



DEATH IN SPACE

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[4] Alien Origins

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DELTA MUTATIONS

WARNING!

WARNING!

SPACE ENCOUNTERS #12

GLIESE 1077
INTRODUCTION
[6]

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BOÖTES

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JUMP B <<

Anomalies

GLIESE 1077 MAP
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BY CHRISTIANEISWAGEN

Alien Origins

Roll 1d6 or choose your origin and pick one benefit.



#4

01. ICEWORLDER

You come from a planet without liquid H_2O but *ample* liquid CH_4 . It courses through your veins. To survive among humans and other lovers of warmth, you must wear an EVA suit at all times.

Methane producer. Your blood evaporates under “normal” conditions and forms a highly flammable gas cloud (you produce blood more quickly, allowing you to spend it generously).

Cryo breath. Thanks to your high-capacity lungs, you can exhale super-cooled CO_2 that freezes objects or slows creatures.

02. SILICOID

Creatures based on silicon (Si) instead of carbon (C). Some specimens look like literal rocks, others like (non-Newtonian) fluids, but most comprise a mixture thereof. Silicoids need rations of stone for sustenance.

High-pressure guts. Your excrements are special; you defecate valuable amalgam gems. Per day 1d100 holos worth if you find a willing buyer.

Specially hardened. You have a base +1 DR, and for 1 minute per day, you can increase your DR by an additional +1.

03. SHAPECHANGER

A demonized species that can freely change its appearance. Being ignored or spit at is the best treatment a shapechanger can expect. Other “evolved” species shoot them on sight. Their “*real body*” is a copy of the first creature they’ve encountered. Freshly spliced shapechangers are mere gray goo. To change your shape into a different person, you must have studied your target for 1 day.

Primal goo. Unlike most other shapechangers, you can revert your body to your gooey, malleable birth state, enabling you to squeeze through tiny holes or easily hide.

Speedy. You only need to study your target for 1 hour to change into it.

Versatile transformation. Unlike most other shapechangers, who can only recreate soft tissue, you can change your shape into something useful, like a toolbox (*must be inanimate*).



04. WARRIOR BREED

A genetic combination of many species, bred to become ultimate gladiators. Originally created by competing bio-entertainment companies like TIOCINT and Olympian Ltd. Now, after the war, these hulking mutants do as they please.

Bruiser. Your melee attacks deal an additional 1d4 damage. Additionally, once per day, you can gain advantage on one BDY check.

Regenerator. Limbs you lose regrow after 1d4 days. Additionally, once per day, you can take a breather to recover 1d4 hit points.

05. HIVE

A hive is a walking accumulation of small to tiny lifeforms, like insects, lipoidids, or zirgers. The creatures work as one, a unified being, but can disperse in emergencies. As individuals, they are ineffectual and need 1 hour to reassemble into a conscious being.

Insect hive. You have tiny wings and in disassembly, you can fly.

Lipoidid hive. You can enter creatures and check BDY to assume control of their body, taking 1d4 damage from the attempt. You must repeat the check every turn.

Zirger hive. You can burrow through dirt (quickly) and stone (slowly).

06. KERGOZIAN

Dark magic and unclean incantations swirl around Kergozians. They manifest, break reality, create fortuities.

Unhallowed sculptor. You can extract cosmic mutations from people's bodies, store them inside you for personal use, and implant them into different subjects. Check SVY to make a successful extraction or implant. Otherwise, you (extraction) or the target (implant) falls to zero hit points.

Void-touched. You can spend one void point to unleash uncontrollable powers. Whatever spell you lure from the void is random (roll 1d6 on the Kergozian Spells table to determine the outcome). You can spend two additional void points to reroll the spell.

H

01. LACERATING MATTER'S COVALENT BONDS

One target creature grows blades on their arms. They last 1 minute, deal 1d8 damage in melee, and attacks with the blades are made with advantage.

02. PUTRID FLAMES BURN MARROW AND ALLOYS

Up to 1d4 target creatures take 1d4 damage and check DEX. On a failure, the targets have disadvantage on attack rolls during their next turn.

03. THE JUICES OF LIFE, SIPHONED AND EXPLOITED

Up to 1d6 target creatures take 1 damage and subtract 1d6 from their next morale check. You heal half the damage caused.

04. OPEN THE RIFT; GIVE TO THE VOID

One target creature checks DEX or is transported to the void. At the start of its turn, the target takes 1 damage and checks SVY to escape the dimension.

05. THE SERVANT'S MARCHING ORDER

Roll on the *Creatures of the Abyss* table and summon a monster for 1 minute. At the start of your turn, check SVY to keep it under control or it attacks randomly.

06. AVOIDING THE LIGHT, HIDDEN FROM THE WORLD

One target creature becomes invisible for 1 minute. If it dies while being invisible, the void takes it forever.

KERGOZIAN
SPELLS;
WORDS FROM
THE VOID.

STATIC.

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STATIC.

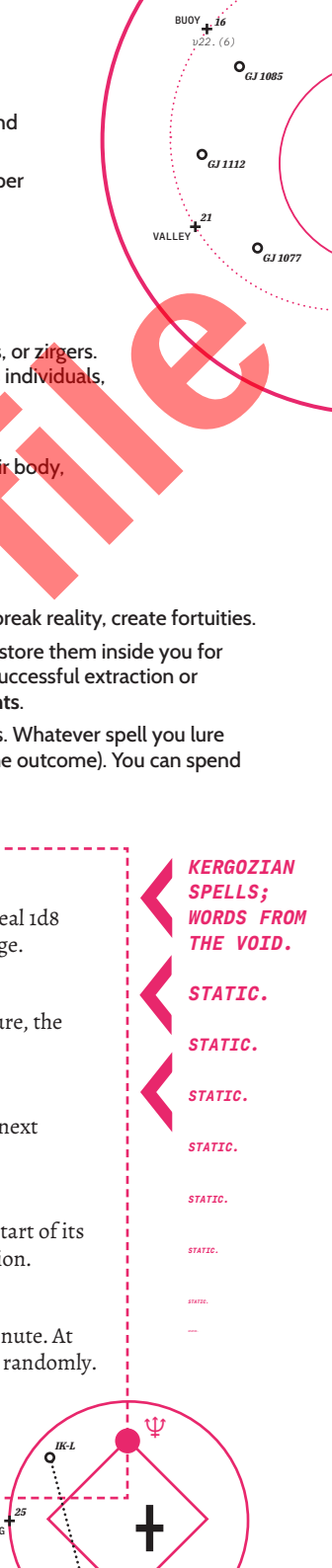
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—

STAR BORG





GLIESE 1077

Navvy pathfinders extend their consciousness into the void. Brittle thoughts, grinding collapse. Tentative hands caress a lonely star. It hungers for connection, for company to hold its wake. Space folds. Guided by longing, the navvies arrive.



The **Zaltuhn Collective**, an ancient and venerated navvy tribe, has recently repaired the GJ 1077 bridging buoy. Alas, the star system's reclamation came at ultimate cost. Delta radiation has changed GJ 1077; reverse terraformed the colonies and turned anything and everything productive abhorrent. The malformed survivors are now shunned—a fate of isolation until death or eternal cryosleep on a galactic escape trajectory.

A PURPLE DWARF

27 Cygni is anathema. An aberration that infects the cosmos. The formless aggressors from 27 Cygni planted a delta-seed inside Gliese 1077's main sequence star. It changed, among many things, the star's color to an impossible purple. Everything the light touches, it subverts and corrupts.

EXPLORATION & EXPLOITATION

Despite it all, the potential gains of GJ 1077's cannibalization far outweigh the risks to life and limb of expendable contractors. One bridger spacecraft, the Boötes, offers transportation to GJ 1077 free of charge. There, three terrestrial planets, GJ 1077 b, c, and d promise wealth beyond measure [and a gruesome death in equal parts]. The characters are among the first brave souls to set out and stake a claim.

OUTPOST IN THE COLD OF SPACE

The **Boötes**—a vessel outfitted for long-term exploration. Many contractors call it the “Mothership,” a place of comfort, commerce, and illusory safety. Here, the characters have access to all services laid out in the sourcebook and all common spacecraft (for rent or purchase).

The Boötes is the characters' safe haven, at least for a time, and only chance of ever escaping GJ 1077 “alive.”

