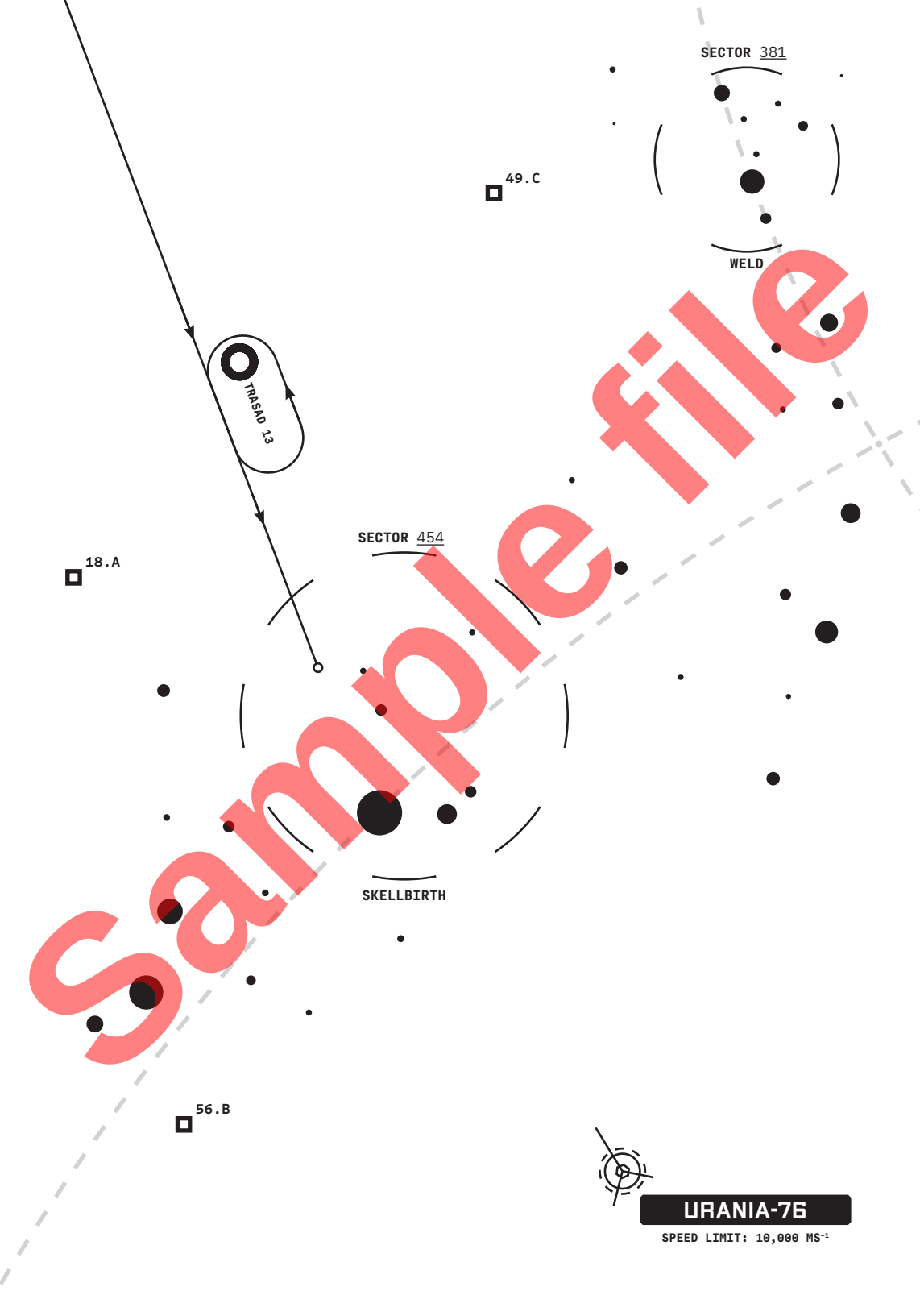




SECTOR 381

49.C

WELD

TRASAD 13

18.A

SECTOR 454

SKELLBIRTH

56.B



URANIA-76

SPEED LIMIT: 10,000 MS⁻¹

13.D

77.Y

01.F

93.X

SECTOR 940

RAVEL 73

THE MILL

87.E

115° Ψ

Urania-76 [COMMONLY REFERRED TO AS "THE CLVSTER"] is an accumulation of asteroids and defunct space vessels, artificially adjusted to the same velocity and orbit around an unremarkable parent star. Prospectors and washed-up criminals dwell in a handful of run-down settlements and hideouts. Various mining infrastructures (in use and defunct) dot the CLVSTER.

In the past, freighters regularly visited Urania-76, buying up mined ores and dropping off fugitives. Those who seek the CLVSTER have good reasons never to be found. It is the final stop in many people's life journey.



Urania-76 may be located in any arbitrary (but populated) star system. In the Death in Space universe, one can find Urania-76 in the Tenebris system's Messier 51 asteroid belt. In CY_BORG, which is a twisted and infected future of Earth, Urania-76 is located in the main asteroid belt between Mars and Jupiter.



0S0i4^FBs3
Anomaly detected

Most recently, connection with Urania-76 has been lost. A dense gas or accumulation of ultrafine particulate matter [dust] has enveloped and engulfed the region [THE CLOUD]. No signal passes into or out of the Cloud, or at least that is what those in the know assume. All attempts at communication have been left unanswered. Furthermore, no scanners can penetrate to probe and analyze; no radiation (but most useless infrared) escapes Urania-76.



