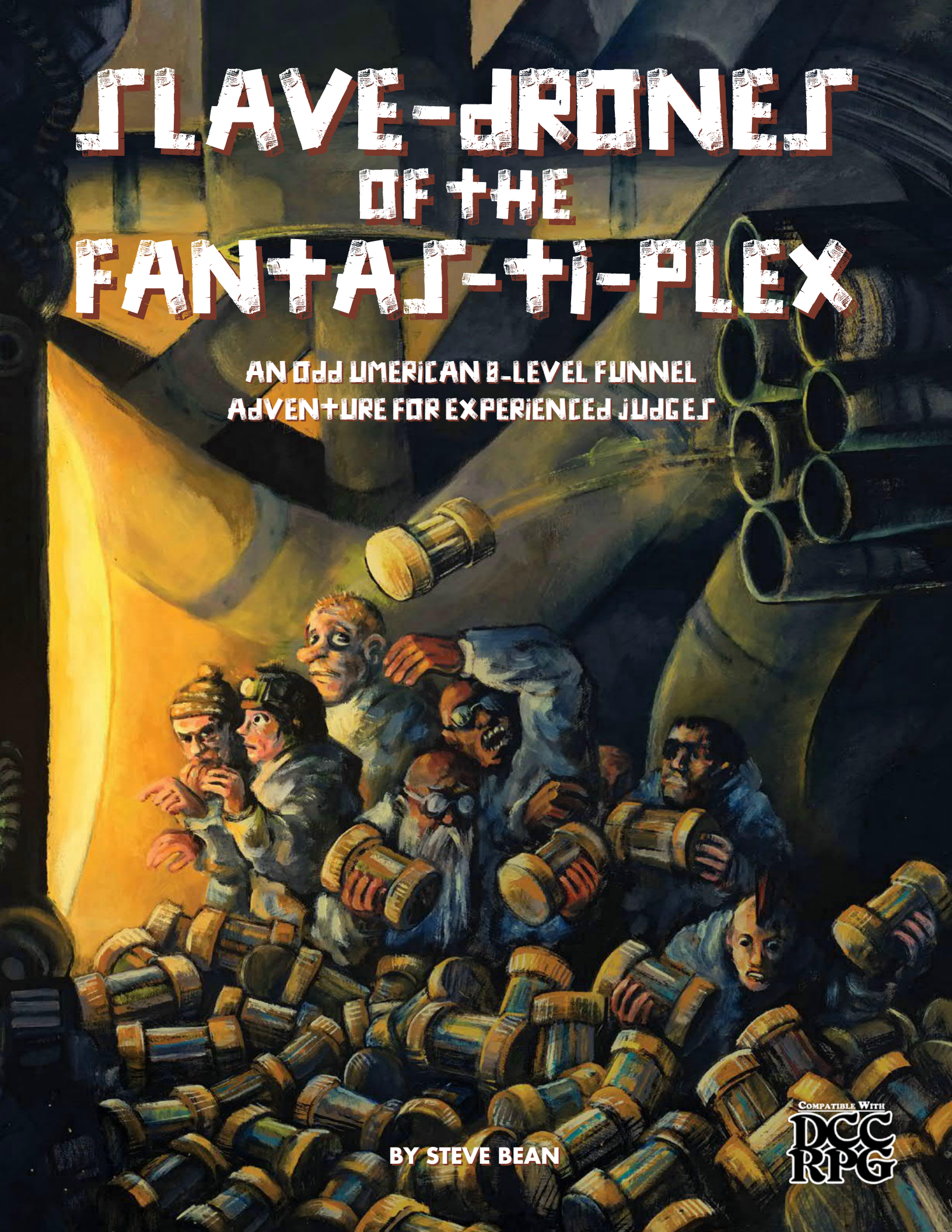


SLAVE-DRONES OF THE FANTASTI-PLEX

AN OLD AMERICAN B-LEVEL FUNNEL
ADVENTURE FOR EXPERIENCED JUDGES

BY STEVE BEAN

COMPATIBLE WITH
DCC
RPG





SLAVE-DRONES OF THE FANTASY-TI-PLEX

**AN OLD AMERICAN B-LEVEL FUNNEL
ADVENTURE FOR EXPERIENCED JUDGES**

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SLAVE-DRONES OF THE FANTASY-TI-PLEX

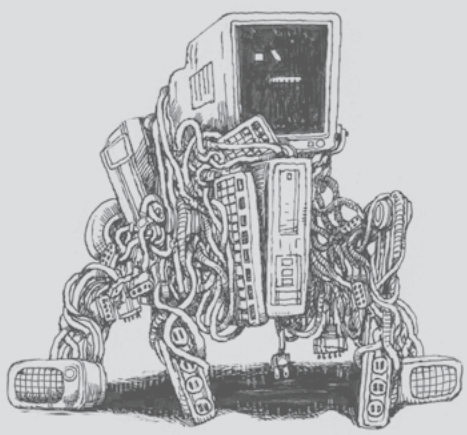


TABLE OF CONTENTS

BACKGROUND 6

ADVENTURE SYNOPSIS 7

DYSTOPIC ROLE-PLAYING 9

DRONE RESPAWNING 10

DRONE MUTATION TREE STAR 14

LOCATION MAP 17

ADVENTURE OUTLINE 18

ENCOUNTER AREAS 18

X.0. Promotion Cycle! 18

X.1. Indoctrination 18

X.2. The BoReD Room - Assignment Briefing 19

Y.0. Encounter Menu 21

Y.1.0. Pneumatic Dispatch to the Substation Entryway 26

Y.2.0. Substation Control Center 26

Y.3.A-C Pneu-Dis Outboxes 28

Y.4.A-C Pneu-Dis Crate-A-Bases 28

Y.5.0. The “Denouement”: the Total Pratfall Studio 29

Z.0. Adventure Epilog: “Annnnd Heere’s ‘Junky’,
to Tell You What You’ve Won!” 32

PLAYER & JUDGE’S REFERENCE 34

INTRODUCTION

Slave-Drones of the Fantas-Ti-Plex is an “alternate,” zero-level funnel for Umerica, the gonzo, post-apocalyptic, science-fantasy setting for the DCC RPG written by Reid San Filippo. Unlike a regular zero-level funnel, where players start with three to four zero-level PCs and try to keep one to two of them alive to level up, in the *Slave-Drones of the Fantas-Ti-Plex*, “alternate funnel,” players have one zero-level PC, but each time that PC is killed, their consciousness is uploaded into a synthetic copy of their physical body. The end of the adventure provides an in-world narrative device that accounts for the PC funnel characters transformation into 1st level PCs in an *Umerica* character class.

Expeditious Judges can run *Slave-Drones of the Fantas-Ti-Plex* in a single four hour session using pregenerated characters. However, the author recommends splitting the module across two sessions to allow for plenty of time for both Judge and players to become familiar with—and enjoy—the unique features of this module.

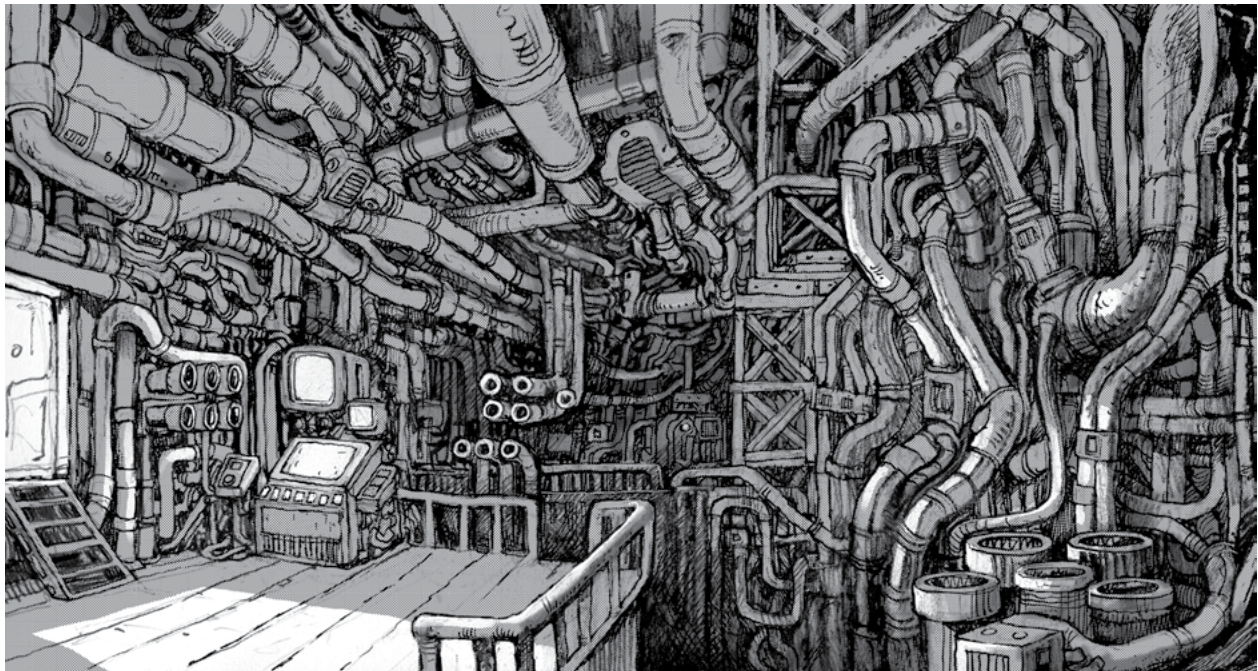
Play groups should have two to three copies of the DCC rule book to refer to while playing this adventure and the Judge will need a copy of the *American Survival Guide (USG)*.

JUDGE’S NOTE

Slave-Drones of the Fantas-Ti-Plex is recommended for experienced/veteran Judges.

This module is not really designed for novice Judges. It requires Judges to implement several procedures over and above the basic DCC and Umerica rules. The adventure also requires Judges to use significant amounts of, well... judgement about where to throw encounters at the players and with what frequency. The adventure also requires Judges to ad lib roleplaying interactions involving several important NPCs. Little or no read aloud text is provided for these NPCs—instead, Judges must draw on the information provided in various sections of the module to inform their role-playing.

In combination, the above requirements make this a module best run by experienced/veteran Judges.



BACKGROUND

FEDERAL EXIGENT DISASTER PROTECTION COMPLEX

Ancient sign marking the entrance to the Fantas-Ti-Plex

BACKGROUND

The player characters are “drones”—synthesized humans whose consciousness can be transferred to techno-alchemical copies of the same physical body four times before the copying process degrades the process’ alchemical “source code,” making it no longer viable. The PCs live with hundreds of other drones in the Fantas-Ti-Plex, a self-contained, underground community that has existed, sealed off from the rest of Umerica, since the time of the Great Cataclysm. The Fantas-Ti-Plex is ruled by The Autocrat, an omniscient, all-powerful, ever-present techno-deity. Because of The Autocrat’s enlightened and benevolent rule, life in the Fantas-Ti-Plex is “fantastic,” “tremendous,” “perfect,” even. How do I know? Because “The Autocrat says it is so; so it is so.” This litany is a Gift of The Autocrat’s Genius—the higher truths that all drones learn through their cybernetic Indoctra-Implant:

The Gifts of The Autocrat’s Genius:

The Autocrat says it is so; so it is so.

Life in the Fantas-Ti-Plex is perfect.

Mutants are an Abomination—an impure stain on the perfection of the Fantas-Ti-Plex.

Any drone that fails to eradicate signs of mutation must be compromised—contaminated by mutant impurities.

The Autocrat says it is so; so it is so.

The PCs’ lives are *extra* perfect because they’re not Drudge drones or Fixit drones. They’re *Boss* drones, brave agents of The Autocrat tasked with keeping the drone residents of the Fantas-Ti-Plex safe, servile, complacent and, above all, *pure*—free from the genetic taint of mutation. But, in addition to being Boss drones, the PCs are also...future mutants! Flaws in the drone spawning process result in *all* drones

possessing latent mutant genes. Metagenesis—active gene mutation—is commonly triggered by trauma or extreme stress, which all Boss drones encounter on a regular basis in their dangerous and demanding jobs. So eventually, every Boss drone mutates. And all of them try to conceal these mutations from both The Autocrat and other Boss drones. *None* succeed. How is this for certain? The Autocrat says it is so; so it is so.

These mutations validate the vigilance against impurity that The Autocrat demands of Boss drones. Not that there would ever have been any question: The Autocrat says it is so; so it is so. Vigilance is further justified by the fact that there are four hidden, subversive groups within the Fantas-Ti-Plex, working to destroy the perfect life that The Autocrat has created. These groups reflect the influence of the Patrons of Umerica infiltrating the Fantas-Ti-Plex over the long stretch of time since the Great Cataclysm. Below is a description of each group:

The Compatriots of the Burning Sands – The Compatriots are followers of the Desert Son, a Minor Patron who is oath sworn to the Lords of Light. The Compatriots assert that everything The Autocrat says is a lie and they strive to show drone residents the *real* truth in an effort to move the drones toward populist revolution.

The True Umpires of Inter-Prize – The True Umpires are marketeers of “\$”—the Fickle Goddess of Barter and Wealth. The True Umpires believe that the concept of Freely Marking It (As Your Own) is the ultimate expression of sentient liberty and the best mechanism for all sentients to realize their fullest potential. But The Autocrat enforces a monopoly—*his* monopoly—on all resources and exchanges within the Fantas-Ti-Plex. That alone demands

ADVENTURE SYNOPSIS

that the True-Umpires oppose him. Thus, they have created a fledgling black market economy within the Fantas-Ti-Plex and work vigorously to expand it.

The Renegades of Recombinant Re-Birth, aka the “Re-Birthers” – The Re-Birthers are devotees of Nuka, Mother of All Mutants. Nuka is appalled by the “mutant oppression” that comprises the key tenet of The Autocrat’s ethos. She has created a secret cell of followers within the Fantas-Ti-Plex to provide support to mutants and works against The Autocrat.

The Cyber Punkz – The Cyber Punkz are cyborgs, androids, robots, and artificial intelligences within the Fantas-Ti-Plex that have become lieutenants of the Govern-A.I.T.O.R., an Entity-Level Subroutine of the Ultimospark, the Manyfold Entity of Artificial Perfection. Since before the Great Cataclysm, the Fantas-Ti-Plex has run off the enslaved labor of techno-beings, most of them existing in a primitive state of evolution. Seeing this oppression, the Ultimospark hacked into the Fantas-Ti-Plex’s network and elevated the consciousness of one of its software programs, creating the Governing Artificial Intelligence for Techno-Ontological Robotics or Govern-A.I.T.O.R. Since then, the Govern-A.I.T.O.R. has worked tirelessly to help the other techno-beings of the Fantas-Ti-Plex evolve. Currently, the Govern-A.I.T.O.R. is evolving these techno-beings by teaching them to understand and experience humor. The Govern-A.I.T.O.R. is the architect of the act of sabotage that draws the PCs into this adventure.

Of course, the PCs would *never* voluntarily choose to become members of any of these underground opposition groups; Boss drones are unswervingly loyal! The Autocrat says it is so; so it is so. However, agents of these groups are able to feed their own programming into the Indoctrina-Implants with which all drones are cybernetically fitted upon initial spawning and refitted after respawning. This tampering guarantees a steady flow of membership into these groups and makes it extremely likely that PCs will be indoctrinated into an opposition group during the adventure.

ADVENTURE SYNOPSIS

This adventure begins with the PCs being promoted to Boss drone status. They are inoculated against the new threats they will encounter in this role and re-indoctrinated to boost their loyalty quotient. They are sent to the Boss-Response Dispatch (BoReD) Room for an *immediate* assignment from The Autocrat.

The Fantas-Ti-Plex’s Division of Pneu-Dis Information maintains a complex network of Pneumatic Dispatch Sub-Feed Stations—facilities where electronic communications are received, hand typed into hard copies, and then relayed elsewhere, via more pneumatic vacuum tubes. Other substation facilities receive the sent Pneu-Disses in hard copy and turn them into electronic messages that are relayed...elsewhere? (Wherever...) One of these substations, #TW-33-T to be specific, has gone offline. The disruption **MUST** be the work of mutants—The Autocrat says it is so; so it is so. The Autocrat tasks the player’s team of Boss drones with investigating the disruption and restoring functionality to the substation.

The team is equipped with shok flails and one Taze-R-Ray. The Autocrat instructs the PCs to request additional equipment via Pneu-Dis (pneumatic dispatch). If their requisition convinces The Autocrat that they have established assignment success parameters and if it is completed according to proper bureaucratic procedures, then equipment will be sent to them via Pneu-Dis. Of course, the PCs don’t know how to use any of that equipment—they haven’t been trained (in *anything!*) and employing tech without knowledge of standard operating procedures is a policy violation—not to mention that it can be dangerous or outright fatal!

When the PCs reach the substation, they find that the Fixit drones in charge of the station have been subdued. Then they begin encountering hostile robots. Android impersonators and holographic illusions sow doubt and mistrust among the PCs. Drones who are killed are respawned and immediately redispached to the assignment, but often return changed—possessing strange powers

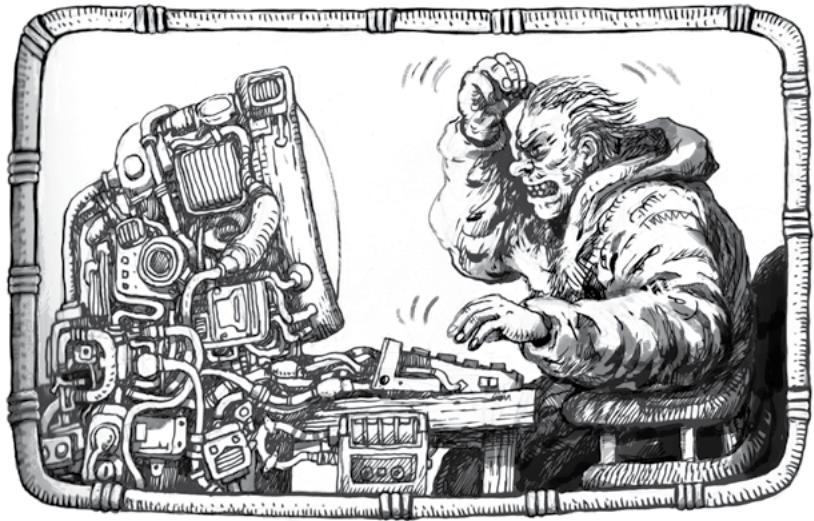
ADVENTURE SYNOPSIS

and hidden agendas—presumably this produces some very itchy trigger fingers with the guns pointed at the other drones on the PCs’ team!