..... WIPs

CAPTAIN ZEFRII. The result of two chrome AIs fusing into one being and mind to create a superior offspring. They lead with cold efficiency and simulated empathy.

CHIEF OFFICER ERNEST RUTHERFORD. A scarred veteran of the Gem Wars. Quells his traumata with alcohol and any available drugs. Only his friend Indigo knows of Ernest's addiction.

EXPEDITION LEADER SARAH LESSING. All contractors are subordinated to "E.L." Lessing. She oversees the scavenging efforts and determines the holo rewards for reclaimed tech and data.

Shops & Services

HAIL OF FIRE. N'drang Gorimer, a void, runs the Boötes's weapons shop. "Gori" sells firearms and armor, all branded with his six-eyed skull emblem. To return customers, he offers to buy artifacts changed by delta radiation for a seductive amount of holos.

HANGAR 6. Zephyrine.819.1681 [CARBON] runs Hangar 6, an independent repair facility and rental station for common ships. "Zephy" is a connoisseur of exotic tools. She offers free repairs to those who bring her unusual [not necessarily useful] toys (as she calls her tools).

THE BULLSEYE. A punk named Herbert Joyboy runs the Boötes's most frequented and exceptionally rowdy bar. His beloved Flamethrower, Betsy, the "Lady of Destruction," hangs above the bar and awaits trouble. Besides alcohol, Joyboy trades in rumors.

HUM IN THE VOID. The Boötes offers no free accommodations to contractors. They either sleep in their ships, in some dodgy crannies, or rent a room in the *Hum in the Void*. A bodiless AI named Svenja runs it all day round. Rooms range from coffins (10 holos) to luxury suites (100 holos).

THE JUNKER. A solpod named Lurpin runs a general goods store from inside his ancient cargo vessel. He offers the most obscure items. Some of them useful, others less so. Lurpin offers good prices for artifacts of cultural value. Trading cards, gaming consoles, metal coins, and the like.

BROADSIDES AND BEHOLDERS. Pênelopê, a chrome, runs a recreational establishment. Customers can shoot probes down their neck and experience games (and bodily pleasures) as if in real life. Cleaning robots make sure the facilities are spotless at all times.

[d6]

DEVELOPMENTS

When the characters return from a mission, something has changed.

01. CRITICAL SYSTEM DAMAGE

Delta radiation has penetrated the Boötes and changed its makeup, turning a critical system into an organ or plant. Roll a die to determine which is damaged: the engine (even) or the reactor (odd). If the **engine** is affected, the Boötes cannot return to civilization until a replacement is found. If the **reactor** is affected, the Boötes is not only dead in the “water,” but also dying. Emergency reactors uphold life support, but artificial gravity is gone, lights are out, and no electronics work. As with the engine, only a replacement reactor can help.

02. CULTIST INCURSION

A mob of cultists, formerly pretending to be regular crew, enacted order 93. Their leader is a void named Kulkarkuhm. They now occupy all critical ship systems (reactor, engine, life support) and have made the following demands: *The Boötes shall travel near the system's star, deactivate the shields, and let everybody aboard evolve.*

03. AN OLD-FASHIONED MUTINY

Chief Officer Rutherford and a gaggle of loyal veterans put Captain Zefrii and Expedition Leader Lessing into the brig and assumed control of the Boötes. Their stated goal is to escape GJ 1077 before their bodies and minds become sick mockeries from radiation pressure. To the mutineers' dissatisfaction, Captain Zefrii locked the ship's controls and only Zefrii knows the password.

04. DELTA PLAGUE

A sickness quickly spreads among the crew, affecting everybody, be it regular meat-people, androids, or system-integrated AIs. The symptoms vary widely. From melting skin to mutations, or complete loss of personality. Captain Zefrii attempts to halt the proliferation with a strict quarantine, but many are ignoring the regulations or are already too far gone to understand. Business grinds to a halt, skirmishes for resources are ongoing.

05. MONSTER ATTACK

Monsters either snuck aboard or delta radiation turned unimportant parts of the crew into monsters (*to be determined*). The monsters stalk the corridors, killing and eating. Everybody is armed, antsy, and shoots a mag first, then asks questions [*maybe*]. The E.L. offers a bounty for monster bodies. Use **ROCHE SPIDERS** and **SYZYG Y ANT FOLK** from the Death in Space sourcebook as monsters.

06. SCIENTIFIC BREAKTHROUGH

Reroll this development if it would be the first to occur.

Chief Science Officer Albert Sung developed an experimental counteragent to mutations caused by delta radiation. The serum is toxic and deals 1d10 damage (BDY check for half damage), is only effective up to 1 minute after the mutation occurs, and costs 250 holos. For field testing purposes, the first dose is 50% off.

[d10] B O Ö T E S E N C O U N T E R S

- 01** **Keneth Lavigne.** A food vendor who sells “revolutionary” fortified meat cubes (“*Only 9 holos, they are on sale today! One cube lasts you the entire day.*”). Keneth won’t reveal where he gets his meat.
- 02** **Valdis Halcrow.** A mercenary seeking employment. Matte armor, well-maintained rifle, red mohawk. Replaced body parts, implants, and scars speak for themselves. Which is good, because Valdis is the quiet type.
- BDY +1, DEX +1, SVY 0, TEC +2, ML 8, HP 10, DR 15.**
Bullpup vacuum rifle (1d10, 10 uses)
- 03** **Jace Albach.** A velocity cursed musician playing a traditional, stringed instrument. Jace built it from the remains of his best chrome friend, 9LUI. For 25 holos, Jace plays a choice song and offers future advice.
- 04** **Tamsin Sanghvi.** An undercover cultist handing out flyers for a cultural event she calls “*The Hallowed Trance.*” Tamsin has a divine aura about her, a delta-mutation that charms everybody she meets.
- 05** **Raphael Bancroft.** A bounty hunter searching for his prey on the Boötes. If the characters are wanted, it’s them that Bancroft hunts. Otherwise, he seeks the head of Tyrel Ryen, a smuggler and marriage-swindler.
- BDY +2, DEX +1, SVY 0, TEC +1, ML 10, HP 12, DR 15.**
F&K revolver (1d6, 8 uses); **chain sword** (1d6)
- 06** **Fiona Sarratta.** A lawyer and insurance canvasser. With a self-assured demeanor, she offers her services in legal disputes and, for all-too courageous contractors, “retrieval and rescue coverage.”
- 07** **Tyrel Ryen.** A punk swindler, selling map data to non-existent wrecks and “resource-rich” asteroids. If Tyrel finds one of the characters attractive, he attempts to seduce them with his rustic charm.
- 08** **Fleur Vanlaere.** A pirate looking for easy marks. She offers her services as a mercenary and secretly broadcasts her employer’s ship’s location to void pirate conspirators. *Cooks a mean soy-steak.*
- BDY +1, DEX -1, SVY +1, TEC +2, ML 6, HP 9, DR 13.**
ZARK shotgun (2d4, 6 uses); **oscillator knife** (1d4)
- 09** **Wolf Kehoe.** An asteroid farmer looking for data on promising asteroid candidates. Has a rusty bulk freighter in dock but not enough fuel (efficiency) to scout himself. Knows a lot of “useless” facts about cats.
- 10** **The Vanquisher.** A veteran and retired gladiator. The Vanquisher (real name lost and forgotten) looks for an opportunity to die in combat. He joins the crew free of charge, but wants three rations per day.
- BDY +3, DEX -1, SVY -1, TEC -1, ML 11, HP 14, DR 12.**
Self-propelled hammer (1d8)

01 A cargo ship brought in a few rat-like creatures that escaped during offloading. Ever since, they multiply, destroy electrics, and steal food. Some say they have met human sized specimens in the corridors.

True: The “rats” combine into one organism to gain the power of speech and ancient magic. They want to be recognized as people.

02 Mechanics hear chanting and songs echoing inside the maintenance shafts. They have not located the source yet, and some don't want to. They fear it's a cult or worshippers of the void performing their gloom rites.

False: A faulty AI-surveillance scanner transmits ancient broadcasts from a lost civilization into the emergency broadcast system.

03 Portals to other dimensions open randomly inside the Boötes. Incorporeal, glowing tendrils shoot from the rifts, dragging passersby into a world beyond ours. Only one person has returned, but they were missing organs.

False: A tribe of void cannibals snatches and eats the victims. Their radioluminescence tattoos appear like tendrils in the dark.

