

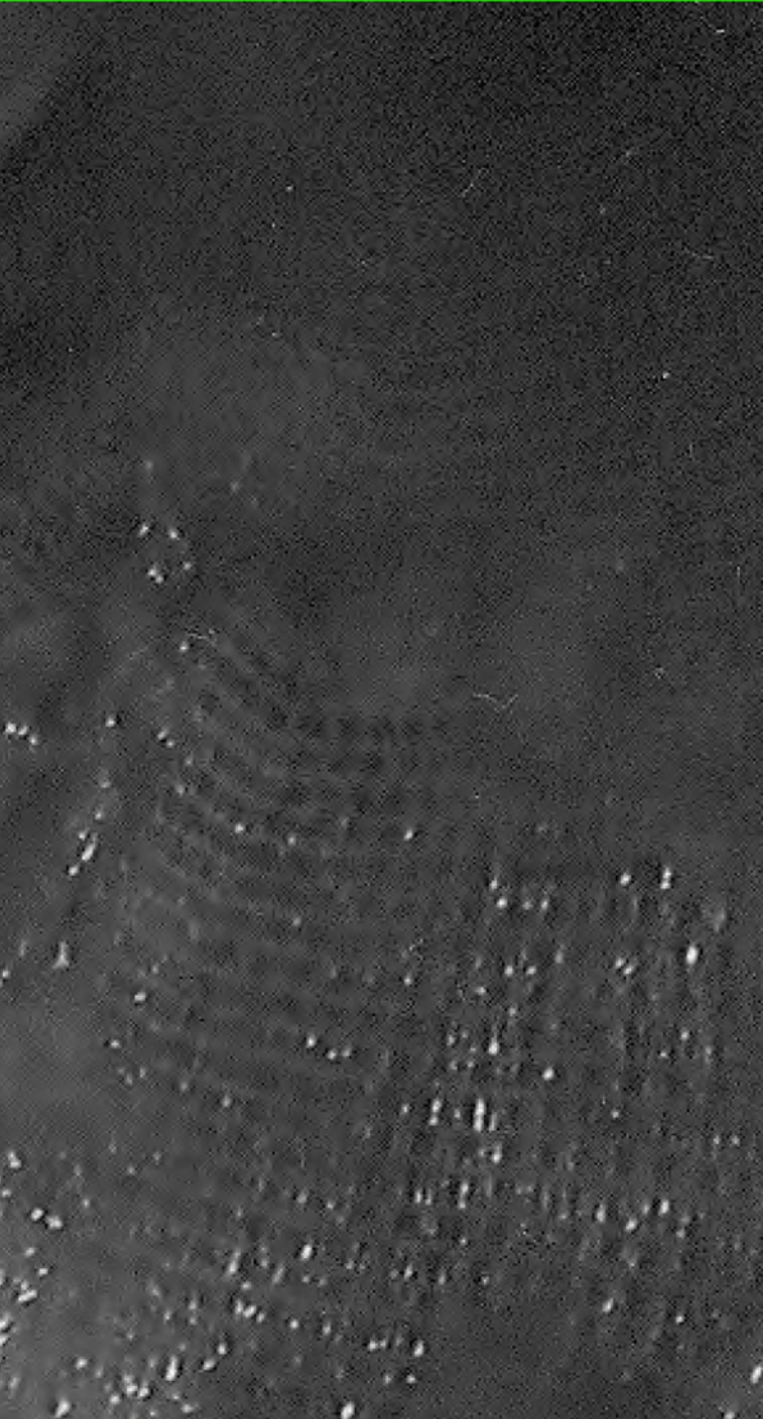
ecrotic Edifices of Iron

Necrotic Edifices of Iron and Moon; the
5th of time-unfold

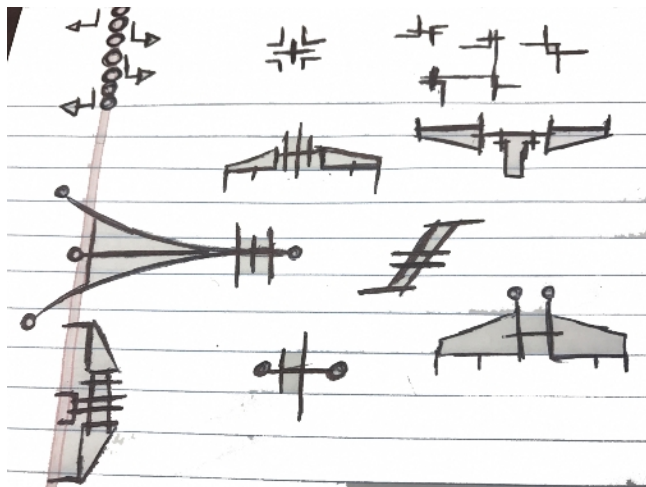
depth of time untold

ORBITAL
INTELLIGENCE





Necrotic Edifices of Iron and Moon; the depth
of time untold



ART & WRITING: Sean Richer

TOURNIQUET: Source of pic of me:

Impacttestdummy 2016

LAYOUT: Glynn Seal, MonkeyBlood Design

TROIKA LOGO: Sam Mameli (glitched by Sean)

ONLINE: <http://orbitalintelligence.co/>



Offering of Dark Space Nachoes:

"Necrotic Edifices of Iron and Moon; the depth
of time untold" is an independent production
by Orbital Intelligence, LLC and is not
affiliated with the Melsonian Arts Council.

"Necrotic Edifices of Iron and Moon; the depth of time untold" is a production of Orbital Intelligence, LLC © 2019. All rights reserved.(and is owned by)

Contents

Why does this stupid book exist?	3
Backgrounds.....	5
early cycle of the chitinic moon.....	5
1 - glass centaur.....	5
2 - the spoke.....	7
3 - gravel.....	9
4 - ordinance.....	11
5 - lander.....	13
6 - charon eternal.....	15
late cycle of the chitinous moon.....	17
1 - feral centipede.....	17
2 - tourniquet.....	19
3 - silt struggle.....	21
4 - siren.....	23
5 - sand.....	25
6 - enamel cortex.....	27
Bestiary.....	29
1 - ponderance	29
2 - obsession	31
3 - idealism	33
4 - perfection	35
5 - toast.....	37
6 - epoch	39
Tubes & vactrols & gas & NOS.....	42
adventure - the 9 phases of the chitin moon.....	43
11 - heads will roll;.....	47
12 - violent effervescence;.....	49
13 - glaze.....	51
21 - oil down.	53
22 - darkness;.....	55
23 - brooding;[or Is This Even Playable?]	57
31 - terminus;	59
32 - eradication	61
33 - hornado.....	63

Why does This STUPID BOOK exist?

When I ported "Terror of the Stratosfiend" to TROIKA! It hit me that, while it fit well... it would probably more exciting to build something for TROIKA! from the ground up.

- » D6 of backgrounds
- » D6 of backgrounds
- » D6 bestiary entries with sentient toast
- » D33 of one-room adventure hooks.

*** BUT what is it ***

It's a horrific adventure that swings through the 9 phases of the chitin moons. Each chitin has possessed a door in the characters' world, and when they pass through... the true effects of each chitin begin.

Sure, maybe you decide "meh, I'm never going through a door again, you have no control over me Sean" and that's fine... but once the chitins seize the moon... the entire world begins to ooze, and plague cocoons, you're only one flatbed truck through the roof away from realizing that jet turbines can be tamed.

And the chitins can't be tamed, and won't stop. Beware the insectile horror. Hope that you enjoy it

- Sean, Orbital Intelligence, LLC



BACKGROUNDS

EARLY CYCLE OF THE CHITINIC MOON

1 - glass centaur

Under normal circumstances you're human, but due to the chitinic moon's theoretical existence... you're made of glass for better or worse. Others can ride you, others can drink from you, others can bask themselves in your liquid core. You are the workhorse of all those that know you. Bear your burden. Bear their weight.

possessions

- » D3 cocktail recipes
- » 4 gilded quail-leather horseshoes
- » 1 never gonna melt ice-cube

advanced skills

- 3 run
- 2 etiquette
- 2 tracking
- 1 strength
- 1 trapping
- 1 unarmed fighting

special

You can carry up to 18 items, with no encumbrance penalty, but that is the maximum that you may hold. You roll 3d6 when trying to grab items. (yes some are inaccessible; you're made of glass)

LIMBS BEND+BREAK



SPEED UNTO SPEED
SUPPORT ALL THAT RELY

AS NEEDED . . . WE ' RE NEEDED .

2 - the spoke

You are the runaway train. In shower of sparks and steel you shred through reality itself. Those who stare upon your spinning become entranced. With each strike you grow faster and faster. It is said at the heart of every galaxy is a spoke that never stopped spinning.

- » Thrust-Glaive of the 4th Moon (as Polearm) **posessions**
- » Singing Scythe of the Waning Reef (as Polearm)
- » D6 flasks of oil

advanced skills

- 3 acrobatics
- 2 mathmology
- 2 sleight of hand
- 1 polearm fighting
- 1 run
- 1 swim
- 1 secret signs - speed rings

special

Has 4 hands. Can bear 2 pole arms. Whenever it successfully completes a run or attack action, it immediately adds another initiative token for itself to the current stack, and gains an additional 1 point of armour until the end of the round.

You're also able to leave speed rings in any surface. Those versed in reading them can receive your coded messages.



MY PAIN
OUTGREW
THE SLOW
GRANITE
RAIN

A BOULDER— PROJECTED AND REFRACTED ;

REFINED UNTO EVERY OUNCE OF COMPARTMEN—
I'VE WROUGHT ON THOSE I LOVE .