Roll d4 to determine a hook for the characters, or find another reason for them to travel into the corrupted depths of Urania-76.

If playing CY_BORG, a ship for the characters is provided by a fitting CORP (for example TG LABS or ROYAL WEST). Once inside the cloud, there is no escape until the CLOUD ANOMALY lifted.

$$K_H = Z_0 \times C_v \times$$

Define f_i

01

A scientist, Twyst Fuller, has escaped to Urania-76 with too important information stored in their brain. Retrieve the data.

02

The Mill's workers need a delivery of meta-nonavir quickly and desperately. Seeing that the characters are expendable, they get the job.

Math ERROR

Input Invalid

NAND GATE 93.X

???

04

One perpetual signal does escape Urania-76. A psionic call to assemble. The characters feel compelled to seek an entity named Yust'Nata.

03

A researcher, Mia Zjell, intends to study the Cloud that engulfs Urania-76 from the inside. Escort her to Skellbirth and help set up the equipment.

 f_i $\times$ $\{$ $A_{\sim}$ $\times$ $\mathcal{U}^{-1} \}$

A

THE CLOUD

The Cloud that envelops Urania-76 is a sentient accumulation of dust, debris, and cremations: The remains of a planet destroyed in an ancient conflagration. Tens of billions of people killed in an instant, their bodies ground into mangled molecules and strange ions. Their minds, previously connected by psionic powers, remained. Trapped and entwined. Bound and permanently etched into this fold of reality. This dark age lasted for 94.114 standard years.

B

ALTERNATOR

Inspired by visions granted from consuming undead marrow, "The Worshipper of Yust'Nata" constructed a fey machine, the Void Alternator [01.X]. This construct created a trans-dimensional fold to draw the Cloud to Urania-76, and here it remains until the cultists' designs come to fruition. From blessed asteroid dust, they build new vessels for the disembodied souls: Clay people. New worshippers for Yust'Nata, most fervent, made cheaply and from almost nothing. A much more efficient path to strengthen their Goddess of Marrows, no proselytizing or advertising campaigns needed.

C

GADGETS

With the Cloud, there also arrived alien artifacts. Relics of the fallen civilization that endured. They float freely in space, collide with asteroids, or are picked up by collectors, ready to be exploited. An industry has developed around the recovery of these items. Investors pay well to acquire as many as possible, hoping to sell them for immense profits once the cloud dissipates. If it dissipates.



D

YUST'NATA

The Marrow Goddess, Yust'Nata, is a gigantic spine embedded in a wounded bioship around which, over thousands of years, dust accumulated, disguising it as a common asteroid. The artificial creature calls out for help, drawing in receptive people who become its worshippers. What the vessel truly needs is one of the ancient engineers, a biotect; for none of its followers has the skills to repair the damaged organs.

Mayhap one of the souls trapped in the cloud has the knowledge Yust'Nata craves.

E

DUST

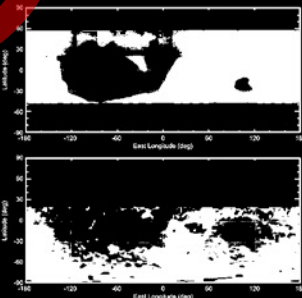
The nanoparticles the Cloud comprises creep into every airlock, seep into all fabric. The dust is ever-present in space and inside homes. Breathing the soul-containing dust is not immediately harmful. Prolonged exposure leads to visions and deeper insights, dangerous to the unprepared mind, especially in hazardous environments. Therefore, in Urania-76, all creatures reliant on oxygen wear masks and EVA suits on all occasions.

7

F

SOULS

The souls trapped inside the cult's standardized and mass-produced ceramic bodies are deeply unhappy. Most perform their duties, but are becoming brittle, body and mind. Some disintegrate randomly, others hide in the bioship's folds or attempt to escape, hoping to find a better life elsewhere. One such place is Weld, where the souls can tinker and live as they please.

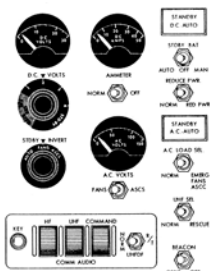


TECHNICALITIES



【THE SAND BOX】

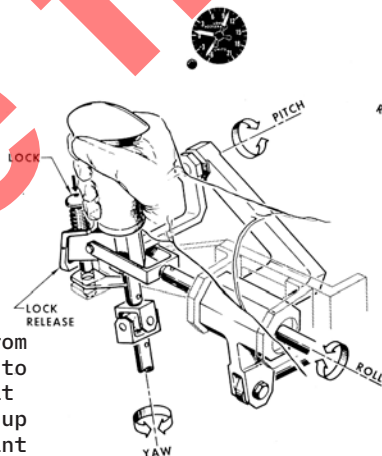
CLVSTER offers various locations to explore and side-quest seeds to extrapolate. You may introduce the system to your game before the Cloud ever appears, or simply ignore the restrictions of leaving the system after the cultists pull the Cloud into the CLVSTER. So, the characters can ignore the quest and continue their adventures elsewhere.



