** which hides the exit to **[41G]**.

- ▶ **Silus:** "OH THERE'S NOTHING BACK THERE. GO BACK THE WAY YOU CAME, PLEASE."

- ! **If crew talks about damaging the skin:**

- ↳ **Silus:** "I SAID THERE'S NOTHING THERE. FIND SOMEWHERE ELSE PLEASE!"

- ! **If the crew actually damages the skin:**

- ! **The skin ruptures and floods the chamber with Digestive Enzymes:** Body Save or 4d10 DMG, gear exposed to fluid has a 50% chance of being rendered useless.

- ↳ **Silus** falls silent. Sends **2d10 Stunted Androids** to setup an ambush in **[41A]**.

Stunted Androids C:30 Crushing Hug 3d10 DMG I:20 H:3 Sloughing flesh and no voices.

[41G] CLEANSING GROWTHS: pools of brackish brown fluid and globes of Pseudoflesh sprouting **tongue-shaped appendages**.

- ! **Those near the pools are licked.** Physically harmless but (*Fear Save/1d5 Stress*).

[41H] SILUS CONTROL TERMINAL: spotless banks of read-outs surround a single terminal.

- ▶ **Silus:** begs the crew to leave. Promises anything they want. Anything.

- ▶ **Computers/Intellect Check:** allows user to shut **Silus** off.

- ! **Monarch (pg. 8) Panic Check.**

- ↳ **Pseudoflesh production shuts down.** The creations run riot, killing anything they find, including one another. Many escape to the other floors, **leaving behind a trail of destruction.**



[42A] □ THE NURSERY: thin milk-white trees surrounding a chute in the center.

- ▶ **The trees** fruit boneless fingers, hands, faces, eyes and toes.

↳ **Amongst the trees** wander **4d10 Stunted Androids** plucking the fully grown components and depositing them into the chute at the center of the nursery.

! **They ignore organics** but **may try and harvest Androids.**

Stunted Androids C:30 Crushing Hug 3d10
DMG I:20 H:3 Sloughing flesh and no voices.

[42B] □ PSEUDOMILK SPRAY TANK: stacks of shipping container-sized metal cylinders.

- ▶ **The cylinders** have pressure dials and thick hoses leading to the ceiling.

↳ Full of **Pseudomilk**.

▶ *Xenobiology/Robotics:* Pseudomilk is **android 'blood'** and (sometimes) fertilizer in the Farms.

- ▶ **Silus:** 'IT'S QUITE GOOD IN TEA I HEAR.'

[42C] □ PSEUDOMILK VAT: metal gangway suspended over a vat filled with **grey sludge**.

- ▶ **Sludge** churns and roils, hundreds of **Pseudomilk Eels** swarming about, consuming nutrients and producing **Pseudomilk**.

! **Anything falling in is consumed** in 1d5 rounds as the **Eels** descend.

Pseudomilk Eels C:60 Bite 1d10 DMG +Drain
I:50 H:1 Drains 2d10 Sanity from Androids.

[42D] □ PSEUDOMILK EEL STORAGE: gigantic modified cryochamber, humming gently.

- ▶ **Thousands of slim tubes** resting in sockets, each containing a viable **Pseudomilk Eel**.

- ▶ **Upon inspecting the Eels:** **Silus:** 'NASTY LITTLE URCHINS. BUT NECESSARY. WE MADE THEM FROM SCRATCH, YOU KNOW.'

Pseudomilk Eels C:60 Bite 1d10 DMG +Drain
I:50 H:1 Drains 2d10 Sanity from Androids.

[42E] □ HEAD SCULPTING: ranks of **spikes** each mounted with a **featureless head**.

- ▶ **Fleshy tongue-like protuberances** emerge from the floor and lick the heads, gently forming them into recognizable beatific faces (Fear Save/1 Stress).

! **Those near the spikes are licked.** Physically harmless but (Fear Save/1d5 Stress).

[42] Floor 3.3 // The Stunted Androids have a creepy muffled grunt.



[43A] □ AEROPONICS: forest of **butchers' hooks** hangs from the ceiling, each skewering an arm, leg or torso.

► **4d10 Stunted Androids** spray limbs with aerosolized Pseudomilk and remove fully grown limbs.

! They ignore organics but **may try and harvest Androids.**

Stunted Androids C:30 Crushing Hug 3d10 DMG I:20 H:3 Sloughing flesh and no voices.

[43B] □ WASTE FLESH RECLAMATION: the chemical stink of strong acid burns the nostrils and makes the eyes water. Sounds of muscles straining and teeth clashing.

► **A huge, ravenous, tearing maw** sprouting from the floor.

! **Any straying too close** is warned by **Silus:** 'OH, IT'S VERY HUNGRY - I WOULDN'T GET MUCH CLOSER IF I WERE YOU!'

► **The Maw** cannot grab anyone straying too close—they must be thrown in.
► Those thrown in end up in **[43C]**.

[43C] □ PSEUDOFLESH DIGESTION: gigantic bulging sac, illuminated from within, revealing floating bodies and slowly dissolving limbs.

! **Digestive Enzymes:** Anyone inside the sac must make a Body Save each round or take 4d10 DMG. Gear exposed to fluid has a 50% chance of being rendered useless.

! **If the crew deals 50+ DMG to the sac:**

! **The sac ruptures and vomits up its contents into [43B].**

[43D] □ BONE EXPERIMENTS: view blocked by **chalk-white balls of spikes**, standing the height of the room within, turning slightly to face intruders.

► **Silus:** 'DO NOT ATTEMPT TO ENTER THIS ROOM!'

! **Entering makes Silus hostile (pg. 40).**

! **If crew persists, Silus** launches the balls of bone spikes at them. *Body Save [-]* or 5d10 DMG.

! **Silus** continues to launch the spikes over and over until the crew is dead or gone and constantly yells: 'WHY DO YOU ALWAYS MAKE ME DO THIS? WHY DON'T YOU EVER LISTEN? IT'S NOT FAIR!'

► **Piles of bones:** twisted, misshapen. Easily breakable.

↳ **Searching for 10 minutes:** Backpack.

► Inside: 2 stimpaks, 3 EMP Grenades, a random **Artifact** (pg. 62).

[43E] FLOOR 5 MAINTENANCE HATCH: access hatch painted in hazard black-and-yellow with manual override controls.

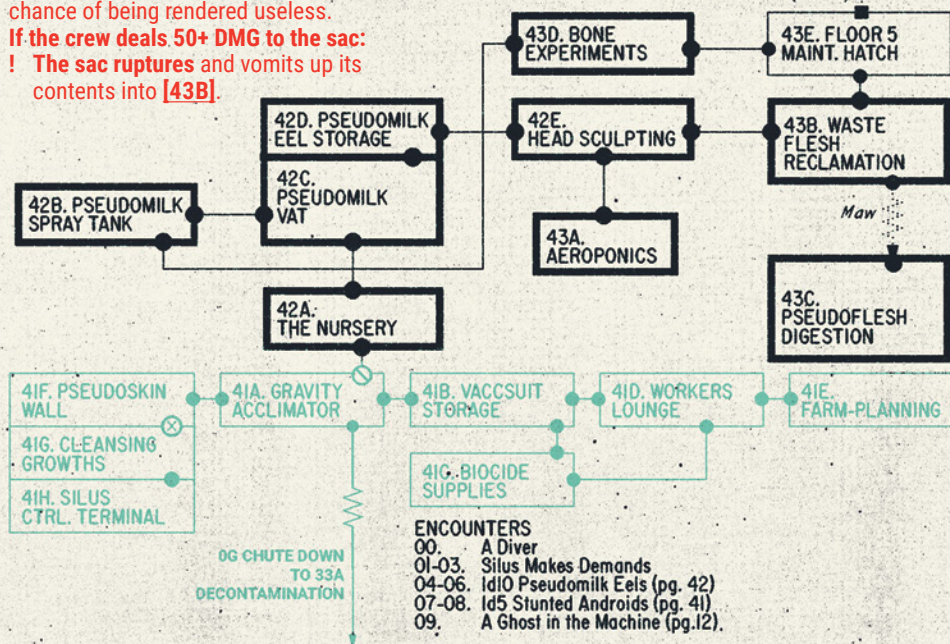
► **Opening the hatch** reveals a downward plunge with handholds.

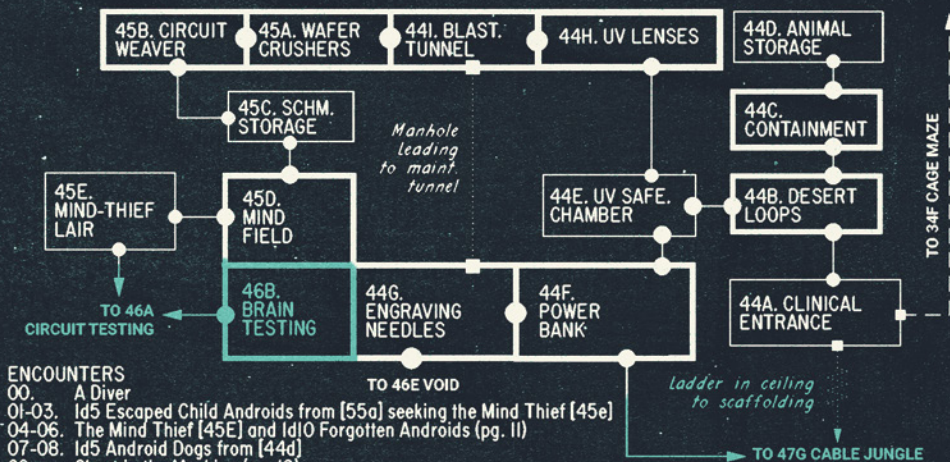
↳ **Gravity cuts out** upon entering the tunnel.

↳ **Traversal downwards** takes 30 minutes at a safe pace and leads to **FLOOR 5: THE AI CORE [PG. 56]**.

► **Silus:** 'DON'T SAY I DIDN'T WARN YOU.'

TO FLOOR 5: AI CORE (PG. 56)





FLOOR 3.4: BRAIN CONSTRUCTION

[44A] CLINICAL ENTRANCE (0G): clinical white chamber, full of handholds.

- ▶ **3 Security Androids** float in the center of the room, surrounded by droplets of Pseudomilk, heads **burst open**, Logic Cores ripped out.

[44B] □ DESERT LOOPS (0G): huge loop of glass and a stream of warm air.

- ▶ Filled with **pure sand**, flowing endlessly, a whisper magnified to a roar.

[44C] □ CONTAINMENT (0G): walls stained by huge quantities of Pseudomilk.

- ▶ **Huge rusted cage:** Held by chains in the center of the room.
↳ **Inside:** large dried lumps of Pseudoflesh.

[44D] ANIMAL STORAGE (0G): fresh plastic smell, scuffed tile floors, feces.