04 Several people have died from a “kugelblitz,” a yellow ball of lighting. It appears out of nowhere, enters people's bodies, and scorches them to a crisp. Nothing but a burnt smell remains.

True: The infamous “kugelblitz” is an alien probe that collects samples of DNA and memories. Death is a tragic side effect.

05 The Boötes has no fuel left, the tanks are empty. The entire expedition is a trip of no return, an experiment to see how quickly the contractors turn into monsters and how much a mind and body can take.

Mostly false: There is enough fuel for a return trip, but the experiment is real and headed by Chief Science Officer Albert Sung.

06 **Ultrian**, an old and shriveled *velocity cursed* mechanic, knows all the ship's secret tunnels and forgotten rooms. He always has fresh fruit in his backpack, leading some to believe there is a garden on board.

True: Ultrian grows plants in a secret garden below the water storage tanks. He has cultivated special seeds that are priceless.

07 In the lower decks, the workers claim the officers add drugs to food and water to keep everybody obedient and concentrated on their duties. Ironically, a spark of insurrection is in the air.

False: Only the officers take drugs to stay focused. Consider the irony of rebellious thoughts induced by “obedience promoting” drugs.

08 Dozens of contractors have the same dream every sleeping phase. A ghostlike figure that speaks without a voice, pleading for something unintelligible. They try to stay awake using drugs, but to no avail.

Mostly true: It's not a ghost they are seeing, it's a delta-apparition. Their brains are altered; biologically linked to proselytize. The affected start a cult of bodily horrors.

SPACE

ENCOUNTERS

⚡ = optional complications



Orange



Blue

W. Juggins Inc.

01. ANCIENT PROBE

An alien probe in an erratic solar orbit appears on the scanners. It broadcasts a weak and dying message of peace and cosmic fraternity.

Delta radiation made it a living thing, filled with filigree organs.

If the characters make physical contact, it breaks apart and dies. Check SVY to establish communication and learn secrets worth 1,000 holos (requires a translator).

⚡ Shreds of void live inside the probe.

02. SARCOPHAGI SWARM

A dozen sarcophagi on a galactic escape trajectory appear on the scanners. They are too fast to follow, but if the characters react quickly enough, they can check TEC or SVY to decelerate the sarcophagi. Inside are alien mummies, generously bestowed with valuable burial items (2,000 holos total). After opening the sarcophagi, the characters check

BDY or a pathogen infects them, lowering their max HP by 1d4 until they find a cure.

⚡ One of the mummies is alive.

03. GRAVITY SHIP

The Oker, a gravity ship, returns from a deepstar haul. It drags several resource-rich asteroids toward the Boötes. The characters receive a distress signal.

The Oker's reactor is overloading, and the crew doesn't have the parts to repair it. The characters can test TEC or SVY to help the Oker, but the attempt puts them in mortal danger.



Tentacles spawned by delta radiation grow on the Oker and grab the characters' ship, trapping them near the imminent reactor breach and explosion.

04. MUTATED A.W.I.T.

A vessel appears on the scanners. It is an A.W.I.T. (automated water ice tanker), a ship that collects and stores water, and electrolyzes part of the haul. For decades, it has been waiting to be relieved of its freight: a tank each of water, hydrogen, and oxygen, worth 500 holos each. While unloading the cargo, an enormous mouth opens on the severely Δ -corrupted A.W.I.T. and attempts to take a bite of the characters' ship. Check SVY to prevent 50% frame damage.

⚡ The mouth breathes and ignites hydrogen, reducing the ship to 0% on a failed SVY check.

05. FUSED PILOT

The characters receive a jumbled distress signal. It originates from a scout vessel that delta radiation fused with its pilot, Nikos Belmot. The union is irreversible. Nikos's organs and mind are spread across the vessel. He begs the characters to blow him out of the sky and end the ordeal. The characters can check TEC and SVY with disadvantage to repair ship and mind, giving Nikos time to come to terms with the situation. He may return to help the characters.

⚡ A failed check results in a self-destructive rampage.

06. SPACE JELLIES

The ship barrels through a smack of space jellies, an organic life form that floats in space and feeds on virtual particles. Their corrosive, gelatinous corpses cover the hull and slowly destroy the ship's frame. Somebody must go on an EVA and scrub down the ship. Everybody outside the ship experiences a mild solar flare and checks BDY with advantage to prevent a delta-mutation.

⚡ The flare turns the jellies into more aggressive creatures (vector parasites) that attack the characters on EVA.



07. THE MAUSOLEUM

The characters visually confirm a gargantuan structure floating in space, an octahedron built from marble and gold. It does not appear on the scanners and a TEC check confirms the use of stealth technology. If the characters approach the structure, a gigantic gate opens, allowing their ship to enter. Inside float millions upon millions of corpses, all broken and gnawed on. In the carnage's midst, a gigantic, frozen snake-like corpse. It is Xeltifon, a "halfgod" revered by an almost extinguished and forgotten cult. The last cultist, a solpod named Pollis, lives off the cryoflesh of its brothers, sisters, and god. It hibernates inside the godcorpse.

08. FLOTSAM TO CLAIM

The characters pass by a recently destroyed ship. Valuable cargo is just floating around: d20 rolls of duct tape, 1d2 light EVA suits, 1d4 batteries, 1d4 voice scramblers, 25 kg of fresh fruit (delta radiation emitter), and 1d10 components.

⚡ An anarchy program hides among the loot.

! MUTATIONS !

CAUSED BY DELTA RADIATION



Delta radiation causes **severe and permanent** changes to organic and inorganic bodies (and structures). Such delta-mutations may occur in **one of the** following exemplary ways:

- ▶ While exploring GJ 1077, any action that would result in a Cosmic Mutation has a one in two chance of resulting in a delta-mutation instead.
- ▶ Delta radiation emitting isotopes can cling to or seep into items, monsters, and surfaces. Contact with these isotopes triggers a BDY ability check to prevent mutation.
- ▶ Solar flares that (un)naturally occur on the star's surface emit ungodly amounts of delta radiation.
- ▶ Ingesting biomatter, like meat or plants, that grow and thrive in the purple light of GJ 1077 causes delta-mutations over a long enough time (measured in days).

01. SPROUT TENTACLES; COILING FLESH

Roll a die. Tentacles replace your arms (odd) or legs (even). Going forward, you need customized EVA suits. Otherwise, you must explore the downsides and possible upsides this mutation brings.

02. A BRAIN THAT THINKS AND BREATHEs FREELY

The top of your skull vanishes, your brain swells and mutates. Each hit you receive is a critical hit. You can check SVY to attack creatures with your mind, dealing 1d10 damage on a hit.

03. LOOSE SKIN, FILLED WITH ILLUSTRIOUS HELIUM

You become a living balloon. In low gravity environments, you float high into the sky. In average gravity, you hover a few meters above ground. In high gravity, you can act normally.

04. ALIEN EYES, ALIEN TONGUE; A DELTA TWIN

A small head grows from your neck. It looks entirely alien and speaks in a language unknown. Sometimes, it takes control of your body to help or hinder; you are unsure.

05. POLLEN FLY, FLESH BECOMES FIBER

You turn into a plant. Henceforth, water and light nourish you. Alas, only delta-light produced by infested stars can keep you alive. Ergo, you can never return to the world you knew.

06. A MASK GROWS, HIDDEN BENEATH BONE AND CALCIUM

Your face is covered by a grotesque mask. Bone bolts protruding from your face keep it in place. You cannot see, you can hardly eat, but it protects you from harm.

07. A GLAND MUTATES; CORROSIVE SYMPHONY

The spit you produce becomes a strong acid. Inside your body, it only destroys your teeth. Outside, it corrodes everything from flesh (quickly) to steel (slowly).

08. BUZZING IN THE INNARDS

Insects spawn and live inside you. They come and go as they please, and help you perceive the world differently. While wearing an EVA suit, they quickly accumulate and hamper your oxygen supply.

09. A WICKED TORCH LIGHTS THE WAY

You glow brightly. Skin, eyes, foot soles, and all. The corrupted photons permeate all fabric. Monsters and enemies easily spot you in the dark of space, but you never need a light source.

10. GLORY EMITTER: SHARE THE Δ-RADIATION

You become a seed of corruption, a living emitter of delta radiation. Anybody you touch or spend time with for a prolonged time must make BDY checks to not suffer a delta-mutation.

