

Justifiers RPG:

The Tower

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Edited by Jennifer Fink

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INTRODUCTION

This adventure is a work of fiction. All names, characters, events and locations described here-in are fictitious. Any resemblance to actual persons (living or dead), organized events or location descriptions is purely coincidental. As with all Justifiers adventure sourcebooks, The Tower contains a complete adventure playable with just the enclosed information and the Justifiers RPG rulebook. However, much more general information is also enclosed, enabling the world of Babylon, or the inhabitants of the Tower, to be used as a backdrop for many continued adventures with just a little bit of "fleshing out" by the Gamemaster.

The Tower is an intermediate level adventure for 6 to 9 players. A life scientist is necessary for this adventure, in addition to a regular team of security specialists, a doctor, a pilot, and justifiers with skills in photography and Ancient runes. The shuttle in this adventure will be equipped with a filter mask for each crew member, but will have no submarine. Before attempting to run The Tower, the GameMaster should read through this book at least once, and be familiar with the statistics and abilities of all the non-player-characters, especially the life-forms found in the Tower. Remember, however, that as GameMaster, you are the final judge: feel free to add, alter, or delete anything in this sourcebook that does not fit in with your campaign.

GameMaster's Background

Millennia ago, the planet now named Babylon was renowned as the finest zoological laboratory of the Ancient empire. Captured beasts from a thousand planets were brought to these labs for study and observation, and Babylon established itself as a celebrated "resort world" for those curious to see its "Interstellar Menagerie." When the Ancient empire fell under siege, the tourists, scientists, and Babylon's meager military were easily overrun by a young and eager insectoid race, the Hellquillion. These invaders took trophies of their victory, hauling away starships by the thousands and corpses by the millions. They took much booty in that campaign, but ignored the rare beasts for unknown reasons. The only evidence of the Ancients past here is the Tower.

A full mile in height and half a mile in diameter, this pervasive structure was the center of the Ancients operations on Babylon: a combination zoo, laboratory, and faunal garden. Since abandoned, the zoo's computer has attempted to keep feeding schedules and life support systems in order, providing the semblance of a livable environment for the beasts. But this care has faltered after centuries of wear. The beasts have begun to get loose from or mingle outside of their sculpted environments, often feeding off of each other rather than depend on the infrequent fare provided by malfunctioning robots. Some of the internal life support systems have broken down completely, wiping out entire populations from certain floors. As to the exterior, the environmental shield that once provided protection from weathering failed six hundred years ago. Erosion has weakened the foundations of the Tower, and it now leans noticeably northward. In contrast to its former grandeur, the Tower now holds an aura of decay, and continual breakdowns heighten the tenuous nature of the situation.



Babylon

Babylon is, at first glance, a dull planet. Smaller than the earth, with a equatorial circumference of only 19,000 miles, Babylon's atmosphere is very dense, and its gravity is fractionally heavier than one G. Babylon circles an earth type sun, but has three tiny asteroid moons. It shares a solar system with two dissimilar planets: one a moonless terrestrial planet, and the other a gas giant with two dozen tiny asteroid moons. Both of Babylon's neighbors are outside of their sun's habitable zone, and both are outside of Babylon's orbit. Its days are only half an hour longer than earth days; its years consist of 345 of its days. The planet has a temperate climate all over, and consists mainly of one tremendous sea, with a single continent (about the size of Australia) straddling the equator.

The continent is a broad plateau that slopes and steppes gently up from the sea shore to a high point at its center, three hundred feet above sea level. Here is a great bean shaped lake, and the overflow from this lake has cut three systems of deep canyons that run to the sea.

The single feature that interests the Corps in Babylon is only 100 miles from the lake shore. Detailed examination of radio and telescopic observations have noted a sizable shiny black, man-made structure.

Atmosphere

Babylon's atmosphere is also very similar to Earth's, with a slightly higher nitrogen content, but because of the local flora, the air over the continent during spring and summer is saturated with vast clouds of pollen.

During these seasons, vision is halved and anyone breathing unaided can only do so unobstructed for minutes equal to their Con. After this time, they must make a Con check every half hour or breathing will become a labor, and heavy activity will bring on fits of coughing and sneezing that last for 3d10 minutes after the activity ceases.

Anyone incapacitated by coughing will make all skill rolls at half probability, unless they slow down and take twice the usual time to complete the activity. Characters with hay fever or allergies, of course, will not need to make a Con check: they will be in a state tantamount to asphyxiation the first time they breath the outside air.

Equipment for the team to use on Babylon includes filter masks which will keep the player characters from experiencing the most drastic effects of the polinated air. However, characters with track by scent abilities will not be able to use these faculties while masked.

Flora

The plant life of Babylon is simple and consists of two kinds of plants: Grasses and Flowers. The single continent is covered in an ocean of plains grasses and plants that roll and sway gently in the breeze, and produce all of the pollens that fill Babylon's atmosphere. Roll to determine the type of grass a team finds itself in at any given time:

Die Roll (d%)	Grass
01-60	Long grasses 6-8 feet in height.
61-80	Short grasses 3-4 feet in height.
81-95	Short, scraggly, parasitic grass that chokes out the other nearby plants. 2-3 inches tall, in patches 30(d10) feet in diameter.
96-00	30(d10) feet diameter patch of ground where all the grasses are mysteriously burnt to stubble.

The summers are long and dry here, and it is altogether too easy to start a brush fire. As you will learn soon, the fiery war path of a wyvern will be easy to spot in this turf. Flowers are everywhere, but left free to thrive in the wild, many strange and unforeseen mutations may occur. Make them up as you go along.



Fauna

As Babylon was primarily a zoological fantasia, the species of animal that actually run wild are few. All of the following beasts are described at length in the Bestiary at the end of the book.

The Babylon Grazer:

A species native to Babylon, these quadrupeds look much like an eccentric species of Earth grazer, with small, soft padded feet instead of hooves. They only fight if cornered, because they are cowardly beasts and prefer to run. They are good meat animals.

Prairie Dogs:

Bizarre little creatures no more than three feet in height, these beasts would sell fantastically in any pet or toy store. Their coat of plush beige fur and black tiger stripes makes them appear all the more cuddly. Prairie Dogs actually look like a cross between a cat and a monkey, and are as cute as all get out. Although they do have manipulative paws and an opposable thumb (as well as prehensile feet and tails), their brains are too small for them to be sentient.

They are quite omnivorous, even resorting to carrion sometimes, and use VERY simple tools like monkeys do. For instance, there is a species by the shore that uses rocks to smash open shellfish or large bugs to get at the tender meat. Too dumb for their own good, if they encounter P.C.'s, most will simply watch.

However, there is a 30% chance per encounter that a mating male gathers his courage, and tries to pelt a P.C. with a rock (which, if successful, will bring a flurry of imitations). Any retaliation, however, no matter how small, will probably scatter the cowardly creatures (after all, they are only one step from the bottom of the food chain).

Wyverns:

The most fantastic natives of Babylon, the Ancients found these gigantic fire breathing lizards so entertaining that they shipped them all over the galaxy as novelty pets for the rich. They are fearless because they have no natural predators, and anything that they cannot chew up, they will burn down. They are the cause of many nasty prairie fires.



Mammoth Spiders:

These huge, horrid beasts were imported from some forsaken desert. A few escaped after the Ancients were defeated, and found life on the plains easy. Up to sixteen feet at the "shoulder", they feed on prairie dogs and grazers, but sometimes attack wyverns as well.

They only live until winter, but lay sacks of millions of golf ball sized eggs (which prairie dogs find a delicacy) that will gestate during the chilly season. Each spring the young hatch within the sacks, feeding off each other until one or two survivors emerge as dominant, growing to six feet in a matter of days.

Reaper Lilies:

These are actually a species of animate, carnivorous plant. They are imported but live well here. In their home environment the soil was poor in nutrients, but the plains are rich in nutrients as well as prey. As a consequence, they have matured to tremendous proportions. Their menacing tell tale fronds are well hidden in the tall grasses.

There is a one in six chance of an encounter every hour of travel or rest on the plains.

Random Encounters

Die Roll	Result
01-15	1/2d6 Wyverns
16-25	Reaper Lilies
26-55	Herd of 3d10 Grazers
56-85	Pack of 3d10 Prairie Dogs
86-00	Mammoth Spider

The Opening Scenario

Player's Introduction

It sounds like an easy mission, especially after the gruelling exploration-justification duty your team has come to expect. All you need to do is play archaeologist and explore some newly discovered Ancient ruin.

Several months ago observation posts chanced upon a planet that corporation hotshots later dubbed "Babylon". At first seismographs and photographs found nothing, just a small, heavy, earth-like planet with one flat continent and a lot of dust in the air. Then the computer's enhanced imagery outlined something that looked like a huge rock pylon, and further enhancement revealed a giant, pitch black Tower of intelligent structural form and tremendous size!

Your team's job is to enter and explore this Tower, to determine if this edifice is structurally stable before you set up the TransMatt. Most importantly, you are to gather as much information as possible. Because intelligence reports that no other corporation has any lead on Babylon, your Corp took its time and put together a crack scientific/observation team. There are no indications of dangerous indigenous lifeforms, and Ancient ruins are usually inert.

Planetfall

The slide through TransMatt begins smooth and easy. There is a little disorientation as always, but suddenly alarm sirens sound frantically throughout the shuttle! Damage reports are flashing on every screen at every station.

GM's Information

Much to the players' probable distress, at the exact moment the shuttle materializes in Babylon's orbit, an unexpected shower of meteors (marble to fist sized) passes through the same space. One small meteorite plunges inside of engineering and lodges itself in the ship's reintegrating reactor, mangling it. This development is going to cause some problems for the P.C.s.

Anyone in engineering at the time of reintegration has a chance of being injured. Everyone not making a Dex check on d% takes $8d6 + 6$ shrapnel damage. Also, the breached reactor will raise the temperature of upper and lower engineering to 300 degrees in about five minutes. Characters begin taking damage when heat exceeds twice their Con plus a base of room temperature (72 degrees). Damage is d6 cumulative per round (Ex. Scotty the Hedgehog has a Con of 35, so when the heat in engineering reaches 142, he takes d6 points of

damage. On the next round, if he doesn't get his prickly butt out of there, he is going to take $2d6$ points of damage, and so on). When the temperature of Engineering has climaxed at three hundred degrees, the rest of the ship will begin to heat up at a rate of two degrees every minute, to three hundred degrees. A Rad or hard environment suit will protect from temperatures up to 500 degrees.

The initial meteor strike does only 80 points of damage to the shuttle, but it will continue to take damage internally at a rate of one point for every five degrees the ship heats beyond room temperature. The initial strike also shuts down the reactor, so the ship is then powered only by reserve batteries. They are not built to maintain the entire ship, and 40% power is lost immediately, with another 1% lost every minute that passes until the reactor is fixed. At least 40% power is needed to land, and for every ten percent of power lost beyond the initial 40%, certain functions will shut down, in the following order:

- (1) Communications
- (2) Sensors
- (3) Doors and Airlocks
- (4) All Power to Consoles
- (5) Engines
- (6) Life Support and Everything Else.

If an attempt to land the shuttle is made in its current condition, it will need to be done manually. This requires two D% rolls: one to maneuver the shuttle safely out of the asteroid shower, and one to land the ship planet side. To maneuver out of the asteroid field, a successful combat driving roll must be made, failure means the shuttle is subjected to d10 meteorite attacks (as if it had been struck by HEAP grenades) every round until success. One roll may be attempted each round. A pilot aircraft roll is needed to land the shuttle safely. If the roll is failed by 20% or less, the shuttle takes 10d10 points of damage and lands awkwardly (ie. breaks landing struts so the ship stands crookedly, lands on starboard side so that all hatches and doors face to the sky, is half buried, etc.). But if the roll is failed by 20% or greater, then the shuttle takes $3d10 + 30$ points of damage in addition to landing awkwardly.