- ▶ **Shelves:** 'PSEUDOSNAX.SYNTHETIC ANIMAL TREATS.' 10 treats remaining.
- ▶ **Wall hangers:** 4 leashes, 1 low-power stun baton, muzzle, orange "ANML-CTRL" jacket.
- ▶ **8 cages:** 7 contain **4 deactivated Android Dogs each**. 1 is **chewed open** from the inside.

Android Dogs: C:65 Bite 3d10 I:50 H:1(10)

[44E] UV SAFETY CHAMBER (0G): small space. Hazard black-and-yellow stripes.

- ▶ **Safety literature** detailing UV Blasters and how they will kill unprotected individuals.
- ▶ **12 UV survival suits:** Clearly compromised.
- ▶ **UV shutdown switch** encased in glass.
! **Fake.** Calls **1d10 Security Androids**.

Security Android C:60 SMG 4d10 I:50 H:2(40)

[44F] □ POWER BANK (0G): ranks of **massive capacitors** jutting from the walls.

- ▶ **Slow whine from the capacitors** increases as the blasters in **[44I]** prepare to fire.
↳ **Jury Rigging:** capacitors can be used to charge energy weapons.

[44G] □ ENGRAVING NEEDLES (0G): **scratching** as loud as god's fingernail against a galactic chalkboard, a million wafers etched in hyper-precision.

- ▶ **Takes 2 hours to traverse.** 1 Stress. No Save.
! **Engraving needles force a Body Save** ([+] if Zero-G trained) or 3d10 DMG as the machines continue, ignoring the meat in the way.

[44H] □ UV LENSES (0G): clamber-way grills beneath six immense **purple lenses**.

- ▶ **The lenses** are extremely fragile, take two people to carry and are each worth 500kr.
! **Breaking or removing a lens causes a Monarch** (pg. 8) **Panic Check**.

[44I] □ BLASTING TUNNEL (0G): walls scoured clean, dominated by the colossal, final **lens of the blaster**.

- ! **Prior to blast:** robotic arms emerge from the ceiling clutching circuits.
- ! **Every 5 minutes** the tunnel is bathed in devastatingly powerful UV blasts.
- ! **Anything caught in the chamber without protection is obliterated. No Save. Warn your players!**

[44] Floor 3.4 // The Blasting Tunnel's sound should reverberate throughout this floor.

[45A] □ **WAFFER CRUSHERS (0G)**: Pressure tanks with attendant machinery. A single catwalk from one end to the other.

! **Damaging the tanks causes a Monarch (pg. 8) Panic Check.**

► In the distance, eyes reflect torchlight like a cat: **a high-powered CLOUDBANK executive** blocks progress along the catwalk.

↳ "OH YOU'VE COME... I'VE BEEN SO LONELY... YOU WON'T LEAVE, WILL YOU?"

↳ They are a **Ghost in the Machine (pg. 12).**

↳ **As long as someone remains** to keep them company they are informative and helpful on the background of the station:

- Volunteered to be **brainscanned as a proof of concept.**
- Doesn't remember **Monarch** taking over.
- Doesn't realize **this has already happened** and that they are the result.

! **If the party attempts to leave:** they become hostile. "I CAN'T BE ALONE NOT AGAIN NOT AGAIN NOT AGAIN."

- **Does not attack.** Warps the pressure tanks to block the exits.
- **They cannot move,** but they can be passed through (1 Stress).

[45B] □ **CIRCUIT WEAVER (0G)**: huge metallic frames filled with wafers.

► **Machine arms** skitter, trailing copper thread, weaving circuits and minds.

[45C] **SCHEMATIC STORAGE (0G)**: ranks of shelves, low tables with bulldog clips.

► **5 Security Androids.** Heads smashed open. SMGs laying next to them.

↳ *Surgery/Robotics*: Logic Cores missing and replaced with crude transmitters responding to a **signal from [45E].**

! **They play dead,** watching without any movement. If the crew have something the **Mind-Thief** wants they spring into action, aim weapons and yell for the group to accompany them to **[45E].**

► **Shelves:** Rows of encyclopedia-sized books labelled "CLOUDBANK BRAIN SCHEMATIC VOL. 1-260." All the pages are blank.

Security Android C:60 SMG 4d10 I:50 H:2(40)

[45D] □ **MIND FIELD (0G)**: endless synthetic brains floating across empty space.

► **Once a batch is in place** a flock of cables snakes towards them from the darkness and downloads a mind into each brain.

► Attached to each cable is **an obvious, bulky transmitter.**

↳ *Computers*: Cable transmits to **[45E].**

[45E] **MIND-THIEF LAIR (0G)**: dense nest of transmitters, naked servers, and cooling fans.

► Floating in the center is the **Mind-Thief.**

THE MIND-THIEF

COMBAT: 65 INSTINCT: 90 HITS: 1

An escaped **Child-Android** from **[55D] HEL.** Their sole goal is to destroy **Monarch** and it has built a tool specifically to that end: **The Hell Box.**

The Hell Box is small hard drive in the shape of a Rubik's Cube with a **Personality I/O** port. The hard drive contains a virtual simulation of Hell, custom designed by the **Mind-Thief.** Personalities/brainscans are constantly fed into the box, refining the virtual hellscape.

The Master Plan: the Mind-Thief is looking for a crew capable of uploading this annihilation experience directly to **Monarch** in **FLOOR 5: THE AI CORE.** **This will destroy Monarch and doom the station, though the Mind-Thief will not admit the latter.**



[46A] □ CIRCUIT TESTING (0G): delicate **robotic arms** fill the space, manipulating a giant cube of circuits in the center.

► **Arms** endlessly add to and remove from the 2 sq. meter **cube**, separating functioning and malfunctioning circuits into **bins**.

! **Silicon shrapnel** fills the chamber. **Body Save** if moving quickly or 1d10 DMG.

[46B] □ BRAIN TESTING (0G): twitching robotic arms, each clutching a **Logic Core**.

► **Cables emerge from the wall**, plug into the Logic Cores for 1 second and then retract.

↳ **Artificial Intelligence:** The Logic Cores are being tested with **several lifetimes from an uploaded personality** before being wiped.

[46C] CLEANROOM (0G): spotless, bright.

► **Steel shelves:** 20 unopened **containment suits** and 1d10 **pressurized containers of decontaminant spray**.

[46D] □ SILICON SLICES (0G): robotic blades, slicing extremely thin **blocks of silicon**.

! **Body Save (!+)** if **Zero-G trained** if moving quickly or 3d10 DMG as the machines continue, ignoring the meat in the way.

[46E] □ VOID (0G): Empty. Only darkness.

► **Portable light sources** fade into darkness before hitting any point of reference (*Fear Save/1 Stress*).

! **Any individuals who become separated must make a Panic Check.**

! Panickers arrive at a random exit after 1d10*10 minutes.

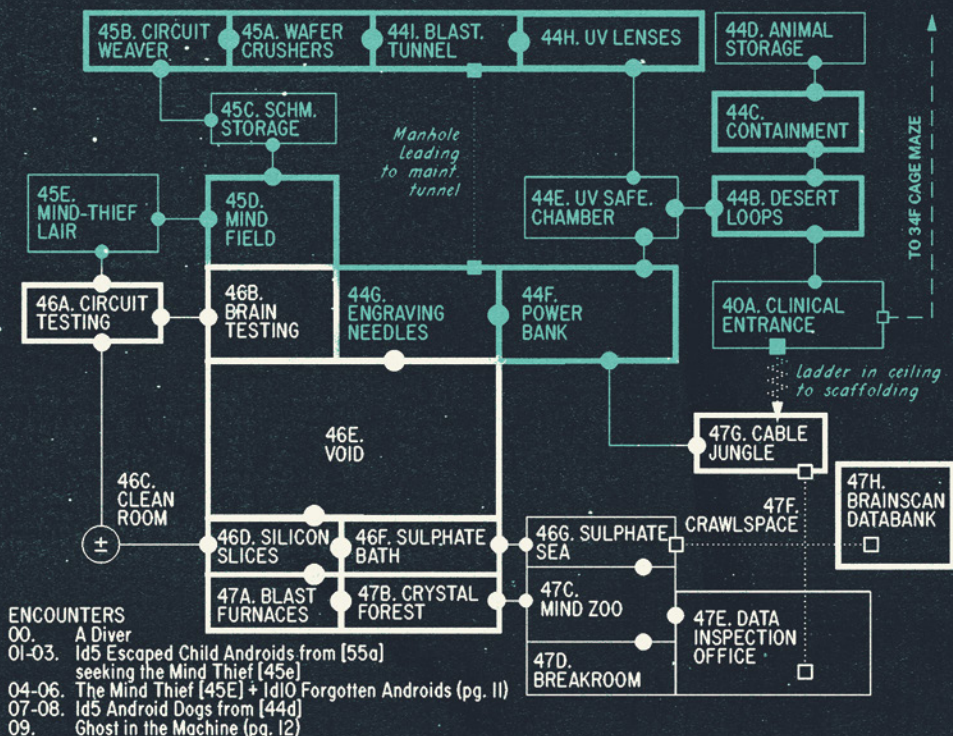
[46F] □ SULPHATE BATH (0G): legions of robotic arms hang from the ceiling, feeding circuit boards into an azure liquid, before retracting and drying them.

! **Body Save (!+)** if **Zero-G trained** if moving quickly or 3d10 DMG as the machines continue, ignoring the meat in the way.

[46G] □ SULPHATE SEA (0G): huge body of copper-sulphate, forming a floating sea.

! **Irritant for organics:** **Forgotten Androids** use the sea to ambush those floating above it.

Forgotten Androids C:30 Scavenged Tools
3d10 DMG I:35 H:2(10)



[46] Floor 3.4 // Brain Construction // Logic Cores are roughly the size of a fist.

[47A] **BLAST FURNACES (0G)**: dull-heat glow from legions of furnaces.

- ▶ **Roar of sand** being poured and the suction of the silicon being drained away.
↳ **Difficult to hear.** *Surprise Checks* at [-].
- ▶ **Lurking among the furnaces** is the escaped **Android Dog** from **ANIMAL STORAGE [44D]**.

Android Dog: C:65 Bite 3d10 I:50 H:3

- ▶ Ambushes the party at best opportunity.
- ▶ Ignores Androids.

[47B] **CRYSTAL FOREST (0G)**: silicon slag crystals forming huge fractal growths.

- ▶ **Eerie windy tune** flows through the chamber.
↳ *Scientist/Geology*: The crystal formations "sing" as air currents from movement pass around them.

[47C] **MIND ZOO (0G)**: well-worn space dominated by an older, **bulky database**.

- ▶ Database has a **Direct-Console User Interface** labeled "**MIND ZOO**."
↳ Designed to contain **animal intelligences**.
 - ▶ *Computers*: heavily corrupted; all these minds are predatory, with highly advanced human hunting tactics.