3 - gravel

Before there was organic life, there was inorganic. As gravel you embody the more primal and primordial forces that have inhabited this planet. You are nothing more than the rocks that form your persona. (No really, you are a person / animal made of rocks)

possessions

- » D6 precious gems
- » D6 chthonic roots of the chitinous moon (Target has a 50% chance of being knocked unconscious or regaining full health)

advanced skills

- 2 disguise
- 2 sneak
- 2 strength
- 1 awareness
- 1 evaluate stones + gems
- 1 unarmed fighting
- 1 tunnel fighting

special

Test your luck successfully to scatter and fall to the ground as stones. In scattered form you have armor equal to your remaining stamina. You're unable to wield weapons, or any equipment. (your items float on top of you)

Test your luck successfully to return to your humanoid / whateveroid form (yes this means you might get stuck)

OUTRUN
MY
WRATH



OUTRUN
MY
BURDEN

OUTRUN MY FUN

TICKLE ME, LET'S PLAY



4 - ordinance

You are a lord of war; in all facets. Today it's bullets, tomorrow it's lasers, sometimes it's swords, and other times its bullet slings. It doesn't matter what form it takes, you understand engagements in all facets, and always have enough shells to make it last.

possessions

- 》 Spiral Boom-Blade
(as both Fusil & Great Sword)
- 》 D6 books on future philosophies
- 》 Skin-tight flesh suit
(as Lightly Armoured)

advanced skills

- 3 fusil fighting
- 3 greatsword fighting
- 2 fly
- 2 mathmology

special

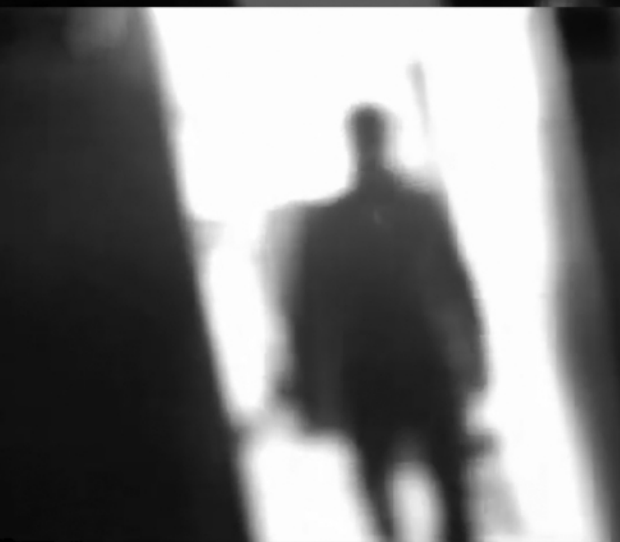
Perhaps you want to go from Great Sword to Scythe? Once per day, you may exchange one of your fighting advanced skills with an advanced skill of your choice. (yes this means you may swap your fighting skills with non-fighting skills and you forget how to fight. The future may not require combat.. Prepare for it)

You may also test your luck successfully to find a full clip or energy cell for any weapon that you own.



I

R
I
D
E



E I

X T

I S

S E

T L

E F



N

G

E

5 - lander

There's not a being, living or inanimate, that you can't ride. You are the jockey of the cosmos. Whether golden barge, or ogre, you will ride it into the sunset. For some reason you're also an accomplished quilter; all new mounts must be documented.

possessions

Skin-tight hyper wound flesh suit
(as Modestly Armoured)

Razor Lasso (as Knife; 10' range)

Blank 10'x10' quilt.

advanced skills

3 ride bipedal species

3 astrology

2 tracking

1 golden barge pilot

1 quilt making

1 Lasso Fighting

special

Can grapple with its lasso fighting skill.

Can perform a riding / mount maneuver after a successful grapple. Climbs on to target's shoulders; controls movement of target until it is knocked free.

Once dismounted, you must spend your next action stitching the tale of your newest mount into your quilt.

ALL THAT
DIE

BECOME
UNTO
ME

AS I'M
UNTO
MYSELF

AS I'm
UNTO
MYSELF

AS I'm
UNTO
MYSELF

AS I'M
UNTO
MYSELF

XXXX

XXXX

You have
died before.

You have died
many times. You have
forgotten how many
times you've been stitched
by Ult'Lang but you remain a
servant. You're more than
willing to help others cross
the threshold of death;
whether they plan on coming
back... or not.

6 - charon eternal

possessions

- » D3 bodies of past hosts
without heads (can be used
to re-animate)
- » D3 large skulls
- » D3 small skulls
- » Ritualistic Har'Deg'Nak
Blade (as Knife)
- » 1 Reanimation Mark of
Ult'Lang

special

For each Reanimation Mark of
Ult'Lang you bear, you have a
-1 to all skills and spell
checks. THEY CANNOT BE
REMOVED.

If dead, as long as your head
(intact or not) still exists,
it can be re-animated. It
must be severed and attached
to a new body in a ritual
called "*Consecration unto
Charon Ult'Lang Gatekeeper of
the Damned and Siren of the
Undying*". As a part of the
ritual you gain an additional
Reanimation Mark of Ult'Lang.

advanced skills

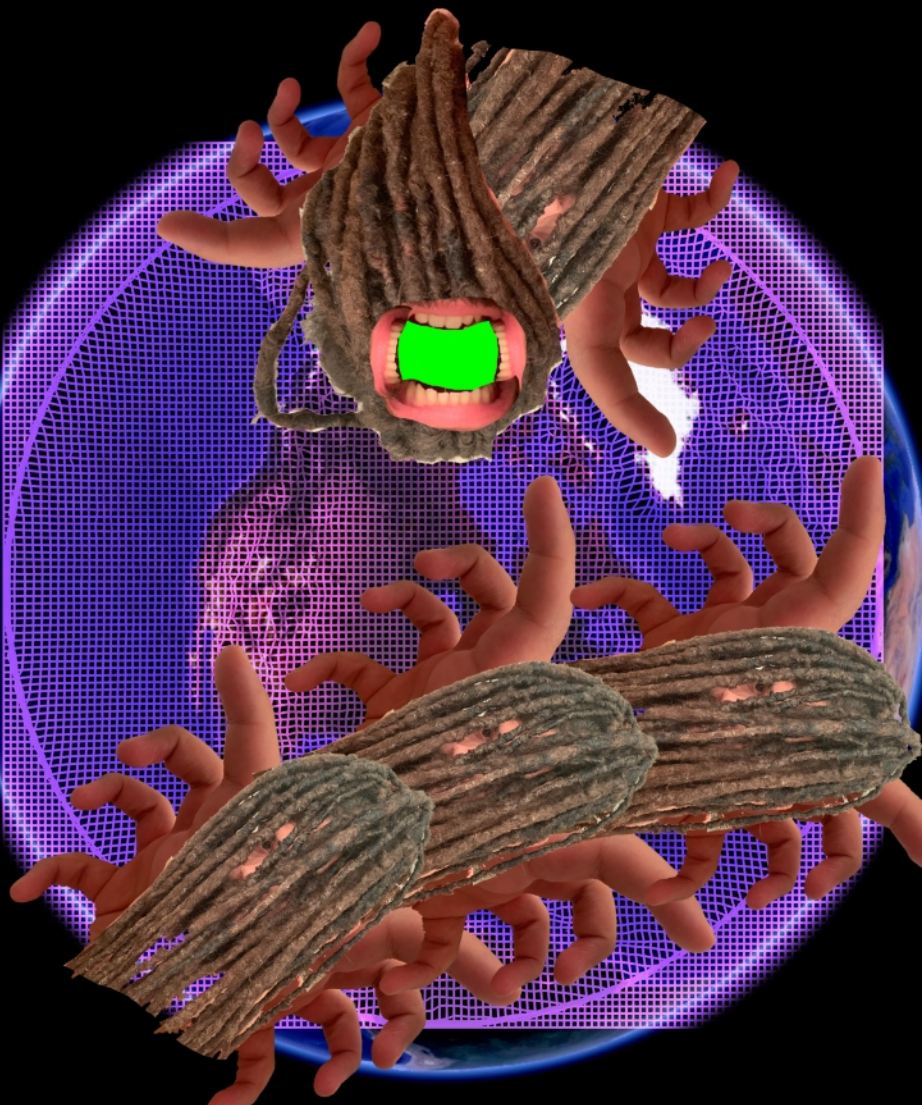
- 5 spell - posthumous vitality
- 3 etiquette
- 2 spell - bloodshroud
- 2 awareness
- 2 mathmology
- 2 knife fighting

MY CHILDREN ARE MANY

MY CHILDREN ARE MANY
MY CHILDREN ARE MANY

MY CHILDREN ARE MA

MY CHILDREN ARE MANY



LATE CYCLE OF THE CHITINOUS MOON

1 - feral centipede

Your progeny are destined to consume the cosmos, and it is your divine right to ensure this. You are their conqueror, their nurse, their mother, their father, their sibling, their cousin. In fact YOU are them. Release them, and watch them eat the world alive.

possessions

- » Gnashing of Teeth (as Modest Beast; uses 2 inventory slots at random)
- » 3D6 fried maggot hosts (each provide 1 stamina)

advanced skills

- 3 burrow
- 2 gnash fighting
- 2 spell - brittle twigs
- 1 climb
- 1 poison
- 1 tunnel fighting

special

Can spend 2d6 stamina to summon a maggot host

Maggot Host

Skill 6

Stamina 6

Initiative 1

Armour 1

Damage as Large Beast

A writhing mass of teeth and chitin.

special

Withers in 6 minutes



WRAP

n3

N' UR

GRAS-

2 - tournaquet

Brimstone is on your breath. Obsidian
itself courses through your veins.
You've seen the edge of the event
horizon, and have helped heal those
that have lost humanity itself.
Whether from the depths of the soul,
or through your music... you've always
found a way to heal others. Help
them, for their flesh shell is the
only enamel keeping them attached to
this plane.