Before a team lands, they must chart an attempted landing site, and if the landing is a failure, they have missed their landing point by a distance of 10km for each percent the roll above is failed by. Landing the shuttle takes twenty minutes.

Players will be billed for damage to the shuttle at the rate of 50C per point of damage. Regardless of who is at fault, the entire crew will be billed as a whole. To figure an individual's obligation apply the same percentages that would be applied for splitting a mission's pay.

The Tower

The first thing that explorers will notice about the Tower is an odd, fleeting desire to get to the top. This impulse will repeat itself at frequent intervals, and will be especially strong to those with psychic abilities. The impulse is psionic in nature, but not strong enough to actually influence sentient beings. It is the hunting lure of an unlaut that resides in the roof garden, and its effects are explained fully in the bestiary.

The Tower is a cylinder of black, synthetic metal, half a mile in diameter and a mile tall. If one looks closely, there is a tracework of faint lines that cut the Towers surface into 6x6 foot squares. The Tower looks like metal, feels like metal, sounds like metal, and most likely even tastes like metal.

However, it does not react chemically like metal, and refuses to conduct electricity or rust. It has a chemical composition closer to plastic than to any known metal. The Tower is built from a non-ferrous, chemical plastic alloy, stronger than steel and more durable than plastic, referred to by archaeologists as "plastimetal".



The sides of the Tower are sheer and smooth, and there are no doors visible from the ground. There are, however, several different ways to enter the structure. Two hundred and twenty feet above the level of the plain, on the north facing side of the Tower, is a single iris-style blast door that opens onto the fourth floor. One thousand and ninety feet higher is a ring of similar, 80' tall irises that open onto floor 23. All of these entrances are set flush into the wall of the Tower, and because of the pollen and distance, they will not be noticed unless someone is right up next to them. However, one hundred and ten feet above the single iris is another ring of 80' irises, of the same style, and five of these portals are open, leading right onto the floor 5. The Tower may also be entered over the seventy foot walls of the roof garden (once protected with a force shield long since shorted out).

Inside, the Tower has forty-eight floors, including one basement level, and a garden on the roof open to the sky. Each level is separated by ten feet of flooring, and environmental support and monitoring machinery. There are two types of floors in the Tower, technical and containment. Technical floors supervise the operations control and upkeep equipment necessary to the Tower. Several of these floors also show the vestiges of scientific experimentation laboratories.

Containment floors are pretty uniform in basic structure and designed to segregate the various life forms. Each is one hundred feet high, with a two hundred foot diameter section in the middle. This center section serves as an observation disk, consisting of a hundred foot ring around the elevator shaft, which is bordered by a ring of force screens to protect visitors from the inhabitants of the rest of the floor. Each containment floor has been landscaped and environmentally controlled to resemble a specific habitat. The individual floors are parceled off into separate spaces by more force screens, to keep the exhibits from feeding on each other.

The Tower's functions are controlled by a dumb, but well programmed, computer. The computer once keep full records of finances, acquisitions, tourists, scientific activity, security clearance--basically, every single facet of Ancient existence. As was chic in Ancient tourist traps, the computer could be accessed by voice command anywhere in the Tower, and at one time could recognize some 5 million individual voices. However, like everything else in the Tower, time has taken its toll on the computer and now much of the computer's programing and memory are just exhausted, empty silicon chips.

Whole floors have wasted and withered as their environmental support systems slowly collapsed. On a gradual basis, force screens have weakened and broken down, allowing beasts to mingle on their floors or to escape into the Tower. Many Robots used for maintenance have gone haywire. Every piece of Tower machinery operates erratically at best. Few artifacts will function as they are meant to, and the Tower often seems like a madhouse. Every artifact not a part of the Tower itself is run on power broadcast from a fusion power plant in the basement, and any artifact removed from the premises will cease functioning unless some enterprising soul can figure out how to attach a power source to it.

Artifacts

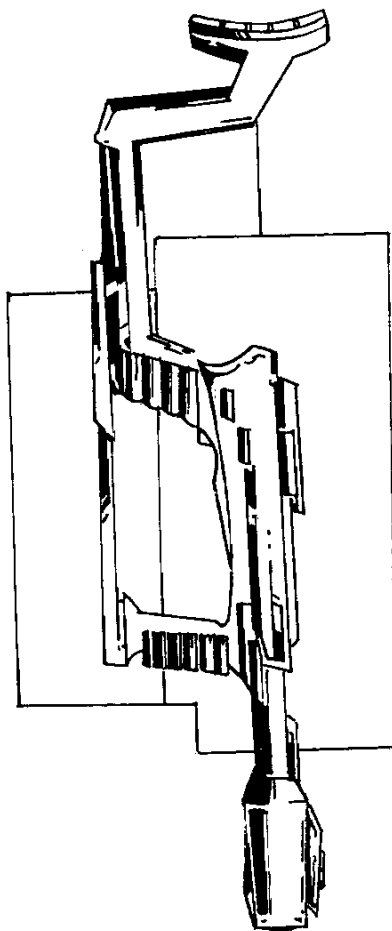
Portable items found within the Tower may be picked up by Justifiers, but before they can be used, they must be understood. The chance to figure out how any given alien technology is operated equals wisdom averaged with the applicable training skill, or Wis averaged with Int if there is no applicable training (ex. Ophinius, a security operative, finds a disintegration bazooka. Since it looks like gun, and she has 25% heavy beam weapons operations and wisdom of 1%, she would have a 13% chance to understand the workings of the bazooka. If she found an anti-gravity belt, however, she would only have a 3% chance to understand it with her 5 Int). If a 00% is rolled, then the item has radically misfired, causing damage to the tinkerer or someone nearby. Each artifact found has a 30% chance of being broken.

Disintegration Bazookas- These golden, cylindrical devices often did double duty in war and industrial level cleaning. They extend a variable field of 60' sq., usually in a beam 30' long and 2' in diameter. Any inanimate object caught in this field takes 10(d10) points of damage.

The field is always set, when such a device is found, to ignore living material and large concentrations of plastimetal (so that it does not accidentally kill something or drill holes through the walls and ceilings). However, a drastic failure when tinkering with this device may result in the device blasting anything--living, non-living, and plastimetal--in a ten foot tall by 6 foot square box, which would destroy the bazooka and probably grievously injure the tinkerer.

Door, Blast- For all intents and purpose these look just like normal doors, but have an AV of 14 and a Body of 300. A total strength score of 300 is needed to pry one open, with each participants Str exceeding 85.

Door, Normal- An iris door, of variable diameter (most are about 8'). They are made of plastimetal, with a 14 AV and 80 body, but can be forced open by anyone with a Str greater than 80, or three people with a 65 or greater Str each. They can



also be opened with a successful command to the computer.

The Elevator- An open, glowing plastimetal disk that appears in the center of each floor, the gravity driven elevator runs from the rooftop garden to the basement via a shaft 100 feet in diameter. It is very fast, traveling a floor in three seconds, and its drive can compensate for up to 500 tons of weight. Unless controlled, its actions are erratic. It has a 10% chance per hour of appearing on any given floor, and a 10% chance of leaving any floor once it is there. When it appears, there is a 30% chance that it is carrying a hitchhiker from another part of the Tower (roll on Tower common encounters table).

Energy Screens- These devices are found everywhere in the Tower, their main purpose being containment. At full force, the screens can withstand up to five tons of raw force or 1000 points of damage from energy attacks, regenerating 100 points each turn, before it breaks, or shorts out. Screens can be ordered down by a successful command.

Some screens have degenerated over the years, so that minimal force is needed to breach them. Force in lbs. is equal to one's carrying capacity, if simply walking through, or one's lifting capacity, if pushing or pressing through. There are no harmful affects from walking through a weak screen, only a delicate tingling sensation on exposed skin.

Personal Heavy Force Shield- This device, consisting of a knobbed box worn attached to a belt, generates a heavy force shield around anyone (creature or player) up to seven feet in height. These fields have an AV of 10 vs. physical attacks and 20 vs. energy attacks, with one hundred body that regenerates 10 per round when running off of the Tower's broadcast power. The field also protects against extremes of hot and cold, maintaining a comfortable body temperature, and filters out water, dust, or harmful gasses.



QUIX 8231- The computer that controls the Tower complex is not sentient. It is however, very large and at one time was very well programmed. It is activated by voice commands, and although the QUIX 8231 still works, it works erratically at best. An attempt to command the QUIX 8231 is rolled as an attempt to use any other alien artifact, with Language: Ancient as the relevant skill. All commands must be worded in Ancient with the word "Kliagzru" ("Computer", or "Electronic Brain" in Ancient) foremost. A successful roll means that a command has been issued and accepted.

Only low level, "common", commands will be accepted, such as an order to turn on or off the lights, bring up a map, open or close a door, call for help, or operate the elevator. Orders to disrupt the operations of the Towers functions (Closing down life support functions or shutting down power, etc.) will be automatic failures, as these functions could only be commanded by certain individuals with recognized voice patterns, all of which are long dead.

A failed roll could result in any of the following malfunctions:
(Roll 2D10)

2: P.C.s are considered intruders, d6 Keepers track them down in d6x10 minutes to exterminate.

3: Energy screens on d6 random floors go down.

4: The life support systems on d3 random floors are shut off.

5: A secratoid is summoned with a random message.

6: Fusion reactor set to self-destruct and explode in 10(d10)hrs., resulting in an explosion which will topple the entire Tower. Alarms and klaxons will sound constantly, and the message "SELF DESTRUCT SET FOR (remaining time)." will be broadcast at regular intervals throughout the Tower in Ancient. There is no known way for this effect to be reversed.

7: Elevator stops working.

8: Power shuts down on d6 random Floors.

9: A force screen encompasses the party, and poison gas begins to flood out of openings in the walls, ceiling, or floor. A successful Con check will negate any harmful effect but failure means 6d10 dmg., ignoring all armor.

10: 2d10 boxotrons are summoned and follow the characters for d10 hours.

11: Broadcast power shuts off for 2d10 hours (in which case the pods floating on 23 will crash).

12: All robots shut down.

13: The gravity on floor 4 is turned on.

14: All doors close, lock, and seal themselves.

15: Alarms and Klaxons sound.

16: All doors open.

17: All energy screens on all levels shut down.

18: A HEAP grenade drops out of a hole in the floor, ceiling or wall into the midst of the character group (30% chance that it is a dud).

19: 2d10 Buzzbots are summoned and attempt to drive characters back into their pens on floor 3.

20: D10 Boxotrons are summoned to the P.C.'s location. They dump a load of garbage and leave peacefully, unless attacked.

Determine random floors by dividing d% by two, disregard if unapplicable, and keep track of information for future use.

Because the QUIX is malfunctioning, its reactions will be different every time it is used. If an order is successful, there is a +30% chance for that same order to be successful a second time if tried by the same person. The computer can be commanded from anywhere in the building.