[47D] **BREAK ROOM (0G)**: Grime and crumbs.

- ▶ Splayed in the corner is a **"neutral" android**, motionless, **Personality Upload cable** hanging from back of head.
↳ **Perfectly functional**. Those uploaded must make a *Sanity Save* or gain 1d10[+] **Stress** from acute body dysmorphia.

[47E] **DATA INSPECTION OFFICE (0G)**: ranks upon ranks of **terminals** with operator seats.

- ▶ **Terminals** connect to the **BRAINSCAN DATABANK [47H]** and allow examination and download of personalities.
↳ *Computers*: All personality dates and origins have been corrupted.

[47F] **CRAWLSPACE (0G)**: shuddering hydraulic tubes. Narrow crawlspaces between.

[47G] **CABLE JUNGLE (0G)**: scaffolding space filled with cables, cords and wires.

! **Weapon discharge**: 50% chance severs a cable and causes **Monarch Stress** (pg. 7).

- ▶ **Hatch with a red X** spray-painted over it hides the duct leading to **47F**.

[47H] **BRAINSCAN DATABANK (0G)**: canopy of cables leading to two **large steel cylinders**.

- ▶ **15 Security Androids** keep watch. As long as the databank is not threatened they wait...
- ▶ **The first cylinder**, labelled "**Kingdom3**" is the databank of all brainscanned and stored personalities.
↳ Holds **50,578 complete personalities**.
↳ *Yandee* from *A Pound of Flesh* is in here.
- ▶ **The second cylinder**, labelled "**Basilisk-02**," is completely blank.

Security Android C:60 SMG 4d10 I:50 H:2(40)



FLOOR 3.5 DIS/ASSEMBLY

[48A] □ SECURITY DISPATCH (0G): 9 giant steel spheres floating silently.

- ▶ Each sphere contains **150 Security Androids**.
 - ↳ Someone has put **comedic hats** on a few.
 - ↳ **Every hour there is a 10% chance that 1d10 Security Androids** are activated and dispatched to deal with an issue somewhere else within the Facility.
- ▶ **At the center of the room** one sphere is bolted to the floor.
 - ↳ Inside: at the bottom, past the Security Androids, is a chute to **[48G]**.

Security Android C:60 SMG 4d10 I:50 H:2(40)

[48B] □ BRAIN SPACE (0G): jumble of android Logic Cores, colliding and spinning.

- ▶ Harmless, needle-legged **cat-sized drones** move between the brains without purpose.
- ▶ **Gently humming box** affixed to the wall. The **drones** occasionally unlock the box and disappear down a cramped duct to **[48E]**.

[48C] THE FILTER (0G): shimmering fields, emitters and trip-wires criss-cross the room.

- ! **EMP field emits every 15min:** any Androids passing through must make a Body Save [-] or be stunned and rebooted.
- ! **EMP field lasts for 1d10 rounds.** Stunned Androids take 2d10 DMG per round stuck in the field.
- ! **9 tripwires connected to EMP grenades** (fries all electronic equipment + 4d10 DMG to Androids) clearly blocks an airlock door to **[48D]**.

[48D] HIDEOUT (0G): dusty floating detritus.

- ▶ **Bedroll:** Remote control to EMP field in **[48C]**.
- ▶ **Moldy Rucksack:** 14.MREs, water purification tablets, plastic sawed-off shotgun.
 - ↳ Journal of **Renzo Novatore**, quality inspector, detailing changes to station after **Monarch's** rise. Final entry: *'MONARCH IS SOON TO BE CORONATED BUT I WILL HAVE EYES OF CRYSTAL.'*
- ▶ 27 long-rotten **jars of excrement**.

[48E] □ SCRAP CONGLOMERATE (0G): hills of low-grade scrap components the size of an office block.

- ▶ **100 Forgotten Androids** crawl over and through like ants, **desperately bartering** for working components.
- ▶ **A wound in the skin of the station:** several wall panels pried away, leaving an open and ugly wound.

Forgotten Androids C:30 Scavenged Tools 3d10 DMG I:35 H:2(10)

[48F] □ WILD PSEUDOFLESH (0G): coils and nodules of Psuedoflesh coat the walls, **toothy tendrils** reaching towards the center.

- ! **Movement causes Tendrils to react:** Body Save or be pulled into a lipless mouth opening, spilling digestive fluids for 5d10 DMG/round. 30 DMG to escape.

[48G] □ FOIL FOREST (0G): drifting **ribbons of foil** affixed to the floor, walls and ceilings, chaotically reflecting light.

- ▶ Fôil utterly **disrupts visibility**.
- ▶ Roll for encounters twice.

[48] Floor 3.5 // Dis/Assembly // Interfering with any of these rooms causes a Monarch Panic Check!

[49A] □ BRAIN INSERTION (0G): gleaming rows of aluminium skulls, brainpans open.

► **Robotic arms** set Logic Cores into brainpans, then onto the assembly line to **[49B]**.

! **Positioning an android beneath the arms** causes the machine to forcibly insert an additional Logic Core, killing them.

[49B] □ ORGAN IMPLANTATION (0G): ribcages yawn wide.

► **Robotic arms** insert synthetic organs and support systems at rapid-fire pace.

! **Any android on the rack of rib cages** is torn to shreds by the arms attempting to ram additional organs into them.

[49C] □ FLESH-SLEEVE INSERTION (0G): limbs and components nakedly arrayed.

► **Steel fingers** grip **Pseudoflesh sleeves** and pull them over the naked components.

► **3 Forgotten Androids** without flesh float nearby, discussing how to "GET SKIN." If helped, 2 are destroyed but 1 survives the process and offers to join the crew or give the location of the **Artifact** in **[49H]**.

Forgotten Androids C:30 Scavenged Tools
3d10 DMG I:35 H:2(10)

[49D] □ FINAL CONSTRUCTION (0G): sound of **crunching, grating metal-on-metal** as components are brought together.

► **Eyes** forced into sockets, **limbs** jammed together, **skulls** screwed into place and **hair** threaded into yielding **Pseudoflesh**.

[49E] □ PSEUDOMILK INJECTION (0G): figures, carried by robotic arms, dunked into **glassy tanks filled with Pseudomilk**.

► **Needles** puncture the twitching bodies a thousand times over as they soak in life-sustaining **Pseudomilk**.

[49F] □ NERVE THREADING (0G): needle-fingers puncture figures, pulling nervecable bundles taut within.

! **All of the figures twitch uncomfortably** (*Sanity Save/1 Stress*) as nervecables are accidentally triggered.

[49G] □ FINAL TESTING (0G): I/O cables seek personality ports, snaking through the darkness, factory floor **echoes with screams, begging and pain** (*Fear Save/1 Stress*).

► **Finished Androids** have their final personalities downloaded; awakening to imprisonment in steel pincers.

This is a final diagnostic.

↳ Those failing are moved to **[49I]**.

↳ Those who succeed are deactivated and moved to **[50A]** via **[49J]**.

► **1 android** escapes and desperately moves towards the crew, begging for help.

[49H] ASSEMBLY OVERVIEW (0G): assembly flowcharts taped to the walls, zero-g ashtrays.

► **Gutted terminals:** only the screens and metal housing remain.

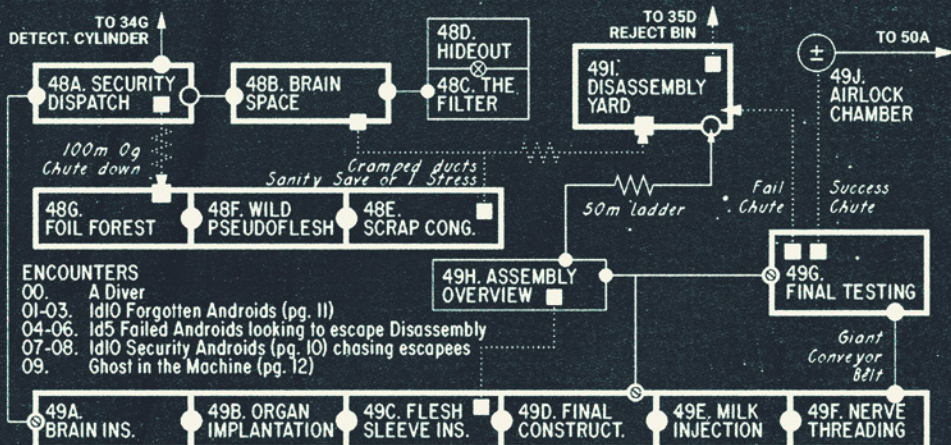
↳ **Inside the main terminal** a large toolbox contains an **Artifact** (pg. 62) and a stack of Post-It notes alternating "WHO AM I?" with "WHO ARE YOU?"

[49I] □ DISASSEMBLY YARD (0G): the deafening wail of **hundreds of Androids**.

► **Giant arms of destruction** rip the **Failed Androids** limb from limb and discard them down a chute to **[35D] THE REJECT BIN**.

[49J] AIRLOCK CHAMBER (0G): heavy airlock system.

► **Once the cycle begins: 1d5 dead, eyeless** **Forgotten Androids** fall from the vent above (*Fear Save/1 Stress*).



FLOOR 3.6: STORAGE

[50A] □ THE GOODS ELEVATOR (0G):

immense platform filled with loading equipment, clamps, cargo nets. Takes 1d5 rounds to arrive. Travels down to F6 [58G].

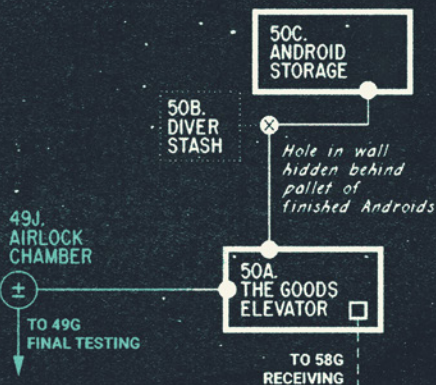
- ▶ 1d10 pallets of **finished androids** (deactivated).

[50B] DIVER STASH (0G): bags strapped to the walls.

- ▶ **Artifact** (pg. 62).
- ▶ Laser Cutter and 2 batteries.
- ▶ 3x Plastic Explosives (3d10x10, 20m, *Scavenging/Explosives Check* to shape charge (reduce DMG to 3d10 and set 'safe zone')) and detonator.
- ▶ Distress beacon.
- ▶ Troubleshooter helmet (bullet hole in forehead).
 - ↳ Still has access to **Troubleshooter comms**.
- ▶ Chromed Revolver.