possessions

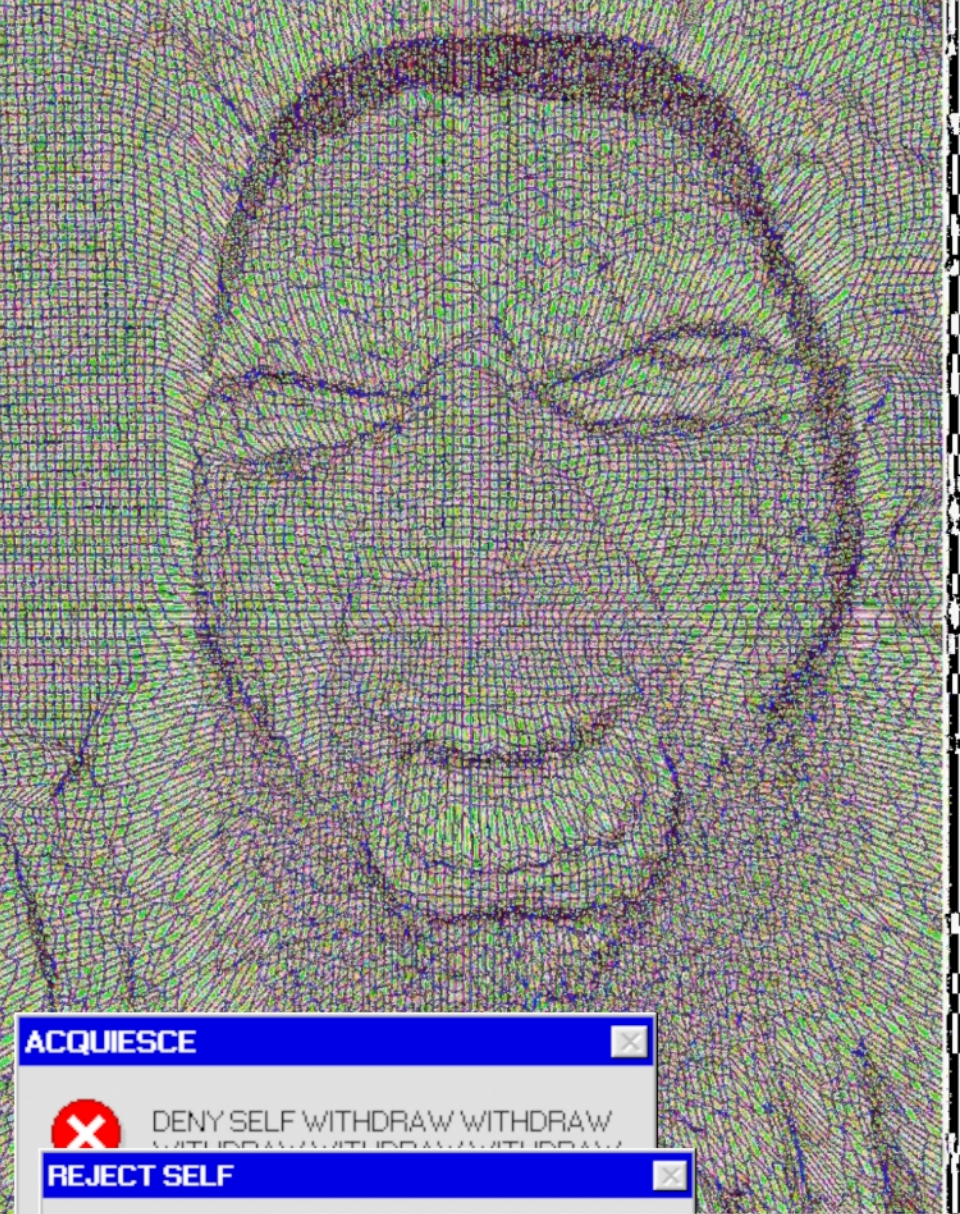
2 pockets full of wires
D6 hands sent from admirers
1 unused key to the gate to hell

advanced skills

3 second sight
3 healing
3 mathmology
1 flight via broken wings
1 knife fighting
1 noise music

special

You can take stamina damage to increase your
noise music, or healing, advanced skill by an
amount for 1 action. (2 point of stamina = D3
bonus skill points)



ACQUIESCE



DENY SELF WITHDRAW WITHDRAW
WITHDRAW WITHDRAW WITHDRAW

REJECT SELF



DELETE

ABANDONMENT



I WORTHLESS aDELETE ME.
REWIND
AND EAT ME

CANCEL

SPARE ME

END ME

3 - silt struggle

Upon first boot, you realized that you had immediately crashed. Your software is actively trying to kill you, but you're going to drag everyone down with you. Your error messages confound and confuse, allowing you to taunt and tease anyone into striking you. You will eventually power down forever, but in the meantime.. Everyone will scream with you.

possessions

- » D3 Error Messages (as Shield; single use only, they immediately shatter into pixels and corrupted VRAM)
- » Pixel Scales (as Lightly Armoured)

advanced skills

- 3 spell - breach
- 2 poison
- 2 sneak
- 1 spell - cockroach
- 1 spell - drown
- 1 Error Message Fighting

special

May test luck successfully to change the target of any attack to itself.

Whenever it takes damage or fails a spell or skill, it gains another Error Message.

Whenever it takes damage, it regains 1 stamina, unless it is dead.

SUDO RM -F SIREN



You're a collection of screaming pixels.
Your skin is made of lines traced by the
Cathode Ray Tubes of god herself.
Everything you do is worship to the
screaming tubes. Eventually your imagery
will fail, and you'll be fed to god...
until then.. You will disrupt...

4 - siren

possessions

- » Vertex Acid Wireframe
(as Lightly Armoured)
- » 3D6 Corrupted and Bloated
Lithium Cells
(used as fuel for Explode)
- » D3 busted cathode ray tube
television (used as fuel)
- » 1 Obscenely Named Vacuum
Tube Synthesizer

special

Can test luck
whenever you
take damage, if
successful
damage is
reduced to 1
point. If
failed, explode
is
automatically
cast using an
inventory item
at random.

advanced skills

- 2 etiquette
- 2 spell - flash
- 1 swim
- 1 acrobatics
- 1 locks
- 1 sleight of hand
- 1 spell - babble
- 1 spell - explode
- 1 technological music burst
(can perform music with any
powered item; instrument or
not)



INSIDE OF ME



ALL IS LOST FOREVER



5 - sand

"All is dust, Alms is dust, Poor trust encased in dust, Ashes turned to lust, Lashes pushed to rust, In case of fire, water turns to rust, Ashes turn to dust, Blood laden flow, ridiculous, Ancestral screams line my animus, Liken us unto stars, And we all become." - Dust, Anatolia's Finest, ChromaSurge (2017)

possessions

- ▷ Gnashing of Teeth (as Large Beast; uses 4 inventory slots at random)

advanced skills

- 2 spell - levitate
- 2 sneak
- 2 gnash fighting
- 1 spell - earthquake
- 1 spell - drown
- 1 tracking
- 1 trapping

Special
You are able to become a blanket of sand at will; you shed your skin and become a mass of sand, silica, teeth, earth, and tongues. Your maximum radius is equal to your stamina in feet.

While in sand form, you're able to move through rough terrain with ease. You take double damage from area effect weapons. Anyone struck by you is dragged into your sand mound and must test their luck each round to break free. If they are stuck for 3 rounds, they are consumed and you may add 1 to the advanced skill of your choice.



possessions

- » 1 Ranged Siege Weapon (as Fusil)
- » 1 Melee Siege Weapon (as Modest Beast)
- » D3 vacuum tubes
- » 1 family portrait, painted by [REDACTED]
- » 1 chocolate bar, too sentimental to eat
- » D3 memory cards for brain.

8 - enamel cortex

You were chiseled from the tooth of a god. Equipped with their primitive technology, given control of their kingdom, and put into an eternal slumber. You've recently awoke to find your kingdom deleted, and your kin thrust into the vacuum of an Epoch's dream.

special

You can fall asleep at will. Whenever you do, all who gaze upon you must Test their luck successfully, or fall into synchronous slumber with you. While asleep they enter your dream realm... hope a nightmare doesn't spawn...

advanced skills

- 3 computer & body hacking
- 2 siege weapon fighting
- 2 hovering flight
- 1 spell - thunder
- 1 holographic limbs
- 1 etiquette
- 1 Brain Storage Space



Bestiary

1 - ponderance

SKILL 10
STAMINA 20
INITIATIVE 3
ARMOUR 0
DAMAGE as
Large Beast

Mien

1. deep in thought
2. aggravated
3. hungry
4. tired
5. enraged
6. enraged ULTRA mk II

Trapped in the bowels of life itself is Ponderance. It is consistently trapped in deep thought, and if given the opportunity it will drag as many into thought-space as it can. They say if it mentally ensnares you, it will rapidly try to bite your fists off...

Special

Ponderance knows the spells Animate and Befuddle, and will use them to confuse victims. It may also spend an action to force a target to test its luck, or be trapped in thought until the end of the next round.

Any melee attacks made while the target is confused, or trapped in thought, will result in biting off a fist of the target. It cannot digest them. If it is slain, you can root through its stomach to find a fist. There's a ? chance of finding your own fist(s).



TIRES



SUM OF THE PARTS

HUMAN PARTS

SKILL 8
STAMINA 6
INITIATIVE 4
ARMOUR 8
DAMAGE as Small
Beast

Obsession loves you, Obsession wants to be you. Given enough time, Obsession becomes you, or you it...

A strange creature that has long since forgotten its own form, and family, seeks to find familiarity in the veins of others.

Mien

1. thirsty
2. bored
3. grooming itself
4. playful
5. obsessed
6. oddly happy

It is said that anything they touch, they begin to replicate. Cell by cell. Limb by Limb. Also something about a pheromone.