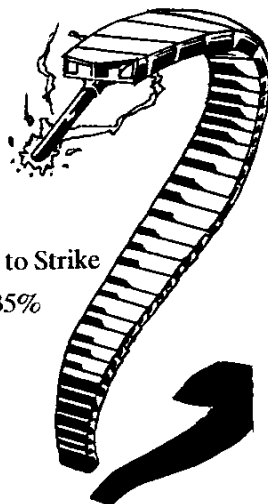
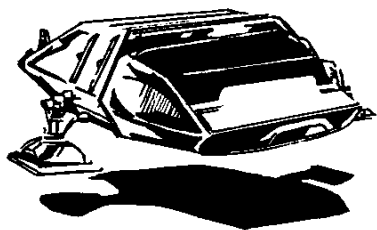
The Robots

The robots remaining from the days of the ancients are not intelligent, merely mechanical tools running from programs. All of them are run on broadcast power supplied by the fusion plant. Most have some form of attack. Combat probabilities are calculated by adding base strikes to individual weapons skills (if applicable). All weapons are part of the robots and are not easily removed. There is a 35% chance that any robot encountered is mad, and will automatically attack any life it encounters. There is an additional 35% chance that Buzzbots or Keepers will attack anyway. Otherwise, the robots will ignore any encounters, except as noted.

Boxotrons

Body	AV	Agil	Speed	Base to Strike
30	7/30	30	35	15%

Boxotrons are robotic gravity drive units attached to plastisteel containers 5 ft. long x 8 ft. wide x 6 ft. tall. They were used to transport supplies throughout the Tower, and the few left most likely contain a load of food guinea pigs or slime from the food vats on floor. The only way mad boxotrons can attack is by ramming, which does 3d6 + 20 due to their bulk.



Buzzbots

Body	AV	Agil	Speed	Base to Strike
15	7/30	65	50	35%

Weapons:

1 Cattle Prod (25%)

1 Attack per round 2d6 Melee Range

The cattle prods do minimal electrical damage, the main effect being the sensation of pain. Buzzbots look like huge, metallic flying lentils with a rod sticking out of one end. They travel in groups of two d6.

Secratroid

Body	AV	Agil	Speed	Base to Strike
15	6/30	30	85	None



Secratroids were used as personal messengers. When encountered, a secratroid will stop near a random P.C. and speak its message (determine below) in Ancient before moving on. Secratroids do not go mad. The message delivered will translate as:

Die Roll (d10)

Results

1	"There's ice in the umlaut's nest, Dr. Idyll."
2	A long droning scream, captured on tape while the Hellquillion were attacking.
3	"Hellquillion attack imminent, lord, your presence is requested on IXQUETAL's bridge."
4	"Meal date confirmed for 15 Extal."
5	A tape of verbal notes on the genetailoring of an easily controlled warrior beast.
6	"The Glynx on floor 27 is ill."
7	A verbal inventory of an incoming shipment, and the query "Correct?"
8	"Three wyverns have been captured in the northern octant today, lord."
9	"The (insert beast's name) has arrived and is waiting your approval, Dr."
10	Loud, alien music.

Message 1 refers to the end results of an illicit trade carried on in the days before the ancient's fall, where one Dr. Idyll would provide animal parts for payment in gems to be left in the lair of the umlaut (Dr. Idyll's personal charge, and a beast nobody would bother). This particular payment, in fact is still in the umlaut's lair, as Dr. Idyll was unable to claim it before he was pasted to a wall. If this message is rolled a second time, ignore it and roll again.

The Keepers

Body	AV	Agil	Speed	Base to Strike
30	14/60	120	70	45%

Weapons:

1 *Sonic Stunner* (30%) in lower left arm.

3 attacks per round d6(10-1) 200ft range

1 *Flame Thrower* (20%) in upper right arm.

1 attack/round 3d6/round to flammable items 60ft range

The flame thrower is fed from an armored (AV8) tank in the small of the robot's back, with enough fuel for d6 bursts.

1 *Blaster* (35%) in lower right arm.

3 attacks per round 6d6 1600 ft range

1 *Tranquilizer Darts* (30%) in upper left arm.

3 attacks per round 2(d6 + 3) 300ft range

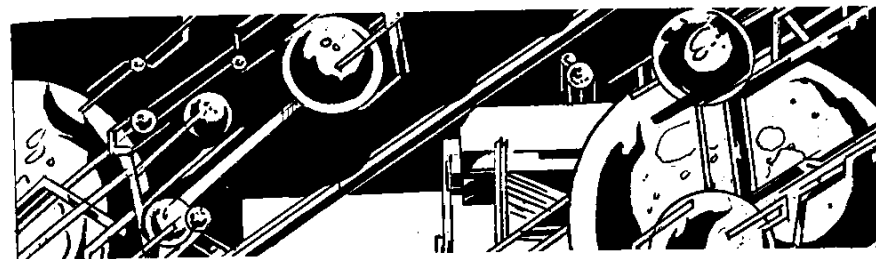
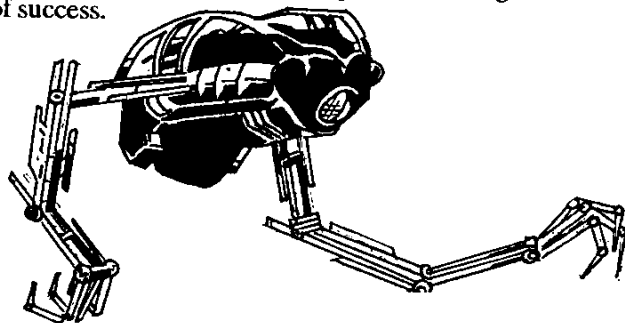
The darts release a powerful (% check vs. 1/2 Con) sedative if it pierces armor.

1 *Net Thrower* (20%) in chest.

1 Attack per round d6 60ft range

Only one net is carried.

The Keepers look like smooth-skinned, featureless silver humanoids with four arms, and fly on gravity drive. Each is equipped with the following: a heavy personal force shield; a strobe light in its stomach (which can be flashed super bright to blind if a Dex check is missed); IR and sound sensing units in its head (50% track by hearing); and finally, holographic camouflage units with a base 60% chance of success.



Encounters

Because screens have broken down over the years there are many beasts who roam the corridors of the Tower, as well as robots. Random encounters are important to the atmosphere of the decaying bestiary, and the "wandering monster" population will alter as characters fiddle with the computer, shutting down screens and releasing more creatures into the Tower. There is a base 30% chance of an encounter per unoccupied floor.

Roll on the following table, and note that there are two "open" slots, that the GM may fill at whim, perhaps with beasts investigating their sudden freedom. For instance, when the screens to floor 28 drop, the lavender gargoyle may be encountered hunting space rats on a dead floor, or the black scimitar mantis may be on the prowl after a gryphon team woke him up. Some monsters will not wander, like the small animals of floor 31 or the silicon giant. The GM should keep track of shutdowns and use his/her own judgement.

Tower Common Encounters

Die Roll (d%)	Result
01-05	Speed Slymes
06-15	Razor Birds
16-25	Secratroid Robots
26-35	Open for GM
36-45	Mammoth spider
46-60	Space Rats
61-70	Keeper Robot
71-80	Open for GM
81-90	Boxotron Robot
91-95	Buzzbots
96-00	Screaming Geek

Unless otherwise noted, inhabited floors have a 30% chance/5 min. of an encounter, with equal percentile probabilities for each species if the floor houses more than one.

Floors

Floor One- The basement power plant.

The elevator runs no deeper than this, and ends in a room twice its diameter. An exit to the east is labeled QUIX 8231 in Ancient, and leads into a spherical chamber supported by a pillar at its center. The walls are buried in electronic components. This is the body of the Towers computer. The west exit leads through two lengths of 10' diameter hallway to a cluster of three fusion reactors. The first hallway sports the citadel's power broadcasting technologies, the second hallway houses the Tower's power collection batteries. Both technologies are built within the walls of the hallway.

The QUIX 8231 and the fusion reactors are sealed with double strength energy screens. All of the machinery here shows signs of decay, even mold.

The QUIX 8231's components and power broadcasting station are heavily shielded with an AV of 20/200. For each thirty points of damage that pierce the armor, roll d3 malfunctions from the Computers Random Malfunction table. QUIX 8231 has no way to defend itself.

The Batteries are shielded with an AV of 30/300. Any damage that pierces the armor will result in a 10x10 foot explosion doing damage equal to double the amount that pierced the casing. If the explosion is damaging enough to pierce MORE battery armor, a chain reaction will occur, producing another explosion, and possibly more than that.

Due to the invasion, the reactor has been damaged irreparably. Inside the fusion reactor, the energy created is misdirected and obviously uncontrolled, slowly heading for a destructive explosion. At the present rate it will probably take another two or three decades to come to a head. However, actions within the Tower may shorten this span to a matter of hours. If anyone is stupid enough to break the force shielding, they will die, and the whole Tower has a 99% chance of toppling from the resultant explosion.



Floor 2- The Greenhouse.

This was once an exotic botanical garden for growing special foodstuffs, bacterial and mold cultures, as food for some of the finicky "guests". Malleable force shields were used to partition off various sectors to prevent contamination, but these are gone now. What remains is a riot of grasses, fungi, flowers, shrubs, and slimes that grow right up to the elevator shaft. The plants here are harmless, but this floor is also the home of an old, fat screaming geek who feeds on his next door neighbors, a colony of space rats, and sometimes hunts on floors 3 and 4.

Floor 3- Livestock.

The elevator is the only illumination on this dark and smelly level, since the lights went out centuries ago. Partitioned throughout into 3x3 foot stalls stacked 33' high in rings, this level is used for breeding a sort of hairless, giant guinea pig—an all purpose meat animal injected with vitamins that most of the beasts here can eat. The food guinea pigs are kept one to a stall (young are "mixed" and gestated in a plastic womb in a lab on floor 23), and are fed and shipped throughout the complex in boxrobs. The feed animals are pink and blobbish, with atrophied legs, and are very sensitive to light, squealing in pain whenever a light shines on them. The only chance of an encounter here is with a boxrob or the geek from floor 2.

Floor 4- Tower Command.

There is no gravity on this floor. Eight, forty-foot spherical chambers hang motionless around the lonely elevator shaft in the center of the room. They are spaced evenly around the perimeter of the room, in a circle halfway between the shaft and the wall. Two strips of light leak from either side of the northern iris to the shaft. The chambers are specialized as follows:

Chambers A-F all have the same basic construction. They are shells of plastimetal, forty foot in diameter. Each has a normal door on its bottom. Inside the walls are covered with view screens of all shapes and sizes. The power is out in chambers B, C and E and the screens there are blank.



Chamber A contains screens which have views of the Towers doors, each with a separate readout nearby in Ancient runes. The readouts are descriptions of the door's status, such as OPEN- NOT RESPONDING, SHUT- FUNCTIONING, DEFENSIVE WEAPONS SYSTEMS STATUS- INOPERABLE. The screens that depict the entrance used by explorers reads ANCIENTFORM ALIEN INTRUDERS IN SECTION _____ - REQUEST INSTRUCTION with the runes for DENIED floating below it on the screen. Though the Tower has noticed its intruders, the defense systems were primarily controlled by the Ancients, who are no longer here to direct them.

Chamber D displays different views of Babylon's surface and atmospherics both photographically as well as through electronic simulations. It also reports on runes pertaining to traffic matters. In this chamber an emergency passkey was dropped some time back, and has rolled to the bottom: any command to open doors or pass force screens made by the bearer of this short, fat, glass tipped, plastimetal rod will automatically succeed. However, this chamber is also a nest home to a flock of razor birds, and the key is lost in the debris of their nest.

Chamber F displays views of various containment levels: many of the environments are home to species of exotic wildlife, and any or all species in the Tower are likely to make a cameo here. The views shift, so that while floors 8 and 9 will be displayed when this chamber is first entered, floor 18, 31 or 29 may flash onto a screen ten minutes later, etc.

Chambers G and H are built differently. *Chamber G* is a 20 foot sphere, while *H* is 40' long by 20' wide ellipse. Both are lined with long compartments. Each opens to a successful voice command, and has an AV of 5/25. The compartments in *G* were personal lockers, but contain only fragments and dust now. Amid this rubble can be found assorted plastic belts and loops of many sizes and colors, or odd and defunct electronic utensils. There is a twenty percent chance per locker searched, that a personal heavy environmental field will be found, to a maximum of three.