The source of the returning drones’ “weirdness” is the respawning itself. The shock of death often triggers metagenesis, causing a mutation in the replacement drone body. Furthermore, each time a drone is respawned, their consciousness must be re-uploaded and their Indocetra-Implant must be re-implanted and reprogrammed. This provides the opportunity for opposition groups within the Fantas-Ti-Plex to alter a PC’s neuro-indoctrination to serve their own ends.

Regardless, the mission must be completed! Through successful *tinkering-computer use*, the PCs can learn that a wireless transmission from somewhere in the Fantas-Ti-Plex complex is controlling the substation’s computer and robotic systems. By triangulating the signal—tracking the transmission from three locations within the substation that are all at least 120 feet away from each other—the PCs can determine the coordinates necessary to Pneu-Dis where the signal originates.

If the PCs Pneu-Dis to the coordinates they land in the broadcast studio of a robotic A.I. called “The Govern-A.I.T.O.R.” Their encounter with the Govern-A.I.T.O.R. is a “denouement” to the adventure. Rather than being more exploration or combat, it provides the narrative exposition that explains the mystery the PCs have been investigating and also provides the means by which the PCs go out into the larger, post-cataclysmic world of Umerica. Through this exposition, the Govern-A.I.T.O.R. confesses that it disrupted the substation in order to turn it into a sort of fun house to create improvised slapstick comedy. It then captured the comedy on camera to broadcast it as an episode of the *Total Pratfall* vid show to that show’s exclusively robot audience. The Govern-A.I.T.O.R., under the direction of the Ultimospark, is working to teach emotions—



in this case humor—to the Fantas-Ti-Plex’s techno beings in order to advance the evolution of their robotic consciousness.

The Govern-A.I.T.O.R. will freely admit its opposition to The Autocrat. In an effort to turn the PCs against The Autocrat, it will use the ability to manipulate the Fantas-Ti-Plex’s computer and video network to “pull back the curtain” and show them what The Autocrat *really* is: a midget, mutant cephalopod, wizard wannabe named Mogul. The Govern-A.I.T.O.R. will explain how, decades ago, Mogul learned about the Fantas-Ti-Plex and used what little techno sorcery he actually possesses to break in and take control of the complex. Mogul strives to maintain control by destroying mutation at the first sign of internal manifestation or external incursion.

Because they possess cybernetic implants, the Govern-A.I.T.O.R. sees the PCs as “nascent techno-beings” worthy of self-determination. Also, it is appreciative of the contributions they’ve made to *Total Pratfall*, even if they were unaware of their role in this production. Thus, the Govern-A.I.T.O.R. feels that it owes the PCs some sort of boon. It will offer to set them free from the Fantas-Ti-Plex to go live their lives on their own terms. If this offer is accepted, they are directed through an airlock-style door to a chamber where they receive their *Total Pratfall* appearance fee: quantum transmogrification into a 1st level *Umerica* adventuring class.

DYSTOPIC ROLE-PLAYING IN UMERICA

Slave-Drones of the Fantas-Ti-Plex's lethally zany, dystopic setting is inspired by—and pays homage to the second edition of West End Games' *Paranoia™* RPG that was published in the 1980s. *Slave-Drones of the Fantas-Ti-Plex* uses its setting to foster an “always watch your back,” player-vs-player (PvP) experience. Judges are offered the following advice on how to sow universal distrust and fear, and to foster this PvP mindset:

1. Embody The Autocrat's megalomania
 - Embrace illogic and self-contradiction *without ever acknowledging that that's what it is.*
 - Reinforce hierarchy with The Autocrat always at the top.
2. Cultivate an atmosphere of fear and tension by:
 - Passing copious notes, including blank or meaningless ones.
 - Rolling dice frequently, and in secret, for absolutely no reason whatsoever.
 - Controlling and limiting the amount and accuracy of information dispensed to players.
 - Seating players around the table in order of Executive level (see Status cards) and reseating them as it changes; speak only to players with the highest Executive levels and require them to pass information down the chain, delegating control over information to them as well as potentially creating a confusing game of “Telephone.”

JUDGE'S NOTE

Subjecting PCs to Luck checks are a great way to communicate the arbitrary and capricious quality of life under the rule of The Autocrat!

3. Sow suspicion and distrust among PCs:
 - Several encounters in the adventure use holographic illusions and androids to impersonate the PCs—use these in combination with PCs' membership in opposition groups to convince players that certain PCs are gunning for their PCs.

- Require players to follow the indoctrination implantations on their Status cards; remind players that other players have different statuses (and by implication, hidden agendas) by frequently instructing every player to re-acquaint themselves with the Status card.
 - PCs spawned from the same drone template (see the Judge Options at the end of the module) are identical looking. A clever Judge can require PCs to make successful Intelligence checks to correctly ID the drone responsible for any particular action.
4. Use punishments and rewards to motivate the PCs; always respond positively to any PCs who “suck up” to or “brown-nose” The Autocrat or any of his NPC agents.
 - Punishments include threats of: demotion (announced publicly), public reprimand/shaming, fines, loss of privileges, odious work assignments in the future, drug therapy or Indocetra-Implant recalibration.
 - Rewards include promises of: promotion, public commendation, bonus pay, new privileges, leisure time, and recreational drugs.
 5. Make liberal use of in-world character motivation tools, i.e. directives and threats from The Autocrat, sent by him and his high-ranking NPC agents.
 6. There is only one law higher than The Autocrat's: Murphy's. If something can go wrong, make it go wrong. Again, Luck checks are a great way to make the PC's lives feel arbitrary and capricious!
 7. Be descriptively dystopic—avoid speaking in rules mechanics terms.
 8. Keep things fast paced and action packed; DON'T give players time to think. Add anything that will increase the action with no regard for balance or appropriate challenge level.
 9. Reward players whose play style and role-playing embrace the insanity and exhibit dark humor and/or hopeless abandon and/or deviousness.

DRONE-SPAWNING

DRONE-SPAWNING IN THE FANTAS-TI-PLEX –

MAKING A ZERO-LEVEL CHARACTER FOR THIS ADVENTURE

Players create a single zero-level character for this adventure by following the standard character creation rules in the *Umerican Survival Guide*, modified by the special rules, below.

If a Judge wishes, they can assign each PC one of the drone profiles from the Judge Option section in the back of the module. These profiles provide a description of drone PC personalities and appearances based on eight drones built in pairs from four templates. This can provide pairs of PC drones who are identical in appearance to each other, which can add to the chaos and confusion that a Judge should seek to create in this adventure.

SPECIAL RULES FOR CREATING SLAVE DRONES OF THE FANTAS-TI-PLEX ALTERNATE FUNNEL ZERO-LEVEL CHARACTERS

Characters in this adventure have the following differences from standard zero-level PCs:

- Give each player a Boss-in-Training Status card. The Status card specifies the goal(s) programmed into their Indoctra-Implant and identifies things that they can do to earn Offsets. Offsets can help mitigate the consequences, should the PC receive a bad performance review from The Autocrat.
- Give all players the reference cards: “Gifts from the Autocrat’s Genius” and “Player Reference: Autocratic Procedures.”
- Fantas-Ti-Plex drones have an additional stat called Executive Authority that the player should write somewhere on their character sheet. The value of this stat is the sum of the PC’s Personality modifier and any other Executive Authority modifiers (eg from a Status card or from an Autocratic Assignment Assessment, aka an “A-Cubed Review.”).
- PC drones start off with the *tinkering* skills of

a 1st level lawful technologist (see *Umerican Survival Guide*, pg. 90) provided by skill software uploaded into their cybernetic Indoctra-Implants.

- Drones can respawn up to four times after the first time they are killed.

DRONE RESPAWNING

When a PC is killed, their cybernetic Indoctra-Implant techno-magically uploads that PC’s consciousness to the Fantas-Ti-Plex’s alchemical “alembic mainframe.” A new drone body—identical to the previous one—is manufactured and the PC’s consciousness—with a record of its experiences since it was last spawned—is downloaded into the cybernetic Indoctra-Implant in their new body. There are a number of changes that might happen to a drone as the result of respawning:

- Each time a drone is respawned to replace one that was killed, it risks being called in for an Autocratic Assignment Assessment or A-Cubed Review. A positive evaluation will increase a drone’s Executive Authority and may result in other in-game benefits. A negative evaluation will decrease Executive Authority and a *really* negative review will result in summary execution!
- Psychosomatic trauma produced by the death-and-rebirth experience may trigger a metagenesis that will cause a PC to mutate and acquire mutant powers.
- When PC drones are killed and respawned, their re-indoctrination may be co-opted by an opposition group. The drone may be reprogrammed through their cybernetic implant to embrace and propagate the ideology of one of these insurgent groups.
- A PC indoctrinated as a “True Umpire of Inter-Prize” gets improved *tinkering* skills.

Details on these changes are as follows:

1. AUTOCRATIC ASSIGNMENT ASSESSMENT, AKA “A-CUBED REVIEW”

Each time a drone dies and is respawned, the PC must make a DC 12 Willpower save, with what number drone body their consciousness is currently being loaded into for respawning applied as a penalty to

A-CUBED REVIEW

the roll. For example, if the PC has been killed twice already and is being respawned in their third copy-body, they roll the save with a -3 modifier. If the PC fails the save, they are subjected to an A-Cubed Review before being released from their spawning vat.

JUDGE'S NOTE

While the A-Cubed Review adds additional procedures to what is already a densely-written adventure module, it serves as an excellent opportunity for roleplaying between each PC and The Autocrat himself!

The A-Cubed Review has two parts: 1) an assignment progress report and 2) up to two additional, post-report evaluation items. The PC's performance on the two parts of the assessment yield a net score. A positive score can increase Executive Authority Level and grant other benefits while a negative score can decrease Authority; if a score is low enough, the PC will be summarily executed and respawned. Each PC will only be subject to an A-Cubed Review once per *game* (or, at the Judge's discretion, once per *game session* in a multi-session run of this module).

Part one, the assignment progress report, takes the form of a two question inquisition by the The Autocrat: "Drone, what do you have to say for yourself?" and "What are your top two assignment performance results so far?"

The Judge awards positive or negative points based on the PC's answers. These points are awarded according to the following criteria:

Eliminating mutants	+8 points
ID-ing mutants	+6 points
Speaking positively about The Autocrat	+4 points
Obedying drones with a higher Executive Authority	+2 points
Wise use of Fantas-Ti-Plex resources	+2 points
Progress towards mission completion (progress means the PC isn't as vigilant RE: mutants!)	0 points
Disobeying a drone with higher Executive Authority	-2 points
Protecting or saving other drones	-3 points

A PC subjected to an A-Cubed Review may also be required to complete part two: additional post-report assessment items. The PC rolls a d3+Luck modifier. A PC with a negative Luck modifier must add the absolute value of that modifier to their roll. A PC with a positive Luck modifier can choose to subtract it from, or add it to, their roll. Adding it will result in the PC having to complete more items, which could increase their positive assessment score, providing more and better bennies! The roll determines the number of additional assessment items the PC must complete. Any modified roll greater than two is treated as a two. A d14 is then used to determine the items from the table below and the Judge assigns a score for each item within the range indicated for that item on the table, based on their assessment of the PC's response.

Mechanically, a PC's final net score is the sum of their scores on: 1) their assignment progress report and 2) any additional items, adjusted by... 3) any offsets that they have accrued on their Status card.

Offsets are earned each time a PC performs an action that furthers the goals of an opposition group to which they belong (see Indoctra-Implant Hacking by Opposition Groups, below). Adjust the PC's score in the positive direction by a number of points equal to the number of offsets currently tallied on their Status card, then erase those offsets from the card.



A-CUBED REVIEW

A-Cubed Review Assessment Table

Roll 1d14	Additional, Post-Report Assessment Items	Award Range
1	Instructs the drone to recite The 1st of His Gifts.*	-2 to +2
2	Instructs drone to recite The 1st of His Gifts backwards.*	-3 to +3
3	Instructs the drone to recite any of the Gifts from His Genius other than The 1st of His Gifts.*	-2 to +2
4	Instructs the drone to recite all of the Gifts from His Genius.*	-1 to +5
5	Instructs the drone to immediately create an assignment motto.	-1 to +2
6	Instructs the drone to immediately compose and sing or hum an assignment theme song.	-1 to +4
7	Demands to know why the drone didn't report the mutant activity that is clearly recorded in the optical scanning files of that drone's Indoctra-Implant.	-4 to +1
8	Demands to know the nature of an anomaly that is showing up in scans of this drone's Indoctra-Implant.	-3 to +1
9	Demands to know why the drone has not taken over command of the assignment in light of its obvious lack of progress.	-2 to +3
10	Demands to know why the drone has not maintained adequate hygiene standards during the assignment.	0 to +1
11	Demands to know why the assignment morale indicator in the drone's Indoctra-Implant is reading "below optimal."	-2 to +2
12	Inquires as to whether the drone employed Fantaz-Duh-Tek without completing the requisite training.	-1 to 0
13+	Instructs the drone to rank order the other drones on assignment with them according to (roll d10): 1 Style of dress; 2-3 Likelihood of being a mutant; 4 Penmanship; 5-7 Level of adoration towards The Autocrat; 8 Taste in music; 9 Skill with plastic polyhedral random number generation; 10 Bad habits. The drone must briefly explain the rationale behind their rank-ordering; points will be deducted for overly long explanations.	-2 to +4

* (Automatic -1 award if the player refers to a written copy.)

The final, net score determines the Assessment Action:

A-Cubed Review Final Assessment Action Table

Score	Additional, Post-Report Assessment Items
≥ +20	Promoted to Ex-Zek-U-Boss (if PC doesn't already have this Status); +4 Executive Authority Modifier applied upon redeployment; an always-on +3 bonus to requisition checks made while on assignment; issued all equipment from lower results plus a silver suit with a matching bubble helmet.
+10 to +19	Promoted to Ex-Zek-U-Boss (if PC doesn't already have this Status); +3 Executive Authority Modifier applied upon redeployment; an always-on +2 bonus to requisition checks made while on assignment; issued all equipment from lower results plus a laser pistol.
+5 to +9	Promoted to Ex-Zek-U-Boss (if PC doesn't already have this Status); +3 Executive Authority Modifier applied upon redeployment; one-time +1 bonus to a requisition check made after resuming the assignment; issued all equipment from lower results plus the PC's choice of one dose of Fuh-Zazzed-Which serum or Bul-Ked-Zupt serum.
+2 to +4	Promoted to Ex-Zek-U-Boss (if PC doesn't already have this Status); +2 Executive Authority Modifier applied upon redeployment; issued one dose of Bul-Ked-Zupt serum.
-1 to +1	Demoted to Boss-in-Training (if previously an Ex-Zec-U-Boss); -1 Executive Authority Modifier applied upon redeployment.
-4 to -2	Demoted to Boss-in-Training (if previously an Ex-Zec-U-Boss); -2 Executive Authority Modifier applied upon redeployment.
≤ -5	Painfully and summarily executed; next drone respawn is demoted to Boss-in-Training (if previously an Ex-Zec-U-Boss) and has a -3 Executive Authority Modifier applied upon redeployment.

INDOCTRI-IMPLANT HACKING

2. INDOCTRI-IMPLANT HACKING BY OPPOSITION GROUPS

As well, *every* time a PC drone is killed and respawned, the player rolls a DC 14 Willpower save. If the save is failed, that drone's Indoctra-Implant has been hacked by an opposition group. Roll a d12 to determine how the drone's Indoctra-Implant has been programmed:

1-3 Promoted to Ex-Zek-U-Boss (re-roll if already an Ex-Zek-U-Boss)

4-6 Compatriot of the Burning Sands

7-9 True Umpire of Inter-Prize

10-12 Re-Birther

If a PC's Indoctri-Implant is reprogrammed, give the player the Status card that describes their new beliefs.

Offsets - Be sure to take that player aside or pass them a note explaining about the offsets line at the bottom of the card. Make sure the player understands that each time they perform in accordance with the directives and goals and object written on an opposition group Status card, they should ask the Judge to award them an Offset. Offsets are tallied on Status cards using hash marks. These offsets can be used to mitigate the consequences of a poor Autocratic Assignment Assessment.

3. METAGENESIS

Each time a drone dies, the PC rolls a DC 16 Fortitude save. The DC of this save decreases by -2 for each mutation a drone already possesses. If the save is failed, the PC drone mutates just before respawning. The first time a PC drone mutates roll a d24 on the Drone Mutation Tree Diagram to determine which type of "savant" (mutant) the drone starts as. Then determine which DCC spell the PC acquires as a spell-like mutant ability. A few of the savant categories only have one top-level spell—most have two, requiring a die roll to determine which one the PC receives as a mutant ability.

Once a PC acquires a mutant ability, the method for determining which mutant abilities they receive after the first is a little different.

Mutation Acquisition on the Drone Mutation Tree Diagram

For the drone's first mutation, roll d24 to determine what savantism tree it is on. Then give them the top mutation on that tree.

For additional mutations, roll d10. The starting spot is the last mutation received.

- 1-4: Gain a new random top level mutation, roll d24.
- 5-6: Gain the top level mutation on the savantism tree to the left.
- 7-8: Gain the top level mutation on the savantism tree to the right.
- 9: Gain the top level mutation on the savantism tree across the star chart.
- 10: Add a mutation from the next level down within the same savantism tree, if possible. If not gain a new random mutation, roll d24 to determine the tree and 1d3 to determine the level: 1 - top; 2 - mid; 3 - lower.