Special

Whenever it strikes a target, they are coated in an acid lure. Others must test their luck successfully to be able to target anyone but the newly struck target.

Whenever it deals damage it replicates one of the target's limbs as its own. Once it has replicated all limbs, characters have a 50% chance of telling Obsession and their clone-source apart.



IMMORTAL

DEATH

EATS

ALL

LIFE

AND

SO WHAT

LIFE

IS

MY OWN!

3 - idealism

SKILL 8

STAMINA 8

INITIATIVE 2

ARMOUR 3

DAMAGE as held

weapon

Mien

1. patriotism
2. prideful
3. sad
4. angry
5. quiet
6. sitting still

For better or worse, Idealism is a demon that we all must struggle with. In the scope of Necrotic Edifices, Idealism is a vile trickster that will impose its seemingly random and pragmatic will on all who gaze upon it. All that don't. Will be broken, and weeping. Idealism crushes all in its path.

Special

At the beginning of every round, roll on any Mien table. All entities judged to be acting out of accordance with the selected Mien result, will have -5 to their skill and spell checks. YOU MUST EMBODY THEIR MIEN.

Any time a character succeeds at a spell or skill in the presence of Idealism, they must repeat the action every chance they get.. or they automatically fail the next skill, or spell, that they attempt.

PRACTISS MAKES PARFAIT



D O E S N ' t t h i t i t !

4 - perfection

SKILL 4

Mien

STAMINA 1

INITIATIVE 1

ARMOUR SPECIAL

DAMAGE as small
beast

1. gloating
2. beaming
3. proud
4. shy
5. unapologetic
6. literally shining

There's nothing more terrifying than a demon possessed elf on your shoulder. It's always watching and checking to see what you do wrong. Unfortunately this one is over-zealous, and doesn't want to see you fail. No Really... if you fail... It electrocutes you.

Immediately deals damage (roll for damage) to anyone, anything (other than itself) that fails a skill or spell within its field of vision.

Special

Only takes damage from damage rolls of 6 or higher.

Always spawns in groups of 3 entities.



TOAST

1. SLICED BREAD SCORCHED BY HELL
2. EMBODIMENT OF THIRST & PAIN

5 - toast

SKILL 10
STAMINA SPECIAL
INITIATIVE 3
ARMOUR SPECIAL
DAMAGE as Small
Beast

Mien

1. flatline
2. silence
3. dancing around
4. pretending to be a waffle
5. spinning in place.
6. spitting seeds

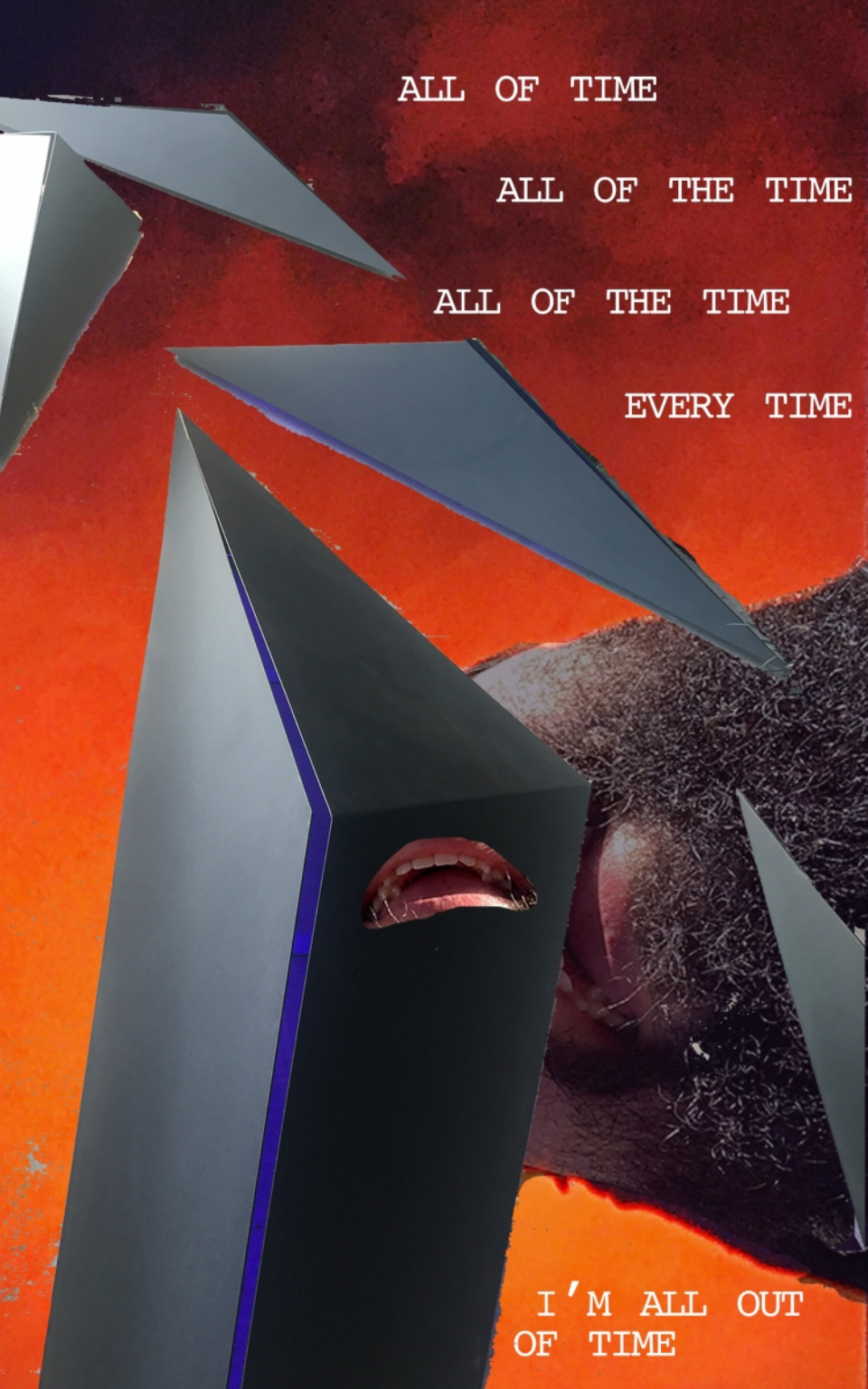
Fear not the simplicity of TOAST for it will shred you from limb to limb in an inferno that will never end unless you just give in and let it take over your body entirely after which you may just explode.

Maybe it's a horrifying flaming lust demon of thirst.. Or maybe it's just toast. Hope you had butter.

Special

Cannot move. Immune to all damage other than bites. As soon as TOAST can see a target, the target must test its luck or feel thirst like it has never felt before. A combination of throat drying out, and abject lust. Can cast Fire Bolt at will. Can cast dragon-fire once per day.

To defeat it, you must pick it up and eat it. (Takes 3 actions; can be reduced to 1 action if you have butter, and jam made from berries grown in the belly of god herself)



ALL OF TIME

ALL OF THE TIME

ALL OF THE TIME

EVERY TIME

I'M ALL OUT
OF TIME

6 - epoch

SKILL 14

STAMINA 30

INITIATIVE 6

ARMOUR 10

DAMAGE as Pistolet

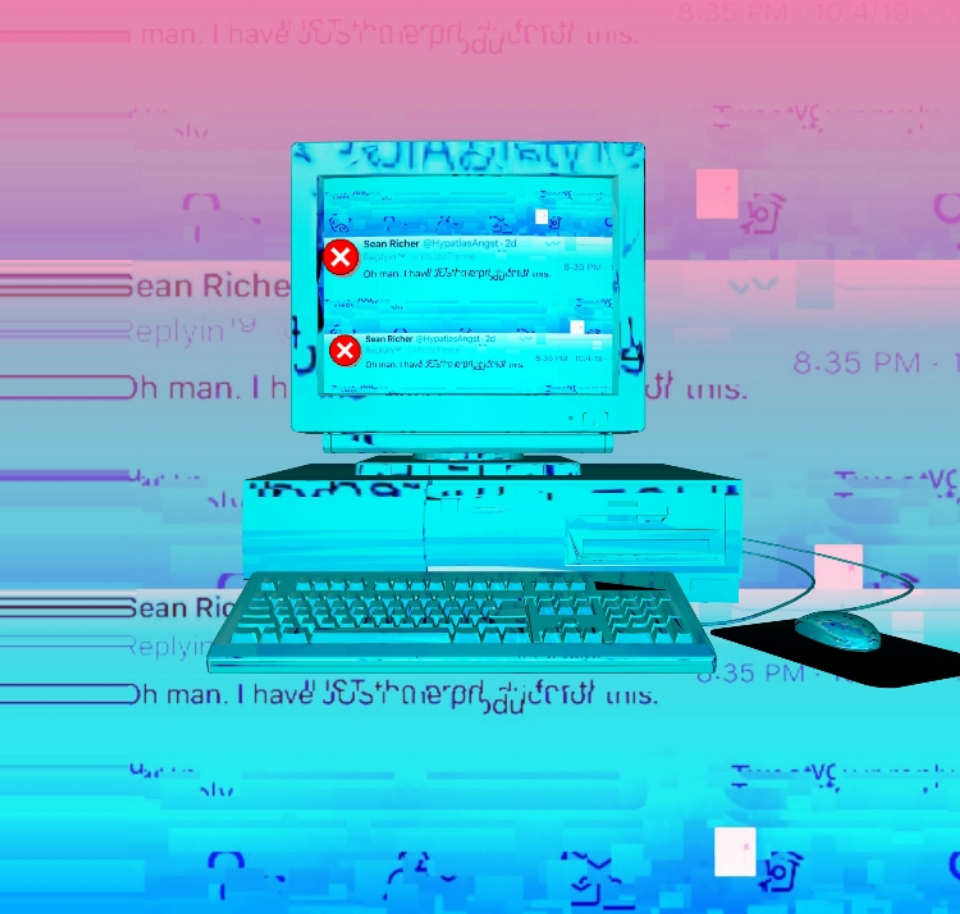
Mien

1. pondering time
2. observing holograms
3. argumentative
4. faded
5. tired
6. incredibly alert

Time itself spat on the ground, and spat on the ground, and spat on the ground, until a crystalline form emerged. Epochs serve as those that commandeer time, as well as its greatest enemy. Epoch stands for all that was, all that is, all that will be, and also is rumoured to be a post-primordial dragon god entity that manifests as a spherical time extrusion.