Chamber H was an armory, and the compartments were weapons lockers. Most are empty now, but searching has a 20% chance per locker of turning up a disintegration bazooka, maximum two.

Floor 5- Receiving I.

This floor is divided into two rings: a series of five hundred foot deep chambers that run around the outer edge, and a cavernous inner chamber that takes up the remainder. There are fifteen outer chambers, five open to the outside, and one of those also opens to the inner area. Each chamber open to the outside has become a nest for d6 fully grown wyverns, and another d6 wyvern hatchlings (1/10th strength wyverns who cannot breath fire yet).

The inner chamber is also a wyvern nest, with 5 large wyverns and one huge, old, blind wyvern (double size and strength), who no longer leaves the lair but



is fed by his children. There are no hatchlings here, but a search of the many old, unused plastimetal crates will reveal a clutch of 15 healthy wyvern eggs in one, ready to hatch in only two weeks. The eggs do not need to be incubated.

Floor 6- Radiation

The observation disk of this floor still has screens operational and strong. The portion of the chamber beyond the screens is thickly shrouded in mists, but what can be seen indicates no landscaping, just bare plastimetal, like an empty floor. The temperature here is high (about 110 degrees), and this chamber is highly radioactive (about 300 rads). This cannot be detected from behind the screens, but if anyone bothers to check, the observation disk is radioactive too (only about 30 Rads). There are no beasts here.

Floor 7- Wasteland I

This cavernous chamber of plastimetal is bare, with no landscaping at all. It was set to become a containment level for the killer tumbleweeds of a cold and desolate star, but its landscaping wasn't even started before Babylon was trashed by aliens.

Floor 8- Wasteland II

Once a flourishing level of forests and water falls, an unfortunate malfunction in the heating system baked every living thing on this floor. The temperature is quite comfortable now, and the holographic ceiling projects a clear, sunny blue sky over the parched, inhospitable flats. The energy screens are still in perfect working order.

Floor 9- Compost

Designated as an intermediate refuse containment site, this floor has become home to a colony of eight carrion pile grubs whose mounds dot the already indistinguishable floor. The heaps consist of robot parts, fur remnants, and animal bones. The largest pile, in the northwest section of the chamber, is home of the elder grub. Because of the shiny robot parts in their mounds, these grubs are -10% to be hit by a laser.

Floor 10- Desert I

This rainbow-colored, dry, silty plain has become a battle ground between Mammoth Spiders and Dust Behemoths for the food guinea pigs dropped off regularly by boxotrons. The force screens that once divided this floor in half and protected the observation disk have degenerated so that a mere ten pounds of force can penetrate them. Speed on this floor is cut by a third because of the terrain, as every step sinks ankle deep in sand. Any intrusions here will be noticed immediately by the locals, and has an 80% chance of bringing either (roll d6):

(1-3) A Dust Behemoth

(3-5) A Mammoth Spider or

(6) One of each.

Floor 11- Flowers I

This pastoral floor is filled with brightly colored blossoming bushes, grasses, vines, and trees. It is also home to the reaper lilies and killer poppie. Wanderers here have a thirty percent chance per minute of running into one of these nasty plants (50% chance of each). They feed off the erratic deliveries of guinea pigs that wander into their clutches, as well as off an indigenous (to this floor) species of magenta, reptilian seed eater. There are no energy screens here.



Floor 12- Virus

A stinking, six feet deep swamp full of decay, fungi, and water, nothing lives here but bacteria. If anyone insists on sloshing around, have them roll a Con save every ten minutes to avoid catching some horrendous alien germ.

Floor 13- Dead

Floor 14- Dying

This was a fully functioning forest ecosystem, but a recent malfunction in the life support system is causing it to be rained to death. The torrent has been constant for three solid weeks. The ground is saturated and all large predators have drowned. Only a few tiny, soaked gliding reptiles and a handful of tree dwelling mammals are left. The screen around the observation deck is weak enough so that 90 lbs. of force can press through them.

Floor 15- Paradise

This pastoral floor was developed to host tea parties on. The grass grows only three inches tall and the trees never crowd each other, so that the whole place gives the appearance of a well manicured garden. There is always a rainbow in the holographic sky. The animals who live here glide from tree to tree and look like short eared rabbits with fluffy white fur. These gentle beasts love to be petted, and live on the pink sap that oozes from "mouths" in the tree bark. There are no dangerous beasts here; the working force screens around the observation deck are to keep hostile beasts and riff-raff out.

The sap is also good for human consumption. So good, in fact, that it heals 1/d6 damage immediately. Also, for each ounce ingested, a Con check must be made. If the check is not taken, then the ingestor will fall into a coma (length: 1 day for each dose taken) during which they will heal at three times the normal rate. The coma will run its course no matter how soon one is healed.



Floor 16- Swamp II (intentional)

This fetid and scummy pit is divided into two sections. The southern section is the home to grease pools, who are getting quite hungry. Feed deliveries are very rare here, and the swamp birds seeded here for atmosphere have grown wary of the grease pool's tricks. The northern half is home to the speed slymes, and the screens protecting the observation disk facing this half of the floor are down, though active everywhere else.

Floor 17- Plains I

This dry, dusty plateau is divided into three sectors. The southern sector is home the large-jawed marmosets. The north eastern section is the nesting ground of the prairie bat. The north western section is a herding ground for the fuchsia wallabies. All of them feed well on food guinea pigs (except the fuchsia wallabies, which are herbivores). The wallabies are the only animals visible from the observation disk, although the prairie bats sometimes take flight to hunt a fresh delivery. All of the screens on this floor are fully functional.



Floor 18- Toxins

The screens here are active, and guard this seemingly empty floor. It is non-descript except for roiling greenish-yellow vapors. This level has a chlorine atmosphere. Exposed skin or unprotected lungs will take 6-60 (roll 6d10) points of damage every round of exposure, and unprotected eyes will be automatically blinded. This dangerous land is home to the long-lived silicon giants, who feed on very tough bacteria in the chlorine atmosphere. The bacteria is a danger to betas and humans because, if exposed to weak human flesh (a 30% chance if a Con check is not made by anyone who takes wounds from the gas), they cause degenerative tissue disease. Onset time is from 10-60 minutes, and damage is one point of constitution per hour (A permanent loss!). The disease is so hardy that any drugs strong enough to cure it might kill the patient (Con save) in the process. Only radiation treatments will kill the bacteria for sure. The bacteria is only contagious from open wound to open wound, so is very difficult to transmit. Note that if the screens on this level go down, the chlorine gas and bacteria will spill out into the observation disks and possibly into lower floors through the elevator shaft.

Floor 19- Plains II

Wide lush grasslands roll beyond the perimeter of the now screenless observation disk. Dew glints refreshingly on the grass, and no beasts can be seen. Yet the beauty here is deceiving. As it happens, this floor used to have five sections, but as the screens broke down, acid grass began to overpower the other vegetation and slowly eat the animal life. Now the floor is one flat plain of acid grass, fed by the graces of the computer. There are no screens around the observation disk.

Floor 20- Forest I

This treacherous, shadowy wooded area is the home turf of the screaming geeks. It is also where most of the wandering Tower geeks lair when they are not hunting. The screens are weak enough so that 60 lbs. of force will breach them. There are over a dozen geek nests in the forest, each of them home to one to six geeks. Since the Tower provides no food, and the screaming geeks are carnivorous, warfare amongst geek nests is fierce. Any intruder is considered competition, as well as a potential meal.

Floor 21- Bog I

This bog is a thick layer of peat and plantlife under six to eight feet of murky water, its stillness interrupted only where hilly knolls break the surface. The screens degenerated long ago, and some unaccounted for food guinea pigs have survived to form wild herds. Steam turtles and quagmire squid hunt from underneath the peat and quicksand; glidegators stalk from the sparse tree tops. Creatures not native to this floor often find this level homey, so screaming geeks, spacerats, speed slymes, and carrion pile grubs might also be encountered up here.

Floor 22- Slime vats

Once a hub of activity, this great plastimetal chamber is filled with sets of huge, clear plastimetal vats next to plastimetal obelisks. These were used to mass synthesize spe-



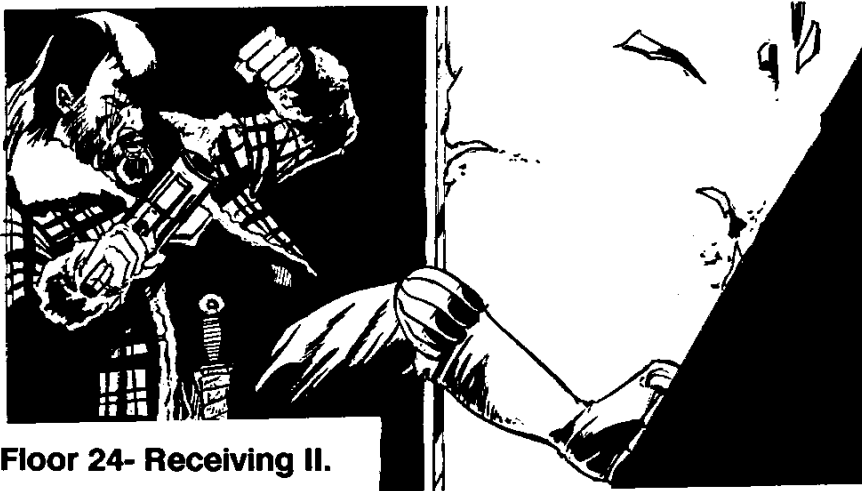
cial foodstuffs, but only three currently operate. The rest are dormant, but if ordered to work will produce (roll d6):

- (1) Radioactive slime (30[d10] Rads)
- (2-4) Noxious Smelling slime (Con check or be ill for 1 roll)
- (5-6) Poisonous Gas (Spreads to fill 100 cubic feet when released, con sv or take 5d10 Damage).

Floor 23- Science labs.

This floor is similar to floor 4. Its roof is 200' high, and even though there is gravity, fifteen 40' globes float in two rings about the elevator, one above the other. Possibly as a consequence of the invasion, one globe has fallen, and cloistered in the debris is a carrion pile grub.

Each of the globes is a science lab (or pod). Each is equipped with various arcane apparatus: screens, microwave ovens, chemicals, and withered creatures in jars. The technology is capable of cloning, gene splicing, chemical testing or dissection at any level. Now, only one of the pods is active, however, with pretty patterns of indicator lights dancing all around its outside. The other globes are sealed and silent. Sphere K, the active one, is where the guinea pigs from floor 3 are being mixed. The technology here can be used, if understood, but there is double the normal chance that any device is broken.



Floor 24- Receiving II.

This is a floor designed like floor 5, but all of the edge chambers are tightly sealed. The inner chamber contains many empty plastimetal boxes, and something else: a globular stasis cage. Its force screen, seemingly generated by a plastimetal disk at its bottom end, is as strong as a personal heavy force screen. It appears to be encrusted with grim inside, but if the sphere is breached (or the grime is examined closely from the outside), it will become obvious that the grime is instead a carnivorous Beetle Wind.

Floor 25- Plains III

The holographic sky of this floor projects graduated darkness and starry nights, interspersed with brief periods of vague light. This level is given over mostly to nocturnal animals. The screens that guard the observation disk have been augmented so that no psionics may penetrate them either way. The animals on this floor were placed together because of their unique natures. The psyche vamp is a creature that feeds off of psychic energy, and the shadow hound is a beast that, although not sentient, has several latent psychic abilities. There will be no encounters here during the "day", however, at "night" the psychic vibrations of any sentient creature will have an 80% chance of attracting a group of EACH of these creatures, and anyone using psionics on the plains side of the screen will automatically attract attention. The beasts here lair in shallow burrows during the day.



