

LUCA NEGRI





IN THE MASU, LIFE IS SHORTER THAN
A DYNAMITE FUSE

TERROR TARGET GEMINI IS AN OSR ROLEPLAYING GAME
WHERE YOU PLAY AS RUNNERS SEEKING GOLD AND
ADVENTURE IN A HYPERVIOLENT, WACKY
WESTERN WORLD



**NEED
GAMES!**

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TERROR TARGET GEMINI IS A WORK OF FICTION INSPIRED BY HUNDREDS OF ARTISTS, WRITERS, COMIC BOOK ARTISTS AND ILLUSTRATORS, NOT TO MENTION NOVELS AND VIDEO GAMES. AS SUCH, IT INCLUDES MANY IMAGES AND DEPICTIONS FROM ALL OVER THE WORLD AND DIFFERENT HISTORICAL PERIODS. FROM MANGA TO THE FRANCO-BELGIAN COMICS, FROM HONG KONG CINEMA TO PYNCHON'S WRITING, THE INFLUENCES ARE MANY, DISPARATE AND DIFFERENT. AS SUCH, SOME DEPICTIONS INCLUDED IN THIS GAME MIGHT COME ACROSS AS ANACHRONISTIC TO SOME OF YOU. IN REALITY, THEY ARE JUST A BUNCH OF REFERENCES THAT I CONSIDER PARTICULARLY COOL AND DECIDED TO INCLUDE IN THESE PAGES WITHOUT THINKING TWICE.

I WANT TO MAKE IT CLEAR. I STRIVED TO REMOVE ANY KIND OF **HATEFUL** REPRESENTATION FROM MY DRAWINGS, FROM THE RULES AND DESCRIPTION OF THIS GAME, WHICH I CREATED WITH THE UTMOST RESPECT AND ADMIRATION FOR ALL THE AFOREMENTIONED WORKS. HATE MAKES BAD GAMES.

LUCA



★ TABLE OF CONTENTS ★

INTRO	4
THE METAWAR	5
RUNNER'S LICENSE	8
CREATING A RUNNER	9
BLOODLINES.....	11
RUNNER'S ORIGINS	17
CLASSES-MERCENARY.....	18
CLASSES-ADVENTURER.....	21
CLASSES-RESEARCHER	24
CLASSES-JACK OF ALL	27
RULES OF THE GAME	31
COMBAT.....	34
FRIENDS / FOES	37
MAGIC	39
BEHIND THE WHEEL	42
COMPANIONS & UNDERLINGS.....	46
GEAR	47
CHAMBERS & AMMO	49
ITEM SLOTS.....	50
ON THE ROAD.....	52
DUNGEON DELVING.....	56
THE MARKETPLACE	57
AN EYE ON TIME	58
EXPERIENCE.....	60
ADVANCED FEATS	61

GAME NOTES.....	65
RANDOM TABLES.....	66
COMMON MAJU NAMES.....	67
DSAR-ZAGAZIG	68
MOST WANTED	114
READYMADE RUNNERS	127
DON'T LOOK BACK	133
THE WOLVES OF ALKHARAB....	148
RUNNER'S LICENSE	157
DICE DROP TABLE	159



TERROR TARGET GEMINI IS A
TABLETOP ROLEPLAYING GAME WHERE YOU PLAY THE ROLE OF
RUNNERS, PROFESSIONAL ADVENTURERS HIRED FOR
DANGEROUS TASKS (DELIVERIES, ARRESTS, RESCUE
MISSIONS, ASSASSINATIONS) IN THE SAVAGE LANDS KNOWN
AS THE MAJU. ONE PLAYER TAKES THE ROLE OF **NARRATOR**
DEFINING AND DESCRIBING INTERESTING LOCATIONS,
PORTRAYING THEIR INHABITANTS, RUNNING COMBAT
AND DESCRIBING HOW THE WORLD CHANGES AS YOU PLAY.
PLAYING REQUIRES A SET OF POLYHEDRAL DICE.

TERROR TARGET GEMINI IS A HYPERVIOLENT AND ANACHRONISTIC
WESTERN, A COLORFUL AND WACKY FANTASY, AN ACTION-PACKED
COMIC FULL OF DEMONIC GUNSLINGERS AND MARTIAL ARTS WITCHES.

IT'S INFLUENCED BY MEDIA LIKE: THE GOOD, THE BAD, AND THE WEIRD -
SAND LAND - TRIGUN - PROGEAR - LUPIN III - INHERENT VICE
PERDIDO STREET STATION - SUKIYAKI WESTERN DJANGO - MAD MAX -
TEKKONKINKREET - DEAD MAN - METAL SLUG - LINDA³ - ET CETERA

AND VORNHEIM FOR THE GREAT
CITY OF DSAR-ZAGAZIG.

ALSO, "THE
GREEN FOG" BY
GUY MADDIN



THE ELVEN **KONIGREICH** IS AN ANCIENT EMPIRE THAT HAS ALWAYS GOVERNED THE NORTH.

THE **BALTIC UNION** IS A COLLECTION OF DYNASTIES, ENLIGHTENED REPUBLICS, AND SUBDUED DICTATORSHIPS WHICH COMPOSE THE SOUTH'S RISING POLITICAL LANDSCAPE.

HISTORY'S LONGEST AND MOST PERVERSIVE CONFLICT HAS ENDED AS 100 YEARS OF WAR MAKE WAY FOR A NEW ERA OF DUBIOUS COLLABORATION AND FORCED PROGRESS.

THE MELAWAR

TWO POLARIZED SYSTEMS CONSTANTLY AT ODDS WITH EACH OTHER COMPETE BOTH INDUSTRIALLY AND PHILOSOPHICALLY TO FIND THE ULTIMATE WEAPON AND SECURE VICTORY.

ONE LAND LIES HOSTAGE BETWEEN THESE OPPOSING FIRES. **THE MAJU**. A BARREN REGION IN WHICH THE CITY OF **DJAR-ZAGAZIG** (OR DJAR-ZAG) BLOSSOMS FROM THE SANDS LIKE A BLACK ROSE. A DEN OF SPIES AND OPPORTUNISTS, RABBLE-ROUSERS AND TERRORISTS, MERCHANT GUILDS, WIZARD RESEARCHERS, AND POISONERS.

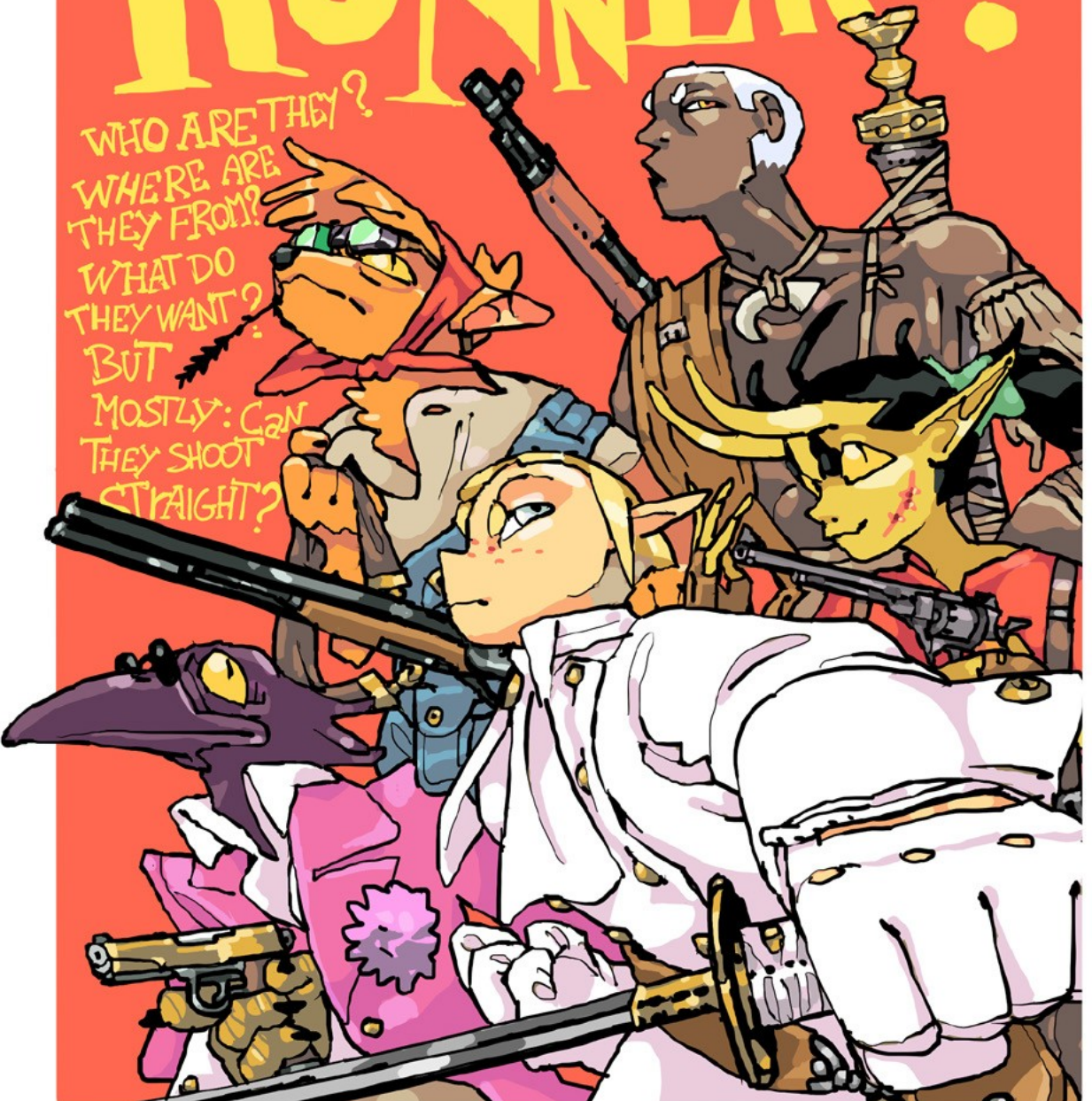
YOU'RE A **RUNNER** TRAVELING TO DJAR-ZAGAZIG TO FIND A JOB. EASY ENOUGH YOU'D THINK. YOU CAN FIND ANYTHING IN DJAR-ZAGAZIG.

IN YOUR POCKETS YOU HAVE YOUR RIDER'S LICENSE PLUS $1d10$ (1 TEN-SIDED DIE) \times $1d12$ (1 TWELVE-SIDED DIE) **WEN** (~~W~~), THE MAJU'S CURRENCY. IT'S NOT A LOT, BUT IT'S ALL YOU'VE GOT.



RUNNERS?

WHO ARE THEY?
WHERE ARE
THEY FROM?
WHAT DO
THEY WANT?
BUT
MOSTLY: CAN
THEY SHOOT
STRAIGHT?



RUNNER'S LICENSE

RUNNERS TAKE ON ALL MANNER OF DANGEROUS JOBS, AND THEIR **LICENSE** DOCUMENTS THEIR ABILITY TO CARRY THEM OUT.

SUCCESSFUL JOBS LEAD TO WEIN, AND WEIN LEAD TO **STARS**. STARS MEAN RUNNERS CAN ACQUIRE MORE SKILLS, INFLUENCE, AND REPUTATION (EACH STAR STRENGTHENS A CHARACTER BY INCREASING THEIR ABILITIES, P.60).



EVERY SELF-RESPECTING RUNNER AIMS TO STOCK UP ON CASH AND SCALE THE RANKS BY GAINING STARS. THAT'S ONLY POSSIBLE WHEN WORKING AS A TEAM: LONE WOLVES RARELY SUCCEED, ESPECIALLY ON TOUGHER MISSIONS. WEIN ARE SPLIT AMONG ALL SURVIVING RUNNERS, AND THE TOUGHEST JOBS BRING IN THE MOST CASH.

TYPICAL **RUNNER WORK** INCLUDES DELIVERING OR PICKING RARE OBJECTS, INVESTIGATING MYSTERIES, HUNTING MONSTERS... WANTED CRIMINALS ALSO HAVE LARGE BOUNTIES ON THEIR HEADS, AND THE RIGHT COLLECTOR WILL PAY A FORTUNE FOR RECLAIMED TREASURE.

STARS ARE ACQUIRED EVERY TIME RUNNERS INVEST THE APPROPRIATE SUM IN THE **CENTRAL-RUNNERS'- GUILD™** (P.60).

A white speech bubble with a black outline, containing the text "3 STARS!" in a bold, black, handwritten-style font.



CREATING A RUNNER

RUNNERS ARE DEFINED BY A COMBINATION OF ABILITIES, GEAR, AND STATS BUT ARE REALLY BROUGHT TO LIFE BY PLAYERS. WHEN TAKING ON JOBS AND MAKING TWEN, TYPICAL ACTIVITIES INCLUDE NEGOTIATING WITH GANGSTERS, ROBBING TRAINS, DISGUIISING THEMSELVES AS NOBLES, SELLING MILITARY SECRETS, EMBARKING ON ARCHEOLOGICAL EXPEDITIONS, AND HELPING FELID TRIBES HUNT ROCS IN THE DESERT.

TO CREATE A RUNNER, DISTRIBUTE THE POINTS (IN BRACKETS) BETWEEN THEIR STATISTICS AND SKILLS (STATS AND SKILL), THEN PICK A BLOODLINE AND CLASS.



STATS

(3 POINTS)

MORE POINTS EQUALS
HIGHER PROFICIENCY

- Power
- COORDINATION
- INTELLECT
- CHARISMA

SKILLS

(3 POINTS)

- TRAINING
- HANDCRAFT
- ARCANES
- COMMUNICATION

STATS

- **Power:** DEFINES THE RUNNER'S STRENGTH, RESISTANCE, AND HEALTH.
- **COORDINATION:** DEFINES THE RUNNER'S AGILITY, REFLEXES, AND BALANCE.
- **Intellect:** DEFINES THE RUNNER'S KNACK FOR INVESTIGATION, CONCENTRATION, AND RESISTING HYPNOSIS.
- **CHARISMA:** DEFINES THE RUNNER'S MAGNETISM AND ABILITY TO INFLUENCE OTHERS.



SKILLS

- **TRAINING:** DEFINES A RUNNER'S SHARPSHOOTING AND MARTIAL/ATHLETIC ABILITIES.
- **Handcraft:** DEFINES A RUNNER'S FINE MOTOR SKILLS AND KNOWLEDGE OF MACHINERIES.
- **ARCANE:** DEFINES A RUNNER'S FAMILIARITY WITH MAGIC.
- **COMMUNICATION:** DEFINES A RUNNER'S ELOQUENCE AND UNDERSTANDING OF LANGUAGES.

ALL RUNNERS BEGIN THE GAME WITH 1 STAR ON THEIR LICENSE AND 1 HEALTH DIE. TO FIND THE STARTING HEALTH POINTS (HP), ROLL 2d8 AND ADD THE HIGHEST RESULT TO YOUR POWER VALUE.

HEALTH POINTS REPRESENT THE CAPACITY TO RESIST PHYSICAL AND MENTAL HARM, THE WILL TO LIVE, AND PURE LUCK. IF THEY REACH 0, YOU ARE KNOCKED OUT. THE GAME USES $1d20 + \text{STAT} + \text{SKILL}$ VALUES WHEN MAKING A CHECK. STANDARD CHECKS ASK YOU TO ROLL 14 OR MORE TO SUCCEED, BUT THIS NUMBER CAN CHANGE WITH DIFFICULTY (12 SIMPLE, 18 TOUGH, 22 GRUELING, ETC.).

TIME TO PICK A BLOODLINE !



PATHETIC.

Elves

INT +1

- ANCIENTS
- LEARNED
- MARTIALS
- INCLINED TO KILL EACH OTHER FOR "NOBLE REASONS"
- IDEALISTS
- THEY LOVE COMMITTING TO DARING ACTIONS AND DYING LIKE HEROES, ESPECIALLY WHEN IT'S NOT REQUIRED
- ALWAYS SURE OF THEMSELVES
- IMMORTALS
- UNHAPPY

THE OLD LORDS OF THE WORLD: RULERS, EXPLORERS, LIVING PARAGONS. THEIR PHILOSOPHERS AND INTELLECTUALS CONSIDER THE METAWAR A CHANCE TO EVOLVE. THAT'S A LIE, CLEARLY. THOUGH JADED AND WEARY, ELVES ARE ENJOYING A SWANSONG, A CULTURAL BLOOM TYPICAL OF THOSE WHO SENSE THE END IS NIGH.

FELIDS

NIGHT VISION: FELIDS SEE WELL IN THE DARK AND HAVE NO DARKNESS SNAG.

- SMALL
- SILENT
- SUPERSTITIOUS
- PLOTTERS
- GREAT PILOTS
- OBSESSED WITH MOTORS
- OBSESSED WITH NATURE
- CONTRARIANS
- THIEVES AND KILLERS
- BAD WITH MONEY
- EASY TO TRICK
- VENGEFUL
- FORGETFUL

FELID HUNTERS PLUNDER ROC CARCASSES WHILE THEIR MERCHANTS SELL BEAKS, TALONS, AND EGGS TO CARAVANS. COMPLEX PROBLEMS, LIKE THE METAWAR, ARE TOO ABSTRACT FOR FELIDS, WHO PREFER EASILY EXPRESSED PROVERBS. IT DOESN'T MATTER: AN ELF COULDN'T TAKE DOWN A ROC, ANYWAY.





IMPS

POW+1

- APPARENTLY FRAIL
- SUPERHUMAN STRENGTH
- GOOD WITH FACES
- DEMONIC BREED
- SAID TO JINX STUFF
- THEIR INCREASED METABOLISM TAKES CARE OF HANGOVERS
- OPTIMISTS
- KEEN SENSE OF JUSTICE
- A FEW ARE ALMOST COMICALLY EVIL
- VICTIMS OF CIRCUMSTANCE

IMPS ARE THE DESCENDANTS OF A PRIMEVAL BLOODLINE OF FALLEN DEMONS SUMMONED TO THIS EARTH BY ANCIENT CULTS. SOME WELCOMED THEM AS THE ULTIMATE WEAPON WHICH WOULD END THE METAWAR. BUT IMPS ARE VERY INDIVIDUALISTIC AND THEIR INABILITY TO FIGHT AS ONE MEANT THEY LACKED THE POWER TO MAKE A DIFFERENCE.



Krus

BEAK: UNARMED ATTACK
DEALING 1d4
DAMAGE.

- VAIN
- POETS, WRITERS, STORYTELLERS
- LOUD, EFFUSIVE
- CAREFUL SCRIBES
- SWORDSMEN
- EASILY OBSESSED
- FOND OF CITIES AND WINE
- INVENTORS OF THE FIRST ALPHABET
- GREAT ACTORS
- BAD ENCHANTERS

THE KRUS CONCEAL SECRET ORDERS, FORBIDDEN EMOTIONS, AND MEMORIES WITHIN EVERYTHING THEY WRITE. THEIR LITERARY OUTPUT IS BOUNDLESS, NUANCED, MYSTERIOUS, AND CONSTANTLY PLAGIARIZED. KRUS AND HUMANS HAVE HAD MANY UNSPOKEN AGREEMENTS THROUGHOUT HISTORY: NOW, THEY SHARE CONTROL OF ALL THE LARGER CITIES.

QARADINS

COO+1



- CYNICAL
- SUSPICIOUS
- FOND OF MONEY
- BUSINESSMEN
- FULL OF DIRTY TRICKS
- NOT KNOWN FOR THEIR COURAGE
- COLLECTORS
- KEEN ON CINEMA
- DEFEATISTS
- PRONE TO A MORBID INTEREST IN THE ARCAINE

QARADINS ARE A BLOODLINE OF MERCHANTS AND SUCCESSFUL (OR NOT) FINANCIERS. THE CONFLICT MADE THEM POWERFUL, AND NOW TRAVEL THE WORLD SEARCHING FOR (FINANCIAL) VENTURES TO UNDERTAKE.



HUMANS

+1 to a SKILL

- ADAPTABLE
- ENTERPRISING
- TENACIOUS
- BASICALLY EVERYWHERE
- ODDLY FASCINATED BY FIREARMS
- OFTEN UNTRUSTWORTHY
- CURIOUS
- TEND TO BE THE LAST SURVIVORS OF A GROUP
- CAN RARELY DISTINGUISH GOOD FROM BAD

HUMAN HISTORIANS HAVE ARGUED THAT THE METAWAR'S CAUSES LIE IN THE ARTIFICIAL CREATION OF SACRED TEXTS DESIGNED TO UNIFY ALL PEOPLE UNDER ONE UNIVERSAL CREED. PREACHERS WERE INDIGNANT. POLITICIANS WENT WITH THE FLOW. INVENTORS PATENTED ORNITHOPTERS. MERCHANTS JUST SOLD WEAPONS. CONCENTRATED ON SURVIVING, THE REMAINING HUMANS PACKED BEHIND INDUSTRIAL CITY WALLS, HIDDEN AMONG ISOLATED TRIBES OR IN PLAIN SIGHT

RUNNER'S ORIGINS

(OPTIONAL)

PICK ONE OF THESE BACKGROUNDS FOR YOUR RUNNER, LET FATE DECIDE BY ROLLING 1d10, MAKE YOUR OWN STORY UP, OR KEEP THEIR ORIGINS MYSTERIOUS.

- 1 - YOU'RE A PRODIGY AMONGST THE KONIGREICH NOBILITY. YOU GAIN AN EXTRA 1d10x1d12 WEAVE.
- 2 - YOU'RE A VETERAN BACK FROM THE CENTURY-OLD WAR. YOU HAVE A DAGGER.
- 3 - YOU GREW UP IN THE ALLEYS OF A BALIC CITY-STATE AND WERE TRAINED BY AN UNORTHODOX MASTER. YOU OWN A SET OF LOADED DICE.
- 4 - YOU ARE A PEASANT, YOUR UNREMARKABLE LIFE WAS TRANSFORMED BY AN EXTRAORDINARY EVENT (A CALAMITY, MILITARY INVASION, OR REVELATION). YOU'VE GOT EXTRA FOOD (1d6 SLOTS, P.50).
- 5 - YOU'RE PART OF A SECRET SOCIETY WORSHIPPING THE RAT GOD OF FATE AND COINCIDENCES (THE WEAWE). YOU STUDIED AT AN ACADEMY BUT WERE KICKED OUT. YOU'VE GOT 1 RANDOM SCROLL (P.50).
- 6 - YOU'RE A CIRCUS PERFORMER, JESTER, OR DANCER. YOU OWN A MUSICAL INSTRUMENT
- 7 - YOU'RE A DWELLER OF THE SAVAGE LANDS, PART OF AN ISOLATED TRIBE WITH FEW CONTACTS WITH CIVILIZATION. YOU OWN A TALISMAN (P.50).
- 8 - YOU'RE A TRAVELER FROM A DISTANT LAND. YOU'VE GOT WHAT LITTLE REMAINS OF YOUR FAMILY'S TREASURE (1 SLOT LUXURY CRAFT GOODS).
- 9 - YOU'RE A CRIMINAL FLEEING FROM A CRIME YOU DIDN'T COMMIT...MAYBE. YOU'VE GOT 1 DOSE OF POISON.
- 10 - YOU'RE A SEA DOG, BORN ON THE OCEAN WAVES. YOU'VE GOT A SPYGLASS.



NOW LET'S PICK A CLASS.

CLASSES



AFTER PICKING YOUR BLOODLINE, YOU SHOULD CHOOSE A CLASS AND A SPECIALTY. THERE ARE FOUR CLASSES: MERCENARY, ADVENTURER, RESEARCHER, AND JACK OF ALL. YOU MAY FORGO YOUR SPECIALTY IN EXCHANGE FOR 1 GENERAL ADVANCED CLASS FEAT (p.61).

MERCENARY:

A MERCENARY SOLVES PROBLEMS BY APPLYING CALCULATED DEGREES OF VIOLENCE. MERCENARY RUNNERS START WITH +1 TRAINING. ALSO, CHOOSE A SPECIALTY: FENCER, HUNTER, BERSERKER, OR GUNSLINGER.

1-FENCER



DESCRIPTION:

FENCER'S PLUNGE SWORDS INTO ENEMIES' THROATS WHILE MOCKING THEIR LACK OF STYLE.

FEATS:

-MASTER OF STYLE: YOU HAVE AN EDGE (p.32) WHILE MAKING STYLISH ADVANCED MOVES (p.35), LIKE PUTTING OUT CANDLES, CUTTING CLOTHING, FLOURISHES, OR "SIGNING" YOUR NAME WITH YOUR SLEEK WEAPON (p.47).

-FOOTWORK: DIFFICULT TERRAIN DOESN'T GIVE YOU SNAGS TO ATTACK, DEFENSE, AND ACROBATICS ROLLS. YOU ALSO HAVE AN EDGE WHEN DANCING.

SWG SLICER: YOU CAN USE YOUR WEAPON TO DEFLECT A BULLET BY SPENDING 1KI (p.39).

GEAR:

1 SLEEK WEAPON AND TONS OF PRIDE.

HUNTERS RISK THEIR LIVES TO CAPTURE RARE BEASTS, THEN RISK THEM AGAIN TO SELL THEM.

FEATS:

- HUNTING PARTNER: YOU'VE TRAINED A FAITHFUL HOUND (P.46.)

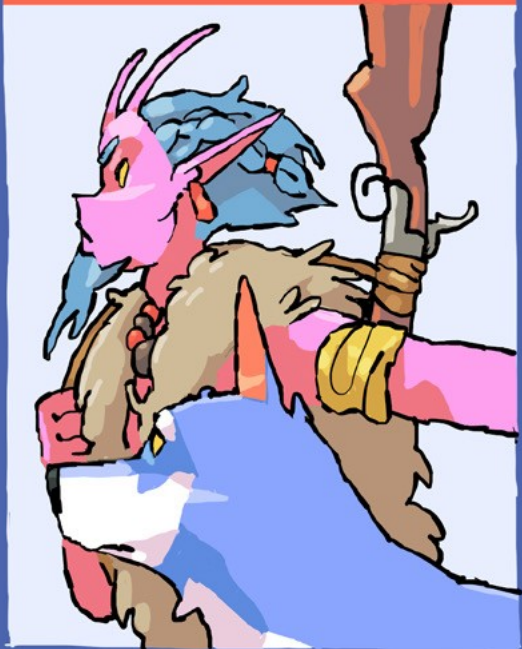
- BEAST LORE: YOU'VE GOT AN EDGE AGAINST MAMMALS, BIRDS, REPTILES, FISHES, OR INSECTS. YOUR CHOICE. YOU ALSO KNOW EVERYTHING ABOUT MONSTERS OF THAT TYPE: THEIR POISONS, HABITS, AND WEAK SPOTS.

- RODEO: YOU'VE GOT AN EDGE WHEN USING A LASSO TO CATCH MONSTERS.

GEAR:

KNIFE, ROPE, BEARTRAP, SPEAR, AND AN OLD BOLT-ACTION RIFLE.

2 - HUNTER



3 - BERSERKER



BERSERKERS LIVE TO FIGHT, HAVE TO FIGHT, HAVE ISSUES WITH THEIR TROUBLED PAST, AND ONLY BELIEVE IN WHAT THEY CAN SEE.

FEATS:

- RAGE: YOU MAY ATTACK WITH A SNAG TO DOUBLE YOUR MELEE DAMAGE.

- DIE HARD: YOU DON'T GO DOWN, EVEN WITH YOUR GUTS SPILLING OUT. YOU DON'T FAINT WHEN YOU REACH 0 HP (BUT THE NEXT DAMAGE YOU TAKE KILLS YOU).

- PROTECTOR: YOU MAY TAKE DAMAGE DIRECTED AT A NEARBY ALLY WHILE IN MELEE

GEAR:

HEAVY WEAPON AND ARMOR, A TRINKET WITH GREAT SENTIMENTAL VALUE.

CAUSE AND EFFECT ARE INVERTED IN A GUNSLINGER'S MIND: FIRST, THE ENEMY DROPS DEAD, THEN THEY HEAR THE SHOT.

FEATS:

LIGHTNING REFLEXES: YOU ALWAYS SHOOT FIRST. EVEN IF YOU FAIL THE INITIATIVE ROLL, YOU CAN SPEND 1 KI TO SHOOT AT THE START OF COMBAT.

ACE: YOU'VE GOT AN EDGE WHEN PLAYING POKER AND OTHER SALOON GAMES, WHETHER SKILL OR LUCK BASED.

RICOCHET: YOU CAN BOUNCE BULLETS TO HIT 2 TARGETS OR 1 TARGET TAKING COVER, BUT YOU ROLL WITH A SNAG (UNLESS YOU AIM, P.36).

GEAR: 1 PISTOL/RIFLE, 1 RELOAD, 1 BOUNTY POSTER.

4-GUNSLINGER





ADVENTURER:

ADVENTURERS SPECIALIZE IN OBTAINING RICHES THAT FEW COULD DREAM OF, LIKE A PHARAOH'S TREASURE OR A PIRATE'S HOARD. MAYBE. OR DRAGON EGGS FROM THE GLUINGEL MARSHES, THE FIRST PLACE IN THE VOLKENDEK RIVET RUN, DJAR-ZAG'S MYSTERIOUS WEAVER'S CULT, MARTYR GEORG'S SWORD (WHICH SUNK WITH THE HEAVENLY GALLEY IN THE SEA OF KALIMBA), AMONGST OTHERS. THE GOAL MATTERS NOT: IT'S ALL ABOUT THE QUEST.

ADVENTURER RUNNERS START WITH +2 TO 1 SKILL (THEY CHOOSE WHICH ONE). ALSO, CHOOSE A SPECIALTY: SQUIRREL, MOLE, WREN, OR HARE.

1-SQUIRREL



DESCRIPTION:

SQUIRRELS ARE ACROBATS, CONTORTIONISTS, DANCERS, AND, OFTEN, BAITS.

FEATS:

TIGHTROPE WALKER: YOU (ALMOST) NEVER LOSE YOUR BALANCE. YOU CAN SPEND 1 Ki POINT TO GAIN AN EDGE FOR ACROBATICS CHECKS OR COO REACTION ROLLS (P. 31).

DODGE: YOU DODGE THE FIRST MELEE ATTACK AGAINST YOU EACH TURN.

BAIT: YOU HAVE AN EDGE WHEN ENTERTAINING, DISTRACTING, OR GOADING.

GEAR:

A SHORT WEAPON, THROWING KNIVES, GRAPPLING HOOK WITH ROPE, A WRY GRIN.

MOLES INFILTRATE SECRET SOCIETIES, SEARCH FOR MISSING PEOPLE, DIG DEEP IN EVERY MYSTERY, AND OFTEN GET KILLED RIGHT BEFORE UNRAVELING IT.

FEATS :

ACTOR: YOU HAVE EDGE WHEN DECEIVING OR PRETENDING TO BE SOMEONE ELSE.

HIDDEN POCKETS: ITEMS YOU HIDE ON YOUR PERSON CAN'T BE DISCOVERED.

REPLACEMENT: IF A MOLE DIES, YOU CAN CREATE A NEW MOLE RUNNER THAT LOOKS EXACTLY LIKE THEM.

GEAR:

SECRET COMPARTMENT IN A SHOE, FAKE MUSTACHE, POLAROID, DERRINGER.

2-MOLE



THE DOOR OF A SAFE IS AN ILLUSION; A WREN'S HAND CAN SLIDE THROUGH METAL.

FEATS :

-LOCKPICKER: YOU HAVE AN EDGE WHEN LOCKPICKING WITH TOOLS.

-DASH: YOU DART AROUND LIKE A SHADOW AND CAN MAKE AN EXTRA MOVE ACTION DURING COMBAT.

-LITTLE BUDDY: YOU HAVE A TRAINED RODENT (OR OTHER SMALL ANIMAL). THEY ARE A GREAT LITTLE EXPLORER, WHO LIVES IN YOUR POCKET (P.46)

GEAR:

LOCKPICK, TRUNCHEON, CALTROP.

3-WREN



HARES DRIVE CHROME SPEEDSTER. NARROWLY EVADING AMBUSHES FROM MOOR AARAKOCRAS, THEY DELIVER THE SMUGGLED LIQUOR TO THE MOB JUST IN TIME BEFORE IT LEAKS OUT OF THEIR SPEEDSTER'S BULLET-RIDDLED FRAME.

FEATS:

-MECHANIC: YOU KNOW A MOTOR LIKE A SURGEON KNOWS A HEART VALVE; YOU HAVE AN EDGE WHEN MAKING REPAIRS.

-DAREDEVIL: IF YOU TAKE A SNAG TO OBSTACLE ROLLS (P.43), YOU GAIN AN EDGE TO ALL STUNTS FOR ONE TURN.

-PILOT: YOU CAN SPEND 1 KI POINT (P.39) TO GAIN ONE BONUS DRIVING ACTION (P.43).

GEAR:

HELMET WITH GOGGLES, 2 LARGE WRENCH, A STANDARD RIDE (MOTORBIKE OR CAR), AND A KEEPSAKE ATTACHED TO THE REARVIEW MIRROR.

4-HARE





RESEARCHER:

CATAclysmic CONSPIRACIES AND FATE'S INTRIGUES OFTEN CENTER AROUND ONE INTREPID RESEARCHER. RESEARCHERS SPECIALIZE IN GAINING KNOWLEDGE (OFTEN ARCAINE) HIDDEN IN PLACES (USUALLY FORBIDDEN) OR IN THE HANDS OF PEOPLE (TYPICALLY CONSUMED BY FOLLY, POWER, OR GOOD INTENTIONS).

MAGIC IS A COMPLICATED THING, AND RESEARCHERS AREN'T AFRAID OF GETTING THEIR HANDS DIRTY.

RESEARCHER RUNNERS START WITH +1 ARCAINE AND 1 SPELL. ALSO, CHOOSE

A SPECIALTY: SHAMAN, ACADEMIC, WITCH, OR DEMONOLOGIST.

1-SHAMAN



DESCRIPTION:

DRUIDS, PRIMORDIAL SORCERERS, THOSE WHO GREW UP FAR AWAY FROM THE HUSTLE AND BUSTLE OF THE CITY, AND ARE PATIENT ENOUGH TO TUNE INTO NATURE AND THE AFTERLIFE

FEATS:

-BEAST WHISPERER: YOU HAVE AN EDGE WHEN COMMUNICATING WITH ANIMALS (CHA + COM).

-HERBALIST: YOU KNOW YOUR HERBS.

-DIVINATION: PICK A NUMBER BETWEEN 1 AND 20 WHEN CREATING THE RUNNER. WHEN YOU ROLL THAT NUMBER, YOU RECOVER 1d4 KI POINTS (P 39).

GEAR:

PIPE, COLORED STONES, A SLING, & BRONZE WEAPON, 5 BERRIES (P. 52).

THE ARCANES PRESERVERS WILL SPEND MILLIONS OF WEN ON SENDING THEIR APPRENTICES TO THE FOUR CORNERS OF THE EARTH IN SEARCH OF LOST (AND SOMETIMES POINTLESS) KNOWLEDGE.

FEATS:

-OCCULT RESEARCH: YOU LEARN 1 GENERIC SPELL (P.42).

-SCRIBE: YOU MAY CREATE A SCROLL HOLDING 1 SPELL YOU KNOW. IT TAKES 1 QUARTER DAY (P.58) AND COSTS (2x SPELL COST) KI POINTS.

-BOOKWORM: YOU RECOGNIZE RARE BOOKS AND CAN READ A TEXT IN 1 QUARTER.

GEAR:

2 DIPLOMA AND A POINTY HAT.

2 - ACADEMIC



SOME WITCHES LIVE IN CAVES WITH WOLVES, OTHERS IN CRYSTAL CASTLES FULL OF CLAY MEN. SOME WITCHES EVEN MAKE A LIVING BY STEAMING DUMPLINGS IN DSAR-ZAG'S BACKSTREETS.

FEATS:

-DOODLE: YOU CAN SEE THROUGH AN EYE DRAWN WITH CHALK.

-FAMILIAR: YOU'VE GOT A SMALL PET.

-DREAM LINK: YOU CAN MANIPULATE SOMEONE'S DREAMS (1KI POINT).

GEAR:

A DREAM DRESS OR RAGS, ONE POTION OF YOUR CHOOSING (P.51).

3 - WITCH



MAGIC, LIKE MONEY AND SPEED, GETS TO YOU. THAT'S WHY ALL KINDS OF RELIGIOUS INSTITUTIONS WANT TO FUND THEIR OWN PRIVATE ARMY. FIGHTING EVIL IS A MATTER OF POLITICS.

FEATS:

- FIRE BRAND: YOU'VE GOT AN EDGE IN COM WHEN INFLUENCING ANGRY CROWDS.
- UNSHAKABLE FAITH: YOU ARE IMMUNE TO ALL MENTAL CONTROL.
- TORTURER: YOU KNOW HOW TO GET THE INFO YOU NEED, WHATEVER IT TAKES. YOU'VE GOT AN EDGE WHEN INTIMIDATING OR TORTURING.

GEAR:

SWORD, MUZZLELOADER PISTOL, 1 SILVER BULLET, A HOLY SYMBOL, A MUMMIFIED FAIRY (IT COUNTS AS A TALISMAN, P.50).

4 - DEMONOLOGIST





JACK OF.
ALL



SOMETIMES FATE BRINGS TOGETHER THE MOST UNLIKELY INDIVIDUALS FOR INCOMPREHENSIBLE REASONS. CHOSEN ONES AND TRICKSTERS, THE VIRTUOUS AND DAMNED, ICONS AND COMMON PEOPLE: JACK OF ALLS SHARE NOTHING BUT BEING DESTINY'S PLAYTHING.

JACK OF ALL RUNNERS START WITH THE **LUCK** ADVANCED FEAT (ONCE PER DAY, YOU CAN REROLL ONE OF YOUR CHECKS BEFORE THE NARRATOR TELLS YOU THE OUTCOME-THE SECOND ROLL IS FINAL). ALSO, CHOOSE A SPECIALTY: COOK, MERCHANT, MARTIAL ARTIST, OR CHARLATAN.



DESCRIPTION:

COOKS ARE EVERY RUNNER'S BEST FRIEND, ESPECIALLY IF THEY CAN MAKE MILITARY RATIONS EDIBLE BY USING TONS OF TABASCO.

FEATS:

-CARBS: YOU CAN SPEND 1 QUARTER AND 1 FOOD SLOT TO COOK 1+HAN "SPECIAL RATIONS" (THEY GIVE AN EDGE TO THE NEXT POW/COO ROLL).

-FINE COOKING: YOU'VE GOT AN EDGE WHEN COOKING, SMELLING, FINDING HERBS, AND RECOGNIZING POISON.

-HEARTY MEAL: EATING A MEAL MADE BY A COOK BEFORE RESTING GRANTS AN EXTRA 2d8HP.

GEAR:

PAN (1d6 + POW), WOK (CAN BECOME A SHIELD), KNIFE, SPICES, 1 FOOD SLOT.

1-COOK



THE BALTIC UNION HOARDS NATURAL RESOURCES. THE KONIGREICH CONTROLS THE TRADE ROUTE. MERCHANTS TRY TO FIGURE OUT WHO THEY NEED TO BRIBE TO EASE THE WHEELS OF COMMERCE.

FEATS:

-TRICKS OF THE TRADE: YOU'VE GOT AN EDGE WHEN EVALUATING GOODS AND BARGAINING.

-AMIABLE: YOU'RE GOOD AT READING PEOPLE. YOU CAN SPEND 1 KI POINT TO REROLL AN NPC'S PERSONALITY (P.86) WHEN TALKING TO THEM (DOESN'T WORK IN COMBAT).

-LABORER: ADD **FIAT** TO THE NUMBER OF SLOTS YOU HAVE.

GEAR:

A DONKEY OR THREE-WHEELED TRUCK (SLOW RIDES, P.23), 1d10 SLOTS OF COMMON GOODS (P.57)

2 - MERCHANT



3 - MARTIAL ARTIST



MANY MARTIAL ARTS SCHOOLS ARE BASED ON ASCETIC DISCIPLINE, STOIC PHILOSOPHIES, AND TRAINING VAIN OR AGGRESSIVE STUDENTS.

FEATS:

-MARTIAL ARTS: WHEN UNARMED, YOU'VE GOT 2 ATTACKS (1d4 DAMAGE) AND NO SNAG TO THE FIRST COUNTERATTACK EACH TURN.

-PARKOUR: YOU'VE GOT AN EDGE WHILE ESCAPING, CHASING ON FOOT, AND DOING ACROBATICS.

-SECRET MOVE: YOU KNOW 1 OF THESE MOVES. ACUPUNCTURE (HEALS 1d8 HP), A RANGED UNARMED ATTACK (1d8 DAMAGE), OR A PARALYZING STRIKE. COSTS 1 KI POINT.

GEAR:

HAND WRAPS, AN ICON WITH YOUR MASTER ON IT, A STAFF OR A HIDDEN WEAPON.

CHARLATANS ARE NOT EFFECTIVELY MAGIC USERS, BUT THEY KNOW HOW TO APPEAR LIKE THEM (WITH PROPER PREPARATION) AND MORE IMPORTANTLY, HOW TO MAKE MONEY OUT OF IT.

FEATS:

-MENTALISM: YOU KNOW HOW TO RECOGNIZE TRICKS, LIES, AND DISGUISE.

-MAGNETISM: YOU GAIN THE COMPLETE ATTENTION OF A PERSON WITH A LOWER LEVEL THAN YOU (P.38).

-MAGIC TRICK: YOU CAN REPLICATE THE ACADEMIC SPELL "CANTRIP" WITH AN INT+HAN CHECK WITHOUT SPENDING KI (P.40). THE TRICK IS NOT MAGIC; YOU CAN ONLY DO IT IF YOU HAVE YOUR TOOLS.

GEAR:

MAGICIAN'S TOOLS (INVISIBLE WIRE, MAGNET, SMALL MIRROR, SMALL GUNPOWDER POUCH, HOOK, LOADED DECK, SMALL PROSECTOR), A SWORD-CANE.

4- CHARLATAN





RULES of THE GAME

THE GAME USES $1d20 + \text{STAT VALUE} + \text{SKILL VALUE}$ DURING CHECKS.

SUCCESS MEANS PASSING A DIFFICULTY THRESHOLD: 12 IS SIMPLE, 14 STANDARD, 18 TOUGH, AND 22 GRUELING.

THE NARRATOR DEFINES AND DECLARES THE DIFFICULTY BEFORE ROLLING THE DICE.

SIMPLE: AN ACTION REQUIRING THE RUNNER'S FULL CONCENTRATION.

STANDARD: REQUIRES CONCENTRATION AND ABILITY.

TOUGH: REQUIRES A SPECIFIC ABILITY PLUS FEATS.

GRUELING: REQUIRES EXTREME ABILITY, FEATS AND A LITTLE LUCK.

THE NARRATOR DECIDES WHICH $\text{STAT} + \text{SKILL}$ COMBINATION TO USE BASED ON THE RUNNER'S APPROACH.

EXAMPLE: OPENING A LOCKED DOOR. IF THE RUNNER DECIDES TO KICK IT OPEN, ROLL $\text{POW} + \text{TRA}$. HOWEVER, IF THE RUNNER LOCKPICKS THE DOOR, THEN $\text{COO} + \text{HAN}$ IS A BETTER COMBINATION.

BUT WHAT IS A CHECK? IT'S THE RUNNER'S CONSCIOUS DECISION TO ALTER THE ENVIRONMENT, CIRCUMSTANCES AND/OR THE CHARACTERS AROUND THEM. HERE'S SOME EXAMPLES:

PICKPOCKET: $\text{COO} + \text{HAN}$ FIX AN ENGINE: $\text{INT} + \text{HAN}$
JUMP A DITCH: $\text{POW} + \text{TRA}$ PERSUADE SOMEONE: $\text{CHA} + \text{COM}$

— YOU DON'T NEED TO CALL FOR ROLLS IF A CHECK'S SUCCESS OR FAILURE HAS NO CONSEQUENCES (SUCH AS GAINING OR LOSING TIME, RESOURCES, HP, ALLIANCES, ETC.).