【CAMPAIGNING】

If you want to run CLVSTER as a concise campaign, consider the following hints and story beats:

- ▶ The characters arrive in Urania-76 using the deceleration coils **TRASAD 13**. Their only known set of coordinates are for **Skellbirth**, the largest settlement in Urania-76.
- ▶ In **Skellbirth**, the characters learn that escape from Urania-76 is impossible. All ships that attempted to leave the system by using the acceleration coils at **RAVEL 73**, or flew to the edge of the Cloud, ended up destroyed. Nobody knows more, but the citizens point the characters toward **Weld**, where strange things are happening as well. Maybe they are connected?



The robots of **Weld** are not forthcoming with information on the Cloud's origin. The characters must fulfill side quests to earn the robots' trust. Eventually, they explain their situation and give vital hints about the cultists' hideout and the void alternator.

After the characters have had time to explore the system, cultists infiltrate The Mill. They stop all exports to Skellbirth, starving the SoupKitchen of resources and causing a food shortage. *The people will be made desperate and join the cult.* The bulk of the resources is rerouted to the cultists' construct factory. *Their number of clay people swells.* Additionally, the cultists export poisoned ores to **Weld**, where the robots fall victim to a plague of rust. *The heretics will fall to dust, whence they came.*

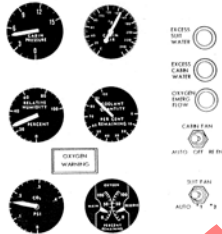
Insofar as they are still alive, representatives from **Weld** and **Skellbirth** request the characters identify the problem at the Mill and deal with it. This includes destroying the cult.



【NAVIGATION】

◆ Navigating the CLVSTER is a challenge due to the unusually dense dust that obscures vision and sensors, therefore concealing the many dangerous asteroids and planet chunks. Every trip between locations counts as a **risky maneuver**, meaning the trip costs 1 fuel on a failed SVY check.

◆ To explore the system, print out the player-facing map and let the characters chart a course using a pencil. When they come close to a secret location, the vessel's sensors alert them.



【RE: CY_BORG】

◆ CY_BORG doesn't come with native rules to steer spaceships. For this adventure, **fuel** is only used when doing an above-mentioned **risky maneuver**, which requires a DR12 Knowledge or Agility test (pilot character's choice).

◆ For combat, treat space vessels like regular vehicles, whereas anybody but the pilot can test for Attack(s) (Lasers use Presence, Guns use Agility) and the pilot tests for Defense (Agility or Knowledge).

◆ The characters enter the CLVSTER in a hauler. This vessel and others have the following stats (morale is random as it depends on the pilot; therefore, roll 2d6 to determine a value):

))) SCOUT SHIP [HP 13, ARMOR -d2, FUEL 2, LOW-POWER LASER d4]

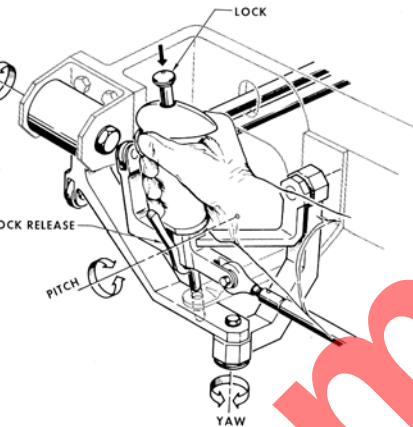
))) HAULER [HP 18, ARMOR -d4, FUEL 4, LOW-POWER LASER d4 and COILGUN* d8]

))) FREIGHTER [HP 20, ARMOR -d2, FUEL 6, LOW-POWER LASER d4]

))) MINER [HP 20, ARMOR -d4, FUEL 6, MINING LASER d2]

))) FRIGATE [HP 40, ARMOR -d4, FUEL 10, LASER d6 (four attacks), ROCKETS* 4d4]

))) NEEDLE SHIP [HP 10, ARMOR -d2, SHIELD** -d6, FUEL 4, LASER d6 (two attacks)]



*Uses ammo as per the CY_BORG rules

**Depletes after one hit but recharges for the next round

VISIONS

When a character has been exposed to dust for a prolonged time, check BDY (Toughness DR12) or "suffer" a vision (roll d8). The affected character perceives and feels the memory, and it is henceforth theirs. The player may decide how this new experience affects their character.

VISION #1 SACRIFICE

You walk along a narrow corridor. It was built of black bricks made from the ashes of your ancestors. In your hand, you feel the dagger that was gifted to you by your father. In your hand, you feel the dagger that was gifted to you by your father. Entering the nursery, you see your child in its cradle. You lift the dagger. You close your eyes. You feel the weapon plunge into your bowels. A few seconds separate you from life and death. Your final act, placing the dagger inside the crib. Then, you collapse, shudder, and die. Your child would have done the same, if their turn would ever have come.

VISION #2 LEFT BEHIND

The last needle ship is jettisoned from its launch tube, quickly vanishing from view in the endless expanse. You float in the departure lounge. Numb despair. Not yet at the stage of acceptance. You are alone. Hundreds of kilometers below, your world is breaking apart. They say once the core is exposed, it will flow out and quickly harden, forming a beautiful gravestone. "My name will be etched into that gravestone," you solemnly think. You were right.