Floor 26- Forest II

This floor is a cool, lightly wooded, temperate forest, in three equal sections. Only the northeast is inhabited, and the screens facing the northeast section's portion of the observation disk are very weak (5 lbs.). This section is home to several large nests of razorbirds.

Floor 27- Plains IV

A wide, spacious meadow dotted with thin, gnarly trees and shallow ponds, this floor is home to another herd of wild food guinea pigs, and the last surviving electrical glynx. She is a large specimen, and lonely. She will watch from hiding, run away if attacked, and only fight if cornered, trapped, or if intruders on her territory cannot be warned away when they approach her clutch of glynxling eggs (in a pond in the southeast section of the floor).

Floor 28- Rocks I

This whole floor is dedicated to sculpted molds and crags of dull and barren rock. The only vegetation is a tough weed that grows up from cracks in the rocks, and the only water is a thin stream that runs out of the north and around the screens of the observation disk. There are thirty colonies of violet gargoyle living amongst these crags, each consisting of from 2-12 gargoyles with a 30% chance of a clutch of 6-36 gargoyle eggs.

Floor 29

This is an empty floor, exactly like floor 7.

Floor 30- Cavern

This almost dead chamber is sculpted to look like the insides of a giant cavern, and the rock formations are so colorful and graceful that they seem to have been modeled for aesthetic considerations. This beautiful diorama is nearly dead; the only life here is a cluster of three ebony scimitar mantis hibernating in a bowl shaped niche near the observation disk. Their food supply quit over fifty years ago when guinea pig shipments to this floor broke down, and the native fungi died. Any movement nearby will most likely bring them out of hibernation to investigate (hoping for a meal). They take three rounds to "wake up".

Floor 31- Forest III

The terrain here resembles a sylvan forest with its huge, old trees, quiet ponds, and small, cute animals. The exhibits here could not survive on the large food guinea pigs, so a varied stock of smaller animals, mostly resembling terran songbirds and tree dwelling mammals (but including a few large insects and land crustaceans) is provided. The strangle trolls, slyde worms, leaping mouths, and needlers that dwell here deceptively resemble the smaller animals. They may attack creatures significantly larger than themselves, definitely attacking if someone tries to pick them up and pet them (slyde worms are cute until they start secreting mucus).

Floor 32- Dead Floor

Floor 33- Dead Floor



Floor 34- Water I

This floor is a giant Aquarium. Various odd shaped fish, mollusks, and jellies float in the water, some up to three feet in length/diameter, but the only predator is the screaming eel, a solitary hunter.

Floor 35- Swamp II

This fetid marsh is home only to vast clouds of tiny, irritating, stinging insects, and the boom beetles that feed off of them. Most creatures that enter here will leave with a very annoying and itchy rash.

Floor 36- Dead Floor

Floor 37- Empty Floor

Floor 38- Dreamland

An extraordinarily beautiful dead level, with a faintly light lavender sky stretching away over a grey wasteland.

Floor 39- Arid I

This angular wasteland of sand dusted rock escarpments and cliffs is the home of the several prides of Betelgeusean Gryphon, and hundreds of nests of crying dinklewazz, who hunt the staple food guinea pigs.

Floor 40- Empty Floor

Floor 41- Ice I (CAVE IN)

This floor was sculpted to resemble a polar landscape, but after thousands of years of frost buildup on all surfaces, including the holographic sky, it more closely resembles an ice cavern or the inside of a freezer that badly needs defrosting. The light of the observation disk only illuminates approximately 200 feet into the "cavern".

Beyond the illumination is only pitch darkness and the lairs of Cryo-demons who have grown used to the dark. Though these Cryo-Demons shy away from bright light, and are -10% to strike in its presence, it will not drive away a pack of Cryo-Demons entirely. Note that though blinding one of these Cryo-Demons is extraordinarily easy, it will not be all that detrimental to their combat, as they are accustomed to fighting blind.

Floor 42- Empty Floor

Floor 43- Vapors II

This dead level is filled with the remains of a forest; dried and withered plants, fallen tree trunks 70 feet long, and dried animal corpses. Nearly everything is overgrown with a thick layer of grey and rainbow colored patches of a furry mold. This mold releases hallucinogenic spores into the air, and anyone who breathes the air unaided will have to make a Con save every ten minutes or begin having violently psychotic hallucinations of the following sort:

Die Roll (d6)	Result
1	Limb starts to rot and putrefy, with blue slime all over. Affected has the distinct desire to cut it off.
2-3	Other creatures are replaced by ugly aliens. Blow the hell out of them for the sake of aesthetics!
4	An attractive member of ones own race is clawing ones eyes out.
5-6	Bowels drop onto floor.

Floor 44- Rocks II

This environment, similar to floor 28, is divided into three sections. Only the northern section is inhabited, and solely by the sluggish thorny rocktoads, who like to bath in the hot, holographic, sun.

Floor 45- Forest IV

This quiet wood is home to the sleeping mist tree. It has long since made extinct the original species on this floor (a creature that resembled a reptilian wolf), and now feeds on regular shipments of food guinea pigs meant for the wolves.

Floor 46- Forest V

This floor is a wonder of delicate, otherworldly grey and green fungi. Many species of singing bugs dwell amongst the dusty, fragile fronds, but the only dangerous species is the rare-triple tentacled cone centipede. There is only a 10% chance every ten minutes of an encounter.

Floor 47- Dead Floor

Here resides the remnants of another dead liar, the screens long since defunct. However, buried in the parch earthen scars of former sculpted lakes and river beds, are some seven skeletons of gigantic sarin beasts. If they are successfully investigated, they could be identified as brontosaurus bones by anyone with a skill in paleontology, zoology, or archaeology.



Floor 48- The Roof Garden

Once upon a time the roof garden was a prized display case, changed every so often to feature creatures of different environments. When the ancients fell, this floor was a forest, and the centerpiece was the umlaut.

Now the garden is a tangled mess of brush. The force screen protected walkways have broken and overgrown into impassable jungle, and the larger force screen that roofed the top of the garden's 70' walls has broken down also, subjecting the floor to the whims of natural weather. The last of the umlaut still lurk in this mess, using a psychic call to lure beasts from other parts of the Tower (and even the plains a mile below) to appease the ravenous, centuries grown hunger that long ago cleared this floor of the other exhibits. The umlaut is king here, waiting greedily for anything that will answer its call.

This floor is mostly featureless except for the umlaut's lair, a huge cavern dug into the floor of the roof next to an artificial lake. The lair contains tons of animal debris from past kills, a clutch of six eggs, artifacts such as robot parts, but more importantly, an egg-shaped plastimetal box. It is locked, and has an AV of 10 with a body of 100. If broken open, it will reveal some 100 perfect diamonds, easily worth 4000 Cr each on the black market. This is the "ice" referred to in random message one of the secratroids, the payment for illicit animal parts.



The Bestiary

Some notes on Beasts

This bestiary is meant as a supplement for use in your adventures. Feel free to use any or all of the monsters in additional play, because the ancients imported them from all corners of the galaxy. Cage proximity does not necessarily connote identical planetary origin. In other words, beasts from the same environment do not hail from the same environment, merely similar environs. As many possible details about creature life and habits were left sketchy, feel free to elaborate on them in your campaigns.

Many creatures in this adventure are egg layers, and it is entirely possible that if Justifiers run across their eggs they may wish to attempt caring for the eggs and making pets of the young. A check vs. Wis averaged with a skill in biology or animal training will indicate success in caring for the egg. Thereafter, it is up to animal training skill. Of course, a GM may always declare an animal "untrainable".



Acid Grass

#App	AV	Con	Speed	#Att	% to strike
d100x10	1	x1/2 per	0	1	100%
sq. ft.		sq. ft.			

Acid grass is quite harmless looking, and even inviting, because it always appears as long plains grass, freshly wet with dew. This is because the grass secretes a clear, odorless acid that gathers in sparkling drops at its tips. Any creature moving through the grass takes 1 point (cumulative: ie one the first turn, two points on the second turn, etc.) damage each turn as acid collects of their legs and body, until they are taking ten points of damage every round. The damage is so insinuate that there is only 1% chance per point of damage accumulated (total) that it will be noticed, and will only be noticed at first as a irritating rash. The grass feeds off of its decayed victims, and kills through its roots.

Babylon Grazer

#App	AV	Con	Speed	#Att	% to strike
3d100	2	d100	70	2	35%

The babylon grazer is a normally peaceful and easily frightened animal. It prefers flight over fight, but when cornered may try to viciously gore an opponent with its two long horns (4d6). Babylon Grazer life is pretty similar to that of earth plains grazers.



Beetle Wind

#App	AV	Con	Speed	#Att	% to strike
3d10/	11	d100	75	1/ft.	85%
Cubic ft. per ft.					

The beetle wind is a communal creature consisting of millions of tiny beetles the size of the head of a pin. They live in clouds of 3d10 cubic feet in volume, and attack to eat anything that gets in their way. They do d6 damage per cubic feet attacking, and two cubic feet of cloud can attack for each foot of height (or length) of their victim, the whole cloud being able to attack as many creatures as are within its cloud. They do no damage to metal, carbide or plastic armors, but they can do damage through them: when they exceed AV for a round, then damage is done by bugs crawling into the armor through joints and other tiny openings. Beetle winds are hard to hurt, as they are not affected by melee weapons or projectile, and their AV is efficient against beam weapons. They take full damage from area energy attacks, ignoring their AV. Shrapnel weapons do 1/2 dmg.



Betelguesian Gryphon

#App	AV	Con	Speed	#Att	% to strike
2	4	+30	35/125	3	55%

The beast's name is a construction punning on its natural diet, and remarking on its sharp, bony muzzle, leathery wings, and graceful, leonine body. Gryphons, about the size of a large dog each (not including wingspan), nest in groups of d6 individuals, but always hunt in pairs. They are omnivorous but prefer meat. They are cunning and patient hunters, and will not attack a foe that outnumbers or obviously out-muscles them. They fight with fore talons (2d6 ea.) and beak (d6 + 3), either in a sweep from the air or fierce charge from the ground. From the air they are +15% to hit and +3 to damage.

Boom Beetle

#App	AV	Con	Speed	#Att	% to strike
5d10	2	2d10	35	1	45%

The boom beetle is a fist-sized flying bug that travels in flocks. They stun their prey with explosive bursts of air (d6 + 1) created by forcing air through special chambers in their shells when they are flying. While they only hunt animals smaller than themselves, they sometimes chance upon larger creatures, and often spook both parties because, other than their booming attacks, they are silent fliers.

When this occurs it is 60% likely for a percentage of the flock to boom in panic, whole flocks sometimes causing great damage. The beetles are unharmed by their own booms, and if engaged in combat they are most likely to attempt to fly away, booming only to make good their escape.



Carrion Pile Grubs

#App	AV	Con	Speed	#Att	% to strike
d6 + 2	3	x2	30	1	55%

These dry, leathery looking grubs hide in mounds built of any refuse the grubs can gather, from dead plant matter to rubble or old animal bones. They live in colonies of d6 + 2 piles, one grub to a pile. Trash pile grubs are very still when prey is nearby, and won't be noticed until they burst out in a surprising rush, bite the nearest creature (d6 + 5), and attempt to drag it back into their nest (Str check to resist), where they will continue to gnaw.