Special

Every time it damages a target roll 3d6. If even, add that many years to their age. If odd, remove that many years from their age. Then look to "Epoch's Unfortunate Aging Tele-Matrix" to find out what their new age means.



Upon 9 chitin,
A moon will die a harsh death,
Let the maggot feed

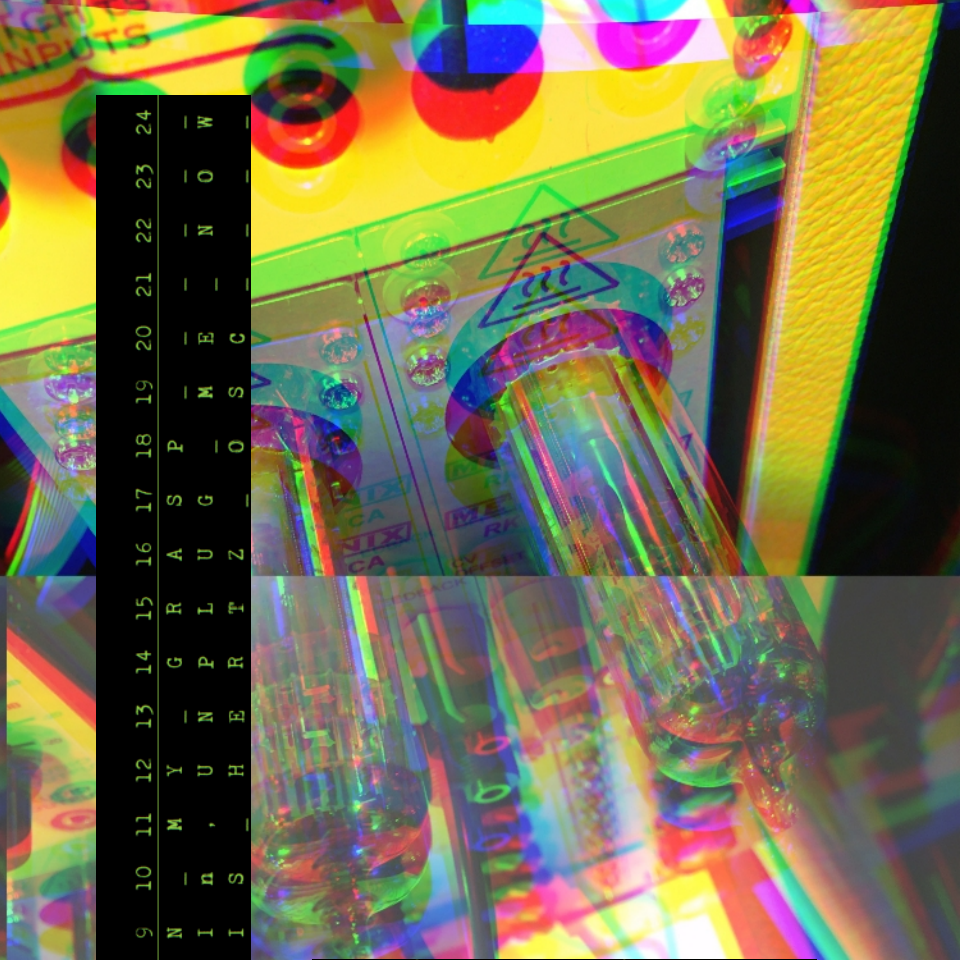
Repeat this until,
Time forgets this stupid plot,
Delete my stupid

Rinse, lather, delete?
Interrogate all insects,
Exfoliate them

Epoch's Unfortunate

Aging Tele-Matrix

- 0-2 Become a crystal egg. Must test luck to be able to move. Counts as heavily armored. Can't use skills that require limbs or body.
-
- 2-19 Turns into crystal person, can communicate telepathically. Counts as heavily armored. Takes double damage from blunt weapons.
-
- 20-30 Turns into flesh person, gains small beastly weapon. Is constantly leaking meat and fiber.
-
- 30-40 Becomes 60 feet tall, gains gigantic beastly weapon. Loses half of friends; rolled at random.
-
- 40-60 Wires and steam vents line the body of the target. They can cast dragon-fire breath once per 3d6 hours. (re-roll each time)
-
- 70-90 Grows scales all over body. Has Armour of 6. Can eat spicy food that would kill mere mortals.
-
- 100+ Becomes alien dragon god. Becomes incorporeal. Test luck to summon a dragon for 10 minutes at a time to do its bidding. Can use known spells, and limbless skills, while incorporeal. Must summon dragon for anything physical.



Roll 4D6

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
E	N	T	E	R	T	A	I	N	-	M	Y	-	G	R	A	S	P	-	-	-	-	-	-
P	L	u	G	-	M	E	-	I	n	,	U	N	P	L	U	G	-	M	E	-	N	O	W
V	O	L	T	A	G	E	-	I	S	-	H	E	R	T	Z	-	O	S	C	-	-	-	-

2	A C E G	Cyclops
3	H I L M	Tiger
4	N O P R	Goblin
5	S T U W	Harpy
6	Y Z W ,	Ogre

Tubes & vactrols &
gas & NOS

adventure

- The 1

phases of

The Chitin

Moon

As the group has gathered for a meal, they are interrupted by a strange figure clothed in robes made from a fabric woven by a species long since forgotten. Somewhere in the distance a squealing not unlike steam escaping an exoskeleton is heard...

Something deep within the characters' skin undulates to a frequency known only to the old gods and before they can react, the figure breathes out a never ending cloud of insects into their faces. The last sight they see before blacking out is a dense swarm of vermin blotting out the moon.

Upon waking, the players find themselves deserted, alone, and with dry mouths; nothing is out of order, and nothing is missing... but something is wrong... definitely wrong.

The characters begin to notice everyone they encounter, beginning to molt thick fibrous chitin. Even the moon begins to scale over; its protein roasting on their nostrils. Each

room they visit makes the effects worsen, until everyone they meet is nothing more than a cocooned grub.

TO BE CLEAR; the Chitin Moon possesses the next 9 rooms the players enter. The possessing spirit is what the players find, instead of whatever was behind the door. Whether it bathroom, dungeon, or elevator.

This will make even routine visits to town nightmarish. They can only be visited once and never seen again. Anything left there can never be retrieved. Anything that comes out must be bound to a living creature. If either dies they both do.

Once all 9 rooms are visited, the characters are visited by [the Needle]. And given 2 points in a new skill, the meal of their choice, and 1 point in the skill to cook said meal. Then the chitins disappear.

The 9 chitins; horrendous they may be. But ever present in all that bleed or sleep.

Roll D33 The Chitin currently possessing the room

- | | |
|----|-----------------------|
| 11 | heads will roll |
| 12 | violent effervescence |
| 13 | glaze |
| 21 | oil down |
| 22 | darkness |
| 23 | brooding |
| 31 | terminus |
| 32 | eradication |
| 33 | hornado |

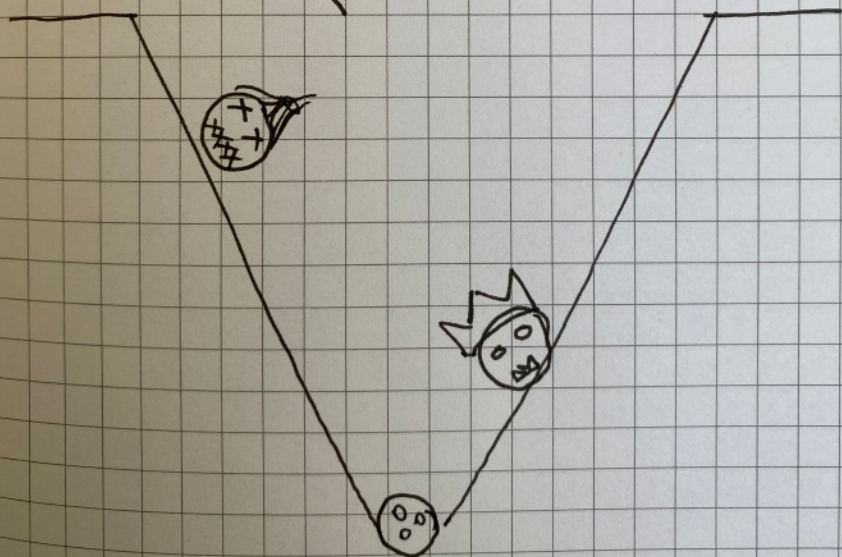
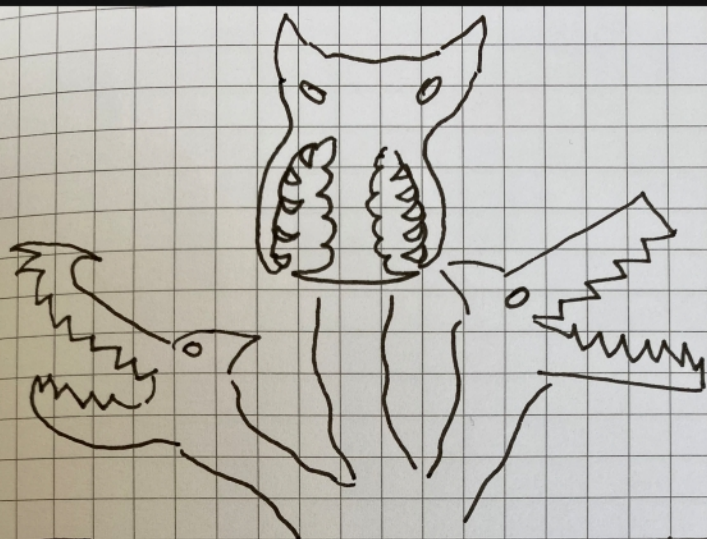
Each chitin also has its own possession table, feel free to roll on it, to make stuff stranger for the group.