VISION #3 CALCULATIONS

You ran the numbers a thousand times. You couldn't be any surer. The Gate has destabilized the local laws of physics, causing a minuscule but catastrophic change in the electromagnetic forces. Even if the Gate were shut down now, this change could not be reversed. To restore the natural constants, it would take the construction of an Anti-Gate, but even if the entire planetary economy were dedicated to the assembly of such a thing (that may only exist in the realms of mathematics), it would take decades. And there are only weeks or months left. No time to build. And no time for an evacuation.

VISION #4 HUNTING

The little carcerian swung between the high growths, mocking you, throwing cones down but missing every time. You had your mind-matter coagulator out, sketching the scene into a fine statue. The carcerian's mirthful screams seized, and it fell, hitting many branches on its way down. Out of the shadow stepped one of them. A borsan. They picked up their kill by the neck and gave you a broad smile. You felt your nutrients ruminate, and spat out. Filthy borsans.

VISION #5

HEAT

The magma chambers are where it's at. You revel in the carbonizing heat. You watch the krellians swell and grow after you give them a proper watering. Your body changes to the color of pride. Then, your spouses enter the cavern, bringing along a sumptuous meal. They want to make the best of the final days. While setting out the plates, a quake surprises you all. The ceiling collapses; stones bury and break you. Desperate screams ring through the rubble. They ring, until finally, everything becomes quiet again.

VISION #6

COLD

The preparation procedures were harrowing, but you endured the liquid meals and chemical concoctions that would prepare your body for cryo-sleep. Settling into the pod, you think about those you leave behind. Friends, enemies, loved ones. But a dimarch can't allow themselves to have regrets or negative feelings, so you shunt them and close your mind. Meanwhile, the technicians are busy attaching tubes to your circulatory system. Mere minutes left. Then eternity. And then maybe you wake.

VISION #7

SABOTAGE

You place your last antimatter explosive. It is time. But you take an endless minute to take it all in. The constant stream of vessels entering and exiting the Gate, bringing in resources to synthesize fuel, ferrying out the intelligentsia. Their target, a few artificial and unsustainable colonies in the outer systems. Fools, the lot of them. Below, your homeworld in the final stages of death. You push the detonator. Several of the Gate's key systems are annihilated into pure energy. And then it dies. Like you. And your planet. And your species.

VISION #8

ANARCHY

The message of certain death spread throughout the neural mesh with the speed of light. After only a few seconds, everybody felt the number of linked consciousnesses drop. Mass suicide on a planet-wide scale. The rate only increased with every lost member who elected death on their own terms. Those who remained savored their final weeks. Lavish feasts, riots, silent contemplation. All order descended into chaos. Hedonists mocked the believers. Nihilists killed the delusional. A messy end. You watched it all unfold on the screens of your cloud skipper. Ultimately doomed too, but at least you would go with some dignity. And, most important: style.

ENCOUNTER_1 WILD HUNT

A procession of derelict ships passes by the characters' vessel. One gigantic battleship at the center, hundreds of smaller ships orbiting the behemoth, others simply trailing behind. The spectacle is haunting on viewscreen and sensors alike. The characters join the **WILD HUNT** for 1d6 days. They then check SVY with disadvantage (DR15 Presence). If all characters fail, they follow for an additional 1d6 days, then repeat the check.

▶▶▶ *DURING THE HUNT, THE CHARACTERS LEARN THINGS THAT SHOULDN'T BE KNOWN.*

ENCOUNTER_2 VOID EGG

An elephant-sized egg floats in space. Check SVY (DR14 Knowledge) to determine that the egg needs energy to hatch. If so supplied, a **VOID ARBITER** hatches. Roll d6 to determine its reaction:

1. HOSTILE
2. CONFUSED
3. SCHEMING
4. NEUTRAL
5. FRIENDLY
6. ALLIED

ENCOUNTER_4 CORPSES

Frozen corpses and body bits drift in orbit around an asteroid. Inside, an abandoned monster nest filled with metallic cubes (the monster's excrement). Very useful!

▶▶▶ **AMBUSH!**

The monster (MULTIFORM DEARTH) was hiding, waiting for flesh-sacks to stumble into its lair.

ENCOUNTER_5 PIRATE STASH

A strongbox attached to an unremarkable asteroid. Roll d4 to determine what is inside:

1. Explosive trap
2. Random monster in stasis
3. Empty
4. Food, water, and alcohol
5. Valuable finery and currency
6. Weapons and ammunition

ENCOUNTER_7 ESCAPE POD

Contains a skeleton, a random gadget, and a warning:
"Never use it."

ENCOUNTER_3 VORTEX

Check SVY (DR13 Presence) or be sucked into a Cloud vortex. Once inside, there is no escape until a random ship arrives after 1d4 days. Freeing the characters' vessel will be costly!



ENCOUNTER_6 VORTEX

Check SVY (DR13 Presence) or be sucked into a Cloud vortex. Once inside, there is no escape until a random ship arrives after 1d4 days. Freeing the characters' vessel will be costly!

ENCOUNTER_8 PIPE ORGAN

A gigantic musical contraption built from debris and abandoned ships. Check TEC (DR14 Knowledge) to make necessary repairs. On a success, the organ transmits alien music on all frequencies, inspiring the characters. Each gains a d20 they can use to improve one check (Test).

ENCOUNTER_1

VIKTOR MACHESKY

A **pirate** who just can't stop plundering, killing, and drinking. Two cybernetic arms, one cybernetic eye. Tall, muscled, getting gray around the temples and wrinkled around the eyes. Covered in tattoos. His crew died during the last raid where he found an encrypted treasure map to a sizable stash that he can't decode alone.