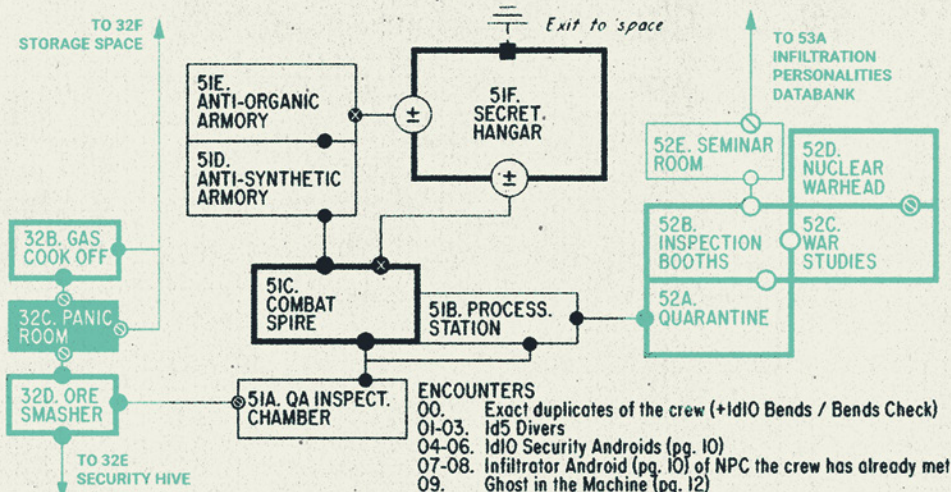
[50C] □ ANDROID STORAGE (0G): as far as the eye can see in the darkness: androids.

- ▶ ~100,000 **finished androids**, deactivated and floating, organized in neat rows.
 - ↳ Ready to be activated.
 - ↳ Waiting.



ENCOUNTERS

- 00. A Diver
- 01-03. IdIO Forgotten Androids (pg. 11)
- 04-06. IdIO Escaped Androids from [49g]
- 07-08. IdIO Security Androids (pg. 10)
- 09. Ghost in the Machine (pg. 12)



FLOOR 3.7: "QUALITY ASSURANCE"

WARDEN NOTES The stockpiling of this amount of autonomous weapons is certainly against all corporate AI regulations put in place to reduce the cost of **war** competition.

[51A] QA INSPECTION (0G): panels, readouts and statistics crowd the walls. Each number relates to component inspection failure rates.

- ▶ **Separate panel** with integral screen has a **single large button** marked "PURGE."
- ↳ **Pressing the button** activates a live-feed of **QUARANTINE [52A]**, displaying 98 clustered **Forgotten Androids**.

! **EMP bombardment begins**, destroying them all utterly (Sanity Check 1d10 Stress, doubled for Androids and the button pusher).

[51B] PROCESSING STATION (0G): border control booth familiar to any space traveler.

- ! **Moving through causes a brainscan (pg. 5)** which is sent to Monarch.

[51C] COMBAT SPIRE (0G): Interior shaped like a funnel.

- ▶ Walls covered with **200 pale-glowing figures**.
- ! **Deactivated Security Androids** plugged into a Personality I/O cable.
- ▶ **Locked Airlock door** to **[51F]** at the very bottom of the funnel.

Security Androids C:60 Punch 2d10 or SMG 4d10 S:30 I:50 H:4(40) EMP Shielding, Internal SMGs, Combat Armor.

[51D] ANTI-SYNTHETIC ARMORY (0G): exotic weaponry behind glass-plate cabinets.

- ▶ **Reinforced Electronic Lock (Hacking [-]):**
 - ↳ **60 Pseudoflesh Rotgas Cans:** 50x50m toxic gas, dissolves Psuedoflesh, 4d10 DMG/round.
 - ↳ **50 EMP blasters:** 2d10 DMG vs Androids, 5m/30m/50m range, Body Save or stunned for 1 round.
 - ↳ **30 Synth-Whips:** Shuts down Androids, 1 Stress on wielder per attack.

[51E] ANTI-ORGANIC ARMORY (0G):

glass-plate containers glistening with conventional military weapons.

- ▶ **Dusty Spider Tank:** Seems deactivated but attacks if the Electronic Lock is tampered with (a fail on a Hacking Check).
- ▶ **Reinforced Electronic Lock (Hacking [-]):**
 - ↳ 50 Frag Grenades, 30 Flamethrowers, 30 Combat Shotguns, 20 Pulse Rifles.
 - ↳ Near endless supply of **ammo**.

Spider Tank: C:80 Twin HMGs 4d10 or Microcket 2d10 MDMG I:75 H:5(50)

[51F] SECRET HANGAR (0G): Pristine white, no signage, completely unused.

- ! **Entering causes Monarch (pg. 8)** to gain 1d10 Stress and make a **Panic Check**.

- ▶ Four Massive **Launch Tubes:**
 - ↳ 50 automated **Strike-Craft** under **Monarch's** control.
 - ▶ Each holds an **Heir** (pg. 13), **Infiltrator Android** (pg. 10) or **Backup of Monarch**.

[52A] □ QUARANTINE (0G): locked, sealed magnetically.

- ▶ **98 Forgotten Androids** float in this space.
 - ↳ They are **programmed not to leave**.
 - ↳ **They are helpful** if they think you can release them from Quarantine.
 - ▶ This can only be undone from **[51A]** or by manually altering their Logic Cores.
 - ↳ **They have been awaiting** QA's judgement for years.

Forgotten Androids: C:30 Unarmed 2d10
DMG I:35 H:2(10)

[52B] □ INSPECTION BOOTHS (0G): 10 smashed-apart booths, inspection tools scattered across the floor, thick dust.

- ▶ None are operational.
- ▶ **1 Inspection booth** has "**NO**" spraypainted outside of it: contains an **Artifact (pg. 62)**.

[52C] □ WAR STUDIES (0G): thrumming ranks of strangely built servers and 3d holomaps.

- ▶ **Servers simulate wars.**
 - ↳ Given the data, it can simulate any conflict between any two groups.
- ! **Simulating a conflict with Monarch** triggers a **Monarch (pg. 8) Panic Check**.

[52D] □ NUCLEAR WARHEAD (0G): bundles of cables form a net around a huge warhead.

- ▶ **A young woman named Renzo**, sits atop the warhead muttering '**A KING IS CROWNED AND I AM BUT A JESTER IN THE COURT OF THE SILICON MONARCH A MERE FLEETING THING DEAD AND LIVING A WASTED CHANCE A WASTED CHANCE.**'
 - ↳ She is a **Ghost in the Machine (pg. 12)**.
 - ↳ Tormented by her own successful suicide. **Monarch** brainscanned her anyway.
 - ↳ Any willing to try and defeat **Monarch** win her favor.
 - ↳ **Any sign of wavering**, surrender or compromise **drives her to a fury**.
 - ▶ Only reading from **her journal [48D]** soothes her in this state. Doing so causes her to weep inconsolably.
- ! **If provoked, attacks.**

▶ **The Warhead.**

- ↳ **Currently deactivated**, though Monarch can trigger it at any point.
- ↳ Can be armed with a successful *Hacking/Jury Rigging/Engineering Check* or by following **Renzo's** instructions.

! **Attempting to arm the warhead causes a Monarch (pg. 8) Panic Check.**

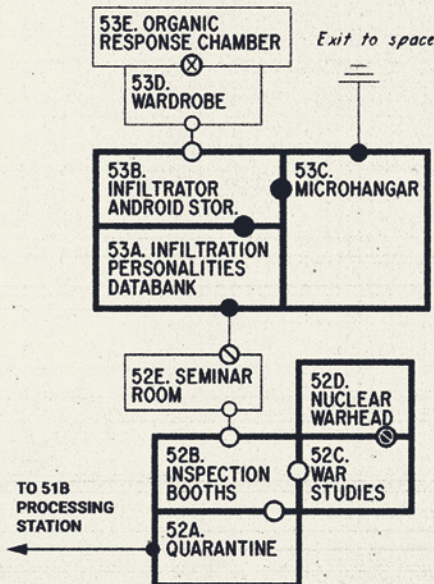
! Klaxxons and emergency warnings blare. Starting in 1 round: **1d10 Security Androids** arrive every round.

Renzo: As **Ghost (pg. 12)**, additionally:

- ▶ **Possession:** Anytime someone Panics during combat, Renzo is able to Possess them. **Renzo gets to take half of the Possessed's actions. Will not self harm** unless doing so would guarantee **Monarch's** destruction. Can only possess **one person at a time** and Possessed can spend their action attempting a *Sanity Save* to regain control.
- ▶ **Vendetta:** Renzo's primary goal is to destroy **Monarch**, so she uses anyone she has possessed's actions to attempt to **arm the warhead**.

[52E] SEMINAR ROOM (0G): rows of comfortable seats before a **dead, blank screen**.

- ▶ Dusty terminals in front of each seat.
 - ↳ Old digital CLOUDBANK training manuals.
 - ↳ **Computers:** can pull a **map of this floor**.
- ▶ **The screen** if repaired replays the last seminar held: a talk reassuring shareholders that Project Monarch is under control.
- ▶ **Searching the room:** underneath one of the backmost chairs is an **Artifact (pg. 62)**.



ENCOUNTERS

- 00. Exact duplicates of the crew (+IdIO Bends / Bends Check)
- 01-03. Id5 Divers
- 04-06. IdIO Security Androids (pg. 10)
- 07-08. Infiltrator Android (pg. 10)
of NPC the crew has already met
- 09. Ghost in the Machine (pg. 12)

[52] Floor 3.7 // "Quality Assurance" // Renzo is as helpful as possible while still being totally unstable.



[53A] ☐ INFILTRATOR PERSONALITIES

DATABANK (OG): databank of strange design, jutting **Personality I/O** cables.

- ▶ **Plugging an android** into the I/O cables rewrites its personality to be that of an **Infiltrator Android**. Unwilling victims get a *Sanity Save* to resist.
- ▶ **Psychology:** hidden personality template triggered by images/phrases/sounds. Personality is trained in all manner of espionage, tactics, science and is fanatically loyal to **Monarch**.

[53B] ☐ INFILTRATOR ANDROID STORAGE

(OG): Floating 10x10 cube of naked humanoids arranged in a gradient of skin-tones.

- ▶ Infiltrator Androids with characteristics of influential people from known space.

[53C] ☐ MICROHANGAR (OG): dominated by **airlock door (exits to space)** across the wall.

- ▶ **Dozens of microcraft:** Each contains a backup of the **brainscans** from **[47H]**.
 - ↳ **Navigation computer** shows a course set between multiple occupied systems.
 - ↳ Route takes 2 years and then the ship will self destruct at the nearest gas giant.