EDGES, SNAGS, AID, AND REACTIONS. IF CONDITIONS ARE UNFAVORABLE, THE ROLL HAS A SNAG (RE-ROLL THE d20 AND KEEP THE LOWEST RESULT); IF FAVORABLE, IT HAS AN EDGE (RE-ROLL THE d20 AND KEEP THE HIGHEST RESULT). EDGES AND SNAGS CANCEL EACH OTHER OUT. ALSO, IF YOUR ROLL ENDS UP WITH MORE THAN ONE EDGE OR SNAG, IT'S AN AUTOMATIC SUCCESS OR FAILURE. WHEN SHOULD A CHECK HAVE AN EDGE OR A SNAG? WHEN EXTERNAL ELEMENTS (LIKE THE SURROUNDING LANDSCAPE, THE ACTIONS OF ONE OF THE NARRATOR'S CHARACTERS, OR HAVING THE PERFECT TOOL) STRONGLY INFLUENCE THE OUTCOME. A RUNNER'S FEAT CAN ALSO GIVE AN EDGE.

RUNNERS CAN AID AN ALLY DURING A GROUP CHECK BY ADDING THEIR SKILL VALUE TO THE ROLL.

BEWARE: WHEN GIVING OR RECEIVING AID, THE HELPER MIGHT ALSO PARTAKE IN THE NEGATIVE CONSEQUENCES OF A FAILURE. THE SAME IS TRUE FOR THE POSITIVE EFFECTS OF SUCCESS.



ROLL A d20 AND ONLY ADD THE STAT WHEN **REACTING TO UNEXPECTED EVENTS.** STANDARD DIFFICULTY IS 12 UNLESS OTHERWISE SPECIFIED.

EXAMPLE: FALLING INTO A TRAP → RR (REACTION ROLL) ON 400.

NPC'S REACTION ROLLS: ROLL THE d20 AND ADD +1 FOR EACH OF THEIR HEALTH DICE.

HYPNOSIS: INTELLECT REACTION ROLL. IF THE ROLL FAILS, THE RUNNER OBEYS ONE COMMAND GIVEN BY THE HYPNOTIST.

POISON: POWER REACTION ROLL. IF THE ROLL FAILS, THE RUNNER DIES, BECOMES PARALYZED, OR HALLUCINATES (DEPENDING ON THE POISON'S STRENGTH).

PARALYSIS: POWER REACTION ROLL. IF THE ROLL FAILS, THE RUNNER BECOMES IMMOBILIZED.

DROWNING: CHARACTERS DROWN IN ROUGH WATERS IF THEY ARE EXHAUSTED OR WEARING ARMOR.

REST: RUNNERS BECOME **EXHAUSTED** (SNAG TO POWER AND COORDINATION) IF THEY HAVEN'T RESTED FOR AT LEAST ONE QUARTER (P.58) OF THE PREVIOUS DAY.

- RUNNERS RECOVER 1d8 HP WHILE RESTING IF THEY HAVE EATEN.

- RUNNERS MAY COOK, CRAFT BULLETS, MEDITATE, REPAIR GEAR, DRIVE, OR STAND GUARD WHILE RESTING. ENGAGING IN MORE THAN ONE ACTIVITY MEANS THEY CAN'T REST.

- RUNNERS SLEEPING WHILE EXHAUST RECOVER THEIR STRENGTH BUT DO NOT GAIN HP AND CAN'T TAKE ANY ACTIONS.

- SLEEPING CREATURES CAN BE KILLED AUTOMATICALLY.

- DEATH COMES AFTER 8+POW DAYS WITHOUT NOURISHMENT.

DEATH: WHEN A RUNNER'S HPs REACH ZERO, THEY FAINT AND TAKE A SERIOUS WOUND (P.66). THEY DIE IF THEY RECEIVE ANY ADDITIONAL DAMAGE. IF THE DAMAGE THAT KNOCKED OUT THE RUNNER IS GREATER THAN THEIR MAX HP, THEY DIE AUTOMATICALLY.

NOW LET'S TALK
COMBAT.



COMBAT

FORCE CAN'T SOLVE EVERYTHING, AND RUNNERS CAN TURN OUT TO BE QUITE FRAIL WHEN PUSH COMES TO SHOVE. OFTEN ENOUGH, A MISUNDERSTANDING CAN LEAD TO A MEXICAN STANDOFF. HERE'S HOW TO TAKE IT FROM THERE.

INITIATIVE: ALL RUNNERS MAKE A $COO+TRA$ CHECK WITH DIFFICULTY EQUAL TO THE HIGHEST DEFENSE OF THEIR ENEMIES. THOSE WHO SUCCEED ACT BEFORE THEIR FOES, THE OTHERS FOLLOW AFTER.

DURING THE RUNNERS' TURNS, EACH PLAYER MAY TAKE 2 DIFFERENT ACTIONS:

- **MOVE:** (TOWARDS/AWAY FROM AN ENEMY/ALLY/COVER);
- **USE:** AN OBJECT/INTERACT WITH THE ENVIRONMENT;
- **ATTACK:** /CAST A SPELL/USE ADVANCED MOVES.

ATTACK:

ROLL $1d20 + POW$ (OR COO FOR LIGHT/SLEEK/RANGED WEAPONS) $+ TRA$. IF YOU ROLL HIGHER THAN THE OPPONENT'S DEFENSE, YOU HIT: ROLL YOUR WEAPON'S DAMAGE DIE $+ YOUR TRAINING VALUE - THE ENEMY'S ARMOR VALUE$. EACH SUCCESSFUL HIT DEALS AT LEAST 1 DAMAGE.

BEING ATTACKED:

ROLL $1d20 + COO + TRA$. YOU AVOID THE BLOW IF YOUR RESULT IS HIGHER THAN THE ATTACK ROLL.

- IF THE ATTACK ROLL IS A NATURAL 1, YOU MAY CHOOSE TO HIT AUTOMATICALLY. IF YOU DO SO, THE WEAPON BREAKS.
- IF THE ATTACK ROLL IS A NATURAL 20, DOUBLE THE TOTAL DAMAGE YOU DEAL.



SURPRISE: THE ATTACKING GROUP ALWAYS ACTS FIRST DURING AN AMBUSH.

MELEE: CHARACTERS ARE IN "MELEE RANGE" WHEN THEY ARE CLOSE ENOUGH TO HIT EACH OTHER WITH MELEE WEAPONS.

AREA: CHARACTERS ARE IN THE SAME AREA WHEN THEY ARE 1 MOVE ACTION APART.

HAVING THE ADVANTAGE OF NUMBERS IN A MELEE GIVES THE EDGE TO THE ATTACKERS; BEING AT NUMERICAL DISADVANTAGE MEANS HAVING A SNAG TO MELEE DEFENDERS.

ADVANCED MOVES: PUSHING AN OPPONENT, GRAPPLING, DISARMING, PULLING OUT A RUG FROM UNDER THEM, THROWING SAND IN THE EYES, TYING UP OR CATCHING WITH A LASSO, ETC. ALL THESE ACTIONS ARE "ADVANCED MOVES." THEY CAN'T HARM THE ENEMY DIRECTLY BUT ARE RESOLVED LIKE A NORMAL ATTACK.



AIM: YOU DON'T ACT, BUT YOUR NEXT RANGED ATTACK HAS THE EDGE.

RELOAD: ERASE 1 RELOAD FROM YOUR INVENTORY AND UNMARK YOUR CHAMBERS (P.46). IT TAKES 1 TURN.

AREA ATTACK: ANYONE IN THE AREA MAKES A REACTION ROLL. IF SUCCESSFUL, THEY TAKE HALF DAMAGE.

ARMED GANGS: GROUPS WITH MORE THAN 20 PEOPLE (RUNNERS AND NPCs p.38) ARE CONSIDERED AS A SINGLE ENTITY WITH 10 HEALTH DICE. IF DEALT HALF ITS TOTAL HP IN COMBAT, THE GANG FALLS APART. HALF THE NPCs (STARTING FROM THOSE WITH LESS HD) DIE, WHILE THE OTHERS MAKE A MORALE CHECK (p.38).

RUNNERS IN DEFEATED ARMED GANGS LOSE HALF THEIR HP AND BECOME EXHAUSTED.

— GANGS DEAL AREA DAMAGE EQUAL TO THE WEAPON USED BY MOST OF ITS MEMBERS.

BURST: DOUBLES THE CHAMBERS USED, BUT THE ATTACK NOW HITS ONE TARGET, PLUS ALL NPCs IN MELEE RANGE OF IT.

— ONLY LIGHT AND HEAVY FIREARMS (p.48) CAN FIRE BURSTS.

SLEEPING CREATURES: CAN BE KILLED INSTANTLY IF ATTACKED WITH SOMETHING SHARP.

FIRST AID: A STANDARD (DIFFICULTY 14) INT+HAN CHECK CAN RETURN AN UNCONSCIOUS RUNNER TO 1 HP.

COUNTERATTACK: USED WHEN ATTACKED IN MELEE. YOU HAVE A SNAG TO YOUR DEFENSE BUT CAN STRIKE BACK. YOU MUST DECLARE THIS ACTION BEFORE YOUR DEFENSE ROLL.

OFFHAND WEAPON: YOU MAY MAKE 1 ADDITIONAL ATTACK WITH AN OFFHAND WEAPON (ONLY A LIGHT MELEE WEAPON; OTHERWISE, YOU HAVE A SNAG).

COVER: DEPENDING ON WHAT KIND OF COVER YOU HAVE, ATTACKS AGAINST YOU MAY HAVE A SNAG OR JUST MISS.

ESCAPE: ESCAPING FROM AN ENEMY AT MELEE RANGE OR LEAVING THE COMBAT AREA REQUIRES A FULL TURN (AND A SAFE SPACE WITHIN REACH).



FRIENDS/FOES

ALL NON-RUNNER CHARACTERS IN THE GAME ARE NON-PLAYER CHARACTERS (NPCs) AND THE NARRATOR CONTROLS THEM. ENEMIES, MONSTERS, MERCHANTS, MERCENARIES, HOSTAGES, AND ALLIES: ALL NPCs ARE DESCRIBED BY A SMALLER SET OF STATS (LIKE RUNNERS, BUT SIMPLE).

THESE NUMBERS ARE HEALTH DICE (HD), ATTACK, DEFENSE, MORALE, ARMOR, AND DAMAGE

HD : ROLL THIS MANY d8s (HEALTH DICE) TO DETERMINE THE NPC'S HPs. IT ALSO CORRESPONDS TO THE NPC'S "LEVEL". ADD THIS NUMBER TO ALL DAMAGE INFLICTED BY THE NPC AND TO THE d20 WHEN MAKING REACTIONS. CREATURES WITH 0 HD HAVE 1 HEALTH POINT.

ATTACK: FIERCENESS AND COMBAT ABILITY. YOU MUST EXCEED THIS NUMBER TO AVOID THE NPC'S BLOWS.

DEFENSE: DEFTNESS AT VOIDING ATTACKS. YOU MUST EXCEED THIS NUMBER TO HIT, CATCH, OR ACT BEFORE THE NPC.

ARMOR: REDUCES DAMAGE ANYTIME THE NPC IS HIT; ALSO INCLUDES VARIOUS IMMUNITIES.

MORALE: RESOLVE AND PRESENCE OF MIND. WHEN THINGS GO SOUTH, ROLL 1d20: IF THE RESULT BEATS THE NPC'S MORALE, THEY CHANGE THEIR BEHAVIOR AND FLEE. ALSO, THIS IS THE NUMBER YOU NEED TO BEAT TO INTIMIDATE OR DEMORALIZE AN NPC.

DAMAGE: THE AMOUNT AND TYPE OF DAMAGE DEALT BY THE NPC. ADD THE HD NUMBER TO IT.

EXAMPLE NPC:



MINOR HOMUNCULUS

HD: 3d8 ARMOR: -1
ATTACK: 16 MORALE: 19
DEFENSE: 12 DAMAGE: 2d6 PICKAXE
 1d8 MAUSER

HUMANS ENHANCED BY ARCANES
EXPERIMENTS. WITHOUT A CONSCIENCE.

ALLIED NPCs: IF RUNNERS ALLY WITH NPCs, THESE BECOME UNDERLINGS (P46). THE NARRATOR PLAYS THEM IN COMBAT, FOLLOWING INSTRUCTION FROM THE PLAYERS WHILE BEING TRUE TO THEIR CHARACTER. WHEN ROLLING INITIATIVE, ATTACKS, AND DEFENSES, ROLL 1d20, ADD THE CORRECT SCORE FOR THE CHECK, AND THEN SUBTRACT 10.

EXAMPLE: ATTACK 16 = ROLL 1d20+6 TO HIT WITH THIS NPC.

MAGIC

"MAGIC" IS A SHORTHAND FOR A SUPERNATURAL FORCE, THE ORIGINS OF WHICH MAKE MANY ARCANES PRESERVERS PARANOID AS THE META WAR RAGES ON.

RUNNERS CAN SPEND 1 QUARTER DAY MEDITATING TO GAIN $1d4$ + ARCANES **KI POINTS**, USED FOR CASTING SPELLS.

- UNSPENT POINTS VANISH BEFORE STARTING A NEW MEDITATION.
- MEDITATION ACTIONS CAN BE USED WHILE RESTING.

TO CAST A SPELL, RUNNERS MUST SPEND KI POINTS EQUAL TO ITS COST (MAX 5). THEY BECOME EXHAUSTED IF THEY SPEND MORE POINTS THAN THEY HAVE LEFT.

- CASTING A SPELL WHILE EXHAUSTED REQUIRES A STANDARD (DIFFICULTY 14) INT+ARC CHECK. IF FAILED, ROLL ON THE TABLE ON p66.



SPELLS ALWAYS HIT THE TARGET AND ADD THE CASTER'S ARCANES SCORE TO THE HEALING OR DAMAGE INFLECTED. NPCs WITH SPELLS OR MAGIC ATTACKS CAN CAST 1 SPELL PER DAY FOR EACH HEALTH DIE THEY HAVE.

SHAMAN SPELL

THE FIRST NUMBER IS THE CASTING COST IN KI POINTS

- 4-DEAD MAN'S VOICE : A DECEASED PERSON ANSWERS A QUESTION SPEAKING THROUGH A NEARBY ANIMAL.
 - 1-GROWTH : YOU CAN MAKE A PLANT WITHER OR BLOOM (MAKES 1d6 BERRIES, p.51)
 - 3-BEAST MODE: YOU MORPH INTO A MEDIUM-SIZED ANIMAL FOR 1 QUARTER.
 - 3-NECROMANCY : REANIMATES 1 CORPSE (p.126). ROLL 1d4 :
 - 1-THE ZOMBIE ATTACKS YOU, 2/3-THE ZOMBIE FIGHTS FOR YOU AND DISSOLVES AFTER 1 QUARTER, 4-THE ZOMBIE DOESN'T DISSOLVE.
- ## ACADEMIC SPELLS
- 1-CANTRIP: GENERIC MAGIC. MAGIC MINOR ILLUSION/TELEKINESIS/MANIPULATION. IT CAN'T DAMAGE DIRECTLY.
 - 4-FIREBALL: 5d6 AREA DAMAGE.
 - 1-BULLET STOPPER : YOU CAN USE A FREE HAND TO STOP ONE BULLET SHOT AT YOU PER TURN. LASTS 1 QUARTER.
 - 2-SLEEP : CREATURES WHOSE TOTAL HD (THE NUMBER OF d8 FOUND IN THEIR DESCRIPTIONS, p.38) ARE EQUAL TO 2d6 OR LESS FALL ASLEEP, STARTING FROM THOSE WITH LESS HD. DOESN'T AFFECT CREATURES WITH MORE THAN 4HD.

WITCH SPELLS

- 1-CHARM : THE TARGET THINKS YOU'RE A FRIEND (IF IT FAILS A REACTION ROLL).
- 2-LEECH : SUCKS BLOOD. DEALS 1d6 DAMAGE, HEALS 1d6 HP.
- 2-JYNX: THE TARGET WILL FAIL THE NEXT ACTION THAT REQUIRES LUCK. YOU MUST HAVE SOMETHING OF THEIRS.
- 3-SUMMON: SUMMONS A MAGICAL CREATURE FOR 1 QUARTER (p.66).

DEMONOLOGIST SPELLS

- 2-EXORCISM : UNDEAD OR DEMONS (WHOSE TOTAL HEALTH DICE EQUALS 2d6 OR LESS) FLEE. DOESN'T AFFECT CREATURES WITH MORE THAN 4HD.
- 1-ANTI-MAGIC SEAL: REDUCES ALL MAGIC DAMAGE RECEIVED BY -3 FOR 1 DAY.
- 1-HOLY BOLT : 2d10 DAMAGE AGAINST DEMONS AND UNDEAD.
- 1-CLEANSE : HEALS 1d8 HP OR REMOVES POISON/TEMPORARY WOUNDS.

20 GENERAL SPELLS

3 - **INVISIBILITY**: MAKES SOMETHING YOU TOUCH INVISIBLE OR IMPOSSIBLE TO HEAR.

2 - **MIND CONTROL**: HYPNOTIZES (P.33) A TARGET.

2 - **ANIMATED OBJECT**: ANIMATES AND GIVES ONE COMMAND TO AN OBJECT YOU TOUCH (NOT LARGER THAN YOU) FOR 1 QUARTER.

2 - **SHOCKWAVE**: PUSHES ALL CREATURES AND OBJECTS AROUND YOU VIOLENTLY BACK, THEY RECEIVE 1d6 DAMAGE IF THEY STRIKE A WALL.

1 - **ELEMENTAL MAGIC**: PICK AN ELEMENT WHEN YOU SELECT THIS SPELL. IF IT'S NEARBY, YOU CAN CONTROL AN AMOUNT OF THAT ELEMENT SMALLER THAN YOUR BODY MASS. LASTS 1 ACTION AND CAN DEAL 1d8 DAMAGE.

1 - **ARCANE REVOLVER**: 1d8 MAGIC DAMAGE.

3 - **EXPLOSIVE CORPSE**: BODIES EXPLODE. 1d6 AREA DAMAGE PER BODY.

1 - **FEAR**: THE TARGET ROLLS FOR MORALE.

2 - **FOG**: MAKES FOG. CAUSES A SNAG TO COMBAT AND GIVES THE EDGE TO HIDING CHECKS FOR 1 QUARTER.

1 - **LIGHT**: AN OBJECT YOU TOUCH GLOWS FAINTLY FOR 1 QUARTER.

3 - **MIST FORM**: YOU BECOME INCORPOREAL MIST. IT LASTS 1 ACTION.

4 - **MORPH**: MORPHS A PERSON INTO AN ANIMAL. THEY NEED TO FAIL A REACTION ROLL (DIFFICULTY 14).

5 - **ARCANE DISSOLUTION**: BREAKS A WEAK CURSE.

1 - **LOCK**: CLOSES ONE LOCK WITHIN EYESIGHT.

3 - **FEATHER FALL**: NEGATES THE NEXT FALLING DAMAGE.

2 - **SWARM**: YOU SUMMON A LOYAL SWARM OF INSECTS (WHO COUNTS AS AN UNDERLING).

1 - **REVEAL MAGIC**: UNVEILS MAGIC NEARBY.

4 - **ENLARGE CREATURE**: A CREATURE YOU TOUCH DOUBLES ITS HP, HD, AND DAMAGE. IT HAS THE EDGE TO POWER ACTIONS BUT A SNAG TO DEFENSES.

1 - **GUIDE**: THE UNIVERSE SHOWS YOU THE WAY. IT MIGHT TAKE SOME TIME.

4 - **MALFUNCTION**: A MECHANICAL OBJECT FALLS APART.

BEHIND THE WHEEL

TRAINS REACH DSAR-ZAG IN 3 DAYS, CUTTING THROUGH THE MATU DESERT. PLANES BRAVE THE KALIMBA SKIES AND ARE WORSHIPED LIKE ROCKS BY ISLAND FELIDS. STREAMLINED SPEEDSTERS TEAR UP THE RACETRACKS IN VOLKENDEK, THE CITY OF MOTORS. DIFFERENT MACHINES, SAME PRINCIPLES.

DRIVING YOUR RIDES WORKS LIKE OTHER ACTIONS: IT'S A SERIES OF CHECKS BASED ON YOUR SURROUNDINGS AND THE ACTIONS OF ENEMY PILOTS.

DRIVING CHECK: COO + HAN



- FALLING FROM OR BEING HIT BY A MOVING RIDE CAUSES 5d6 DAMAGE.
- VEHICLES CAN'T RUN WITHOUT FUEL SLOTS (p.50). SPEND 1 SLOT EACH TIME YOU GET 3 ON THE TRAVEL MISHAPS ROLL (p.52).

AS IN COMBAT, ROLL INITIATIVE WHEN YOU START A DRIVING SCENE (USUALLY A RACE, ESCAPE, CHASE).

EACH TURN, THE NARRATOR DESCRIBES THE ROAD AHEAD AND ROLLS TO SEE IF THERE ARE OBSTACLES (1 IN 4 CHANCE, p. 44). IF THERE ARE, ALL PILOTS MAKE A REACTION ROLL (COO FOR RUNNERS). THOSE WHO FAIL HIT THE OBSTACLE BEFORE THEIR TURN'S ACTION.

THEN, ONE AFTER THE OTHER, EACH PILOT MAY TAKE 2 ACTIONS (LIKE IN COMBAT). BESIDES STANDARD ACTIONS, YOU CAN ALSO TAKE **DRIVING ACTIONS**:

SPEED STUNTS

- OVERTAKE: YOU REACH /PASS/ FLANK A RIVAL.
- EVADE: YOU EVADE AN ATTACK ON YOUR VEHICLE.

BULK STUNTS :

- PUSH: YOU PUSH A RIVAL AGAINST SOMETHING.
- BUMP: YOU CAUSE DAMAGE WITH YOUR BULK.

PULLING A STUNT ON AN OPPONENT IS A STANDARD CHECK, BUT IT CAN BECOME TOUGH AGAINST CAPABLE PILOTS AND MAY HAVE EDGES/SNAGS DEPENDING ON THE RIVAL'S RIDE.

THERE ARE THREE RIDE TYPES:

BIKE - 1d4, EDGE TO SPEED STUNTS, SNAG TO BULK.

CAR - 1d8, PARTIAL COVER FOR THOSE INSIDE.

TRUCK - 1d12, SNAG TO SPEED STUNTS, EDGE TO BULK, FULL COVER FOR THOSE WITHIN.

THE DIE NOTED NEXT TO EACH RIDE IS ITS **RESISTANCE** TO DAMAGE. EVERY TIME YOU HIT AN OBSTACLE (OR IF YOUR RIDE TAKES MORE THAN 6 DAMAGE FROM ONE ATTACK), ROLL THE DIE: ON A 1, THE DIE DOWNSIZES BY ONE MEASURE. IF YOU ARE ROLLING A D4, ON A 1 THE VEHICLE BREAKS DOWN (P66) AND NEEDS REPAIRS.

OBSTACLES

BELOW ARE 1d8 OBSTACLES
AND THE EFFECTS THEY CAUSE
ON FAILED REACTIONS.

① - TAR: YOU'VE GOT A
SNAG TO SPEED
STUNTS.

② - SMALL OBSTACLES: ROLL
THE RESISTANCE DIE.

③ - LARGE OBSTACLE : ROLL THE
RESISTANCE DIE TWICE.

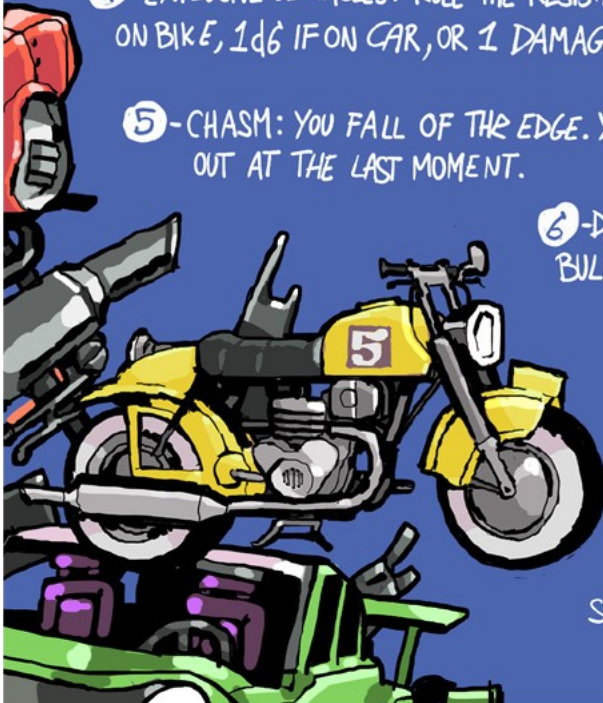
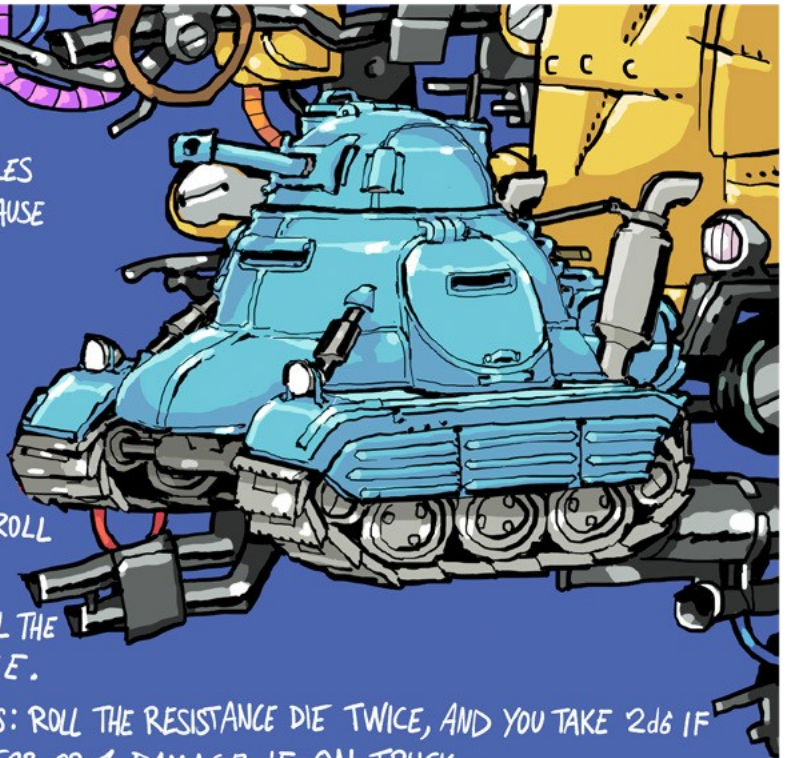
④ - EXPLOSIVE OBSTACLES: ROLL THE RESISTANCE DIE TWICE, AND YOU TAKE '2d6 IF
ON BIKE, 1d6 IF ON CAR, OR 1 DAMAGE' IF ON TRUCK.

⑤ - CHASM: YOU FALL OF THE EDGE. YOU CAN MAKE A GOO REACTION TO DIVE
OUT AT THE LAST MOMENT.

⑥ - DUST AND SMOKE: YOU'VE GOT A SNAG TO
BULK STUNTS.

⑦ - BOTTLENECK: YOUR RIDE CRASHES,
STOPS, AND IS OVERTAKEN BY
THOSE WHO AVOID THE OBSTACLE.
ROLL THE RESISTANCE DIE.

⑧ - STRAIGHT: THOSE WHO PASS
THE ROLL HAVE THE EDGE TO
SPEED STUNTS THIS TURN.



FAST MONSTERS
(LIKE OSTRICHES,
HORSES, FLYING DRAGONS,
AND GHEPRIDS) CAN
BE TREATED AS RIDES
DURING CHASES.
USE COO+TRA
INSTEAD OF
COO+HAN TO
MAKE DRIVING
ROLLS.



MASU
OSTRICH
(COUNTS AS
A BIKE)



FLYING
BROOMSTICK
(COUNTS AS
A BIKE)

THE SAME IS TRUE FOR
MAGIC RIDES, LIKE FLYING
CARPETS OR BROOMSTICKS. USE
COO+ARC INSTEAD OF COO+HAN
WHEN DRIVING WITH THEM.

A RIDE HAS AN INVENTORY
WITH SLOTS EQUAL TO ITS MAX
RESISTANCE DIE $\times 10$. THE RIDES
HAVE A SNAG TO STUNTS IF
LOADED ABOVE THIS VALUE

AND CAN'T MOVE IF LOADED FOR MORE THAN DOUBLE THEIR SLOT VALUE.

SLOW RIDES ARE NOT SUITABLE FOR RACES OR CHASES.

THEY CAN'T DO STUNTS BUT ARE GREAT FOR CARRYING STUFF
(E.G., A DONKEY).

COMPANIONS & UNDERLINGS

FRIENDLY FAMILIARS AND LOYAL GOONS ARE ALL ALLIED NPCs PLAYED BY THE NARRATOR. RUNNERS MAY GIVE TRAINED ANIMALS SIMPLE COMMANDS (ATTACK, DELIVER, SCOUT...).

NOTE: WHEN THINGS ARE GOING POORLY FOR THE RUNNERS, ROLL 1d20. IF THE RESULT IS HIGHER THAN THE UNDERLINGS' MORALE, THEY FLEE!

HYENA HEALTH: 1d8
ATTACK: 13 DAMAGE: 1d6
DEFENSE: 13 MORALE: 18

MOUSE HEALTH: 1
ATTACK: 13 DAMAGE: 0
DEFENSE: 13 MORALE: 10



UNDERLINGS RECEIVE DAILY PAY TO AID THE RUNNERS. AN AVERAGE UNDERLING HAS

1d6+10 ATTACK, 1d4+10 DEFENSE, AND 1d8 HEALTH POINTS.



PAY: 20 WÉN
MORALE: 8
WEAPON: CLUB

PAY: 50 WÉN
MORALE: 14
WEAPON: SWORD

PAY: 100 WÉN
MORALE: 18
WEAPON: ARQUEBUS

GEAR

THE FOLLOWING PAGES DESCRIBE WEAPONS, ITEM, VEHICLES, AND SPARE PARTS.
UNARMED ATTACKS DEAL 1 DAMAGE. TWO-HANDED WEAPONS HAVE A SNAG
IF USED IN TIGHT QUARTERS OR WITH ONE HAND.



LIGHT WEAPONS
1d4 5 WÉN
(CAN BE THROWN
WITHOUT A
SNAG)



PRIMITIVE
WEAPONS
1d6
15 WÉN



WAR WEAPONS
1d10*
35 WÉN



SLEEK WEAPONS
1d8* 40 WÉN



HEAVY
WEAPONS
2d6*
(2-HANDED)
50 WÉN



REACH WEAPONS 30 WÉN
1d8* (2-HANDED)
USING A REACH WEAPON,
YOU COUNT AS 2 FIGHTERS
(ADVANTAGE OF
NUMBERS, P.35)

* ONLY FOR MERCENARY
RUNNERS; 1d6 FOR
EVERYONE ELSE.



MUZZLELOADER FIREARMS

1d10

TAKES 1 TURN TO RELOAD AFTER
EACH SHOT.

CHAMBERS PER SHOT: 1

40 WÉN



SHOTGUNS

2d6

CHAMBERS PER SHOT: 2

80 WÉN



LIGHT FIREARMS

1d8

CHAMBERS PER SHOT: 1

100 WÉN



HEAVY FIREARMS

2d8

CHAMBERS PER SHOT: 3

380 WÉN



EXPLOSIVE WEAPONS

5d6 (AREA DAMAGE)

CHAMBERS PER SHOT: 4

420 WÉN

- ALL FIREARM TYPES HAVE 1 AND 2-HANDED VARIANTS.
- 1 HANDED VARIANTS MAY BE USED AS OFFHAND WEAPONS (WITH A SNAG)

CHAMBERS & AMMO

WHEN SHOOTING (THERE'S A LOT OF THAT IN THE MAJU), RUNNERS MIGHT LOSE TRACK OF THE BULLETS LEFT IN THEIR REVOLVER'S CYLINDER. AWFUL! AN EMPTY GUN IS A FAST-TRACK TICKET TO HELL. BUT HOW DO YOU TRACK AMMO? USING **CHAMBERS**.

SIX CHAMBERS ARRANGED IN A CIRCLE REPRESENT THE NORMAL BULLETS A RUNNER IS PACKING:

WHEN RUNNERS SHOOT WITH A PISTOL (OR MACHINE GUN, AN ARROW, ETC.), THEY MARK AN UNMARKED CHAMBER. THEY ARE OUT OF AMMO WHEN ALL CHAMBERS ARE MARKED! NOW THEY'LL NEED TO FIND MORE, CRAFT THEM, OR BUY A **RELOAD**.



- USING A RELOAD ERASES ALL MARKED CHAMBERS. IT TAKES ONE TURN IN COMBAT.
- DIFFERENT WEAPONS MARK A DIFFERENT NUMBER OF CHAMBERS PER SHOT (E.G. PISTOL = 1 CHAMBER, ROCKET LAUNCHER = 4 CHAMBERS).
- THE FIRST SHOT FIRED IN COMBAT FROM A WEAPON FOUND ON THE GROUND DOESN'T MARK ANY CHAMBERS.

MERCENARY RUNNERS CAN CRAFT BULLETS (GAINING 1 RELOAD) IN 1 QUARTER DAY, USING 1 GUNPOWDER SLOT (25 WGT, COMMON GOODS).

ITEM SLOTS

"SLOTS" ARE ABSTRACT MEASUREMENT UNITS THAT ACCOUNT FOR THE WEIGHT AND BULK OF OBJECTS YOU CARRY. RUNNERS HAVE 8+POW EMPTY SLOTS.

CARRYING MORE THAN THEIR MAXIMUM SLOTS

MAKES RUNNERS EXHAUSTED. IT'S IMPOSSIBLE TO MOVE WHILE LOADED WITH TWICE ONE'S MAX SLOTS.

RIDES HAVE 10x THEIR RESISTANCE DIE VALUE (p.43) SLOTS.

IF LOADED WITH MORE, THEY HAVE A SNAG TO STUNTS.

IF LOADED MORE THAN DOUBLE, THEY WON'T MOVE.

WEAPONS AND ITEMS OCCUPY 1 SLOT IF THEY CAN BE HELD IN ONE HAND (OTHERWISE, THEY USE 2 SLOTS).

KEYS, CARDS, AND TRINKETS DON'T USE SLOTS.

ARMOR: DAMAGE-X (SNAG TO HAN) X SLOTS 50W EACH

HELMETS: DAMAGE-1 1 SLOT 30W

SHIELD: DAMAGE-1 1-HANDED (YOU MAY SACRIFICE IT TO AVOID ALL DAMAGE TAKEN) 1 SLOT 50W

EVERY 5 FOOD RATIONS USE 1 SLOT. RUNNERS CAN TURN 1 SLOT OF GENERAL FOOD INTO 1+HAN RATIONS IN 1 QUARTER

DAY. 3W PER RATION

AMMO RELOAD: ERASE ALL MARKED CHAMBERS. 1 SLOT, 30W

SILVER BULLET: +3d6 DAMAGE TO DEMONS. DISCARD WHEN USED AND MARK 1 CHAMBER. 25W

0 TO 100 W DON'T TAKE UP SPACE, EACH EXTRA 100W USES 1 SLOT.

NORMAL RIDE. RESISTANCE DIE x 100W

SLOW RIDE: RESISTANCE DIE x 50W

TORCH: GRANTS LIGHT FOR 1 QUARTER DAY. IN THE DARK, ALL CHECKS AND REACTIONS NEEDING SIGHT HAVE A SNAG.

1 SLOT 3W

TALISMAN: HOLDS 1 USABLE KI POINT. 50W

FUEL: COMMON GOODS. FLAMMABLE. 1 SLOT 25W

LOCKPICKING TOOLS 1 SLOT MAKES LOCKPICKING POSSIBLE. 50W

MECHANIC'S TOOLS 1 SLOT ALLOWS REPAIRS. 30W

MEDICAL BAG 1 SLOT GIVES AN EDGE TO FIRST AID. 50W

GRAPPLING HOOK AND ROPE 1 SLOT 15W **HOOK, LINE, FISHING ROD** 1 SLOT 10W

BEARTRAP 1 SLOT CATCHES SOMETHING IN 1 DAY. 20W

BAG WITH 5 BERRIES 1 SLOT HEALS 1 HP PER BERRY. 45W

PORTABLE MUSICAL INSTRUMENTS 1 SLOT FROM 10 TO 200W

DISGUISE 1 SLOT 25W

SPYGLASS 1 SLOT 50W

MEDICAL HERBS 1 - GIVES AN EDGE TO THE NEXT POW ROLL. 50W

2 - HEALS 2d4 DAMAGE. 50W

3 - OUT-OF-BODY EXPERIENCE (YOU CAN SEE BEHIND 80W

4 - YOU HAVE A HELPFUL VISION. A WALL). 100W

5 - YOU ARE HIGH, BRO. + 1 KI. 50W

6 - HALVES FIRE DAMAGE FOR 1 QUARTER. 70W

7 - YOU ARE HAPPY AND SURROUNDED BY FRIENDS, YOU THINK. 80W

8 - YOU FALL ASLEEP. 40W



MAGIC BOOK 1 SLOT IT HOLDS A SPELL THAT A RESEARCHER CAN LEARN IN DAYS EQUAL TO THE SPELL'S CASTING COST X5.

COST
EQUAL TO
CASTING COST
X 500W

SCROLL 1 SLOT CAST A SPELL WRITTEN ON IT, THEN BURNS UP (REQUIRES 1 ARC TO BE USED).

COST EQUAL TO
CASTING COST X 50
W

DYNAMITE 1 SLOT 5d6 AREA DAMAGE 50W **MOLDTOV** 1 SLOT 1d8 AREA DAMAGE 20W

CALTROPS/SMOKE BOMB 1 SLOT GIVES EDGE TO ESCAPING/HIDING. 10W

POISON 1 SLOT REACTION ROLL, KILLS THE VICTIM. 100W

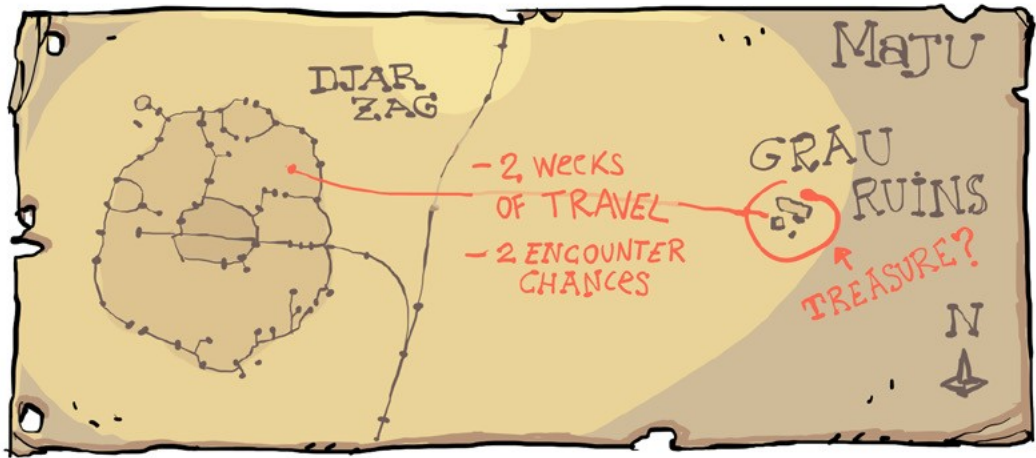
TOXIN 1 SLOT REACTION ROLL, PARALYZES OR CAUSE HALLUCINATIONS. 60W

POTION 1 SLOT CONTAINS A SPELL THAT TARGETS WHOEVER DRINKS IT. SPELL CASTING COST EQUAL TO CASTING COST X 50W

ON The ROAD

TRAVELING THROUGH THE MAJU (OR ANY REGION) REQUIRES PLANNING AND PREPARATION.

WHEN THE RUNNERS PICK A DESTINATION, THE NARRATOR DEFINES ITS DISTANCE (IN TRAVEL WEEKS) AND THE TERRAIN FEATURES. WE ASSUME ALL TRAVEL USES RIDES.



- 1 WEEK ON THE ROAD COSTS 50~~W~~ PER RUNNER (FOR FOOD, FUEL, TRANSPORTATION, etc.).
- TRAVELING WITHOUT A RIDE DOUBLES THE TIME NEEDED.
- THE NARRATOR ROLLS THE **TRAVEL MISHAPS DIE** (1d6) ONCE EACH WEEK ON THE ROAD:



- 1-THE RUNNERS HAVE AN ENCOUNTER.
- 2- AN ENCOUNTER SEEMS IMMINENT (THE RUNNERS CAN AVOID IT OR TAKE IT BY SURPRISE).
- 3- SPEND 1 FUEL SLOT/YOU GET LOST/ A SPELL EXPIRES EARLY/AN UNDERLING ROLLS MORALE.
- 4-5-6 NO MISHAP.

USE 1d4 INSTEAD OF 1d6 IF THE AREA IS VERY DANGEROUS.

ALL TRAVEL CAN CAUSE A RANDOM ENCOUNTER. ENCOUNTERS ARE NOT NECESSARILY NEGATIVE.

EACH ENVIRONMENT, REGION, OR CLIMATE MAY HAVE ITS OWN SET OF POSSIBLE ENCOUNTERS. HERE IS AN EXAMPLE TABLE:

MAJU DESERT (1d8)

- 1 - MAJU-BALTIC CUSTOMS: A PATROL OF 2d8 BALTIC SOLDIERS. THEY CHECK THE RUNNERS AND DEMAND 10W TAXES FOR EACH ITEM SLOT.
- 2 - GNOLL HUNTERS: 6 GNOLLS, 1 SHAMAN, AND A GROUNDED MAJU ROC. THE ROC IS KO, HALF-CHOKED ON THE CORPSE OF A 7TH GNOLL HUNTER. THE HUNTERS BLAME THE SHAMAN, WHILE THE SHAMAN TRIES TO REVIVE THE DEAD COMPANION WITH A RITUAL (BLOODLETTING IS NEEDED, AND ONE OF THE RUNNERS WILL DO JUST FINE.) THE ROC IS ABOUT TO WAKE UP.
- 3 - CRIMINAL BAND: 2d6 GUNSLINGERS RIDING HORSES AND BIKES, RETURNING FROM AN ASSAULT. THE LOOT IS A GOLDEN CAGE WITH A CHIHUAHUA (IT HAS A COLLAR AND NAME TAG SAYING "EDGAR").
- 4 - TWO TENNIS PLAYERS ARE PLAYING IN THE DESERT: IT'S JUST A MIRAGE! THEY ARE CACTUSES.
- 5 - SHOTS: ELF ENGINEERS WEARING TOP HATS; ARE TESTING FLAK JACKETS OUT IN THE FIELD. THEY WILL PAY THE RUNNERS TO SHOOT THEM.
- 6 - 6d6 DESERT GOBLINS: ARMED, IN DEBT, AND LOOKING FOR TROUBLE.
- 7 - SANDSTORM: THE RUNNERS MUST PASS AN ORIENTATION CHECK (INT+COM), OR THEY GET LOST.
- 8 - A KNIGHT IN ARMOR: DEHYDRATED, CONFUSED, AND WITH AMNESIA. HE SPEAKS IN AN OLD FASHIONED WAY, AND MAGIC/TECH SCARES HIM. HE ATTACKS ALL SPELL CASTERS. BESIDES THAT, HE'S A GOOD ALLY.

ALTERNATIVE TRAVEL PROCEDURE: EXPLORATION

IF THE RUNNERS WISH TO EXPLORE THE BADLANDS IN DEPTH (MAYBE WITH NO SPECIFIC DESTINATION IN MIND), THE NARRATOR MUST CREATE THE LANDSCAPE STEP BY STEP. FOR SIMPLICITY, WE USE A TERRAIN SET WITHIN AN EASY-TO-CREATE **HEXAGONAL** GRID.

IT TAKES 1 QUARTER DAY TO REACH EACH HEX (2 IN **DIFFICULT TERRAIN**).

RUNNERS CAN REST WITHOUT STOPPING ONLY IF THEY HAVE RIDES.

- ROLL THE TRAVEL MISHAPS DIE FOR EACH QUARTER SPENT IN THE BADLANDS (IF TWO RUNNERS **KEEP WATCH** WHILE RESTING, A 1 ON THE ROLL COUNTS AS A 2).

THE NARRATOR ROLLS 1d8 TO CREATE A NEW HEX.



- ODD RESULTS: DIFFICULT TERRAIN (TALL MOUNTAINS, MARSHES, JUNGLES, RAPIDS)

1-2: TOWN AND VILLAGES. THE RUNNERS CAN RESTOCK, BUY FUEL, AND REST. THEY CAN ALSO PAY THE RUNNER'S GUILD TO GAIN STARS. (P.60).