[d12] Corrupted Items

Items that have been touched by delta radiation and were remade.

II Remade wrong. Something vile. The void caresses you.

01. A fleshy flashlight besotted with tendrils that, when shaken, produces swarms of glowing insects. They remain for 1d4 hours before dying a cruel death. Every time you summon insects, check SVY to control their movement, luminosity, and color. On a failure, the insects stay close to the flashlight and shine in a random color with average intensity.

02. A heavy EVA suit that has been creaturefied, featuring alien organs of uncertain function and evolving material composition. After donning this suit, it fuses with your body, sending probes and strömas into your flesh. You can't doff it without life-threatening surgery. While wearing the suit, you have unlimited oxygen and the suit supports you as best as it can. Once per day, you gain advantage on one BDY and one DEX check.

03. A planetary cooking kit that can consume corpses the most palatable and nutritious food paste. One average sized (human) corpse yields 10 days' worth of rations. The "rations" spoil after 7 days. If unfed for 7 days, the cooking kit starts dying. Each day, roll a die to determine if it dies (odd) or clings on to life (even).

VOID PRESSURE: $9.1 \cdot 10^{-3}$ N

04. A vacuum decay pistol that hums and unseals the void (condition 3, slots 1, uses 10, damage 1d6). When you fire a shot with this pistol, you can spend one void point to add corruption. On a hit, the target must succeed on a BDY check or suffer void poisoning. For 1d4 rounds, a poisoned creature makes all checks with disadvantage, automatically fails morale checks, and turns into an anarchy program upon death.

05. A package of glowing water deprurification tablets that induce immediate delta mutations (check BDY to prevent the mutation). Water contaminated by these tablets takes on an orange color and tastes of bromine and expired dung beetles.



06. A pseudo-organic noisemaker with many tiny mouths that blares and screams for 10 minutes when disturbed. The noisemaker disrupts EM-waves, creating an area where surveillance and communication is impossible and inorganic creatures and robots seize to function. Organic creatures must succeed on a BDY check or suffer 1d4 damage and are disorientated (disadvantage on all SVY and TEC checks). A critical failure results in a delta mutation.

Regular noisemakers (400 holos) have 4 uses, last for 1 minute, and only block surveillance and communication in a limited area. They have no additional effects on organic or inorganic creatures.

07. A winged minidrone covered in scales and horns that can operate indefinitely without user input. Unfortunately, it has a temper and refuses to work depending on its mood. Roll a die on the day you want to use it to determine if it's compliant (even) or noncompliant (odd). In addition to a regular data uplink, the drone is able to hold a rudimentary conversation *and wishes for a name*.

08. A wriggling smoke gland of unclear origin. Once per day, you can check BDY, pressing the gland with all your strength. On a success, you produce copious amounts of smoke, obscuring a large area. On a failure, it only produces a small amount of smoke, barely enough to cover yourself.

09. A personal shield generator mirrored into our dimension from an alternate one (1 slot). The generator grants you 1 temporary hit point that you recover after 10 minutes. Every time you recover a hit point in this fashion, a person in the mirror dimension dies a horrible *Death in Space*.

10. A cryopod that has become a thing of nightmares. Eyes cover its frame, bones protrude from its insides, skin stretches across flashing surfaces. And yet, it functions as a regular cryopod. When somebody exits the pod, a mouth opens that exhales pink rime. Placing a corpse inside activates its *special corruption*. If it's a character, roll 1d4:

- 1 You return as a zombie that must be exterminated.
- 2 You don't return. Embrace death.
- 3 You return diminished. Subtract 1d4 from each attribute.
- 4 You return, but your eyes are black as space.

— ERROR: — DATA — CORRUPTED —

11. An oscillator knife, infested by the void and quenched by the cold of space (void point storage 1, condition 4, slots 1, damage 1d4). A critical hit with this weapon yields you one void point. If you have already reached your maximum number of void points, the weapon can store one additional void point. Any wielder can spend this stored void point as usual.

12. A hover hammock covered in occult symbols that sends energy tendrils into your orifices while you sleep. Check BDY to make two heal rolls after finishing a rest, picking the higher result. Check SVY after a rest to gain 1d2 void points. Folds down to the size of a handkerchief. While sleeping, you experience otherworldly nightmares.

GJ 1077

MAIN SEQUENCE STAR ◀

Navy designation: Demon of Thula

The sanctity of this star has been fouled. **Instead of pure light**, all-changing delta radiation spews forth from its purple chromosphere.

System travel hazards. When the characters travel between locations, roll d6. On a 1, a coronal mass ejection [CME] occurs. Give the players a countdown to invent a “safe harbor” for the characters’ vessel (for hiding from the radiation wave). If they fail to come up with an idea, an integral ship system turns into *something alien*. The countdown’s duration depends on where the characters are in relation to the star [**near** = 10 seconds, **close** = 30 seconds, **habitable zone** = 60 seconds].

NAVY LOG:

“*Blessed be Zaltuhn, Guide of Avariel. At last, repairs on the stellar anchor are underway. The bizarre star unnerves the Shrouded, they have tasted doom in the subspace. But our work is sacrosanct, there can be no fear.*”

GJ 1077 B

CHTHONIAN PLANET ◀

Navy designation: The Eye of Poo’rt

A **laid bare core of a once proud giant**. All gasses ablated and blasted into deep space. Burrowed into and through by machines and clicking beasts. The extractors have perished, but the **monstrosities** linger. *Scraping in the deep*. An ancient grudge unsettled.

GJ 1077 b’s surface shimmers in the colors of rainbows. Natural tungsten pylons reach toward the ill star. On the dayside, rivers of lead pour from wells that reach deep into the planet’s guts. When night comes, torpidness reigns.

Below, they squirm. Corridors dug by claws and borers. Here, there are pockets of atmosphere left, pressure-fueled by the diggers, *but not the breathable kind*. In the walls, microscopic stones that reflect and refract. The cause of wars, devastation, and the downfall of civilization.

GJ 1077 C

SILICATE PLANET ◀

Navy designation: Veilool

A cloaked planet. Gasses and dust in the hues of skin and flesh howl across this accursed land. All life on **GJ 1077 c** has become one. Plants, dogs, children, and neo-shrimp fused into one amorphous, meandering **thing**. It stretches **continents** as biofilm; the corpus manifesting where food touches ground.

In the wind, tortured screams of an *über_consciousness* that only knows regret and despair.

Arcologies and industries have buckled, scraped down by regolith storms and disintegrated by perchlorate steam. Although ample breathable oxygen remains, **EVA suits** are a must to ward off toxins and acids. A character exposed to the atmosphere and elements takes 1 damage every 10 minutes.

NAVY LOG:

"I wish I could forget what I saw. Forget what I understood about the nature of the universe. I'm one vast step closer to the void. I can feel the abyss flounce.

GJ 1077 D

SILICATE PLANET ◀

Navy designation: Mortiferous

A once tamed planet rewilded by GJ 1077's cancerous exhalations. The rotten jungle that now covers large swathes of the land extends to regions that should not support such (or any) vegetation. From within the folds of its darkness, offspring rise to repopulate. Machines become flesh, flesh becomes undead. **The natural cycle is utterly borked.**

The jungle's leaves are purple. The jungle's fruits are black. They fall to the ground and remain uneaten because everything is a predator. *The stench of rot is baked into this fallen world; an indiscerptible matrimony of living death.* Bestial screams of agony and strife (**mating calls!**), smothered in the thicket. A branch breaks; they near. The last of the **Zaltuhn Collective** prepares their tomb on **Mortiferous**. They don't wish to, *but the outcast navvies know they may rise again.*

THE UNDEAD PROWL GJ 1077 D, MALFORMED CREATURES REANIMATED BY THE VOID.

HIT POINTS (HP) / ATTACK (ATK) / DEFENSE RATING (DR) / MORALE (ML)

If an ability value is not written out, assume zero value.

NAVY LOG:

■ The scanners registered no life signs on GJ 1077 d. The machines could not have been more wrong—and right. Decaying creatures stalk in the undergrowth; their revolting stink clings to us all.

GASEOUS CORPSE

BDY +1, ML —, HP 4, DR 10

► ATK Fist (BDY, 1d2)

SPECIAL (EXPLOSIVE) The corpse is filled with gas. When it dies, it explodes, dealing 1d4 damage to nearby creatures.