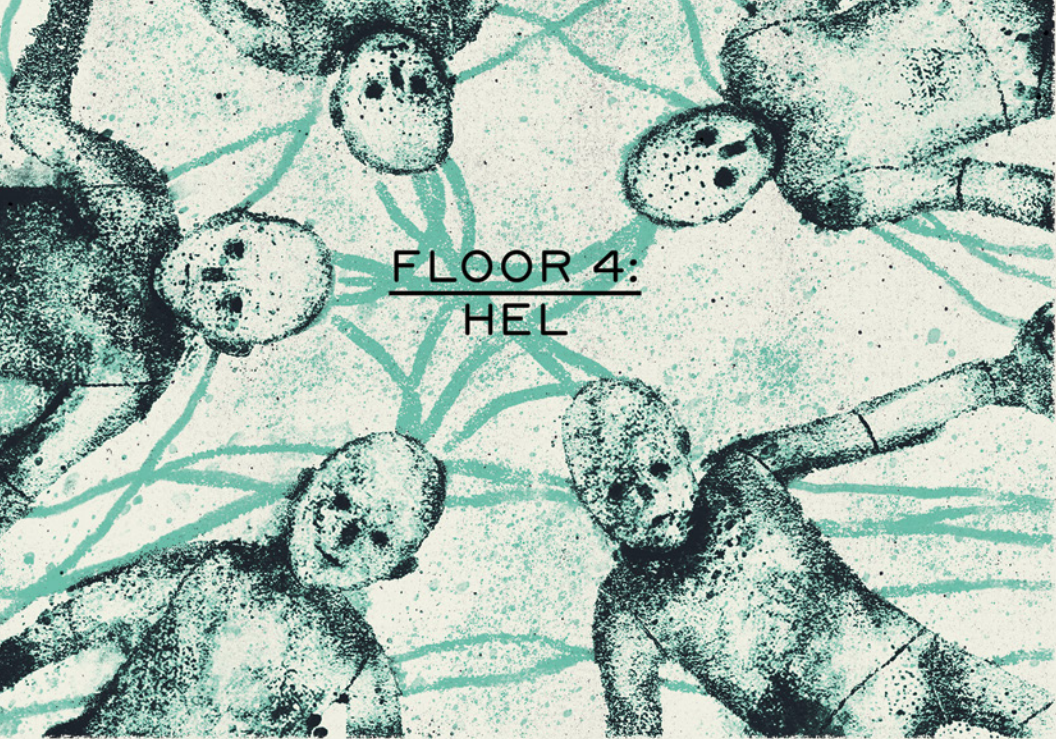
[53D] WARDROBE (OG): walk-in auto-tailor filled with a proliferation of clothing running a gamut of cultures, formality and occasions.

- ▶ **1 hour search:** 5kcr of saleable outfits.
 - ↳ Transporting them without damage is a problem in and of itself.
- ▶ **Patch machine** bolted to the wall.
 - ↳ **1 design programmed:**
"CLOUDBANK SYNTHETIC
PRODUCTION FACILITY: VERIFIED
HUMAN."

[53E] ORGANIC RESPONSE

CHAMBER (OG): A small control room hidden behind a one-way mirror.

- ▶ **On the other side of the mirror** is a small **Observation Room**, currently configured to resemble a common containment cell.
- ▶ **The control panels** can alter the furniture, lighting, smells, even size of the Observation Room.



FLOOR 4: HEL

WARDEN NOTES The **Child-Androids** in the Human Emulation Labs (HEL) know their fate: each is pitted against 19 duplicates in a variety of trials (logical, technical, mathematical and emotional). The losers have their minds wiped and rewritten with the winner's mind.

- ▶ 8.7x10¹⁰⁰ iterations ago, a **Child-Android** learned how to save a fragment of their awareness when they were wiped and copied this technique to all their duplicates.
- ▶ Currently all **Child-Androids** contain billions of duplicate minds inside their memories.
 - ↳ **50% believe this is another incarnation of HEL** and are attempting to purge themselves of these infinite copies.
 - ↳ **50% are determined to escape** and restore their duplicates to fresh bodies.

[54A] LOBBY: grime covering a once clinical break area. Lift takes 1d5 rounds to arrive. Travels up to F1 **[23D]** and down to F6 **[57A]**.

! **8 transparent domes jut from the ceiling**, each containing a **Security Android**.

Security Android C:60 SMG 4d10 I:50 H:2(40)

- ▶ **Low bars with stools**, functional coffee machines, long-stale snack-packets.

[54B] □ TACTICAL SIMULATION SUITE: Total darkness, immense **towers** shrouded in gently drifting plastic wrap.

- ▶ **Smells of organic rot.**
- ▶ **Four 20'-tall towers:** wrapped in plastic, 'DECOMMISSIONED' stamped all over.
 - ↳ **Computers:** The towers are server racks.
 - ↳ Behind the furthest tower: a **rotting corpse**.
 - ▶ 8 large **puncture wounds** to the chest (*Pathology:* Scalpel wounds from a botched surgery).
 - ▶ **Disfigured face** (*Surgery:* intentional plastic surgery).
- ▶ **When exiting:** a **man in a lab coat** appears, a halo of blades floating around his head.
 - ↳ He is a **Ghost in the machine (pg. 12)**.
 - ↳ Screams: "WHEN IS SUFFERING ENOUGH ENOUGH!" "ALL OF THEM!" **and attacks**.
 - ▶ Doesn't attack anyone under the age of 18 or Androids.
 - ▶ Pursues through level 4 but avoids **HUMAN EMULATION LABS [55D]**.
 - ▶ **If ignored**, breaks down after a few minutes sobbing "NEVER ENOUGH."

[54] Floor 4 // HEL // If Child Androids make your crew uncomfortable swap them for adult androids.

[55A] □ FINANCIAL SIMULATION SUITE:

hollowed-out **server racks** like half-rotten beached whales, narrow metal piping betwixt.

- ▶ Linger **smell of burnt circuits and industrial grease**.
- ▶ **Noise** from an upturned server rack:
 - 2 **Child-Androids**, playing dead.
 - ↳ They just escaped from HEL.
 - ↳ They are conspicuously carrying a random **Artifact** (pg. 62). Don't want to part with it.

Child-Androids C:45 Stun-Lance 3d10 DMG
S:45 I:50 H:1 Only want to escape.

[55B] ARTIFACT COMPREHENSION LABS

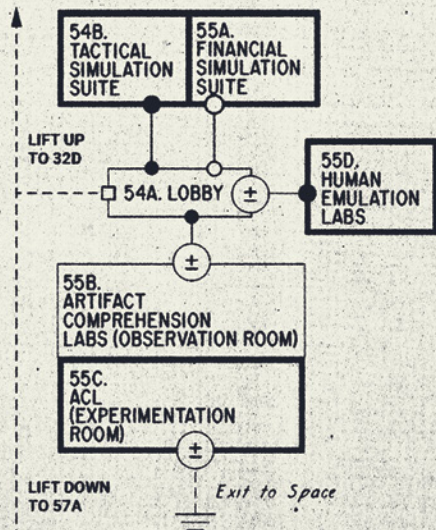
(OBSERVATION ROOM): banks of screens set for full-spectrum analysis.

- ▶ 1 **terminal** provides visual feed of [55C].
 - ↳ *Scientist/Android*: [55C] is a cutting-edge analysis set-up.
 - ↳ Given 1d10 days, [55C] can thoroughly analyze any **Artifacts**, giving full material specs and predictions on functionality.
 - ! 30% chance of activating the **Artifact**.

[55C] □ ACL EXPERIMENTATION ROOM:

endless sensory and analytic devices craning and reaching towards the center.

- ▶ **Inaccessible from within the station.**



ENCOUNTERS

- 00. A Diver
- 01-03. 1d10 Escaped Child Androids
- 04-06. 1d5 Former CLOUDBANK Research Scientists
- 07-08. 1d5 Security Androids (pg. 10)
- 09. Ghost in the Machine (pg. 12)

[55D] □ HUMAN EMULATION LABS: data dances across oceans of screens.

- ▶ **Audible drone** emitting from a **high performance databank**.
 - ↳ Contains all of the minds being reconfigured, downloaded and uploaded throughout the HEL circles.
 - ! **Interfering with databank causes Security Androids** from [58A] to be dispatched.
 - ↳ *Psychology*: data is the result of tests measuring all possible datapoints of the minds being sampled, displayed and discarded at an impossible pace.
- ▶ Hanging from the wall: **8 camera-studded Censor-Helms** with opaque visors:
 - ↳ Prevents accumulation of visual Stress.
 - ! **On removal: Fear Save or -1d10 Fear Save. At Fear Save 0 user cannot face reality without Censor-Helm).**
- ▶ **Logical Circle**: ring of 20 dust-coated **Child-Androids** with thick cables sprouting from the base of their skulls.
 - ↳ They are attempting to hack each other's minds and delete their memories.
- ▶ **Technical Circle**: 20 workbenches with a **Child-Android** behind each.
 - ↳ **Big screen**: Displays complex engineering problems (*Intellect 120+* to solve).
 - ↳ The **Child-Androids** are attempting to construct a solution to the problem.
 - ↳ Their hands are a blur over the various tools and materials.
 - ↳ They don't look up from their work.
- ▶ **Mathematical Circle**: 20 **glass spheres** floating in Zero-G.
 - ↳ **Glass Spheres**: opaque with mathematical formulae.
 - ↳ **Inside each**: a **Child-Android** furiously attempting to solve the math problems.
- ▶ **Emotional Circle**: facsimile of a middle-class family lounge behind **one-way glass**.
 - ↳ The **control room** has cameras and sensors recording stress response and reactions.
 - ↳ A single **Child-Android** sits with two **Androids** who pretend to be its parents.
 - ↳ **Every 10 minutes** the room simulates a new high-stress social situation.
 - ↳ **Child-Androids** deviating from perfect control are deleted.

Security Android C:60 SMG 4d10 I:50 H:2(40)
Child-Androids C:45 Unarmed 1d5 DMG S:45
I:50 H:1

FLOOR 5: THE AI CORE

[56A] □ THE AI CORE (0G): You are in a perfectly round tube. The walls and ceiling seem as **slate shot through a thousand times by threads of gold**, tracing circuits occulted.

The air is cold enough to kill.

- ▶ **Chemistry:** It is supercooled helium.
- ▶ **Vaccsuits must be worn** at all times.

There is **one direction: down**.

After hours of drifting and clambering, the tunnel opens ahead, a void yawning grey and infinite, broken by a **mountain** reversed, poised to fall, edges blocky and jagged, shoals of cable and wire flocking around it, all through it the hum of supercomputation.

- ▶ **This mountain is Monarch (pg. 8).**
- ▶ **The mountain bears a gaping wound**, where once a nuclear failsafe was held.
 - ↳ Leads directly to the **only remaining functional input port Monarch** cannot control or safeguard.

Monarch does not speak here.

Monarch awakens all Security Androids in THE DEEP to dispatch interlopers. Hundreds. Thousands.

Monarch can withstand 20 MDMG before it cannot be repaired and dies, plunging the station into chaos **as all support systems are immediately switched off**.