Each point of chitin gained, permanently takes up a slot of inventory at random.

Whenever the players emerge from a room possessed by a Chitin, a day has passed, and it is the sunrise of the new day. Look below for what is transpiring as a result. Each effect stacks with the last effect.

Daily Effects of the Chitin's Influence

- 1 Dust motes everywhere. Air smells burnt
- 2 Everyone you meet seems to have living insects as tattoos in their flesh.
- 3 All food becomes inedible to the human palate.
- 4 Spiracles line the forearms, and shins, of the people of the area.
- 5 Eye sockets and Eye balls begin forming randomly over the people you encounter.
- 6 Joints and Limbs crack and whistle as they move.
- 7 Oozing fluid flows from everyone you meet, and they must move slowly.
- 8 All you meet has glowing phantasmic wings, and their joints have all stopped working.
- 9 All people encountered are simply cocoons.



11 - heads will roll;

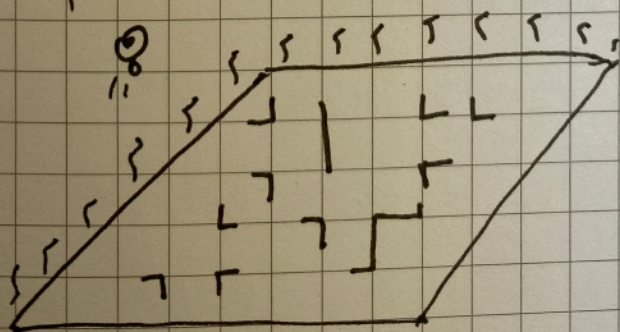
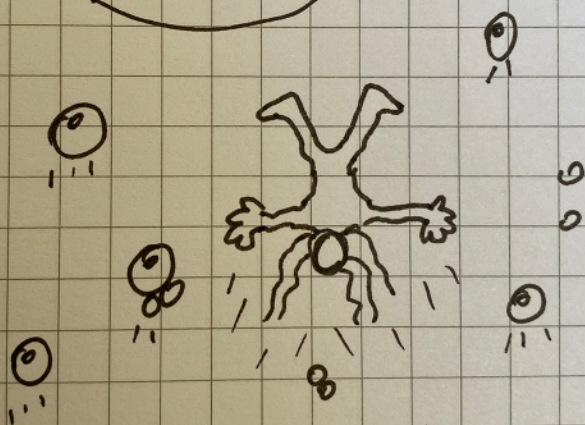
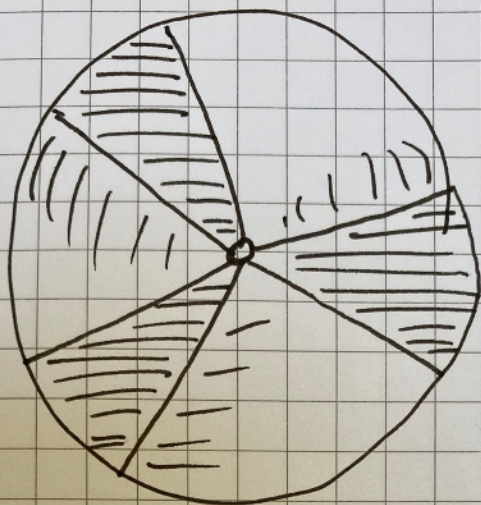
As you enter the room, all players' heads disconnect and begin rolling down a 100' conical ramp, into a hole. Players can see from their disembodied heads, but can only vaguely feel what their bodies are doing.

Unfortunately there is also a Hydra (as Dragon, with +6 initiative) that has also lost her head(s). She will not let them leave the dimension, until they have found her heads (or any heads for that matter).

Also due to the effect of the chitin's possession, any head that someone picks up... will be a head at random (either the players' or the hydras).

Effects of "heads will roll" possession

- 1 all heads lose 1 facial feature
- 2 A 2nd hydra shows up, she's more upset.
- 3 Bodies begin to fail to respond to control
- 4 Everyone gains d3 points of chitin
- 5 Bodies turn into jelly
- 6 All heads sprout crab legs



12 - violent effervescence;

The players find themselves in a strange cylinder, where the floor is covered in strange runic tiles, and bizarre tools; the ceiling is a single industrial fan.

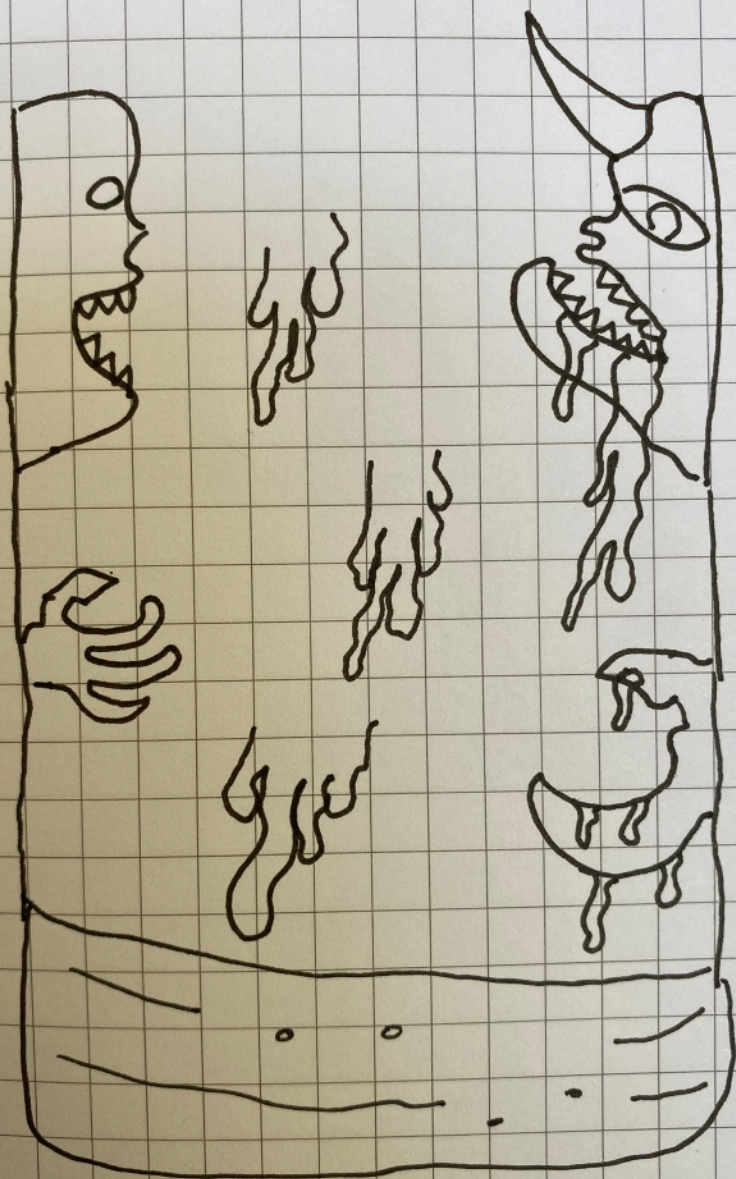
Carbonated fizz fills the air. The air seems to float within itself. Any one who steps into the fizz begins to float toward the fan. As the fizz touches your skin it burns off hair, and skin. Your voice will change permanently if ingested. Consuming the fizz will remove all points of chitin gained.

There is a council of 6 ravens: 3 are very vocal about what they do want, and the rest are vocal about what they do not want. Everyone requires an item fetched from the room. Most want floor tiles.

Each floor tile is submerged under layers of chitin, and much effort must be expended to lift it. As the tiles are separated from the floor, they transform into a goblin... That cannot and will not ever float. It is also angry from being woken.

Effects of "Violent Effervescence" possession

- 1 Fizz stops floating. All in the air, fall.
- 2 Everyone's throat becomes gilded with chitin
- 3 All fizz becomes orcs
- 4 Each and every brain begins to carbonate
- 5 Light forms a complex prism through every fizz
- 6 The tiles light up, becomes a discotheque.



13 - glaze

The walls are lined with arcane statues which serve as footholds for climbing... They also are dripping a gross ooze. The floor has a single drain that is bubbling and gurgling. It's unclear whether it is draining, or providing, ooze.

The ceiling houses a manhole cover; it is the only exit from this possession. The walls are lined with flaming sconces. In the corner is the faint oinking, of this chitin's pet "The Ever-Oozing Hog".

Once everyone has met the pet, it oinks 3 times and ooze flows from its pores. The grease levels begin to rise. Everything is incredibly slippery. They should probably get out of the room before they drown, or worse.. The sconces immolate the grease... The pet cannot be harmed.

Effects of "glaze" possession

- 1 Ooze and grease turn into water
- 2 The walls freeze solid
- 3 A creature swims up out of the grease. (random)
- 4 The ceiling collapses; avoid the shrapnel
- 5 All the grease drains
- 6 Everyone is infected with chitin sickness.



21 - oil down.

They are now found inside of a comically large kitchen. It seems to have a Pantry, Range, Freezer, Fridge, Water Supply, Fruit Forest, Animal Farm, and stupidly large Cauldron.