3-4-5-6: BADLANDS. DESERTS, FORESTS OPEN SEA, THE RUNNERS MAY HUNT FOR FOOD (2 QUARTER DAY FOR 2d6 FOOD SLOTS).

7-8: LANDMARK. ABANDONED TEMPLES, CAVES FULL OF MONSTERS, BANDIT LAIRS, STRANDED WARSHIP. HERE RUNNERS CAN FIND TERRIBLE ADVERSARIES AND RARE OBJECTS FOR COLLECTORS.

EVENTS IN THE BADLANDS:

- 1 - YOU FIND A RUIN.
- 2 - A RAID'S LONE SURVIVOR.
- 3 - BANDIT ATTACK.
- 4 - BEASTS ON THE ROAD.
- 5 - TAX COLLECTOR/NOBLE/INQUISITOR. PARANOID WITH GUARDS.
- 6 - A HUGE MONSTER ATTACKS A CARAVAN.
- 7 - MISLEADING DIRECTIONS.
- 8 - MAGIC RADIATIONS FROM MILITARY REMAINS CAUSE STRANGE VISIONS.
- 9 - MUD AND QUICKSAND.
- 10 - A POOR SOUL TIED TO THE RAILWAY.
- 11 - CATTLE ON THE RUN.
- 12 - A SANDSTORM.

VILLAGE EVENTS:

- 1 - A SIEGE, MIGHT BE GOBLINS!
- 2 - A STRANGE CARNIVAL IS UNDERWAY.
- 3 - GANG TURF WARS.
- 4 - INFECTED VILLAGE, SHUT DOORS.
- 5 - PASSING CARAVAN, RARE OBJECTS!
- 6 - A GRAND PARTY, A DESERT RALLY RUNS THROUGH TOWN.
- 7 - POOR URBAN HYGIENE, A CHAMBER POT IS EMPTIED ON YOUR HEAD.
- 8 - DESPAIR AS AN ARMY MARCHES ON THE TOWN.
- 9 - A LOCAL LORD BULLIES THE POPULATION.
- 10 - TRAVELING PILGRIMS CARRY A SACRED RELIC.

DESERT WONDERS:

- 1 - A SMOKING CRATER WITH SOMEONE IN THE MIDDLE.
- 2 - A DEAD, HOLLOWED-OUT TREE. THE OPENING LEADS DEEP UNDERGROUND.
- 3 - AN EMPTY VALLEY WITH STONE CIRCLES.
- 4 - A HUGE, ANCIENT STONE BRIDGE. IT BEARS AN INSCRIPTION WITH ARCHAIC WORDS.
- 5 - A LARGE PIPE COMING OUT OF THE SOIL DISAPPEARS INTO THE MOUNTAIN SIDE.
- 6 - A LUSH OASIS!
- 7 - THE REMAINS OF A HUGE WARSHIP.
- 8 - GIANT BONES.
- 9 - A GRAVEYARD OF PLANES. SOMEONE LIVES HERE.
- 10 - THE ANCIENT TEMPLE OF A LOST CIVILIZATION, HALF SWALLOWED BY THE SANDS.
- 11 - A DESERT LAB, WITH EXPERIMENTS ON HOMUNCULI.
- 12 - THE DEN OF GNOLL BANDITS!

DANGEROUS GANG LEADER:

- 1 - A STOIC IMP GUNSLINGER. MUTE.
- 2 - A FAT AND NOISY GOBLIN. TOUCHY.
- 3 - LITTLE MORE THAN A CHILD. SOCIOPATH.
- 4 - SCARRED FELID. SUPERSTITIOUS. INTERESTED IN THE ARCANES.
- 5 - GNOLL, CHIEFTAIN OF A LARGE WAR BAND. INSANE.
- 6 - USHU SMUGGLER. PLAYBOY.
- 7 - NOBLE KRU SAMURAI. PLAYS DIRTY.
- 8 - ORC BARBARIAN, A DIPLOMAT.

DUNGEON DELVING

RUNNERS WON'T THINK TWICE BEFORE DELVING INTO A DANGEROUS DUNGEON IN SEARCH OF TREASURES, MAGIC ARTIFACTS, OR THE TARGET OF WELL-PAID-JOB. DARK CAVES, UNDERGROUND MAZES, MONSTER DENS, AND ANCIENT TOMBS FULL OF TRAPS: **DUNGEONS** ARE IDEAL PLACES TO GET RICH, BUILD YOUR CAREER, OR DIE FAST.

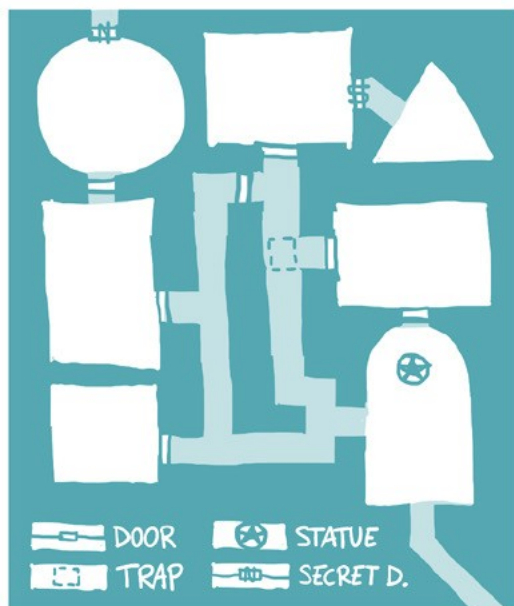
DUNGEONS ARE MADE UP OF **ROOMS** AND **HALLS** THAT RUNNERS EXPLORE.

HALLS: PASSAGES BETWEEN ROOMS. OF MANY SIZES, VERY TIGHT CORRIDORS CAN MAKE COMBAT DIFFICULT (SNAG TO ATTACKS). THE NARRATOR ROLLS THE **DUNGEON MISHAPS DIE (1d6)** WHEN THE RUNNERS WALK THROUGH A HALL, LOSE TIME, MAKE NOISE, OR ENTER A NEW ROOM:

- 1- RANDOM ENCOUNTER
(DUNGEON MAY HAVE SPECIFIC SETS OF THESE);
- 2- SIGNS OF A NEARBY ENCOUNTER;
- 3- A TORCH BLOWS OUT/AN UNDERLING ROLLS MORALE/A SPELL EXPIRES EARLY/NOTHING;
- 4, 5, 6 - NO MISHAP.

USE 1d4 IF THE DUNGEON IS VERY DANGEROUS.

ROOMS: OF MANY SIZES, THEY CAN CONTAIN RIVALS, ALLIES, TRAPS, SECRET DOORS, TREASURES, OR NOTHING AT ALL! A SMALL DUNGEON HAS ABOUT 6 ROOMS AND CAN BE EXPLORED IN A QUARTER DAY.



THE MARKETPLACE

BESIDES FINDING MILITARY AND ADVENTURING GEAR, TRAVELING RUNNERS MAY SPEND TIME IN THE BAZAAR TRADING: BUYING AND SELLING GOODS, FUNDING SOMEONE, OR ATTENDING AUCTIONS.

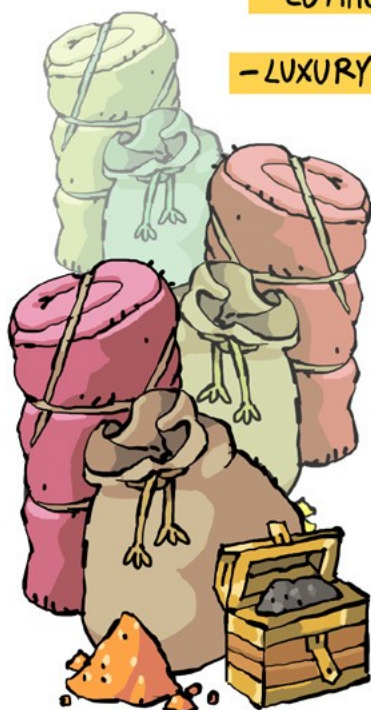
GOODS ARE 1 FOOD, 2 SPICES, 3 HIDES, 4 TEXTILES, 5 NATURAL RESOURCES, AND 6 CRAFT. THEY MAY BE COMMON OR LUXURY.

-COMMON: THE BASE PRICE PER SLOT OF COMMON GOODS IS 25 WEN.

-LUXURY: RARE VERSION OF COMMON GOODS, LIKE DRAGON MEAT, FANCY CLOTHES, CARBINES, ETC. THE BASE PRICE PER SLOT IS 100 WEN. LUXURY GOODS CARGOES (OVER 50 SLOTS) INCREASE THE CHANCES OF BEING HIT BY BANDITS DURING TRAVEL (ADD 2d6 BANDITS TO THE RANDOM ENCOUNTER TABLE).

THE PRICE OF GOODS DEPENDS ON THEIR AVAILABILITY. WHEN YOU REACH A NEW MARKET (OR WHEN A CARAVAN ARRIVES IN TOWN), THE NARRATOR CHOOSES TWO TYPES OF GOODS OR ROLLS 2d6:

THE FIRST ONE IS ABUNDANT (HALF PRICE) AT THAT LOCATION, AND THE SECOND IS SCARCE (DOUBLE PRICE).





A RUNNER'S LIFE MIGHT DEPEND ON STRICT TIME MANAGEMENT AND EVER-DWINDLING SUPPLIES. HOW TO KEEP TRACK OF IT ALL WITHOUT GOING CRAZY?

DAYS ARE DIVIDED INTO **QUARTERS**. RUNNERS MUST REST 1 QUARTER EVERY DAY TO REGAIN HP AND AVOID BECOMING EXHAUSTED.

MANY ACTIONS TAKE AT LEAST 1 QUARTER, FOR EXAMPLE:

- TRAVELING THROUGH A HEX.
- EXPLORING A DUNGEON (LARGE DUNGEONS NEED 1 QUARTER PER AREA OR LEVEL).
- VISITING A DISTRICT IN DSAR-ZAG.
- RESTING.

MANY SPELLS LAST UNTIL THE END OF THE QUARTER IN WHICH THEY WERE CAST.

IF YOU NEED TO COUNT TIME MORE SPECIFICALLY (FOR EXAMPLE: WHILE EXPLORING ROOMS WITHIN A DUNGEON), THE NARRATOR MAY ASK ALL RUNNERS TO ACT ONE AFTER THE OTHER. THIS CYCLE OF ACTIONS TAKES 10 MINUTES.

YOU MAY LINK THE DUNGEON MISHAPS DIE ROLLS (P.56) TO THE PASSING OF TIME: ROLL EVERY 30 MINUTES WHEN IN DANGEROUS AREAS.

IF YOU NEED EVEN MORE SPECIFIC TIME MANAGEMENT, USE COMBAT INITIATIVE. EACH FULL TURN COUNTS AS 10 SECONDS.



ExPeRiENCE

ADVENTURING STRENGTHENS THE SPIRIT, BUT RUNNERS WAITING TO MAKE AN IMPACT IN DJAR-ZAGAZIG NEED TO WORK HARD. THE NUMBER OF **STARS** ON THEIR LICENSE DEFINES THE RUNNER'S RANK. YOU CAN ONLY SPEND WEIN TO RANK UP WHEN IN TOWNS. THE AMOUNTS NEEDED PER RANK ARE:

STARS No. 1	→ 0 ₴
STARS No. 2	→ 1000 ₴
STARS No. 3	→ 2000 ₴
STARS No. 4	→ 4000 ₴
STARS No. 5	→ 8000 ₴
STARS No. 6	→ 16000 ₴
STARS No. 7	→ 32000 ₴
STARS No. 8	→ 64000 ₴
STARS No. 9	→ 128000 ₴
STARS No. 10	→ 256000 ₴

- RUNNERS GAINS 1 HEALTH DIE (+1d8 HP) PER STAR.
- EVERY 2 STARS, RUNNERS LEARN A NEW ADVANCED FEAT (P.61) FROM THEIR CLASS OR SPECIALTY.
- EVERY 3 STARS, RUNNERS GAIN +1 TO A STAT.
- EVERY 6 STARS, THE FEAT LEARNED MAY BELONG TO ANOTHER CLASS.

RETIRED: EVERY 5 STARS, RUNNERS MAY DECIDE TO RETIRE. IF THEY DO, THEY TURN IN THEIR LICENSE TO THE LOCAL AUTHORITIES IN EXCHANGE FOR A MONTHLY PENSION. ROLL A NEW 1 STAR RUNNER.

ADVANCED FEATS ★

MERCENARIES

- **GROUP TACTICS**: YOU'VE GOT AN EDGE TO ATTACKS WHEN FIGHTING IN A MELEE BESIDE AN ALLY.
- **HIT THE GYM**: +1 TO TRA.
- **ADVANCED OFFHAND WEAPON**: THE OFFHAND WEAPON HAS NO SNAG.
- **TOUGH SKULL**: +1 HEALTH DIE.
- **TOUCHE'**: YOU GAIN ONE EXTRA ATTACK PER TURN.
- **GUNPOWDER EXPERT**: BULLET CRAFTING GIVES 2 AMMO RELOADS.



FENCER

- **EN GARDE**: YOU HAVE AN EDGE TO DEFENSE IF YOU RECEIVE NO HELP DURING MELEE COMBAT.
- **OPENING**: +1d8 DAMAGE WHEN LANDING A COUNTER ATTACK.
- **ADVANCED FENCING**: YOU HAVE AN EDGE WHEN TRYING TO DISARM OR THROW OFF BALANCE A HUMANOID OPPONENT THE SAME SIZE.

HUNTER

- **ANIMAL TAMER**: YOU HAVE AN EDGE WHEN TAMING BEASTS (CHA+HAN).
- **SURVIVALIST**: YOU HAVE AN EDGE WHEN TRACKING OR FINDING YOUR BEARINGS. IF ANIMALS YOU KNOW APPEAR IN THE RANDOM ENCOUNTER TABLE, YOU SEE THEIR TRACKS WHEN THE MISHAPS DIE (P.52) ROLLS 2 OR 4.
- **EXPERT HUNTER**: DOUBLES THE FOOD SLOTS GAINED WHEN HUNTING (P.54).

BERSERKER

- **THICK SKIN**: YOU GAIN NATURAL ARMOR (-1 DAMAGE).
- **WRESTLER**: YOU HAVE AN EDGE WHEN GRAPPLING A SAME-SIZED OPPONENT. YOU MAY END A GRAPPLE WITH A SPECTACULAR 1d10+POW DAMAGE ATTACK.
- **STEADY HAND**: YOU MAY USE TWO-HANDED WEAPONS WITH ONE HAND.

GUNSLINGER

- **RAPID RELOAD**: RELOADING TAKES NO TIME.
- **TRICK SHOT**: YOU CAN MAKE RANGED COUNTERATTACKS, SHOOTING INCOMING BULLETS AND SENDING THEM BACK AGAINST YOUR ENEMY.
- **A BULLET WITH YOUR NAME ON IT**: YOU INFUSE 1 KI POINT INTO A BULLET. IT NEVER MISSES ITS MARK.

ADVENTURERS

- LUCK: ONCE PER DAY, YOU CAN REROLL ONE OF YOUR CHECKS BEFORE THE NARRATOR TELLS YOU THE OUTCOME (THE SECOND ROLL IS FINAL).
- ASSASSIN: DOUBLE THE DAMAGE IF YOU HAD AN EDGE TO THE ATTACK.
- PRACTICE: +1 IAN.
- PERSONAL APPEAL: +2 TO UNDERLING MORALE.
- POLITICIAN: +1 COM.
- BROAD SHOULDERS: +2 ITEM SLOT.

SQUIRREL

- JUGGLER: EDGE TO JUGGLING, AND YOU CAN THROW ANY WEAPON WITHOUT A SNAG.
- CAT FALL: HALVES FALLING DAMAGE, ROUNDED UP.
- DANGER SENSE: ONCE BETWEEN RESTS, YOU CAN AUTOMATICALLY PASS A COO REACTION ROLL OR A DEFENSE CHECK.
THIS HAPPENS BEFORE ANY DICE ROLL.



MOLE

- ANTIVENOM: AN EDGE WHEN RESISTING POISONS, PLUS YOU CAN'T GET DRUNK.
- DENTAL IMPLANT: YOU REPLACE TWO TEETH WITH A CAPSULE OF NERVE GAS (SLEEP, P. 40) OR CYANIDE.
- ON A MISSION: THE GROUP YOU WORK FOR GIVES YOU ANY PASSPORT YOU MIGHT NEED (ONLY WORKS IN TOWNS).

WREN

- SPRING LOADED: YOU CAN PERCEIVE MECHANICAL TRAPS IF YOU CONCENTRATE.
- TRAINED EYES: YOU IMMEDIATELY NOTICE FAKES, PRECIOUS ITEMS, THINGS OUT OF PLACE, AND SECRET PASSAGES.
- WHISPER: YOU CAN SPEAK WITH ANIMALS FROM THE URBAN UNDERWORLD AND GET SIMPLE INFO FROM THEM.

HARE

- VOICE OF THE MOTOR: YOU KNOW THE TYPE, CONDITION, EQUIPMENT, AND NUMBER OF PASSENGERS OF A VEHICLE BY ITS SOUND AND SPEED.
- DRIVING AID: YOU CAN USE A DRIVING ACTION TO GIVE AN EDGE TO THE ATTACKS OF YOUR PASSENGERS.
- ENGINEERING: YOU CAN BUILD (IN 1 QUARTER DAY, USING 1 SLOT OF MATERIALS) A MECHANICAL GADGET THAT CAN FOLLOW SIMPLE ORDERS (LIKE A WREN'S LITTLE BUDDY).

RESEARCHERS

- MEDITATION: +1 ARCANÉ.

- STUDY: YOU LEARN A NEW SPELL FROM YOUR SPECIALITY.

- OCCULT RESEARCH: YOU LEARN A NEW GENERAL SPELL (P. 41).

- POTION EXPERT: YOU CAN INFUSE A SPELL YOU KNOW INTO A POTION (FOR 2x COST KI) IN 1 QUARTER DAY.

- ARCANÉ FOCUS: ROLL INT+ARC. IF SUCCESSFUL, YOU CAST A CHARGED SPELL. IF FAILED YOU ARE EXHAUSTED.

- COUNTER SPELL: SPEND 2 KI TO AVOID 1 MAGIC ATTACK OR ENEMY SPELL.

SHAMAN

- BLOOD MAGIC: YOU GAIN 1d6 KI PER HD BY SACRIFICING A WILLING OR HELPLESS CREATURE.

- TATTOOS: YOU CAN TATTOO A SPELL YOU KNOW ONTO YOUR SKIN AND THEN CAST IT FOR FREE ONCE PER DAY. THE TATTOO REDUCES YOUR HP BY POINTS EQUAL TO THE SPELL COST.

- TRINKET MAKER: YOU CAN CREATE A TALISMAN BY SPENDING 2 KI POINTS.

ACADEMIC

- KNOWLEDGE: MEDITATING GRANTS YOU AN ADDITIONAL 1d8 KI.

- MAGIC ABERRATION: YOU MORPH INTO A TERRIFYING BEAST FOR 1 QUARTER DAY. IF YOU DON'T MORPH, YOU BECOME EXHAUSTED THE NEXT DAY.

BEAST: POW AND COO + 2, +2 HD, 2 ATTACKS (1d10), DIE HARD (P. 19).

- LINGUIST: GAIN AN EDGE WHEN UNDERSTANDING UNKNOWN LANGUAGES.

WITCH

- VISION: 1 IN 6 CHANCE TO HAVE A PROPHETIC VISION EVERY TIME YOU REST.

- CURSE: YOU CAN CHANGE THE RESULT OF A ROLL INTO A 1 ONCE PER DAY.

- MONSTROUS TRAIT: ARCANÉ RADIATIONS GIVE YOU 1 MONSTROUS TRAIT LIKE CLAWS, HORNS, OPAL SKIN, OWL EYES, SNAKE FANGS, RATTLE-SNAKE TAIL, ETC.

DEMONOLOGIST

- BLACK MARK: YOU MARK SOMEONE WITH A PERMANENT DIABOLICAL MARK, SPENDING 1 KI.

- TRUE SIGHT: CLOSING YOUR EYES AND CONCENTRATING, YOU CAN SEE THE TRUE ASPECT OF A MASKED DEMON.

- RITUAL: YOU CAN SPEND 1 KI AND 1 QUARTER DAY IN PRAYER TO BLESS 1 SLOT OF WATER OR SALT. WHEN APPLIED TO A WEAPON, THIS SUBSTANCE CAUSES 2d6 MORE DAMAGE AGAINST DEMONS AND UNDEAD.

JACK OF ALL

- **MECHANICAL LIMB**: -2 HP, BUT YOU HAVE A MECHANICAL LIMB WITH ONE OF THESE ABILITIES:
 - BUILT-IN WEAPON/SHIELD/TOOL.
 - EXTENDABLE/REMOVABLE.
 - STEAM BLAST (1d4 AREA DAMAGE AROUND THE RUNNER, USES 1 CHAMBER).
- **BRAVERY**: SUBTRACT 1d6 FROM THE UNDERLINGS' MORALE ROLLS.
- **MIRACLE MAKER**: SPEND X KI TO REDUCE DAMAGE BY X.
- **TOUGH GUT**: YOU ARE IMMUNE TO TOXINS.
- **INSOMNIA**: YOU MAY TAKE 2 ACTIONS DURING A REST (COOKING, KEEPING WATCH, MAKING BULLETS, REPAIRING, MEDITATING).
- **ALL-ROUNDER**: +1 TO A SKILL.

COOK

- **BURNS**: GOOD COOKS CAN HANDLE HOT PANS. YOU HALVE ALL FIRE DAMAGE, ROUNDED UP.
- **KITCHEN AID**: YOU CAN TURN 1 GENERAL FOOD SLOT IN 1d8 + HAN RATIONS IN 1 HOUR.
- **BUTCHER**: YOU CAN USE A KNIFE TO MAKE 1 EXTRA ATTACK THAT IGNORES ARMOR.

MERCHANT

- **SAFE AND SOUND**: NO OBJECTS IN YOUR INVENTORY CAN BE STOLEN.
- **SMUGGLER**: YOU ALWAYS PASS CUSTOMS CHECKS UNDETECTED, AND YOU HAVE AN EDGE WHEN HIDING STUFF ON YOU.
- **ACTOR**: AN EDGE WHEN DECEIVING OR PUTTING ON AN ACT.

MARTIAL ARTIST

- **ADVANCED SECRET MOVE**: PICK 1 MOVE (2 KI TO USE). 1d20 UNARMED STRIKE, POISON CLAWS (TOXIN), CHANNEL ELEMENTS (YOU CHANNEL AN ELEMENT INTO YOUR WEAPON FOR 1 HOUR, +1d8 DAMAGE).
- **FASTING**: IF YOU SPEND 1 KI, YOU CAN SKIP MEALS AND STILL RECOVER HP WHILE RESTING.
- **UKE MI**: YOU CAN'T BE DISARMED, GRAPPLED, OR THROWN OFF BALANCE (ADVANCED MOVES, p 35).

CHARLATAN

- **UNUSUAL TALENT**: YOU CAN DO SOMETHING WEIRD, LIKE SLEEPING WITH YOUR EYES OPEN, DISLOCATING YOUR SHOULDER, OR VENTRILOQUISM.
- **DIRTY TRICKS**: AN EDGE TO A DEFENSE OR ATTACK ROLL, ONE TIME PER ENEMY.
- **KNOT MASTER**: YOU CAN TIGHTEN/LOOSEN ANY KNOT, ESCAPE HANDCUFFS, AND MANIPULATE ROPES.



GAME NOTES

SOME LAST THOUGHTS ON PLAYING
TERROR TARGET GEMINI.



FOR THE NARRATOR:

- DON'T ASK FOR DICE ROLLS IF A FAILED CHECK WILL HAVE NO CONSEQUENCES (LOSING TIME, RESOURCES, HP, ALLIES, OR THE DROP ON SOMEONE).
ALL ROLLS SHOULD INFLUENCE PLAY.
- DON'T BE AFRAID TO ADMIT WHEN THE RUNNERS HAVE AN EDGE BUT ALSO BE AWARE OF THINGS THAT CAN CAUSE SNAGS.
- RUNNERS WORK DIFFERENTLY FROM THEIR ENEMIES, WHICH IS WHY TTG DOESN'T USE OPPOSED ROLLS. THE MECHANICS DO NOT COVER CONFLICTS BETWEEN PLAYER CHARACTERS: DON'T ROLL DICE FOR CHECKS AND REACTIONS WHEN THEY INTERACT.
- SMART ENEMIES WILL PLAN, PLACE TRAPS, FALL BACK WHEN DEFEATED, AND OFTEN CAPTURE (RATHER THAN KILL) UNCONSCIOUS RUNNERS. KEEP THAT IN MIND: THE DEAD PAY NO RANSOMS.
- BE IMPARTIAL: WHEN IN DOUBT, SEARCH THE WEB FOR PRINCIPIA APOCRYPHA.

FOR THE RUNNERS:

- BE ACTIVE, ASK QUESTIONS, TAKE NOTES, AND DRAW MAPS.
- LIFE IS SHORT, AND WEAPONS HURT. COMBAT IS DANGEROUS AND OFTEN AVOIDABLE. DEATH HAPPENS, BUT EVEN FAILURE CAN BE FUN.
- RUNNERS ARE ALSO NARRATORS. GIVING DETAILS ABOUT HOW YOU ARE ACTING CAN HELP THE NARRATOR FIND HIDDEN EDGES. COMMUNICATING AND INTERACTING WITH WHAT'S AROUND YOU IS CRUCIAL.
- ALL PROBLEMS HAVE MORE THAN ONE SOLUTION (JUST LIKE DUNGEONS ALWAYS HAVE MULTIPLE ENTRANCES). EXPLOSIONS DESTROY WALLS.
- REMEMBER, YOU ARE OUT TO MAKE WE'IN, BUT SELFLESS ACTIONS CAN ALSO LEAD TO RESULTS. AND IF THAT DOESN'T WORK, YOU CAN ALWAYS STEAL ANYTHING NOT TIED DOWN!

MAGIC FAILURES:

- 1 - THE SPELLCASTER EXPLODES
- 2 - SUMMONS A DEMON
- 3 - THE SPELLCASTER BECOMES A FROG
- 4 - THE SPELL IS CHARGED AND OUT OF CONTROL
- 5 - 1d4 BEINGS SWITCH BODIES
- 6 - EVERYONE EXCEPT THE SPELLCASTER FAINTS
- 7 - 3 RANDOM RUNNERS LOSE THEIR MEMORIES
- 8 - THE RUNNER BECOMES LARGER (P.41)
- 9 - THE SPELLCASTER SUDDENLY LOSES THEIR SHOES
- 10 - ALL NEARBY METAL EVAPORATES
- 11 - CASTS A RANDOM SPELL
- 12 - THE SPELLCASTER AND 1d4 PEOPLE NEAR THEM BECOME CHILDREN (0 STATS, SKILLS, HD; THE HP BECOME 1+POW)

NPC PERSONALITY

- 1 - ALLY
- 2 - INDIFFERENT
- 3 - DEFENSIVE
- 4 - LIAR
- 5 - AGGRESSIVE
- 6 - INSANE

RIDE BREAKDOWN:

- 1 - THE RIDE EXPLODE! YOU CAN'T FIX IT. ALL PASSENGERS MAKE A COO REACTION OR TAKE 5d6 DAMAGE
- 2 - SMASHED AXEL, YOU CAN'T REPAIR IT
- 3 - THE RIDE SLOWS TO A STOP. YOU CAN REPAIR IT
- 4 - MIRACLE: IT'S STILL RUNNING

SUMMONING RESULTS (ROLL NPC PERSONALITY AFTER THIS ROLL):

- 1 - STRONG AS A MOUSE
- 2 - STRONG AS A ZOMBIE
- 3 - STRONG AS A FAIRY
- 4 - STRONG AS AN OPAL GORILLA
- 5 - STRONG AS A TENTACLED DESTROYER
- 6 - STRONG AS A DEMON

SERIOUS WOUNDS:

(WHEN DAMAGE REDUCES YOUR HP TO 0)

- 1 - DEADLY (INSTANT DEATH)
 - 2 - UPPER LIMB FRACTURE (-1 COO FOR 1d6 DAYS)
 - 3 - LOWER LIMB FRACTURE (-1 POW FOR 1d6 DAYS)
 - 4 - UPPER BODY MUTILATION (-1 COO)
 - 5 - LOWER BODY MUTILATION (-1 POW)
 - 6 - FACE WOUND
 - 7 - BODY WOUND (-1 HP)
 - 8 - BLOW TO THE HEAD (SWITCH INT AND CHA)
 - 9 - OPEN WOUND (THE NEXT KO IS FATAL)
- FROM 10 TO 19 - YOU FAINT BUT TAKE NO SERIOUS WOUNDS
- 20 - YOU STAY STANDING WITH 1 HP

UNDERLING PERSONALITY:

- 1 - INNOCENT, POSITIVE
- 2 - RATIONAL, APATHETIC
- 3 - PARANOID, SUPERSTITIOUS
- 4 - STOIC, PROFESSIONAL
- 5 - IDLER, KNOW IT ALL
- 6 - FLATTERER, TRAITOR

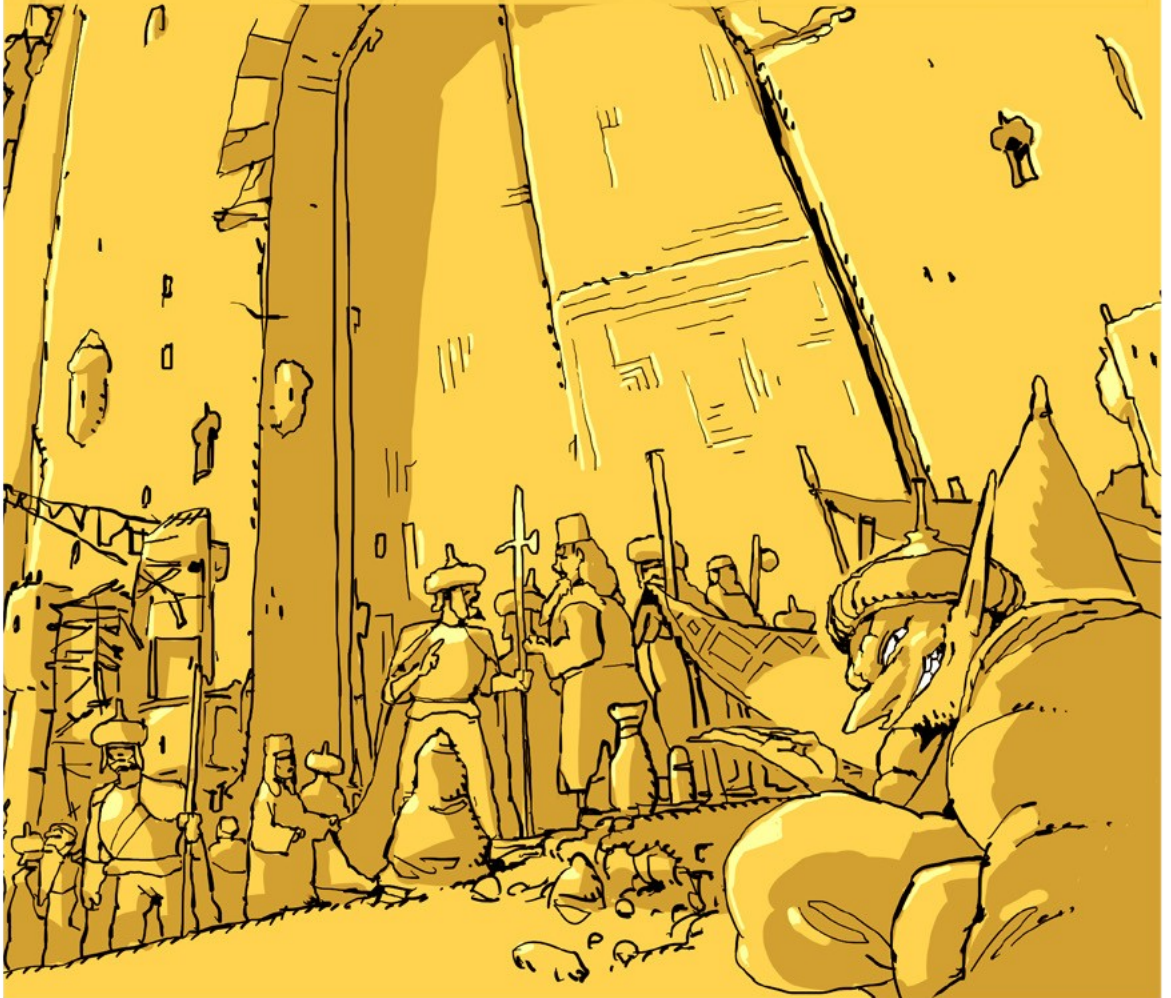
COMMON MaJu NAMES

- MACARONE
- BLIND TERRY
- ELVIS RANDO
- FERGUSON
- EDGAR KRUPP
- RAMON
- GONZO MARTEN
- FABULOSO PRISTINE
- KARMILLO
- SALEM
- KIND OBRA
- GABOR LOVE
- SALAZAR
- HDROWITZ
- PRIMUS
- SKAAHV
- BLICERO
- ORATIO MUNDOZ
- INDIGO
- FRANCISCO
- SANTO SUGARCUBE
- SALTY GRUG
- ARCIBALD
- FERMO
- DUKE
- KILLER
- STING OH
- XANAX
- EMMANUEL
- SEDIDIAH
- MORITURI
- BANG SUDOKA
- ARTIE TARNOWSKI
- KARAKURD
- ANDRES
- BLOODY MARIE
- VIKTOR DERRINGER
- LUCKY CHANG
- GOLIA
- COTTON LAGG
- OSCAR PALMA
- HO PO WING
- PLATO ROJO
- GAGARIN
- XANADU THE GREAT
- MARCEL EUGENE
- SEBASTIAN II
- TURCO
- TULE HOGG
- TRIGGER VIDAL
- LUCIFER
- MASANIELLO
- SCORPIA
- HANNAHBLANK
- LUPE
- PELECHIAN
- MELANIE
- MONEY
- GUSTAVA
- KAMILA STENCIL
- COSTA RED
- APOPI
- DE LACROIX
- MORGAN
- RAGNA
- JUDA SALIMA
- SUNNY
- SKY FLAMBER
- NORA LEON
- SHOTGUN LILI
- PALIDA DOMINGA
- KALINKA PRO
- GALAXIA
- SHEHERAZADE
- ANATHEMA
- TEMPERANCE
- ISIDE BLAIR
- GASOLINE
- ALMAWT
- RATATA
- CHARLOTTE
- MANTICORE
- LAGRANGE
- SWORDFISH NINA
- PA LACH
- CONSUELO
- SLIMERELLA
- PURITY DUVALL
- DECCA LA BLU
- SISTER RACHELE
- LADY URSULA
- GOSIRA
- CORNELIA
- SOFIA SUSETTE
- DOLORES
- MARIA CANNON
- TSUNADE
- URANIA SCHLOCK
- ESTELLA ANIMAL
- MIMOSA
- GATLING
- V.



BJARZAG

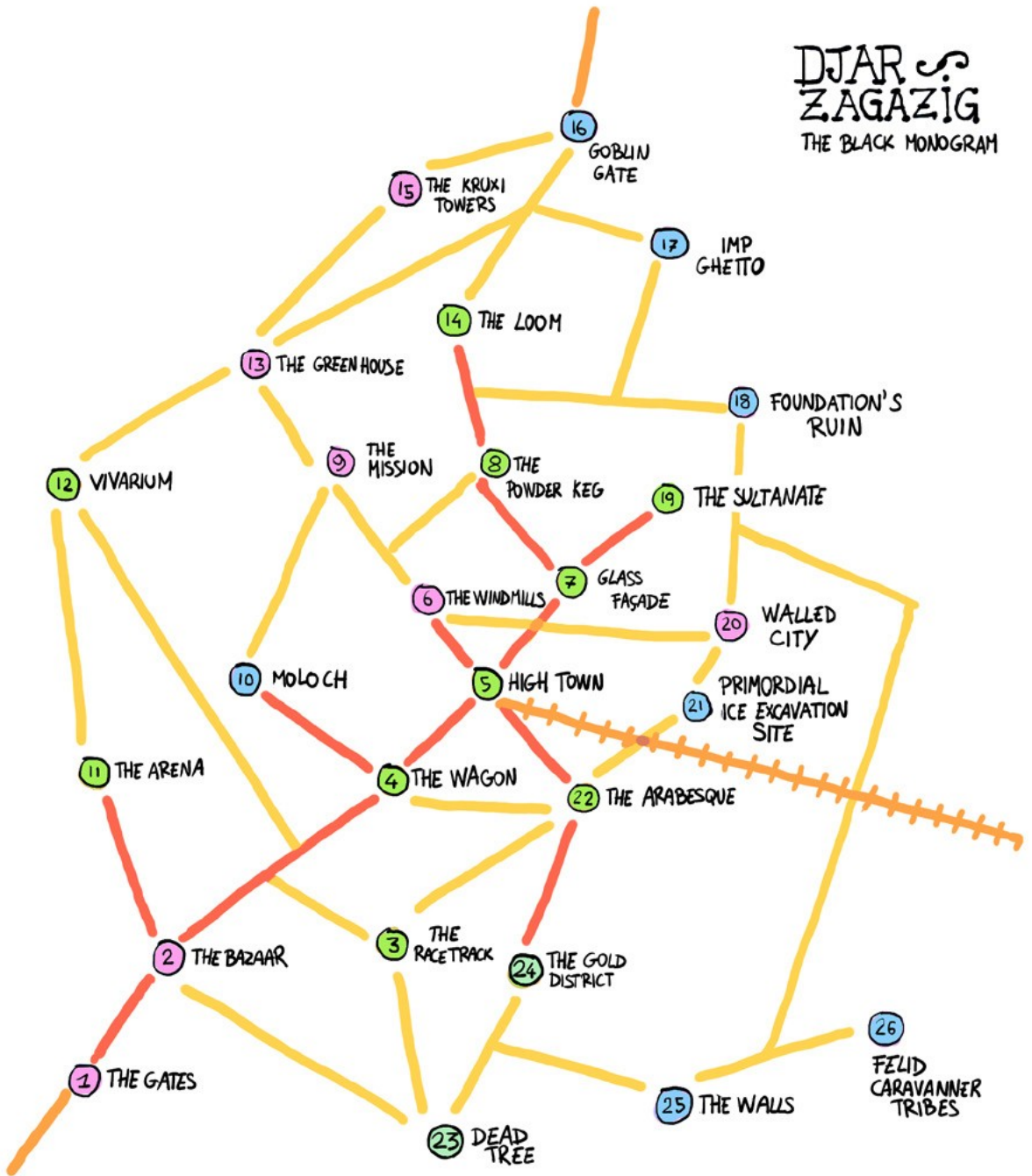
BJAR-ZAGAZIG IS A VAST CITY RICH WITH OPPORTUNITIES. BUT DEATH COMES EASY AMID ITS DARK ALLEYS, ESPECIALLY FOR OUTSIDERS. HERE ARE DESCRIPTIONS OF THE CITY'S MAIN DISTRICTS, BUILDINGS, EVENTS, AND PERSONALITIES.





DJAR ZAGAZIG

THE BLACK MONOGRAM



WHAT'S DJAR-ZAGAZIG?

THE DESERT METROPOLIS IS A VAST MAZE BRISTLING WITH DANGERS. **WIDE STREETS** AND A VARIETY OF **BRIDGES**, **ALLEYWAYS**, **FILTHY UNDERPASSES**, AND **UNSTABLE SCAFFOLDING** CONNECT THE CITY'S DISTRICTS.

REACHING AND EXPLORING A DISTRICT TAKES 1 QUARTER DAY: THIS LETS YOU LEARN ABOUT ITS MAIN PLACES AND PEOPLE AND ALSO FORCES A MISHAPS Die ROLL (LIKE DUNGEONS OR BADLANDS, P.56). THE COST OF STAYING IN INNS, HOTELS, GUILD HALLS, AND SO ON DEPENDS ON THE DISTRICT'S QUALITY: **ELITE LOCATIONS** (GREEN) HAVE A 100 WEN STANDARD RATE PER NIGHT, **WORKING CLASS** (PINK) 25, AND **OFF LIMIT** AREAS (BLUE) 5.

LOCAL MILITIAS PATROL OFF LIMITS DISTRICTS AND ONLY THOSE WITH PERMITS ARE LET THROUGH (OBTAINABLE FOR 50 WEN AT THE WAGON, P. 81).

TRAIN TRACKS AND COMMERCIAL ROUTES CONNECT DJAR-ZAG WITH THE MAJU AND THE WIDER WORLD.

THE **WAGON**, AN ASSEMBLY OF DEMOCRATICALLY ELECTED SENATORS (ONE PER DISTRICT), RULES THE CITY. HOWEVER, THIS RULING BODY IS DEEPLY INFLUENCED BY LEAGUES (ESPECIALLY THAT OF TRADERS, **THE CYCLOPS**), MOB CARTELS (LIKE THE **VELASKINOS**), OLD SULTAN **AMMARDUK II** (A TRACE OF THE FORMER GOVERNMENT), THE ACADEMIES OF **ARCANE PRESERVATION**, AND ANCIENT SECRET ORGANIZATIONS (THE **ARABESQUE**).



1d12 RANDOM ZAGAZIGIAN ENCOUNTERS:

- 1 - A **RED OPIUM** (2ND TYPE LUXURY GOODS, ILLEGAL) DEALER TRIES TO SELL YOU A DOSE (SNAG TO PRs, EDGE TO POW AND INT FOR ONE HOUR) FOR 50 WE'N. THERE'S A 1 IN 4 CHANCE THAT THE PUSHER IS A WAGON UNDERCOVER AGENT.
- 2 - 2d4 WAGON MILITIAMEN HOLD YOU UP FOR INSPECTION. THESE AGENTS MAY BE: ①-DRUNK BRAGGARTS, ②-CORRUPT AND SEARCHING FOR VICTIMS TO FRAME, ③-PROFESSIONAL BUT NITPICKY, AND ④-PARANOID AND SCARED TRIGGER-HAPPY ROOKIES.
- 3 - THE WALKWAY COLLAPSES UNDER YOUR FEET: COO REACTION ROLL OR YOU END UP KNEE-DEEP IN SEWER WASTE (p.96).
- 4 - 2d4 MUGGERS. THEY ARE: ①-UNORGANIZED, CLUMSY, AND VERY HIGH, ②-USING AN OLD LADY, WOUNDED PERSON, OR CHILD AS BAIT WHILE LURKING HIDDEN IN THE SHADOWS, ③-POSING AS STREET ARTISTS (THE JUGGLER DISTRACTS WHILE THE MONKEY STEALS) OR "LIVING STATUES" (YOU KEEP RUNNING INTO THE SAME ONE), ④-COCKY RUFFIANS WORKING FOR A MOB FAMILY.
- 5 - A GREAT FIRE ENGULFS A BUILDING: OPPORTUNISTS START LOOTING WHILE TWO TEAMS OF FIREFIGHTERS ARGUE OVER WHO SHOULD INTERVENE.
- 6 - 1d10 DISEASED AND CONTAGIOUS WRETCHES MADE RAVENOUSLY VIOLENT BY THE "DEVIL'S ITCHES". THEY CARRY BELLS AROUND THEIR NECKS.
- 7 - 2d4 WILD OR FERAL DOGS.
- 8 - A CROWD CHASING A CHICKEN. SOMEONE YELLS, "100 WE'N TO WHOEVER GRABS IT!".
- 9 - A DEAD END. YOU LOSE A QUARTER FINDING YOUR WAY BACK.
- 10 - A BEGGAR. IF HELPED, THEY GIFT A TALISMAN: THEY ARE A MAD MAGE.
- 11 - CHILD THIEVES CHASED BY GUARDS.
- 12 - COO REACTION ROLL OR A RIDE HITS ONE OF YOU.

IF THE RUNNERS ENTER A BUILDING NOT DESCRIBED IN THE DISTRICT GUIDE, PICK ONE FROM BELOW OR ROLL.

1d6 ELITE QUARTERS.