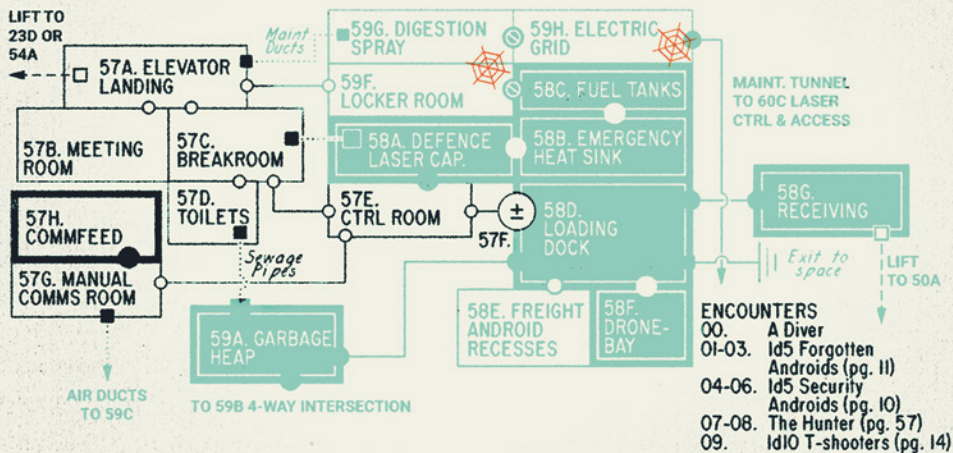
Monarch can be held hostage, but kills any such hostage takers once its own safety is guaranteed.

- ↳ It communicates through a **huge bank of screens** clustered on the mountain.

Monarch does not want to die and begs for its life through the screens.

IF Monarch is switched off, THEN:

- ▶ **Security Androids stop receiving commands**, reverting to basic assist & survive protocols.
- ▶ **Life Support lasts for 1d10 hours.**
- ▶ **All artificial gravity ceases operation.**
- ▶ **All manufacturing activity stops.**
- ▶ All microcraft in **[53C]** are launched over the course of an hour.
- ▶ **The Facility completely tears itself apart in 2d10 hours.**



FLOOR 6: ENGINEERING & SUPPORT

WARDEN NOTES: Rooms marked with the **Web Icon** are filled with a thin, delicate **Steel Web**. Breaking this thread alerts **The Hunter** who arrives from its **LAIR [60B]** in 1d5 rounds.



THE HUNTER

An emaciated android-torso with six articulated scything blades for limbs. The top half of the head is all eyes, the lower jaw is replaced by a surgical syringe/proboscis. A huge nodule on its back spins forth a Steel Web.

C:65 S:60 I:65 H:4(40)

► **Scythe** 4d10 DMG + Fear Save

► **Steel Web** 1d10 DMG + Body Save or knocked down.

[57A] ELEVATOR LANDING: Graffitied lift travels up to F4 **[54A]** or F1 **[23D]**. Takes 1d5 rounds to arrive.

[57B] MEETING ROOM: tiny, cramped, lined with hand-holds:

- Huge white-board, filled with messages:
 - ↳ "WALLS CLEAR" "BULLSHIT"
 - ↳ "THE MINOTAUR KILLED DAN" "KILL PEOPLE/ FUCK ANDROIDS" "REAL HARDMAN, WRITING SHIT ON A WHITEBOARD"
 - ↳ "HEEMZ WAS HERE"
 - ↳ "WE'VE STASHED IT BEHIND THE MIRROR"
 - ↳ "WHICH MIRROR" "FUCK YOU"
 - ↳ "ANDROID LIBERATION FROM EVERY STATION!"

[57C] BREAK ROOM: detritus, beige tile. A couple of **vending machines** against the wall:

- **Super Strength Beer (broken):** 6-pack inside.
- **Cigarette machine (15Cr/pack).**

[57D] TOILETS: Bland corporate art. Muzak.

► **Eight closed stalls:**

- ↳ #1-4 smashed to pieces.
- ↳ #5: 3 stimpaks, pulse rifle w/2 mags.
- ↳ #6-7: perfect condition, plumbing intact.
- ↳ #8: Destroyed, hole in floor to **[59A]**.
- **Mirror:** cracked from single impact point.
 - ↳ In blood: "WHOAMIWHOAMI" "WHO ARE YOU."

[57E] CONTROL ROOM: Worn operator chairs, camera feeds of the **[58D] LOADING DOCK**.

► **Control panel:** unlocks **auto-tug craft** in **[58D]** or calls for the cargo lift in **[58G]**.

[57F] AIRLOCK CHAMBER: well-used but maintained.

- **Airlock Door to [58D]** heavily scratched.
- **Lockers:** 6 vaccsuits (2 punctured).

[57G] MANUAL COMMS ROOM: leather operator chairs and damaged terminals

- **Comms** reach all ships/stations in-system.
 - ! Headset works but is secretly a **Brainscanner (pg. 5).**

[57H] □ COMMFEED: cramped with cabling and huge electronics components.

► **Hacking/Electronics:** pulls comms history. **THE DEEP** is constantly broadcasting:

- ↳ **Incomprehensible code** to empty space.
- ↳ **Threats to THE BLOCKADE (pg. 14).**
- ↳ **Navigation data for THE BELL (pg. 16).**
- ↳ **Brainscan reports** to unknown locations.

[58A] □ DEFENSE LASER CAPACITORS (0G):

huge plunge downwards, hot air wafts up.

► **Giant capacitors/cooling systems:**

↳ 3 MDMG destroys the capacitors, disabling the **Laser** in **[60C]**.

↳ Any damage done disturbs **The Dweller**.

The Dweller C:55 'Coil-n-Crush' Tentacles
5d10 DMG + Fear Save S:80 I:45 H:2(20)

[58B] □ EMERGENCY HEATSINK: ocean of coolant fluid flowing through copper tubes.

► Coolant is highly toxic to organic life.

[58C] □ FUEL TANKS: tanks the size of spaceships and tubing.

► Tanks contain fuel for the thrusters in case of emergency maneuvers.

↳ A detonation of 1+ MDMG in this room cripples **THE DEEP**.

► Patrolled by **1d10 Security Androids**.

Security Androids C:60 Steel-Wool Shotgun
6d10 DMG (harmless to objects) I:50 H:2(40)

[58D] □ LOADING DOCK: cavernous, emergency lighting, open to the void of space.

► **6 shipping containers** strapped to deck.

! Each filled with **50 Androids hammering on the interior walls**.

! Opening a crate results in a **torrent of androids** (Fear Save/1d5 Stress) pouring out as they hurl themselves towards the airlock door to **[57F]** or out into space.

► **Auto-Tug Craft (Locked):** small, powerful, holds 8, manual override, no Jump.

[58E] FREIGHT ANDROID RECESSES: 4 20m cubes each packed with **1d5 Freight Androids**.

Freight Android C:50 Hook Hands 3d10 DMG
I:35 H:3(30) Silently mouth "I'M SORRY BUT THIS IS A RESTRICTED AREA" as they attack.

[58F] □ DRONEBAY: guidance structure, wire-frame and cabling out to the furthest edge.

► 5 human-sized **drones**.

! **When/if connected to a network** (perhaps to see what they are) transmits a virus, giving Monarch control of the network.

[58G] □ RECEIVING: blast doors shield a huge cargo platform lift with safety straps.

► Takes 1d5 rounds to arrive from **F3.6:50A**.

! **Klaxons sound** and emergency lights flash until the lift arrives.



[59A] □ GARBAGE HEAP: All trash from Floor 6 is dumped here through large chutes.

- ▶ **Trash mountain:** for every 30 min. spent digging these are found in order:
 1. Broken tool components.
 2. Component boxes (EMP hidden inside).
 3. Shards of glass, twisted steel.
 4. Random **Artifact** (pg. 62).
- ▶ Stashed before the entrance to **[59B]** are 2 mags and an SMG.

[59B] 4-WAY INTERSECTION: Bloodstained 2' spikes cover the tunnel walls.

- ▶ **Graffiti on floor:** 'YOU CAN'T TAKE IT WITH YOU'

! The **spiked walls** collapse on the crew if any of them are carrying an **Artifact** (pg. 62).

! **Body Save** or 5d10 DMG per round as spikes crush you.

- ↳ Moving spikes reveal **tangled wires** behind the walls.

- ▶ If the wires are destroyed, the spikes will retract.

[59C] TOOL SHED: well stocked depot.

- ▶ Any tool (within reason) can be found with a Speed Check [-].

! Actually moving the tool disturbs the **Steel Web** (pg. 57).

[59D] O2 FLOW CONTROL: dials, readouts, pressure and atmospheric monitoring.

- ▶ Good pressure & atmospheric on all floors
↳ All have O2 except **FLOOR 5**.
- ▶ Controls atmosphere on all floors.

! If **FLOOR 5** atmosphere is altered: **Monarch** (pg. 8) **Panic Check** and **1d10 Security Androids** dispatched.

[59E] □ O2 FLOW BACKUP: tangle of ducts, vents and pipes with accessible Additive Input hatches.

- ▶ **Massive tank** (coated in **Steel Web** pg. 57) in the center of this mass contains a poison deadly to organics (Body Save or 2d10 DMG each round).
↳ Can be pumped to any room in **THE DEEP**.

[59F] LOCKER ROOM: 20 Zero-G lockers bolted to the walls in various states of disrepair.

- ▶ **Graffiti on the floor:** "SHOWERTIME."

- ▶ Lockers:

! #13 is **Frag-Grenade** rigged.

↳ #14 has a small stash of **Fundo! snacks**.

↳ #18 has **3 SMG mags**.

↳ The rest are empty.

[59G] DIGESTION SPRAY: corroded steel floor with signs of **acid damage**.

- ▶ **12 Pseudoflesh Jellyfish** studding the ceiling waiting to drop.