Their nests afford them protection, increasing their AV by d6 + 1 points, unless time is taken to dig away the refuse, taking 1/2d6 turns and leaving the excavator open to attack. Dying carrion pile grubs make a loud keening noise when they are near death. Normally, this keening has no effect, but if the eldest grub (the grub with the highest Con in the colony) is keening, then the other grubs will come to its aid. Grubs will leave their nests for no other reason.

Crying Dinklewazz

#App	AV	Con	Speed	#Att	% to strike
3d10	5	3d10	20	1	55%

The dinklewazz is a species of reptilian looking ground bird. Their camouflage carapaces that look so much like stone are too heavy for them fly, so they lay on the ground looking a lot like rocks. When disturbed they make loud screeching noises then retaliate with a vicious peck (1/2d5). Their screech also serves to rouse their fellows, who immediately defend their nest area (an area from 10' to 30' square), alternating squawks with nasty pecks. They will not chase opponents beyond their nesting area.



Cryo-Demon

#App	AV	Con	Speed	#Att	% to strike
1	9	X2	70	3	65%



The Cryo-Demon is a fearsome hunter of sub-zero climes, a bone white, razor sharp, plated humanoid with a tiny insectoid head. They attack with scimitar-like claws (2d6+6) and a small mandibular bite (1/2d6+3).

If a claw hit scores damage, then the target must make a Con save vs. the Cryo-Demon's most fearsome weapon: the freezing poison. If the save is made its victim will take 2d10 points of damage, ignoring all armor. If the check is lost, then the target is sure to die minutes as the body temperature plummets.

The Cryo-Demon has a unique method of reproducing. All are hermaphroditic, and when they reach about 13 years of age, they impregnate each other. The young hatch two months later, eating their way out and killing their "mother".

Dust Behemoth

#App	AV	Con	Speed	#Att	% to strike
1/3d6	7	x2	30	1	45%

The dust behemoth looks much like a huge, fat, beige, bald bear. In its natural habitat it hides under sand, looking very much like a dune until approached. Then, it will rise up and blow, expelling great quantities of dust stored in its crop in a blinding, choking cloud about 30' in diameter.

Anyone whose breathing is not protected must make a Dodge roll. If unsuccessful, then they will be incapacitated, choking, coughing and wheezing until d6 rounds after they leave the cloud. All unprotected (organic) eyes will be blinded automatically for the same amount of time. Meanwhile, in the confusion, the behemoth will reach in, bite (2d10 dmg), and run away with any struck prey, attempting to swallow them as it runs (100% chance - the Dex score of any creature willingly avoiding this unpleasant fate). The Dust Behemoth will then burrow into another dune when it thinks it is safe.

Dust Behemoth's are rather bright, similar to the intelligence of a dog. They bear single young and keep it close until grown.



Ebony Scimitar Mantis

#App	AV	Con	Speed	#Att	% to strike
1/2d6	6	+60	25	5	75%



The ebony scimitar mantis is a menacing cavern dwelling insect. They are blind, and maneuver via a hyper-developed tactile sense, feeling vibrations in the wall and air around them. The Mantises look slow and clumsy dragging shiny obsidian shells about, but they strike quickly and surely in battle.

The ebony scimitar mantis strikes with four blade-like fore claws (3d6 + 1 ea) and bite with the jaws of their helmeted, skull-like heads (2d6 + 2). Though they prefer meat, the ebony scimitar mantis can eat anything, and in those times when food is scarce they are able to hibernate for periods of up to 70 years, coming

out of hibernation when they feel possible prey nearby.

ElectroGlynx

#App	AV	Con	Speed	#Att	% to strike
1	4	+20	50	4	45%

The ElectroGlynx is a truly bizarre looking animal, egg shaped with a thick, lime green, rubbery torso. Four gangly taloned limbs and two eyes on stalks sprout from the body, and a little mouth rests below the stalks. The glynx is a peaceful herbivore that spends its time caring for its young, and spying on other beasts for reasons unknown. However, when forced to defend itself the glynx is a fierce fighter. The glynx travels by leaping, and attacks this way too, bouncing against its target and raking with its four talons (d6 + 3 damage ea.).

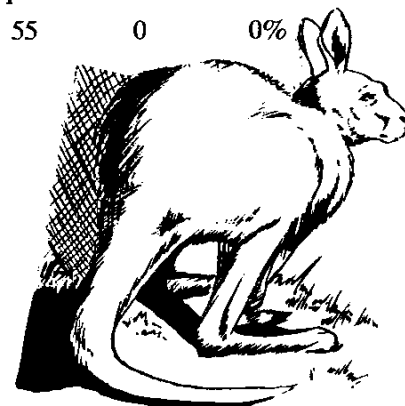


The ElectroGlynx also has an internal organ that produces and stores electricity. If it has not been attacked recently the glynx can discharge one 3d10 jolt of electricity on contact each turn, three times. Afterwards, they discharge a d10 jolt on contact, indefinitely. Electricity damage ignores metal armor. A glynx is as smart as a chimp, and fiercely protective of its young.

Fuchsia Wallaby

#App	AV	Con	Speed	#Att	% to strike
3d10	2	-20	55	0	0%

Tall, delicate kangaroo look-alikes bright fuchsia in color, these herbivores look like good eatin' and are absolutely harmless. For unknown reasons, though, the pelt of a fuchsia wallaby is immune to damage from heat or energy attack, and in fact will reflect any energy attacks leveled against it.



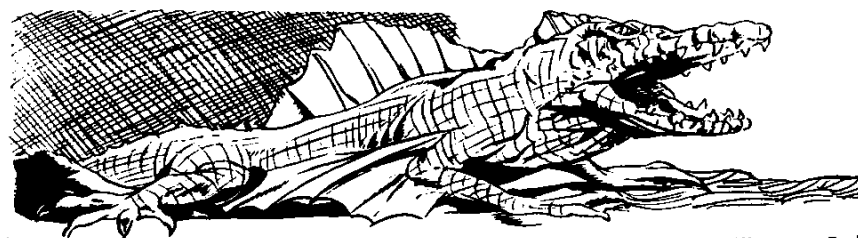
When shot at with a beam weapon, the beam will reflect back, uncut and with the attackers probability of hitting anything in its path, in a random direction (roll d6):

- (1) far left of attacker
- (2) near right of attacker
- (3) back at attacker
- (4) straight up
- (5) near left of attacker
- (6) far right of attacker.

Otherwise, fuchsia wallabies are quite friendly.

Glidergators

#App	AV	Con	Speed	#Att	% to strike
1/2d6	6	x2	45	1	35%



The Glidergator is a form of huge, tree dwelling, carnivorous, alligator. It is stupid, strong, stupid, ugly, stupid, clumsy, and mean. Its main form of attack is by launching itself from a tree and gliding at its prey until it can bite it (6d6 + 10), but it often has to attack from the ground (and is actually +30% to hit on the ground) because it only has a 20% chance per round of staying airborne after the first round it launches itself. The glidergator will eat anything it can reach with its snout.

Grease Pool

#App	AV	Con	Speed	#Att	% to strike
d68	5	d100	15	1	85%

Grease Pools are silent, deadly hunters. They appear as pools of thin, oily textured slime. When encountered, their favorite tactics are to lie still until investigated, or to stalk prey until they sleep. They attack prey by washing over them, looking for noses and mouths to cover over and flow into. Once there, the grease pool will enter the prey's lungs. Victims will take d6 cumulative points of asphyxiation damage each round.. Once a victim is dead, the grease pool will begin to create digestive enzymes, taking 3d6 hours to absorb its meal.



Killer Poppies

#App	AV	Con	Speed	#Att	% to strike
d6	3	x1/2	5	d6 + 2	45%

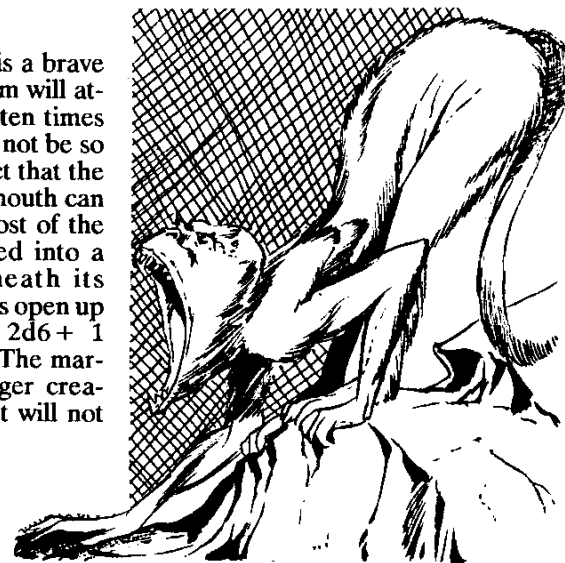
Killer poppy bushes grow in clusters. They appear as large (5'-10' diameter) flower bushes each bush has d6 + 2 delicate, ornate flowers it can attack with. Hidden within the folds of each flower's petals are twelve long, sharp thorns, each coated with virulent poison: a failed Con check will sap ten Str points for each dart that hits.

The flowers turn to follow vibrations, and each can fire one dart ($1/2d6 + 1$) per round. Strength sapped by the poison returns at a rate of one point per day, but most prey usually dies before it is strong enough to move, and the rotting corpses feed the roots of the local plants. If prey tries to move away before it dies, the plants simply shoot it again. Thorns grow back in a week's time. The poppies do not normally move, but can when its food supply slacks off.

Long-Jawed Marmosets

#App	AV	Con	Speed	#Att	% to strike
d6 + 2	2	x1/2	25	1	55%

The long-jawed marmoset is a brave little beast and a lair of them will attack a lone creature up to ten times their own mass. This would not be so fearsome, except for the fact that the creature's unusually large mouth can be made larger because most of the jaw is collapsed and folded into a natural skin pouch beneath its stomach. In combat, the jaws open up and fold out to bite for $2d6 + 1$ point/marmoset's 10 Con. The marmosets will attack one larger creature, or several smaller, but will not attack overwhelming odds.



Leaping Mouth

#App	AV	Con	Speed	#Att	% to strike
d6	7	x2	60	5	75%

Leaping mouths hunt in packs, and look a lot like furry sharks with crew cuts and six long muscular legs. Their hair is short and wiry, very unpleasantly textured. Their eyes are crude little faceted light/shadow sensing devices, and they depend more on their well developed sense of smell.

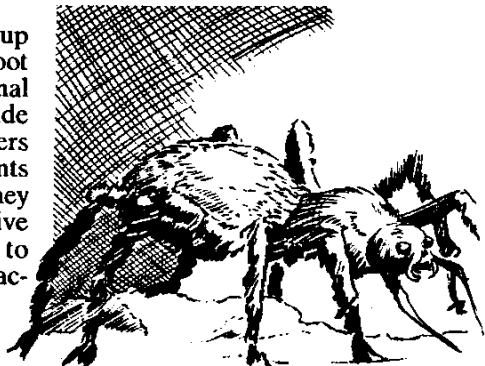
Mouths run and leap to the attack, biting (3d6) and rending with the claws on the first four legs. If hurt, mouths will retreat rather than die, but seem to hold grudges. They have been known to track (70% accuracy) an opponent for months, waiting for a chance when it is weak to gain revenge. Leaping mouth young is born live and turned out into the wild almost immediately.



Mammoth Spiders

#App	AV	Con	Speed	#Att	% to strike
1	5	x2	40	2	60%

Reddish brown spiders that grow up to ten feet in height, with a thirty foot leg span, they sport one additional rigid, bone white limb on either side of their mandibles. The huge spiders attempt to skewer their opponents with these long talons (4d6 + 6). They may also spit a blob of corrosive poison (3d10), twice in an hour, up to sixty foot range, with remarkable accuracy (+30% to hit).