Bacteria rage inside the bloated remains of gaseous corpses. The beasts nibble, digest, and excrete fumes. To spread to new host bodies, ripe corpses seek rank flesh and explode, flinging their little passengers across to more fertile ground.

TENDRILED TUMOR

DEX +3, ML —, HP 9, DR 10

► ATK Tendril whip (DEX, 1d4)

SPECIAL (TENDRILS FEED) A target creature checks DEX or the tumor burrows into its flesh, dealing 1d6 damage per turn until it's removed.

An accumulation of tendrils sprouting from an undead tumor. The creature lingers in the undergrowth or atop trees, waiting for a warm, invadable body to grab. After eating its fill, the tumor splices off a sinister clone.

ARMORED SKELETON

BDY +4, ML —, HP 19, DR 15

► ATK Spiked bone club (BDY, 1d8)

SPECIAL (BONE SCYTHE) Up to 3 targets check DEX or take 1d6 damage. On a critical failure, the target loses a limb.

Plated and whetted skeletons of alien animals, enlivened by hunger. They wander the world, uselessly cutting creatures to pieces, chewing their rotting meat, only for the biomatter to slide through its bony cracks and tumble to the ground.

VOID GAZER

SVY +4, ML —, HP 17, DR 10

► ATK Sonic attack (SVY, 1d6)

SPECIAL (EYE RAYS) Up to 4 targets check SVY or are confused. For 1d4 rounds, the targets must check SVY or can use no action and only move.

Floating spheres of meat, beset by flies and maggots. Across its seeping body, incrustated eyes blink and weep; stinking mouths gibber. Nature withers in its presence, life decays. These morsels, the void gazer treasures, sucking it all in.

BODY +4, **DEX** +2, **ML** —, **HP** 26, **DR** 14

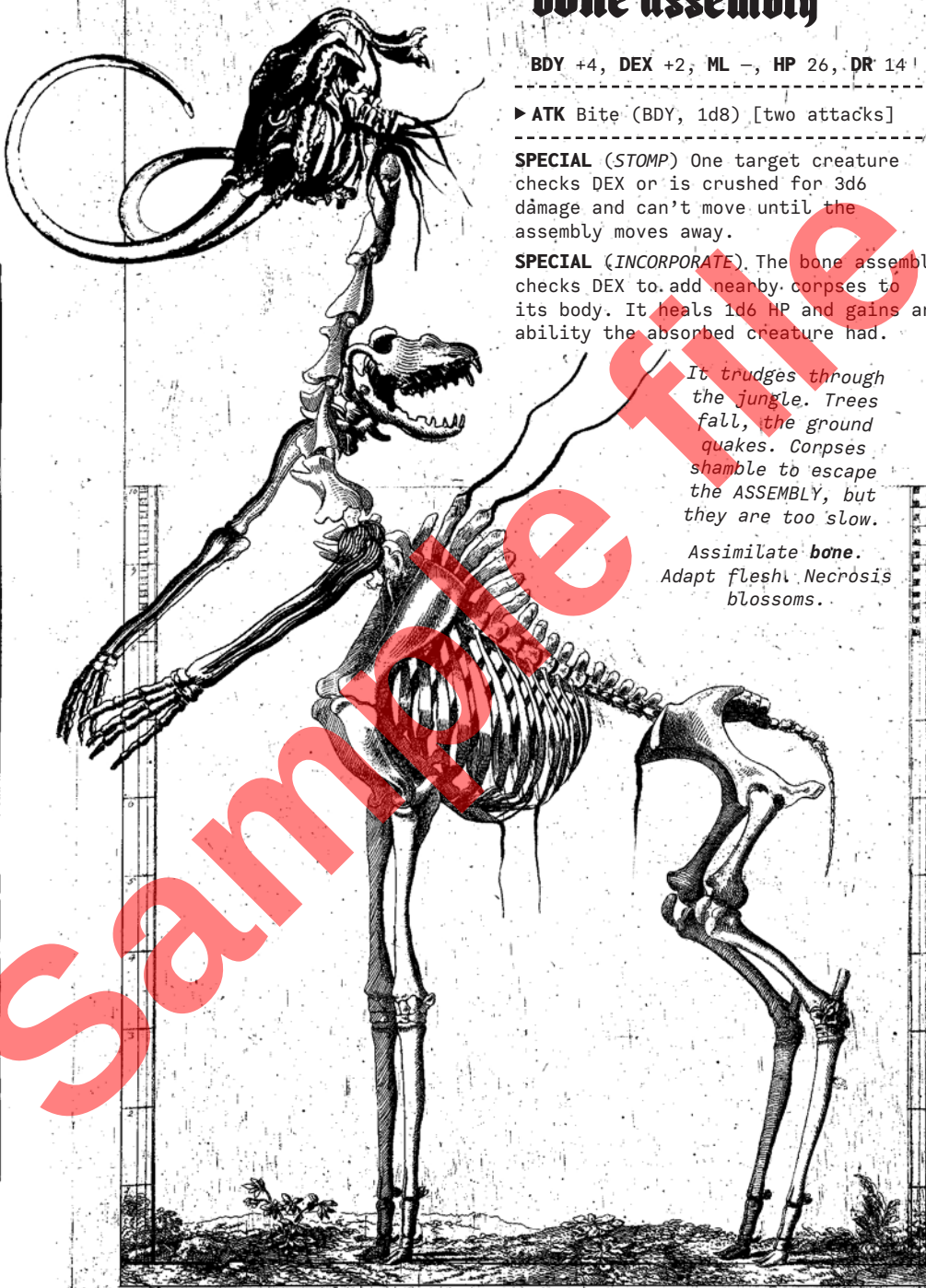
► **ATK** Bite (BDY, 1d8) [two attacks]

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SPECIAL (*INCORPORATE*) The bone assembly checks **DEX** to add nearby corpses to its body. It heals 1d6 HP and gains an ability the absorbed creature had.

It trudges through the jungle. Trees fall, the ground quakes. Corpses shamble to escape the ASSEMBLY, but they are too slow.