- 1 - THE PALACE OF A KONIGREICH HIGH OFFICIAL. TONS OF GUARDS BUT IT CONTAINS SECRET BRIEFS SELLABLE TO BALTIC COUNTERINTELLIGENCE.
- 2 - A RICH MERCHANT'S VILLA FULL OF CASH AND THIEVES POSING AS SERVANTS.
- 3 - AN ART EXPO WITH PAINTINGS AND STATUES. OR MAYBE A CINEMA.
- 4 - ARCANES PRESERVER LIBRARY. TONS OF BOOKS, TOO MANY NERDS.
- 5 - A GORGEOUS COURTYARD WITH FOUNTAINS. PRIVATE AND QUIET.
- 6 - FANCY CASINO WITH BLACKJACK AND HIGH-END HARLOTS, RUN BY THE FUNOGAWA.

1d6 WORKING CLASS QUARTERS:

- 1 - A CHAOTIC MASS OF HOUSES AND RICKETY SCAFFOLDING. OVERPOPULATED.
- 2 - DIVE BAR USED AS CLINIC, BUTCHERS, LAB, AND INN. SUITABLE PLACE TO HIRE AN UNDERPAID, DRUNK UNDERLING.
- 3 - SAINT MARGARET'S ORPHANAGE AND REFUGE. OFFERS SHELTER.
- 4 - PUBLIC BATHS, HANG-OUT OF A RANDOM CRIMINAL GANG.
- 5 - HANGING MARKET UNDER A BRIDGE. FULL OF LOAN SHARKS, BEGGARS, DRUG DEALERS, AND PEDDLERS.
- 6 - WAREHOUSE STUFFED WITH A RANDOM COMMON GOOD. 2d4 GUARDS.

1d4 OFF LIMITS QUARTERS:

- 1 - WOOD, MUD, AND TIN SHACKS FULL OF POLITICAL OUTCASTS/MUTANTS/WRETCHES/FOLKS WITH DEVIL'S ITCHES.
- 2 - RUINS OF THE OLD CITY, ABANDONED (OR HOME TO A CULT).
- 3 - HIGH TOWN'S FRACTURED FOUNDATIONS (THE PILLARS), CRAWLING WITH CARAPACES AND RATS. ODDLY WELCOMING.
- 4 - ILLEGAL AUCTIONING OF DRUGS/SLAVES/MILITARY INTEL/BOOKS/ARMS.

HOW DO WE BUILD A CAMPAIGN HERE ?

PLACES, PEOPLE, AND FACTIONS ARE PLENTIFUL AND INTERCONNECTED. SO, BUILDING A CAMPAIGN IN DJAR-ZAG MAY INITIALLY SEEM COMPLICATED. DON'T WORRY. WHAT REALLY MATTERS IS FOCUSING ON THE STARTING POINT.

PREP THE INTRO ADVENTURE **DON'T LOOK BACK** (P.133) AND RELY ON THE RUNNER'S OUTCOMES TO GUESS WHICH DIRECTION THE NARRATIVE MIGHT TAKE IN DJAR-ZAG. SUPPOSE THEY SWIPED THE **TERROR TARGET GEMINI GUN**. IN THAT CASE, CLAN FUNOGAWA WILL INVITE THEM TO THE KRUXI TOWERS ONCE IN THE CITY (P.93). THERE, THE RUNNERS WILL GET FURTHER JOB OFFERS. THEY MAY ALSO TAKE PART IN A SWORD-FIGHTING TOURNAMENT, IN THE STORY OF SMALL-TIME RUFFIAN WOODY MUNZ, OR IN A GOVERNMENT HIT AGAINST A MOB BOSS.

MEANWHILE, BOZO (IF ALIVE) AND THE BAND OF THE SEVERED HAND WILL TRY TO SNATCH BOTH GUNS AT THE TOURNAMENT. MANY CLUES CONNECT THE BAND WITH BABA YAGĀ (A POWERFUL WITCH) AND HER TEMPTING PRIVATE COLLECTIONS. WILL THE RUNNERS START A FEUD WITH CLAN FUNOGAWA, OR WILL THEY BAND TOGETHER AGAINST A COMMON FOE ? IF RUNNERS HAVE THE **PSYWORM BRIEFCASE**, HOMUNCULI FALLEN FROM THE SKY WILL ATTACK THEM (WHILE THEY LOOK FOR JOBS). INFO ON THESE CREATURES WILL LEAD THE GROUP TO DEAD TREE (23), THE WALLED CITY (20), AND FINALLY, THE MILLS (6).

AFTER DISCOVERING THAT PRESERVERS HAVE CREATED THE HOMUNCULI, THE RUNNERS MIGHT BE CAPTURED :

THESE DANGEROUS MAGES WILL PROMISE NOT TO HARM OUR UNLUCKY ADVENTURERS IN EXCHANGE FOR DOING A JOB AT THE GATES (1), RETRIEVING SACRED TEXTS FROM THE MISSION (9), OR EXPLORING THE FOUNDATIONS (18) TO STUDY ITS

SINISTER INHABITANTS (THUS ATTRACTING THE ARABESQUE'S GAZE, p.112).

IF THE RUNNERS SAVED THE **HOSTAGE ON THE TRAIN** (OR SAW HER TATTOO), THE ARABESQUE MIGHT HAVE ITS EYES ON THEM FROM THE START: FRAMED FOR CRIMES THEY DID NOT COMMIT (AIDING TERRORISTS), SENTENCED TO DEATH, AND LOCKED UP IN MOLOCH (10), THE GROUP MUST BREAK OUT (ALONE OR WITH GRIGORI MOLOT) OR MAKE A DEAL WITH GENERAL BREKT.

IF THE RUNNERS ARE ON BAD TERMS WITH **BOZO**, THE **INDEPENDENTISTS**, OR **MARY'S BAND**, THESE ENEMIES WILL SOON FIND AND CHALLENGE THEM TO DEADLY DUELS OR OFFER THEM THIEVING JOBS.

IF RUNNERS HAVE ALLIED WITH MARY (AND SHE IS ALIVE), SHE WILL REACH OUT AS A FRIEND TO PROPOSE A GRAND HEIST:

STEALING GHEPRIDS FROM CLAN MAKAROV'S ESTATE (p.91), WHICH MAY LEAD TO A BREAKNECK ESCAPE THROUGH THE SEWERS AND AN UNFORTUNATE ENCOUNTER WITH THE ARABESQUE'S CULTISTS.

REGARDLESS, CONNECTIONS WILL SOON BECOME CLEAR ONCE THE RUNNERS START **FINDING, ACCEPTING, AND FINISHING JOBS**: ENCOURAGE THEM TO EXPLORE, DISCOVER NEW DISTRICTS, AND EXPAND ON WHAT THE GUIDE DESCRIBES.

IF THE INFORMATION YOU GIVE CLASHES WITH WHAT WAS PREVIOUSLY SAID, WORRY NOT: DJAR-ZAG IS A CHAOTIC MAZE OF BETRAYAL, HEARSAY, AND MISUNDERSTANDINGS.

WE WERE BOUND TO GET LOST.

1-THE GATES: MASSIVE WOODEN DOORS.

WOOD LIKE THIS IS RARE IN THE DESERT, AND DAMAGING THESE ANCIENT GATES IS PUNISHABLE BY HANGING. THE WALLS ARE COVERED BY MILES OF WRITINGS IN AN OLD, FORGOTTEN LANGUAGE STUDIED BY HIGH TOWN'S PRESERVERS.

THE ZAGAZIGIAN MILITIA FORCES ALL WHO PASS TO BIND THEIR WEAPONS WITH WHITE RIBBONS. CLASHES BETWEEN GUARDS, HUMAN TRAFFICKERS, AND ACADEMICS HAPPEN DAILY. ILLEGAL PEDDLERS SELL WORTHLESS DRY SPLINTERS POSING AS GATE PIECES TO IDIOTS. THE GATES ARE OPEN AT NIGHT, AND THE GUARD CHANGES EVERY QUARTER.

- ENTRY TAX: 5 WE'N, 25 IF ONE CARRIES OVER 5 SLOTS OF COMMON OR LUXURY GOODS.

THE WALL'S SECRET: THE WALL WRITINGS HIDE INFORMATION ON DSAR-ZAG'S ORIGINS AND ARE HIGHLY INTERESTING TO PRESERVERS WORLDWIDE.

TO CLAIM A DEBT, A POWERFUL MAGE OR THE CITY'S PRESERVERS MIGHT ASK THE RUNNERS TO HELP SOLVE THIS STICKY SITUATION:

PHILIP GANGE, LECTURER OF ARCANÉ

LITERATURE AT THE ACADEMY FOR ZAGAZIGIAN SYMBOLOGY AND HEAD ARCHEOLOGIST AT THE WALL'S WORKSITE, HAS RECENTLY DISAPPEARED WITH HIS STUDENT ASSISTANTS.

THE WORKSITE RIGHT OUTSIDE THE WALLS WAS ATTACKED.

DOCUMENTS ARE GONE, THE TEAM DISAPPEARED, AND A MYSTERIOUS BEGGAR NAMED PUC IS COMBING THE SITE FOR FOOD AND WE'N. HE ALSO TRIES SELLING GATE SHARDS. ARROWS RIDDLE THE ACADEMICS' TENTS, WHICH SUGGESTS AN ATTACK BY FELID CARAVANNERS (P.113). IF THE RUNNERS DON'T TURN HIM IN, PUC PROMISES TO LEAD THEM TO THE FINGERCHOPPER TRIBE (KNOWN FOR THEIR RED FEATHERED ARROWS).



PHILIP GANGE



PUC

THE WHOLE THING'S A SETUP. PUC WORKS FOR THE ZAGAZIGIAN SECRET SERVICE: HIS JOB IS TO USE THE FELID TRIBE TO GET RID OF PHILIP AND THOSE LOOKING FOR HIM. ONCE NEAR THE CHIEFTAIN, PUC PULLS A GRENADE AND TRIES TO BLOW HIMSELF UP. IF THE RUNNERS STOP PUC AND SAVE THE CHIEF, THEY GAIN THE TRIBE'S GRATITUDE AND PROFESSOR GANGE'S RELEASE.

IF THE RUNNERS REACH THE VILLAGE WITHOUT PUC, THEY FIND THE PROFESSOR IMPRISONED AND THE CHIEF CORRUPTED BY PILES OF GOVERNMENT CASH.

PHILIP WILL REVEAL THE RESULTS OF HIS STUDIES IF FREED: THE WALL WRITINGS REVEAL THAT "THE CITY OF DJAR-ZAGAZIG WAS FOUNDED OVER 2000 YEARS AGO BY THE UNITED SPIDERS AND COCKROACHES". THREE DAYS AFTER THIS CRYPTIC REVELATION, PHILIP ENDS UP IN HAWRA (P.82).

ODD MASKED PEOPLE (ARABESQUE MEMBERS, p.112) START SHADOWING THE RUNNERS.

2-THE BAZAAR:

THE LARGEST MARKET IN TOWN (MOST LIKELY). STREETS TEEMING WITH MERCHANDISE OF ALL KINDS, RARITIES DISPLAYED IN SHOPS, AND UNIQUE PIECES ON SALE AT AUCTIONS.

A HUGE BRONZE STATUE, THE CYCLOPS, STANDS IN THE DISTRICT'S CENTER: THE NAMESAKE OF THE TRADE LEAGUE GOVERNING TRAIN AND CARAVAN ROUTES IN THE MAJU.

THE CYCLOPS' PRIVATE MILITIA IS THE BIGGEST AND BEST ARMED IN TOWN, EVEN TOPPING ZAGAZIGIAN AND RESIDENT KONIGREICH TROOPS.

SO, GOVERNMENT, CRIMINALS, AND OTHER ASSOCIATIONS BETTER TOE THE LINE HERE.



A TIGHT WEB OF NEEDS AND FAVORS UNDERPRINTS THE BAZAAR. HERE, COLLECTORS AND SECRET ASSOCIATIONS WILL HIRE RUNNERS TO RECOVER SPECIAL OBJECTS OR PARTICIPATE IN DANGEROUS TRADE VENTURES IN EXCHANGE FOR WE'N AND STARS.

-**TARIQ BINIAL**, AN ARMS-OBSSESSED QARADIN MERCHANT, IS LOOKING FOR THE TERROR TARGET GEMINI, A PAIR OF LEGENDARY REVOLVERS (ONE BELONGS TO BOZO, P.142, IF HE WASN'T CAPTURED IN DON'T LOOK BACK; ONE TO KRU GANGSTERS, P. 94), AND THE ZELEGESCHUTZ, AN ANCIENT KONIGREICH CANNON BURIED IN THE WALLED CITY (P.105).
HE'LL PAY 2000W PER RUNNER.

-**EZELECHIA FERGUSON**, A CARAVANNER AND BISON PELT MERCHANT, JUST BOUGHT A LARGE STOCK (200 SLOTS) OF FURS: HE NEEDS FOLKS TO ESCORT THEM BEYOND THE MOUNTAINS TO BALTIC UNION IMP SMUGGLERS. THE TRIP TAKES 1 WEEK, AND EACH CONTRACT IS FOR 500 WE'N.
DURING THE JOURNEY, A MERCENARY ESCORT, **BIG JOE**, WILL TRY TO CONVINCE THE RUNNERS TO DITCH EZELECHIA AND FLEE WITH THE GOODS.
IF THEY REFUSE, HE'LL CLAIM IT WAS ONLY A JOKE, BUT AT THE

CAMPFIRE HE'LL POISON THE HARE STEW.



TARIQ BINIAL



EZELECHIA

1d4 RARE TREASURES FOR AUCTION
(STARTING PRICE IS 2000 WE'N)

- 1- MICRO-ELEPHANT, AS BIG AS A MOUSE. TRAINABLE. IT REGAINS ITS TRUE SIZE IF SPRINKLED WITH WINE. IRREVERSIBLE.
- 2- GLASS BLADE THAT TURNS EVERYTHING IT PIERCES TO GLASS. A 1 IN 2 CHANCE IT WILL BREAK IN THE ATTACK.
- 3- SILENCER MUSIC BOX. ELIMINATES ALL SOUNDS WITHIN SPEAKING RANGE FOR TEN SECONDS WHEN OPENED.
- 4- BEWITCHED IVORY COMB. IT SHARPENS HAIR: IF LONG, HAIR WILL FUNCTION AS A SWORD.

3-THE RACETRACK: GHEPRIDS RACE ALONG ANCIENT STONE CIRCUITS, SPEEDSTERS ON NEW CEMENT TRACKS. ALSO CASINOS, GAMBLING HOUSES. BUT MOSTLY GAMBLING DENS. EVERYONE BETS ON THE RACES, AND MOST LOSE. THAT'S WHY THE RACETRACK DISTRICT HAS PLENTY OF HOMELESS PEOPLE AND MOBSTERS. THREE FAMILIES MANAGE ALL THE BETTING: THE **VELASKINOS** AIM TO INFLUENCE CITY POLITICS BY INVESTING IN TECH RESEARCH AND DEVELOPING THE BEST NEW COMBUSTION ENGINE (WITH MONEY THEY MAKE FROM RACING BETS); THE **MAKAROV** USE GHEPRID SALES AND RACES TO COVER SLAVE AND RED OPIUM TRAFFICKING; LASTLY, THE **FUNOGAWA** RUN THE GAMBLING HOUSES WITH AN IRON FIST AND AN OLD-FASHIONED BLEND OF HONOR AND USURY. THE FAMILIES CLASH FOR CONTROL OF THE DISTRICT AND ARE LED BY THREE POWERFUL BOSSES: **DON MARCELLO VELASKINOS**, A SCUMMY BUSINESSMAN WITH POLITICAL INCLINATIONS; **VIKTORIA MAKAROV**, A RUTHLESS GHEPRID BREEDER; **MUGENJI FUNOGAWA**, A STOIC AND TRADITIONALIST SWORDSMAN. THE RACETRACK IS A GREAT PLACE TO FALL INTO DEBT, GET MURDERED BY A

HITMAN, RACE, OR STEAL A PRICELESS MAKAROVIAN GHEPRID AND IGNITE A NEW FEUD BETWEEN THE FAMILIES.



DON MARCELLO
VELASKINOS



VIKTORIA
MAKAROV



MUGENJI
FUNOGAWA.

RIVET RUN: A CAR RACE BETWEEN THE BEST LOCAL PILOTS, WHICH TAKES PLACE ONCE A WEEK. PARTICIPATING MEANS PAYING A 75 WÉN TAX TO THE VELASKINOS FAMILY. THE REIGNING CHAMP IS **TOTO AMMARDUK**, HERO OF THE MASSES, POMPOUS HEARTTHROB, AND NEPHEW OF SULTAN AMMARDUK II. 6 PARTICIPANTS, 2 LAPS. THE RUNNERS' STARTING POSITION DEPENDS ON THEIR INITIATIVE ROLLS (STANDARD DIFFICULTY, 14): IF FAILED, THEY START LAST, AND IF SUCCESSFUL, IN THE MIDDLE.

EACH TURN, THE RUNNERS MUST PASS THE OPPONENT IN FRONT OF THEM WITH A SPEED STUNT. THE PILOT BEHIND THEM TRIES TO OVERTAKE THEM OR MAKE THEM CRASH AGAINST AN OBSTACLE.

TOTO AMMARDUK IS ALWAYS FIRST, RIDING HIS WHITE SPEEDSTER DUST STRIKER: HE IS A SKILLED PILOT (OVERTAKING HIM IS A TOUGH, DIFFICULTY 18 ROLL).

PRIZES:

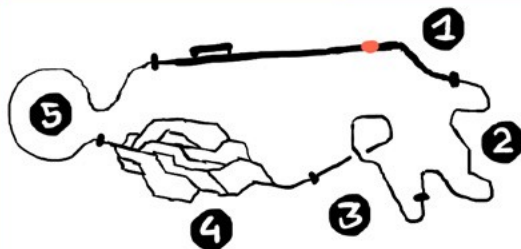
3RD PLACE - 500 WÉN AND BRONZE MEDAL.

2ND PLACE - 2000 WÉN AND SILVER MEDAL.

1ST PLACE - 4000 WÉN, GOLD MEDAL,

THE INTEREST OF THE VELASKINOS FAMILY, AND TOTO'S RESPECT/FRIENDSHIP IF HE WAS BEATEN FAIRLY.

ZAGAZIGIAN TRACK :



- 1 - START : STRAIGHT. HUNDREDS OF FANS WAVING BANNERS.
- 2 - HIGH TOWN : NO OBSTACLES IN THIS ELITE DISTRICT.
- 3 - UNDERPASS : BOTTLENECK. THE TRACK RUNS THROUGH A DARK TUNNEL.
- 4 - SLAVE LABYRINTH : COUNTLESS FORKS AND NARROW ROADS THROUGH THE SHACKS (SMALL OBSTACLES).
- 5 - OVERPASS : CIRCLES THE PRIMORDIAL ICE EXCAVATION SITE (p.111), 300 - FOOT HIGH.



TOTO AMMARDUK

4-THE WAGON: TALL GOVERNMENT BUILDINGS FULL OF SPIRES AND GARGOYLES. DAILY EXECUTIONS, REVOLTS, POLITICAL MURDERS. ALL DECISIONS MADE BY ZAGAZIGIAN SENATORS COME FROM CARTEL AND GUILD REQUESTS, OR MILITARY PRESSURE FROM THE KONIGREICH AND THE BALTIC UNION. GROSS. MAJU

INDEPENDENTISTS LED BY TENOCH WAZAK PROTEST HERE OFTEN. THEY ARE RECOGNIZED BY THEIR YELLOW BANDS AND CLOTHING. COLOR IS A SYMBOL: IN DJAR-ZAGAZIG, THE CITY MILITIAS QUASH RALLIES USING RUBBER BULLETS LOADED WITH YELLOW PAINT. THE COLOR CLINGS TO SKIN AND CLOTHES FOR 2d20 DAYS.

RUNNERS CAUGHT IN A REVOLT FACE ARREST AND MAY END UP IN MOLOCH (P.88). IF THE RUNNERS HAVE JOINED THE INDEPENDENTISTS, THEY WILL BE CALLED UPON TO SAVE TENOCH AND HIS CREW FROM PUBLIC EXECUTION (HANGING).

5-HIGH TOWN: CENTRAL DISTRICT. MANY TOWERS ARE OVER 300 FEET TALL. FOLKS MOVE ABOUT ON BRIDGES AND SUSPENDED ROADS, LIKE VENICE BUT WITHOUT WATER. TRAINS FROM ALL THE MAJU ARRIVE HERE. THIS IS THE RICH PART OF TOWN: GLANCING DOWN FROM THE BRIDGES, YOU CAN SEE THE PRIMORDIAL ICE EXCAVATION SITE 300 FEET BELOW. THOSE WHO LIVE IN HIGH TOWN TRY LOOKING

REFINED, IMITATING THE DEMEANOR OF KONIGREICH NOBLES. EMBARRASSING. AND YOU ALWAYS RISK CAUSING A DUEL WITH A HAUGHTY BYSTANDER IN THIS DISTRICT.

1d4 DUELISTS:

- 1- BARTHOLOMEUS BULLWORTH: GOBLIN SWORDSMAN. SKILLED. VENGEFUL. CARRIES HIMSELF LIKE A BALTIC UNION ARMY MAN.
- 2- BLITHELORD POSH: YOUNG HUMAN, BLOND AND SPINDLY, ALWAYS WITH HIS SULLEN GIRLFRIEND, AMÉLIE. THE GIRL WANTS HIM TO FIGHT; HE RUNS AT THE FIRST BLOW.
- 3- RAOUL DE LA PIRLINPINPIN: HEAVILY POWDERED QARADIN WITH SWORD-CANE. THROWS SAND IN YOUR EYES.
- 4- ANASTASIA KUNDEKU: ELVEN GUNSLINGER. IF CORNERED, SHE PRETENDS TO SURRENDER, THEN FIRES WITH HER HIDDEN MECHANICAL ARM.

6 - THE WINDMILLS: THE WEIRDEST MAGES HAVE THE TALLEST TOWERS. STANDING OVER 900 FEET, THE **HAWRA WIND TOWER** IS THE TALLEST THING IN TOWN.

MAGIC FELONS, EXILES, AND WACKOS GET LOCKED UP IN THESE HIGH SPIRES.

THE PLACE IS A HOSPITAL, MUSEUM, REFUGE, ASYLUM, AND EXPERIMENTATION LAB. RUNNERS MAY NEED TO VISIT HAWRA FOR MANY REASONS: TO RESCUE A MAGE LOCKED UP ON A RIVAL'S FALSE CHARGES, TO STEAL ARCHEOLOGICAL FINDS, TO FIND A CURE FOR AN ODD DISEASE, OR JUST TO EAT A WARM MEAL.

1 - ST. GOTTHARD'S SHELTER: SOUP KITCHENS, WARM BEDS, AND CLINICS FOR THE POOR. IT'S RUN BY THE SAINT'S CHARITABLE CULT AND ENDOWED BY ARCANES PRESERVERS; IT HOSTS 5420 HOMELESS PEOPLE EVERY NIGHT. THE AIR IS UNHEALTHY, AND GUESTS DISAPPEAR MYSTERIOUSLY. A WOMAN IS LOOKING FOR HER DAUGHTER AND BEGS THE RUNNERS FOR HELP (DOCTOR AND NURSES TURN A BLIND EYE). MEALS ARE DRUGGED, AND SPENDING THE NIGHT HERE HAS A 1 IN 4 CHANCE OF ENDING WITH AN INTOXICATED RUNNER TIED TO AN OPERATING TABLE IN THE ANATOMY LAB.

2 - ANATOMY LAB: ARCANES PRESERVATION RESEARCH CENTER RUN BY THE SINISTER **MASTER FAXANADJIN**. STUDENTS, STERILE ROOMS, CAGES. THE DRUGGED GUESTS TAKEN FROM **1** ARE BROUGHT TO A SECRET AREA AND USED AS LAB RATS. THEY ARE INFECTED OR TRANSFORMED INTO HOMUNCULI WHO SERVE THE PRESERVERS. THE SERVANTS ARE LOOKING FOR AN



ESCAPED TEST SUBJECT. THEY MUST FIND THEM BEFORE THE SHELTER GUESTS ARE INFECTED: THE VIRUS IS KNOWN AS THE "DEVIL'S ITCHES" AND MAKES ITS VICTIMS HUNGRY AND AGGRESSIVE. THE MILITARY INTERVENES ONLY IF THE INFECTED REACH 3. RUNNERS CAN FIND THE HOMUNCULI LAB WITH HELP FROM THE STAFF OR AFTER A CAREFUL INVESTIGATION: IT CONTAINS ARCANES SYMBOLS, SEVERED LIMBS, AND MASTER FAXANADJIN EXPERIMENTING ON A POOR VICTIM. ONE OF HIS LAST CREATIONS IS AN AGGRESSIVE HOMUNCULUS GIRL WITH A GIANT LEFT ARM, SUPERHUMAN STRENGTH AND STAMINA.



MASTER
FAXANADJIN



HOMUNCULUS
CHILD

3 - BIOGENIC MUSEUM: A GRAND COLLECTION OF FOSSILS, SKELETONS, AND REPRODUCTIONS OF THE MOST TERRIFYING CREATURES TO EVER ROAM THE MAJU. THE MAIN ATTRACTION IS AN ELDER RED DRAGON SKELETON (A POWERFUL SHAMAN WOULD HAVE A BLAST WITH IT). BOZO MANGIL (IF STILL ALIVE AND FREE) WANDERS CAUTIOUSLY AMONG THE HALLS WAITING FOR A CHANCE TO SWIPE SOME PRECIOUS DRAGON BONES (HE IS WORKING FOR BABA YAGA, P. 97).

WHEN HE IS NOT IN THE LAB, FAXANADJIN HOLDS PSYCHOTIC LECTURES ON CREATING THE PERFECT LIFEFORM HERE.

4 - UPPER CLINIC: BEST HOSPITAL IN TOWN AND A GREAT COVER FOR THE HUSTLE BELOW. ONLY FOR ELITES. YOU CAN HEAL A SERIOUS WOUND FOR 1500 ₩.

5 - ENCEPHALIC HERMITAGE: BURNT-OUT MAGES ARE LOCKED HERE AMONG STUFFED WALLS, LARGE PLUSH ANIMALS, AND COLORFUL TOYS. ALL THEIR NEGATIVE EMOTIONS FUEL TWO HUGE STUFFED BEARS WHO ATTACK ANYONE THREATENING THE PATIENTS' PEACE.

7-GLASS FAÇADE : GLASSBLOWERS, MASTER PAINTERS, AND OPTICIANS. A GROUP OF ARCANES PRESERVERS CALLING ITSELF "CHILDREN OF ALBEDO" IS LOOKING FOR FUNDING TO RESEARCH AND EXPERIMENT WITH LIGHT REFRACTION, PORTAL OPENING, AND STABLE MEANS OF TELEPORTATION. THE CYCLOPS AND THE GOVERNMENT ARE SABOTAGING THESE EFFORTS (TELEPORTATION WOULD MAKE CONVENTIONAL TRANSPORT OBSOLETE). SOMEDAY, AN "UNFORTUNATE ACCIDENT" MIGHT LEVEL THE DISTRICT AND OPEN A PORTAL TO ANOTHER REALITY. SO, USE THIS AREA IF YOU NEED A WAY TO BEGIN INTERDIMENSIONAL TRAVEL OR AN INVASION OF GREAT TENTACLED ANCIENTS.

8-THE POWDER KEG: HOME TO THE FAMOUS KRUPPSTAV, A 6'00-FOOT-LONG CANNON (NOW MADE INTO A MONUMENT HONORING THOSE FALLEN IN THE WORLD WAR, 2010 DAMAGE). DJAR-ZAG'S INDUSTRIAL SECTOR DEVELOPED AROUND THE GUN. FELID WORKSHOPS, BEASTS ON WHEELS, MOTORS, AND MODIFIED FRAMES EVERYWHERE. POWDER KEG IS AN INDUSTRIAL AREA: FOLKS HERE GOT RICH PRODUCING CANNONS, GUNS, AND BULLETS. THEY EQUIP DJAR-ZAG'S

MILITIA, WHICH GRANTS THEM TAX BREAKS AND GENERAL HATRED IN TOWN. ALL THE MAJOR TEAMS FROM THE RACETRACK HAVE SHOPS UNDER KRUPPSTAV'S SHADOW. THE QARADIN MERCHANT TARIQ BINIAL LIVES HERE AND SPENDS HIS DAYS AT THE BLACK POWDER, HIS FAVORITE TEA HOUSE AND ARMS TRAFFICKING FRONT. HERE YOU CAN BULK BUY DISCOUNT ARMS AND AMMO FOR TRADE (LUXURY GOODS-6TH TYPE, MANUFACTURED). UNDERCOVER BROKERS FROM THE KONIGREICH, BALTIC UNION, CYCLOPS, GOVERNMENT, UNIONS, SULTANATE, AND CRIME CARTELS MINGLE HERE TO MAKE DEALS, GET DRUNK, AND DO RED OPIUM.

- A BRAWL BETWEEN BROKERS RAGES IN THE CLUB. THE REASON: THE SHREDDED CARCASS OF A KONIGREICH WARSHIP (THE ALMIRANTE GRAU), TELEPORTED BY UNION SORCERERS DURING THE WAR TO THE MIDDLE OF THE DESERT. THEY ALL WANT IT, AND TARIQ OFFERS UP TO 5000 WE'N TO REACH IT FIRST AND CAPTURE ITS CORE.

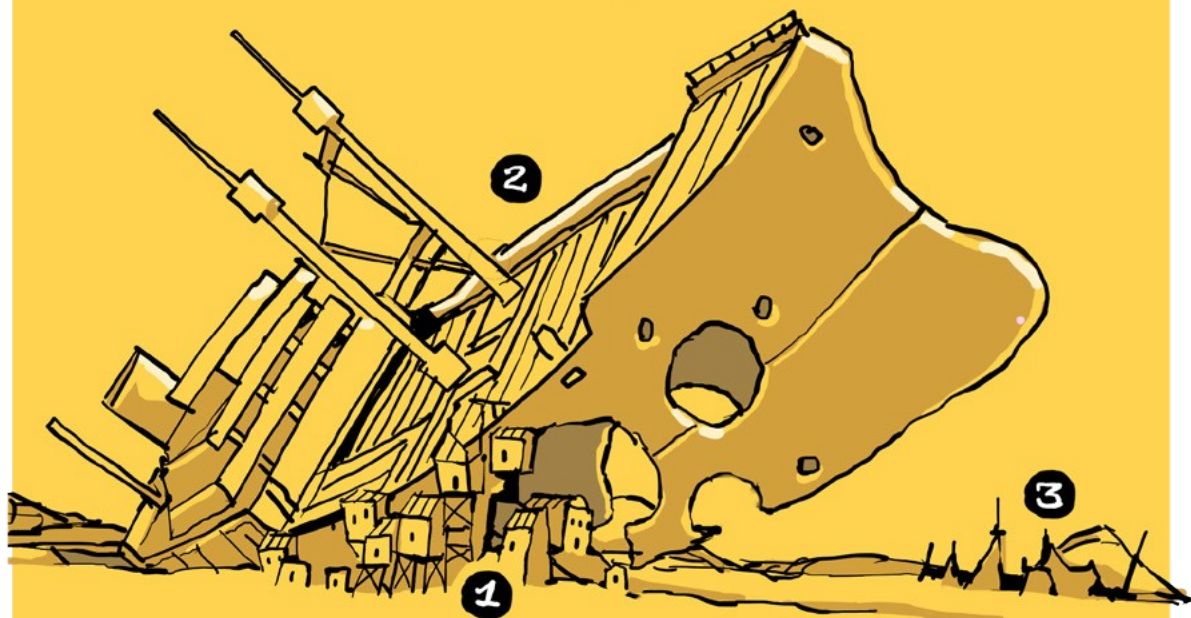
- **TRAVEL**: REACHING THE SHIP TAKES 2 DAYS.

WHILE TRAVELING, THE GROUP MAY BE AMBUSHED BY RIVAL RUNNERS OR BY A FELID TRIBE HIRED BY THE OPPOSITION (ADD AN AMBUSH TO THE RANDOM ENCOUNTERS).

1 - ALMIRANTE VILLAGE: A SMALL MERCHANT VILLAGE FORMED DURING THE WAR AFTER THE GRAU APPEARED. THEY LOOT THE SHIP AND SELL ADVANCED KONIGREICH TECH TO THE HIGHEST BIDDER. THEIR GUIDES WILL DRAW FAKE MAPS AND WON'T HELP THE RUNNERS.

2 - THE WRECKED HULK: A MAZE OF CABINS, CISTERNS, HALLWAYS AND ROOMS FULL OF HUGE MACHINERY. EXPLOSIVE GAS POCKETS CAUSE MANY ACCIDENTS. ARCANIC RADIATION LEAKING FROM THE **CORE** (A SMALL METAL SPHERE) HAS MUTATED A **CRAB COLONY** THAT APPEARED WITH THE SHIP.

3 - GNOLL NOMAD TENTS: THE CONSTANT FLOW OF TRADERS AND SOLDIERS HAS INFRINGED ON THEIR SACRED LANDS. A **GNOLL BOMB SQUAD** PLANS TO BLOW THE HULK UP BY OVERLOADING THE CORE'S GENERATORS (IT HAPPENS 3 DAYS AFTER THE RUNNERS ARRIVE).



9-THE MISSION: HOME TO **St. MARGARET'S** (A LEGENDARY MISSIONARY) CATHEDRAL, BUILT BY KONIGREICH PILGRIM KNIGHTS LONG AGO. SECRET SOCIETIES AND HUNTERS OF ANCIENT TEXTS CONSTANTLY SEARCH FOR LOST GRIMOIRES AMONG THE VAST TENT CITY OF QUIRKY SCHOLARS AND MAGES SITUATED BY THE CATHEDRAL. IT IS KNOWN AS "THE FORGOTTEN LIBRARY", A WONDERFUL PLACE TO HIDE FORBIDDEN AND CURSED BOOKS.

- **RUTGER KATAMINO**, PARANOID LIBRARIAN PRONE TO CONSPIRACY THEORIES. HE IS A POWERFUL ARCANIC PRESERVER WHOSE MIND IS SLOWED BY TOO MUCH RED OPIUM. HE LIVES IN ASCETIC POVERTY WITH OTHER PRESERVERS: THEY GUARD OVER 300 YEARS OF KNOWLEDGE. RUTGER ALSO SEARCHES FOR "St. MARGARET'S TOMES".

- **SIR ALASTOR FLINN**, MEMBER OF AN ANCIENT COVEN OF MISSIONARY KNIGHTS LIVING DEEP IN THE CATHEDRAL'S BOWELS. THESE TRADITIONALIST, CEREMONIOUS FOLLOWERS OF St. MARGARET HAVE RECENTLY BEEN SWINDLED: A DEMON HAS TAKEN

ON THE SAINT'S ASPECT AND BRAINWASHED THE KNIGHTS INTO KIDNAPPING AND SACRIFICING THE INNOCENT.



RUTGER
KATAMINO

SIR ALASTOR
FLINN

SIR ALASTOR (ACTUALLY, THE CULT LEADER'S DAUGHTER WEARING HER FATHER'S ARMOR) WANDERS IN SEARCH OF ALLIES TO STORM THE CATHEDRAL (FROM WHERE SHE WAS BANISHED) AND KILL THE FALSE SAINT.

KATAMINO SUMMONED THE DEMON IN EXCHANGE FOR St. MARGARET'S TOMES, WHICH THE KNIGHTS HAVE.

- ANOTHER KNIGHT, **SIR MULLER ALLEC**, ROAMS DSAR-ZAG IN SEARCH OF YOUNG HEROES TO BRING INTO THE FOLD AS PALADINS (BUT IN REALITY, TO SACRIFICE THEM).

1d4 ENCOUNTERS IN TOWN:

- 1- TWO ACADEMICS BRAWL IN FRONT OF ONE OF THE FORGOTTEN LIBRARY'S MANY STALLS. THEY WANT TO BUY THE SAME BOOK. IT'S A PATHETIC SPECTACLE UNTIL ONE PULLS A GUN.
- 2- A MERCHANT READS A BOOK ON SALE AND ACCIDENTALLY SUMMONS A TENTACLED MONSTER. SIR ALASTOR FLINN INTERVENES.
- 3- A CON MAN OFFERS TO TATTOO A SPELL (P. 63) ONTO ONE OF THE RUNNERS FOR 50 WEN BUT MESSES UP, AND THE SPELL IS RANDOM.
- 4- THE BRAVE (AND HANDSOME) SIR MULLER ALLEC STOPS A BOOK THEFT. THE THIEF, A CHILD, HIDES BEHIND THE RUNNERS.

IN THE CATHEDRAL: THE TENT TOWN

STRETCHES INSIDE. THE LIBRARY'S LARGEST TENTS OCCUPY THE BROAD AND CRUMBLING CENTRAL NAVE. RUTGER KATAMINO'S MULTICOLOR TENT, BALLOONING WITH PSYCHEDELIC FUMES, STANDS OUT IN THE MIDDLE. A SECRET PASSAGE IN THE CENTER OF THE CLOISTER LEADS TO THE CATHEDRAL'S BASEMENT WHERE THE KNIGHTS OF St. MARGARET LIVE. THESE WARRIORS PROTECT THE BUILDING'S SECRETS, LETTING IN ONLY THEIR OWN (OR ASPIRING) MEMBERS. HERE LIES A GRAND CEREMONIAL (AND SACRIFICIAL) HALL, IN THE CENTER OF WHICH STANDS St. Margaret's STATUE (POSSESSED BY KATAMINO'S DEMON AND READY TO FIGHT BACK IF ATTACKED).

THE AREA ALSO HOLDS ROOMS FOR THE FAITHFUL AND THE SACRIFICIAL VICTIMS AND A WALLED ROOM HIDING St. MARGARET'S TOMES.



10-MOLOCH: DJAR-ZAG'S

SAILS COMBINE TO FORM A PRISON DISTRICT CALLED MOLOCH, HIDDEN BEHIND TALL WALLS. IF ARRESTED, THIS IS WHERE THE RUNNERS WILL END UP. YOU CAN MEET STRANGE FOLKS ON BOTH SIDES OF THE PRISON BARS:

- **SEIMUR BREKT**, KONIGREICH LAWYER, CORRUPT, DRUNK, AND FAILING. HE WILL AID THE RUNNERS IF THEY END UP ON THE WRONG SIDE OF DJAR-ZAG'S PRISON SYSTEM. IN RETURN, HE WANTS HELP RECOVERING AN ANCIENT ITEM: THE FIRST STONE LAID DURING THE CITY'S FOUNDATION (A LOST SYMBOL OF THE ARABESQUE, THE SECRET SOCIETY WHICH SEIMUR WANTS TO JOIN; CURRENTLY, IT BELONGS TO THE MYSTERIOUS COLLIERINUS BROTHERS, THE BIGGEST TRASH COLLECTORS IN TOWN (P.106). HE OFFERS 2000W.

- **GRIGORI MOLOT**, LONE WOLF, FELID PROFESSIONAL GANGSTER ASSOCIATED WITH MAKAROV, ENDED UP IN JAIL INSTEAD OF HIS OLD BOSS AND GREAT FRIEND, KUBLAI. AFTER LEARNING THAT HIS BOSS WAS KILLED AND REPLACED BY HIS DAUGHTER VIKTORIA MAKAROV, GRIGORI DECIDES TO ORGANIZE A MASS

BREAKOUT. HE PLANS TO REMOVE THE YOUNG USURPER AND GAIN VENGEANCE FOR HIS OLD PAL (GAINING A STRONGHOLD IN THE VIVARIUM WITH AN ARMY OF CONVICTS WHILE AT IT).



SEIMUR
BREKT



GRIGORI
MOLOT

CRIME AND PUNISHMENT:

MURDER → HANGING / ARENA

THEFT → FULL PAYBACK + 500W€N/
MUTILATION / SLAVERY

KIDNAPPING AND BLACKMAIL → 2 MONTHS
IN MOLOCH

FRAUD → FULL PAYBACK + 1000W€N/
/ 1 MONTH IN MOLOCH

TERRORISM → FIRING SQUAD

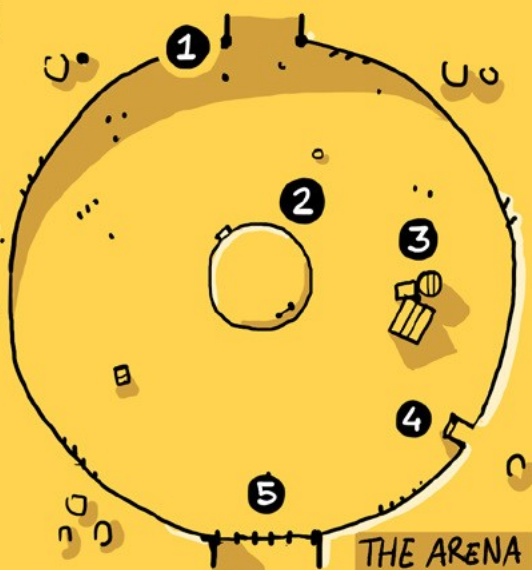
ASSAULT → 250W€N / 1 MONTH
IN MOLOCH

11-ARENA: MAIN COMBAT ARENA IN TOWN, FINANCED BY THE WAGON THROUGH TAXATION. THE IMP GLADIATOR SCHOOL "IRON HORNS" IS THE BEST, BUT THEY WIN THANKS TO THE GOVERNMENT'S SECRET SUPPORT (SABOTAGING RIVAL SCHOOLS). JOINING A GLADIATOR FIGHT COSTS 7344, FIGHTING A MONSTER ZOO WÉN. FIREARMS ARE FORBIDDEN.

THE NARRATOR ROLLS 1d4 AT THE START OF EACH MATCH FOR THE CROWD'S MOOD (1- NEGATIVE, 2- INDIFFERENT, 3- INTERESTED, 4- ECSTATIC). A GLADIATOR CAN MAKE A CHA+COM ROLL AT THE START OF EACH TURN TO IMPROVE THE MOOD.

WINNING A FIGHT WITH AN "INTERESTED" CROWD GRANTS A CLEAN SLATE AND WINS DOUBLE THE ENTRANCE FEE. IF THE PUBLIC IS "ECSTATIC", TRIPLE THE GAINS.

- BRAWLS OFTEN BREAK OUT BETWEEN KOBOLDS (WITH THEIR HONEY CHURROS) AND CARAPACES (FAMOUS FOR FRIED CRICKETS) FOR CONTROL OVER THE STREET FOOD MARKET.



- 1- GLADIATOR ENTRANCE.
- 2- TRAP DOOR TO A DEEP AND DEADLY PIT. EASY TO OPEN.
- 3- WEAPON RACKS: SOMETIMES, GLADIATORS ENTER THE ARENA UNARMED. IF SO, STANDS WITH 1d6 MELEE WEAPONS ARE SCATTERED ABOUT.
- 4- PIPES: VARIOUS DISTURBING EMISSIONS EXIT THESE PIPES, LIKE WATER TURNING THE GROUND TO MUCK, HALLUCINOGENIC GAS, FOG, SCORPIONS, AND POISONOUS SNAKES.
- 5- FIERCE BEAST ENTRANCE.

12-VIVARIUM: GREAT MARKET FOR LIVE, STUFFED, DANGEROUS, EXOTIC, AND EXTINCT BEASTS. WHOLE OR QUARTERED. ZOOS AND DISTRICT FAIRS ABOUND. THEY ARE INFLUENTIAL, AS ARE THE MANY "NOBLE" HUNTER'S GUILDS FULL OF POMPOUS ARISTOCRATS AND COMPETITION-READY ADVENTURERS. CARTELS BREED AND SELL RACE GHEPRIDS.

-THE RUNNERS SEE A BAND OF PROFIT-HUNGRY BANDITS ASSAULTING A HUNTER CONVOY WITH SEVERAL CAGED BEASTS (INCLUDING A GHEPRID BELONGING TO THE MAKAROV). SUSAN QUATERMAIN, THE HUNTERS' LEADER, WILL TRY TO STOP THE THEFT (WHEN CORNERED, THE BANDITS FREE A RHINO). THE RUNNERS' ACTIONS WILL DECIDE THE OUTCOME. HELPING SUSAN EARNS THEM A PLACE IN HER GUILD (AND THE CHANCE TO VISIT THE ICY PEAKS OF THE MĀJŪ RANGE IN SEARCH OF THE LEGENDARY WHITE STAG). HELPING THE BANDITS GIVES THE RUNNERS HALF THE EARNINGS (THE STANDARD PRICE FOR THE GHEPRID IS 500WĒN),

BUT VIKTORIA MAKAROV WILL TARGET THEM FOR ABDUCTION. IF SUCCESSFUL, THE CRIME BOSS FEEDS THE RUNNERS TO HER MENAGE'RIE IN THE "KUBLAI MAKAROV" ZOO.