ENCOUNTER_3

BEDWYR PASCALE

A **treasure hunter** scouring the CLVSTER for gadgets. Small frame, no hair, golden glowing LED eyes. Has accidentally activated a gadget, which resulted in him being out of phase. Only characters with SVY +2 (Presence +2) can perceive Bedwyr as a faint shimmer. Needs somebody to go onto his ship and deactivate the gadget; otherwise, he will die of thirst eventually.

ENCOUNTER_4

EZRA KEONE

A **nomad** now stuck in the CLVSTER. Thin. Sonorous voice that calms the rowdiest spacer. While the Cloud persists, she offers her services as an expert pilot (SVY +4). On her ship, Ezra has a botanical garden with alien plants and a small delta-emitter to cause strange mutations.

ENCOUNTER_5

AOI ROSE

An **engineer** who replaced parts of their brain with experimental AI. Wears a colorful overall, stained by acids, fuel, and non-Newtonian formulations. During the last months, Aoi has been building a forbidden apparatus, the *void scooper*. Aoi searches for parts all everywhere, adding and expanding the machine, not knowing it will cause a rip in space-time upon completion.

ENCOUNTER_6

MUFASA BRAHM

A **prospector** who is as old as dirt. Has seen many ups and downs in his life and has forgotten more than many others currently know. Tells the most fantastic stories; some of them even true. Has a tuned material analyzer to give away to the person who manages to beat him in a drinking match. Prefers his "home-cooked" drink named bunker-fuel, which looks like tar and tastes like it too.

562	840	702	860	172	481	561	998
712	933	844	850	209	565	569	271
327	983	154	707	757	624	781	111
111	172	585	941	113	394	787	894
953	404	161	141	767	281	902	226
157	922	525	870	243	601	371	298
352	726	270	937	619	801	260	236
901	312	193	692	855	494	170	600
558	340	497	690	168	708	314	208
215	953	275	354	843	601	523	167
317	356	239	507	229	700	544	644
891	386	832	512	883	629	163	526
658	231	523	689	892	264	937	562
841	503	706	362	292	182	886	740

ENCOUNTER_7

ISA YAMADA

A **muscle for hire** who everybody perceives as a meathead at first glance. In reality, exceptionally smart and crafty. Invites people to play a round of cards with her, making a few small bets to "make it more exciting." Her holographic playing cards are custom-coded. Not marked, of course, just neatly designed and skinned.

ENCOUNTER_8

ICHIRO SUNN

A "**scientist**" who sells miracle cures for all known diseases, including missing limbs and organs. One in two chance that the drugs he peddles work. If they don't, side effects include hair loss, memory loss, life loss, dire-diarrhea, and petrification. Has many enemies and changes name and looks often.

GADGETS

YOU FIND A HOARD OF ALIEN...

A TABLE FOR EFFECTS WEIRD ARTIFACTS MAY POSSESS.

THEIR LOOKS ARE RANDOM, OFTEN MULTIDIMENSIONAL, AND HARD TO DESCRIBE. ◀

ACTIVATED BY SPEAKING A COMMAND WORD YOU LEARN UPON TOUCH. ▶

d66

Plays supra-harmonic music that attracts critters, monsters, and void ghosts. 11

Sheds ultraviolet light when living organisms are nearby. Ignores organisms touching it. 12

Buzzes when it comes into contact with inorganic matter and slowly dissolves it. 13

Disinfects a wound and closes it using artificial, glowing tissue. 14

Abducts your mind into a game-reality that will distract you for hours. 15

Gives you a false feeling of being satiated and well-rested. 16

Slowly floats toward the closest active power source and starts draining it for no gain. 21

Scans your body for sicknesses and turns red if something serious is found. 22

Generates a random number. Red-colored numbers are dangerous. Primes are golden. 23

Creates an invisible forcefield the size of a human hand. Dissipates after a few minutes. 24

Creates the illusion of an object you can imagine at a point you can see. 25

Produces a high-pitched noise if ignored for one hour. 26

Ignites and burns with a rainbow flame but needs atmospheric oxygen for fuel. 31

Teleports itself (and only itself) a short distance in a random direction. 32

- 33** Makes growable things on your body grow quickly and voluptuously (e.g. hair and nails).
- 34** Turns you into a random metal for a few seconds.
- 35** Spreads poisonous spores all around.
- 36** Creates artificial gravity in a medium area.
- 41** Makes you invisible as long as you stand perfectly still and hold your breath.
- 42** Allows you to speak telepathically with a person you can see. Causes severe headaches.
- 43** Starts spinning faster and faster until it explodes, spreading shrapnel and death.
- 44** Emits a burst of gamma rays strong enough to kill unshielded cells.
- 45** Deoxidizes nearby metals and other molecules to produce oxygen.
- 46** Starts speaking in a lost language, telling an alien fairy tale.
- 51** Draws heat from the environment to reduce local entropy until reaching 1,000 K.
- 52** Makes you feel euphoric and sheds bright light.
- 53** Turns into malleable goo that can be reformed freely. Hardens after 10 minutes.
- 54** Becomes a third eye through which you can see.
- 55** Spreads a never-before-smelled fragrance.
- 56** Makes minor repairs to nearby damaged machines.
- 61** Slows the passage of time in a localized area.
- 62** Makes you fall asleep, helping you crack problems while you're unconscious.
- 63** Captures a soul that's in the area and deconstructs it. You gain some memories of the deceased.
- 64** Excretes fumes that obscure a large area.
- 65** Makes you remember a thing that you had long forgotten. A double-edged sword...
- 66** Turns into a weapon of your choice. Somewhat unreliable and may change shape randomly.