The Chitin possessing this room manifests as an incredibly chill person. They have a single request "Make me an Oil Down like my mother used to make" (alternatively a well constructed stew works). The players must announce any substitutions BEFORE they start cooking.

This request seems simple at first, however... All of the ingredients are alive, sapient, and dislike each other. The ingredients must be convinced to coordinate with each other. All that matters is that they end up in the pot somehow.

At the end the Chitin will pass judgement. Bonus points for creativity, and if it was an Oil Down.

Effects of "oil down" possession

- 1 A flash fire breaks out
- 2 Meat cleavers all become sentient
- 3 Pilot light shuts off and cauldron dies
- 4 Cauldron spills into the room
- 5 Entity decides to eat the dish immediately (before done)
- 6 An ingredient becomes poisoned... Oh no



22 - darkness;

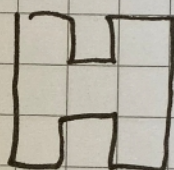
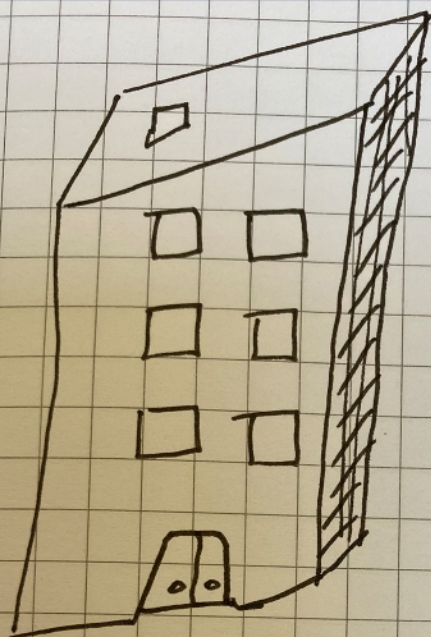
Upon entering, the party is plunged into a room of darkness. The otherworldly energy of the chitin has coerced this into existence. Darkvision will punch through darkness.. The Chitin offers a simple game. If they players can wander the darkness and find the way out.. They can leave. An odd offer.. But it works.

Roll for Exploration every 10 minutes of wander

- 1 A group of goblins
- 2 Exit Door, requires D33 stamina of sacrifice
- 3 Exit Door, but it requires keys
- 4 Bottomless Pit
- 5 Key on Ground, Wrapped in barbed wire
- 6 Hog-Idol, Teeth made of keys

Effects of "darkness" possession

- 1 Floor turns into blood
- 2 Walls appear at random, out of nowhere
- 3 Silence sets in after a deafening blast
- 4 A spectral tongue licks someone
- 5 A Fighter jet flies up next to party
- 6 Hot Dogs rain from the sky

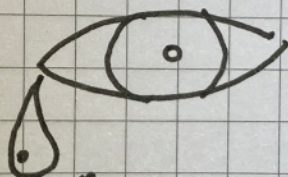


OTEL

BROOD

COME AND

CRY



AWHILE!



23 - brooding: **For Is This Even Playable?**

The group arrives inside of "Hotel Brood", a strange place where nothing magical ever happens. Bizarrely the door they came through becomes sealed by 6 magical gems. (which they'll need to light up). Each one is bound to a different person in the hotel.

The Sealed 6-Signets of "Hotel Brood"; never let you go (and their locations)

- | | | |
|---|--------------|--|
| 1 | Roof | Elevators are busted, stairs are broken. Misses [Person #5] |
| 2 | Room 238 | Needs room key from [Person #4] |
| 3 | Basement | Someone must hug the boiler |
| 4 | Water Supply | Requires you to place vibro-acid crystals into the water heater. |
| 5 | Kitchen | Must solve argument with the silverware |
| 6 | Safe | Code is tattooed on [Person #1] |

Effects of "brooding" possession

- | | |
|---|--|
| 1 | An earthquake shakes the building to its core |
| 2 | Chitin storm. Subjected to D6 points of chitin |
| 3 | Lights goes out, someone dies. |
| 4 | Someone becomes a werewolf |
| 5 | Ghost clones of the players show up |
| 6 | Pickup truck falls through the roof |



31 - terminus;

The existential end of everything as known... Nothing exists in this plane, not even the concept of nothing. All that remains is a ghost dragon (as dragon, but intangible) that the chitin had previously possessed. It wants nothing more than to be tangible once more, after which it will open the portal home. (if it dies the dimension will cease, and the door will re-open)

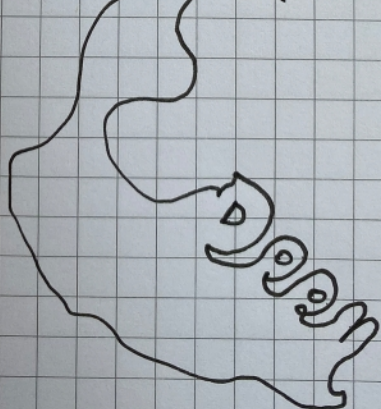
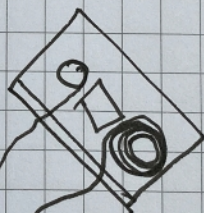
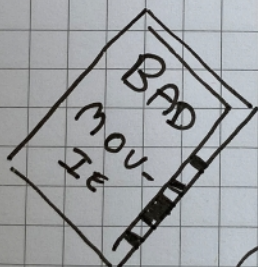
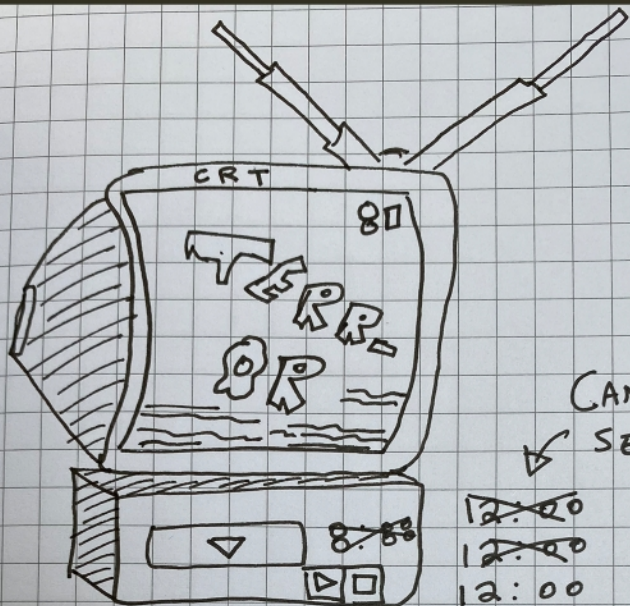
Effects of "terminus" possession

- 1 Chimes of Doom sound; all with organs suffer
- 2 The last dire soaring albatross appears
- 3 All skin becomes teeth
- 4 Most eyes burn out, and turn into acid
- 5 Tacos pour out from player's souls
- 6 Chitin Zombie forms of players steal their bodies

The plane is populated by cultists that are loyal to the chitin. They all agree that a ritual harvesting organs is necessary to bring back the chitin's physical form. They will gladly offer knowledge of a players future death, if they provide organs.

They may even curse an entity with its doom for you, for the right price...

A resourceful player may offer its body as a vessel for Terminus; this will work, and the player becomes a ghost dragon...



32 - eradication

As the characters gaze upon the horizon they spy a crescendo of an infinity of mushroom clouds as the entire dimension is reduced to nuclear hell. All is broken as a result.

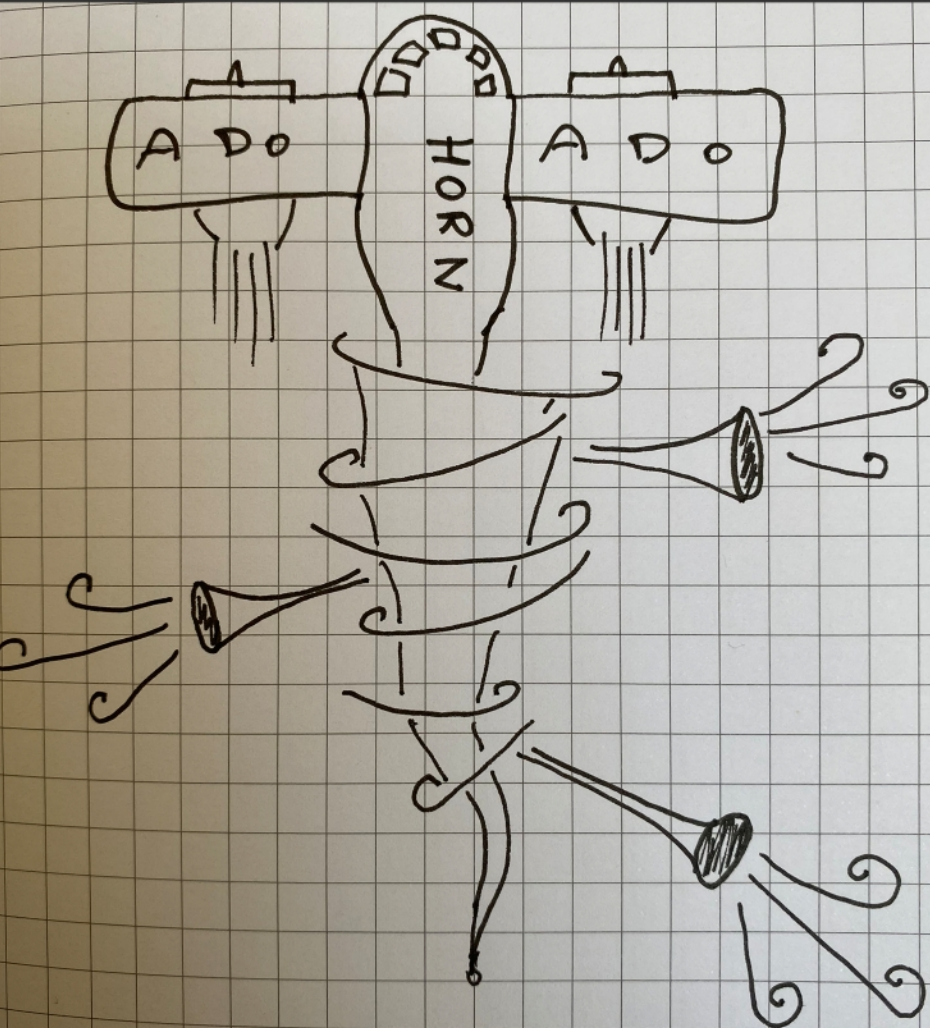
Pamphlets rain from the sky... they seem to have a simple message. "Find us at the Last Outpost, and

bring us a Vectral Contronix Refribulator". (it's only 15 miles away, past a blown out radiator, and a melted water tower). They'll have to build the VCR.