1 - KUBLAI MAKAROV ZOO: NAMED AFTER ITS FOUNDER, THE OLD MOB BOSS (MURDERED BY HIS DAUGHTER). OPEN TO THE PUBLIC (7 WE'N PER PERSON), THE ZOO HOLDS EXOTIC AND DANGEROUS ANIMALS (THE ELUSIVE WHITE STAG IS NOT AMONG THEM). THE EXHIBITION IS A COVER FOR MAKAROV'S CRIMINAL WORK. FEW GUARDS: ANIMALS TEND TO ESCAPE.

2 - GIANT AVIARY: REFUGE FOR MESSENGER PIGEONS, NOBLE DESERT FALCONS, AND TALKING PARROTS (CAN IMITATE ANYONE, HENCE USED AS LURES BY MAKAROV ASSASSINS). A GIANT CAGE HOLDS **DIMITRI AND KARINA**, A PAIR OF DREADFUL MASU ROCS: VIKTORIA ENJOYS FEEDING THEM HER ENEMIES.

3 - MAKAROV MANSION: HOME TO THE MAKAROV FAMILY AND UNDERLINGS. **CAPTAN MARIJNA**, FULLY TATTOOED AND WITH IRON TEETH, COMMANDS AN ARMY OF 37 BODYGUARDS AND 5 TRAINED TIGERS. A SECRET PASSAGE CONNECTS THE MANSION TO VIKTORIA'S LAIR.

4 - VIKTORIA'S LAIR: THE DEPTHS BELOW THE MANSION HIDE A NETWORK OF TUNNELS CONNECTED TO THE SEWERS. RED OPIUM STOCKING FACILITIES, VET CLINICS (WHICH CAN PATCH UP UNDERLINGS WHEN NEEDED), AND TORTURE CHAMBERS. HERE THE MAKAROV PLAN AND CONDUCT MOST OF THEIR CRIMINAL BUSINESS.



TRAINER
IOSIF



BREEDER
PTITSA



CAPTAIN
MARIJNA



PARAMZEK
THE TORTURER

13-THE GREENHOUSE: GLASS AND STEEL DOMES CONTAINING ARTIFICIAL HABITATS. RED OPIUM (2ND TYPE LUXURY GOODS, ILLEGAL) GROWS AND IS TRADED HERE AMIDST HIDDEN HOTHOUSES RUN BY COTERIES OF PHARMA-DRUIDS AND DRUG CARTELS.

IT'S DSAR-ZAG'S FAVORED DOPE. UNDERCOVER WAGON AGENTS ROAM THE STREETS: THEY HAVE TRIED TO INFILTRATE THE OPIUM PRODUCTION LINE UNSUCCESSFULLY FOR YEARS. THEY ARE NOW FRIED BY DRUG USE AND TOO MANY CHANGES OF IDENTITY. OPIUM DENS ABOUND AND ARE USUALLY FULL OF INTERESTING FOLKS.

1d4 RANDOM ENCOUNTERS:

- 1- A FEMALE GOVERNMENT AGENT RUNNING FROM FUNOGAWA HENCHMEN ACCOSTS A RUNNER AND ASKS THEM TO KISS HER (INT+COM). 10 MINUTES LATER, A MUSTACHED MALE AGENT ASKS FOR THE SAME HELP.
- 2- A MAN, CLEARLY HIGH ON OPIUM, RUNS THROUGH THE STREET YELLING, "HELP! BATS, BATS! GET THEM OFF

ME!" SOON AFTER, TWO CALL GIRLS COME TO PICK HIM UP, BUT HE RESISTS. THE GIRLS ARE VAMPIRES HUNTING FOR VICTIMS IN THE DISTRICT'S DENS.

3- CARNIVOROUS PLANTS

DISGUISED WITH TRENCH COATS AND HATS ARE MASSACRING CRIMINALS IN AN OPIUM DEN. THE MOB FAMILIES ALL BELIEVE IT'S A RIVAL HIT.

4- A WAGON PURIFIER SQUAD

HAS FENCED OFF AN AREA OVERRUN BY DANGEROUS SPORES WITH PLASTIC WALLS. THEY ARE LOOKING FOR VOLUNTEERS TO GO IN (WITH FLAME THROWERS AND GAS MASKS). 50 ~~WEN~~ PER PERSON.



14 - THE LOOM: WEAVERS, STYLISTS, DYERS, AND CARPET MAKERS. ALL FOLKS MADE RICH BY THE NOBLES' LUST FOR FINE CLOTHING. RUNNERS WANTING TO ATTEND SALONS, BANQUETS, OR NOBLE RECEPTIONS MUST DRESS FOR THE OCCASION. THE PRICE FOR SUCH LUXURY IS STEEP INDEED...

15 - THE KRUXI TOWERS:

HEAPS OF KRUXI DWELLINGS AND MARKETS. MUGENJI FUNOGAWA'S HANGING FORTRESS CLINGS TO THE TALLEST TOWER. CLAN FUNOGAWA RUNS THE MAIN MARKET FOR STOLEN TREASURE AND DANGEROUS MAGICAL ITEMS IN DSAR-ZAG.

THE TOWERS' MERCHANTS (AND ANYONE WAITING TO ENTER THE DISTRICT) MUST PAY HEAVY SUMS TO THE CLAN OR FACE MUTILATION.

- **WOODY MUNZ**, YOUNG LOWLIFE FANBOY OF GUSTAV THE CROW (LEGENDARY BOSS, KILLED BY MUGENJI IN A SWORD VS. REVOLVER DUEL), IS ABOUT TO LOSE BOTH ARMS TO A GANG OF RUFFIANS DONNING THE CLAN'S BLACK CROSS ON THEIR CLOTHES.

ONE OF THEM IS **GORO**, BOSS MUGENJI'S NEPHEW.

THIS HAPPENS IN THE MARKETPLACE. IF THE RUNNERS SAVE WOODY, HE WILL HIDE THEM IN HIS SECRET LAIR UNDER OLD (AND DEAF) UNCLE FERGUSON'S VINTAGE MOTORBIKE WORKSHOP.

HERE, WOODY'S CREW IS PLANNING A HIT ON FUNOGAWA FORTRESS. THE GOAL: STEALING GUSTAV THE CROW TREASURE, THE GOLDEN REVOLVERS CALLED "TERROR TARGET GEMINI".

THE CREW IS UNAWARE THAT THE GUNS ARE SEPARATED (THE CLAN ONLY HAS ONE) AND THAT THEIR BOSS WOODY ALSO PLANS TO KILL BOSS MUGENJI.



WOODY MUNZ



GORO
FUNOGAWA

1-KRUXI UNDERWORLD: THE POOREST KRU HOMES PILE ONTO EACH OTHER AT THE BASE OF THE TOWERS.

EVERYONE HERE HAS DEBTS WITH FUNOGAWA AND LIVES FEARING THEIR VENGEANCE. MOST FOLKS HAVE LOST AN ARM: THE PUNISHMENT FOR NOT RESPECTING THE CLAN.



WOODY'S CREW, THE DANDARA BOYS, LIVE IN THIS AREA, FIGHTING FOR SURVIVAL AGAINST THE CLAN AND RIVAL GANGS. FLIERS ON WALLS ANNOUNCE THE START OF A SWORD TOURNAMENT, JUST AS A MYSTERIOUS SAMURAI NAMED **UKYO** SHOWS UP (HE IS A WAGON SECRET AGENT ON A MISSION TO OFF THE BOSS).

2-DOJO: CLAN FUNOGAWA HOLDS A SWORD FIGHTING TOURNAMENT HERE EVERY SEASON WITH 8 PARTICIPANTS. THE WINNER BECOMES MUGENJI'S NEW BODYGUARD. A GREAT WAY TO GET CLOSE.

3- MUGENJI'S HANGING FORTRESS: THE CLAN'S MAZE-LIKE CASTLE DEFENDED BY 88 KRU GUARDS. THEY CARRY KATANAS AND GAS BOMBS THAT FORCE VICTIMS TO ATTACK ALLIES (INT REACTION ROLL).

4-TOWER: ZEN TEMPLE AND TREASURE ROOM. MUGENJI MEDITATES HERE OFTEN. A TRAPPED CHEST HIDES THE TERROR TARGET GEMINI N°1 AND FUNOGAWA'S TREASURE: **THE RAIN BLADE** (CAST 1d12 DAMAGE BOLTS WITH 1 KI POINT).

16 - GOBLIN GATES: GOBLIN COMMUNITIES INHABIT THE RUINS OF THIS MOSTLY ABANDONED DISTRICT, PARTIALLY CLAIMED BY THE SANDS. IT'S A DANGEROUS AND LAWLESS PLACE, A JUNKYARD, AND A LITTLE GUARDED BREACH IN THE CITY'S WALLS.

THAT'S WHY SMUGGLERS LOVE THE GOBLIN GATES.

-THE GOBLINS KNOW DJAR-ZAG'S MAZE-LIKE SEWERS AND, FOR A PRICE, WILL GUIDE TRAVELERS WHO AREN'T AFRAID OF GETTING DIRTY. THE SEWERS AREN'T GUARDED AND ARE CONNECTED TO ALL CITY DISTRICTS, INCLUDING THOSE OFF-LIMITS.

BUT THESE UNDERGROUND TUNNELS AND CAVES ARE FAR FROM SAFE:

EACH MOVEMENT REQUIRES A DUNGEON MISHAPS ROLL UNLESS THE PARTY HAS PAID A GOBLIN GUIDE APPROPRIATELY (250W, BUT 1 IN 4 CHANCE OF BEING LED INTO A TRAP).

ALSO, ALL INJURIES IN THE SEWERS MAY GET INFECTED (DAMAGE+ POISON).

1d8 SEWER ENCOUNTERS:

1- GIANT CROCODILES! 1d4 BEASTS, ATTACKING A GOBLIN BARGE.

2- PARANOID HUMAN SMUGGLER.

THEY MISTAKE THE RUNNERS FOR A PATROL AND START TO JUSTIFY THEIR PRESENCE.

3- A CANAL FULL OF GREEN, FLUORESCENT LIQUID. COO+HAN TO PASS OVER WOBBLY BRIDGES MADE OF PIPEWORK. FALLING IN HAS 1 IN 2 CHANCE OF CAUSING A MUTATION.

4- ZAGAZIGIAN PATROL SEARCHING FOR THE DANGEROUS KILLER PHILLY THE RAT. THEY WILL ARREST ANYONE THEY FIND WITHOUT A PERMIT ON CHARGES OF TERRORISM.

5- 2d6 CREATURES BROUGHT BACK TO LIFE BY SEWER SLIME, HUNGRY FOR BRAINS.

6- VELASKINDS GOONS ARE ABOUT TO EXECUTE LUIGI INCADENZA, A TRAITOR, BY THROWING HIM INTO THE SEWER TIED TO AN ANCHOR. AS SOON AS HE SEES THE RUNNERS, LUIGI SHOUTS: "FRIENDS! THANK THE GODDESS! YOU'RE HERE TO SAVE ME!"

7- ARABESQUE ARCANE PRESERVERS WITH BLACK HOODS INITIATE A NEW MEMBER BY TAKING THEM TO A SECRET ENTRANCE TO A DIG, FOLLOWING A MAP TATOOED ON A GIRL'S BACK. IF DISCOVERED, THEY SUMMON A DEMON AND RUN.

8- PHILLY THE RAT (3000 WEN BOUNTY) FLEEING FROM 2d6 BOUNTY HUNTERS.



1d8 MUTATIONS FROM GREEN, FLUORESCENT SLIME ① - SKIN

BECOMES A RANDOM COLOR; ② - YOU GROW ANOTHER PREHENSILE TAIL; ③ - YOU LOSE ALL HAIR ON YOUR BODY; ④ - YOU GROW A THIRD EYE (SNAG TO AIMING AND ATTACKS FOR 1d10 DAYS); ⑤ - SCALES! YOU GAIN NATURAL ARMOR (-1 DAMAGE) BUT LOSE 1 COO; ⑥ - YOU MELT (AND DIE); ⑦ - ATROPHIED MUSCLES (-1 POW); ⑧ - TENTACLE (-1 HAN, BUT AN EDGE WHEN INTIMIDATING).

17 - IMP GHETTO: ANCIENT AND IMPOVERISHED RESIDENTIAL DISTRICT, MOSTLY ABANDONED AFTER A DEVIL'S ITCHES OUTBREAK. ZAGAZIGIAN MILITIAMEN SHUT THE PLACE DOWN FOR FEAR OF CONTAGION, BUT AN IMP COMMUNITY (IMMUNE TO THE ITCHES) LIVES THERE ANYWAY.

A CHECKPOINT CONTROLLED BY THE MILITIA BLOCKS ENTRANCE TO ALL NON-IMPS (BUT THE GUARDS CAN BE BRIBED).

— **BOZO MANGIL**, INFAMOUS ZAGAZIGIAN THIEF, LIVES UNDER THE PROTECTION OF A COVEN OF THIEVES (KNOWN AS THE "SEVERED HAND"). THEY SERVE **BABA YAGA**, ONE OF THE TOWN'S MOST POWERFUL ARCANIC FIGURES. SHE RELISHES COLLECTING ITEMS WITH INTERESTING STORIES AND HAS RECENTLY SENT BOZO TO STEAL THE TERROR TARGET GEMINI TRAVELING ON THE MASU-ZAGAZIG-ZUG.

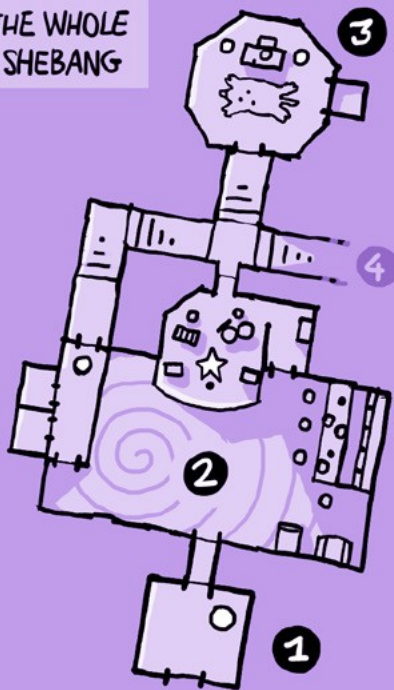
— "**THE WHOLE SHEBANG**" IS THE NAME OF A CLUB RUN BY THE ELVEN WITCH **BABA YAGA**. IT'S LITTLE KNOWN BY THE PUBLIC, VERY EXCLUSIVE, AND FULL OF CRIMINALITY. RUNNERS MAY VISIT THE CLUB TO DEAL WITH **BABA YAGA**, SEEK HER AID AGAINST A MAGICAL CALAMITY, ASSASSINATE HER FOR THE GOVERNMENT, STEAL RARITIES

FROM HER MULTIDIMENSIONAL SAFE, OR SIMPLY DRINK AND LISTEN TO LIVE MUSIC.

THE CLUB'S INTERIOR DOESN'T CORRESPOND TO ITS OUTSIDE APPEARANCE: IT LIES IN AN ALTERNATE DIMENSION CREATED BY MIGHTY MAGIC.

THE ROOMS FOLLOW AND OVERLAP EACH OTHER, SEPARATING INTO TWO LARGE AREAS OF GROWING DANGER: THE ACTUAL CLUB AND THE INTERNAL LABYRINTH.

THE WHOLE SHEBANG



1 - WAITING ROOM: THE CLUB HAS A LOW PROFILE. A CLOSED ARMORED DOOR BELOW A SMALL PINK NEON SIGN THAT READS "THE WHOLE SHEBANG". INVISIBLE DURING THE DAY. NO WINDOWS.

AMON STANDS IN THE ENTRANCE: A 2-AND-A-HALF-METER CYCLOPS, WITH TIE AND SUIT, AND THE LETTERS B-A-B-A AND Y-A-G-A TATTOOED ON HIS KNUCKLES. HE'S THE BOUNCER. HE ONLY LETS THROUGH RESEARCHERS, ELVES, AND WELL-DRESSED FOLKS. THE TATTOOS ARE MAGICAL AND MAKE HIM IMMUNE TO SLEEP AND MIND CONTROL.

2 - THE CLUB: A GREAT DANCE FLOOR WITH A PAINTED SPIRAL, A STAGE FOR LIVE SHOWS, AND A BAR SERVING A KILLER MOJITO. **BABA SAGA** PERFORMS HERE WHEN SHE IS NOT DOING BUSINESS IN HER OFFICE: SHE SINGS STEVE HARLEY, MOTT THE HOOPLE, BOWIE, AND OTHERS (IMITATING MALE VOICES PERFECTLY). THE SPIRAL CASTS A SPELL ON THE ROOM: THE WITCH WILL HEAR ALL THOUGHTS NOT INVOLVING DRINKING, DANCING, AND PARTYING. HER INNER VOICE WILL WARN ANY POTENTIAL MISCHIEF MAKERS, "WATCH OUT, DUCKLING, I KNOW WHAT YOU'RE UP TO".

- SKETCHY INDIVIDUALS LEAD THE RUNNERS TO THE BATHROOMS, PROMISING A SURPRISE.

THEY HAND OUT FLIERS ABOUT A DETOX CLINIC IN THE WALLED CITY (P.105).

- **ANUBI**, a LARGE SUIT-WEARING FELID, GUARDS THE HALL TO 3. HE WON'T LET ANYONE THROUGH UNINVITED, BUT HE CAN BE AVOIDED USING THE HATCH BEHIND THE STAGE. SADLY, ONLY BANDS CAN GET UP THERE...

- 3d8+8 DIVERSE CLIENTS CROWD THE CLUB EVERY NIGHT, DANCING AND RAISING HELL. IF THE CLUB GETS ATTACKED DIRECTLY, THE MAGIC SPIRAL FORCES ALL THE PATRONS TO CONFRONT THE THREAT VIOLENTLY.



AMON

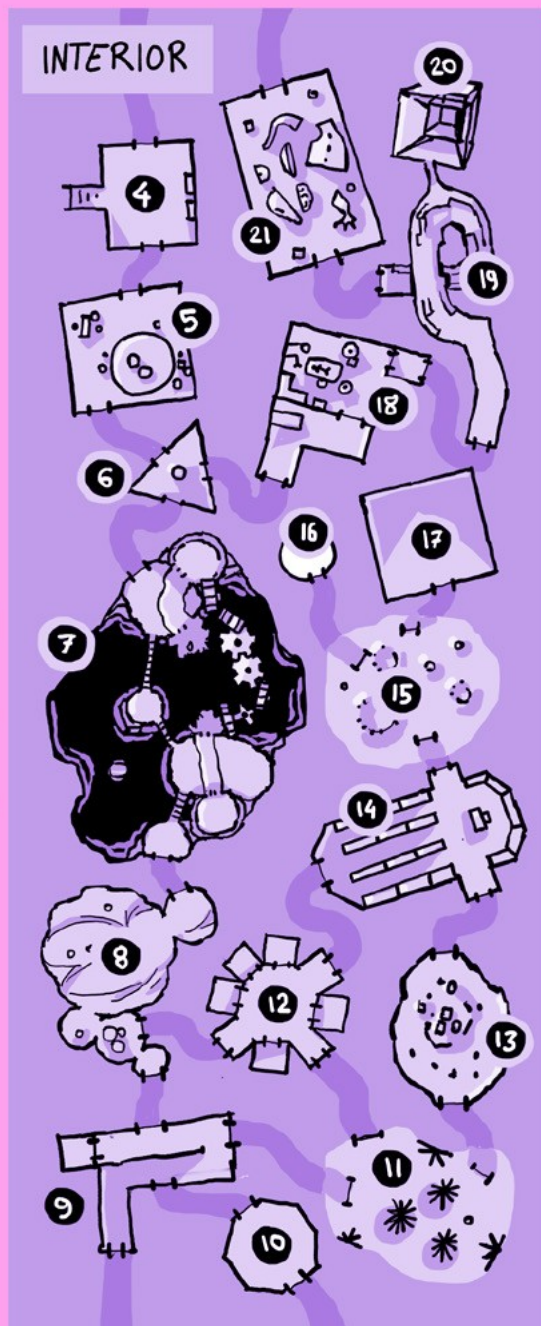


ANUBI

3-BABA YAGA'S OFFICE: A LAVISH AND ORNATE ROOM. MIRROR CEILING, CRYSTAL CHANDELIER, GHEPRID FUR ON THE BLACK MARBLE FLOOR, AND A DESK FULL OF ESOTERIC SYMBOLS (AND A THOMPSON MACHINE GUN). TWO GOLDEN STATUES OF MEDITATING MONKS STAND BEHIND HER THRONE. HERE, THE ELF WITCH **BABA YAGA** ENTERTAINS HER GUESTS AND HOLDS DISCUSSIONS WITH POSSIBLE ALLIES. THE LIFT ON THE RIGHT LEADS TO 9.

- IF SOMEONE CASTS A SPELL OR DRAWS A WEAPON HERE, THE WITCH DISSOLVE (SHE WAS AN ILLUSION), THE DOORS LOCK, A TRAP DOOR UNDER THE RUG OPENS AND LEADS TO 8, AND THE TWO STATUES COME TO LIFE (THEY ARE IMMUNE TO PHYSICAL DAMAGE).

- IF THE RUNNERS WANT SOMETHING FROM HER, THE WITCH WILL DEMAND SOMETHING OF EQUAL VALUE IN RETURN (A TOME FROM A MISSION, THE HEAD OF A RIVAL, OR THE SKIN OF A RUNNER, WHICH SHE CAN RIP OFF WITH A SPELL THAT LEAVES THE VICTIM ALIVE BUT BADLY DISFIGURED). ONCE TERMS ARE FINALIZED, THE WITCH VANISHES, LEAVING THE RUNNERS TO GO ABOUT THEIR BUSINESS UNHINDERED.



THE BASEMENT ROOMS ARE CONNECTED BY MAGIC AND FOLLOW NO LOGIC. ROLL THE MISHAPS DIE EACH TIME YOU MOVE BETWEEN ROOMS: ON A 1, SUMMON AN OPAL GORILLA (P.119).

4 - WAITING ROOM: THE PASSAGE BEHIND THE DANCE FLOOR LEADS TO AN UNDERGROUND SOUNDPROOFED ROOM WITH WHITE WALLS. LOUNGE MUSIC AND A PROJECTION OF A GIANT TARANTULA CLIMBING ON THE WALL PLAY ON A LOOP. THE ONLY OTHER THING HERE IS A ROW OF CHAIRS, ON ONE OF WHICH SITS AN OLD LADY NAMED ADELINA. THE WOMAN WAS TIRED OFF ALL THE RUCKUS AND CAME TO COMPLAIN DIRECTLY TO BABA YAGA. SHE IS NOW WAITING. OBVIOUSLY, SHE WILL JOIN THE GROUP. SHE IS ANGRY AND UNAWARE OF ANY DANGER.

5 - SUMO RING. ILLEGAL BOUTS BETWEEN DINASTINS (LARGE MAN-RHINO-BEETLE HYBRIDS) TAKE PLACE IN ONE CORNER, WHILE IN ANOTHER, FOLKS BET ON FIGHTS BETWEEN REAL RHINOCEROS BEETLES. A MEETING PLACE FOR FUNOGAWA GOONS. ROVIN BRAWLS ARE FREQUENT.

6 - RED ROOM WITH A TABLE IN THE MIDDLE. ONE REVOLVER AND 5 BORED VAMPIRES. THEY WILL LET THE RUNNERS PASS AFTER A FEW ROUNDS OF RUSSIAN ROULETTE.

7 - WATERFALL: AN UNDERGROUND CAVE OPENS ON TALL WATERFALLS. FALLING MEANS CERTAIN DEATH. THE WATER CONTAINS TURBINES THAT POWER THE CLUB. A GROUP OF FELID ENGINEERS (BABA YAGA'S UNDERLINGS) TRYING TO REMOVE A GELATINOUS BLOB FROM THE GEARS ATTRACT GIANT BATS.

8 - DRIDER NEST: A NETWORK OF SPHERE-LIKE CAVES COVERED IN SPIDERWEBS, SMALL HOLES, AND ALL KIND OF BONES. THE TRAPDOOR IN '3' OPENS HERE. OLD FURNITURE COVERED IN COBWEBS AND A GIANT PORTRAIT OF BABA YAGA DECORATE THE MAIN CAVE, HOME TO A DRIDER (A HALF-ELF HALF-SPIDER HYBRID) ENTHRALLED BY THE WITCH. AGGRESSIVE, NUTS, IN LOVE WITH BABA YAGA, AND NOT GOOD WITH FACES. THE OTHER CAVES HOLD THE BELONGINGS OF EARLIER VICTIMS AND SPIDER EGGS READY TO HATCH.

9 - A TYPICAL HOTEL HALLWAY, WITH NUMBERED DOORS, WALLPAPER, AND A LIFT TO '3'. SOMETIMES A LOST HOUSEKEEPER ENDS UP DOWN HERE.

10 - THE WITCH'S WARDROBE. HUGE, MAZE-LIKE, FULL OF CLOTHING FROM ALL ERAS, MIRRORS, AND OTHER STRANGE ITEMS (EVEN A PROTOTYPE SPACE SUIT). IT'S EASY TO GET LOST, AND EVIL CLONES OF THE RUNNERS CRAWL OUT

OF THE MIRRORS. IT TAKES A FEW DAYS TO CROSS THE WARDROBE FROM END TO END.

11 - JUNGLE PASSAGE: A WORN PATH THROUGH DENSE JUNGLE. ALONG IT, YOU MAY FIND A VILLAGE OF FROG PEOPLE CELEBRATING BY SWALLOWING DRUGS WHILE BURNING ICONS THAT LOOK LIKE **BABA YAGA**, A T-REX RUNNING FROM SOMETHING TRYING TO GOBBLE IT UP; A FIELD OF CRYSTAL FLOWERS (SHARP, 1 SLOT OF THEM COUNTS AS LUXURY GOODS).

12 - PRISONS: SEVERAL CELLS WHERE THE WITCH HOLDS HER VICTIMS. AN ANTI-MAGIC SEAL AFFECTS THE ROOM. A LARGE **BLACK CAT** GUARDS THE PRISONERS, KEYS ABOUT ITS NECK. IF STARTLED, IT RUNS TO 11. AN IMPRISONED **SHAPESHIFTER** HAS TAKEN **BABA-YAGA'S** SHAPE AND ARGUES THAT SHE IS THE REAL WITCH.

13 - MICRO DJAR-ZAGAZIG, A PERFECT LIKENESS, IS UNDER ATTACK BY A LARGE **OCTOPUS**. MINI CITIZENS USE CANNONS (1DAMAGE) AND A **KRUPPSTAV (2d8)** REPRODUCTION AGAINST WHOEVER ENTERS THE ROOM.

14 - LIBRARY: FULL OF RARE AND CURSED BOOKS. IF THE RUNNERS ARE LOOKING FOR FORBIDDEN KNOWLEDGE, THEY'VE FOUND IT. THE CURATOR (**MANNY**, A NORMAL MAN WITH NO MAGIC ABILITIES) RESTS ON A CHAIR. IF ASKED FOR HELP, HE POINTS OUT A RANDOM BOOK (CURSED, OF COURSE - IT SUMMONS A DEMON).

15 - LUNAR GROUNDS: THE DOOR READS "DO NOT OPEN". IF OPENED, IT'S A POW REACTION TO NOT BE SUCKED OUT AND DIE FROZEN AND SUFFOCATED IN MERE SECONDS.

16 - ARCAN CORE: IT UPHOLDS THE DUNGEON'S MULTIDIMENSIONAL STRUCTURE. PURE WHITE. EVERY STEP IN THIS ROOM MUTATES THE RUNNER PERMANENTLY, GAINING +1 INT, +1 COM, BUT -1 POW, AND -1 HEALTH POINT. DESTROYING THE CORE (SEALING THE DOOR) BREAKS CONNECTIONS BETWEEN ROOMS.

17 - VAULT: PYRAMID-SHAPED ROOM MADE FROM A SOLID BLOCK OF STEEL. IN THE CENTER IS A SPIRAL PYRAMID AS LARGE AS AN APPLE AND SURROUNDED BY A MAGIC CIRCLE. CROSSING THE CIRCLE MINIATURIZES THE RUNNERS, ALLOWING THEIR ENTRANCE TO THE PYRAMID. IN IT, THERE ARE HUNDREDS OF STRANGE ITEMS, 1000 SLOTS OF

GOLD INGOTS, AND THE TERROR TARGET GEMINI (ONLY IF BOZO GOT HIS HANDS ON IT). WHEN THE RUNNERS EXIT THE CIRCLE, THEY (AND ANY OBJECT AGREED UPON BY BABA YAGA) RETURN TO NORMAL. STOLEN STUFF STAYS SMALL.

18 - CLINIC FOR HYPERDIMENSIONAL THERAPY: AN IMP NURSE SITS BEHIND A DESK, CHEWS GUM, AND ASKS IF THE RUNNERS HAVE AN APPOINTMENT. ANATOMY AND CHAKRA DIAGRAMS OVERLAP ON THE WALLS. SHRIEKING FROM THE ROOM NEXT DOOR: AN **ELF DOCTOR** IN FILTHY SCRUBS EXAMINES AN **ANGSTY IMP** ON A BED. HYPERDIMENSIONAL SURGERY TO REMOVE A CURSE IS TAKING PLACE. THE ELF USES A MACHINE TO EXPAND THE PATIENT'S HEAD TOWARDS THE FOURTH DIMENSION, WARPING SPACE AROUND HER (INCLUDING THE RUNNERS) AND EXPANDING THE OPERATION ROOM TO 19 AND 20.

19 - FOURTH-DIMENSIONAL DISTORTION: THE ROOM LENGTHENS, FORMING A HALL WITH ABSTRACT AND PULSATING SHAPES. TOUGH TERRAIN, INT REACTIONS FOR THOSE WHO PASS. IF FAILED,

ROLL 1d4: **1** - THE RUNNER FALLS THROUGH THE FLOOR (1d6 DAMAGE) AND ENDS UP IN A RANDOM ROOM; **2** - THE RUNNER MEETS AN ALTERNATE VERSION OF THEMSELVES, AND IF THEY TOUCH, THEY FUSE INTO A SENILE GORILLA-LIKE BEAST WITH OPAL SKIN; **3** - 2d6 EXTRA DIMENSIONAL CREATURES CRAWL FROM THE WALLS AND START GRABBING THE RUNNER FROM THE INSIDE (2d6 DAMAGE); **4** - THE RUNNER'S MIND PASSES THROUGH THE DISTORTION AT A SPEED DIFFERENT FROM THEIR BODY (1 YEAR, -1 INT').



OPAL
GORILLA

20-CRITICAL EPICENTER : AN UNSTABLE, FOURTH-DIMENSIONAL SPACE ENVELOPS A PULSATING NEXUS OF NEGATIVE ENERGY. IF SLASHED, THE PATIENT IN 18 HEALS, AND THE ROOM RETURNS TO NORMAL. THE NEXUS IS PROTECTED BY 2d6 ALTERNATE VERSIONS OF THE CHARACTERS, COMING FROM A WORLD WHOSE PROTECTION DEPENDS ON KEEPING THE STATUS QUO AT ALL COSTS.

21- LAB: AN OLD RED DRAGON CALLED **DEDALUS** LIES ABOUT THE ROOM, DISSECTED. HE IS OVER 2000 YEARS OLD AND APPARENTLY KNOWS EVERYTHING. YEARS OF DISSECTIONS AND FORCED EXTRACORPOREAL STASIS HAVE MADE HIM REGRESS TO A CHILDLIKE STATE. HELPING HIM REGAIN HIS SENSES REQUIRES DNA FROM THE BONES OF ANOTHER ANCIENT DRAGON (LIKE THE ONE IN THE MUSEUM).



18- FOUNDATION'S RUINS : THE

WALLED RUINS OF THE CITY BUILT BY THE FIRST KING OVER 2000 YEARS AGO. AFTER CENTURIES OF NEGLECT, REBUILDING, PLAGUE, AND GOVERNMENT CHANGES, THESE ANCIENT BUILDINGS LIE FORGOTTEN AMONG THE FOUNDATION OF THE MODERN DISTRICTS. THOUGH SHUT DOWN BY MILITIA, THESE AREAS ARE FAR FROM UNINHABITED.

- PEOPLE CARRYING THE **WHITE TREE PLAGUE** (AN AWFUL ILLNESS THAT MUTATES SKIN INTO BARK) LIVE AMONG BARREN AND RUINED BUILDINGS. THEY ATTACK VISITORS.

- A DANGEROUS SECT OF SHAPESHIFTERS, THE **SISTERHOOD OF BLIGHT** (CALLED ON BY MANY LOCAL MOBSTER TO COMMISSION HITS ON FEARSOME RIVALS), LIVES IN THE OLD PHARAOH'S PALACE (THE FIRST RULER OF DJAR-ZAG). NONE LEAVE THAT PLACE ALIVE.

- UNDER THE PHARAOH'S PALACE AND PROTECTED BY THE **SISTERHOOD** LIES A CAVE COMPLEX WHERE LIVE THE **SARSURI**, AN ANCESTRAL AND TERRIBLE RACE OF MAN-BEETLES. THEY ARE IMMUNE TO MAGIC AND, FOR MILLENNIA, HAVE BEEN PLANNING DJAR-ZAG'S DESTRUCTION (AND THE PURIFICATION OF THE SACRED **MAJU** DESERT). HOWEVER, THEY HAVE

ALWAYS BEEN LOCKED IN A SECRET WAR WITH THE ARABESQUE, WHICH HAS KEPT THEM IN CHECK.

CURRENTLY, THE **SARSURI** PLAN TO CAUSE A NEW EPIDEMIC TO SPREAD (WITH NORMAL COCKROACHES) THROUGH THEIR LAST CREATION, THE DEVIL'S ITCHES.

- THE ARABESQUE TRIES TO CONVINCE THE WAGON TO BURY THE RUINS WITH SAND, BUT THE SULTANATE, SWAYED BY **ARCANE** PRESERVERS (WHO WISH TO STUDY THE ANCIENT **SARSURI**), OBJECTS.



SARSURI

19 - THE SULTANATE: 20 HEIRS TO THE THRONE, ALL WITHOUT SCRUPLES. OLD SULTAN AMMARDUK II IS OVER 100 YEARS OLD AND WILL DIE SOON, THOUGH THE WAR FOR SUCCESSION HAS ALREADY STARTED. THIS PLACE IS A SHAM: TODAY, THE SULTAN'S POWER IS MAINLY SYMBOLIC. TRUE POWER RESTS WITH THE WAGON, THE CYCLOPS, THE PRESERVERS, AND, SECRETLY, THE ARABESQUE.

- THE MAIN CONTENDER FOR THE THRONE IS THE SULTAN'S LOYAL SERVANT, ALSAQUIR AMMARDUK, FATHER OF TOTO AMMARDUK. A STOUT FIGHTER, THOUGH NOT VERY CLEVER AND LITTLE INCLINED TO POLITICS. HE IS LIKELY TO FALL TO THE OTHER HEIRS' SCHEMES.



SULTAN
AMMARDUK II



ALSAQUIR
AMMARDUK



ABBESS
RAKELIA TALBOT

20 - THE WALLED CITY: THE SLUMS, ENDLESS SHANTY TOWNS, JUNKYARDS, AND SLAVES' LABYRINTH. AN OVERCROWDED DISTRICT: LOTS OF DEALINGS HAPPEN HERE, NOT ALL LEGAL. A TRUE CITY WITHIN A CITY.

- REFUGE OF ST. MARGARET'S SISTERS (AFFILIATED WITH THE WORSHIPPERS OF ST. GOTTHARD). A STRANGE REHAB COMMUNITY FOR REPENTANT MOBSTERS ADDICTED TO RED OPIUM. ABBESS RAKELIA TALBOT GATHERS INTEL ON CRIME FAMILIES AND CORRUPT OFFICIALS, WHICH MAKES HER ONE OF THE MOST POWERFUL PEOPLE IN TOWN (UNEXPECTEDLY SO!). SHE RUNS AN UTTERLY SECURE REFUGE: NONE DARE TO THREATEN HER.

—THE SLAVES' LABYRINTH IS A HIGH-DENSITY HOUSING AREA. MORE THAN HALF OF DSAR-ZAG'S RESIDENTS LIVE IN ITS LARGE (AND TALL) BUILDINGS. HORRORS AND TREASURES HIDE IN THESE STREETS.

1d6 DISCOVERIES IN THE LABYRINTH:

1- A ZAGAZIGIAN MILITARY PARADE AND A PROCESSION OF S.Z. GOTTHARD (FINANCED BY THE VELASKINOS) ARE IN CONFLICT.

2- A BULKY GOON WITH A TRENCH COAT ATTACKS THE RUNNERS IN AN ALLEY, PUTS THEM TO SLEEP, AND TAKES THEM TO HIS HUMAN FLESH BUTCHERS (AFFILIATED WITH THE MAKAROV).

3- 3d4 UNDERAGE ROBBERS LURE THE RUNNERS INTO A TRAP. ONE OF THEM NEEDS TO SHOW THAT THEY ARE "WORTHY". THEY'VE GOT NO ISSUES WITH KILLING.

4- A PAIR OF TAX AGENTS MUST EVICT A CARAPACE FAMILY FROM THEIR HOME. EVERYONE IS ARMED.

5- RIOT: ANGRY FOLKS MARCH TO PROTEST HIGH WATER PRICES. THE MILITIA ATTACKS FIERCELY. A MASU INDEPENDENTIST BLOWS HIMSELF UP IN THE CROWD.

6- A TANK OF BLUE PAINT, EXPLODED BY PRESSURE AND HEAT, BLOWS UP COATING AN ENTIRE NEIGHBORHOOD. THE INHABITANTS COUNTER WITH A MASKED PARTY AND CONFETTI. PICKPOCKETS HIDE IN THE CROWD. A KRU CARD READER TELLS FORTUNES, ADDING ADVERTISEMENTS FOR THEIR CARPET SHOP.

—THE **COLLIERINUS BROTHERS'** HOUSE IS A UNIQUE DWELLING IN THE MIDDLE OF THE SLAVES' LABYRINTH. THESE TWO MYSTERIOUS GARADINS ARE FAMED FOR BEING THE GREATEST COLLECTORS IN TOWN, THOUGH NONE HAVE SEEN THEM FOR YEARS. THE WHOLE BUILDING, ACCESSIBLE ONLY VIA SECRET PASSAGES, BRIMS WITH JUNK.

THE BROTHERS HAVE AMASSED TONS OF MERCHANDISE, WHICH MAKES EXPLORING THE HOUSE DIFFICULT: IF RUNNERS WISH TO VISIT THE PLACE (TO MEET THE BROTHERS OR ROB THEM), THEY MUST MOVE AND CRAWL THROUGH A COMPLEX TUNNEL SYSTEM NAVIGATING THROUGH PILES OF RUBBISH.

COLLIERINUS HOUSE

THE TUNNELS ARE NARROW AND DARK, STINK OF DECAY, AND VIBRATE DUE TO THE UNDERGROUND ENGINES POWERING TRAPS AND LIFTS. COMBAT IS ALWAYS AT MELEE RANGE, AND RUNNERS HAVE A SNAG IF THEY USE TWO-HANDED WEAPONS.

1 - ENTRY. A SPRING TRAP HURLS AN ANVIL (2d8 DAMAGE) AGAINST WHOEVER OPENS THE DOOR. TRASH PILES CLOG THE ROOM AND HIDE THE PASSAGE TO 2. AN ENGINE HUMS.

2 - A MOTORBIKE, TAKEN APART. VARIOUS PARTS OF THE ENGINE PUSH PISTONS INTO THE WALLS, POWERING THE LIFT IN 13. THERE IS A STENCH OF OIL AND FAT. AN AUTOMATON (UNARMED BUT CONNECTED TO A GAS-POWERED SIREN THAT MAKES A RACKET AND RAISES THE ALARM) ACTIVATES IF THE RUNNERS TOUCH THE MACHINERY.

3 - SHORTY COLLIERINUS' ROOM. A LARGE TUB SET IN A WALL MADE OF DAMP AND CEMENT-HARD NEWSPAPERS. A WINDOW WITH A PADLOCKED SHUTTER. SHORTY, AN OLD, BLIND, AND CRAZY GARADIN USUALLY SLEEPS HERE DURING THE DAY (AT NIGHT, HE WANDERS THE CITY LOOKING

FOR ITEMS REQUESTED BY HIS BROTHER PLATO). IF FOREWARNED OR AWOKEN, SHORTY BOLTS THROUGH THE ROOMS USING HIDDEN PASSAGES, ATTACKING THE INVADERS. ROLL A MISHAP DIE EACH TIME YOU PASS A TUNNEL: ON 1, SHORTY ATTACKS THE MOST VULNERABLE RUNNER WITH A SYRINGE-TIPPED STICK (POISON). HE FLEES AFTER LANDING OR TAKING A HIT.

4 - CANTEEN AND LARDER: IT SMELLS REVOLTING. THOUSANDS OF CANNED FOODS MAKE UP THE WALLS. A COW CARCASS TAKES UP MOST OF THE SPACE. A CHICKEN PECKS THE EYE OF A MANGLED IMP TIED TO THE WALL. IF EXAMINED, THE BODY HIDES A LETTER FROM BABA YAGA (THE WITCH HAD HIRED HIM TO STEAL FROM THE BROTHERS).

5 - CISTERN: FULL OF WATER. IT FLOODS 4 IF OPENED, PUTTING OUT TORCHES AND FILTERING THROUGH THE WALLS IN 5 MINUTES. 2d6 ACID SLIMES HAVE FORMED HERE OVER THE YEARS.

6 - LIFT: MOTORIZED, TAKES ONE PERSON AT A TIME. THE "ELEVATOR" SHAFT WAS FASHIONED FROM THE BARREL OF AN ANTIQUE NAVAL

CANNON, THE ZEELEGESCHUTZ. THE NOISE IS DEAFENING.

7 - A WINDOW, BARRED WITH WOODEN PLANKS. THOUSANDS OF COLORED LENSES, EYEGLASSES, AND GLASS SHARDS DANGLE FROM THE CEILING, REFLECTING WHAT LITTLE LIGHT PASSES THE BOARDS. ONE OBJECT STANDS OUT AMID THE HUNDREDS OF INSECTS, STAMPS, AND TROPHY SETS: AN ANCIENT PHOTOGRAPH WITH 2 SMILING QARADIN MALES AND 1 FEMALE. INSCRIPTIONS READ "PLATO" (LARGE AND MERRY), "SHORTY" (SMALL AND ELEGANT), AND "PETUNIA" (WEARING A NICE HAT). A TRAP DOOR UNDER THE RUG PLUNGES YOU TO 11 BEFORE SNAPPING SHUT.

8 - PETUNIA'S ROOM: AN OPEN AND FILTHY COFFIN RESTS IN A ROOM FULL OF OLD LADIES' CLOTHES, MIRRORS, SHOES, AND LOTS OF DIRT (ALL AROUND, IN VASES, DRAWERS, BOTTLES).

THE COFFIN HOLDS THE REMAINS OF A QARADIN. A WORN BOOK LIES ON THE FLOOR: IT'S SHORTY'S DIARY.

IN IT, SHORTY CONFIDES THE TALE OF HIS SISTER'S DEATH AND HIS BROTHER PLANS TO RESURRECT HER. DAY AFTER DAY, SHORTY HAS RECOVERED HUNDREDS

OF OBJECTS FOR HIS BROTHER, INCLUDING A SHELL FROM THE KRUPPSTAV CANNON AND A DRAGON'S FIRE GLAND (FROM HAWRA'S MUSEUM). SHORTY'S WRITING PROGRESSIVELY BECOMES ILLEGIBLE.

9 - A WHOLE CAR, TAKEN APART. VARIOUS PARTS OF THE ENGINE PUSH PISTONS INTO THE WALLS, POWERING THE LIFT IN 6. THERE IS A STENCH OF OIL AND FAT. 2d4 SMALL CHAINSAW - WIELDING AUTOMATA ACTIVATE IF THE MACHINERY IS TOUCHED.

10 - THE REMAINS OF PLATO COLLIERINUS' ROOM. A NEST BUILT WITH HUNDREDS OF DISCARDED CLOCK DIALS. PLATO'S DRIED-OUT REMAINS LIE IN THE TRUNK OF AN OLD GRANDFATHER CLOCK: HE WAS CRUSHED YEARS AGO BY A CHURCH BELL DROPPED WHEN HE STEPPED ON A TRAP ACCIDENTALLY. HIS FACE WAS REMOVED WITH A SCALPEL. THE SAFE KEY IS STILL IN HIS POCKET (12).