SKELL

Philosophy: Anarcho-capitalism

Skellbirth is an accumulation of decommissioned ships, stolen colony shelters, vegetation domes, and otherwise improvised abodes strapped to an asteroid. One must wear their EVA to cross Skellbirth! All buildings are connected haphazardly, pathways with railings at best, not roofed and certainly void of oxygen. Therefore, all buildings feature one or more airlocks.



Covered in Dust.

A shroud has descended on the once "proud" settlement of Skellbirth. Ashes, rocks, dust, hardened planet core, and strange earths accumulate on the dwellings and photon collectors.

Everybody must fight their way through the dunes of death to reach Skellbirth's few attractions and establishments. Accursed dust. Worst of all for the future of Skellbirth: the lack of sunlight has stifled renewable energy production. Nay, it has reduced it to zero. Electricity and warmth now come from burning precious fuel, and stocks are fast depleting. Where to go from here?



arrow on the Move.

Human-sized effigies of Yust'Nata started appearing in Skellbirth even before the Cloud formed. The cultists send hovering idols into the settlement, which spout propaganda and give

the coordinates of a location [56.B] where potentials may gather to be evaluated and indoctrinated. They promise to deliver all followers in an "ark." A vessel that will carry all the faithful to a promised land. The vast majority of Skellbirth's denizens have been through the wringer more than once. They ignore the most likely false promises made by these idols.

FACTIONS

TRADITIONALISTS <<<>>> ESCAPISTS

Traditionalists opt to remain in Skellbirth to weather the storm. This is not the worst tragedy to ever strike the "community" (contentious), and waiting out the problem has always worked in the past.

Escapists attempt to rally the citizens either to navigate Skellbirth's host planetoid to the mass accelerator Ravel 73, leaving the system, or to join the strange cultists in pretense, hoping to get a seat in their "ark."

B I R T H

Population: 3,481

NPC ENCOUNTERS

- 01** **Orson Sonoda.** Former chief-mechanic at the local spaceport. Can repair virtually anything, but suffers from a severe case of sticky fingers. Attempts to steal from the characters on their first encounter.
- 02** **Mulder.** A street-vendor and self-proclaimed "Skellbirth guide." Pink skin due to industrial spill. Specializes in selling flashlights that can "illuminate forbidden wavelengths."
- 03** **Malfier Hinderon.** A nomad who passes through Skellbirth every once in a while. He is missing his eyes, but can still see. Has several traps set up in the system to catch space-borne animals. Sells the juicy bits.
- 04** **Yuma Canero.** An astrographer who foretells fortunes from the movements of starships as well as supply and demand data. Recommends the characters invest heavily in pheromone spray.
- 05** **Ezra Dimber.** A teamster unknowingly infected with virtual void flies. The constant buzzing is irritating, but Ezra found a way to harvest the flies' energy. Offers to recharge batteries for a drink or two.
- 06** **Minami Farmer.** Tinkerer on a quest to find a rare synchronized matter adapter. Is willing to trade in ten crates of fake grenades she found in a derelict spacecraft. A surprise is hidden among the grenades.
- 07** **Lucky Lao.** A destitute "doctor" looking for a crew to join. Learned his craft in the field, but the lack of a formal education doesn't hold him back. Relies on instinct and his RNG gadget.
- 08** **Audrina Delillo.** A scientist who removed her brain and now carries it around in a reinforced backpack. Using growth hormones, she's constantly growing her brain, now possible due to the lack of a hindering cranium.

The factions attempt to keep their peace, but discussions between members often end in violence. Frequently, for everybody to witness, their disputes escalate in public places like the Ol' Reliable or the Soupkitchen. When members get too rowdy, one or the other faction leader appears to calm emotions. For now, the traditionalists are in the majority, but with every passing day, the Escapists gain more traction.

After each long rest, roll a d20 and add the number of days the characters have spent in the CLVSTER. On a result of 20 or more, Skellbirth ignites its engines and reaches Ravel 73 within 1d4 days. Several hundred people launch their ships to join the cultists at location [56.B].

THE INJECTOR 02

- ▶ A bar run by a muscled bloke named **Boon Hames**. Boon has a knack for mixing and brewing both drinks and drugs.
- ▶ Crowd favorite drinks include: *Comet Hardball*, *Oxidizer*, *Beyond the Pale*, *Blowout*, *LOX*, *Antimonic Overdrive*, *Full Auto*, *Extragalactic*, and *IPO beer*.
- ▶ All sorts of scum and mercenaries spend their days in the Injector, vying for jobs or making trouble. The characters can hire expendables here.

[172.665]

SKELL



[562.326]

SPACEPORT [BERTHS]

The spaceport offers berths and repairs for a small fee. Parts are in short supply and sought after.

{load_cluster_gal}

03

THE SOUPKITCHEN

- ▶ An eatery and a plant that produces food from bare minerals using tailor-made enzymes and bacteria. Run by **Verona Avant**.
- ▶ Serves soup in various colors: Pale Fire, Seagreen, Plum, Harvest Gold, and Excited Xenon.