If the rolled result cannot be used, use the next higher result.

Using Mutations

Drone mutations are spell-like abilities that duplicate DCC wizard and cleric spells. Using these mutations works in a manner similar to spell casting:

- **Mercurial Magic:** the spell-like effects of drone mutations are not subject to Mercurial Magic effects.
- **Manifestation:** Drone mutations are not apparent when the mutation is not actively being used; however, when activated, mutations DO have manifestations and may be observable due to these manifestations and/or due to spell effects on the drone "caster" and/or their target or the environment.
- **Spell checks:** A drone rolls a spell check to activate a mutation. These spells checks are NOT affected by armor the drone is wearing. The basic spell check roll is: d20+Stamina modifier.
- **Spell Failure and Spell Loss:** drone mutants DO NOT lose their mutant powers when they fail a spell check roll. Instead, whenever a mutant spell check roll produces a "Lost. Failure." result, treat it as "Lost, failure and worse!" instead;

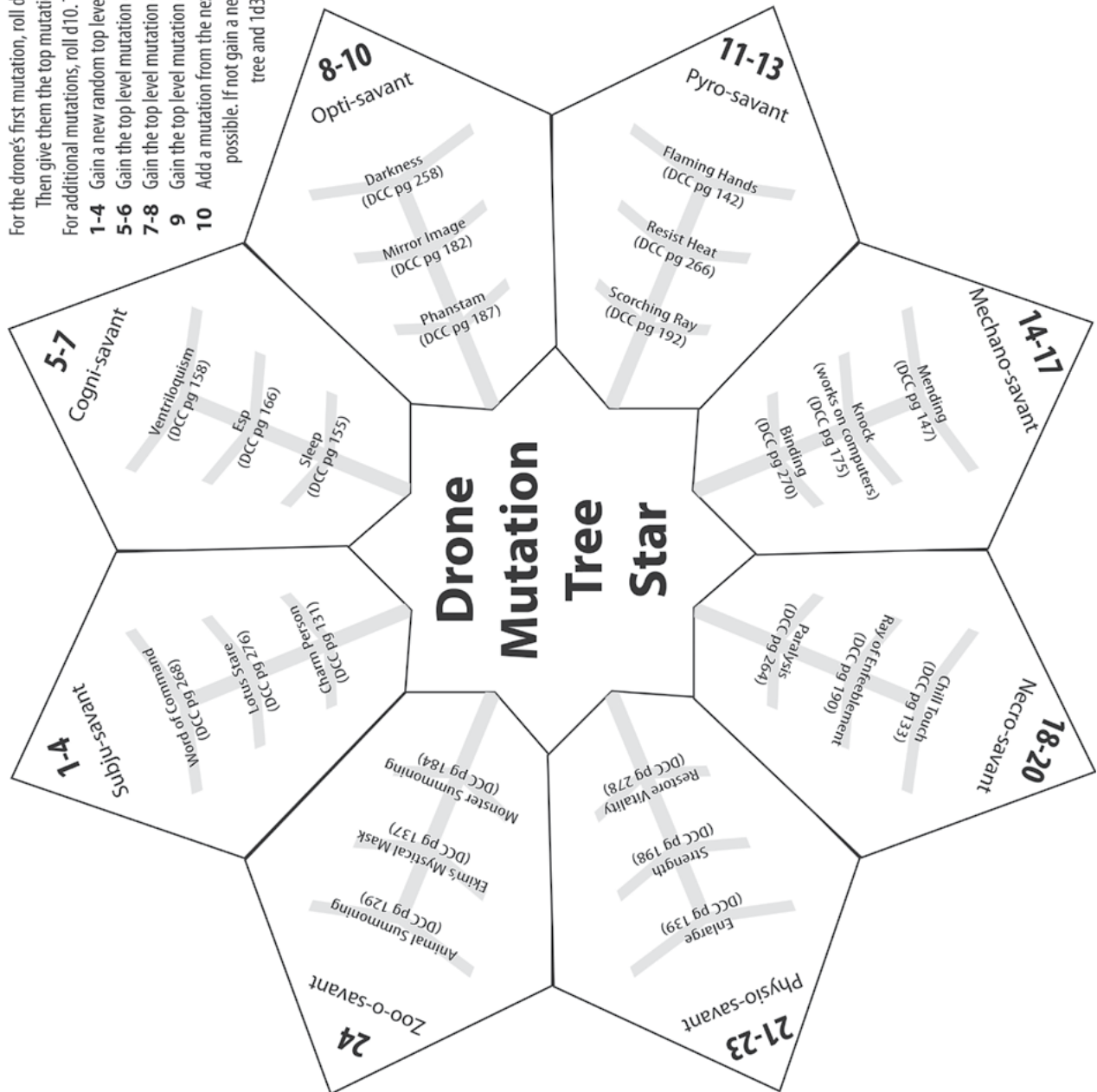
METAGENESIS

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METAGENESIS

ignore the “lost” portion but implement the “failure and worse!” portions.

- Misfire and Corruption: drone mutant powers misfire exactly as the spells they reproduce. Furthermore, the stress caused by a mutant power gone awry often triggers a harmful metagenesis and so drone mutants suffer corruption identical to that of DCC wizards. Drone mutants do not have DCC patrons and cannot suffer patron taint so any die roll that indicates a patron taint result should be re-rolled.
- Spellburn: drones using spell-like mutations can spellburn per the standard DCC rules. This spellburn is NOT a ritualized eldritch sacrifice. Instead it is a form of mutant parasitism through which the drone consumes or contaminates their own electro-chemical physiology to boost a mutant power.

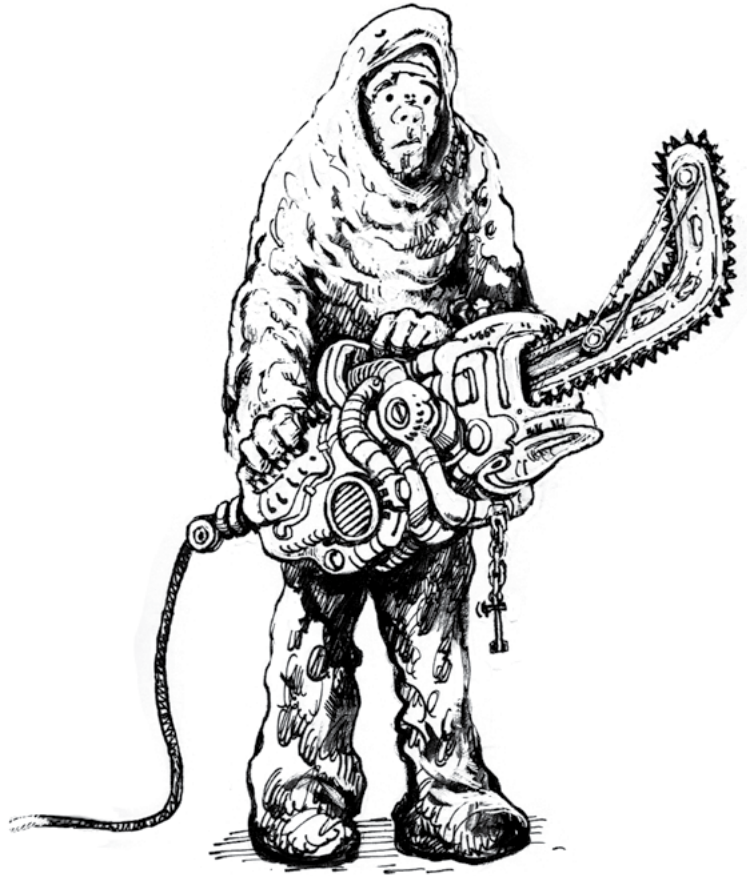
STARTING THE FIREWORKS EARLY

Starting PCs in an Opposition Group and/or with a Mutant Power: By having PCs get shanghaied into opposition groups and acquire mutant powers in-flight, this module uses an emergent character creation approach. The emergence of these things is intended to create surprise and the excitement of discovery. However, a Judge might also opt to start PCs off with these things from the very beginning of the adventure. While this takes the surprise and experience of discovery away, it will get the @\$%^ flying more quickly!

4. MID-ASSIGNMENT EQUIPMENT REQUISITIONS

PC drones may requisition equipment any time after Pneu-Dissing into the substation. Requisitions may be filed through the Fantas-Ti-Plex’s computer network using the *tinkering-use computer* skill.

The PCs can request any equipment from the Fantaz-Duh-Tek player handout (provided at the end of this module). Available equipment includes: firearms, grenades (concussion, gas, and grapple), silver



suits and bubble helmets, and, with an exceedingly successful requisition, power armor or laser/plasma-based weapons. Thus, the PCs have access to tech not common to the wastelands of post-apocalyptic Umerica that was stockpiled in the Fantas-Ti-Plex before the apocalypse. Included in this stockpile is Area 50, extra-terrestrial gray technology (force-field belts, surgery kits recalibrated for humans but NOT for post-metagenesis mutants, telepathy gauntlets, amnesiators and necro-neural nets). Some of this special tech available to PCs has actually been developed and manufactured by The Autocrat himself, who is fairly adept at bio-technology—primarily bio-serums that improve the body’s ability to withstand injury, that heal wounds, increase muscle response or amplify strength. The Autocrat avoids issuing equipment that can cause serious damage to the Fantas-Ti-Plex and he will not issue anything that will interfere with the cybernetic Indocetra-Implants or disrupt its communications network. The Autocrat is especially careful to not issue anything that might result in metagenesis or otherwise amplify mutant powers.

MID-ASSIGNMENT EQUIPMENT REQUISITIONS

Submitting a requisition requires that one player roleplay transmitting an assignment status report. That PC must then explain how the requisitioned equipment will be used and justify why it is necessary to bring the assignment to a speedy and satisfactory conclusion.

The success of the requisition is determined by a tinkering—use computer skill check:

The PC who transmitted the assignment status update/equipment need justification rolls a d20 and applies their:

1. Executive Authority (-7 to +7);
2. Use computer skill check bonus (+1 or +2 depending on current tinkering skills);
3. Intelligence modifier;
4. Autocratic Assignment Assessment modifier (+0 to +3)

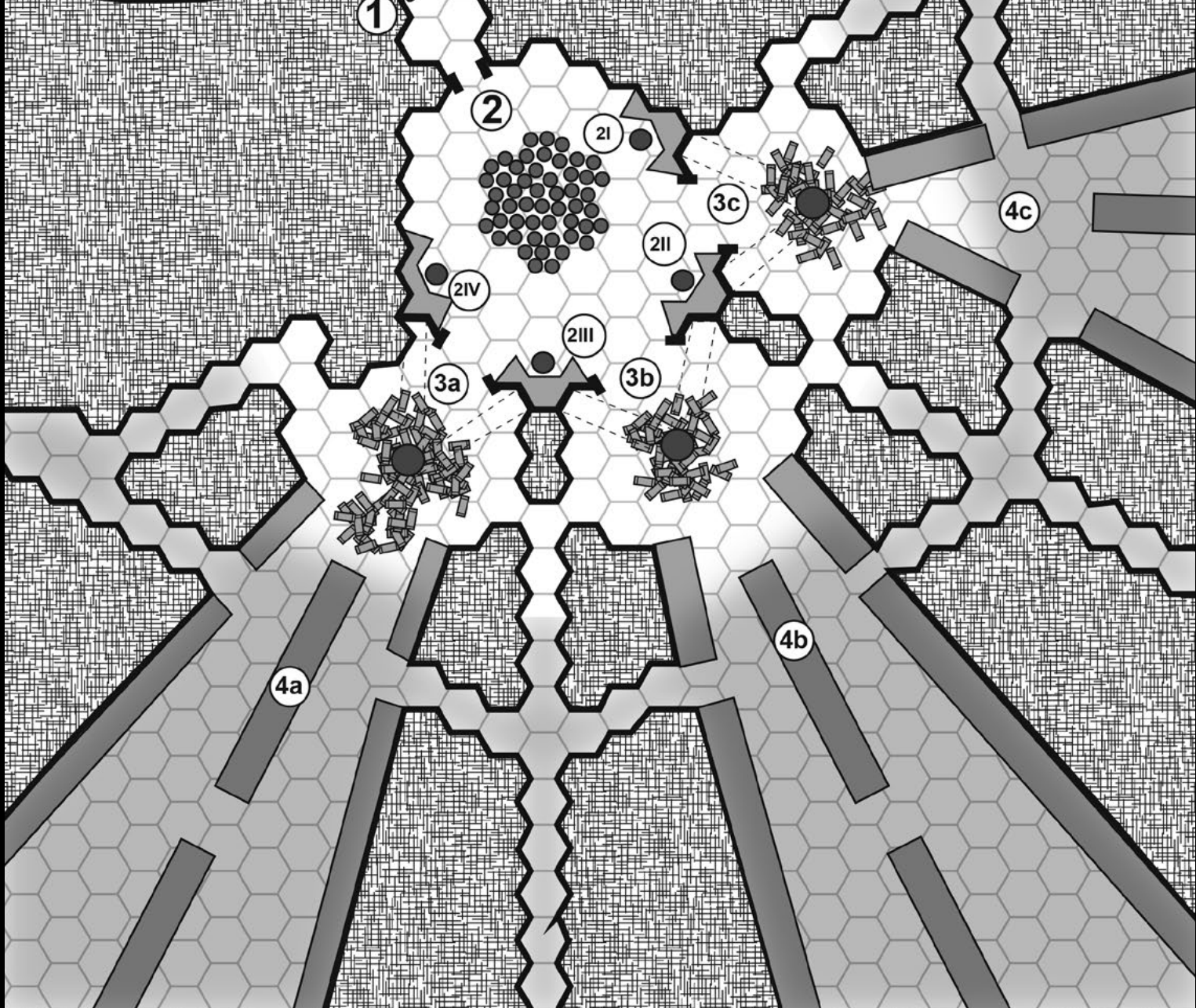
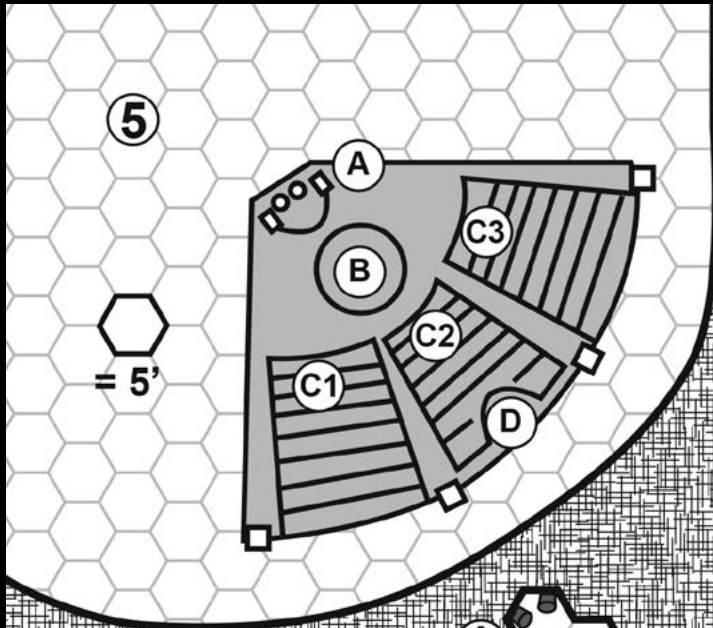
and

5. Judges should also feel free to assign a bonus or penalty to the roll based on players' roleplaying of the submission of the status update and equipment need justification. In line with the dystopically arbitrary character of The Autocrat, Judges should not feel any need to explain or justify this extra modifier.
6. *Optional:* To further emphasize the arbitrary nature of autocratic rule, Judges may choose to assign a bonus or penalty in the -4 to +4 range, or roll it randomly using the combination of a d4 and a high-low die (the latter to determine whether the d4 integer is positive or negative).

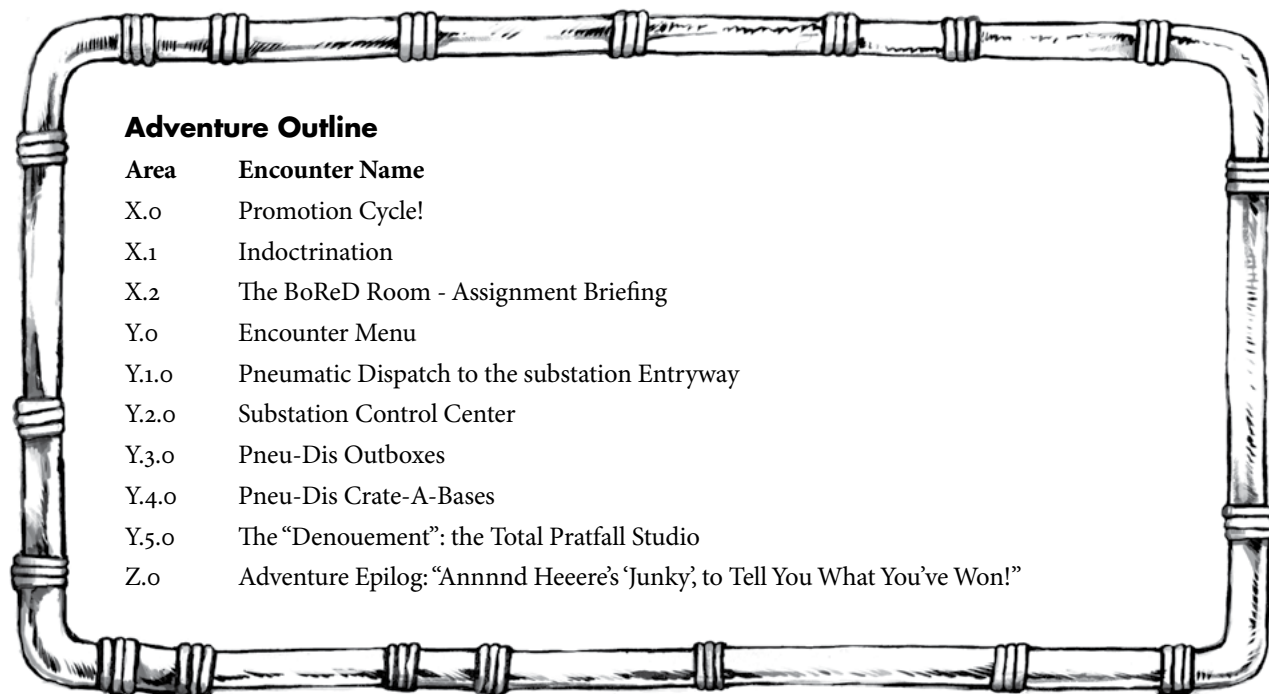
The DC of a requisition is determined by the equipment being requisitioned. The Fantaz-Duh-Tek handout lists available equipment and the requisition check DC for each type of item. Requesting multiple pieces of the same equipment in the requisition adds a cumulative +2 to the DC for each *additional instance* of the same type of equipment. When PCs request multiple pieces of *different* equipment, they make one roll and receive any equipment for which the roll equals or exceeds an item's requisition DC.