*Assimilate bone.
Adapt flesh. Necrosis blossoms.*



Bone Assembly

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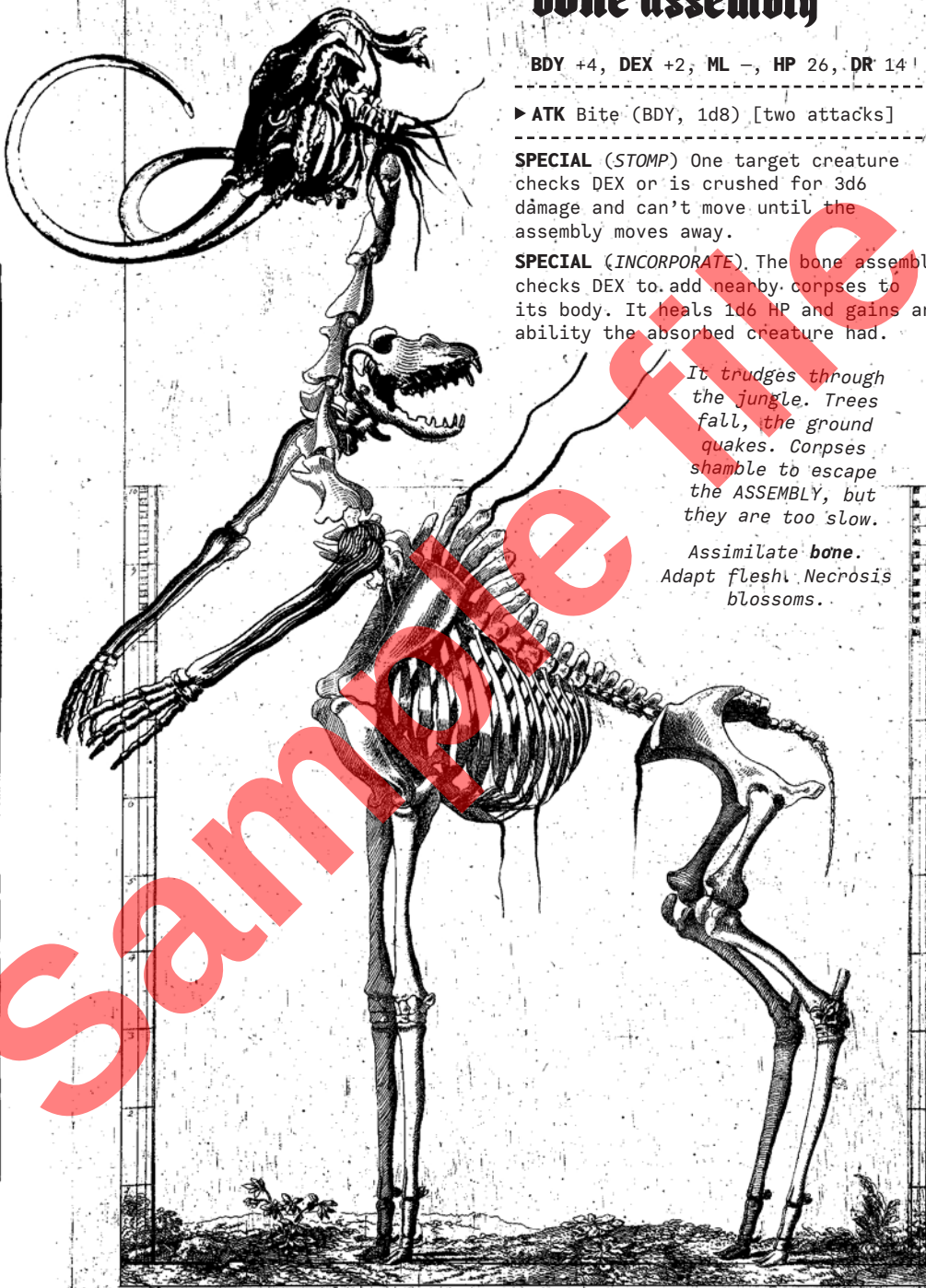
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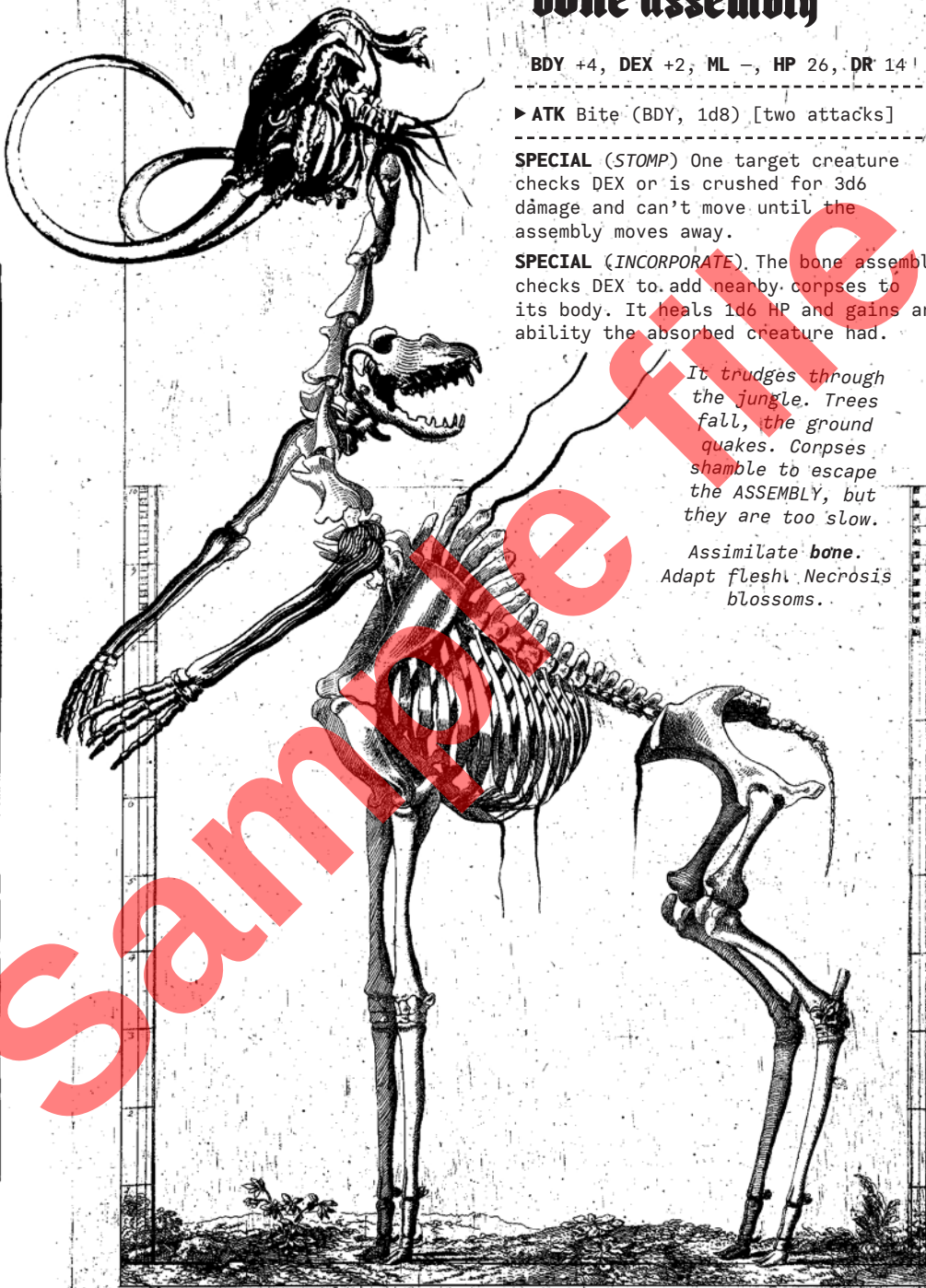