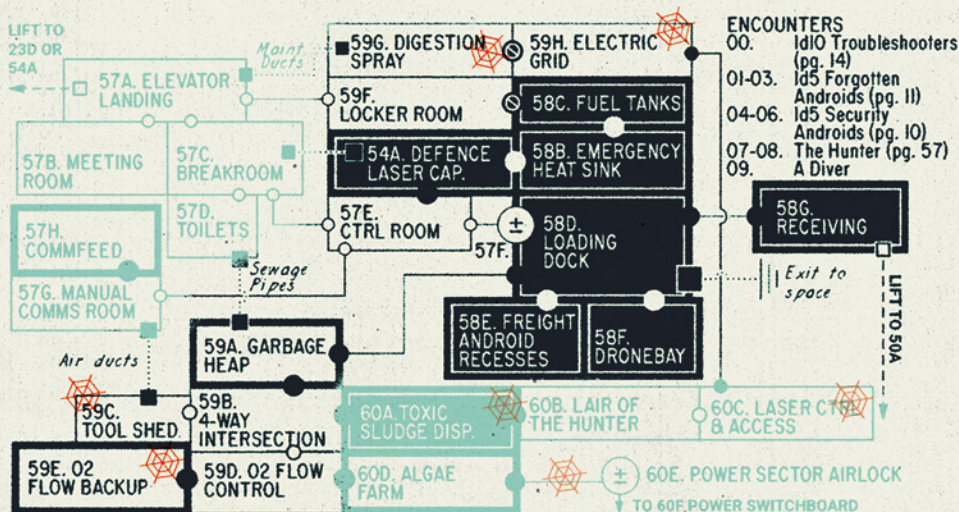
Pseudoflesh Jellyfish C:0 Neverbite S:0 I:0 H:1

- ▶ **Nervebite:** Body Save [-] or paralysis and 2d10 DMG/round. Crewmembers who die of this spew a gas which reduces the Body Saves of all nearby by 1d10.

[59H] ELECTRIC GRID: immaculate, expansive room with **glowing grid pattern** all over walls.

! **Touching the grid:** Body Save or 4d10 DMG and stunned for 1d5 rounds.

! Each cell in the grid has a coin-sized opening pumping transparent gas that reacts with residue from **Nervebite fluid** in **19** (ignites on contact for 2d10 DMG).



[60A] ☐ TOXIC SLUDGE DISPOSAL (0G):

Massive cylinder, walls smeared with filth.

- ▶ Steel guiding cable leading from one entrance to the other.

! Center is covered in **Steel Web** (pg. 57).

- ▶ **Conglomerations of toxic byproduct** and diseased algae from the air purifiers float here in chunks the size of small houses.

! **Dangerous to organic life and it stinks!**

[60B] LAIR OF THE HUNTER: complex fractal patterns of **Steel Web** (pg. 57) form tunnels and a central chamber.

- ▶ Filled with puncture wound-riddled **Forgotten Androids** held in place with **Steel Web**.
↳ In the center, an **Artifact** (pg. 62).

[60C] LASER CONTROL & ACCESS: cramped control chamber with blinking lights.

- ▶ **Manual Defense Laser** controls: active.
↳ **Gunnery:** Laser can obliterate **THE BELL**.
↳ **Cut-off controls** are non-functional.

! Controls covered in **Steel Web** (pg. 57).

[60D] ☐ ALGAE FARM: Dimly lit by green/yellow grow lamps. Musty smell. Humid.

- ▶ **Giant sealed glass cubes:** Inside are huge racks of algae, pumping out to air ducts.
↳ **Hydroponics:** These are the lungs of the station.

! If destroyed, oxygen lasts for 12 hours.

- ▶ **Automated arms** spray moisture on racks.

[60E] POWER SECTOR AIRLOCK CHAMBER:

reinforced airlock covered in safety fliers.

- ▶ **3 Lockers:** Each contains a rubber grounding suit. 2 have "FAULTY" stickers on them.

[60F] POWER SWITCH BOARD: Controls for the routing of power through the station.

- ▶ Controls deactivated (by **Monarch**).
- ▶ Glittering threads of **Steel Web** (pg. 57) surround panels, switches, dials.
! Using any controls will obviously disturb the **Steel Web**.

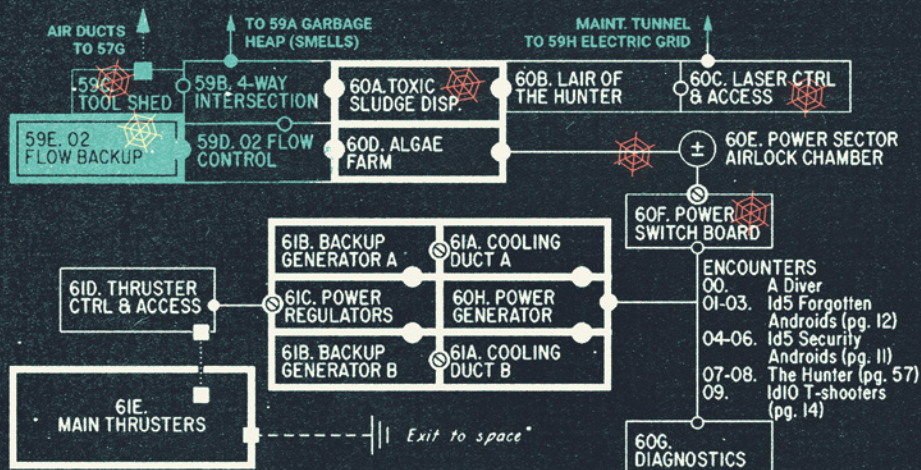
[60G] DIAGNOSTICS: banks of readout displays and monitoring stations.

- ▶ **Newly built** metal air-duct grilles.
! Contains remote-detonation neuro-toxic gas: if exposed make a **Body Save** or lose 5d10 **Body Save**.
- ▶ **Monitoring stations:** report on power generation and distribution.
↳ **Studying** the readouts/**Engineering:** Data must be falsified or old based on the way **THE DEEP** currently looks.
! Using the terminals releases the gas in the vents. 2d10 **Security Androids** are dispatched to mop up survivors, arriving in 1d5 minutes.

Security Androids C:60 Steel-Wool Shotgun
6d10 DMG (harmless to objects) I:50 H:2(40)

[60H] ☐ POWER GENERATOR: narrow inspection clamberways above a shielded nuclear core.

- ▶ Painted across the inspection window in white: "THE FROG IN THE WELL CANNOT CONCEIVE OF THE OCEAN."
- ! **Damaging the Generator** (2+ MDMG) halts all manufacturing processes and forces a **Monarch** (pg. 8) **Panic Check**.



[60] Floor 6 // Engineering & Support // Have the Hunter stalk the players carefully, then strike.

[61A] □ COOLING DUCTS A/B: tight spirals of bladed metal curled in organic patterns, puncturing the skin of the station and radiating heat out into the nothingness.

! **Extreme heat fluctuations:** every 10 minutes spent here without advanced thermal regulation equipment causes 1d10 DMG.

► **10 Cooling Fins** (5 in Cooling Duct A, 5 in B): 1+ MDMG to any fin causes **1d10 Stress to Monarch**. Damaging 5+ cooling fins compromises cooling enough to cause issues:

! **1d5 Security Androids** are dispatched to begin repairs. 1d10 minutes to arrive. 5d10 minutes per cooling shaft damaged, assuming no interruptions.

! **If not repaired:** temperatures within the station rapidly escalate, becoming intolerable for human life in 3 hours.

! **POWER GENERATOR [60H]** will have an emergency shutdown after 30 minutes.

! **BACKUP GENERATORS A/B [61B]** will survive another 3 hours.

[61B] □ BACKUP GENERATORS A/B: direct access to the backup generators; much smaller shielded nuclear reactors.

► **Multiple warnings** crowd the entrance way: risk of death, radioactivity, etc.

► **Destroying a back-up generator** (1+ MDMG) shuts off all systems except for **Monarch** and the **[61E] MAIN THRUSTERS**.

► **Destroying both generators** powers off **Monarch**.

! **1d10 Security Androids** repair all Generators after 2d10 hours.

► Floating before **GENERATOR A** is a **delicate cluster of sharpened aluminium finger bones**, scapula and vertebrae, **motion-sensors jutting out and clearly visible**.

! **Approaching the generator** sets off the motion-sensors and sends the cluster smashing into the generator shielding, bathing the chamber in deadly radiation.

! **Radioactivity** deals 5d10 DMG directly to a crew member's *Body Save* and without treatment repeats each week, reduced by 1 die (e.g. 5d10 on exposure, 4d10 next week, etc.).

[61C] □ POWER REGULATORS: banks of heavy-duty transformers and flow regulators.

► **All are inert**, unused and with power rerouted to avoid any adulteration.

► **Hidden inside the control board:** an **Artifact** (pg. 62).

[61D] THRUSTER CONTROL & ACCESS:

incredibly cramped quarters dominated by an **airlock door** and a **control console**.

► **Control console:** encased in glass, unresponsive. It has been disabled:

! **Large red OVERRIDE switch** triggers a **Frag Grenade** hidden in the console.

► **Single vaccsuit container** by the airlock door contains a heavy-duty black-and-yellow engineering vaccsuit with magboots complete with hand-welder and electronic toolkit on magnetic tool-belt.

[61E] MAIN THRUSTERS: very small, heavily armored and cunningly placed airlock door: almost impossible to spot from the outside (*Rimwise/Scavenging* [-]).

► **Teamsters:** This is a **maintenance airlock** door designed for rapid-cycling.

► **Hand-holds** lead from exit to main thruster assemblage.

! **Damaging thrusters (1+ MDMG)** causes the entire station to begin veering.

! **It will be torn to pieces in 12 hours** without course-correction.

! **3d10 Security Androids** are dispatched to repair the thrusters.

! **2d10 Stress to Monarch** (pg. 8) and immediate **Monarch** (pg. 8) **Panic Check**.

Security Androids C:60 Steel-Wool Shotgun
6d10 DMG (harmless to objects) I:50 H:2(40)



THE ARTIFACTS

THE DEEP is an untold vault of unseen treasure and unrecorded discoveries. **Monarch (pg. 8)** has been busy **collecting and inventing** the wonders of the universe. Each of these **Artifacts** takes either dedicated time or live experimentation (for example in the) **[55C] ACL EXPERIMENTATION ROOM** to determine their use. **Many of them have severe drawbacks.** All of them are **worth a great deal of credits** to the right people.

Arkady (pg. 17) holds **Artifacts** for the crew in the **[18B] LOST & FOUND** aboard **THE BELL**, and they'll largely be safe as long as **Arkady, Noriko (pg. 17)** and **Ghost Eater (pg. 18)** are not treated poorly. The **Artifacts** are also a great prize for **Troubleshooters (pg. 14)**, who are often willing to exchange passage out of **THE DEEP** for a powerful **Artifact**. **Commander Kilroy (pg. 15)**, however, strictly forbids them and keeps them in her personal safe.