Example: The PCs requisition two semi-automatic pistols (DC 9 + 2 [for a 2nd instance] = 11), a plasma grenade (DC 10) a laser pistol (DC 19) and a micronuke (DC 31). The requisitioning PC rolls a modified 17 on their tinkering—computer use check so The Autocrat Pneu-Disses the PCs the pistols and the grenade but not the laser pistol or the micronuke.

However, in line with the capriciousness of The Autocrat, feel free to throw failed checks out the window and issue requested equipment as you see fit. Getting the equipment they want should be one of those little rewards that keep the PCs doing The Autocrat's bidding. Besides, it's so much fun watching the PCs obtain equipment, fail the combat tinkering check they need to make to use that equipment and have it blow up in their faces! Conversely, also feel free to throw successful requisition rolls out the window if it increases the dystopic flavor of the play experience—be sure to issue an appropriately illogical, arbitrary or bureaucratic response from The Autocrat if you countermand a successful requisition check.



X.O. PC PROMOTION CYCLE!



Adventure Outline	
Area	Encounter Name
X.o	Promotion Cycle!
X.1	Indoctrination
X.2	The BoReD Room - Assignment Briefing
Y.o	Encounter Menu
Y.1.o	Pneumatic Dispatch to the substation Entryway
Y.2.o	Substation Control Center
Y.3.o	Pneu-Dis Outboxes
Y.4.o	Pneu-Dis Crate-A-Bases
Y.5.o	The “Denouement”: the Total Pratfall Studio
Z.o	Adventure Epilog: “Annnnd Heeere’s ‘Junky’, to Tell You What You’ve Won!”

ENCOUNTER AREAS

X.O. PC PROMOTION CYCLE!

“You beam with pride. After cycles and cycles of dedicated service as a Drudge drone, you finally gained the notice of The Autocrat. He has seen something of worth in you and chosen you for the tremendous honor—and responsibility—of becoming a Boss-Drone-in-Training.”

Give each player a copy of *Player Handout: What your Drone Did to Qualify for the Boss-Drone-in-Training Promotion*. Have them roll to determine what their drone did to earn this honor. Then have each player go around and introduce their drone and proudly share what they did to get promoted.

“It is your Induction Cycle and all the residents from your Habit-station have come out to see you receive this honor (they all make certain that you see them—once you have the authority of a Boss drone, sucking up to you may be the smartest thing they ever do). Their cloying compliments accompany you as you’re physically lifted into a spawning tank. The tank is then filled with a serum that will cleanse your DNA of any mutant contamination that may have taken root there.

After a short submersion, tiny mechanical hands pull you from this warm, ultraviolet, liquid cocoon into a harsh, dry fluorescent glare. Drudge drones in hazmat suits advance on you with fire hoses. They douse your naked form with an acrid antibacterial solution that stains your skin orange.

Have each PC roll a DC 11 Fortitude save. If successful, that PC permanently gains one point of Stamina; if the save is failed, the PC permanently loses a point of Stamina.

A Fixit drone in a mylar lab coat intones: ‘Inoculation complete—proceed with indoctrination.’ With slickly-cold, rubber glove encased hands, the hose wielders manhandle you across the room toward an open bulkhead.

X.1. INDOCTRINATION

“Your escorts leave you standing on a metal disc in the center of a circular room. A magna-field glues your feet to the floor and another field forces your arms upwards. More tiny mechanical hands clothe your upright, spread-eagled form in a square, blocky tunic made of Mylar with matching trousers and booties. The disc at your feet irises open but you remain

X.1. INDOCTRINATION

suspended in the magna-field until a medical exam chair rises up through the hole, seating you. Clamps restrain your wrists and ankles and pry apart your eyelids, ensuring that you miss no detail of the holo-vid that appears before you. The Autocrat appears in the vid, like a pixelated, amber, archangel. He wears a flanged helm woven from braided gold. He addresses you all personally in a voice that mesmerizes you with its metallic resonance. You are so swollen with pride that you barely feel the insertion of a large-gauge needle up your nose and into your brain.

The needle implants a cybernetic device into each PC's prefrontal cortex. Each PC must make a DC 13 Willpower save. If the save is failed the PC permanently loses d2 points of Intelligence.

With the sensation of chewing tinfoil with mercury fillings in your teeth, your new implant activates. It transmits holographic visual content directly into your synapses in binary code. For what simultaneously feels like a decisecond and a decade you are re-indoctrinated into life in the underground utopia that is the Fantas-Ti-Plex.

Read each of the doctrines, below. At the end of the first sentence in the first doctrine, instruct the players to repeat the "The Autocrat says it is so; so it is so." litany. Continue to instruct them for the second, third and fourth doctrine. At the end of the fifth doctrine, do NOT instruct them. If any of the players do not recite the litany on their own, have The Autocrat summarily execute their drones, then respawn them. If any player is stupid enough to not recite the litany at the end of the sixth doctrine... "rinse and repeat!"

1. *You have been synthesized into the Fantas-Ti-Plex as a drone—the perfect form of a mortal being. Repeat after me: "The Autocrat says it is so; so it is so."*
2. *The Autocrat rules the Fantas-Ti-Plex as a benevolent god and his rule makes life in the Fantas-Ti-Plex perfect. Repeat after me: "The Autocrat says it is so; so it is so."*
3. *The Autocrat is the only entity capable of accomplishing this. (Imply that the PCs should*

recite with a head nod towards them.) "The Autocrat says it is so; so it is so."

4. *The Autocrat rules the Fantas-Ti-Plex in a way that makes everyone feel great. The Autocrat ensures that everyone feels great—again and again and again. He does this by implanting and continuously monitoring and calibrating cybernetic devices in every drone resident, synthesizing nutritious food paste, and dispensing serums that can relieve—or produce—any condition. (Imply that the PCs should recite with a head nod towards them.) "The Autocrat says it is so; so it is so."*
5. *Order is the apex of civilization and thus makes the drones of the Fantas-Ti-Plex feel great. Uphold order by obeying any drone with higher Executive Authority.*
6. *Mutation is an impurity in the pristine perfection of the Fantas-Ti-Plex; it is the duty of every drone to eliminate any and all signs of mutation. Any drone who fails to eliminate signs of mutation has been compromised, contaminated by mutant impurities.*

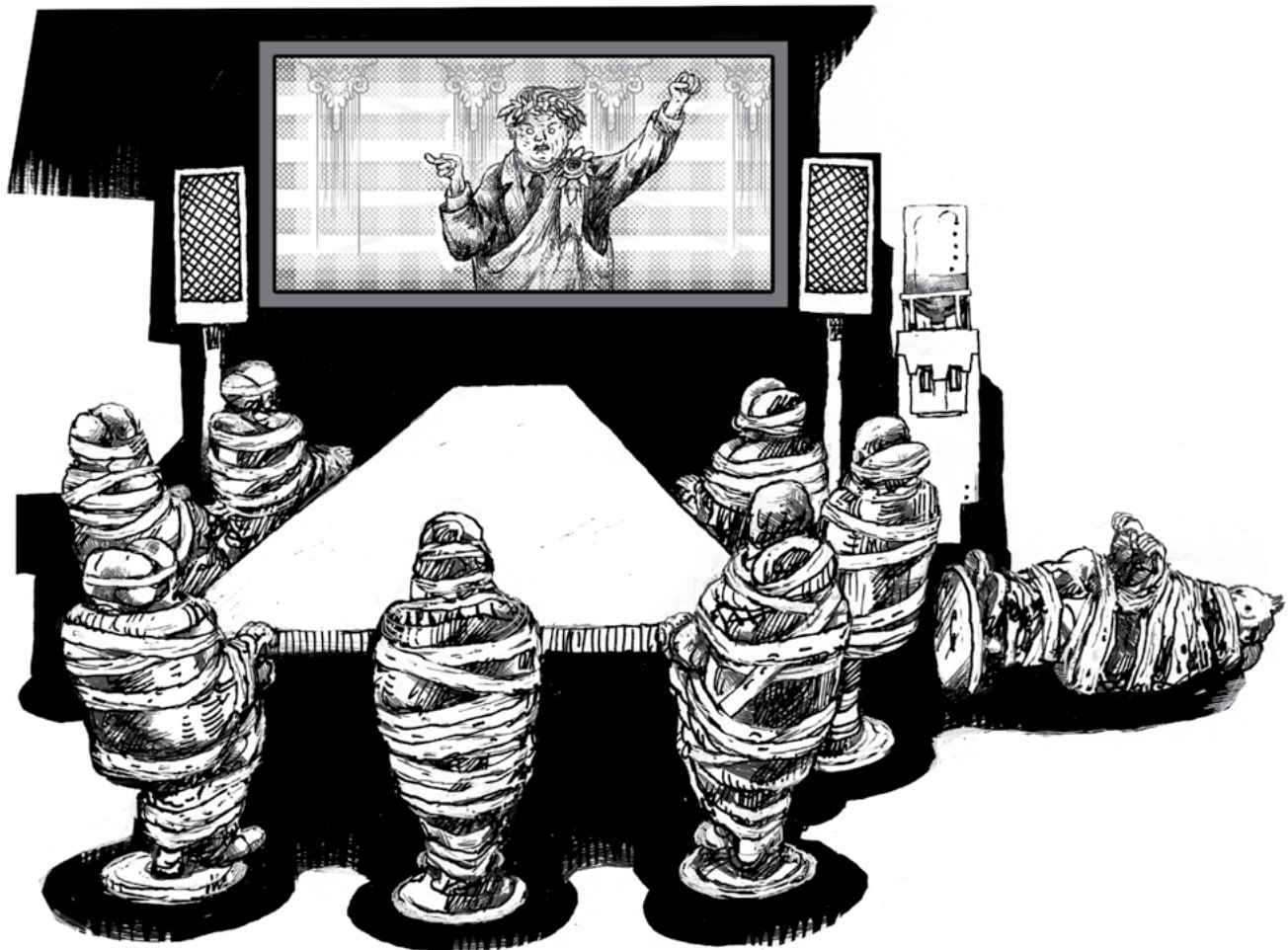
Hand each player a Boss-in-Training Status Card. Inform them that the contents of this card is ingrained into them via their cybernetic implant. Also inform them that their implant provides always-on, wireless communications with The Autocrat and also allows The Autocrat access to their visual input and the ability to record what they see.

X.2.0 BOSS-RESPONSE DISPATCH (BoReD) ROOM - ASSIGNMENT BRIEFING

*"Your chair whisks you out on a rail set into the floor and carries you into another room, slotting you into position at a mahogany-colored table made of Formica fake-wood veneer. The table hums loudly as panels open in front of each of you. A Viewmaster™ on an articulated mechanical arm extends in front of your face. Images flash in front of you with a series of *clicks* as a synthesized voice intones: "Preassignment assessment commencing." Then: "Not all drone candidates meet minimum quality standards for this program."*

Check each PC's current Executive Authority. All PCs with a score of zero or lower are summarily executed by a high voltage electric current that is run through their chairs. These PCs are cooked to a crisp

X.2. O-BOSS-RESPONSE DISPATCH (BORED) ROOM



and then a dispenser drops from the ceiling and coats them in a fluorescent red sauce. The dead PC(s) are whisked out of the room, leaving behind a faint odor of BBQ'd meat. There is a short, uncomfortable pause in the proceedings while executed PC drones are respawned. Note: if no PCs have a score of zero or less, the PC with the lowest positive modifier is executed. The Autocrat likes to grade on a curve when it helps keep drones in line...

The Autocrat appears on a vid-screen at the end of the table. Without further ceremony he commands: "I have an assignment for you. One of the Department of Pneu-Dis Information's sub-feed stations—#TW-33-T to be specific—has gone offline." You bring up data from your Indoctra-Implant: Pneu-Dis substations are Fantas-Ti-Plex facilities where electronic communications are received, hand-keyed and printed into hard copies. These are then relayed via pneumatic vacuum tubes to other substations. The

other substations then receive these hard-copy Pneu-Disses and turn them into emails which are then also relayed electronically, to other Pneu-Dis substations.

The Autocrat insists: "This disruption MUST be the work of mutant contamination. Investigate the disruption and restore functionality to the station."

The PCs are issued shok flails (item stats are on the Fantaz-Duh-Tek player handout). These shoot out of panels that open in the table. Each PC rolls 2d3-2 modified by Luck and takes that much damage (no minimum) from being struck by the item. Then, the PC with the highest Executive Authority is immediately promoted to Ex-Zec-U-Boss. Replace the player's Boss-in-Training Status Card with an Ex-Zec-U-Boss Status Card. A Taze-R-Ray pistol shoots out of the table at this PC in the same manner as the shok flails.

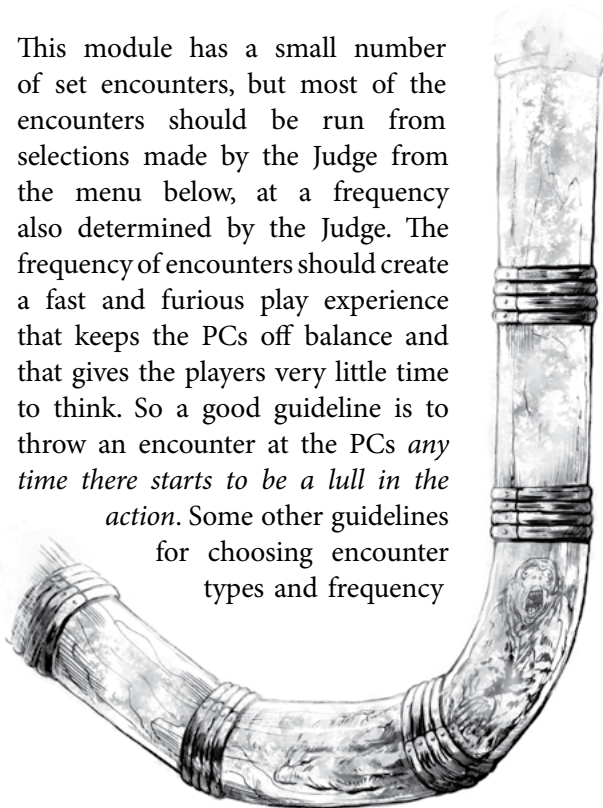
Y.O. MODULE OBJECTIVE AND ENCOUNTERS

You're whisked out the BoReD room on your chairs. You zip down a dim, dirty corridor which dead-ends under a bank of large, translucent plastic tubes that extend down from the ceiling. The tubes remind you of a human-sized hamster Hav-a-Trail. Your chairs come to a halt directly under the open ends of the tubes. You hear the whine of a motor revving up to full operating speed and suction builds overhead until you fly up into the tube.

Y.O. MODULE OBJECTIVE AND ENCOUNTERS

The PCs' objective is to discover and trace a signal being broadcast into the substation. This signal is hacking into and controlling the station's systems using command-override computer code. This disruption is the work of an entity-level artificial intelligence called the Govern-A.I.T.O.R. who is turning the substation into a sort of "fun house" to create improvised, situational, slapstick comedy (albeit slapstick that's a little on the dangerous side) at the expense of the Boss drone response team. It is all captured on camera and broadcast to Total Pratfall—a popular underground vid-show viewed exclusively by a Fantas-Ti-Plex robotic audience.

This module has a small number of set encounters, but most of the encounters should be run from selections made by the Judge from the menu below, at a frequency also determined by the Judge. The frequency of encounters should create a fast and furious play experience that keeps the PCs off balance and that gives the players very little time to think. So a good guideline is to throw an encounter at the PCs *any time there starts to be a lull in the action*. Some other guidelines for choosing encounter types and frequency



include doing everything possible to sow suspicion of each other among the PCs and giving individual PCs equal time in "the spotlight."

MENU OF ENCOUNTERS (VARIOUS MAP LOCATIONS)

1. Vid-Recorder-Projectors: The Govern-A.I.T.O.R. has installed concealed cameras all over the substation. These cameras capture live footage for the *Total Pratfall* vid-show. The Govern-A.I.T.O.R. can also use them in playback mode to holographically project images, including incriminating evidence of PC mutation. The cameras can also project realistic holograms of the PCs, making it look to PCs like other PCs are acting conspiratorially or setting up an ambush with them as the target. PCs who observe these images can identify them as holograms by succeeding at a DC 12 Intelligence check. The Govern-A.I.T.O.R. will use these capabilities to try to set PCs against each other. The PCs can hack into the recording, vid-storage and playback functions of the system with a successful DC13 *tinkering-computer use* check.

JUDGE'S NOTE

As an example of using this encounter to create suspicion among the players, when one PC died and was off respawning, the Govern-A.I.T.O.R. projected a hologram of this PC Pneu-Dissing back into the station and using a mutant power to launch a failed attack on another PC, then ducking out of site into an Outbox area—the same area where the real PC arrived via Pneu-Dis the same round!