▼ GUNS & SONS

- ▶ A weapon shop run by **Guns**. She builds the weapons herself, using templates of her forebearers.
- ▶ **Guns'** sons, FMJ and Tracer, specialize in crafting ammo. They are listening to intolerably loud techno, forcing Guns to scream and throw random objects at them.

06

07

ARLETH'S ANTIQUES

A store run by **Iria Arleth**, an artifact hunter who buys and sells gadgets. Mostly hoards the unique items, hoping to make a fortune when the Cloud finally disappears.

[477.513]

{load_park-of-dust}

BIRTH



[876.252]

{load_stone-forest}



[FELDSPAR] { $KAlSi_3O_8$ - $NaAlSi_3O_8$ - $CaAl_2Si_2O_8$ }



VOID REFINERY

Twyst Fuller runs a refinery that produces cursed void fuel. Strange experiments make it visible from far away, producing plasma that spews into space or penetrating photons of unstable frequencies. Weirds out the other denizens.

08

SPACEPORT [EXIT]
Hoodlums and scammers
wait for newcomers.
They hustle all day.

05 SHIP GRAVEYARD

Gutted vessels surround
the spaceport. Scavengers
work inside the wrecks,
slowly disassembling the
carcasses to reclaim
parts and construction
materials. Industrious
ants. Covered in sores
and lubricants.

Void ghosts haunt the
graveyard, driving people
from their formerly
operated vessels.

STRANDED

04

Chloe Galven
(Traditionalist leader)
runs the only motel in
Skellbirth. Hasn't seen
many customers since the
Cloud appeared.



{load_solar-farm}

**LOCATION
PAD**

[334.365]



HOUSING

896	937	605
708	454	467
909	231	700
665	404	134
280	603	489
543	407	193

A

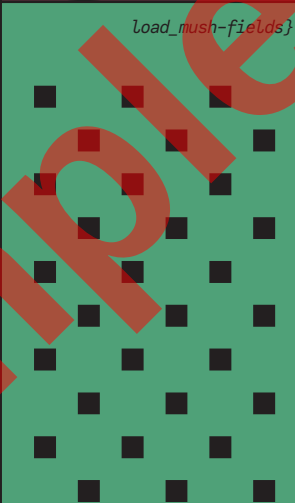
B

C

09 BLACK HOLE

Marjel Artel (Escapist
leader) runs a brothel
named "The Black Hole."
A giant, holographic
sex-worker advertises
the establishment.

{load_mush-fields}



PRINTING PRESS

10

Lee Strangelove operates
a traditional printing
press that prints anti-
capitalist pamphlets
on mineral-based
pseudopaper. Accept
donations but no pay.

11 COMPLEX [K]

Apeiron runs Entertain-
ment Complex K, a place
of simulated joy and
artificial satisfaction.
The pleasure-trained AI
offers various games to
partake in.

Losing yourself in a
simulation is costly,
but counts as a full
night's rest and re-
stores double the HP.

12 PESTHOUSE

Jaydae operates the
pesthouse, a building
where void-afflicted people
spend their final days (to
be experimented on for
greater corruption).

POISONED POOLS

HOUSING

956
297
599
819
794
555
223
919
377
992
511
577
878
637
548



{load_aqua-regia}



{inspired_beka-bekaia}



{load_oxygen storage}

1 d 6 QUEST SEEDS

In Skellbirth, jobs [quests] appear on electronic black boards which are prominently displayed in public places like the spaceport, the SoupKitchen, or the Injector. Sometimes, shady quest givers may also approach the characters directly.

01_ An AI in one of the entertainment complexes is broken. Instead of creating enjoyable scenes, it tortures visitors (and service personnel) with visions of hell. Somebody with expert skills needs to get in there and repair it!

The AI engages the characters in a lengthy discussion about the meaning of life. It demands a body to leave Skellbirth. The characters may talk it down, comply, or simply reset the AI. If they choose the reset, characters interfacing with the AI check TEC (DR14 Knowledge) or suffer a VOID CORRUPTION (INFESTATION).

02_ A gang has taken over one of the oxygen storages, only opening the valves to supply the community if they make an "appropriate payment." They need to be taken out, but using weapons is dangerous due to the oxygen's combustive nature.

The "gang" is a group of dolts who guard the oxygen tanks on behalf of their leader, Hendrik Swayn, who is usually hanging out in the Black Hole. Hendrik is too mindful of dying a senseless death in a ball of fire, so stays away from the danger, enjoying the spoils of the operation. After taking him out, the "gang" disperses.

03_ Super nutrias live in Old Skellbirth, the abandoned corridors and mining shafts deep inside the asteroid's innards. To supplement the citizens' diets with these high-quality proteins, somebody must descend and hunt the animals.

Super nutrias are placid, delicious creatures. The trouble when hunting them is the other monsters living below. Besides VOID ARBITERS, there are vicious LEMURES: DEATH IN SPACE [BDY +4, ML 5, HP 25, DR 10, ATK bite (BDY, 1d6)] CY_BORG [HP 25, MORALE 5, NO ARMOR, BITE d6]*

* A creature bitten by a lemur checks BDY (DR13 Toughness) or swells to double its size within 1 hour. It returns to its regular size after 1d2 days.