After arrival, they are told to watch a tape in their VCR. It is so horrifying that they must Test their luck at -4. On success... everything is fine, and that character may leave the dimension. On failure though.. A mummified magnetic dragon incarnate (as dragon) demands that character rewatch the video (and so the loop begins).
More dragons, and more viewings...

Effects of "eradication" possession

- 1 Players turn into pixels
- 2 Character realizes that it is a fictional construct
- 3 Death can't happen until all chitins complete
- 4 Xentarsus the Centipede, offers a maggot plague
- 5 People sprout wings
- 6 Customer support calls the characters



33 - hornado

As the door closes it is sucked into a spinning vortex on the horizon. A giant funnel cloud is seen, spinning faster and faster, and strangely loud brass instruments are heard... It turns out the Chitin is actually the Hornado and it taunts the characters. "If they rip the door out of my bowels, you can use it to get home." Then it speeds off into the distance.

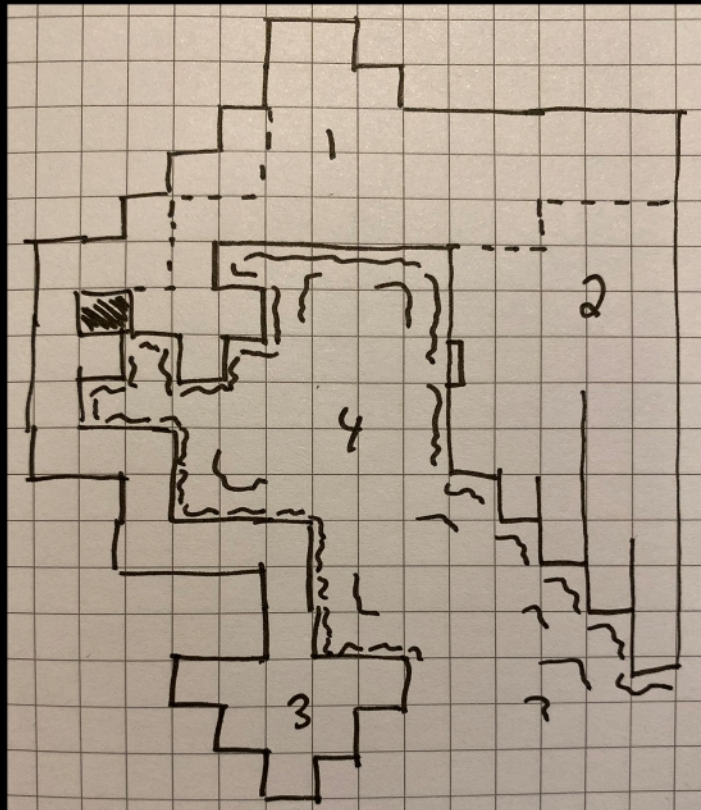
Several Items can be found nearby

- » A short runway covered in livestock, that would take a godly pilot to take off or land
- » A stable, with d3 horses
- » A hangar, with a single propeller driven airplane (2 seater)
- » A woman selling what she calls an "Arc Lasso (pending Trademark) that can be used to break a storm elemental"

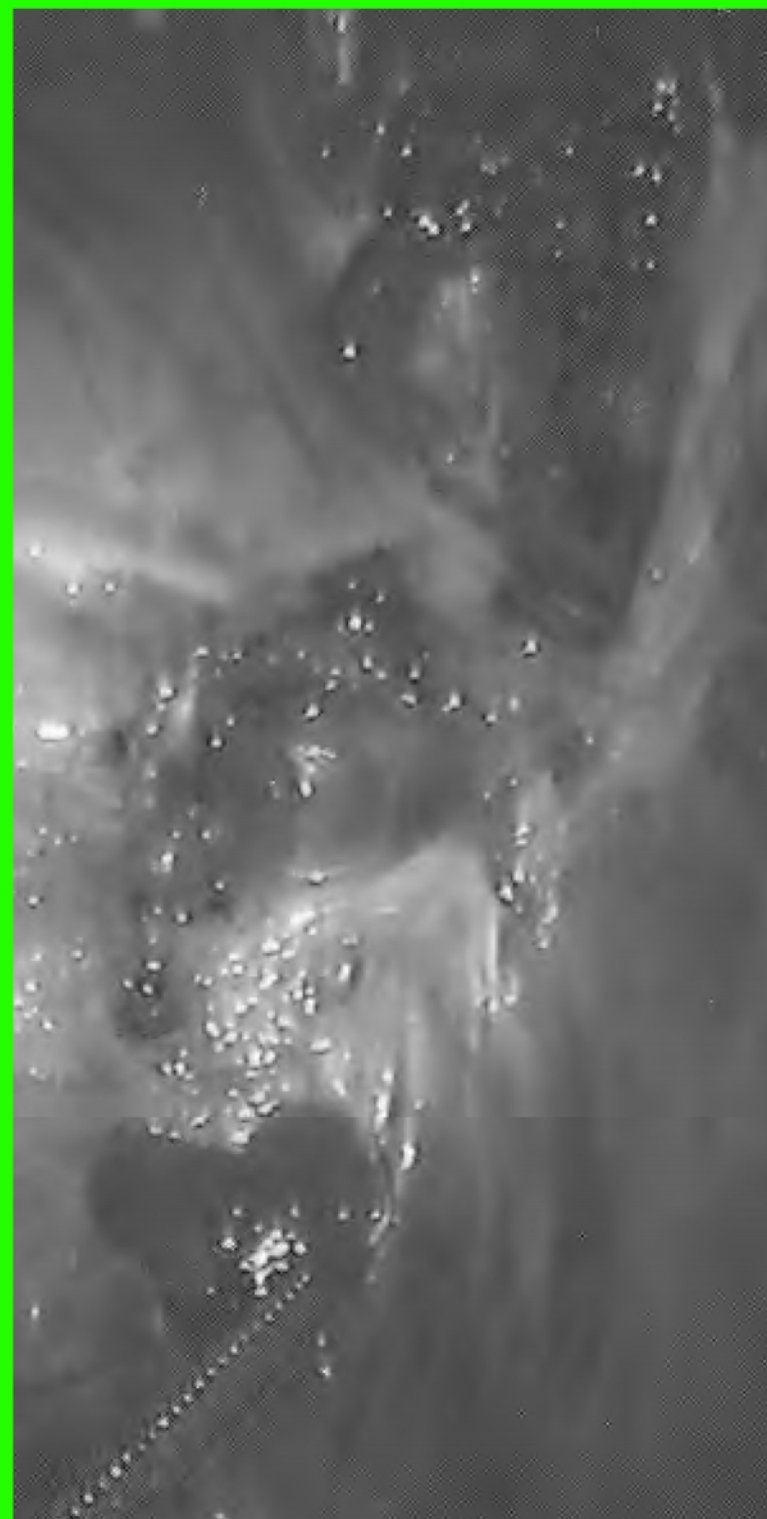
It's a mess of rolling hills, bizarre thermals, and a bunch of hang-gliders in a gnarly storm.

Effects of "hornado" possession

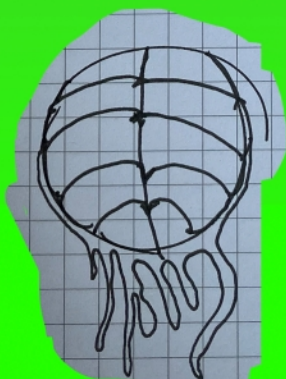
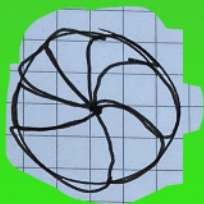
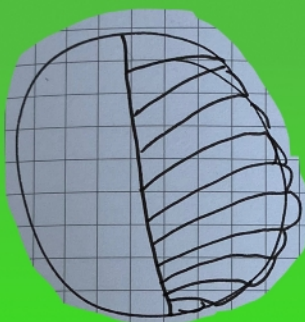
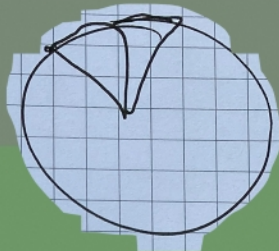
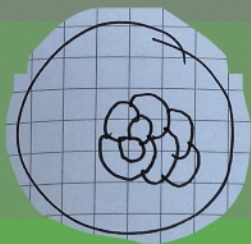
- 1 Cat Lightning strikes (it looks like a cat)
- 2 A rapid downforce wind strikes
- 3 A pickup truck flies by
- 4 The maggot-loon shows its face
- 5 Jet turbines fly by. They can be tamed.
- 6 Storm spirits appear; laughing manically



1. Hawk's armory
2. Baker's Artillery & Chaos Engine
3. Southern Indicative Natural Tele-Romance
4. Drowned Iris Depths; eternal may they boil



1



9