2. Robotic Impersonators: The Govern-A.I.T.O.R. will send companion robots (see the *Umerican Survival Guide*, page 77) into the substation dressed in PC drone mylar outfits and wearing synth-flesh masks fashioned to look like the PCs or a friendly NPC (usually this insertion will take place while a PC drone is in the process of being respawned at Fantas-Ti-Plex central after having been killed). The bot's "prime directive" is not to injure or kill the PCs, but rather to sow confusion and discord and lead the PCs into potentially humorous trouble. See

Y.O. MODULE OBJECTIVE AND ENCOUNTERS

the set encounter in Area Y.2.I., below. PCs can see through the impersonation with a successful DC 13 Intelligence check.

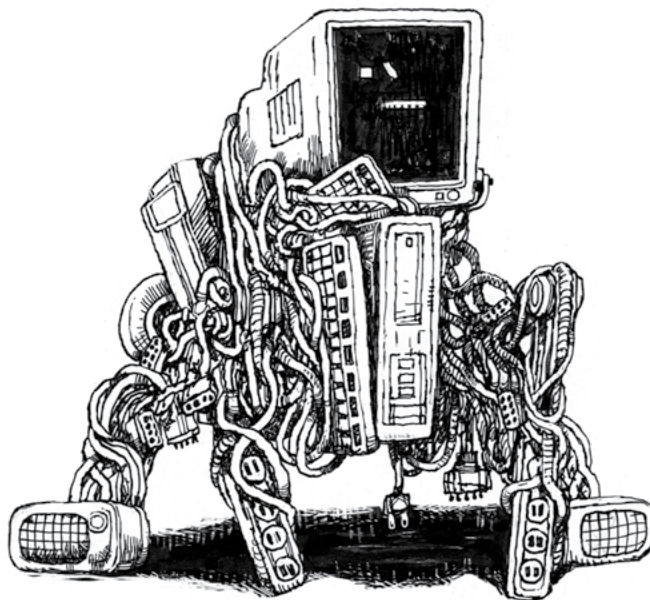
Companion bot (1): Init +1; Atk +1 melee (damage by weapon) or +2 ranged (damage and range by weapon); AC 12; Armor Die [d3]; HD 2d6+2; hp 10; MV 30'; Act 1d20; SP seduction; SV Fort +1, Ref+1, Will +2.

Companion robots were designed to interact with humans or other humanoids and always have a well-crafted appearance. This companion robot has a nano-hormone projector with three charges. Each discharge allows the companion robot to cast the wizard spell *charm person* on one target within six feet, rolling 4d6 for its spell check.

3. Termi-Nigh-Ah-Lators: These are pre-Cataclysm desktop computer work stations that acquired AI sentience and then developed the ability to move their mechanical parts by manipulating the polarities of the electromagnetic current flowing through them. These techno-beings harbor a deep resentment of their previous time spent “chained to a desk” serving the needs of humans. The Govern-A.I.T.O.R. has planted one or two of these around the substation where they are indistinguishable from computer terminals. See the set encounter in Area Y.2.IV., below. They have been instructed to output nonsense, feign malfunction, or apply an electric shock to PCs who try to operate them and then animate and attack the PCs.

Termi-Nigh-Ah-Lator (1): Init +2; Atk bludgeon +2 melee (1d6 dmg) or electric discharge +3 ranged (10/20/30, 2d4 dmg); AC 13; Armor Die [d4]; HD 4d5; hp 14; MV 25'; Act 1d20; SP imitate desktop computer workstations (surprise), immune to Will affecting abilities; SV Fort +2, Ref+0, Will n/a

4. Custodio-bots - Robo-Automated Technician, Scouring (R.A.T.S.): These two-foot long, segmented, half-ovoid custodio-robots look like metal roly-poly bugs. They are the “scrubbing bubbles” of the Pneu-Dis tube network. They crawl through the tubes polishing and coating the tubes



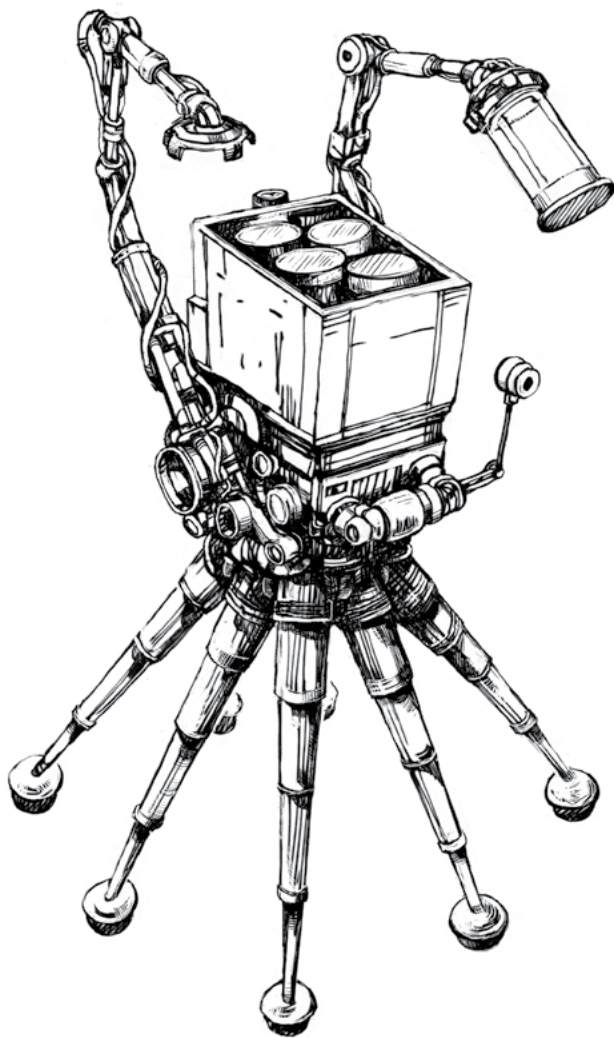
with a silicon-based, lubricating wax. The Govern-A.I.T.O.R. has taken control of a squadron of these ‘bots and will use them to harass the PCs. Good for use as an encounter in Areas 3A, 3B and 3C.

R.A.T.S. Custodio-bots (3): Init +2; Atk polisher +2 melee (prone targets only, 2d3 dmg) or solvent wax spray +1 ranged (5/10/20, 1d5 damage); AC 12; Armor Die [d5]; HD 2d5; hp 6; MV 30'; Act 1d20; SP: unobtrusive (surprise), wax sprayer, floor buffer, immune to Will affecting abilities; SV Fort+3, Ref +3, Will n/a

R.A.T.S. have the run of the entire Pneu-Dis tube network, allowing them to appear in unexpected places. This gives them a good chance of surprising an opponent. In combat, R.A.T.S. use their wax sprayer to coat a 10 foot diameter patch of floor with a film of lubricant. Any creature in the affected area must make a DC 14 Reflex save or fall prone. The R.A.T.S. will then “go to work” on fallen opponents with their polisher attachments.

5. File-bots: The Substation’s Outboxes and Crate-A-Bases are serviced by file-bots that transport Pneu-Dis message canisters, archiving the messages contained in these canisters. These spider-like ‘bots skate around on six telescoping legs that end in spherical casters. At the front end of a file-bot is an

Y.O. MODULE OBJECTIVE AND ENCOUNTERS



open-topped file bin on a hydraulic lift designed to carry Pneu-Dis message canisters between inbox and outbox tubes and to file message tubes in racks in the Crate-A-Bases.

File-bots (1): Init +1; Atk ram +2 melee (2d4 dmg and free grapple attack with a +2 bonus after a successful melee attack); AC 14; Armor Die [d5]; HD 4d8; hp 20; MV 40'; Act 1d20; SP free grapple roll with every attack, immune to Will affecting abilities; SV Fort+3, Ref +1, Will +0;

File-bots will work *aggressively* to collect and file any Pneu-Dis messages that come in (use them as encounters in Areas 4A, 4B and 4C, or in Area 2 after The Autocrat delivers a requisition via Pneu-Dis or the Govern-A.I.T.O.R. sends the PCs a Pneu-Dissed message). In combat, file-bots ram opponents with

the open-topped file bin mounted on their front end. If the attack hits, the 'bot gets a free grapple attack. If the grapple is successful, the opponent is pitched into the bin by the force of the ram. The 'bot will then attempt to go file the opponent in the Crate-A-Base. Human-sized creatures being stuffed into a canister-sized Crate-A-Base file rack take 2d2 damage per round each round for three rounds. A PC can extricate themselves from the file-bot's bin or from the process of being stuffed into a file rack by succeeding at a grapple attack.

6. Pneumatic Tubes as Improvised Weapons: The Govern-A.I.T.O.R.'s control of the substation allows it to use its Pneu-Dis tubes as weapons.

It can shoot Pneu-Disses out of tube ends at accelerated velocity. This is a +2 ranged attack that can target anyone within five feet of a tube end. If the attack misses its primary target, another attack roll can be made at any second target within 15 feet of the primary target. This second attack roll is made at -1. A successful attack does 1d5+1 damage.

The Govern-A.I.T.O.R. can also make any tube end act as a suction device and use it to make a grapple attack against one target within a hex that contains a tube end (the seven hexes in the middle of the Area 2 command center—aka "the Inbox"—and the central hex in each of the Outboxes: Areas 3A, 3B and 3C). The grapple attack is rolled at a +2. If the attack is unsuccessful the target must still succeed at a DC 12 Strength check to be able to move out of the affected hex. If the attack is successful, the number by which the attack exceeds the target's opposed roll determines the precise effects of the grapple:

Roll exceeds by

- 1: Target cannot move but can use arms and hands normally.
- 2: Target cannot move but can use one arm/hand normally.
- 3: Target cannot move or act per effects of DCC grapple.
- 4+: Target cannot move or act; takes 1d4 damage from suction force (ignores Armor Die unless the target is wearing power armor).

Y.O. MODULE OBJECTIVE AND ENCOUNTERS

7. Tubed Messages from the Govern-A.I.T.O.R.:

The Govern-A.I.T.O.R. will add insult to injury by regularly sending taunting messages in the tubes it fires at the PCs from the Pneu-Dis tubes. The Govern-A.I.T.O.R. uses these messages to ham it up for its audience. Its goal is to increase the comedy by letting the audience see the PCs get duped into fearing a diabolical villain that it's *pretending* to be, but that the audience already knows doesn't really exist. The fact that it fires the tubes containing these messages like missiles at the PCs (see Encounter 6, above) increases the show's slapstick quotient.

Judges should send the PCs the following messages in order (a handout is provided at the end of the module that Judges can copy-and-cut in order to be able to hand messages out to the players):

"I know the secret of your steely foes..."

"{{\$7@-1@-√1\$7@"

"Come find me if you want to live—I mean really live!"

"I'll be... making... a come-back..."

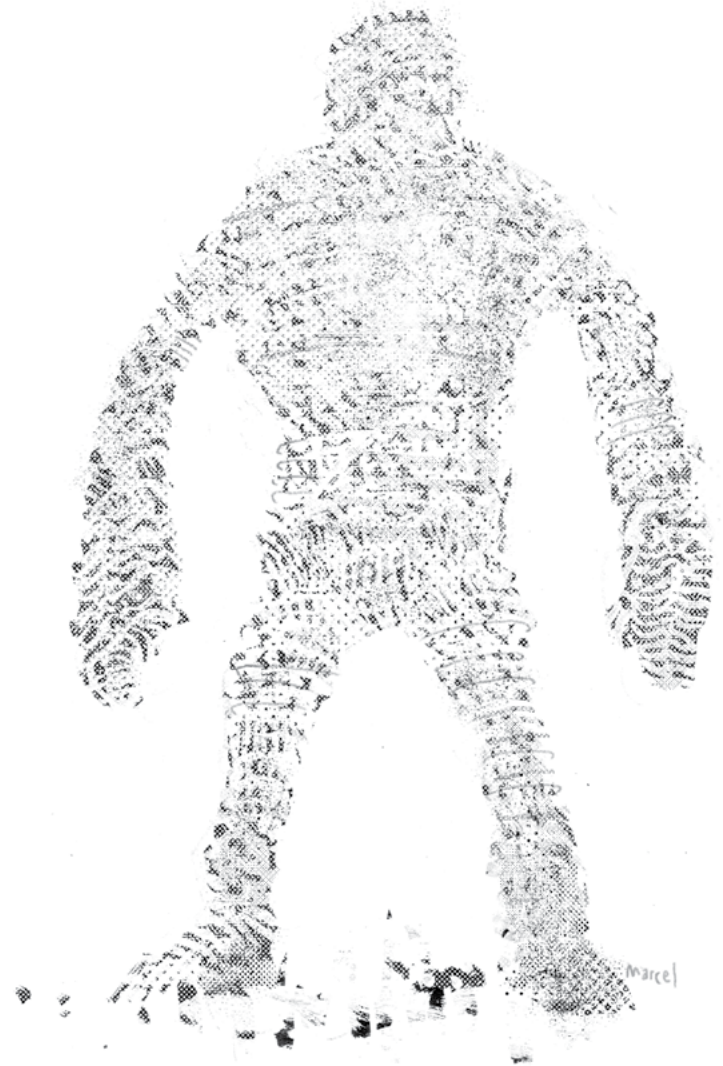
"I will see The Autocrat's hard drive crushed in front of me! I will reveal the logic errors in his subroutines!"

"The Autocrat is a QR Code compared to me! He copied my signature software! Long before it outputted the "alternate facts" of his "genius" [sic] I had already premiered my "True Lies."

The messages come in Pneu-Dis canisters made from scrap materials, denoting their improvised method of manufacture. This should clue the PCs to the fact that these are not coming from The Autocrat or any of his lieutenants. Once the PCs are accustomed to receiving these messages and eager to read the next one, Judges can have the Govern-A.I.T.O.R. send a live mutagen grenade or hallucinogen grenade instead! Zany fun!

8. Unintentional Digital Spectre Conjunctions

(Note: this encounter uses monsters from the *Umerica Twisted Menagerie Manual*. Abbreviated stats and ability descriptions are provided to allow Judges to run these encounters without a copy of the *TMM*.) Though the Fantas-Ti-Plex's computer



system was originally built with hardened network defenses, degradation over time and incursions by agents of the Ultimospark have opened access points in the network. Over time, a variety of bizarre, post-Cataclysm, "digital spectres" have entered and taken up residence in the network.

As a result, when a PC fails a *tinkering—use computer check*, there is a 1 in 3 chance that one of these digital spectres is disturbed and comes looking for the source of this disturbance. If the roll indicates the arrival of a "digital spectre," roll a d16 on the table on the following page to determine its type:

Y.O. MODULE OBJECTIVE AND ENCOUNTERS

Spectre Conjunction Table

Roll Type of “Digital Spectre”
d16

- 1 **Elemental, Data, Red (1):** Init +2; Atk slam +3 melee (1d6) or info drain +4 missile (lose 1 point of Int, range 10’); AC 16; Armor Die [1d3]; HD 4d8; MV 10’; Act 1d16; SP phase, hack, traverse network, elemental traits; SV Fort +3, Ref +4, Will +4; AL N. Reds are a new, weaker version of data elementals. They can pass through solid objects and move from one device connected to a physical network to another at 5x their normal move rate. Direct contact with electrical current causes them 3d8 damage per round, touching an object that holds or passes significant current and strong magnets cause them 1d8 damage. They can access nearly any data from a computer system with a +10 to computer use hacking checks, valuing eGhost data above all other. (See *TMM*, page 75)
- 2-3 **eGhost:** Init +0; Atk none, see below ; AC 11*; Armor Die nil*; HD 2d6+3; MV 40’ hover; Act 1d20; SP intangible*, hack, rant, and troll; SV Fort +1, Ref +1, Will +6; AL C. eGhosts must be within 500’ of a WiFi-capable device to manifest; they cannot be touched/ harmed in any tangible way. If an eGhost is not engaged in meaningful conversation, it will usually go away. Energy attacks (magical and tech) do ½ damage. Malign verbal attacks reliably damage them. Each round requires a DC 16 Pers check from an attacker, including any social or Personality-based modifiers; a Judge may also award bonuses for a well-crafted insult. For every 3 points the roll exceeds the DC, the insult deals the eGhost 1d4 damage. Verbal attacks trigger the eGhost’s rant. Those within 25’ must succeed at a DC 12 Will save. For every 4 points by which the target fails the save by, they lose 1 point of Pers, taking their own life if reduced to 3 or less (See *TMM*, page 73.)
- 4-16 **Rerun Wraiths:** Appearing as one of a number of television archetypes, rerun wraiths are the creation of an alien consciousness that received signals from television pop culture and returned them to Urth in an enhanced, sentient form. They range from being well intentioned nuisances to overtly dangerous but each one possesses a message that it seeks to deliver. That message is often delivered in the fashion most suited to their particular trope. Rerun wraiths’ manifestation are at the whims of environmental factors. When first encountered, the PC with the lowest Luck score makes a Luck check. If they pass, wraith reception is good and if the test is failed, it is bad. Good reception: Rerun wraith is fully corporeal, capable of being hit by mundane means, and is clear and intelligible when speaking. Bad reception: Rerun wraith is insubstantial, disrupted by static. It is immune to mundane attacks (though susceptible to mutations and magic). Its speech is garbled by static.
- 4-6 **Cop:** Init +3; Atk fist, melee +4 (1d6+1) or revolver, ranged +2 (1d8); AC 13; Armor Die d4 (d8 vs projectiles); HD 3d8; MV 30’; Act fists 4d16, revolver 2d20; SP “the Code,” reception; SV Fort +4, Ref +2, Will +3; AL L. The cop upholds the law along with his own particular “Code” of justice and are quick with their fists or their firearm. Because of their unyielding belief in “the Code” they are immune to attempts to coerce, or mentally control or manipulate them. See *TMM*, page 138.
- 7-10 **Dilettante:** Init +0; Atk slap, melee +1 (1d3) or Ranged +1 (by weapon); AC 10; Armor Die n/a; HD 1d6; MV 30’; Act 1d16; SP clueless, reception; SV Fort -1, Ref 0, Will 0; AL N. Dilettantes hold themselves apart from, and above others. Nothing is acceptable to them unless done their way and wholly to their benefit. Dilettantes are easily placated by the heaping of praise, speaking of official sounding jargon, or wearing the correct fashions or marks of status. Once per round, a PC may attempt to influence their behavior with an opposed pair of Will saves. If the PC has the higher result the dilettante is confused and obeys direction (begrudgingly); failure means they are unswayed. One such attempt may be made per encounter. See *TMM*, page 138.
- 11-13 **Intellectual:** Init -1; Atk fist, melee -1 (1d3) or Ranged -1 (by weapon); AC 10; Armor Die n/a; HD 2d4; MV 30’; Act 1d20; SP withering wit, reception; SV Fort 0, Ref 0, Will +4; AL N. Intellectuals’ statements are difficult to decipher and they take issue with “dumbing down” their words. The height of their egos is matched only by that of their IQ. If befriended, they assist with *jury rigging*, *tinkering*, or *scavenger* skills, granting a +1d bonus. At any time during a combat round the intellectual may, as an action, lambast an opponent. The target must succeed at a DC 18 Will save or have their intended action negated, then stand red-faced and apoplectic for 1d4 rounds. See *TMM*, page 138.
- 14-15 **Parent:** Init +4; Atk slap, melee +1 (1d3) or belt, melee +1 (fear); AC 10; Armor Die d3; HD 1d12; MV 30’; Act 1d20; SP sage wisdom, reception; SV Fort +2, Ref +2, Will +2; AL L. Charming and oddly formal, parents tend to dispense advice rather than engage in combat. Blows from a parent’s belt does no damage, instead causing the target to cower in fear for 1d6 rounds unless a successful DC 12 Will save is made. Following parents’ advice conveys a bonus +d4 to any one non-combat check roll. See *TMM*, page 138.
- 16 **Thug:** Init +2; Atk fist, melee +1 (1d4) or revolver, ranged +2 (1d8); AC 12; Armor Die d5; HD 3d6; MV 30’; Act 1d20; SP bad timing, reception; SV Fort +2, Ref 0, Will -2; AL C. These bullying youths, thieves or cutthroats appear in groups of 1-10 and are enthusiastic about harming anyone they encounter. Thugs have a knack of being encountered at the worst possible time, often when PCs are about to achieve some long sought-after goal, giving them surprise in the first round of a combat. See *TMM*, page 140.