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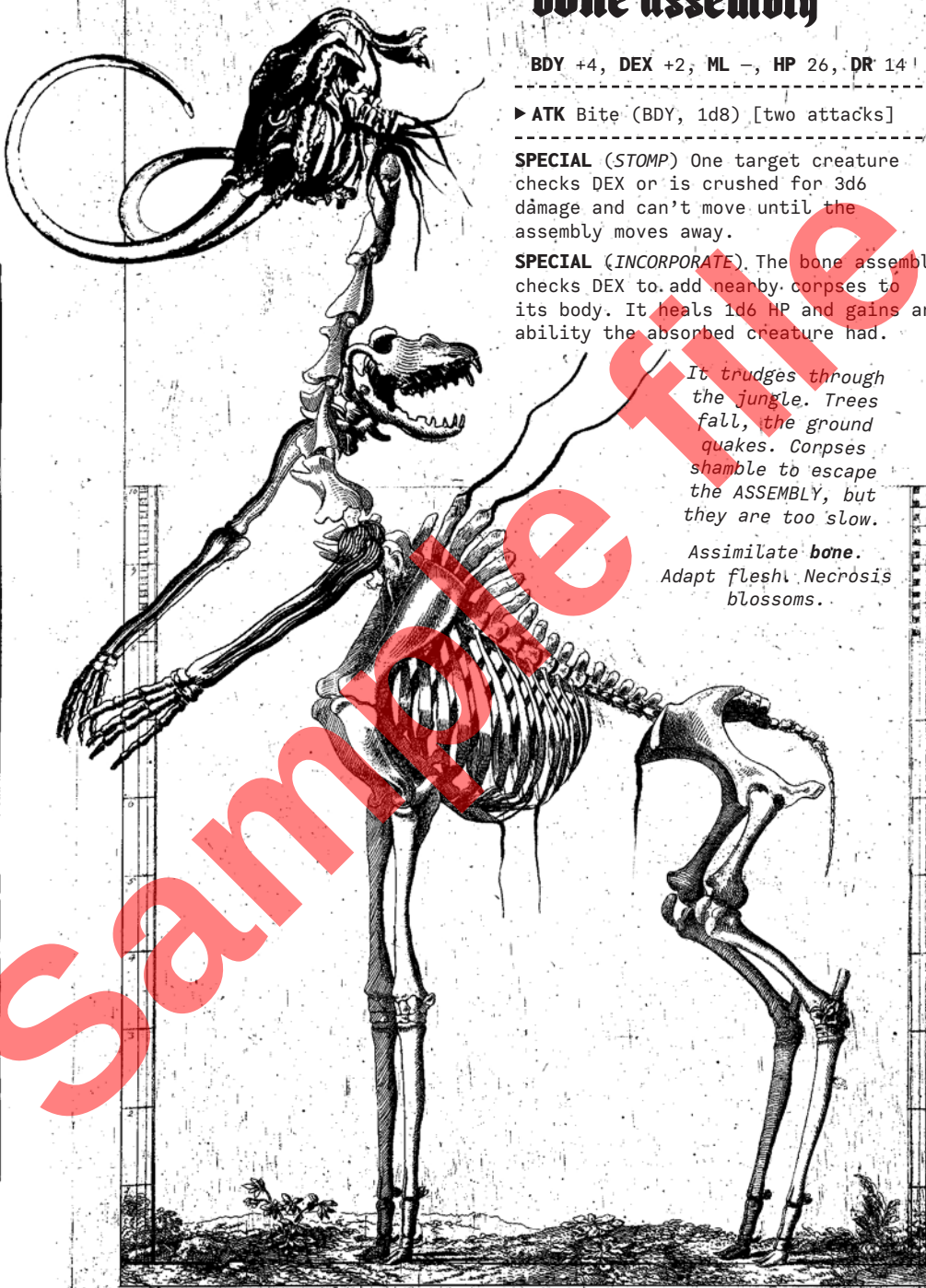
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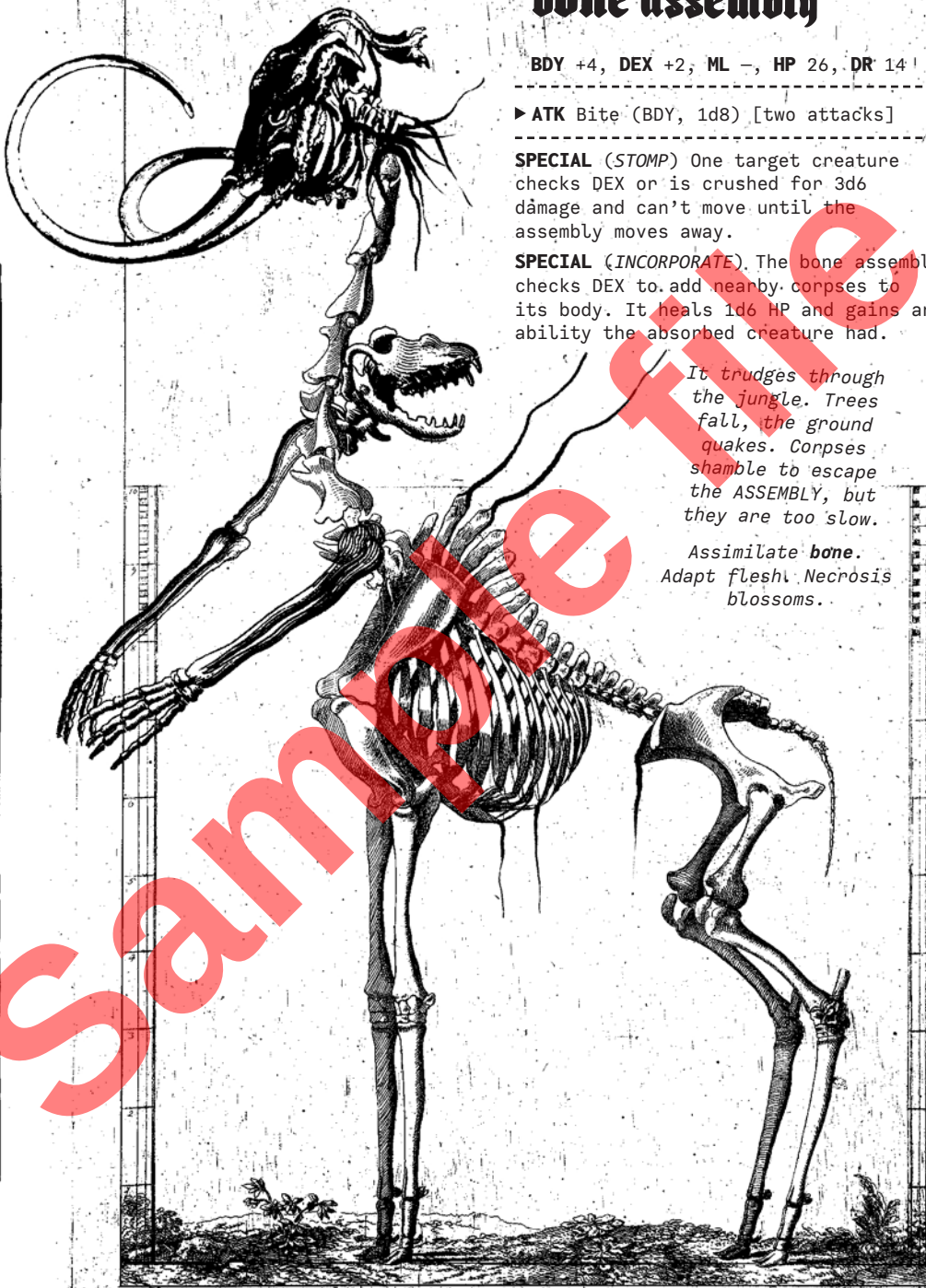
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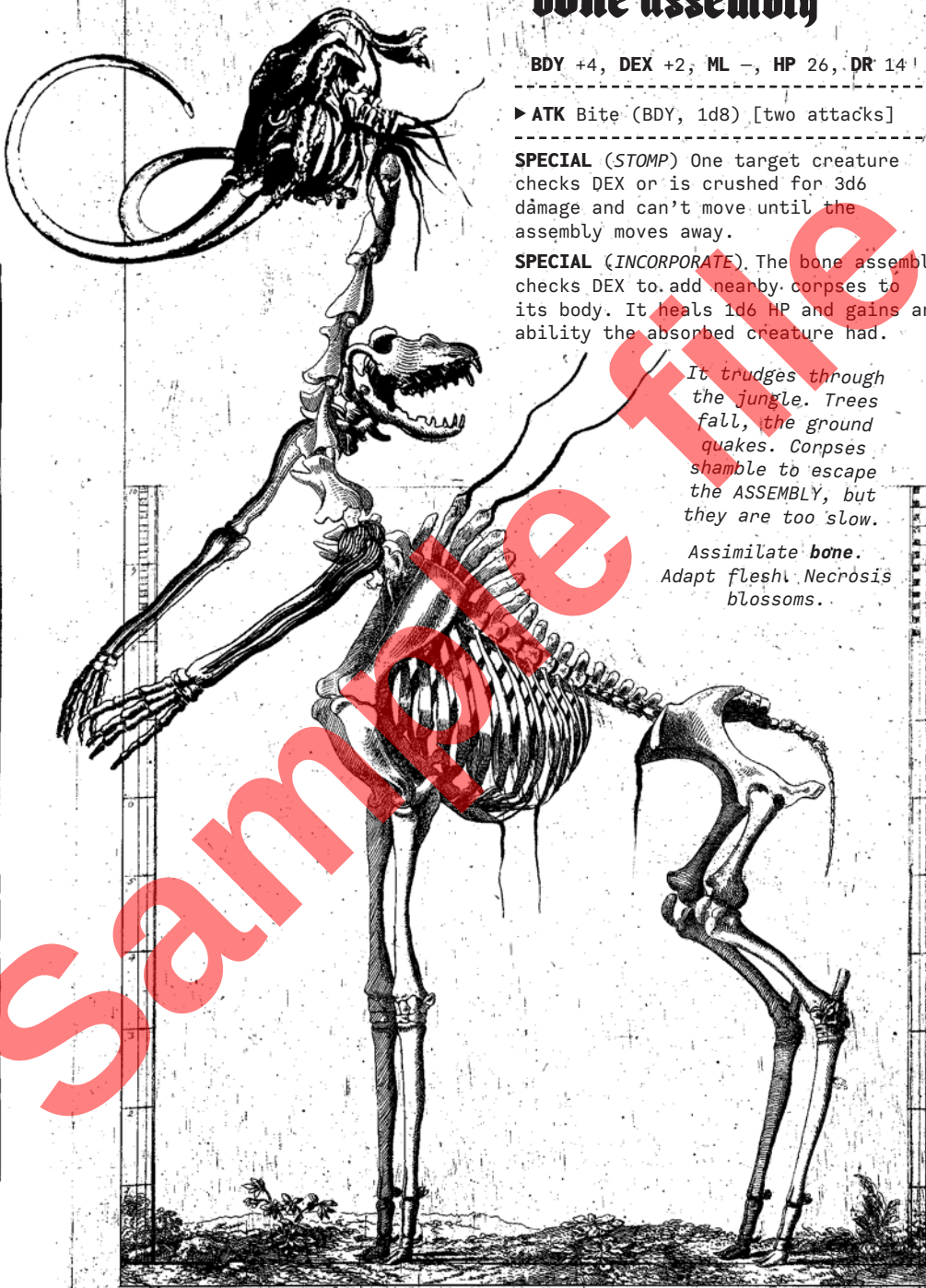