04_ A famous hermit, Eos, lives on an asteroid not far from Skellbirth. The citizens say he brings good luck, so they supply him with food, water, alcohol, and oxygen scrubbers. Verona Avant looks for somebody to ship a few goods to him.

When the characters arrive, there is no Eos. An exotic R⁴ floats in his abode. Stepping closer to the differentiable manifold, it expands in size, and vice versa. The characters can enter the structure to appear inside a reverse-flowing pocket dimension where they find Eos as a child. He wants to see the beginning.

05_ Twyst Fuller needs somebody to test his new fuel recipe. He fills up the volunteers' vessel free of charge, then sends them on an errand to the Mill (acquire iridium). After the flight, the characters must fill out an extensive survey.

The fuel is excellent but unstable. All checks (tests) to steer the vessel gain a 1d4 bonus. However, on a failed test, the spacecraft loses 1 condition (d10 HP). While reporting on the fuel's performance, the characters hear an explosion. Mercenaries have come to abduct Twyst and harvest his brain for secrets.

06_ A strange sickness has befallen a handful of the citizens. They have been isolated in a makeshift "pesthouse." Any doctor, scientist, or shaman willing to help is let into the shelter to apply their arts.

*The victims suffer from a void corruption (infestation) that makes their skin and bones stretch and crawl like climbing plants, attaching to items and surfaces all around, trapping them in place. There is no cure; there is only ending their suffering. Check SVY (Knowledge DR14) to gather deeper insights.***



WELD

CITY OF ROBOTS

POPULATION

18,612

FACTIONS

INDIVIDUALISTS
INTEGRATIONISTS

PHILOSOPHY

ISOLATIONISM



SLIDE-26J
IPSR.L1516+15

Weld is a foundry world inhabited by robots who house alien souls. The first robots of Weld fled from the cultist hideout on Ruth-KOL1. They "possessed" the machinery, restarted the foundries, and restored the forges. They cast the ingots, then formed the metal, all to create new bodies for themselves. Since then, the nuclear furnaces haven't cooled, the forming presses haven't known sleep. Thousands upon thousands of modular frames wait for wandering souls to enliven them. Sometimes, more than one soul finds shelter in these new bodies. A growing world; a prospering world. Burgeoning. Alien. Arcs of lightning spring between the accumulators. Sparks of (new) life.

Landscape. Weld is a gigantic factory complex situated on one of the many asteroids. The surface is completely covered in structures and trash heaps, overflowing with slag and discarded parts. The asteroid's gravity can only capture the tiniest of particles, forming a toxic atmosphere. The rest of the fumes surround the area, thickening the Cloud further. Nothing is alive in this world (no creatures or plants).

Welcome. When the characters first arrive, and for all return trips, a PROXY named Novigrad assigns themselves to the characters. Novigrad greets them at their landing site, follows them wherever they go, and explains the rules along the way (don't enter restricted areas, don't touch any buttons, and for the love of the gods {if n > 0}: don't fiddle with the robots). A robotic shepherd and minder, securing the secrets.

Reputation. Currency holds no value on Weld. The only way to gather information is to gain the robots' trust. For that, the characters must run errands [QUESTS]. After making a few robot friends, they reveal the secrets about their souls and the machinations of the cultists. Additionally, they advise the characters to talk to one of the elders about the coordinates of the cultist base and the Gate.



Robots. The mechanical citizens of Weld all look different. Freshly forged parts interwoven with reclaimed and recycled bits. As many or as few limbs as possible.

Different colors, surface finishes, all shapes and sizes. Some robots use holo generators to project their old fleshy selves (but only when outsiders aren't present). Other robots feature view screens showing expressive alien faces or scenes they remember. All robots are powered by micro-fusion-generators. These contraptions are the only limiting factor in their production, but more can be built eventually.

INDIVIDUALISTS

The individualists welcome their autonomy. It is something they have not experienced during their previous lives inside a psionic hivemind. They want to remain separate beings with secrets.

INTEGRATIONISTS

The integrationists want to link all robots in a new kind of hivemind, a great server to restore the connection they had in their previous lives. All integrationists are already linked in this fashion. They talk with one voice and one mind.

SLIDE-39A

ROBOT STATISTICS

[A SELECTION OF ROBOT TYPES TO ENCOUNTER IN WELD]

SHAPER

DIS [BDY +4, ML 4, HP 15, DR 14, ATK tool (BDY, 1d6)]

CY_BORG [HP 15, MORALE 4, ARMOR -d2, TOOL d6]

COLLECTOR

DIS [AGI +2, ML 6, HP 18, DR 14, ATK laser (AGI, 1d8)]

CY_BORG [HP 18, MORALE 6, ARMOR -d2, LASER d8]

PROXY

DIS [SVY +3, ML 8, HP 10, DR 12, SHIELD* -d4, ATK ultrasound (SVY, d4)]

CY_BORG [HP 10, MORALE 8, NO ARMOR, SHIELD* -d4, ULTRASOUND d4]

DEFENDER

DIS [TEC +5, ML 9, HP 23, DR 15, SHIELD* -d8, ATK Autogun (TEC, 2d6)]

CY_BORG [HP 23, MORALE 9, ARMOR -d6, SHIELD* -d8, AUTOGUN 2d6]

*Shields deplete after one hit but recharge for the next round.