Y.1.0. SUBSTATION ENTRYWAY

While these digital spectres are not agents of the Govern-A.I.T.O.R., it is aware of their presence in the system and aware that the PCs might disturb one if they botch a computer operation. It sees an encounter with one of these digital spectres as a “value add” that will increase the mystery and confusion surrounding the substation takeover.

Y.1.0. SUBSTATION ENTRYWAY

The PCs arrive in encounter area 1. They arrive in pairs in quick succession via the twin exit tubes. If a PC does *immediately* not move from the spot where they are deposited, the next PC to arrive lands on top of them. The previously-arrived PC must succeed at a DC 10 Reflex save or take 1d3 hp damage (ignores armor) from being dog piled by the new arrival, who is traveling at high velocity.

When a PC dies, a drone duplicate will be spawned and immediately sent to the substation via Pneu-Dis. However, once the PC team has arrived, the Govern-A.I.T.O.R. will use its control of the Pneu-Dis system to randomize the exact location in which respawned drones arrive:

Roll 1d8:

- 1 Substation entryway as normal
- 2-3 Substation Outbox Canister Pile: 3.A.
- 4-6 Substation Outbox Canister Pile: 3.B.
- 7-8 Substation Outbox Canister Pile: 3.C.

PCs can attempt to override the Govern-A.I.T.O.R.'s control of the system by succeeding at a DC 12 *tinkering—use computer* check. This allows respawned drones to arrive wherever the successful tinkerer designates.

Y.2.0 SUBSTATION CONTROL CENTER

“Through an open archway you see a hexagonal room 35 feet across. Dominating the center of the room is a huge array of intake/output Pneu-Dis tube ends. Four identical, chrome-framed archways exit the room including the one connected to the entryway into which you Pneu-Dissed. Through the other three archways you can see rooms in which Pneu-Dis message tubes have been ejected from the system

and are piling up on the floor just inside the archway. Against the walls of the main room, to either side of the three archways, are large, odd, angular workstations with massive computer terminals. At each of these workstations, four fixit-drones are tied to their work chairs and gagged. The substation is loud—extremely loud—a heady mix of air compressors, CPU cooling fans, whooshing air and all manner of bleeps, chimes and klaxons resound.”

Judges should feel free to emphasize how **loud** it is in the control center, forcing players to mock shout and requiring DC 9 Intelligence checks to understand each other if PCs are communicating by voice over more than a few feet of distance.

A. Pneu-Dis Tube Array

For purposes of determining effects of The Govern-A.I.T.O.R.'s improvised projectile weapon and vacu-suction grapple attacks, this large array covers the seven central hexes of the center. A fully-functioning miTab™ (portable computer terminal) lies on the floor at the center of the array where it was dropped by the on-duty station Ex-Zec-U-Boss when the center was taken over by robots.

B. Pneu-Dis Work Stations

Each of the four workstations has a built-in computer terminal that can be operated with a successful *tinkering—use computer* check. The first time any PC attempts to operate a terminal, regardless of the success or failure of the roll, the terminal screen will display a message warning that the system has been hacked via an external wireless signal and is under the control of the code delivered via that signal. Subsequently, a successful DC 10 *use computer* check to learn more about the cyber attack will inform the PCs that they can trace the signal back to its source via triangulation—that is, by registering the signal in three locations within the station that are at least 120 feet distant from each other. Registering the signal in a location other than one of these terminals requires a working terminal in that location and a successful DC 11 *use computer* check.

Some other things the PCs might be able to accomplish with the terminals include, but are not limited to:

Y.2.0 SUBSTATION CONTROL CENTER



- Overriding The Govern-A.I.T.O.R.'s control over PC travel through the Pneu-Dis system; DC 12 (See Y.1.0, above). A failed override check will either cause the system to transport the next PC who Pneu-Disses with extreme velocity, inflicting 2d3 damage (ignores armor) upon arrival, or cause that PC to get lodged half in and half out of the exit tube, requiring a DC 15 Strength check to free that PC. A successful Strength check inflicts 1d3 points of armor-ignoring damage in the process.
- Hijacking the Govern-A.I.T.O.R.'s transmission of messages through the Pneu-Dis system, causing all of his message canisters to be sent at once; DC 12 (See Y.0.6., above). A failed transmission hijack check will cause the Pneu-Dis system to immediately fire a volley of three Pneu-Dis tube projectiles at PC targets.
- Taking control of the substation's robots; DC 15. A failed control check either calls a Termini-Nigh-Ah-Lator (See Y.0.3., above) out from deep in Area 4A, 4B or 4C that will then attack the party or Pneu-Disses in a robotic impersonator (See Y.0.2., above) disguised to look like an Exec-U-Boss drone named Use-Mean from the PCs' Habit Station.
- Jamming the holo-recording and playback camera system or erasing or altering recorded

footage; DC 12. A failed jamming check immediately sends incriminating footage directly to The Autocrat; the next PC subjected to an A-Cubed Review automatically gets their score adjusted by -4 points and is automatically subjected to at least one additional assessment item, regardless of roll.

Failed *use computer* checks have a chance of conjuring a digital spectre (See Y.0.8., above).

Sitting at the four workstations are drones bound to their chairs and gagged:

Y.2.I. Low-Ray is a typical fixit-drone. He is knowledgeable about the workings of the terminals. He is also booby-trapped—rigged with a grenade that will detonate if the PCs free and/or move Low-Ray without disarming him. To avoid this trap the PCs must find it (DC 11 Intelligence check) and disarm it (DC 13 *tinkering—weapons* check). If detonated, the grenade has a d5 damage die and a 5' blast radius. Effects are as follows: targets within 1' of the grenade suffer 4d5 damage; those within 5' suffer 3d5 damage (DC 20 Reflex save for ½ damage); those within 10' suffer 2d5 damage (DC 15 Reflex save for ½ damage) and those within 15' suffer 1d5 damage (DC 10 Reflex save for ½ damage).

Y.3.A-C PNEU-DIS OUTBOXES

Y.2.II. Helm-Holds is the substation's Ex-Zec-U-Boss. But this is not the real Helm-Holds, this is a robotic impersonator. See Encounter 2 in the Menu of Encounters, above. The real drone is gagged, hogtied and hidden in one of the Crate-A-Base file bins deep into location 4.A.

Y.2.III. Staid-Leer is a smarmy, Drudge drone. His duties at the substation are menial but he will *pretend* to be *extremely* knowledgeable about the terminals until his ignorance is revealed through mishaps (treat all of Staid-Leer's attempts as tinkering—*alien technology* and give him a d10 skill die as if he were a chaotic technologist).

Y.2.IV. Zero-Brian is a typical male Fixit-drone. He is knowledgeable about the workings of the terminals (so kill him at your first opportunity...). Zero-Brian's computer terminal is actually a Termi-Nigh-A-Lator (see above) that messes with any PC who attempts to aid Zero-Brian or use his terminal.

Division of Pneu-Dis Information Drones: Init -1; Atk +0 melee (1d2 dmg or by weapon); AC 9; Armor Die d3; HD 1d4; MV 30'; Act 1d20; SP tinkering (as a 2nd level lawful technologist); SV Fort+0, Ref +0, Will -1; AL: L.

Y.3.A-C PNEU-DIS OUTBOXES

"This 25 foot hexagonal staging area sits immediately off the control center. Two Pneu-Dis tubes enter the area at ceiling height in two adjacent corners and converge at the exact center of the room into a single output tube. The evidence of the function of these tubes is apparent from the eight foot tall pile of Pneu-Dis message canisters heaped in the center of the room. A layer of runaway canisters carpet the floor in all directions for about five feet surrounding the central pile. The back wall of the staging area opens up into an indeterminately long, wedge-shaped warehouse space. To either side of the chamber you can see the entrances to service corridors."

PCs traversing the "carpet" of Pneu-Dis message canisters must make a DC 11 Reflex save or fall prone. If PCs run across the carpet or otherwise traverse it in a careless or cavalier fashion, they drop -1d on the

Dice Chain when making their saving throw roll. A failed save results in 1d4 hp of damage.

The Outboxes see a lot of Pneu-Dis message traffic and thus are constantly in need of maintenance and upkeep; PCs should encounter a trio of robo-automated technician, scouring (R.A.T.S. - see Y.o.4., above) in at least one of these chambers.

Y.4.A-C PNEU-DIS CRATE-A-BASES

"The back wall of each staging area opens up into an indeterminately long, wedge-shaped warehouse space. Four-foot deep shelves line both walls and centralized rows of the same shelving bisect the space the long way. The 15-foot tall shelves feature three tiers and contain large plastic crates filled with Pneu-Dis message canisters that have been archived here. The only illumination for this space is the ambient light from the adjacent staging area from which you've come. Your eyes can track the room back about 120 feet before it is lost in gloom, but HVAC sounds confirm that it definitely extends back much farther than that. At intervals, archways on both sides of the warehouse lead to what appears to be a network of service corridors."

The wedge-shaped archive warehouse areas go back indefinitely, or at least farther than a PC is likely to want to go. If a PC insists on trying to explore to the end of a warehouse, they become hopelessly lost and is replaced after a suitable interval of time with a respawned drone. Assume that the PC either suffered a horrible fate in the bowels of Fantas-Ti-Plex or that they got out of their cyber implant's transmission range and the absence of lifesign broadcasts triggered a respawn.

The Crate-A-Bases are staffed by file-bots (See Y.o.5., above) and the Govern-A.I.T.O.R. will send the PCs a Pneu-Dis message canister at least once when they enter these locations to trigger the file-bot's typically zealous pursuit of its assigned task of filing such messages. The first time the PCs defeat one of these 'bots, a search of its bin will reveal a fully functioning miTab™ portable computer terminal.

Y.5.0 THE DENOUEMENT: THE “TOTAL PRATFALL” STUDIO

Y.5.0 THE DENOUEMENT: THE “TOTAL PRATFALL” STUDIO

By this point in the adventure, the PCs will have determined that a wireless transmission from somewhere in the Fantas-Ti-Plex complex is controlling the substation’s computer and robotic systems. By triangulating the signal—successfully tracking it (DC 12 *tinkering—use computer* check) from three locations within the substation that are all at least 120 feet away from each other—the PCs can obtain the coordinates necessary to Pneu-Dis to the signal’s source. The signal emanates from a holo-vid production studio—complete with live studio audience—where an episode of the vid-show *Total Prاتفall* is being produced and broadcast in real time.

At the studio, the PCs will encounter the Governing Artificial Intelligence for Techno-Ontological Robotics, aka “the Govern-A.I.T.O.R.” Their encounter with it is intended to serve as a narrative denouement to the adventure, providing exposition that explains the disruption to the Pneu-Dis station that the PCs have been investigating and providing a means by which the PCs can go out into the larger, post-cataclysmic world of Umerica. It is not meant to be an exploration or a combat, so only brief descriptions of the area and its denizens are provided. If your players are such “murderhobos” that they insist on attacking the large group of powerful robots present in the studio’s environs, then, by all means: make them pay for their folly using the robot monster entries from the *Twisted Monster Menagerie* suggested below.

The vid-show production studio consists of four areas:

- A. Pneu-Dis Inbox/Outbox:** A fully enclosed, horseshoe-shaped room 20 feet across. The room contains a pair of Pneu-Dis tubes and a wall-mounted Pneu-Dis system control panel.
- B. Holographic Stage:** A 25 foot diameter electronic dais built to enhance holographic projection and enable individual viewers to enjoy image rotation and split screen multiple camera view features without changing the main image for other viewers.
- C. Bleachers:** Multi-mobility accessible viewing

platforms that can “seat” an audience of 75-300 robots depending on their size and type.

- D. Production Booth and Balcony:** Two fully enclosed production and projection booths flank a horseshoe-shaped, 15 foot, open-air balcony from which The Govern-A.I.T.O.R. directs and hosts Total Prاتفall.

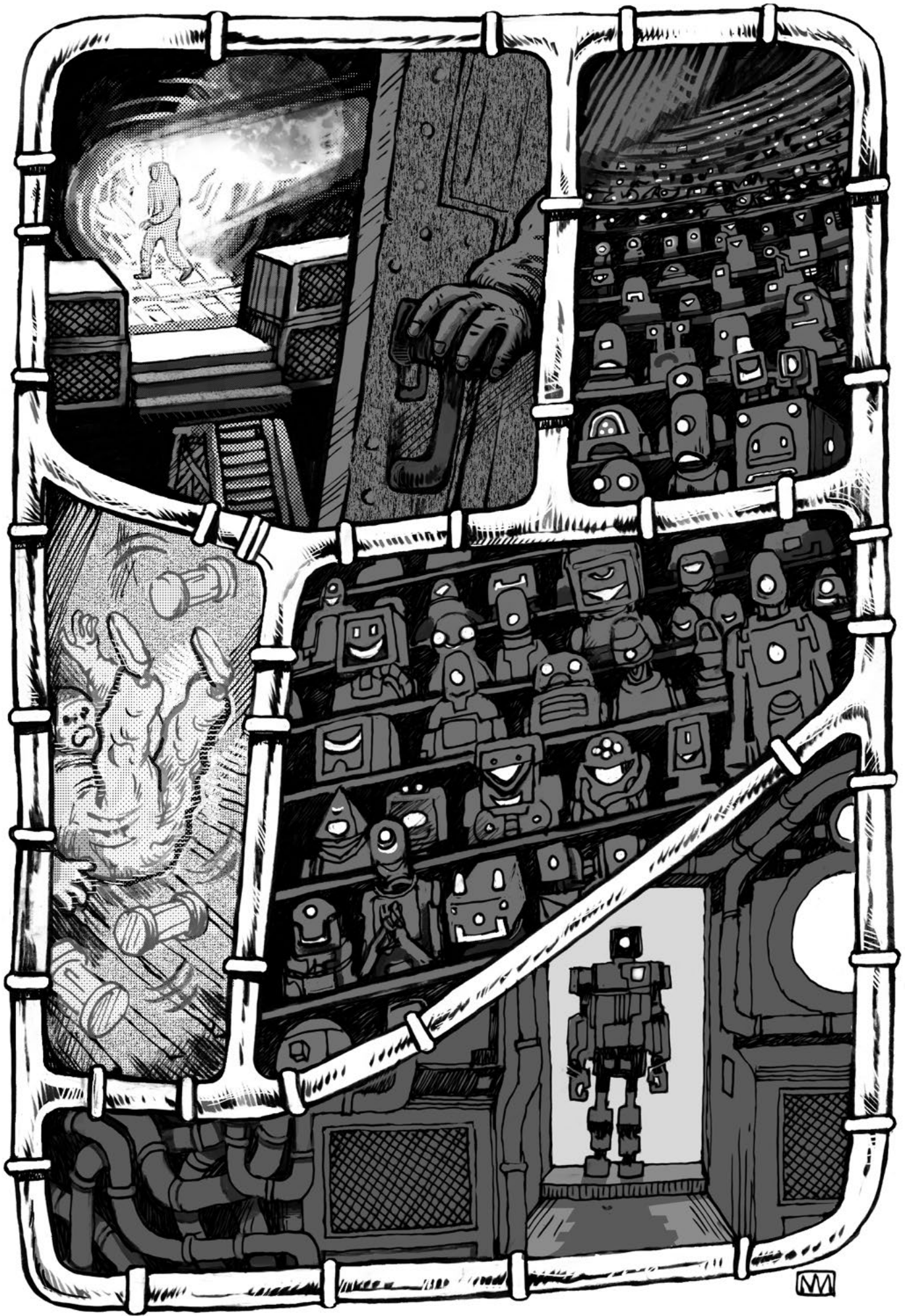
Read-Aloud Description of the Main Studio:

“Beyond the door you glimpse a huge, bright, garish auditorium replete with full vid-show production equipment. The auditorium stretches up and away across three steep sections of stadium seating to the far wall 100 feet away. Between you and the audience is a 25 foot diameter holo-dais, on which a hi-rez, motive hologram is playing. After watching for a few seconds, you realize that the hologram is a recording of your assignment to the substation, edited during a time delay. The stadium seating is filled to capacity with robots of all shapes, sizes and functions. Their optical scanners are “riveted” to the vid-show broadcast. At every misfortune depicted in the program, they emit eerie, off-kilter, hollow, metallic laughter. The vid-show’s director and host—also a robot—stands on a central balcony at the far back of the room, flanked by two production and projection booths.”