11 - ISOLATION CELL: A SMALL METAL CELL MADE FROM A TRUCK CONTAINER HOUSES PETER CABBAGE, AN USHU (RAT MAN) AND PETTY THIEF. PETER HAS SURVIVED FOR THREE WEEKS EATING HIS EARS AND TAIL. HE WILL TRY TO EAT

WHOEVER FALLS INTO THE CELL. THE FLOOR IS A METAL GRID LOOKING ONTO A SECOND LIFT.

12 - SAFE: A 6x6 FOOT CUBE. AN EXPLOSIVE CHARGE BLOWS (BLOCKING 13 AND MAKING RETURNING TO 6 IMPOSSIBLE) IF THE SAFE IS NOT OPENED WITH THE KEY FROM 10. TAKE 3d6 DAMAGE. THE SAFE HOLDS:

- THE FIRST STONE USED OVER 2000 YEARS AGO DURING THE FOUNDATION OF DJAR-ZAGAZIG. IT BEARS THE INSCRIPTION "DIVINE INGENUITY" IN THE HUMAN, NEITH, AND SARSURI TONGUES. WORTH 2000 WÉN AND WEIGHS 450 POUNDS. IT HAS A WOODEN BOX.

- A PRIMORDIAL ROC EGG.

- A FOURTH-DIMENSIONAL ARTIFACT.

- ANCIENT KONIGREICH ARMOR.

- A TREASURE CHEST (MIMIC!).

- A BEWITCHED TEA SET. THE TEAPOT BEHAVES LIKE AN OLD GENERAL.

13 - LIFT: MOTORIZED, HOLDS ONE AT A TIME. THIS "ELEVATOR'S" SHAFT IS DEEP, DARK, AND SMELLS OF ALCOHOL.

14-WINE CELLAR: FLOODED WITH WINE. A HOLE DUG IN THE TRASH. PILES OF BARRELS, MANY BROKEN OR LEAKING. A BLOATED **SIREN** WHO LOST HER MIND IN THE WINE (SHE REACHED THE CELLAR YEARS AGO THROUGH A PASSAGE FROM THE SEWERS). SHE HAS BEEN ALONE FOR A LONG TIME NOW AND IS ANXIOUSLY AWAITING HER NEXT PREY.

15-PLATO'S LAB: A MAKESHIFT WORKSHOP FULL OF TOOLS, CLOCKWORK MECHANISMS, AND PULSATING ORGANS IN JARS OR HANGING FROM THE CEILING. HERE, A SMALL **SARSURI** (WEARING PLATO'S FACE LIKE A MASK) HAS BEEN DECEIVING AND MANIPULATING SHORTY FOR YEARS TO COLLECT THE PARTS NEEDED FOR HIS PLAN. THE FIEND IS MAKING A **MIGHTY BOMB** USING THE KRUPPSTAV SHELL AND THE RED DRAGON FIRE GLAND. IF COMPLETED, THE DEVICE WILL LEVEL THE WHOLE DISTRICT. WIDE PIPES LEAD TO THE SEWERS AND MAY BE A MEANS OF ESCAPE. A SECRET PASSAGE LEADS TO 2. IF ATTACKED, THE SARSURI

CASTS GREEN FIRE MAGIC (248 DAMAGE) AND AWAKENS A **FLESH GOLEM** MADE FROM AMPUTATED LIMBS AND FOOD WASTE (ARMED WITH MEAT MALLETS).



21-PRIMORDIAL ICE EXCAVATION SITE:

BELOW HIGH TOWN, 300 FEET DOWN, THIS HUGE SITE FOLLOWS A FISSURE IN THE EARTH. COLD AND DARK, THE PRIMORDIAL ICE CAP IS THE CITY'S MAIN WATER SUPPLY.

THIS SMALL, STILL SEA IS DRILLED DAILY BY WAGON ENGINEERS, AND IS THE HOME TO IMMORTAL, PSYCHIC SPIDERS: THE NEITH.

THE ARABESQUE CULT REVERES THEM. THESE SPIDERS ARE DJAR-ZAGAZIG'S BEST KEPT SECRET.

THROUGH THE ARABESQUE, THE NEITH TRY TO MANIPULATE THE GOVERNMENT INTO ELIMINATING THE SARSURI (THEIR NEMESIS SINCE THE AGE OF THE FIRST KING) BY DESTROYING THE FOUNDATION DISTRICT.

LEGENDS TELL OF A TIME WHEN HUMANS FORGED A BLOOD PACT WITH THE NEITH TO RID THE MAJU OF THE EVIL SARSURI AND CREATE THE GREATEST WORK CONCEIVABLE BY INGENUITY: THE BLACK MONOGRAM,

DJAR ~ ZAGAZIG



22 -THE ARABESQUE: A GROWING ADMINISTRATIVE DISTRICT ABOUT TO SWALLOW HIGH TOWN WITH ITS BUILDINGS. IN THE CENTER STANDS THE PYRAMID, A MONUMENT MADE BY THE POWERFUL ARCHITECTS' GUILD (SECOND ONLY TO THE CYCLOPS) FOR WHICH THE DISTRICT IS NAMED. THE GUILD HIDES PSYCHIC SPIDER WORSHIPPERS (P. 122) BENT ON DESTROYING THE SARSURI, THE FOUNDATION, AND ANYONE WHO MIGHT EXPOSE THEM.

THEY SECRETLY CONTROL THE WAGON, THE PRISON SYSTEM, AND THE ZAGAZIAN MILITIA.



ARABESQUE
DEVOTEE



MORGAN
ACONIDE

23-DEAD TREE: THE GREATEST AND OLDEST AMONG DJAR-ZAGAZIG'S HUNDREDS OF CEMETERIES. IT'S RUN BY THE DRYAD MORGAN ACONIDE (FAXANADJIN'S OLD MENTOR, P.82), THANATOLOGIST, RESURRECTIONIST, AND HIGH PRIESTESS OF THE MEIFU CULT (LAND OF THE DEAD). DEAD TREE CEMETERY ALSO HOSTS THE WORLD'S PREMIER ACADEMY OF THANATOLOGY (THE SCIENTIFIC, PHILOSOPHICAL, AND ARCAINE STUDY OF DEATH).



-ILLEGAL LABS RUN BY CLANDESTINE ACADEMICS SPECIALIZING IN CREATING FLESH GOLEMS (CRUDER VERSIONS OF THE PRESERVERS' HOMUNCULI) HAVE SHOWN UP AT THE CEMETERY'S LIMITS. CASES OF STOLEN CORPSES HAVE ALSO INCREASED.

-RECENTLY, A FIERCE FAIRY COMMUNITY HAS MOVED INTO THE CEMETERY'S OLDEST AREA, SETTING UP A SMALL HANGING CITY. THEIR SPEED AND LOVE OF COIN MAKE THEM IDEAL ASSASSINS, HIRED TO OFF TROUBLESOME INDIVIDUALS AND RARE AND PRECIOUS PETS.

24-THE GOLD DISTRICT:

DWARVEN GOLDSMITHS, GNOMISH JEWELERS. MOST MASU GOLD IS WORKED HERE. MOB FAMILIES HAVE DECLARED THIS DISTRICT A **NON-AGGRESSION ZONE**. ATTACKS HERE MIGHT CAUSE A BLOODY WAR BETWEEN THE FAMILIES. THE **MASU CENTRAL BANK** HAS ITS HEADQUARTERS IN THIS DISTRICT; IT'S ONE OF THE BEST-PROTECTED PLACES IN DJAR-ZAG.

25-THE WALLS: STONE WALLS, 90 FEET HIGH, COVERED IN ANCIENT ENGRAVINGS AND MODERN GRAFFITI. SOME PARTS OF THE WALLS HAVE COLLAPSED AND ARE HOME TO **RAT MEN** COMMUNITIES.

RAT SHAMANS CRAFT CHEAP ARCANÉ TOME COPIES TO SELL AT THE FORGOTTEN LIBRARY (P.86).

26-FELID CARAVANNER TRIBES:

7 TRIBES, EXPERT DESERT NAVIGATORS, ARE SCATTERED OUTSIDE THE WALLS. THE MOST INFLUENTIAL (WHO ARE CONSTANTLY AT ODDS TO CONTROL THE CARAVAN ROUTES) ARE THE **FINGERCHOPPERS**—KEEN ON BETRAYAL AND FOND OF CASH—, THE **SKY SONS**—NOBLE HUNTERS ARMED WITH FEATHERED ARROWS—, THE **HAMMERS OF MAYA**—STRONG AS IRON AND AS BIG AS LIONS—, AND **BONE SCRAPS**—NOCTURNAL AND NATURALLY INCLINED TO SHAMANIC MAGIC. ONLY THE POOREST AND MOST NAÏVE TRADERS TRUST THESE CARAVANNERS INSTEAD OF BOOKING A TRAIN.



FINGERCHOPPERS



SKY
SONS



HAMMERS
OF MAYA



BONE
SCRAPS

MOST WANTED

DANGEROUS FOLKS, TERRITORIAL CREATURES, FIERCE MONSTERS, AND ARCAN E ABERRATIONS LIVE IN THE MASU. HERE ARE SOME OF THEM.

NOTE: HERE, YOU CAN FIND BOTH POSSIBLE ENEMIES AND ALLIES THAT RUNNERS MIGHT MEET DURING THEIR ADVENTURES. FOR MORE INFO ON THE SHORTHAND AND TERMS USED, SEE **FRIENDS/FOES** ON p.38.



CARAPACE

HD: 3d8 ARMOR: -1, POISON
ATTACK: 12 MORALE: 17
DEFENSE: 14 DAMAGE: 1d8 ACID
HUMANOID INSECTS WITH LOW LIVING STANDARDS. MUTE, ENIGMATIC CANNIBALS. THEY SPRAY ACID THAT MELTS METAL.



BABA JAGA

HD: 5d8 ARMOR: -6 (MAGICAL),
ATTACK: 18 MORALE: 15 HYPNOSIS
DEFENSE: 16 DAMAGE: 1d8 THOMPSON
3d6 BLACK MAGIC, 2 ATTACKS
ELF WITCH LIVING IN THE IMP GHETTO.
IMMORTAL, IMPULSIVE, COLLECTOR, VENGEFUL,
SLY. SHE PREFERENCES TO MAKE
DEALS THAN FIGHT. SHE FLEES
THROUGH WALLS IF CORNERED.
SHE KNOWS THESE SPELLS: BULLET
STOPPER, FIREBALL, MORPH, MIST-FORM
AND ALL WITCH SPELLS.



CYCLOPS

HD: 8d8 ARMOR: -1
ATTACK: 16 MORALE: 15
DEFENSE: 12 DAMAGE: 3d6 GIANT
CLUB,
2d6 FIST

LARGE, ONE-EYED HUMANIDS.
THEY FEEL NO PAIN OR SHAME.
EXCELLENT (AND EXPENSIVE) BODYGUARDS.
LOYAL. EASY TO TRICK.



KOBOLD

HD: 1d8 ARMOR: POISON
ATTACK: 13 MORALE: 7
DEFENSE: 10 DAMAGE: 1d6 MACHETE
 1d8 OLD PISTOL

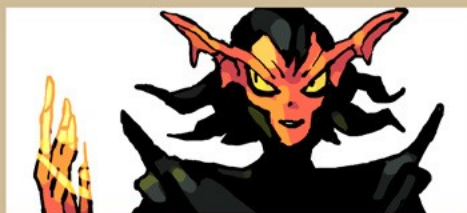
VAIN MONGRELS WHO THINK THEY
DESCEND FROM DRAGONS. THEY DON'T.
MORE CUNNING THAN GOBLINS, THEY
SWARM JUNKYARDS IN PACKS AND
FEED ON TRASH. THEY LOVE FAIRIES
AND THE CORPSES OF GIANT CREATURES.



AUTOMATON (CONSTRUCT)

HD: 4d8 ARMOR: -3,
ATTACK: 15 MORALE: 20 POISON, HYPNOSIS
DEFENSE: 12 DAMAGE: 1d10 CHAINSAW
2d6 LASER (IGNORES ARMOR)

MOTORIZED GUARDS POWERED
BY SOLAR LENSES AND ADVANCED
GNOMISH TECH.



DEMON

HD: 12d8 ARMOR: -6 (MAGIC)
ATTACK: 17 MORALE: 18
DEFENSE: 15 DAMAGE: 5d6 FIREBALL
 HYPNOSIS, 2 ATTACKS

A DEMON FROM ONE OF THE 1446 HELLS. LOVES TO CAUSE PAIN AND SUFFERING, LIKES MAKING PACTS, CHANGING SHAPE, AND DEMANDING SACRIFICES.



DINASTIN

HD: 5d8 ARMOR: -3
 ATTACK: 16 MORALE: 12
 DEFENSE: 12 DAMAGE: 1d6 HORNS
 ARMORED ELITE FIGHTERS. FANS OF
 SUMO AND WRESTLING, THEY GRAPPLE
 THEIR OPPONENTS AND THEN FINISH
 THEM WITH A SUPLEX.



DRAGON

HD: 12d8 ARMOR: -6 (FLYING), FIRE
 ATTACK: 19 MORALE: 17
 DEFENSE: 12 DAMAGE: 5d10 BITE
 2d10 TAIL SWIPE, 3d6 AREA
 FIRE BREATH, 2 ATTACKS

ANCIENT BEINGS. THE MASU WAS ONCE
 THE LAND OF DRAGONS, BUT WITH MORE
 AND MORE PEOPLE AND TRADE COMING IN,
 MANY HAVE LEFT IN SEARCH OF SOLITUDE.
 DIFFERENT COLORED DRAGONS HAVE
 DIFFERENT POWERS.



TENTACLED DESTROYER:

HD: 6d8 ARMOR: POISON, HYPNOSIS
 ATTACK: 16 MORALE: 20
 DEFENSE: 13 DAMAGE: 1d10 PSYCHIC
 1d8 TENTACLE
 3 ATTACKS

THE OUTCOME OF A FAILED SPELL.
 AN IDIOTIC MONSTER, CHAOS BRINGER,
 CAN SPLIT IN TWO (DIVIDING THE HD).
 CAUSES AN INT³ REACTION WHEN SEEN
 (PSYCHIC DAMAGE IF FAILED).



DRYAD

HD: 4d8 ARMOR: -2, POISON
 ATTACK: 13 MORALE: 15
 DEFENSE: 15 DAMAGE: 1d6 BRAMBLES
 HALF ELF, HALF-PLANT CREATURES.
 PEACEFUL, PATIENT, AND WISE. THEY CAN
 CONTROL THE VEGETATION AROUND THEM.



DRIDER

HD: 6d8 ARMOR: -2, POISON
 ATTACK: 16 MORALE: 15
 DEFENSE: 12 DAMAGE: 2d6 GREAT SWORD
 PARALYZING WEB
 2 ATTACKS

DWELLERS OF THE DEPTHS, THEY BELONG TO A CURSED BREED OF ELVES. THEY HATE OTHER ELVES AND SUNLIGHT. THEY PARALYZE THEIR VICTIMS WITH TOXIC WEBS.



GHEPRID

HD: 4d8 ARMOR: 0
 ATTACK: 14 MORALE: 10
 DEFENSE: 18 DAMAGE: 1d8 BITE

THESE FELINES ARE THE FASTEST MAMMALS ALIVE, REACHING 150 MILES PER HOUR. THEY ARE INVALUABLE. THEIR WINGS CONTRIBUTE TO THEIR SPEED BUT DO NOT ALLOW FLIGHT.



FAIRY

HD: 0d8 ARMOR: -2 (MAGIC, FLYING)
 ATTACK: 15 MORALE: 12
 DEFENSE: 18 DAMAGE: 1d8 REVOLVER
 1d4 ASSASSIN'S DAGGER

RUTHLESS ASSASSINS, FOND OF CASH. THEY FLY IN THROUGH WINDOWS AT NIGHT AND GUN DOWN THEIR SLEEPING VICTIMS. IMMUNE TO MAGIC. IN A MELEE, THEY WILL PRETEND TO SURRENDER THEN STAB YOU IN THE BACK.



"IRON HORN" GLADIATORS

HD: 3d8 ARMOR: -3
 ATTACK: 16 MORALE: 16
 DEFENSE: 16 DAMAGE: 1d6 TRIDENT
 1d6 GLADIUS
 NET (IMMOBILIZES)

IMP GLADIATORS FROM DSAR-ZAG. THEY FIGHT WITH SKILL AND BRAINS. AND PLAY DIRTY.



GNOLL

HD: 2d8 ARMOR: -1
 ATTACK: 14 MORALE: 10
 DEFENSE: 12 DAMAGE: 1d6 SHOVEL
 1d8 AK-47

DESERT MARAUDERS, MOTOR THIEVES, CLUMSY MECHANICS. THEY LOVE HIGH SPEED AND THE SMELL OF GASOLINE. VERY SUPERSTITIOUS.



GNOME

HD: 1d8 ARMOR: 0
 ATTACK: 13 MORALE: 10
 DEFENSE: 13 DAMAGE: 1d8 DERRINGER
 2d6 DOUBLE BARREL

SCIENTISTS, WRITERS, GOLDSMITHS, AND MAKERS OF HIGH-PRECISION MECHANISMS. GOOD CUTPURSES BUT ALSO FORMIDABLE LAWYERS.



GOBLIN

HD: 1d8 ARMOR: 0
 ATTACK: 13 MORALE: 5 (+8 IF IN A GANG)
 DEFENSE: 10 DAMAGE: 1d6 AXE
 5d6 TNT AREA DAMAGE

THE CLASSIC. UNPREDICTABLE, CREATIVE, SELF-HARMING. LOVE BUILDING BULKY CONTRAPTIONS, PLANNING SCAMS TOO COMPLEX TO WORK, AND BLOWING STUFF UP WITH **TNT**.



FLESH GOLEM

HD: 8d8 ARMOR: -1, POISON, HYPNOSIS
 ATTACK: 14 MORALE: 15
 DEFENSE: 12 DAMAGE: 1d10 HOOKS
 1d6 MUTILATED LIMBS (2 ATTACKS)

THE WORK OF THANATOLOGISTS. MADE OF CORPSES AND ANIMATED WITH BASIC SPELLS. IF KILLED OR DISMEMBERED, THEIR STILL FUNCTIONAL LIMBS WILL STAY ACTIVE.



OPAL GORILLA

HD: 6d8 ARMOR: MAGIC
 ATTACK: 15 MORALE: 17
 DEFENSE: 12 DAMAGE: 1d6 TOUCH, IGNORES
 ARMOR, 2 ATTACKS

MIGHTY FOURTH-DIMENSIONAL BEINGS THAT FLICKER IN AND OUT OF EXISTENCE. THEY ARE ATTRACTED BY PORTALS AND IMMUNE TO SPELL.



GURURAPTOR

HD: 3d8 ARMOR: 0
 ATTACK: 16 MORALE: 12
 DEFENSE: 14 DAMAGE: 1d6 CLAWS
 1d8 BITE

PREHISTORIC BEASTS BROUGHT TO LIFE BY ARCANES PRESERVERS FOR STUDY. THEY ARE CONSIDERED THE "PERFECT HUNTERS" BECAUSE OF THEIR HIGH COGNITIVE SKILLS.



CORE CRAB

HD: 2d8 ARMOR: -3
 ATTACK: 14 MORALE: 10
 DEFENSE: 12 DAMAGE: 1d6 CLAWS
 1d8 WATER BLAST

NORMAL CRABS, MUTATED BY ARCANES RADIATION FROM THE CORE OF A KONIGREICH HULK.



HOMUNCULUS

HD: 5d8 ARMOR: -3
 ATTACK: 15 MORALE: 19
 DEFENSE: 11 DAMAGE: 2d6 MAUL
 1d4 TOXIC BLAST
 2 ATTACKS

HUMANS MUTATED BY ARCANES EXPERIMENTS. THEY HAVE NO REMORSE AND ARE DROPPED ON ENEMIES LIKE BOMBS. A TERRIBLE WEAPON.



RIVETTER

HD: 0d8 ARMOR: 0 (FLYING)
 ATTACK: 14 MORALE: 15
 DEFENSE: 14 DAMAGE: 1d4 STINGER DAMAGE
 EVERY TURN IF THEY CAN CLING ON

THEY FLY IN SWARMS OF 10. THEY QUICKLY
 DRAIN A CREATURE OF ITS BLOOD ONCE
 THEY HAVE PIERCED IT.



WEREWOLF

HD: 4d8 ARMOR: 0
 ATTACK: 14 MORALE: 10
 DEFENSE: 14 DAMAGE: 1d6 CLAWS
 1d8 BITE, 2 ATTACK

PEOPLE CURSED TO ROAM THE NIGHTS
 AS FIERCE BEASTS. WEAK TO SILVER.
 RUNNERS KILLED BY A WEREWOLF
 HAVE 1+POW CHANCE IN 6 TO TRANSFORM
 INTO A MAGIC ABERRATION AND
 SURVIVE (P.63).



SHADE

HD: 1d8 ARMOR: PHYSICAL
 ATTACK: 15 MORALE: 15
 DEFENSE: 10 DAMAGE: TOUCH (HITS
 AUTOMATICALLY AND AGES THE VICTIM 1d100
 YEARS, -1 POW FOR EVERY 10 YEARS), HYPNOSIS
 THE SHADE OF SOMEONE WHO DIED IN
 AGONY. VENGEFUL AND TERRIFYING.
 IMMUNE TO PHYSICAL ATTACKS.



MEDUSA

HD: 4d8 ARMOR: 0
 ATTACK: 14 MORALE: 5
 DEFENSE: 12 DAMAGE: 1d4 BITE
 STONE STARE (TURNS
 TO STONE ON THE SPOT)

ANCIENT, MYTHICAL CREATURES,
 DANGEROUS MONSTERS, AND ENDLESS SOURCES
 OF KNOWLEDGE. THEY LOVE SOLITUDE
 AND DARKNESS. SNAKES FORM THEIR HAIR.



MAJU MILITIA

HD: 1d8 ARMOR: -1
 ATTACK: 12 MORALE: 10
 DEFENSE: 10 DAMAGE: 1d8 RIFLE
 1d6 BATON

ARMED WITH BATONS, WHISTLES, AND BANG-BANG RIFLES, THESE SOLDIERS ARE ONLY EFFECTIVE AS A GROUP. THEY CALL FOR BACKUP AT THE SLIGHTEST HINT OF TROUBLE.



SEA MONSTER

HD: 20d8 ARMOR: -10
 ATTACK: 18 MORALE: 18
 DEFENSE: 10 DAMAGE: 10d10 SLAM

TERRIBLE CREATURES OF THE DEPTHS, BREAKERS OF SHIPS, NIGHTMARES TO COUNTLESS CASTAWAYS. FEW IN THE WORLD CAN COMPETE WITH SUCH FORMIDABLE DESTRUCTIVE POWER.



MIMIC

HD: 3d8 ARMOR: -1
 ATTACK: 17 MORALE: 15
 DEFENSE: 10 DAMAGE: 1d8 BITE
 1d4 PARALYZING STINGER

CREATIVE PREDATORS, THEY MASK AS CHESTS, TREASURE, ROCKS, AND OTHER COMMON OBJECTS. THEY STING, PARALYZE, AND DEVOUR THEIR VICTIMS WITHOUT MERCY.



SHAPESHIFTER

HD: 3d8 ARMOR: 0
 ATTACK: 15 MORALE: 10
 DEFENSE: 15 DAMAGE: 1d10 FLINTLOCK
 1d4 DAGGER

CREATURES THAT CAN TAKE THE SHAPE OF THOSE THEY MEET. SPIES AND ASSASSINS, PROMINENT IN THE CRIMINAL UNDERWORLD. RARELY ON THE FRONTLINE.



DWARF

HD: 1d8 ARMOR: 0
 ATTACK: 14 MORALE: 15
 DEFENSE: 10 DAMAGE: 1d10 AXE

ALMOST AS ANCIENT AS THE ELVES, THEY ARE EXPLORERS, HUNTERS, ARCHITECTS, AND MASTER ARTISANS. POLITICALLY ACTIVE, INCLINED TO REBEL AND TO FORM UNIONS.



ORC

HD: 1d8 ARMOR: -1
 ATTACK: 14 MORALE: 10
 DEFENSE: 12 DAMAGE: 1d8 PIKE

PIG-FACED HUMANIDS OBSESSED WITH COMBAT, WAR, AND MILITARY RANKS. THEY CONQUER AND LOSE TERRITORIES ALL THE TIME. THEY HATE THE WEAK.



NEITH

HD: 7d8 ARMOR: -3, HYPNOSIS, MAGIC
 ATTACK: 16 MORALE: 10
 DEFENSE: 12 DAMAGE: 2d6 CLAWS

2d8 PSYCHIC BLAST, 3 ATTACKS. IMMORTAL PSYCHIC SPIDERS, KEEPERS OF SECRETS, AND EXPERTS IN THE ARCAINE. THEIR MENTAL CONTROL IS PERFECT, AND THEY CAN ERASE THEMSELVES FROM THE MEMORIES OF THOSE WHO SEE THEM (PERMANENT -1 INT).



BEAK-BEAR

HD: 5d8 ARMOR: -1
 ATTACK: 16 MORALE: 12
 DEFENSE: 12 DAMAGE: 1d6 CLAWS
 2d6 GRAPPLE, 2 ATTACKS

ARCAINE HYBRIDS MADE LONG AGO BY MAD MAGES, NOW PART OF BADLAND'S ECOSYSTEM. ANGRY AND LETHAL.



OYROJIN

HD: 0d8 ARMOR: 0
 ATTACK: 15 MORALE: 12
 DEFENSE: 12 DAMAGE: 1 BITE

CHICKEN-SIZED INSECTS THAT LOVE METAL. THEY LIVE IN MINES, SEWERS, AND JUNKYARDS. WHEN RUNNERS FAIL A DEFENSE ROLL AGAINST AN OYROJIN, THEY LOSE A RANDOM OBJECT, WHICH IS MELTEN AND EATEN.



CARNIVOROUS PLANT

HD: 4d8 ARMOR: POISON
 ATTACK: 15 MORALE: 12
 DEFENSE: 10 DAMAGE: 1d8 POISON BITE

A SELF-AWARE PLANT, FOND OF FLESH. THEY LIKE TO DISGUISE THEMSELVES IN LONG TRENCH COATS AND SEARCH FOR VICTIMS INTOWN.



PHILLY THE RAT

HD: 6d8 ARMOR: 0
 ATTACK: 22 MORALE: 2 (HE PRETENDS TO BE INEPT)
 DEFENSE: 22 DAMAGE: 1d8 REVOLVER, 3 ATTACKS

A LEGENDARY CRIMINAL, ASSASSIN, AND DISCIPLE OF GUSTAV THE CROW, HE IS NOW ON THE RUN FOR KILLING HIS MASTER. WORTH 5 STARS! REALLY, THIS RAT IS JUST HOUNDED BY MISFORTUNE: HE HASN'T KILLED ANYONE.



HARPY HUNTRESS

HD: 1d8 ARMOR: PARALYSIS, FLYING
 ATTACK: 12 MORALE: 8
 DEFENSE: 14 DAMAGE: 1d6 TALONS

1d4 AREA SCREAMING (PARALYSIS)
 FLYING CREATURES, OFTEN HUNTERS, SOMETIMES SCAVENGERS. THEY TRAVEL IN FLOCKS. THEIR SCREAM DEAFENS VICTIMS FOR 1 HOUR AND CAN PARALYZE.



ZAGAZIGIAN PURIFIER

HD:2d8 ARMOR: FIRE
 ATTACK: 14 MORALE: 14
 DEFENSE: 12 DAMAGE: 3d6 FLAME -
 THROWER (AREADAMAGE)

SEARCH AND DESTROY TEAMS
 SPECIALIZING IN DEALING WITH
 SPORES, GIANT INSECTS, AND CRAZED
 CROWDS OF THE INFECTED.



RON-ROW

HD:0d8 ARMOR: 0
 ATTACK: 12 MORALE: 10
 DEFENSE: 10 DAMAGE: 1d4 THORNS

TUMBLEWEEDS GIVEN LIFE BY
 ARCANER-ERGUTTIAN RADIATION. MISCHIEF
 MAKERS, THEY BUNCH UP UNDER LONG
 COATS AND PRETEND TO BE TRAVELERS.
 IF WELL-MOTIVATED, THEY MIGHT EVEN
 USE A GUN.



ROC

HD:8d8 ARMOR: 0 (FLYING)
 ATTACK: 15 MORALE: 13
 DEFENSE: 14 DAMAGE: 3d6 BEAK
 2d8 SLAM

THE APEX PREDATOR OF THE MAJU.
 TERRITORIAL, LIGHTNING-FAST, AND
 VENGEFUL. TAKING DOWN ONE OF THESE
 GIANT BIRDS OF PREY IS A SURE WAY TO EARN
 THE RESPECT OF ALL DESERT'S FELID HUNTERS.



VELASKINOS RUFFIAN

HD:1d8 ARMOR: 0
 ATTACK: 12 MORALE: 8 (16 IN A GROUP)
 DEFENSE: 10 DAMAGE: 1d4 KNUCKLEDUSTER
 1d8 M1911A1

DREGS OF DSAR-ZAG, GOONS OF THE
 VELASKINOS CRIMINAL FAMILY. FLIPPANT
 BULLIES, MORE INTERESTED IN FANCY
 CLOTHES THAN STREET FIGHTS.



SARSURI

HD: 5d8 ARMOR: -5, MAGIC
 ATTACK: 14 MORALE: 18
 DEFENSE: 14 DAMAGE: 1d8 CLAWS
 DEADLY GAZE (-1 HD, PERMANENT)
 2 ATTACKS

INTELLIGENT ROACHES, BITTER, AND ALWAYS READY TO PLOT AGAINST THE SURFACE DWELLERS. THEY HATE THE NEITH AND, LIKE THEM, ARE IMMUNE TO MAGIC.



SLIME

ARMOR: HALVES PHYSICAL DAMAGE, DOUBLES FIRE DAMAGE
 HD: 4d8 MORALE: 20
 ATTACK: 14 DEFENSE: 10
 DAMAGE: 1d4 → 1d6 → 1d8 ACID
 CALLED "NATURE'S STREET SWEEPERS" BY RESEARCHERS, SLIMES FEAST ON ORGANIC TRASH. THEY LIVE IN DUNGEONS. THE DAMAGE THEY DEAL INCREASES EACH TURN.



SIREN

HD: 2d8 ARMOR: 0 (ATT AND DEF
 ATTACK: 12 MORALE: 12 +5 WHEN IN WATER)
 DEFENSE: 10 DAMAGE: 1d6 BITE

1d4 HYPNOTIC SONG
 TRICKSTERS WHO LURES ENTIRE SHIPS TO THEIR DOOM. THEY DISGUISE THEMSELVES AS SHIPWRECK VICTIMS: THEY FEAST ON THE FLESH OF WOULD-BE SAVIORS.



GARNETIAN INFANTRY

HD: 9d8 ARMOR: -6
 ATTACK: 16 MORALE: 18
 DEFENSE: 12 DAMAGE: 2d10 CHARGE
 4d10 CANNON

MERCENARIES BELONGING TO THE STRONGEST AND MOST FEARED WARRIOR BLOODLINE IN THE MASU. A LONE GARNETIAN CAN DEFEAT A SMALL ARMY IN A MATTER OF MINUTES.



LIVING STATUE

HD: 8d8 ARMOR: -12 (PHYSICAL)
 ATTACK: 14 MORALE: 20
 DEFENSE: 10 DAMAGE: 2d6 CHARGE
 1d10 ROCK THROW

STONE OR BRONZE STATUES BROUGHT TO LIFE BY POWERFUL SPELLS. WEAK TO MAGIC, RESISTANT TO PHYSICAL ATTACKS: HITTING A WALL IS NOT FUN.



VAMPIRE

ARMOR: -6 (AT NIGHT),
 POISON, HYPNOSIS
 HD: 6d8
 ATTACK: 16 MORALE: 10 (+5 AT NIGHT)
 DEFENSE: 14 DAMAGE: 1d8 ASSASSIN'S DAGGER
 1d6 BITE (-1d8 HP, PERMANENT)
 2 ATTACKS

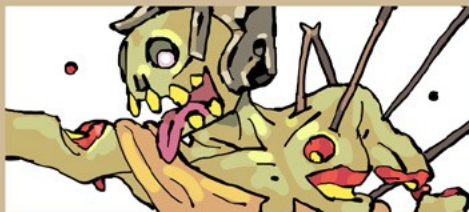
VAMPIRES ARE SOCIAL PARASITES, THE ROOT OF THE WORLD'S PROBLEMS, AND SYMBOLS OF CORRUPTION. THEY FALL IN LOVE EASILY AND CAN MORPH INTO BATS.



USHU

HD: 1d8 ARMOR: 0
 ATTACK: 14 MORALE: 8 (16 IN A GROUP)
 DEFENSE: 12 DAMAGE: 1d4 KNIFE
 2d8 M60

RATS IN THE WALLS. TERRITORIAL PANHANDLERS, THEY WILL COLLECT ALL THEY CAN GRAB. THEY REPRODUCE FAST. GOOD CONMEN AND WEAPONSMITHS.



ZOMBIE

HD: 2d8 ARMOR: POISON, HYPNOSIS
 ATTACK: 12 MORALE: 10
 DEFENSE: 10 DAMAGE: 1d8 BITE
 1d4 SPITE + TOXIN

A CORPSE REANIMATED BY BASIC NECROMANCY. AMUSING WHEN ALONE, DEADLY IN A GROUP. INFECTED ZOMBIES CAN TURN THEIR VICTIMS INTO NEW ZOMBIES (AFTER EATING THEIR BRAINS).

READY MADE RUN NERS



BAROQ SAHADUR - HUMAN HUNTER

POW: 2 TRA: 2 HP: 8
 COO: 1 HAN: 1 ARMOR: 0
 INT: 0 ARC: 0 GEAR: 15 WÉN,
 CHA: 0 COM: 0 SWORD, ROPE,
 RIFLE, BEARTRAP,
 1 RATION

ONCE A HUNTER, NOW A LONE
 MERCENARY LIKE MANY OTHERS. IN
 SEARCH OF EMPLOYMENT, IMMEDIATELY.



ZARKOW GBO - IMP ACADEMIC

POW: 1 TRA: 0 HP: 6
 COO: 0 HAN: 1 ARMOR: 0
 INT: 2 ARC: 3 GEAR: 20 WÉN, POINTY MAGE
 CHA: 1 COM: 0 HAT, VODKA BOTTLE, 1 RATION.

SPELLS: BULLET-STOPPER, INVISIBILITY

APPRENTICE MAGE AND DRUNKARD. KICKED OUT OF THE
 ACADEMY FOR PRACTICING THE SHAMANIC ARTS. HE
 TRAVELS TO REDEEM HIS NAME AS AN ARCANIST.



CORNELIA CAVOUR-KRU CHARLATAN

POW: 0 TRA: 0 HP: 4
 COO: 1 HAN: 2 ARMOR: 0
 INT: 1 ARC: 0 GEAR: 15 WÉN, UMBRELLA SWORD,
 CHA: 1 COM: 1 LOADED DECK, HOOK, THREAD, MAGNET,
 3 RATIONS, 1 GUNPOWDER POUCH

THE FALLEN DAUGHTER OF A RICH MERCHANT. SHREWD AND
 ADAPTABLE, FATE MADE HER A WANDERING CON ARTIST OF
 NO LITTLE SUCCESS.



TSUNADE NAMEKUJI - IMP DEMONOLOGIST

POW: 2 TRA: 2 HP: 9
 COO: 0 HAN: 0 ARMOR: 0
 INT: 2 ARC: 2 GEAR: 90 WÉN, HALBERD, OLD
 CHA: 0 COM: 0 MUZZLELOADER PISTOL, 3 SILVER
 BULLETS, HOLY SYMBOL OF THE FIRE
 TRIBE, 2 ONIGIRI.
 SPELLS: EXORCISM.

LONE SURVIVOR OF A CULTIST ATTACK THAT WIPED OUT HER VILLAGE, TSUNADE HAS PLEDGED REVENGE AGAINST DEMONS AND ALL THOSE WHO WORSHIP THEM.



RENNES PASSEPARTOUT - HUMAN WREN

POW: 0 TRA: 0 HP: 5
 COO: 3 HAN: 4 ARMOR: 0
 INT: 0 ARC: 0 GEAR: 45 WÉN, LOCKPICKING TOOLS,
 CHA: 0 COM: 1 CALTROPS, SHAVING RAZOR, 1 DYNAMITE
 STICK, CIGARETTES, LIGHTER.

SAFE EXPERT; RESERVED AND OF FEW WORDS. GOOD WITH LOCKPICKS BUT VERY UNLUKY. HE HAS ESCAPED FROM 7 HIGH-SECURITY PRISONS. LEFT FOR DEAD.



URSULA PANZERFAUST - ELF BERSERKER

POW: 3 TRA: 3 HP: 10
 COO: 0 HAN: 0 ARMOR: -3
 INT: 1 ARC: 0 GEAR: 120 WÉN, HEAVY 2-HANDED MACE,
 CHA: 0 COM: 1 ARMOR, PENDANT FROM HER LOST SISTER.

BROAD, SCARY, STOIC, AND FROM NOBLE KONIGREICH FAMILY. SHE LEFT HER MILITARY CAREER TO FIND HER LOST SISTER.



RAMON TAGARISH - QARADIN FENCER

POW: 1 TRA: 2 HP: 6
 COO: 1 HAN: 0 ARMOR: 0
 INT: 0 ARC: 1 GEAR: 25 WEN, SHIRASAYA KATANA,
 CHA: 1 COM: 0 KNIFE, TIN CANTEEN, 1 SLOT OF TEA
 LEAVES, 1 MISSING FINGER.

EX-ASSASSIN AND PART OF A CRIMINAL GANG. MAIMED AND
 EXPELLED AFTER A FAILURE, SHE IS A ROAMING SWORDSWOMAN
 SEARCHING FOR REDEMPTION.



KARMAKOS SALMACI - KRU SHAMAN

POW: 0 TRA: 0 HP: 2
 COO: 0 HAN: 1 ARMOR: 0
 INT: 2 ARC: 2 GEAR: 8 WEN, PIPE, DIVINATION STONES,
 CHA: 1 COM: 0 SLING, BRONZE SICKLE.

SPELLS: NECROMANCY.

MOUNTAIN DRUID, TANNER, AND TAXIDERMIST. THE VOICES IN
 HIS HEAD SPEAK OF THE FUTURE AND URGE HIM TO
 ADVENTURE. AN ODD TYPE.



FERMO MARTINI - FELID HARE

POW: 0 TRA: 1 HP: 8
 COO: 2 HAN: 2 ARMOR: -1 (HELMET)
 INT: 0 ARC: 0 GEAR: 30 WEN, HELMET, 3 RATIONS,
 CHA: 1 COM: 1 WRENCH, BEAT UP SPEEDSTER (CAR).

ACE PILOT IN LOVE WITH BOTH MOTORS AND BREAKNECK
 RACES. VAIN, LOUD, AND RATHER RUDE.



XANAX BLOOD - HUMAN MARTIAL ARTIST

POW: 1 TRA: 2 HP: 8
 COO: 2 HAN: 0 ARMOR: 0
 INT: 0 ARC: 1 GEAR: 9 WÉN, HAND WRAPS, 5
 CHA: 0 COM: 0 THROWING NEEDLES, STUDDED CHAIN
 HIDDEN UP ONE SLEEVE, 3 RATIONS.

PRODIGY OF A WARRIOR MONASTERY. HE KILLED HIS MASTER AND WON'T TALK ABOUT IT. NO SENSE OF HUMOR.



DORA TADRIBAT - IMP SQUIRREL

POW: 1 TRA: 2 HP: 5
 COO: 2 HAN: 2 ARMOR: 0
 INT: 0 ARC: 0 GEAR: 12 WÉN, 5 THROWING KNIVES,
 CHA: 1 COM: 2 ROPE AND GRAPPLING HOOK, CASTANETS,
 JUGGLING FLED. A LIVING HURRICANE.

YOUNG AND WILD ACROBAT FROM SKAAHV, THE KOBOLD'S CIRCUS. SHE CAUSED A LARGE FIRE BY MISTAKE AND THEN FLED. A LIVING HURRICANE.



EDGAR BODINE - FELID MOLE

POW: 0 TRA: 1 HP: 4
 COO: 1 HAN: 1 ARMOR: 0
 INT: 0 ARC: 1 GEAR: 116 WÉN, KNIFE IN ONE BOOT,
 CHA: 2 COM: 2 DISGUISE MAKEUP, POLAROID CAMERA,
 DERRINGER PISTOL, 5 RATIONS.

A SECRET KONIGREICH COUNTERINTELLIGENCE AGENT. CLUMSY AND NAIVE, HE CAN BARELY HIDE HIS OWN IDENTITY. GOOD BAIT. DISPOSABLE.



OLIVIA DUBOIS - ELF GUNSLINGER

POW: 0 TRA: 2 HP: 6
 COO: 1 HAN: 0 ARMOR: 0
 INT: 1 ARC: 1 GEAR: 45 WÉN, SAWED-OFF SHOTGUN,
 CHA: 2 COM: 1 AMMO BAG, SHORT SWORD, ONE-EYE
 NICK'S BOUNTY POSTER.

MASU BOUNTY HUNTER AND DAUGHTER OF NICHOLAS DUBOIS (BETTER KNOWN AS ONE-EYE NICK), A LEGENDARY BANDIT, NOW VANISHED. BUT SHE'S ON HIS TRACKS.



LOVEJOHN SING - QARADIN MERCHANT

POW: 0 TRA: 0 HP: 7
 COO: 1 HAN: 1 ARMOR: 0
 INT: 0 ARC: 0 GEAR: 70 WÉN, 1 SLOT OF SELLABLE
 CHA: 3 COM: 2 OLIVES, KNIFE, BROKEN GUN, THREE-WHEELED
 TRUCK (VERY SLOW).

A MERCHANT ON THE RUN FROM GANGSTERS. A TRUE MASTER OF DECEPTION. HIS APPRENTICE (A MUTE HUMAN ORPHAN NAMED PO) FOLLOW HIM LIKE A PUPPY.



MINGZHŪ - HUMAN COOK

POW: 2 TRA: 2 HP: 3
 COO: 1 HAN: 1 ARMOR: -1 (SHIELD WOK)
 INT: 0 ARC: 0 GEAR: 33 WÉN, PAN, KNIFE, SPICE BOX, 1
 CHA: 0 COM: 1 SLOT OF SALTED MEAT.

DESERT DWELLER, JOYFUL AND SINCERE. SHE MAKES MONEY COOKING FOR CARAVANS THAT PASS BY. SHE DREAMS OF LEAVING TO BECOME A MOVIE STAR.



LYN "MISO SOUP" MCGILL - FELID COOK

POW: 2 TRA: 0 HP: 10
 COO: 1 HAN: 2 ARMOR: 0
 INT: 0 ARC: 0 GEAR: 33 WÉN, PAN, KNIFE, SPICE BOX,
 CHA: 0 COM: 1 1 SLOT OF SALTED MEAT.

STORE KEEPER AND CHEF FOR THE BALTIC MARINE, KICKED OUT AFTER SHE ATTACKED WITH A SKEWER A SAILOR WHO HAD COMPLAINED ABOUT HER COOKING.



CLAUDE GUSTAV GOTTARD - KRU DEMONOLOGIST

POW: 0 TRA: 1 HP: 4
 COO: 1 HAN: 0 ARMOR: 0
 INT: 2 ARC: 2 GEAR: 70 WÉN, STAKE, REVOLVER,
 CHA: 0 COM: 1 LARGE BIBLE (MAY WORK AS A SHIELD).

SPELLS: CLEANSE

PRIEST AND INQUISITOR FOR THE CHURCH OF ST. EUPHEMIA. DESPITE HIS TOUGH LOOKS, IT'S HIS COWARDICE WHICH HAS KEPT HIM ALIVE SO FAR.



GODFREY GULUGU - OANNES HUNTER

POW: 1 TRA: 2 HP: 6
 COO: 1 HAN: 1 ARMOR: 0
 INT: 1 ARC: 0 GEAR: 13 WÉN, KNIFE, MUZZLELOADER
 CHA: 0 COM: 1 RIFLE, HARPOON, 1 RELOAD, CIGARS.