Needler

#App	AV	Con	Speed	#Att	% to strike
d6	2	2d10	25	3	85%



Needlers are small tree dwellers that like to shoot larger passing creatures out of some perverse inborn sense of mischief. Their cheek pouches are used to store long bone needles, which they use to hunt smaller creatures, as well as to torment larger ones (1/2d6 + 1 ea). The needlers are actually rather bright, and can dodge missiles 75% of the time, or scamper out of sight into nearby tree hole or such (it seems they always prepare an escape route) to avoid retaliation. The needles have no poison or drug on them, but are annoying as all hell.

Prairie Bats

#App	AV	Con	Speed	#Att	% to strike
1/2d6 + 1	3	+20	70	4	45%

In nests half dug into the ground, hidden by long grasses, the prairie bats raise their young. Dusty brown in color, resembling a large bat with a long furry tail, they hunt the small animals of their home plains. They are rarely a danger, but if one gets too close to their well camouflaged nests (95% chance to go unnoticed), the bats will rise up to attack with their flailing tail (d6 + 2) and bite (1/2d6 + 1).

The bat's most effective attack is dealt with its light absorbing and bending eyes, for each round it can fire twin laser beams at one opponent (6d6 ea.), with 30% greater accuracy. This is also their main hunting weapon. The laser weapon does not work at night, as there is not enough light for the bat's eyes to absorb.



Prairie Dogs

#App	AV	Con	Speed	#Att	% to strike
3d6	1	x1/2	35	1?	35%



Prairie Dogs are a Babylon version of chipmunk. They are about the size of a middle-sized dog, and cowardly. They have no effective attack form, except the occasional well placed rock (1/2d6), and their most effective form of defense is to hide in the long grass (60% chance to freeze so still as to not be noticed).

They apparently have a suicidal sense of fun; doing things like jumping on the backs of unaware grazers for a ride, or teasing wyverns. They are curious about anything new or different, and will always investigate from a distance at first, then get closer as they gain courage.

Psyche Vamp

#App	AV	Con	Speed	#Att	% to strike
2d6	2	2d10	35	1	see below



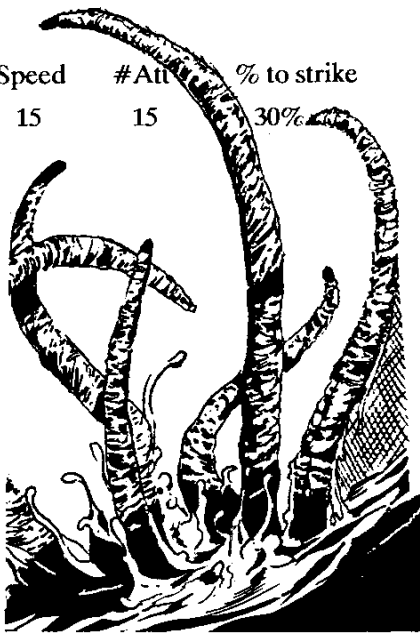
The psyche vamp is a chubby, stubby, fluffy little mammal, about the size of a rabbit, with blue or pink fur and big, round, lavender eyes. They survive by draining off the psychic energy of other creatures, and can sense this energy from a distance of two hundred feet (psionic and sentient creatures give it off particularly strongly). Though non-sentient, they effectively have a MS of 50, and if they succeed with a break will roll they will drain 3d6 MS. They feed off of psionic creatures first, then sentients with high MS, then whatever is left over, and need to be within ten feet of a creature to feed. As they are so small and usually attack from burrows or the cover of long grasses, victims of psyche vamps tend to have trouble pinpointing their attackers.

Quagmire Squid

#App	AV	Con	Speed	#Att	% to strike
1	4	x2	15	15	30%

These great mottled behemoths lie at the bottom of quicksand pools and wait for the vibrations of approaching meals to call them to the attack. They are not very discriminating, and will heave their bulk to the mire's surface and flail for rabbit and tiger alike.

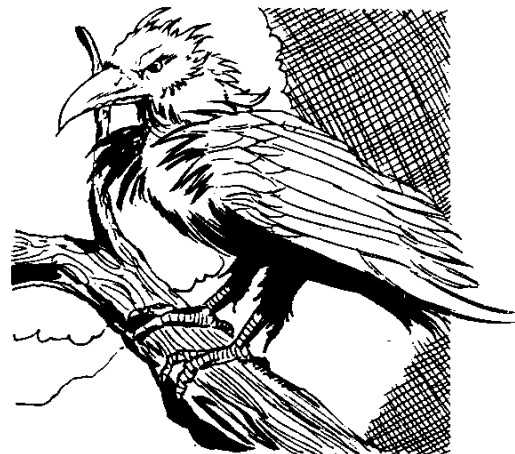
They grab with fifteen tentacles, attempting to drag prey under the slime, each tentacle that hits does constricting damage (d6) every turn until broken free of. To break free of tentacles, or to resist being dragged into the quicksand, a Str check must be successful, -10% for each tentacle above 1 constricting the struggler. Once under the slime, a Str check (with the same penalties applicable) must be made to avoid falling unconscious. Unconscious prey will suffocate in 1 turn/10 Con points.



Razor Birds

#App	AV	Con	Speed	#Att	% to strike
d100	7	2d10	70	1	75%

These are birds without a soft edge anywhere. Smooth, silver, carnivorous cardinals they'll attack fearlessly en masse to make any animal they encounter bleed. The little birds dice to the attack, slicing (2d6 + 4) at prey with their sharp wings as they pass. When the prey is down, a flock will then hack off chunks of meat with their sharp beaks to carry back to their nest. Razor Birds have an AV of 10 vs. laser weapons because of their shiny skin, but are also +20% to be hit.



Reaper Lilies

#App	AV	Con	Speed	#Att	% to strike
1	4	X2	15	8-9	65%



The Reaper Lily is a deadly plant disguised as a flower bush. It is carnivorous, with 8 thorn covered prehensile vine limbs (3d6 + 2 ea.), and a hidden underground digestive sack studded all around the insides with more thorns (5d6 + 5 from acid and grinding as the sack contracts). Even its flowers ooze a sleeping poison into the air for a 10' radius (Con check or fall asleep). The lily will try to drag prey to its digestive sack with its tentacles. A Str roll is needed to resist the pull, and another to break free, each check with a -10% penalty for every vine pulling. Vines that are pulling on prey do no damage, but the act of breaking free of the vines will do d6 additional points of damage for every vine.

Screaming Geeks

#App	AV	Con	Speed	#Att	% to strike
1	4	+60	45	3	85%



Screaming Geeks are the deadly lone hunters of a wild and brutish world. They are tall (7') frog-like humanoids, with wide, teeth-filled mouths and gangly clawed limbs. They lurk in tall foliage. When they attack, they shriek loudly to panic their prey, and then use their fore claws (2d6+4 ea.) and attempt to bite off heads (6d6+4). When they are successful a percentile roll is made under the amount of Con damage they did. Geeks are cunning and adaptable hunters, able to find food anywhere, and they will try to lure (or drag!) off members of a large group to avoid a larger confrontation they can not handle. Hit and run tactics are a favorite.

Screaming Eel

#App	AV	Con	Speed	#Att	% to strike
1/2d	65	+50	70	1	45%

The slim, silver blue screaming eel can grow to 30' length. It is an aquatic predator that can emit three piercing sonic barks a round that does damage as a stopper (d6xd10). The eel will alternate the level of damage depending on how large the creatures it is fighting are, and how desperate. Once creatures are stunned it will go to work on them with its nasty jagged-toothed maw.



Shadow Hound

#App	AV	Con	Speed	#Att	% to strike
d6	3	d100	45	1	70%



The shadow hound is an otherworldly beast that vaguely resembles an emaciated, hairless canine with no eyes or nostrils. The creature's senses are auditory and tactile (it can sense vibrations), but mainly psionic. Though non-sentient, the shadow hound automatically senses thoughts or psionic activity in a mile radius, and can home in on and attack the source of these emanations with a "sixth sense". The creatures have one other ability: they can psionically interfere with their prey's ability to see them making themselves virtually invisible. Danger sense will warn of them, telepathy will "see" them on a successful break will roll (but only by the telepath). Otherwise, one must concentrate, requiring a successful percentile roll vs. mental strength EACH ROUND to see them. Shadow hounds are uncommonly resistant to Animal control, requiring 4x the usual MS cost.

Silicon Giant

#App	AV	Con	Speed	#Att	% to strike
3	10	x6	10	1	45%

These mysterious silicon lifeforms rest in groups of three, each looking like three crystal pylons that slant towards a common crystalline mass at their apex 30 to 60 feet above. The giants rarely move, staying in one place and feeding on bacteria in the atmosphere that are absorbed when they contact the pliant upper mass. However, if they are attacked or bothered, there is a 75% chance per round that they will stomp (10d6) until whatever was bothering them leaves them alone. Lasers can do them no damage, as they are harmlessly diffused within the crystalline body of the giant.



Sleeping Mist Tree

#App	AV	Con	Speed	#Att	% to strike
1	7	x3	0	0	0



The sleeping mist tree appears much as a willow, except that it is always blanketed by a 30' diameter cloud of thick, white mist. The mist is a sleeping drug/anesthetic that the tree constantly produces. Anyone within the mist must make a Con save with a -10% cumulative penalty each round to avoid falling asleep. If the save is made, the victim has a chance equal to its current Con save penalty each round of noticing that he/she is feeling unusually tired. If the save is not made, the affected will continue to sleep until either d6 hours after pulled out from the blanketing mist, or until they die under the tree, feeling no pain or discomfort, and begin decaying to feed the tree.

Slyde Worms

#App	AV	Con	Speed	#Att	% to strike
2d6	3	3d10	35	1	65%

This fuzzy animal resembles a worm with a weasel's head. A slyde worm's favorite attack form is to harry opponents, dashing in to bite ($1/3d6 + 1$) and slither away again. They have an incredible dodge (75%). Slyde worms are named not only for their form, but for an additional feature that makes them very hard to catch: they secrete a mucus over their fur that makes them literally impossible to hold. Only a critical hit will catch them, and a Dex check is needed every round thereafter to hold them successfully. The mucus also makes it 10% harder for melee weapons to hit them.



Space Rats

#App	AV	Con	Speed	#Att	% to strike
3d100	2	2d10	20	1 or 2	35%



Space rats are master scavengers and survivors, able to feed themselves on the fare of, or infiltrate, most any environment. They are little, smooth, and silver gray, with large amber eyes, little pug faces, and mouths full of tiny sharp teeth. While mostly harmless if left alone, they have an awful temper, and WILL bite if cornered, caught, or stepped on. In fact, if one or two creatures accidentally wander into a large group of them, or worse, a nest, there is a 55% chance each minute that the rats will swarm, massing to attack the foolish intruders, each one doubling its attacks until the situation is resolved.

Speed Slimes

#App	AV	Con	Speed	#Att	% to strike
1/2d6	3	x1 1/2	50	3	65%

A jelly-like life form about three cubic feet in volume, though its shape is continually shifting. Normally a translucent deep red, their jelly changes color to blend in with its surroundings. Speed slimes are ravenous hunters, and will attempt to eat anything they can. They are also incredibly quick. They fight by shooting out up to three pseudopods a round, each doing 3d10 corrosive damage on contact and adhering to its target, requiring a Str check to break free of. Because of the sticky nature of the pseudopods, they will stick together anything they envelop (arms to torsos, legs together, weapons to hands). Each pod can generate up to six pods at a time, and is capable of attacking three opponents simultaneously, if they are close enough together.