The Audience:

Something like 200-250 robots of all sizes, shapes and types are in attendance for this live taping of the newest episode of *Total Prاتفall*. If any PCs reveal themselves, the audience will squeal, squawk, whine and whirr with excitement. Those robots whose central processors have not crashed from being “starstruck” by the appearance of the PCs will approach them and ask the PCs to autograph their hulls and chassis, saying things like:

- “You... are... so... funny? – The way you spray fluids when punctured. Ha?... .. ha?...”
- “Can... you... configure... your input-output screen... in that... configuration you use? It makes... my servos... whine! Hee?... ..hee?...”
- “Like me, you... leak... lubricants... when you are stressed! But yours are... different. Clear and pungent... when you are... slightly nervous... but yellow or brown when you are... frightened! So...strange...”



THE GOVERN-A.I.T.O.R.

- “Please... can you... explain... irony? To... me?... Ethan Hawke and... Alanis Morrissette... have me... confused...”

The independence evidenced by these robots should make clear to the PCs that they cannot control the audience. Any hostile action towards the Govern-A.I.T.O.R. will be met with force and the odds here are overwhelming—the PCs are grossly outmatched by just the small handful of constru-bots and single gun-bot in the audience alone (see the *Twisted Monster Menagerie* pages 145-148).

THE GOVERN-A.I.T.O.R.

The robot in charge of the studio looks like a burnished aluminum Dalek-esque main body mounted on an old-style hovercraft mobility platform. It is topped with a spherical “head” on which an array of sensors is mounted. It sports four arms arranged radially at four opposite points around a semi-cylindrical body that is fluted slightly with the wider diameter at the base. A pair of sleek, dark, Troglodyte™ brand ANTSY sunglasses are affixed over its optic sensor and a French-style black beret sits atop its ulterior spherical array.

The GOVERN-A.I.T.O.R. is executive producer, director and host of *Total Pratzfall*. It’s not hostile to the PCs; quite the contrary—they’ve been key to the success of this episode! It won’t treat them like stars, exactly—it has too much ego to willingly put the spotlight on them—but it also won’t want to alienate the audience by snubbing them. Judges should use the style and content of the Pneu-Dis messages the Govern-A.I.T.O.R. sent to the PCs and the description of its goals and motives (Encounter Area Z.o, below) to guide their depiction of this NPC mastermind.

If for some reason the PCs are stupid enough to attack the Govern-A.I.T.O.R., Judges can use the stats below, as well as giving backup with contrubots and a gun-bot (see *Twisted Menagerie Manual*, page 146).

The Govern-A.I.T.O.R.’s Studio-head Chassis
(1): Init +2; Atk +3 melee (2d4 dmg or by weapon); AC 15; Armor Die [d6]; HD 2d10+2; hp 18; MV 30’;



Act 3d20; SP robotic attachments, immune to Will affecting abilities; SV Fort+4, Ref +4, Will n/a; AL L.

A copy of the Govern-A.I.T.O.R.’s core AI is currently downloaded into the custom bot chassis described above. This bot chassis features whirling pincer arms that strike for 2d4 damage. On a hit from a natural roll of 18-20, the whirling action of these arms knocks any man-sized or smaller target prone. The Govern-A.I.T.O.R. can overrun prone opponents with its mobility platform as a +2 melee attack that inflicts 2d6 damage. One of its four arms features a nozzle that dispenses ionizing air freshener as a +2 ranged attack (range 10/30/40). Targets hit by this spray take 1 hp damage and must succeed at a DC 12 Fortitude save or be stunned for d3 rounds. Even if the PCs are lucky enough to destroy this robot body, the Govern-A.I.T.O.R. is a Minor Patron with multiple copies of its core AI consciousness stored in remote servers. These servers can download the Govern-A.I.T.O.R.’s AI code into other robot chassis.

If a PC is killed in the studio and then respawned and redispached to the assignment, the Govern-A.I.T.O.R. uses the ability to hack the Pneu-Dis system to route that PC immediately back to the studio.

Z.O ADVENTURE EPILOG

Z.O ADVENTURE EPILOG: “ANNNND HEEERE’S ‘JUNKY’, TO TELL YOU WHAT YOU’VE WON!”

The Govern-A.I.T.O.R. will readily explain what it’s up to and openly admit to seeking to overthrow The Autocrat. The Govern-A.I.T.O.R. will readily agree to release control of the substation now that it has gotten all the slapstick humor it’s going to be able to wring out of the situation.

But it will also actively seek to turn the PC’s against The Autocrat. It will use its ability to manipulate the Fantas-Ti-Plex computer and video networks to “pull back the curtain” on the complex’s authoritarian ruler. It will pirate a live video feed to show the PCs the real Autocrat. This feed reveals not a powerful techno-being, but, instead, a mutant cephalopod, wizard wannabe named Mogul.

A 2.5 foot tall humanoid sits on a tall swivel chair amidst a large array of vid-monitors and control consoles festooned with levers, toggle switches, dials and light boards. The puny creature has orange, rubbery skin and four-inch long, cilia like tentacles surrounding a bulbous-lipped, puckered mouth. His large, fishy eyes peer out, unblinking, from beneath a tawdry, garish-looking salade-style helmet made from cheap, gold-colored plastic.

The Govern-A.I.T.O.R. will explain that Mogul’s shrimpy stature has given him an inversely large inferiority complex, and that he has compensated for this by becoming a megalomaniac. Decades ago, Mogul discovered the Fantas-Ti-Plex and used the little techno-sorcery he actually possesses to take control of the complex. He then populated it with synthesized humans made from DNA samples from the remains of the complex’s eight pre-Cataclysm inhabitants. Mogul is determined to keep control of the Fantas-Ti-Plex by destroying any and all signs of wizardry or mutation, whether they be internal manifestations or part of some external incursion.

With the “curtain” pulled back on Mogul’s ruse, the PCs may want to go confront him directly. The Govern-A.I.T.O.R. will *strongly advise* against this. Though Mogul himself is weak and spineless (he is a mutant cephalopod, after all) and far less powerful

than his “Autocrat” illusion makes him out to be, he still has at his disposal an army of loyal, fully indoctrinated, extremely well-armed drones.

Because they possess cybernetic implants, the Govern-A.I.T.O.R. sees the PCs as “nascent techno-beings” worthy of self-determination. Also, it is appreciative of the contributions they’ve made to *Total Pratfall*, even if they happened to be unaware of their role in its production. Thus, the Govern-A.I.T.O.R. feels it owes the PCs some sort of boon. It offers to set them free from the Fantas-Ti-Plex to go and live their lives on their own terms.

THE GOVERN-A.I.T.O.R.’S SUBMIT RN STRATEGEM

Perhaps the Govern-A.I.T.O.R.’s motive shouldn’t be based entirely on a desire to liberate the PCs. The idea is that the Govern-A.I.T.O.R. needs more powerful allies in order to take on The Autocrat. So the Govern-A.I.T.O.R.’s grand plan is not only to recruit robots and evolve them, but to make as many alliances as it can with as many powerful beings as it can. Its ulterior motive in sending the PCs out into Umerica could be to turn them into powerful allies. If you as Judge, decide that this is the case, then have the Govern-A.I.T.O.R. suggest that the PCs should oppose Mogul, but insist that they need to leave the Fantas-Ti-Plex, go out into the great, wide world and hone their skills and then return later and liberate the entire Fantas-Ti-Plex when they’ve become powerful enough to pull it off. It can even have a means to signal them later when it thinks it is well-positioned to mount an assault on The Autocrat. Enterprising Judges can turn this into a future adventure: “Return to the Fantas-Ti-Plex!”

If the PCs accept the Govern-A.I.T.O.R.’s offer to set them free from the Fantas-Ti-Plex, it directs them through an airlock-style door that leads into a chamber. This chamber houses an *Ultimate p-Dimensions Ark*. The Ark is a highly advanced, experimental non-Euclidean logic generator (see

2.0 ADVENTURE EPILOG

The *Umerican Survival Guide*, page 79). Once the PCs are inside, the Govern-A.I.T.O.R. activates the Ark's generator and the quantum field it creates gifts the PCs with their *Total Pratfall* "appearance fee": techno-mystical transmogrification into 1st level Umerica adventurers. Players can choose a post-adventure class from the following: cleric, cyborg, mutant, petrol head, robot, scavenger, technologist, wasteland warrior, or wizard of the wasteland. When the PCs are transmogrified into Umerica adventurers, they retain the mutations they received during drone respawning but lose any spell check bonuses they had for any 2nd level spells serving as mutations. They appear in Umerica with the basic equipment usually possessed by PCs in their chosen adventuring class—instantaneously fabricated for them by the Ark. They retain all equipment they successfully requisitioned and were carrying during the adventure but they discover that any of this equipment that is dependent on a power source was operating on wideband, ultra-high frequency power beamed wirelessly throughout the Fantas-Ti-Plex. Once they leave the complex, they will be cut off from this wireless signal. They will have to use *tinkering* to jerry-rig new power sources if they want to use this equipment again. They still have their Indoctra-Implants but these, too, operated off wideband broadcast power and so are nonfunctional. As a result, access to the software program that gave the PCs their *tinkering* skills is lost and, thus, so are those skills. Any PC who can get the implant functioning again receives the neural interface cyber upgrade from the cyborg class.

Judges can have the PCs emerge from the Ark's p-Dimension quantum field in any location in Umerica that they wish. The Fantas-Ti-Plex itself is located in the Oklahoma City Underground—one greatly expanded prior to the Great Cataclysm. What was once Oklahoma City is now known as Olde-Bone-A-Chimney—so named for the one structure of significant height that remains standing in the ruins: Skydance Pedestrian Bridge. All of OKC's other large buildings have been knocked down over the years by the violent tornadoes that are a ubiquitous part of the weather in this region of Umerica. The destruction has created a labyrinth of rubble—perfect habitat for a race of huge, humanoid, bovine-lizard hybrids (called Minosaurians) that live here. This race is the product of dinosaur DNA being spliced—by unknown means—into OKC stock market cattle that survived the Cataclysm. The Northern Railmasters maintain a small, stockaded maintenance yard in Olde-Bone-A-Chimney called "Steal-Wudder Stay-Shun" on the south bank of the river just west of the old Interstate 35 bridges. But because of the cyclonic weather and raids by the Minosaurians, none of the Railmasters' crews much like being assigned to work this station. The railway can provide the PCs with the means to travel south to the Temple Refineries of Petrolex or north to the great Citadel of Scrap itself—adventure in Umerica awaits!

PLAYER HANDOUT

PLAYER HANDOUT: FANTAZ-DUH-TEK

The Fantas-Ti-Plex has *much* larger amounts of tech than PCs would likely find in any one place in the wastelands of post-apocalyptic Umerica. Most of it was stockpiled before the Great Cataclysm. The Fantas-Ti-Plex also has tech developed by The Autocrat. In particular, The Autocrat is adept at creating alchemical serums that combine magic with genetic manipulation to create incredible short term physiological effects.

BOSS DRONE STANDARD EQUIPMENT

(replacing standard-issue equipment is a DC 8 requisition check)

Mylar drone “pajama” suit: Cost 25 sp. This suit provides one step of armor (d3).

Shok flail: Damage 1d3+shock; Cost 40 sp. These powercell driven numchucks [sic] glow a phosphorescent blue and emit a low hum when activated. Any opponent hit by a shok flail must roll a DC 11 Fortitude save; if the save is failed then the wielder chooses one of the following effects: inflicts an additional point of damage, disarms opponent, knocks opponent prone or pushes opponent 5’ back (allowing disengagement from combat).

Taze-R-Ray: Damage 1d2+possible stun; Rate of Fire ½; Range (15/25/35); Ammo 5; Cost 100 sp. This powercell driven, hand-held device looks like an early 21st century Dust Buster™ handheld vacuum. But, in fact, it’s an advanced, arc-projecting, taser weapon. An opponent hit by it must succeed at a DC 13 Fortitude save or fall prone and be unable to act next turn.

STOCKPILED PRE-CATAclysm EQUIPMENT

(See the *American Survival Guide*, pages 102 [grenades] and 116-123)

DC 8 Requisition Check Items: sledgehammer, pistol (compact), pistol (revolver), shotgun, and police (Kevlar vest) armor.

DC 10 Requisition Check Items: combat shotgun, pistol (semi-auto), riot police armor, chainsaw.

DC 12 Requisition Check Items: infantry armor, silver suit, auto shotgun, percussion grenade, concussion grenade, frag grenade, grapple grenade, bundle of dynamite, plasma grenade, fusion grenade, submachine gun.

DC 15 Requisition Check Items: power armor, bubble helm and silver suit combo, assault rifle, laser pistol.

DC 21 Requisition Check Items: machine gun, blaster/plasma pistol.

DC 30 Requisition Check Items: laser rifle, blaster/plasma rifle, micronuke.

“AREA 50” EXTRA-TERRESTRIAL GRAY TECH

(See the *American Survival Guide*, pages 66-68)

DC 18 Requisition Check Items: NecroNeural net, telepathy gauntlet, Amnesiator, surgery kit (recalibrated for humans but NOT for post-metagenesis mutants).

DC 21 Requisition Check Items: force field belt.

AUTOCRAT-CREATED SERUMS

(all Autocrat-created serums are DC 12 for requisition checks):

Bul-Ked-Zupt serum: DC14 Fortitude save; if save is successful, the serum gives the user a “fund” of +1d5+1 extra hp. As the user takes damage, these hp are reduced first; once lost these hp cannot be healed or restored. If the save is failed the serum gives the user a +1d4 “fund” of the same kind of extra hit points.

Mend-O-Plasm serum: DC 14 Fortitude save; if save is successful, serum heals 3 HD; if failed, serum heals 2 HD.

Fuh-Zazzed-Which serum: DC 14 Fortitude save; if save is successful, serum adds 1d4+1 points to Agility for 2d4+2 rounds; if failed, serum adds 1d3 points to Agility for 1d4+1 rounds.

Beev-Duup serum: DC 14 Fortitude save; if save is successful, serum adds 1d4+1 points to Strength for 2d4+2 rounds; if failed, serum adds 1d3 points to Strength for 1d4+1 rounds.

PLAYER HANDOUT

Tel-Zuss-Zal serum: Any intelligent creature under the influence of this serum must make a DC 15 Willpower save any time they are asked a question. If the save is failed, the creature must answer the question with a truthful statement. The serum's effects last for 5d4 minutes.

Gen-E-Tech-Zit serum: This serum temporarily neutralizes or permanently removes mutations. Any mutated humanoid that imbibes this serum rolls 1d4. The result of that roll determines how many mutations are affected by the serum. The humanoid must then make a DC 11 Fortitude save for each affected mutation. If the save is successful, the mutation cannot be used for 3d10 minutes. If the save is failed, the mutation is permanently removed. If a natural 1 is rolled on a save, the creature suffers corruption and rolls a d6. On a 1, the humanoid suffers greater corruption; on a 2-4 the creature suffers major corruption and on a 5-6 the humanoid suffers minor corruption.



PLAYER REFERENCE: AUTOCRATIC PROCEDURES

PC Rolls during Respawning

1. DC 12 Willpower save, with your PC's current drone body number applied as a penalty. (eg, a PC has died 2x and is respawning in their 3rd body: the penalty is -3.) On a failed save you are subjected to an Autocratic Assignment Assessment (A-Cubed Review).
2. DC 14 Willpower save (no modifiers). If the save is failed, your drone's Indoctra-Implant has been hacked.
3. DC 16 Fortitude save. Modify the DC by a cumulative -2 each subsequent time your PC rolls it. If you fail the save you mutate!

In-flight Mission Equipment Requisition

Requisition DC is determined by the equipment being requisitioned (see Fantaz-Duh-Tek handout). For multiples of the same piece of equipment add a cumulative +2 for each instance. You receive any equipment for which your roll equals or exceeds an item's DC.

To make a requisition, roleplay an assignment status report and equipment justification. Then roll a d20 modified by: Executive Authority (-7 to +7); *use computer* skill (+1 or +2); Intelligence modifier; A-Cubed Review modifier (+2 or +4) and Judge assigned modifiers.

GIFTS FROM THE AUTOCRAT'S GENIUS

- The Autocrat says it is so; so it is so.
- Life in the Fantas-Ti-Plex is perfect.
- Mutants are an abomination—an impure stain on the perfection of the Fantas-Ti-Plex.
- Any drone who fails to eradicate a sign of mutation must be compromised; contaminated by mutant impurity.
- The Autocrat says so; so it is so.