OANNES FISHERMAN AND SHARK HUNTER. THERE'S NOT MUCH ELSE TO KNOW. HIS UGLY MUG DOES NOT HIDE A GENTLE SOUL.



DON'T LOOK BACK

THE MAJU-ZAGAZIG-ZUG IS A TRAIN THAT RUNS THROUGH THE MAJU DESERT TO DJAR-ZAG, THE DARK METROPOLIS. MANY ODD FOLKS TAKE THIS ROUTE DAILY. UNEXPECTED EVENTS ARE BOUND TO HAPPEN. DON'T LOOK BACK IS A SHORT INTRODUCTORY ADVENTURE FOR TERROR TARGET GEMINI.

DON'T LOOK BACK, AN ENTROPIC ADVENTURE.

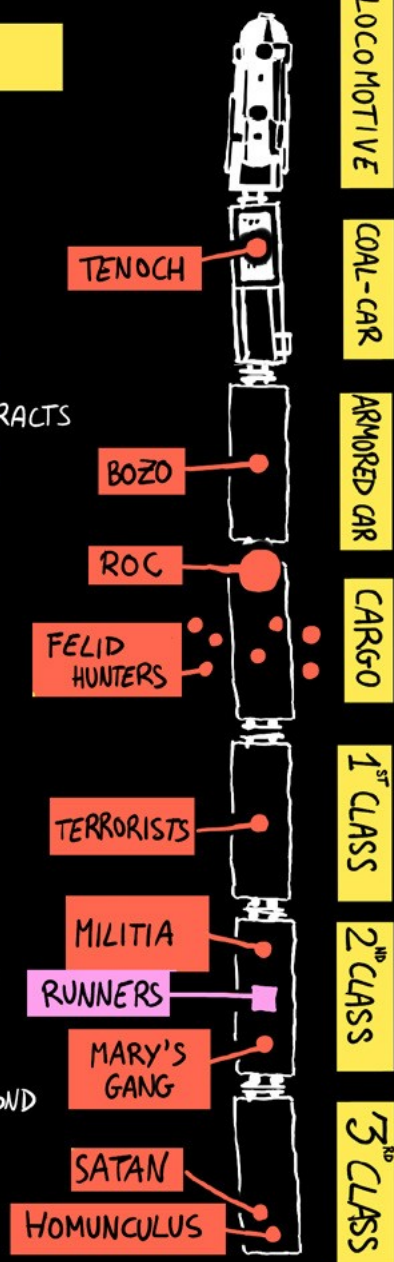
ON A TRAIN SPEEDING THROUGH THE DESERT,
8 GROUPS WITH DIFFERENT MOTIVES HUNT EACH
OTHER :

AN ELUSIVE THIEF (BOZO) AND A
CRIMINAL BAND (CROSS-EYED MARY'S GANG)

TRY TO GET THEIR HANDS ON THE ARMORED CAR'S
TREASURE; AN UNSTOPPABLE MONSTER (HOMUNCULUS)
STALKS A RENEGADE MAGE (SATAN); THE TRAIN ATTRACTS
A HUGE MAJU ROC FOLLOWED BY A TRIBE OF FELID
HUNTERS, FINALLY, INDEPENDIST TERRORIST SHOCK
TROOPERS (LED BY TENOCH) TRY TO HIGHJACK
THE TRAIN, OPPOSED BY ONBOARD MAJU
MILITIA REGULARS.

HOW TO UNRAVEL IT ALL? EVEN WITH SO
MANY FORCES AT PLAY, THE RUNNERS' ACTIONS
WILL DECIDE THE ADVENTURE'S DIRECTION.

RIGHT OFF THE BAT, THE RUNNERS MIGHT CHOOSE
TO SIDE WITH THE GUARDS OR THE THIEVES IN
SECOND CLASS (IF THEY REMAIN NEUTRAL, ROLL 1 DIE
TO SEE WHO COMES OUT ON TOP). THE MILITIA WILL
TRY TO REACH THE ENGINE AND SHUT DOWN THE
TRAIN, WHILE THE CRIMINALS WILL TRY TO GET TO
THE ARMORED CAR AND ROB IT. ALL DOORS PAST SECOND
CLASS ARE LOCKED, ALLOWING THE RUNNERS
TIME TO ACT WITH THEIR TEMPORARY
ALLIES (KICKING IN DOORS, KNOCKING, GOING VIA THE
ROOF). THE HOMUNCULUS WILL FOLLOW THE RUNNERS,
SLOWLY, BUT ONLY IF THEY TAKE THE BRIEFCASE. USE THE DUNGEON MISHAPS DIE
(P.56) ANY TIME THE RUNNERS STALL OR USE THE ROOF.



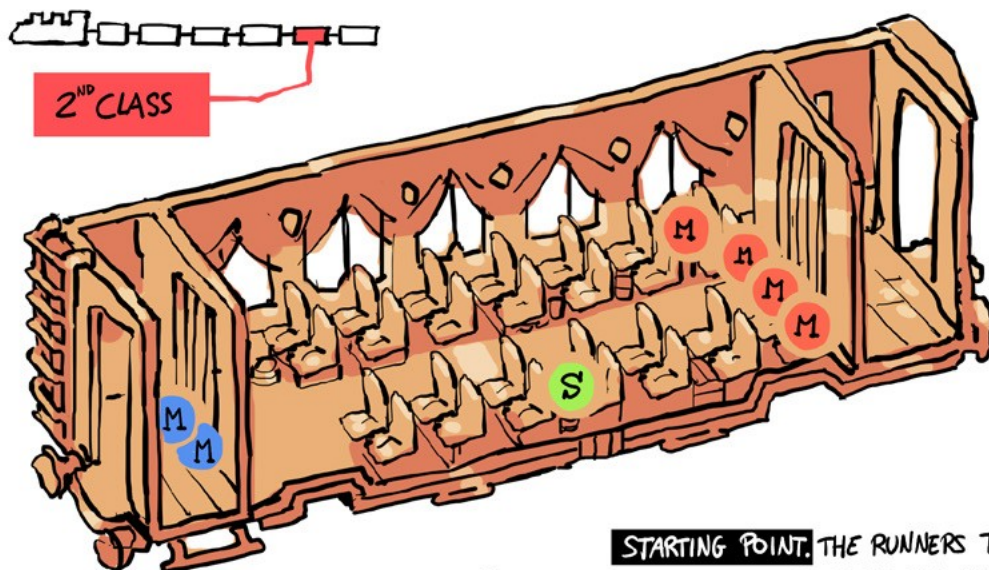
1d6 RANDOM ENCOUNTERS ON THE ROOF:

- 1- KULILIN OF THE RED PEAKS, A LARGE AND DUMB BARBARIAN. HE'S MEDITATING. HAS NO TICKET BUT HAS ONE REALLY BIG SWORD. ROLL HIS PERSONALITY USING THE TABLE ON P.66.
- 2- 2d6 FELID HUNTERS ON THEIR OSTRICHES REACH THE TRAIN AND JUMP ON. ONE OF THEM POURS SMELLY BLOOD ON THE ROOF: THEY PLAN TO LURE IN AND TAKE DOWN THE GIANT ROC. ROLL FOR THEIR PERSONALITY. THE NEXT RANDOM ENCOUNTER IS 3.
- 3- THE ROC ARRIVES AND ATTACKS THE RUNNERS FROM THE SKY.
- 4- A MOLE OF THE DSAR-ZAG SECRET SERVICE IS LOOKING FOR SATAN POMPEIA'S BRIEFCASE. IF THE RUNNERS HAVE IT, HE PRETENDS TO BE FRIENDLY THEN STABS THEM IN THE BACK.
- 5- 1d4 INDEPENDENTIST SHOCK TROOPERS WITH RIFLES.
- 6- BOZO MANGIL OPENS THE ARMORED CAR'S HATCH AND TAKES OFF WITH THE TREASURE BAG ON A SPEEDSTER.

NOTE:

DEATHS OFTEN HAPPEN IN TERROR TARGET GEMINI, EVEN IN THIS INTRODUCTORY ADVENTURE: IF 1 OR MORE RUNNERS BITE THE DUST DURING DON'T LOOK BACK, YOU CAN INTRODUCE NEW CHARACTERS IN THE NEXT TRAIN CAR (USE PREGENERATED ONES FOR SPEED).

THE RUNNERS TRAVEL TO THE METROPOLIS. THEY ARE IN THE 2ND CLASS.

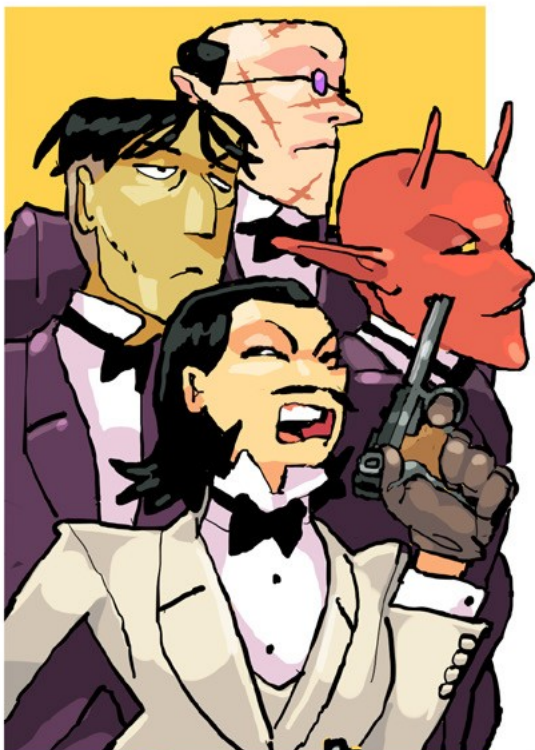


STARTING POINT: THE RUNNERS TAKE THEIR SEATS NEAR EACH OTHER. THERE ARE 2d20 WELL-DRESSED PASSENGERS (MAJU FASHION FUR HATS AND COATS). A CREEPY PASSENGER WITH SWEAT ON HIS BROW TRIES TO APPEAR CALM, ASKING AFTER THE RUNNERS AND THEIR TRIP TO DJAR-ZAG. THIS MAN IS **SATAN POMPEIA**, ARCANE RESEARCHER ON THE RUN AFTER STEALING AN ARTIFACT. HE CLUTCHES A BRIEFCASE AND FEARS HE'S BEING FOLLOWED.

- A SWEET SELLER WALKS BY SCREECHING, "RICE CAKES 1 WÉN!" BUT HE DOESN'T STOP IF ASKED FOR ONE (HE'S A LONE THIEF ON HIS WAY TO THE ARMORED CAR).

- A FELID HUNTER BAND ON OSTRICHES AND BIKES WITH SIDECARS RACES BY THE WINDOW, IGNORING THE TRAIN.

- **4 MUSICIANS IN TAILCOATS** ARE CHECKING THEIR LUGGAGE AND INSTRUMENT CASES.



-SUDDENLY, THE FOUR MUSICIANS RISE, PULLING GUNS FROM HOLSTERS AND SCREAMING:

"HANDS IN THE AIR!"

"NOBODY MOVES! THIS CAR BELONGS TO **CROSS-EYED MARY AND HER BAND**, MAKE A MOVE AND WE BLOW YOUR BRAINS! DROP ALL YOUR ~~WE~~EN IF YOU VALUE YOUR LIFE!"

- ONE TURN LATER, A PAIR OF **MAJU MILITIA REGULARS** RUSHES IN FROM 1ST CLASS, YELLING:

EVERYBODY DOWN!

TERRORISTS HAVE TAKEN OVER THE ENGINE! THEY PLAN TO...



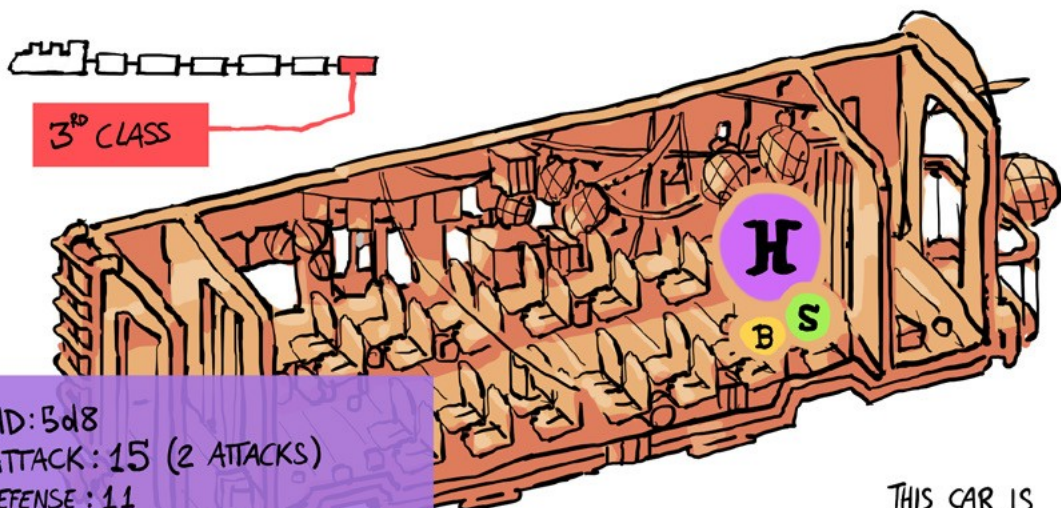
THE TWO GROUPS OPEN FIRE FROM OPPOSITE ENDS OF THE TRAIN CAR.

- AFTER 1 TURN, SATAN POMPEIA FLEES TOWARDS 3RD CLASS, WEEPING AND SHRIEKING, "THEY'VE FOUND ME!"

- THE TRAIN GAINS SPEED. TWO TURNS LATER, THE BANDITS MAKE A MOLOTOV (1d8 AREA DAMAGE).

- IF THEY LOOK SKETCHY ENOUGH, THE BANDITS WILL ASK THE RUNNERS TO TEAM UP IN EXCHANGE FOR 20% OF THE LOOT FROM THE ARMORED CAR.

- MARY'S BAND HAS NOTHING TO DO WITH THE TERRORISTS.



HD: 3d8
 ATTACK: 15 (2 ATTACKS)
 DEFENSE: 11
 DAMAGE: -2d6 (MAUL)
 - 1d4 + TOXIN
 (MOUTH PISTOL)

MORALE: 13



HOMUNCULUS

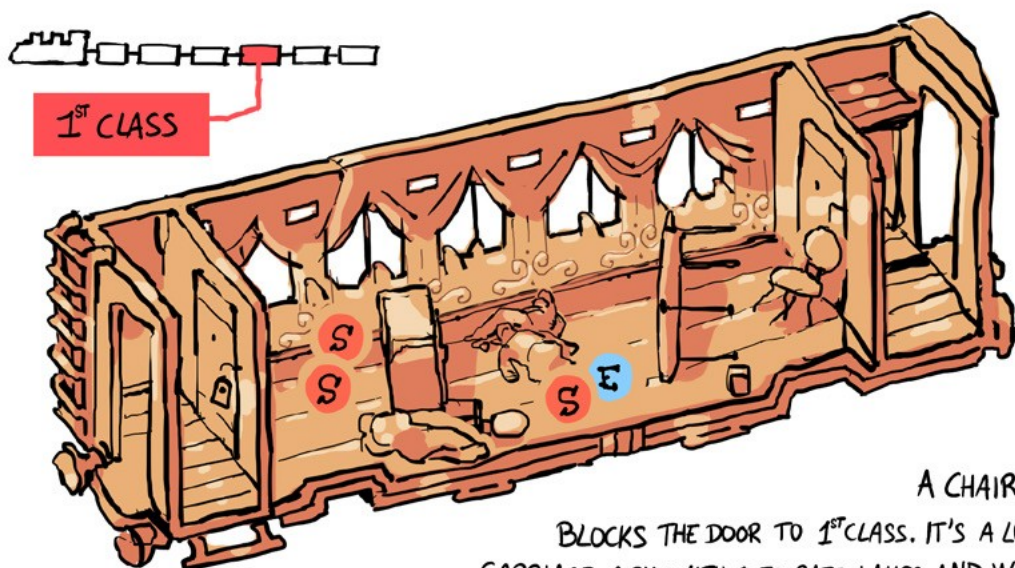
THIS CAR IS

STUFFED WITH PEOPLE. 30 TRAVELERS

PILED ONTO FILTHY CARPETS WITH HANGING LANTERNS, SACKS, AND CAGES WITH CHICKENS, GESE, AND OTHER LIVE ANIMALS. IT STINKS OF SWEAT, INCENSE, AND POT.

SATAN POMPEIA HIDES AMONGST A PANICKING GOBLIN FAMILY (THEY HAVE NO TICKETS). IF FOUND, THE MAN ADMITS TO BEING WANTED BY POWERFUL PEOPLE (THE FORMIDABLE ARCANES PRESERVERS OF TERANESIA) FOR STEALING THEIR LATEST DISCOVERY. THEY MIGHT FIND HIM AT ANY MOMENT.

- IF THE RUNNERS ARE ESPECIALLY INTERESTED IN HIS BRIEFCASE (P.146), SATAN BECOMES SUSPICIOUS, ACCUSING THEM OF PURSUING HIM AND HE DRAWS A BLADE.
- A WHISTLE CUTS THROUGH THE CAR'S CHAOS. IT GETS LOUDER. A STEEL CAPSULE SMASHES THROUGH THE ROOF. IT OPENS, AND THE **HOMUNCULUS** STEPS OUT, A MONSTER SENT BY THE ARCANES PRESERVERS TO FIND THE BRIEFCASE AND KILL ITS CARRIER.
- SUDDENLY, SATAN IS KEEN ON HANDING THE BRIEFCASE TO THE RUNNERS.



A CHAIR

BLOCKS THE DOOR TO 1ST CLASS. IT'S A LUXURY CARRIAGE, AIRY, WITH DECORATE LAMPS AND WALLPAPER. THREE UNIFORMED KONIGREICH HIGH OFFICIALS LIE DEAD IN THE MIDDLE. TWO **INDEPENDENTIST SHOCK TROOPERS** ARE EXAMINING THE ROOM, TEARING UP FURNITURE. A THIRD MAN TRIES TO SILENCE AN ELEGANTLY DRESSED **ELF WOMAN**, BUT SHE SCREAMS. THE THREE ARE LOOKING FOR A TREASURE MAP BELONGING TO THE ARABESQUE (TATTOOED ON THE GIRL'S BACK TOGETHER WITH A "SUMMON" SPELL). THEY WILL KILL HER IF THEY FIND NOTHING.

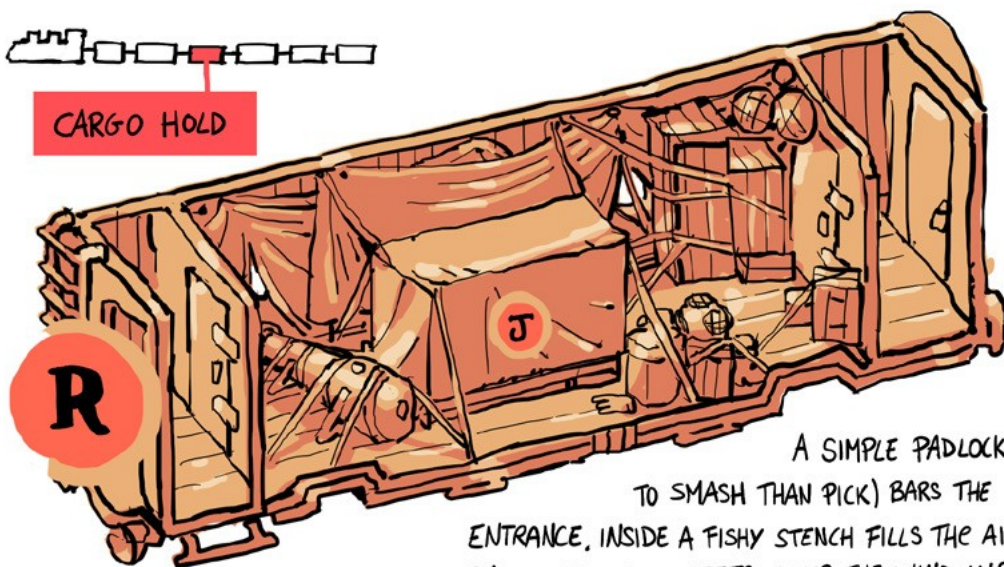


- A SECURITY CASE LIES ON THE FLOOR, OPEN AND IGNORED BY THE TERRORISTS. IT HOLDS SECRET KONIGREICH DOCUMENTS (WORTH A LOT TO BAL TIC COUNTERINTELLIGENCE), 3 GOLD INGOTS, AND A KONIGREICH OFFICIAL'S TANTO KNIFE. ALL HOT GOODS, WORTH 200 ~~WEN~~ EACH.





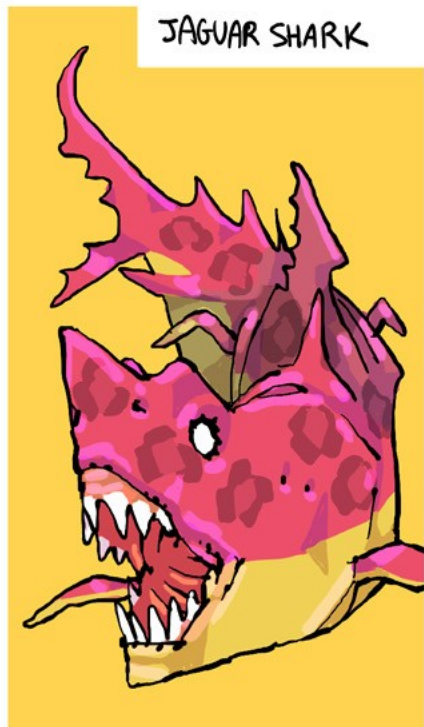
CARGO HOLD



A SIMPLE PADLOCK (EASIER TO SMASH THAN PICK) BARS THE

ENTRANCE. INSIDE A FISHY STENCH FILLS THE AIR, AND CLOTHS AND CARPETS COVER THE WINDOWS, LIGHT FILTERING THROUGH THE CRACKS. CRATES, JUGS, AND BARRELS FILL THE ROOM, WITH TAUT ROPES HOLDING THINGS IN PLACE AND MAKING MOVEMENT COMPLICATED.

JAGUAR SHARK



- A HUGE CLOTH-COVERED AQUARIUM STANDS IN THE CENTER. IT HOLDS A LIVE **JAGUAR SHARK**. EACH SHOT FIRED HAS A CHANCE TO SMASH THE GLASS AND FREE THE ANIMAL (IT BITES ANY WHO COME NEAR, 1d8 DAMAGE). ITS TEETH ARE WORTH 30 ~~WEN~~ EACH.

- LIGHT SHINES OF A DEEP-SEA DIVING SUIT AND HELM (THEY COUNT AS HELM AND ARMOR). THERE IS ALSO A WELL-PACKED ANTIQUE SIEGE CANNON (10d6 DAMAGE) AND 1 GOLD-PLATED MEMORIAL CANNONBALL (WORTH 500 ~~WEN~~) IN A CRATE SEALED WITH WAX.

- A SHADOW DARKENS THE SUN (A TUNNEL?), THEN SOMETHING SMASHES INTO THE TRAIN. THE **GIANT MASU ROC** JUST PERCHED ON THE ROOF, ATTRACTED BY THE SCENT OF FISH. IT STARTS TO TAP ON THE DOOR TO THE NEXT CARRIAGE (IT SOUNDS LIKE SOMEONE KNOCKING).

-MASU ROC -
 HD:8d8 MORALE: 1'3
 ATTACK: 15
 DEFENSE: 14 (ONLY RANGED WEAPONS
 HIT IT WHEN IT FLIES)
 DAMAGE: -3d6 (BEAK)
 -2d8 (SLAM)



-THE ROC CAN STICK ITS HEAD IN THE TRAIN CAR.
 - A STORM OF ARROWS PELTS THE CAR THE TURN AFTER THE ROC ATTACKS. 2 BIKES WITH A SIDECAR AND 2 BATIZE OSTRICHES CLOSE IN. FINALLY, 3 FELID HUNTERS JUMP ON THE ROOF: THEY ATTACK THE ROC AND ANYONE TRYING TO TAKE IT DOWN BEFORE THEY DO (THEY USE RIFLES, SPEARS, AND ARROWS).

-THE HOMUNCULUS WILL SCARE OF THE FELIDS, BUT NOT THE ROC.

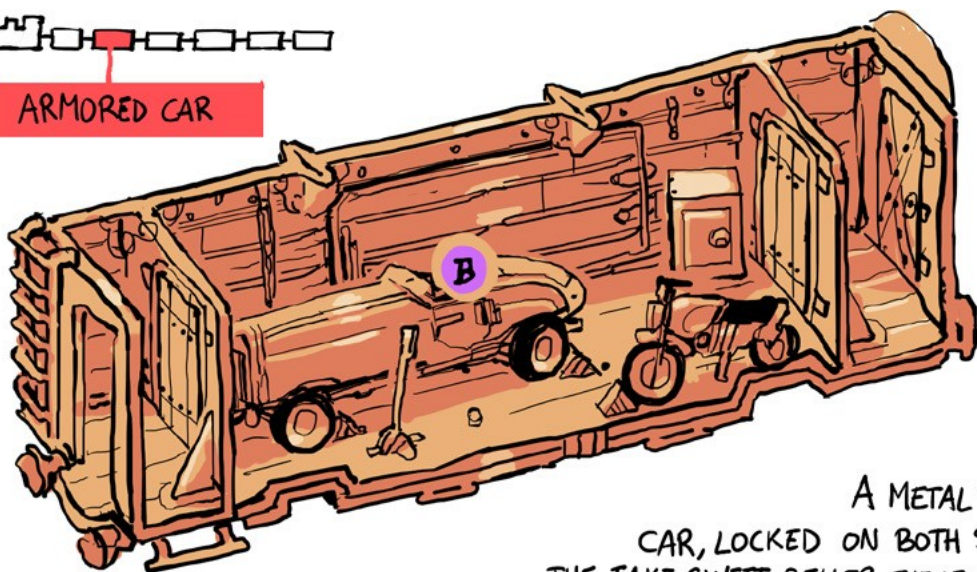
- IF THE MILITIA REGULARS STILL LIVE, THEY'LL SHOOT A FLARE TO CALL REINFORCEMENTS AND THEN TRY TO REACH AND STOP THE ENGINE, TO AVOID TRAGEDY.

- IF CROSS-EYED MARY'S BAND STILL LIVES, THEY RUSH TO THE ARMORED CAR'S ENTRANCE, YELLING, "THAT'S IT! THE SAFE IS IN HERE!" THEY MIGHT TAKE A WHILE TO PICK THE LOCK.





ARMORED CAR



A METAL TRAIN

CAR, LOCKED ON BOTH SIDES.

THE FAKE SWEET SELLER, THE LEGENDARY

THIEF **BOZO MANGIL** IN DISGUISE, IS HERE.

THIS CHUBBY IMP HAS ALREADY RANSACKED THE SAFE AND IS TRYING TO START ONE OF THE RIDES STORED HERE. IF THE RUNNERS OWN A RIDE, IT'S THE ONE BOZO IS STEALING.

-BOZO KNOWS THE "FEATHER FALL" SPELL (P.41).

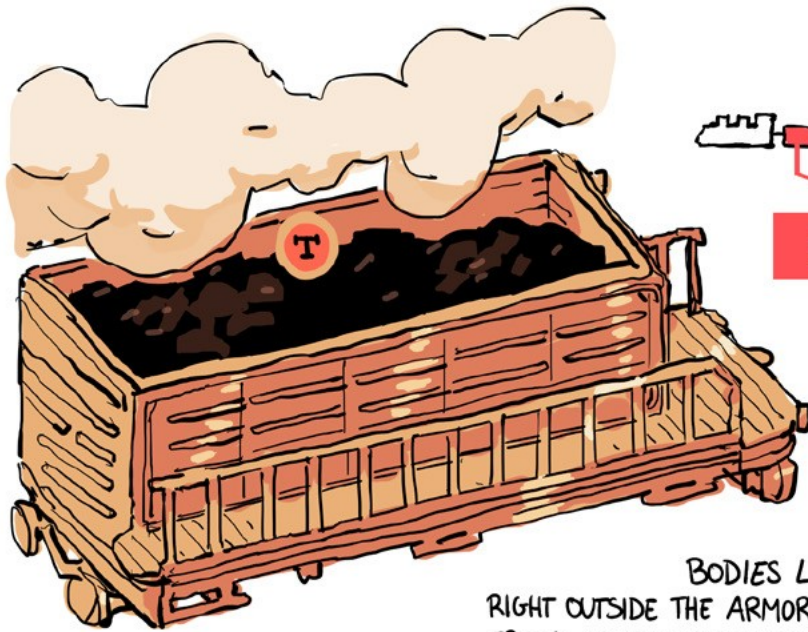
-THIS CARRIAGE ALWAYS CONTAINS A SPORTS CAR AND A MOTORBIKE.

-A LEVER OPENS THE TRAIN CAR'S SIDE HATCH. THE THIEF WILL USE IT TO FLEE ON HIS RIDE.

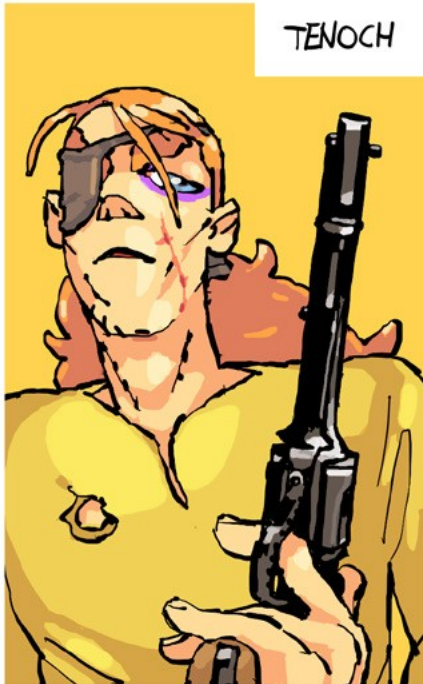
-THE SAFE IS CLOSED. IF THE CONTENTS WERE ALREADY STOLEN, THERE'S A LARGE, BLOWTORCHED HOLE IN THE BACK. IF CROSS-EYED MARY IS ALIVE, SHE HUDDLES IN A CORNER WHINING, "**MY PRECIOUS TREASURE!**" WHILE HER GANG TRIES TO CONSOLE HER.

BOZO





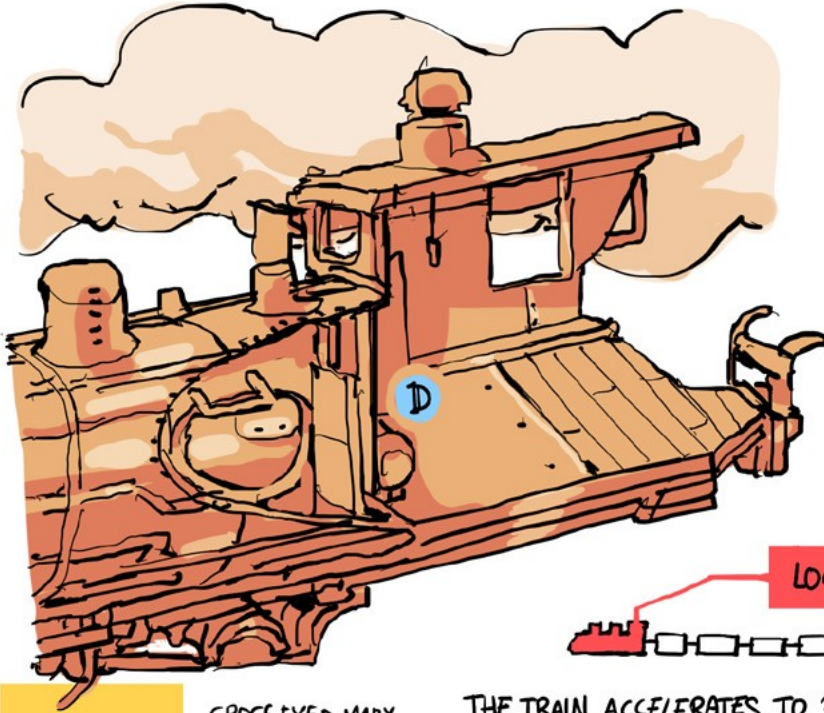
COAL CAR



TENOCH

SHOCK TROOPER
BODIES LIE PIERCED BY ARROWS
RIGHT OUTSIDE THE ARMORED CAR. THEY WERE
TRYING TO BLOW THE DOOR WITH DYNAMITE
(3 STICKS ARE STILL THERE, TIED IN A BUNDLE).
CAREFUL: THE DYNAMITE BLAST WILL SEPARATE
THE TWO TRAIN CARS.

- WALKING (AND FIGHTING) ON THE COAL GIVES A
SNAG TO DEFENSE AND ACROBATICS.
- THE ENGINE SMOKE MAKES IT HARD TO SEE (SNAG
TO ATTACK ROLLS). IT ALSO HIDES **TENOCH**
WAZAK, THE SHOCK TROOPERS' LEADER,
SHOVELING COAL INTO THE FURNACE.
- TENOCH IS A CHARISMATIC LEADER: IF NO MILITIAMEN
ARE AROUND, HE WILL TRY TO SWAY THE RUNNERS
TO THE INDEPENDENTIST CAUSE (A MASU FREE OF
BALTIC AND IMPERIAL INFLUENCES). SHOULD THE
RUNNERS BE CONVINCED, TENOCH THANKS THEM
FOR THEIR NOBLE SACRIFICE IN THIS SUICIDE MISSION.
HE THEN SMASHES THE BRAKE LEVER AND JUMPS
ON A FELID MOTORBIKE.



LOCOMOTIVE



CROSS EYED MARY



THE TRAIN ACCELERATES TO BREAKNECK SPEED. THE DRIVER LIES HALF DEAD FROM A GUNSHOT WOUND. IF AIDED, HE CAN HELP STOP THE TRAIN. IF THE BRAKES ARE BROKEN, THEY CAN BE REPAIRED WITH A SNAG. THE LEVER IS SMOLDERING FROM THE ENGINE HEAT (146 DAMAGE IF TOUCHED WITH BARE HANDS).

TENOCH PLANS TO DESTROY DJAR-ZAG'S STATION WITH THE OUT-OF-CONTROL TRAIN.

- STOPPING THE ENGINE PUTS AN END TO THE CRISIS. MAJU ARMY REGULARS WILL ARRIVE AND AID THE SURVIVORS.

THE CRIMINAL HAVE BOUNTIES:

- CROSS EYED MARY: 5000~~W~~ ALIVE, 2500~~W~~ DEAD

- BOZO MANGIL: 1500~~W~~ ALIVE, 500~~W~~ DEAD

- TENOCH WAZAK: 2400~~W~~ ALIVE, 250~~W~~ DEAD



CHASE

IF THE RUNNERS CHASE AFTER BOZO (OR TENOCH, OR BOTH) WITH CARS, BIKES, OR OSTRICHES, ROLL 2d6 EACH TURN TO SEE WHAT SECTION OF THE DESERT THEY CROSS AND WHICH NEW FORCE JOINS THE CHASE.

- YOU CAN JUMP ON A FELID OSTRICH WITH A COO+TIRA CHECK. THEY'RE EVERYWHERE.

- YOU NEED 2 SUCCESSFUL SPEED STUNTS TO REACH YOUR QUARRY AND 2 SUCCESSFUL DODGE ROLLS TO SHAKE A PURSUER.

- YOU HAVE 5 TURNS TO REACH YOUR QUARRY; THEN, THEY GET AWAY.

NEW PURSUERS (1d6):

1- NONE.

2- IF HE WAS ACTIVATED, THE HOMUNCULUS RUNS AFTER THE RUNNERS AT SUPERHUMAN SPEED. IF NOT, NOBODY FOLLOWS.

3- 2 MASU REGULARS' ARMORED CARS. THE SOLDIERS IGNORE THE RUNNERS IF THEY DIDN'T KILL THE MILITIAMEN ON THE TRAIN.

4- THE ROC'S MOTHER: LARGER, RED AND ANGRY. 1d6 FELID MARAUDERS CHASE HER (THEY ATTACK THOSE WHO SHOOT THE ROC).

5- SANDSTORM: SNAG TO DRIVING ROLLS AND RANGED ATTACKS.

6- ONE OF YOUR QUARRY'S HENCHMEN COMES TO THEIR RESCUE ON A BIKE WITH A SIDECAR.

DESERT SECTION AND OBSTACLES (1d6):

1- WASTELAND (STRAIGHT).

2- MAMMOTH CEMETERY: 1 IN 2 CHANCE THAT A SCROUNGING BONE-DIGGER TRIBE GNOLL JUMPS ON YOUR VEHICLE, PICKAX IN HAND AND A SNARL ON HIS MUG.

3- CANYON (BOTTLENECK).

4- A FLOCK OF RIDABLE DESERT OSTRICHES (SMALL OBSTACLES).

5- A HUGE BATTLESHIP HULK, TORN BY MISSILE STRIKES (THE **ALMIRANTE GRAY**, A KONIGREICH AIRCRAFT CARRIER DISPLACED WITH MAGIC BY BALTIC ARMY SORCERERS, p. 85). ARCANIC RADIATION HAS CREATED HUGE COLONIES OF EXPLOSIVE MOLD (EXPLOSIVE OBSTACLE).

6- MUCK. SNAG TO SPEED STUNTS. AND NOW YOUR RIDE'S FILTHY.

MACGUFFINS

YOU CAN GET YOUR HANDS ON THREE SPECIAL OBJECTS DURING THIS ADVENTURE. EACH MAY LEAD TO DIFFERENT OUTCOMES.



- SATAN POMPEIA'S BRIEF CASE :

IT CONTAINS THE LAST DISCOVERY MADE BY THE ARCANÉ PRESERVERS OF TERANESIA : PSYWORMS, ALONG WITH A RUNNER'S CONTRACT FOR 8000^{FF}, ISSUED TO SATAN BY A CERTAIN BABA YAGA, A CITIZEN OF DJAR-ZAGAZIG. THE CASE HOLDS A JAR WITH 2 WORMS. THEY CAN MANIPULATE THOSE WHO SEE THEM INTO FREEING THEM (INTI REACTION). THEY SPEAK DIRECTLY INTO YOUR MIND, PROMISE GREAT WEALTH, AND CAN ENTER YOUR SKIN WITH A BITE, GRANTING TELEKINETIC POWERS. HOWEVER, USING THESE ON LARGE OBJECTS (LARGER THAN A PERSON) CAUSES 1 DAMAGE. THE WORM DIES AFTER 3 DAYS, AND THE POWERS FADE.

- ARABESQUE MAP :

A SECRET SECT OF INDUSTRY AND CONSTRUCTION MAGNATES TATTOOED THIS MAP ON THE BACK OF A GIRL, THE DAUGHTER OF ONE OF THEIR INITIATES (A HIGH-RANKING KONIGREICH OFFICIAL). ONCE TRANSLATED, IT WILL LEAD THE RUNNERS THROUGH AN UNDERGROUND MAZE TO DJAR-ZAG'S FROZEN CORE (AND THE SECRET IT HIDES). BUT THEY'LL NEED TO SURVIVE AN ENDLESS WEB OF DECEPTION AND INTRIGUE TO GET THERE.

- LEFT T.T.G. REVOLVER :

BOZO STOLE IT FROM THE SAFE ON THE MAJU-ZAGAZIG-ZUG. IT'S ONE OF A PAIR (THE FEARED TERROR TARGET GEMINI), WHICH BELONGED TO GUSTAV THE CROW, ONE OF DJAR-ZAG'S MOST POWERFUL CRIME LORDS. TOGETHER, THEIR VALUE TO THE CITY'S KRU COMMUNITY IS INCALCULABLE. SOMEONE HIRED BOZO TO STEAL IT. THE REVOLVER IS CAST IN GOLD, WITH A ROSE ENGRAVED ON THE GRIP. COLLECTORS AND KRU MOBSTER WILL PAY 2000^{FF} FOR IT.

DAINGEROUS FOLKS

- HOMUNCULUS -

HD: 5d8
ATTACK: 15 (2 ATTACKS)
DEFENSE: 11
DAMAGE: • 2d6 (MAUL)
• 1d4 + TOXIN
(MOUTH PISTOL)
MORALE: 19

- INDEPENDENTISTS SHOOK TROOPERS -

HD: 1d8 MORALE: 16 000
ATTACK: 15
DEFENSE: 12
DAMAGE: • 1d8 (AUTOMATIC PISTOL)
• 1d6 (AXE)

- MAJU MILITIA -

HD: 1d8 MORALE: 10
ATTACK: 12 ARMOR: -1
DEFENSE: 12
DAMAGE: • 1d8 (BOLT ACTION RIFLE)

- CROSS-EYED MARY'S GANG -

HD: 1d8 MORALE: 8 (16 TOGETHER) 000
ATTACK: 15
DEFENSE: 12
DAMAGE: • 1d8 (CARABINE)
• 1d4 (KNIFE)

- GNOLL SCROUNGER -

HD: 2d8 MORALE: 10
ATTACK: 16
DEFENSE: 10
DAMAGE: • 1d6 (PICKAXE)

- MAJU ROC -

HD: 8d8 MORALE: 13
ATTACK: 15
DEFENSE: 14 (ONLY RANGED WEAPONS HIT IT)
DAMAGE: • 3d6 (BEAK) WHEN IT FLIES)
• 2d8 (SLAM)

- FELID HUNTERS -

HD: 2d8 MORALE: 12
ATTACK: 14
DEFENSE: 12
DAMAGE: • 1d8 (SPEAR)
• 2d6 (DOUBLE-BARREL)
• 1d6 (BOW)

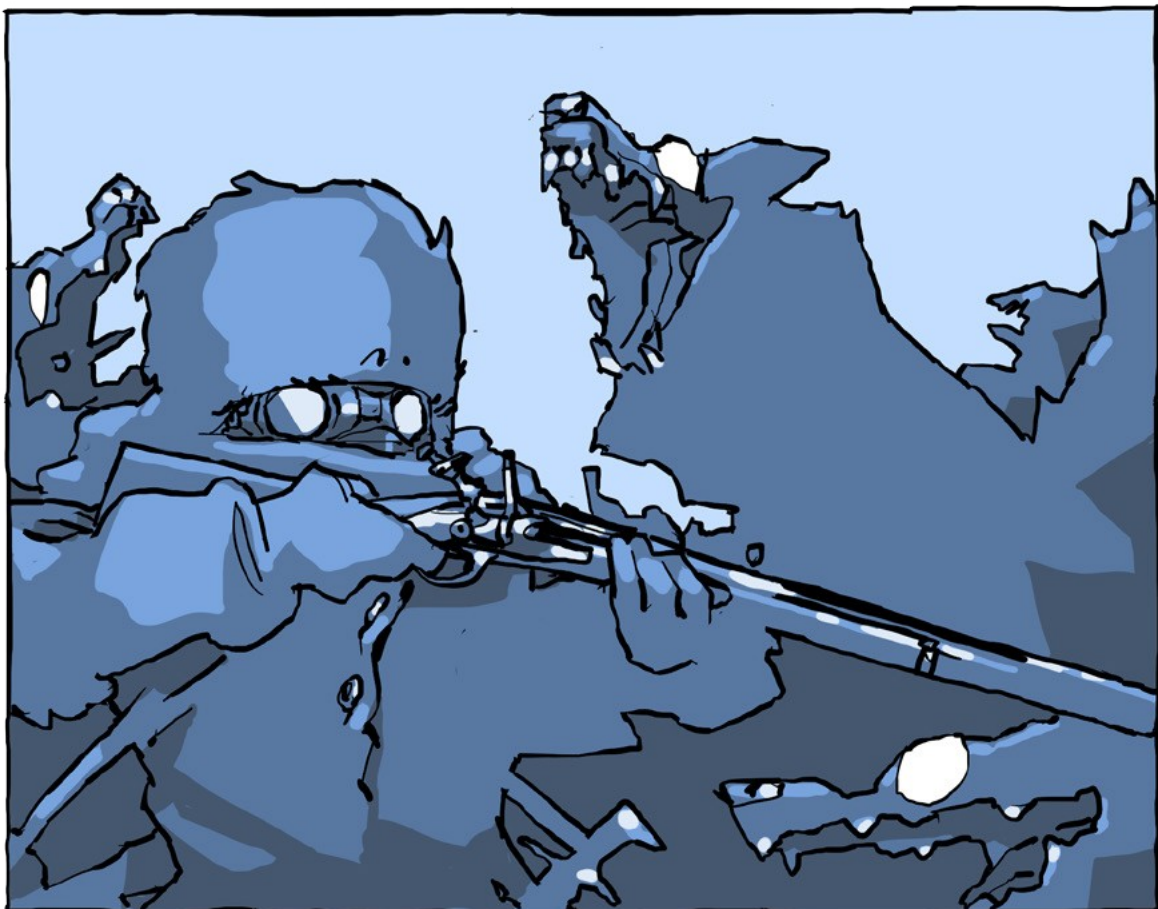
- CROSS EYED MARY -

HD: 2d8 MORALE: 14
ATTACK: 14
DEFENSE: 14
DAMAGE: • 1d8 (ASSASSIN'S DAGGER)
• 1d8 (AUTOMATIC PISTOL)

- TENOCHWAZAK -

HD: 2d8 MORALE: 18
ATTACK: 15
DEFENSE: 12
DAMAGE: • 1d6 (COAL SHOVEL)
• 1d8 (REVOLVER)
• 5d6 (DYNAMITE, AREA)

IF DEFEATED, HE WILL ASK A RUNNER TO TAKE THE CIGARETTES AND LIGHTER FROM HIS POCKET. HE ASKS FOR ONE LAST SMOKE WHILE PRAISING THE RUNNERS. THEN HE USES THE FLAME TO BLOW THE DYNAMITE IN HIS COAT.