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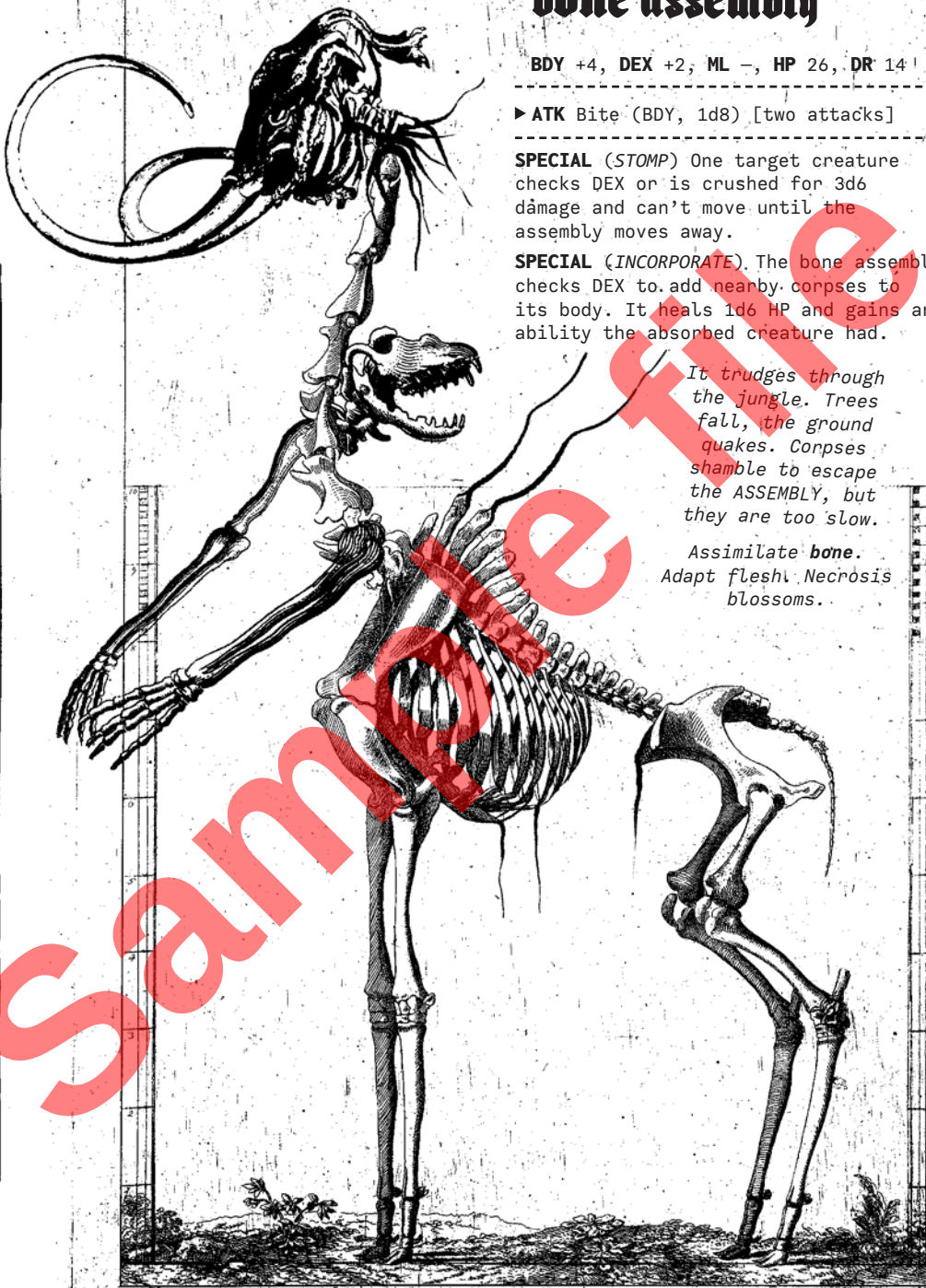
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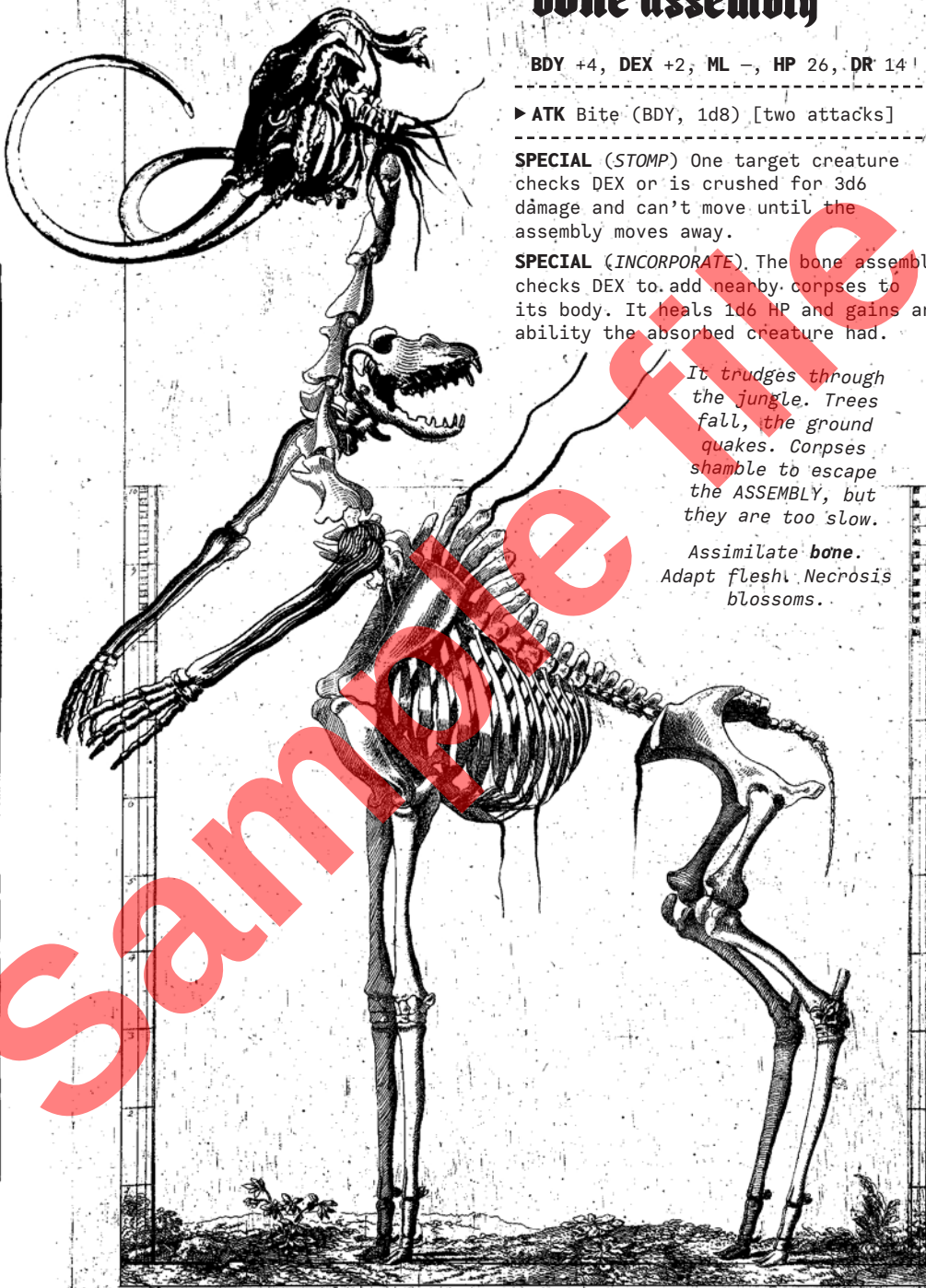
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