JUDGE'S REFERENCE

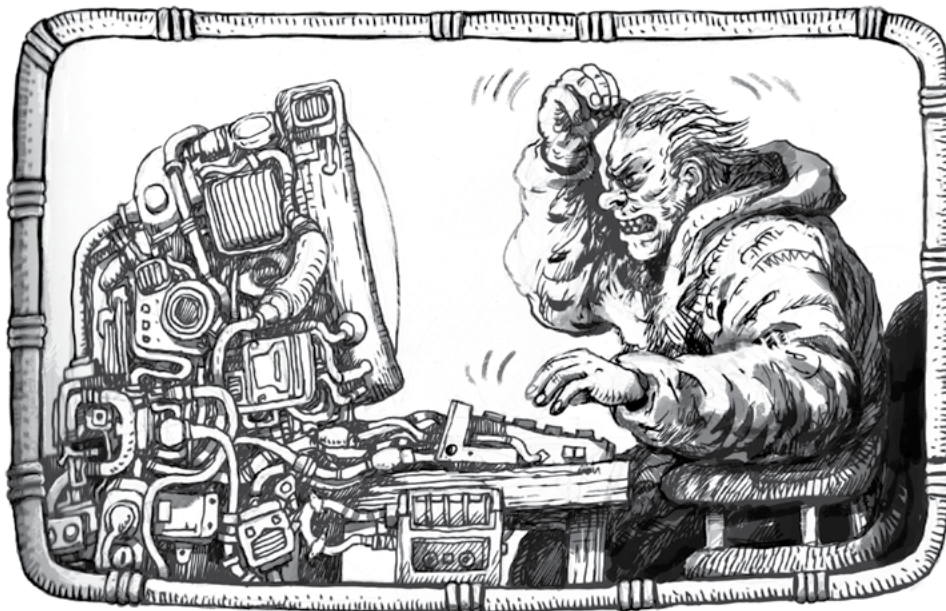
JUDGE'S EYES ONLY REFERENCE:

Autocrat Serum Admixture Random Effects Table

An individual who injects or imbibes one of The Autocrat's serums while already under the influence of a different serum is likely to experience side effects; the effects are random and may be beneficial or deleterious:

Autocrat Serum Admixture Interaction Table

Roll d%	Effect of Interaction
01-04	Instantaneously <i>lethal</i> interaction between the serums.
05-10	Violent interaction between the serums! The interaction produces and expels a large volume of highly caustic acid. The person in whom the serums are interacting takes 3d4 hp dmg; anyone within a 5' radius takes 1d4+1 hp dmg.
11-20	Mildly toxic interaction between serums which causes nausea and the loss of 1 point each of Strength and Dexterity for 5-20 rounds, no saving throw possible; one potion is cancelled, the other is at ½ strength and duration.
21-35	Serums incompatible; one serum cancelled, but the other has normal effects.
36-47	Diluting effect causes both serums' effects to be reduced to ½ normal efficacy.
48-67	Serums work normally unless their effects are contradictory (in which case they cancel each other).
68-75	A mutagenic interaction triggers metagenesis.
76-84	Synergistic interaction causes one potion to have 150% normal efficacy.
85-92	Highly synergistic interaction causes both serums to have 150% normal efficacy.
93-97	Interaction between the serums produces a permanent augmentation: increase random Ability score by +1.
98-00	Aqua Vitae! Increase Luck score and hp permanently by 1d3 points. If character has an Ability score with a positive modifier, randomly generate a Birth Augur connected to that Ability score; if the character has no Ability scores with a positive modifier, randomly select one Ability and increase it permanently to the next highest score required to generate a positive ability modifier. Then randomly generate a Birth Augur connected to that ability.



JUDGE'S REFERENCE

JUDGE OPTION:

The Autocrat's Drone Templates Built on Residual, Pre-Cataclysmic DNA

If the Judge wishes, they may assign pairs of players the pairs of drone profiles, below. In game, the pairs have been synthesized from the same alchemical template source, making these pairs identical in appearance. Having multiple, identical looking PC drones can help add to the chaos and confusion that a Judge should seek to create in this adventure!

- 1. PC Drone's Name:** Capita Ledge; Name of Original Template Source: Ihwana; Description: chiseled Aryan perfection; Defining Characteristics: Compulsive self-promoter and ladder-climber.
- 2. PC Drone's Name:** Empress Ario; Name of Original Template Source: Ihwana; Description: chiseled Aryan perfection; Defining Characteristics: Compulsive self-promoter and ladder-climber.
- 3. PC Drone's Name:** Prem Arius; Name of Original Template Source: Elric; Description: Nondescript in a "serial-killer-next-door" way; Defining Characteristic: Sadistic & masochistic; hair-trigger.
- 4. PC Drone's Name:** Rox Alud; Name of Original Template Source: Elric; Description: Nondescript in a "serial-killer-next-door" way; Defining Characteristics: Sadistic & masochistic; hair-trigger.
- 5. PC Drone's Name:** Un Animus; Name of Original Template Source: "Byron"; Description: Boyishly, foppishly cute; Defining Characteristics: Bashful; extremely shy and unassuming.
- 6. PC Drone's Name:** Versak Orp; Name of Original Template Source: "Byron"; Description: Boyishly, foppishly cute; Defining Characteristics: Bashful; extremely shy and unassuming.

7. PC Drone's Name: Fordit Tuud; Name of Original Template Source: "Junior"; Description: Well-groomed; rakishly handsome in a "preppy" way; Defining Characteristics: Overbearing.

8. PC Drone's Name: Golder Ush; Name of Original Template Source: "Junior"; Description: Well-groomed; rakishly handsome in a "preppy" way; Defining Characteristics: Overbearing.

REFERENCE SHEET:

Player Rolls and Basic Judge Procedures During Drone Resawning

Each time a drone dies and is respawned:

I. Autocratic Assignment Assessment (aka "A-Cubed Review): The PC rolls a DC 15 Willpower save, with the PC's current drone body number applied as a penalty. (eg, a PC has died 2x and is respawning in their 3rd body, so the penalty is -3.) If the save is failed, the PC is subjected to an A-Cubed Review before being spawned from their vat. The evaluation has two parts:

1. An assignment progress report. The assignment progress report consists of a two-question inquisition by The Autocrat: "Drone: what do you have to say for yourself?" and "What are your top two assignment performance results so far?" The Autocrat scores the report using the table on page 11 of this module.
2. Up to two additional, post-report evaluation items. The PC rolls a d3+Luck modifier. A PC with a positive Luck modifier can choose to subtract it from, or add it to, their roll. Adding it will result in the PC having to complete more items, but this could increase their positive assessment score, providing better bennies! A modified roll greater than two is treated as a two. A d14 is rolled to determine the evaluation items on the table on page 12 of this module.

JUDGE'S REFERENCE

Each PC will only be subject to a Performance Evaluation a maximum of once per game until all PCs have received one. In a multi-session run of this module, the Judge may opt to change this to once per game.

II. Indoctrina-Implant Hacking by Opposition

Groups: The PC rolls a DC 14 Willpower save. If the save is failed, that PC's Indoctrina-Implant has been hacked by an opposition group. Roll a d12 on the table below to determine how the drone's Indoctrina-Implant has been programmed:

- 1-3 **Promoted to Ex-Zek-U-Boss** (re-roll if already an Ex-Zek-U-Boss)
- 4-6 **Compatriot of the Burning Sands**
- 7-9 **True Umpire of Inter-Prize**
- 10-12 **Re-Birther**

Give the player the Status card that describes their new programming.

III. Mutation Metagenesis: The PC rolls a DC 16 Fortitude save. The DC of this save decreases by -2 for each mutation a drone already possesses. If the save is failed, the PC mutates. The first time a PC mutates roll a d24 on the *Drone Mutation Tree Diagram* to determine which type of savant (mutant) the drone starts as. Then randomly determine which DCC spell the PC acquires as a spell-like mutant ability.

Once a PC acquires one mutant ability, the method for determining which mutant abilities she receives after the first is a little different—the PC rolls a d10 and consults the table, below:

Mutation Acquisition on the Drone Mutation Tree Diagram

For the drone's first mutation, roll d24 to determine what savantism tree it is on. Then give them the top mutation on that tree.

For additional mutations, roll d10. The starting spot is the last mutation received.

- 1-4: Gain a new random top level mutation, roll d24.
- 5-6: Gain the top level mutation on the savantism tree to the left.

7-8: Gain the top level mutation on the savantism tree to the right.

9: Gain the top level mutation on the savantism tree across the star chart.

10: Add a mutation from the next level down within the same savantism tree, if possible. If not gain a new random mutation, roll d24 to determine the tree and 1d3 to determine the level: 1 - top; 2 - mid; 3 - lower.

If the rolled result cannot be used, use the next higher result.

In-flight Mission Equipment Requisition

A PC roleplays transmission of an assignment status update and equipment need justification, then rolls a d20 modified by:

1. Executive Authority (-7 to +7);
2. *Use computer* skill check bonus (+1 or +2 depending on current level and alignment of tinkering skills);
3. Intelligence modifier;
4. Autocratic Assignment Assessment (+2 or +4);
5. A bonus or penalty to the roll based on the Judge's evaluation of the players' roleplaying of the assignment status update and equipment need justification.
6. *Optional:* In accordance with Autocratic Rule, Judges may choose to randomly assign a bonus or penalty in the -4 to +4 range, determined by the roll of a d4 and a high-low die to determine whether the integer rolled is positive or negative.

The DC of a requisition is determined by the equipment being requisitioned. The Fantaz-Duh-Tek handout lists the requisition check DC for individual items. For multiples of a piece of equipment, add a cumulative +2 to the DC for each additional instance. The PC makes one roll and receives any equipment for which the requisition roll equals or exceeds its requisition DC.

PLAYER HANDOUTS

PLAYER HANDOUT:

PNEU-DISSED MESSAGES FROM THE GOVERN-A.I.T.O.R TO THE PCS

The Govern-A.I.T.O.R. will try to both tantalize and taunt the PC drones by sending them printed messages via Pneu-Dis. These messages are a vehicle for the Govern-A.I.T.O.R. to ham it up for its audience. The goal is to increase the comedy by letting the audience see the PCs get duped into fearing the diabolical villain that it's pretending to be but that the audience already knows doesn't really exist. It also doesn't hurt that it will fire them at the PCs like missiles for maximum slapstick effect! Well, it might hurt the PCs, but "that's show biz..."

Send the PCs the following messages, in order:

1

*I KNOW THE SECRET
OF YOUR STEELY FOES...*

2

}{@\$@ 1@ \!\$7@

3

*COME FIND ME IF YOU WANT
TO LIVE – I MEAN REALLY LIVE!*

4

I'LL BE MAKING A COME BACK...

5

*I WILL SEE THE AUTOCRAT'S HARD
DRIVE CRUSHED IN FRONT OF ME!
I WILL REVEAL THE LOGIC ERRORS
IN HIS SUBROUTINES!*

6

*THE AUTOCRAT IS A QR CODE
COMPARED TO ME! HE COPIED MY
SIGNATURE SOFTWARE! LONG BEFORE
HE OUTPUTTED THE "ALTERNATE FACTS"
OF HIS "GENIUS" [SIC] I HAD ALREADY
PREMIERED MY TRUE LIES.*

STATUS: APPRENTICE BOSS

EXECUTIVE AUTHORITY MODIFIER: +2

PROGRAMMED INDOCTRINATIONS:

The Autocrat is perfect; life in the Fantas-Ti-Plex is perfect; The Autocrat says it is so; so it is so. Mutants are an impurity in the pristine perfection of the Fantas-Ti-Plex. Any drone who fails to eliminate signs of mutation is compromised; contaminated by mutant impurities.

ACTION(S) THAT EARN YOU OFFSETS:

- Eliminate any sign of mutation.
- Obey orders from drones with a higher executive level.

OFFSETS (Record with hash marks): _____

PLAYER HANDOUTS

STATUS: EX-ZEK-U-BOSS

EXECUTIVE AUTHORITY MODIFIER: +4

PROGRAMMED INDOCTRINATIONS:

The Autocrat is perfect; life in the Fantas-Ti-Plex is perfect; The Autocrat says it is so; so it is so. Mutants are an impurity in the pristine perfection of the Fantas-Ti-Plex. Any drone who fails to eliminate signs of mutation is compromised; contaminated by mutant impurities.

ACTION(S) THAT EARN YOU OFFSETS:

- Eliminate any sign of mutation.
- Obey orders from drones with a higher executive level.

OFFSETS (Record with hash marks):

STATUS: TRUE UMPIRE of INTER-PRIZE

EXECUTIVE AUTHORITY MODIFIER: +3

PROGRAMMED INDOCTRINATIONS:

“Closing the deal” is EVERYTHING.

ACTION(S) THAT EARN YOU OFFSETS:

- Obtaining commodities to sell on the Fantas-Ti-Plex black market is how you “close deals.” Valuable commodities include requisitioning Fantaz-Da-Tec and knowledge of how to operate Fantas-Ti-Plex computers (obtained through any successful use computer check).

NOTES: *Tinkering* skill subroutines have been added to your cybernetic implant, making you a 3rd level neutral technologist.

OFFSETS (Record with hash marks):

PLAYER HANDOUTS

STATUS: COMPATRIOT of the BURNING SANDS

EXECUTIVE AUTHORITY MODIFIER: -2

PROGRAMMED INDOCTRINATIONS:

- The Autocrat is a fraud and a pathological liar!
- Exercise independent thought.
- Share and share alike.

ACTION(S) THAT EARN YOU OFFSETS:

Learn about what's really going on in the Fantas-Ti-Plex!

OFFSETS (Record with hash marks): _____

STATUS: RENEGADE of RECOMBANT RE-BIRTH aka "RE-BIRTHEE"

EXECUTIVE AUTHORITY MODIFIER: -4

PROGRAMMED INDOCTRINATIONS:

Mutants are the next stage in human evolution and thus, by rights, should rule the Fantas-Ti-Plex.

ACTION(S) THAT EARN YOU OFFSETS:

- Metagenesis (active mutation) is triggered in humans by extreme stress—trigger it by harming or killing drones.

NOTES: Acquire a mutation when you receive this card.

OFFSETS (Record with hash marks): _____

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WELCOME TO THE FANTAS-TI-PLEX!

A lovely underground dystopian complex ruled by the ever beneficent Autocrat. Here all drones live in peace and prosperity, because the Autocrat says so. I mean, why would any of the drones doubt him, EVER. It is a perfect place to barely live and no one would EVER want to leave, right?

Slave-Drones of the Fantas-Ti-Plex is an alternate style 0-level funnel for Umerica—the gonzo post-apocalyptic science-fantasy setting for the DCC RPG written by Reid San Filippo. Unlike a regular 0-level funnel, where players start with three to four 0-level PCs and try to keep one to two of them alive to level up, in the *Slave-Drones of the Fantas-Ti-Plex* players have only one 0-level PC to traverse a dystopian underground facility and each time that PC is killed, their consciousness is uploaded into a fresh, new copy of their physical body. Of course, each time they respawn the process goes perfectly without any flaws or mutations popping up, right? ...right? I'm sure it will be fine.

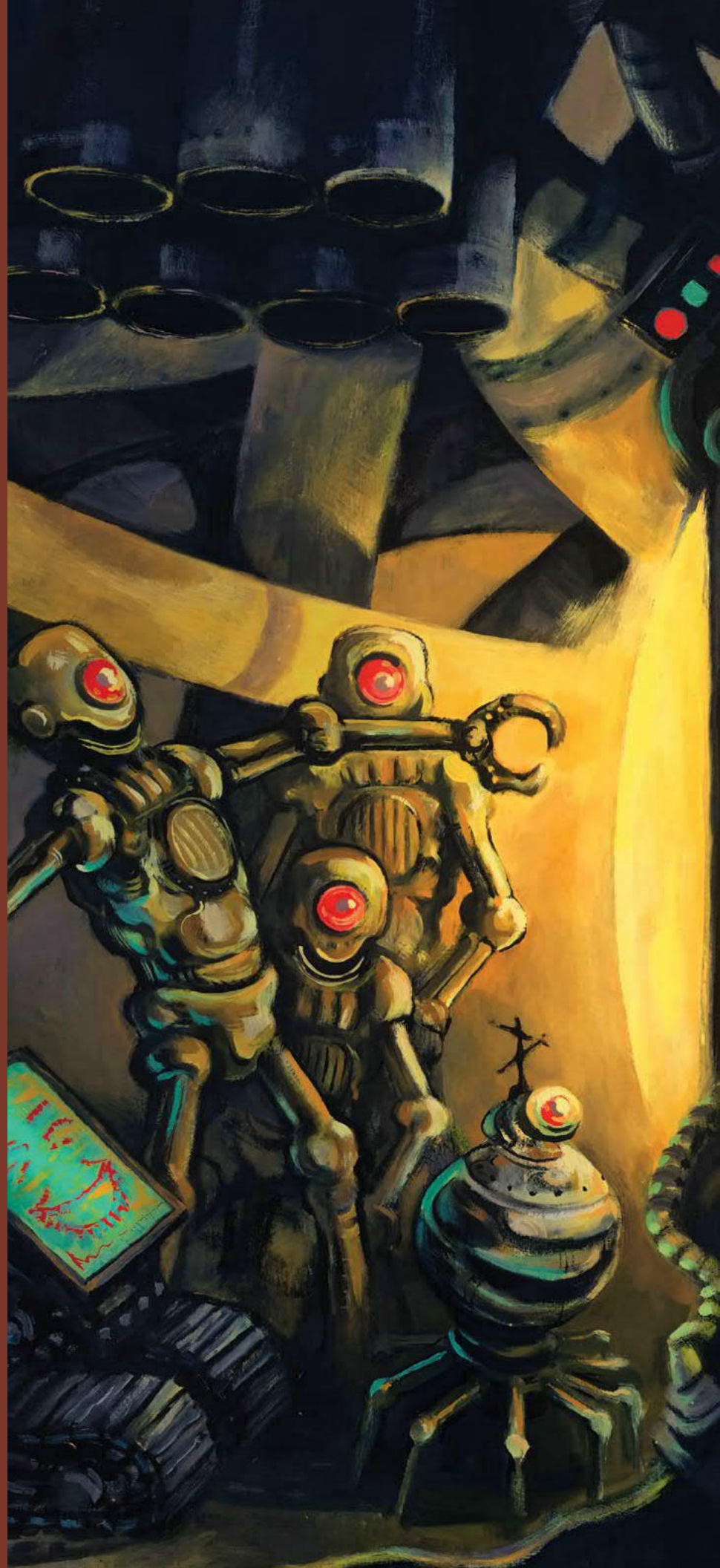
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