The Wolves of Alkharab

ALKHARAB IS A COLD REGION NORTH OF MAJU.
WOLVES MAKE TRAVERSING THESE PEAKS A BLOODY
AFFAIR.
BUT NOT ALL FIENDS ARE EQUAL.

THE WOLVES OF ALKHARAB IS A WILDERNESS ADVENTURE
FOR TERROR TARGET GEMINI.

The Wolves of Alkharab

THIS ADVENTURE HAS NO CLEAR-CUT GOAL. DECIDING WHAT TO DO IN ALKHARAB IS UP TO THE RUNNERS: HELPING THE CITIZENS OF GRIZZLYROSE, BAGGING SOME BOUNTIES, OR UNRAVELING THE MYSTERY OF THE WOLF WITH SIX LEGS. THERE'S PLENTY TO DO.

GAMEPLAY: THE RUNNERS MOVE 1 HEX IN 1/4 DAY (1/2 WITH DIFFICULT TERRAIN). THEY CAN BOTH TRAVEL AND REST WHEN ON RIDE. ROLL 1d4 EVERY 1/4:

- 1 - THERE'S AN ENCOUNTER.
- 2 - SIGNS OF A NEARBY ENCOUNTER.
- 3 - SPEND RESOURCES/ALLY ROLLS FOR MORALE.
- 4 - NOTHING.

1 - GRIZZLYROSE

A VILLAGE OF SILVER SEEKERS AND MOUNTAIN GUIDES. 1 CHURCH (OF ST. MARGARET) AND 1 INN (THE "STONE CUTOFF").

- THE CITIZENS FEAR **WOLVES** TO THE SOUTH (5) AND WHISPER ABOUT A NATURE SPIRIT. A **CARAVAN** WAS LOST DOWN THERE (100~~W~~ PER RESCUED SURVIVOR).



- THE HEADMAN, **TREVOR MCGILLY**, OFFERS 1'000 W FOR THE HEAD OF **WILLIAM BOUCHER**, CHIEF OF A BANDIT GROUP THAT ROAMS THE ABANDONED MINES (4) AND ATTACKS CARAVANS.



TREVOR MCGILLY

- KIDS SAY **BLOODY CASSIDY**, A LOCAL BOGEYMAN, HAUNTS THE VILLAGE STREETS AT NIGHT.
- EACH DAY THERE'S A 50% CHANCE OF FINDING A CITIZEN TORN TO SHREDS. THE SUSPECTS: **WOLVES**, **BLOODY CASSIDY** (ACCORDING TO THE KIDS), OR ANOTHER KILLER? SURELY ONE OF THOSE

DAMN KRUS. MAYBE TAMAS, THE WEIRD KRU TANNER WHO LIVES IN A HUT OUT OF TOWN! SOMEONE'S GOTTA DO SOMETHING: GIVE ME THAT GUN!

ROLL 1d4 IF PATROLLING AT NIGHT:

1-1d4 WOLVES!

2-A KRU SEARCHES FOR THE TANNER (HE KNOWS TAMAS IS A SHAMAN AND WANTS A CURSE REMOVED).

3-A DISCIPLE OF BLOODY CASSIDY HAS MORPHED INTO A FLESH-HUNGRY BEAST. THEY'RE JUST A NORMAL CITIZEN DURING THE DAY.

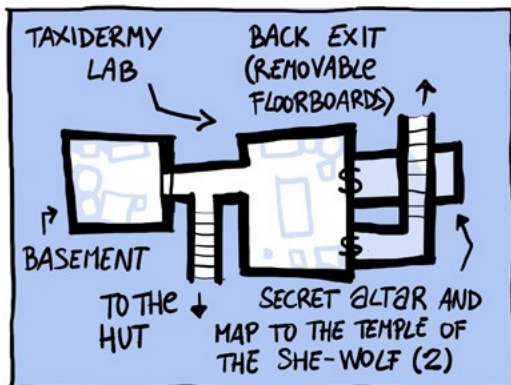
4-NOTHING.

TAMAS IS A TRAVELING KRU TANNER BASED OUTSIDE GRIZZLYROSE. HE PRACTICES SORCERY IN SECRET AND IS THE LAST WORSHIPER OF THE SIX-LEGGED SHE-WOLF.



TANNER
TAMAS

- HIS HUT IS A TAXIDERM LAB AND HIDES AN ALTAR TO THE SHE-WOLF AND AN ESCAPE ROUTE.



TAMAS: 1HD, 14 ATT, 12 DEF, 5 MORALE. IF IN DANGER, HE USES NECROMANCY TO RAISE THE BODIES OF THE CREATURES IN HIS LAB (2 WOLVES, 1 SNAKE, 1 MONKEY, AND 1 BEAR).

2- ANCIENT RUINS

ANCIENT STONE CIRCLES AND A PREHISTORIC TEMPLE HONORING THE SIX-LEGGED SHE-WOLF (A LOST CULT). IMPOSSIBLE TO FIND WITHOUT A LOCAL KRU GUIDE (OR THE TANNER'S MAP). A JAR WITH THE MUMMIFIED HEART OF THE SHE-WOLF HIDES BURIED UNDER THE TALLEST STONE.

TOUCHING IT WITH BARE HANDS TURNS YOU INTO A WEREWOLF (RR ON POW TO RESIST), TEACHES 1 SPELL, AND AWAKENS AN ANCIENT GUARDIAN (a HOMUNCULUS). THE HEART'S WORTH 8000W IN DSAR-ZAG.



- GUARDIAN (5 HD, BROADSWORD AND SHIELD). IT RETURNS TO LIFE AFTER 3 DAYS IF DEFEATED AND WILL KEEP FIGHTING UNTIL THE HEART IS BACK IN THE TEMPLE.

3-PEAK KRUS

5 FAMILIES, 4 WAGONS, 8 HORSES. 43 MOUNTAIN KRUS, NOW WARY BECAUSE THEIR CHIEF, CHICURRANO THE CARAVANNER, HAS DISAPPEARED. BLOODY CASSIDY'S CULT KIDNAPPED HIM BECAUSE THEY BELIEVE HE KNOWS THE LOCATION OF THE SHE-WOLF'S TEMPLE.

- THE KRUS KNOW THAT SOMETHING IS OFF WITH THE WOLVES. THEY'RE

BEHAVING LIKE DEMONS.

- LUCIFER PIX, A ZOOLOGIST AND PRESERVER FROM DJAR-ZAG, IS LOOKING FOR AN ESCORT TO EXPLORE THE HAUNTED WOODS. HE WANTS A PHOTO OF THE



LUCIFER
PIX

WOLF PACK'S ALPHA MALE (AND DEMANDS RUNNERS CAPTURE A CUB). HE PAYS 100W PER GUIDE, BUT THE KRU ARE NOT INTERESTED (THEY ALREADY HAVE A JOB ESCORTING A LARGE CARAVAN AND DON'T WANT ANY MORE LOSSES).

LAPADITES CROSSING

THE LARGE CARAVAN SETTING OUT FROM GRIZZLYROSE CONSISTS OF 13 WAGONS (700 SLOTS OF BISON HIDE) UNDER THE DIRECTION OF TWO RICH QARADIN BROTHERS, THE LAPADITE. THEY'LL LEAVE 5 DAYS AFTER THE ADVENTURE HAS STARTED. DESTINATION: DJAR-ZAGAZIG. THE CARGO MAKES EACH HEX THEY CROSS DIFFICULT (THOSE ALREADY SO BECOME IMPOSSIBLE TO TRAVEL). BOUCHER'S GANG PLANS TO ATTACK IT: 5 OF THE 12 WORKER HIRED BY THE LAPADITE ARE FROM HIS BAND.

4-THE SILVER MINES J

THE MINES HAVE BEEN A RUIN SINCE THE SILVER VEINS DRIED UP. THEY'RE NOW BOUCHER'S GANG'S HIDEOUT.

- WILLIAM BOUCHER

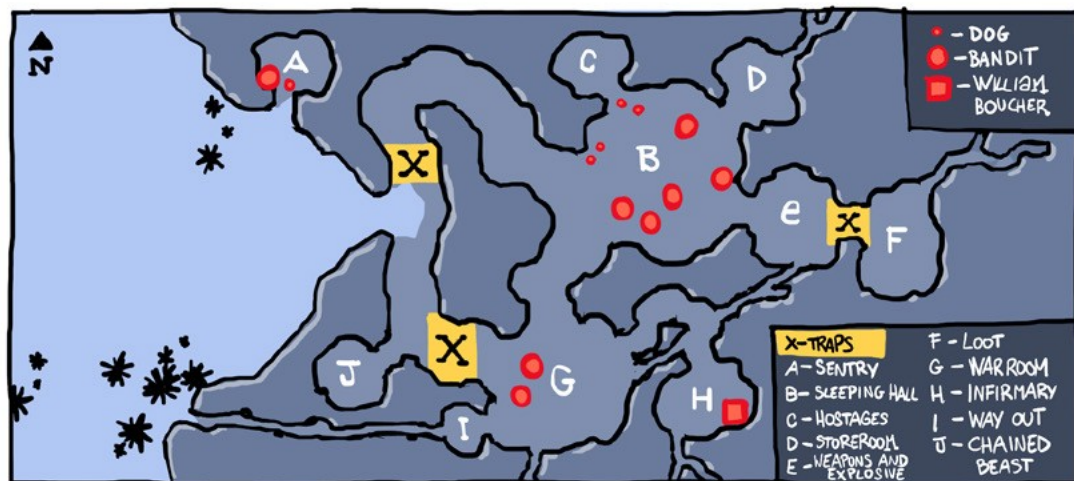
LOST AN ARM (AND HIS MIND) TO THE FANGS OF ALKHARAB'S WOLVES. BILLY'S

GOAL IS TO TAKE VENGEANCE ON THE GREAT GRAY WOLF THAT MAULED HIM, WHILE HIS BAND HOPES TO PULL OFF THE JOB OF THEIR LIVES: THE ATTACK ON THE LAPADITE CARAVAN.



WILLIAM BOUCHER

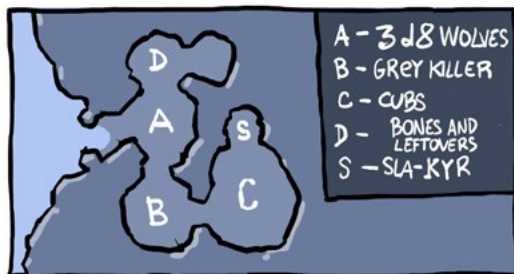
- 27 BANDITS (1 HD, RIFLES AND KNIVES), THEIR NUMBERS FALL EACH TIME THEY ARE DEFEATED. 8 ARE ALWAYS AT THE HIDEOUT.
- 3 LIEUTENANTS (2 HD, DOUBLE REVOLVER).
- WILLIAM BOUCHER (2 HD, DYNAMITE, BUTCHER'S CLEAVER) IN THE INFIRMARY (H).
- 5 WATCHDOGS (1 HD).
- 4 HOSTAGES FROM THE CARAVAN (0 HD).
- 2 KRU HOSTAGES (1 HD)
- 1 CHAINED BEAST (A CAPTURED BLOODY CASSIDY CULTIST, 4 HD, WEREWOLF).
- 5000 ~~W~~ AND 100 SLOTS OF COMMON GOODS.
- THE MINE IS OUT OF COMMISSION: STRONG EXPLOSIONS WILL CAUSE A COLLAPSE.
- THE TRAPS ARE HIDDEN PITS AND WIRES WITH BELLS ON THEM.
- THERE'S A LOT OF TENSION BETWEEN THE BANDITS AND THEIR BOSS.



5-UNNAMED FOREST

A FOREST IN THE VALLEY, INFESTED BY FIERCE WOLVES. HERE **GRAY KILLER** DWELLS: HE'S A HUGE GRAY WOLF WITH SUPERNATURAL INTELLIGENCE.

- 2d4 WOLVES ATTACK THE GROUP EVERY QUARTER DAY SPENT HERE.
- FROM THE DEPTHS OF HIS DEN, GRAY KILLER SENDS FORTH HIS CHILDREN IN SEARCH OF THE HEART OF THE SIX-LEGGED SHE-WOLF. HE WANTS TO DEVOUR IT TO BECOME STRONG ENOUGH TO DRIVE PEOPLE OUT FROM ALKHARAB AND DESTROY GRIZZLYROSE.



- GRAY KILLER PROTECTS AN ANCIENT SWORD WITH HIS LIFE: IT'S **SLA-KYR**, A CURSED BLADE. THE DEMON WITHIN MUST FEED ON THE BLOOD OF A GOD TO BE SET FREE. SO, HE PROMISED GRAY KILLER THE POWER TO DESTROY GRIZZLYROSE IN EXCHANGE FOR THE HEART OF SIX-LEGGED SHE-WOLF.

- WHEN A RUNNER TOUCHES IT, SLA-KYR WILL PROMISE THEM RICHES BEYOND THEIR WILDEST DREAMS IN EXCHANGE FOR THE HEART. IN ADDITION, THE DEMON WILL SHOW THE RUNNERS A SECRET SILVER VEIN DEEP WITHIN THE MINES IF FREED,

- THE WOLVES BECOME PEACEFUL ONCE FREED FROM THE DEMON'S INFLUENCE.



- 50 WOLVES (1HD), THEIR NUMBERS FALL EACH TIME THEY ARE DEFEATED.
- 8 CUBS (0HD).
- GRAY KILLER (3HD, HIS HEAD KEEPS BITING EVEN IF CUT OFF).

6-St. MARZIZKA'S RETREAT

A SMALL RETREAT STANDS ON AN ISLET IN THE MIDDLE OF A MOUNTAIN LAKE. IT'S THE REFUGE OF BLOODY CASSIDY AND HER SECT OF FANATICS WITH WERE-RABIES.

- BLOODY CASSIDY, SERIAL KILLER, SHOT IN DSAR-ZAG AND VANISHED FROM HER GRAVE. SOME SAY HER SPIRIT RETURNED HERE AND NOW HAUNTS ALKHARAB. ACTUALLY, THE WEREWOLF CURSE THAT MAKES HER BULLET-RESISTANT HELPED HER SURVIVE THE FIRING SQUAD. SHE HAS FORMED A PSEUDO-RELIGIOUS CULT BASED ON DEATH AND REBIRTH: IT COLLECTS THOSE WHO SURVIVED HER ASSAULTS BUT WERE INFECTED BY WERE-RABIES.



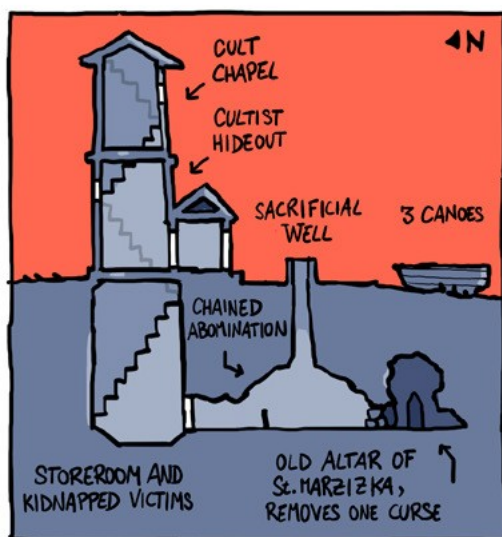
BLOODY CASSIDY

- THE CULT HAS KIDNAPPED LEAD CARAVANNER CHICURRANO, THE NOMAD HEADMAN. THEY WANT TO USE HIM TO FIND THE SHE-WOLF'S TEMPLE SINCE BLOODY CASSIDY HAS SEEN IT IN A DREAM AND NOW BELIEVES SHE IS THE SHE-WOLF'S REINCARNATION.

- THE CULT KIDNAPS VICTIMS AND THROWS THEM IN THE DUNGEON BELOW THE RETREAT AS FOOD FOR THE ABOMINATION (A WEIRDLY DEFORMED WEREWOLF).

- ALL CULTISTS HAVE A CROSS BRANDED BETWEEN THEIR SHOULDER BLADES

- 17 CULTIST (4HD), THEIR NUMBERS FALL EACH TIME THEY ARE DEFEATED.



- BLOODY CASSIDY (4 HD), A TALISMAN AROUND HER NECK

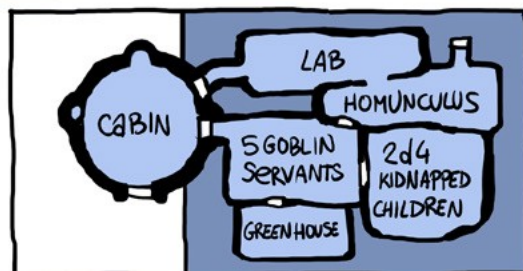
- ABOMINATION (2HD), RR AGAINST PARALYSIS WHEN IT LANDS A BLOW

SOMEONE KILLED BY THE FIENDS HAS 1 ON 6 CHANCES TO BECOME A WEREWOLF THEMSELVES AND SURVIVE THE HIT.

RANDOM ENCOUNTERS (d20)

- 1 - A LOST WOLF CUB
- 2 - 2d4 WOLVES ON THE HUNT
- 3 - 2d6 WOLVES ATTACKING A CARAVAN
- 4 - A HUGE WHITE WOLF. NOT AGGRESSIVE BUT LOOKING FOR GRAY KILLER. IT'S THE REINCARNATION OF THE SIX-LEGGED SHE-WOLF, OUT TO DESTROY SLA-ISKYR
- 5 - 1d4 CULTISTS LOOKING FOR SACRIFICES
- 6 - 2d4 SCOUTING BANDITS
- 7 - TRAVELERS
- 8 - TRAVELERS
- 9 - 1 TRAVELER FLEEING FROM 1d4 CULTISTS/ WOLVES
- 10 - AVALANCHE, COO REACTION. THE RUNNER MAY DECIDE IF THEY TAKE 2d8 DAMAGE OR SACRIFICE THEIR VEHICLES AND CARGO
- 11 - BEAK-BEAR
- 12 - 1d6 BANDITS BESIDE A BONFIRE, PRETENDING TO BE HUNTERS
- 13 - GAME. (1 CHANCE IN 10 TO FIND A RARE MAJU BLACK STAG, WHOSE SKIN AND HORNS ARE WORTH A FORTUNE)
- 14 - THE BURNED REMAINS OF A CARAVAN AND BANDIT TRACES
- 15 - WILL-O'-THE-WISPS MAKE YOU LOSE THE WAY (1/4 DAY LOST)

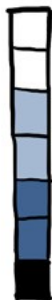
- 16 - A STRANGE CABIN IN THE WOODS THAT APPEARS HERE AND THERE (IT MOVES). IT BELONGS TO THE WITCH BABA MALIGUA, BABA YAGA'S MOTHER. A DOOR IN THE CABIN LEADS TO THE DOOR HALLWAY IN THE WHOLE SHEBANG. THE WITCH HAS ONE CURE FOR THE WEREWOLF CURSE AND WILL EXCHANGE IT FOR A MAGIC ITEM.



- BABA MALIGUA (5 HD), SHE KNOWS 5 RANDOM SPELLS
- MOVING CABIN (7 HD)

- 17 - A SMALL, LOST CARAVAN
- 18 - ANCIENT GUARDIAN (IF NOT YET AWAKENED, REROLL THE ENCOUNTER USING 1d6 INSTEAD OF 1d20)
- 19 - ANCIENT GUARDIAN (IF NOT YET AWAKENED, REROLL THE ENCOUNTER USING 1d4 INSTEAD OF 1d20)
- 20 - ANCIENT GUARDIAN (IF NOT YET AWAKENED, CONSIDER THIS AN AVALANCHE)

HARSH WEATHER: ROLL 1d6 EACH DAY. THE WEATHER WORSENS ON A 1 AND 2; IT GETS BETTER ON A 5 AND 6.



MILD WEATHER: NO AVALANCHES

NORMAL WEATHER: THE USUAL LOW TEMPERATURE IN ALKHARAB

FROST: RESTING IN THE BADLANDS DOESN'T HEAL HP

BLIZZARD: CAN'T PASS DIFFICULT TERRAIN

BOUCHER'S SLASH:

- 1 - A CRATE OF BARRISTIC CIGARS (1 SLOT OF LUXURY GOODS)
- 2 - DRAGOON REVOLVER WITH SILVER ETCHED GRIP (300W)
- 3 - 1d100 SLOTS OF STOLEN COMMON GOODS
- 4 - ANCIENT FLUTE (LETS YOU SPEAK WITH ANIMALS WHEN PLAYED, HAS 3 CHARGES)
- 5 - AN ANCIENT KONIGREICH CIPHER, ETCHED ON A BRONZE CYLINDER, HIDDEN IN A CHEST'S SECRET COMPARTMENT
- 6 - A FINE, DECORATED, NOMAD'S PIPE

TRAVELERS(1d8):

- 1-3 MOUNTAIN KRUS LOOKING FOR THEIR CHIEF
- 2- A LOST CHILD FROM GRIZZLYROSE. REALLY ONE OF BLOODY CASSIDY'S CULTISTS
- 3- MERCHANT LOOKING FOR GRIZZLYROSE
- 4- A MONK OF ST. MARGARET LOOKING FOR THE RETREAT
- 5- KONIGREICH HUNTERS IN SEARCH OF THE BLACK STAG. DRESSED IN FURS, THEY LOOK LIKE WOLVES
- 6- HALF-DEAD TRAVELER USED AS BAIT BY THE WOLVES
- 7- A PERSON WHO CLAIMS TO BE A MERCHANT, HANGING FROM A TREE. THEY'RE A CON ARTIST: THEY STEAL TWEN AND A RIDE DURING THE FIRST NIGHT SPENT WITH THE RUNNERS
- 8- 2d4 BOUCHER'S BANDITS

LANDSCAPE (1d8):

- 1 - CLEARING
- 2 - THICKET
- 3 - RIVER AND ROCKS
- 4 - PINE FOREST
- 5 - SNOW AND SLUSH UP TO THE KNEES, DIFFICULT TERRAIN
- 6 - KRU PATH, WITH MARKINGS ON TREES
- 7 - REROLL 1d4, ADDING "ANCIENT STONE CARVINGS" ON A 1 OR 3
- 8 - REROLL 1d4, ADDING "HANGING ANIMALS BRANDED BY THE CULT" ON A 2 OR 4

NAME: _____

PLAYER: _____

B/D/N: _____

HD: _____

CLASS: _____

STARS: _____

STAT

POWER |

COORDINATION |

INTELLECT |

CHARISMA |

SKILL

TRAINING |

HANDCRAFT |

ARCANE |

COMMUNICATION |

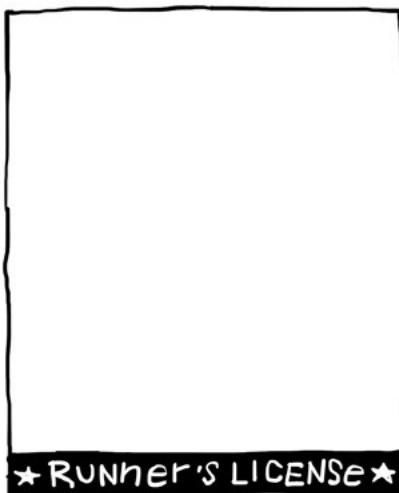
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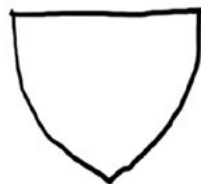
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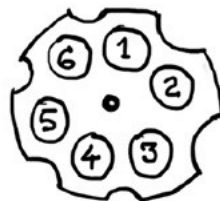
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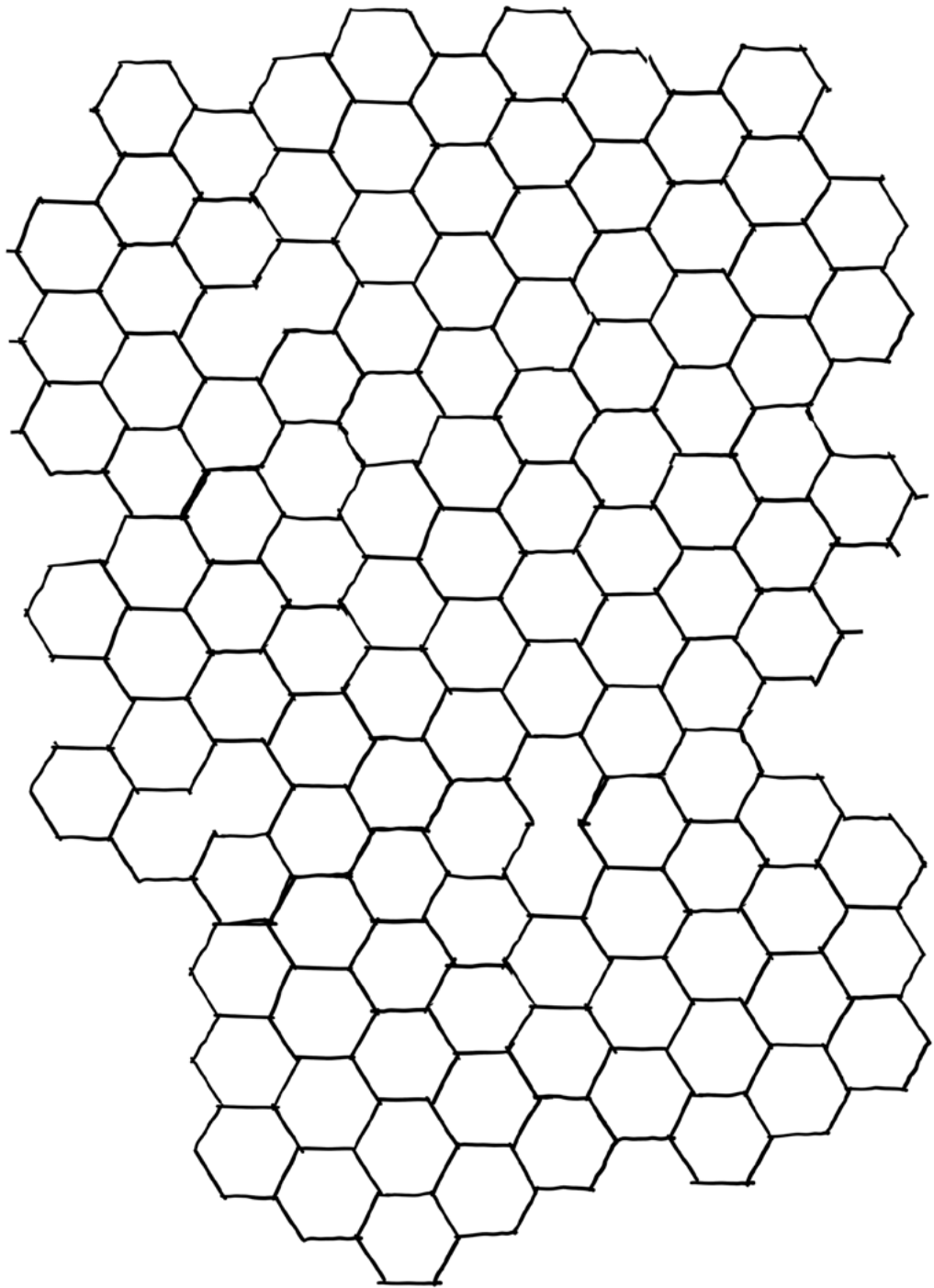


ARMOR



CHAMBERS





DICE DROP TABLE



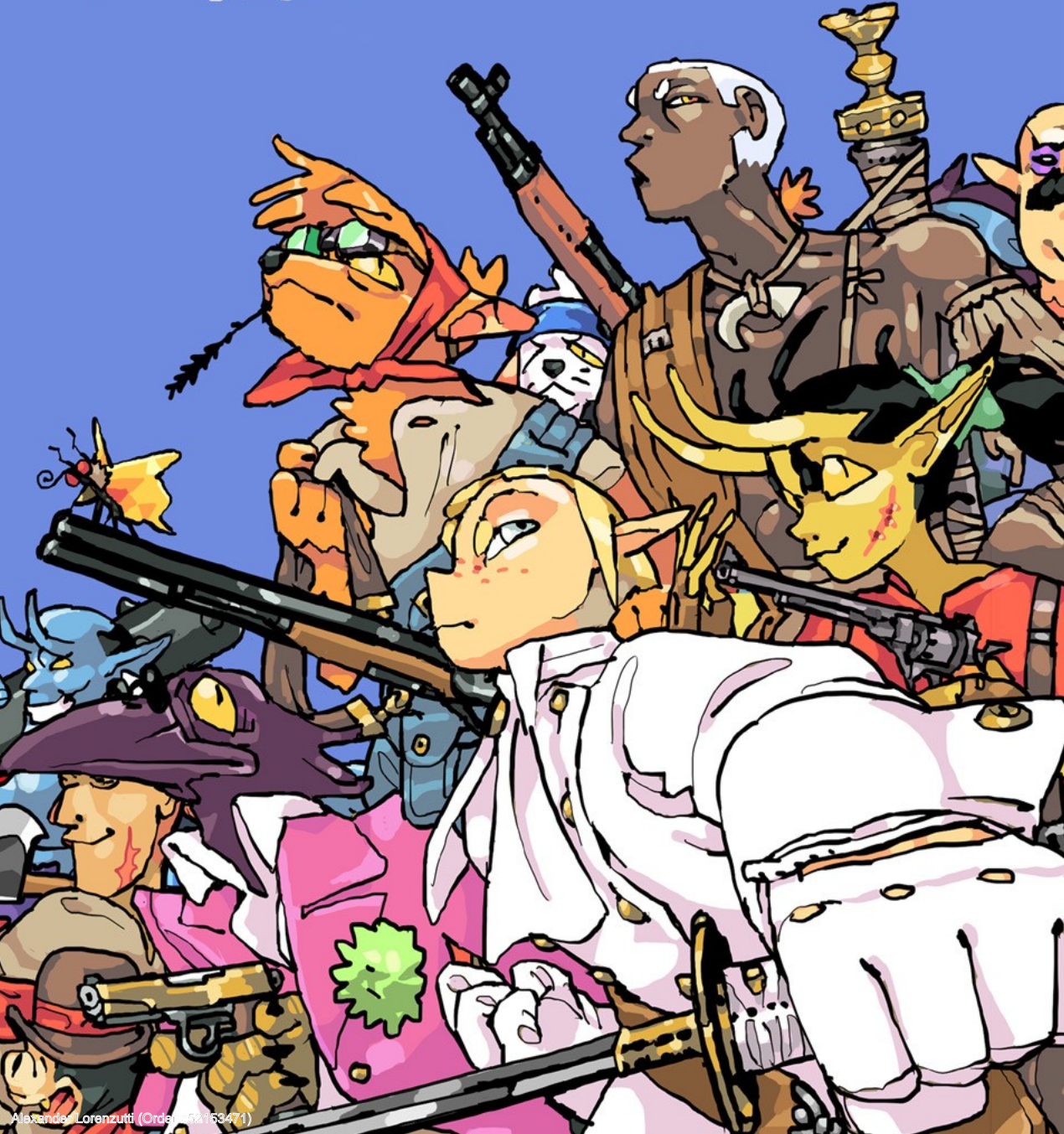
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A RUN & GUN ROLEPLAYING GAME



DJAR ZAGAZIG

THE BLACK MONOGRAM



COMMON MaJU NAMES

- MACARONE
- BLIND TERRY
- ELVIS RANDO
- FERGUSON
- EDGAR KRUPP
- RAMON
- GONZO MARTEN
- FABULOSO PRISTINE
- KARMILLO
- SALEM
- KIND OBRA
- GABOR LOVE
- SALAZAR
- HOROWITZ
- PRIMUS
- SKAAHV
- BLICERO
- ORATIO MUNOZ
- INDIGO
- FRANCISCO
- SANTO SUGARCUBE
- SALTY GRUG
- ARCIBALD
- FERMO
- DUKE
- KILLER
- GASOLINE
- ALMAWT
- RATATA
- CHARLOTTE
- MANTICORE
- LAGRANGE
- STING OH
- XANAX
- EMMANUEL
- JEDIDIAH
- MORITURI
- BANG SUDOKA
- ARTIE TARNOWSKI
- KARAKURD
- ANDRES
- BLOODY MARIE
- VIKTOR DERRINGER
- LUCKY CHANG
- GOLIA
- COTTON LAGG
- OSCAR PALMA
- HO POWING
- PLATO ROJO
- GAGARIN
- XANADU THE GREAT
- MARCEL EUGENE
- SEBASTIAN II
- TURCO
- TULE HOGG
- TRIGGER VIDAL
- LUCIFER
- MASANIELLO
- SWORDFISH NINA
- PA LACH
- CONSUELO
- SLIMERELLA
- PURITY DUVALL
- DECCA LA BLU
- SCORPIA
- HANNAHBLANK
- LUPE
- PELECHIAN
- MELANIE
- MONEY
- GUSTAVA
- KAMILA STENCIL
- COSTA RED
- APOPI
- DELACROIX
- MORGAN
- RAGNA
- JUDA SALIMA
- SUNNY
- SKY FLAMBER
- NORA LEON
- SHOTGUN LILI
- PALIDA DOMINGA
- KALINKA PRO
- GALAXIA
- SHEHERAZADE
- ANATHEMA
- TEMPERANCE
- ISIDE BLAIR
- LADY URSULA
- GOSIRA
- CORNELIA
- SOFIA SUSETTE
- DOLORES
- MARIA CANNON
- SISTER RACHELE

EVENTS IN THE BADLANDS:

- 1 - YOU FIND A RUIN.
- 2 - A RAID'S LONE SURVIVOR.
- 3 - BANDIT ATTACK.
- 4 - BEASTS ON THE ROAD.
- 5 - TAX COLLECTOR/NOBLE/INQUISITOR. PARANOID WITH GUARDS.
- 6 - A HUGE MONSTER ATTACKS A CARAVAN.
- 7 - MISLEADING DIRECTIONS.
- 8 - MAGIC RADIATIONS FROM MILITARY REMAINS CAUSE STRANGE VISIONS.
- 9 - MUD AND QUICKSAND.
- 10 - A POOR SOUL TIED TO THE RAILWAY.
- 11 - CATTLE ON THE RUN.
- 12 - A SANDSTORM.

VILLAGE EVENTS:

- 1 - A SIEGE; MIGHT BE GOBLINS!
- 2 - A STRANGE CARNIVAL IS UNDERWAY.
- 3 - GANG TURF WARS.
- 4 - INFECTED VILLAGE, SHUT DOORS.
- 5 - PASSING CARAVAN, RARE OBJECTS!
- 6 - A GRAND PARTY, A DESERT RALLY RUNS THROUGH TOWN.
- 7 - POOR URBAN HYGIENE, A CHAMBER POT IS EMPTIED ON YOUR HEAD.
- 8 - DESPAIR AS AN ARMY MARCHES ON THE TOWN.
- 9 - A LOCAL LORD BULLIES THE POPULATION.
- 10 - TRAVELING PILGRIMS CARRY A SACRED RELIC.

DESERT WONDERS:

- 1 - A SMOKING CRATER WITH SOMEONE IN THE MIDDLE.
- 2 - A DEAD, HOLLOWED-OUT TREE. THE OPENING LEADS DEEP UNDERGROUND.
- 3 - AN EMPTY VALLEY WITH STONE CIRCLES.
- 4 - A HUGE, ANCIENT STONE BRIDGE. IT BEARS AN INSCRIPTION WITH ARCHAIC WORDS.
- 5 - A LARGE PIPE COMING OUT OF THE SOIL DISAPPEARS INTO THE MOUNTAIN INSIDE.
- 6 - A LUSH OASIS!
- 7 - THE REMAINS OF A HUGE WARSHIP.
- 8 - GIANT BONES.
- 9 - A GRAVEYARD OF PLANES. SOMEONE LIVES HERE.
- 10 - THE ANCIENT TEMPLE OF A LOST CIVILIZATION, HALF SWALLOWED BY THE SANDS.
- 11 - A DESERT LAB, WITH EXPERIMENTS ON HOMUNCULI.
- 12 - THE DEN OF GNOLL BANDITS!

DANGEROUS GANG LEADERS:

- 1 - A STOIC IMP GUNSLINGER. MUTE.
- 2 - A FAT AND NOISY GOBLIN. TOUCHY.
- 3 - LITTLE MORE THAN A CHILD. SOCIOPATH.
- 4 - SCARRED FELID. SUPERSTITIOUS. INTERESTED IN THE ARCANES.
- 5 - GNOLL, CHIEFTAIN OF A LARGE WARBAND. INSANE.
- 6 - USHU SMUGGLER. PLAYBOY.
- 7 - NOBLE KRU SAMURAI. PLAYS DIRTY.
- 8 - ORC BARBARIAN, A DIPLOMAT.

MAGIC FAILURES :

- 1 - THE SPELLCASTER EXPLODES
- 2 - SUMMONS A DEMON
- 3 - THE SPELLCASTER BECOMES A FROG
- 4 - THE SPELL IS CHARGED AND OUT OF CONTROL
- 5 - 1d4 BEINGS SWITCH BODIES
- 6 - EVERYONE EXCEPT THE SPELL CASTER FAINTS
- 7 - 3 RANDOM RUNNERS LOSE THEIR MEMORIES
- 8 - THE RUNNER BECOMES LARGER (P.41)
- 9 - THE SPELL CASTER SUDDENLY LOSES THEIR SHOES
- 10 - ALL NEARBY METAL EVAPORATES
- 11 - CASTS A RANDOM SPELL
- 12 - THE SPELLCASTER AND 1d4 PEOPLE NEAR THEM BECOME CHILDREN (0 STATS, SKILLS, HD; THE HP BECOME 1+POW)

NPC PERSONALITY

- 1 - ALLY
- 2 - INDIFFERENT
- 3 - DEFENSIVE
- 4 - LIAR
- 5 - AGGRESSIVE
- 6 - INSANE

RIDE BREAKDOWN:

- 1 - THE RIDE EXPLODE! YOU CAN'T FIX IT. ALL PASSENGERS MAKE A COO REACTION OR TAKE 5d6 DAMAGE
- 2 - SMASHED AXEL, YOU CAN'T REPAIR IT
- 3 - THE RIDE SLOWS TO A STOP. YOU CAN REPAIR IT
- 4 - MIRACLE: IT'S STILL RUNNING

SUMMONING RESULTS (ROLL NPC PERSONALITY AFTER THIS ROLL):

- 1 - STRONG AS A MOUSE
- 2 - STRONG AS A ZOMBIE
- 3 - STRONG AS A FAIRY
- 4 - STRONG AS AN OPAL GORILLA
- 5 - STRONG AS A TENTACLED DESTROYER
- 6 - STRONG AS A DEMON

SERIOUS WOUNDS:

(WHEN DAMAGE REDUCES YOUR HP TO 0)

- 1 - DEADLY (INSTANT DEATH)
 - 2 - UPPER LIMB FRACTURE (-1 COO FOR 1d6 DAYS)
 - 3 - LOWER LIMB FRACTURE (-1 POW FOR 1d6 DAYS)
 - 4 - UPPER BODY MUTILATION (-1 COO)
 - 5 - LOWER BODY MUTILATION (-1 POW)
 - 6 - FACE WOUND
 - 7 - BODY WOUND (-1 HP)
 - 8 - BLOW TO THE HEAD (SWITCH INT AND CHA)
 - 9 - OPEN WOUND (THE NEXT KO IS FATAL)
- FROM 10 TO 19 - YOU FAINT BUT TAKE NO SERIOUS WOUNDS
- 20 - YOU STAY STANDING WITH 1HP

UNDERLING PERSONALITY :

- 1 - INNOCENT, POSITIVE
- 2 - RATIONAL, APATHETIC
- 3 - PARANOID, SUPERSTITIOUS
- 4 - STOIC, PROFESSIONAL
- 5 - IDLER, KNOW IT ALL
- 6 - FLATTERER, TRAITOR

TERROR TARGET GEMINI

BUT QUICK!

MAKING A RUNNER

EACH PLAYER CREATES A CHARACTER (RUNNER) BY DISTRIBUTING THE POINTS BELOW BETWEEN STATISTICS AND SKILLS, CHOOSING A BLOODLINE, 2 CLASS AND 2 NAME.

STATS: 3 POINTS

POWER
COORDINATION
INTELLECT
CHARISMA

SKILLS: 3 POINTS

TRAINING
HANDCRAFT
ARCANE
COMMUNICATION

BLOODLINE: elf (+1 INT)

FELID (NIGHT VISION)

IMP (+1 POW)

HUMAN (+1 to 1 skill)

CLASS:

MERCENARY

ADVENTURER

RESEARCHER

{+1 TRAINING}

{+1 to 1 skill}

{+1 ARC, 1 spell}

HEALTH POINTS (HP): ROLL 2d8, KEEP THE HIGHEST AND ADD POW.

SKILL CHECKS

$1d20 + \text{STAT} + \text{SKILL}$ (REROLL IF WITH EDGE/SNAG)

YOU SUCCEED IF THE ROLL IS HIGHER THAN THE TARGET NUMBER

12 SIMPLE, 14 STANDARD, 18 TOUGH, 22 GRUELING.

EXAMPLE: CLIMBING (POW+TRA).

ONLY ROLL IF THERE'S A CHANCE TO LOSE TIME/RESOURCES/HP ETC.

DYING: YOU FAINT WHEN YOU REACH 0 HP AND DIE IF YOU TAKE MORE DAMAGE.

WHEN REACTING TO UNEXPECTED EVENTS (E.G., A TRAP), DON'T ADD THE SKILL.

COMBAT INITIATIVE: $1d20 + \text{COO} + \text{TRA}$, YOU ACT BEFORE THE ENEMIES IF YOU ROLL HIGHER THAN THEIR HIGHEST DEFENSE VALUE. CHARACTER CAN TAKE 2 DIFFERENT ACTIONS PER TURN.

ATTACK: $1d20 + \text{POW} + \text{TRA}$ (YOU HIT IF YOU ROLL HIGHER THAN ENEMY DEFENSE).

DEFENSE: $1d20 + \text{COO} + \text{TRA}$ (YOU EVADE IF YOU ROLL HIGHER THAN ENEMY'S ATTACK).

DAMAGE: WEAPON DAMAGE + ENEMY'S HD OR RUNNER'S TRA - ARMOR VALUE.

AN ADVANTAGE IN NUMBERS GIVES AN EDGE TO ATTACKS.

MAGIC SPELLCASTING: YOU NEED TO SPEND K1 POINTS.

RUNNERS HAVE $(1d4 + \text{ARCANE}) \times K1$ POINTS PER DAY.

WHEN YOU REACH 0 K1, YOU BECOME EXHAUSTED TILL YOUR NEXT REST.

REST FOR EACH QUARTER OF A DAY RESTING RUNNERS RECOVER 1d8 HP (IF THEY HAVE EATEN) AND AVOID BECOMING EXHAUSTED (I.E. SNAG ON POW AND COO) THE NEXT DAY.

EXAMPLE ENEMY

ORC ATTACK: 15
DEFENSE: 12
HEALTH: 1d8