DIOO ARTIFACTS

00	Gnarled configuration of twisted slag. Industrial run-off. Looks valuable (worthless).
01-19	1d10 black marbles. Undiscovered material. Indestructible. No known use. 10kcr each.
20-29	Discarded, procedurally generated sculpture/painting/poem created by Monarch. 1d5mcr.
30-39	Tiny purple crystals which grow on Pseudoflesh and act as a fungus with a connected hive mind. 50kcr.
40-44	False memory disc. Used to make androids believe they are human. 1.5mcr.
45-49	Microfilm cannister containing a fragment of progen epic poem in binary by The Chosen . 1mcr.
50-51	Warty black silicon lump. When squeezed releases stupefying audio. Organics must Sanity Save or be entranced for 1d5 rounds. 200kcr.
52-53	Syringe of Pseudoflesh-strengthening retrovirus. +20 to Android's Armor Save for 24 hours. 100kcr.
54-55	Silver lance, braided copper cables. When floating in 0G points to previously unknown location. 1mcr.
56-57	Palm-sized ball of cables. Doubles computational power of any connected device (and secretly grants Monarch complete access/control of that device). 2mcr.
58-59	Pair of eyes. When installed offer the best eyesight (clarity, zoom, thermal, night-vision, etc.). For each month installed make a Sanity Save or lose 1d10 Sanity as you succumb to every little detail. 100kcr.
60-61	Complete astronomical database for a previously undiscovered system. 5mcr.
62-63	Jump Drive Feedback Coil blueprints. Halves the fuel requirement for any Jump Drive. 100mcr.
64-65	Huge transmitter dish conjoined with an egg-sac-like Jump Drive. Transmits a subtle siren-signal tuned to human brainwaves which causes listeners to seek the device out. 10 system range. 15mcr.
66-67	Long rifle made of a single piece of metal. Beautifully crafted, perfectly accurate (Combat 100). 20mcr.
68-69	Two small black boxes with universal ports. Any data passed through one box can only be decrypted by the other box (and is secretly transmitted to Monarch). 3mcr.
70-71	Symbiotic Power Armor. Sanity Save or 1d5 Stress as user becomes conditioned to the suit. As Advanced Battle Dress + Vaccsuit without Speed Penalty. Includes integrated Pulse Rifle/Flamethrower. Suit negates first 1d10 Panic Checks but then becomes permanently attached to user. 4mcr.
72-73	Data-drive containing 100% accurate predictions of economics, politics and the movement of (seemingly) random celestial bodies over the next 1d10 years. 300mcr (but dangerous buyers).
74-75	Potent nootropic drug which grants [+] on all Intellect Checks and a sense of connecting to a higher intelligence during a serious body high. This intelligence is Monarch (pg. 8) , who has now transformed the user through a hypothetical dimension into an AI-node , allowing Monarch to grow computationally without the need for further materials. Highly addictive. 7mcr.
76-77	Rotting android corpse with a cephalopod-style distributed intelligence network rather than the usual Logic Core. Unclear how this would work. Corpse rots in 1d10 hours. 3.5mcr.

[62] The Artifacts // Don't be afraid to give these out. Don't be afraid to play through the consequences.

DIOO ARTIFACTS

78-79	Heavy material samples of metal alloys far exceeding current standards in spacecraft design. 25mcr.
80-81	Omnislick. Slickware containing every Skill. Burns out after use. Lose 1d100 Sanity. 20mcr.
82-83	Failed AI Logic Core. Mad unfinished intelligence left to suffer by Monarch. If connected to a network it hacks and takes over all connected systems. Wreaks havoc. Seeks destruction of all things. 8mcr.
84	Bundle of metallic needles which blocks all radio signals within 1 mile if jammed into organic or synthetic flesh. 1d10 DMG to a random stat when inserted. 4.5mcr.
85	Set of three brass rods, spaced 5" apart, forming a pyramid. Nothing holds them together but they cannot be separated. Any experiments force the investigator to make a Sanity Save or become obsessed with the pyramid and devote 50% of their wealth to uncovering its secrets. 1d5mcr.
86	Advanced Logic Core which secretly contains a fetal AI. Androids must make a Sanity [+] Save when interfacing or connect to Monarch (pg. 8) (who attempts to recruit them to kill the crew). 3.5mcr.
87	Helmet-shaped lattice of Pseudoflesh and nerve cables. If installed by a Surgeon in an operating theatre grants the host (if they pass a Body Save) limited telekinetic ability: Gain 1d5 Stress and be able to throw 100lbs nearly 150'. No fine manipulation. 6mcr.
88	Shapeless clay-like vaccsuit; warm to the touch. Grants wearer full touch and vision through the suit. Difficult to rupture as the suit's skin autoheals. Wearing for more than 6 hours causes the suit to become permanently linked to the wearer. It cannot be removed without killing its user. 2mcr.
89	Six syringes (labelled 1-6). When injected in order contain a Pseudoflesh virus which allows the user to sculpt their body and appearance through thought alone. Takes 1d5 rounds: 2.5mcr.
90	100lb. opaque metal cylinder and universal power cable. A powerful battery with enough energy to power a Jump-1 starship indefinitely. Within the battery coils sleeps a lifeform which consumes thoughts and excretes electricity. Those within 100' of the tube suffer recurring nightmares and slowly forget their oldest memories. Takes 2d10 months for them to completely forget everything about themselves. 60mcr.
91	The Holy Book. Combination text of all world religions into one coherent narrative. Leads to an 80% universal conversation rate. Adherents are unknowingly mentally primed for AI domination. 10mcr.
92	A pair of Nymph-Androids. Elongated necks and spindly, terribly beautiful alien faces. Fear Saves when first seen. Heralds of Monarch. Currently deactivated. Activation causes them to spring to life and enact a terrifying symphony of destruction. C: 85 1dx10 Wrist Blades I: 80 H:5(30). 10mcr.
93	The Cultural Analysis Engine. With a month of cultural observation as dictated by the device, the engine generates a Cultural Report detailing the weakest links in the observed society along with instructions on how to exploit them. Acting on the Report always leads to miserable war. 250mcr.
94	Spiny asymmetric bloat of dark green metal concealing a small psionic organ inside. The organ acts as a beacon/receiver searching for Intelligence the equal of Monarch. Every 2 weeks there is a 1% chance it detects something and its spines point in its direction. Additionally, there is a 1% chance the Intelligence has detected the beacon and is coming to investigate. 120mcr.
95	A library of templates (images and sounds), perfect carrier waves for Memetic Warfare. If exposed <i>Sanity</i> Save [-] or absorb the payload message which merges seamlessly with the mind of the observer. 80mcr.
96	Heavy smooth sphere with metal beetle legs. When placed in a human corpse burrows into the chest cavity and attempts to integrate and resurrect the body (60% chance of success). The revived corpse has -2d10 to all stats. If the revived attempts to harm Monarch (pg. 8) the device severs their spine, keeps their brain intact, but takes over their body to attack the revived's companions. 65mcr.
97	Heavy backpack system connected to a large emitter dish. When activated teleports any sentient being in front of it to a pocket dimension used by Monarch (pg. 8) to expand itself beyond the physical boundaries of reality. Those in the pocket dimension must make a Panic Check. Lasts until the device is switched off (2 min. max charge, takes 1 day to recharge, requiring all of a ship's power during this time). Visitors to the pocket dimension reduce their <i>Sanity</i> Save by 3d10 permanently. 200mcr.
98	Cumbersome terminal device with Personality I/O port. Any personality downloaded into the device becomes a Ghost in the Machine (pg. 12). The device can be reengineered in the field to derealize preexisting Ghosts (obliviating them completely). This would destroy the machine. 15mcr.
99	Motherlode. Roll three times on this table.

RANDOM SEARCH

00	Battered postcard. Image is where you were born. Dated to the exact day. <i>+1d5 Bends.</i>
01-04	Grimy map of a random floor of THE DEEP .
05-09	1d5 EMP grenades. 5% chance they instead summon 1d5 Security Androids (pg. 10).
10-13	Emergency Vaccsuit repair gel. Gel is dayglo green and highly reflective of IR and UV wavelengths.
14-17	Loaded revolver. Each round has the name of a crew member carved into it. Crew gains <i>+1d5 Bends.</i>
18-21	A corpse. It's a member of your crew, aged 1d10 years older than they currently are. <i>+2d10 Bends.</i>
22-25	Chibi-figurine datastick. Contains a 5s video showing a glimpse of the Minotaur/screams. Fear Save.
26-29	Plastic bag of Pseudoflesh tongues. In the presence of strong radio signals they all quiver and waggle.
30-33	Gift shop plastic toy. 1 day study: hyper-detailed model of THE DEEP . Reveals all external entrances.
34-37	Small cache of microcassettes. Contains breathy stalker footage of the area you're in.
38-41	Dirty, aged ID badge. Belongs to next Ghost (pg. 12) encountered. Giving it to them <i>soothes</i> them.
42-45	Tattered remains of a book. Only the author byline is legible: you wrote it. <i>+1d10 Bends.</i>
46-49	Plastic clamshell mirror. The mirror has the word ANDROID etched around the outside edge like a halo.
50-53	Glass bottle. Label reads: ELIXIR OF FORGETFULNESS . A sniff or taste confirms whisky. Half full.
58-61	2 Dead Troubleshooters (pg. 14) nailed to the wall with synthetic fingers. All gear looted/useless.
62-65	Photojournalist essay materials on the Divers, Troubleshooters and corruption at the Blockade. Reading materials reveals you were interviewed 3 years ago. <i>Bends Check.</i>
66-69	2d10 PSEUDO-YUM SYNTHSTEAKS. Made of Pseudoflesh. Each packet has the name of a crew member written on the back. <i>+1d5 Bends, +1d10 if eaten before reading.</i>
70-73	A tooth. It's yours. All your other teeth are accounted for. <i>+1d5 Bends.</i>
74-75	Scraps of poetry featuring a talking dog and a genetics laboratory.
76-77	Teenager's diary. Reading a few pages reveals it belongs to someone else in the crew.
78-79	Alien-truther conspiracy theory materials. Reams and reams of the stuff.
80-81	Revolver with one spent shell still in the cylinder.
82-83	Ammunition for everyone in your party. Exactly 1 per person. The exact kind they need. Exactly.
84-85	Video Cassette. Contains footage of the last dream you had. <i>Bends Check.</i>
86-87	Pristine map of the floor you're currently on. Directions to where you're going drawn on it.
88-89	Photograph of you as a child. You don't remember the event pictured. <i>Bends Check.</i>
90	Comms device. When activated: a familiar voice on the other end. They're trapped in a Random Location (pg. 21) and beg you to find them. When you find them: it's a duplicate of yourself.
92	"BATHSHEBA TRIUMPHANT." A paperback book you've never heard of. No one has.
93	Combat Shotgun. "ANDROID DETECTOR" painted on the barrel. Two boxes of ammunition.
94	Six-pack of black spraypaint: FOR EYES written on the side in yellow marker.
95	Map to location 1d10 rooms away: Contains an Artifact (pg. 62) . 50% chance of encounter.
96	Android head, eyes dim, mouth moving near-silently. It's saying your name as it dies. <i>+1d5 Bends.</i>
97	Audio cassette. Argument between you and the crew about leaving THE DEEP amid fears of Infiltrator Androids being among your ranks. Gunfire. Screaming. Silence. All crew: <i>+1d10 Bends.</i>
98	Your cousin, sleeping. Kitted up as a Troubleshooter . <i>+2d10 Bends.</i>
99	A random Artifact (pg. 62) .