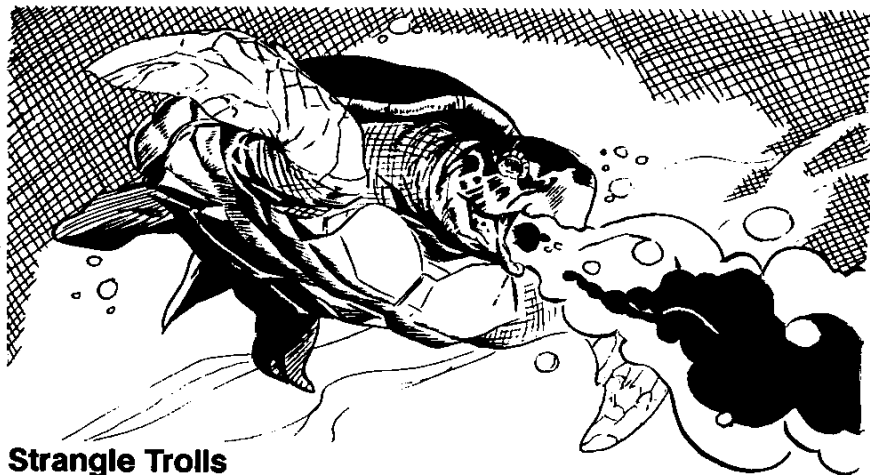
Steam Turtles

#App	AV	Con	Speed	#Att	% to strike
1	14	x2	15	1 or 2	45%

A carapaced aquatic behemoth, the steam turtle hides beneath a cover of slime or silt to catch prey unawares. The steam turtle's metabolism goes double-time when it is about to attack, heating up its shell so that even light contact will do d6 cumulative damage per round of contact.

The upped metabolism also boils a supply of water in an extra pouch in its belly, allowing the creature to breath a gout of hot water. Above water this breath weapon manifests itself as a 20' diameter cloud (3d6 to all within) obscures vision. A steam turtle can breath a steam cloud three times before it needs to submerge for three rounds to "fill up" again. Under water the breath weapon is a jet of hot water with a 6' range (6d6), and unlimited uses.

The creature may also bite and tear with the serrated edges of its mouth (4d6). Even though the steam turtle is an aquatic creature, it may "hold its breath" above water for six turns before needing to resubmerge and breath for a round. The upped metabolism only lasts for nine rounds before exhausted.



Strangle Trolls

#App	AV	Con	Speed	#Att	% to strike
3d6	6	+50	30	1	70%

Strangle Trolls are three feet tall demented-looking humanoids, with dense, warty flesh and bright, vicious eyes. They are so perfectly humanoid that they look like they might be an aboriginal race, but they have brains about the size of a pea.

Though they are small, they are incredibly strong, and attack by dropping out of trees to strangle people. Their heavy bodies do d6 points of damage for every 20 full points of Con they have, and if they hit, they have managed to get a grip around their targets neck and will begin to squeeze for 3 points of cumulative damage every round thereafter until knocked or pulled off with a check vs. 1/2 Str.



Thorny Rockbeasts

#App	AV	Con	Speed	#Att	% to strike
1/2d6	5	+20	35	1+	65%

These are hunched and emaciated beasts, with skin like hard leather stretched over bones, and bodies covered in long, thin dagger like spines. The beasts are normally quite sluggish, almost dead looking, but startle easily and anything not familiar will be attacked. Though omnivorous and not hunters, they will eat fresh meat if they have killed it.

They fight with a bite (d6 + 6), but if their opponents fails a dodge roll in any melee situation with one of these creatures, then they have also been stabbed with 1/2d6 thorny protrusions (2d6 + 1 ea). Rockbeasts make unnerving grunting and howling noises in battle, almost as if they are war cries, but these are simply sounds of agitation and anger, meant to scare off opponents.



Centipede

#App	AV	Con	Speed	#Att	% to strike
1/3d6	4	X1/2	55	3	55%

A snow white segmented worm with three tentacles tipped blood red, this insect can grow to eight feet in length. Its skin is leathery rather than hard, and it sprouts a row of purple plumes along its back. Its normal diet consists of other, smaller insects and moving funguses, but as its sensory organs consist only of rudimentary light and tactile senses it is 70% likely to investigate anything it senses as a possible food source.



If it finds its new sensation too large to fit in its mouth, then it will move on, thereafter only attacking to defend itself. The creature attacks with three tentacles, and though they do no damage on their own, each houses a sting that pierces up to AV 5. If a Con save is failed, the victim will begin to take d6 cumulative points of damage per turn from the virulent venom, until dead or properly treated for poisoning.

Umlaut

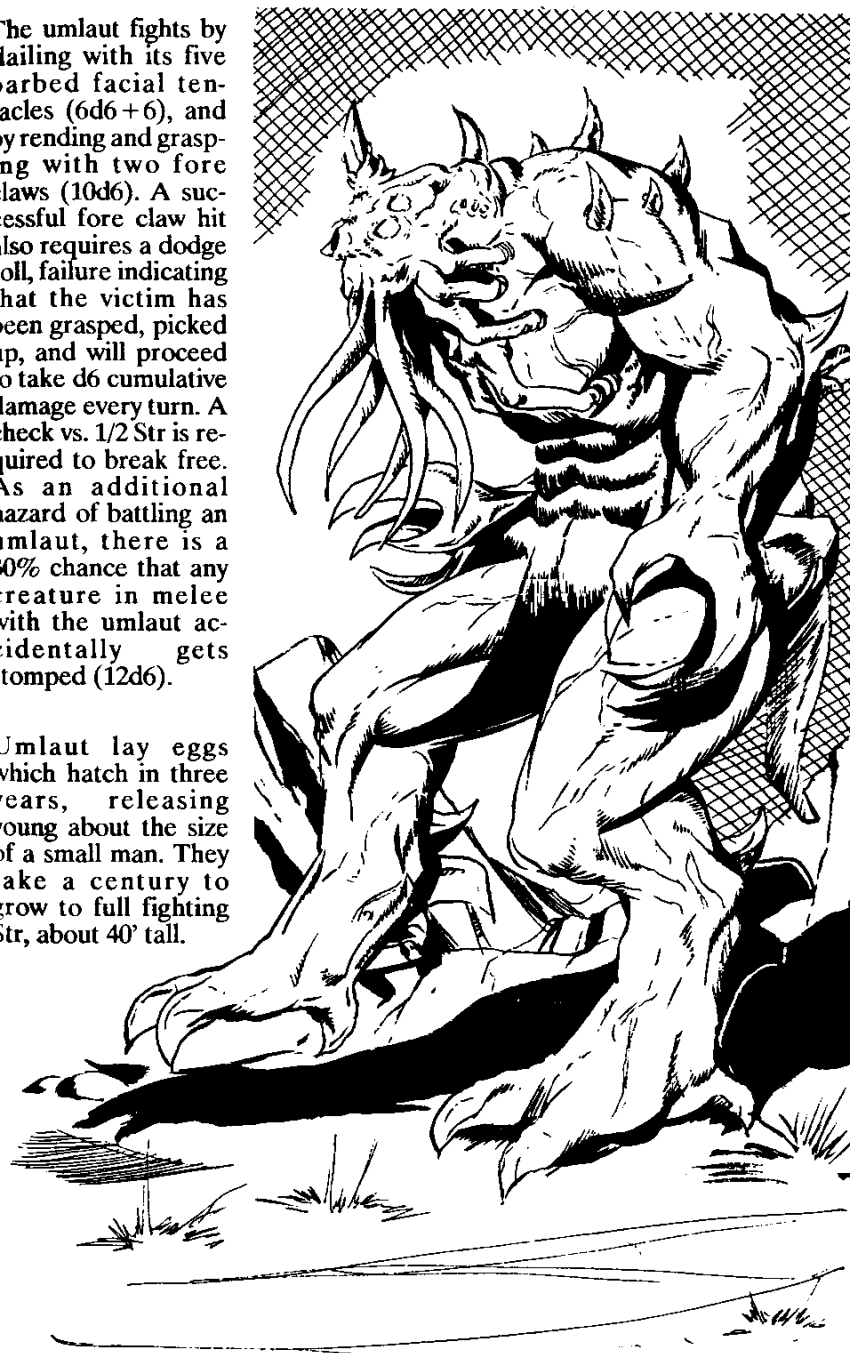
#App	AV	Con	Speed	#Att	% to strike
1/3d6	15	x5	45	7-8	55%

These gigantic, moldy green, carapaced monsters look like a nightmare gene splicing of a squid and a turtle, with large talons. The umlaut are incredibly long lived, and over their millennia long life spans may grow to height of 60', or more. As they grow bigger they get hungrier and more dangerous. They are possessed of a latent psionics that allows them summon animals, so that their habitat is always well populated with future meals. This psionic call is felt as an urge to travel in the direction of the umlaut, and has a radius in feet equal to the umlauts age.

Though the call will be felt by sentient peoples too, most especially those with psionics, the call is too weak to be actually control the actions of a sentient being. However any beast within the range of their power is 75% likely to pay heed and take up residence in the umlauts territory, most likely to become a future meal.

The umlaut fights by flailing with its five barbed facial tentacles (6d6 + 6), and by rending and grasping with two fore claws (10d6). A successful fore claw hit also requires a dodge roll, failure indicating that the victim has been grasped, picked up, and will proceed to take d6 cumulative damage every turn. A check vs. 1/2 Str is required to break free. As an additional hazard of battling an umlaut, there is a 30% chance that any creature in melee with the umlaut accidentally gets stomped (12d6).

Umlaut lay eggs which hatch in three years, releasing young about the size of a small man. They take a century to grow to full fighting Str, about 40' tall.



Violet Gargoyle

#App	AV	Con	Speed	#Att	% to strike
1/2d6	4	+60	30/70	3/1	65%

The long, gaunt reptilian humanoids called "gargoyles" are graceful fliers on their leathery wings, despite great bulk. Their taloned arms are as long as their legs, and one twisted horn sprouts from their forehead above the single eye and a massive mouth filled with lots of shark-like teeth.

The gargoyles hunt in shifts away from the nest, eating their fill of slain opponents and then bringing back choice bites for the hatchlings. They can attack from the ground, using two fore talons (2d6+2) and biting (3d6+1), or from the air, attempting to impale with their horn (5d6+5) from a diving swoop.



Wyvern

#App	AV	Con	Speed	#Att	% to strike
1/2d6	10	x3	40/170	3	65%

The wyvern is the grand predator of Babylon, a great winged reptile that may span 170' from snout to tail and wing tip to wing tip, and stand 50 or 70' tall on its two tree like legs. The wyvern is usually dark brown or beige, shading lighter to the underbelly, with leathery pachyderm skin, and always reek of flames and sulfur. It hunts from the air, slashing with two great fore claws (7d6) and a bite (9d6).

Each successful attack may pick up a creature if a dodge roll is missed, for the wyvern can attack three different creatures in a round if they are close enough

together. The wyverns stink is the result of its digestive processes, which produces flammable substances (primarily hydrogen) within. These gasses can be expelled from its lungs, and lit by flint and iron bearing stones kept in its gizzard.

A wyvern can do this only once in a day, and usually uses the weapon only in dire circumstances. The blast has a 120' range, and does 6d6 initially, and 3d6 per turn thereafter to flammable substances until put out. Because of the beasts biochemistry, any attacks with projectile weapons have a 10% chance to the Con damage done of doing double damage.



Personalities

As with all Justifiers RPG Adventure SourceBooks, included here are several NPCs for the players and GameMaster to use in the course of the game. NPCs may be used to fill gaps in the crew roster, or as cannon fodder, or even as PCs, at the GameMaster's discretion. Please feel free to make any changes that will adapt these characters to your specific player group.



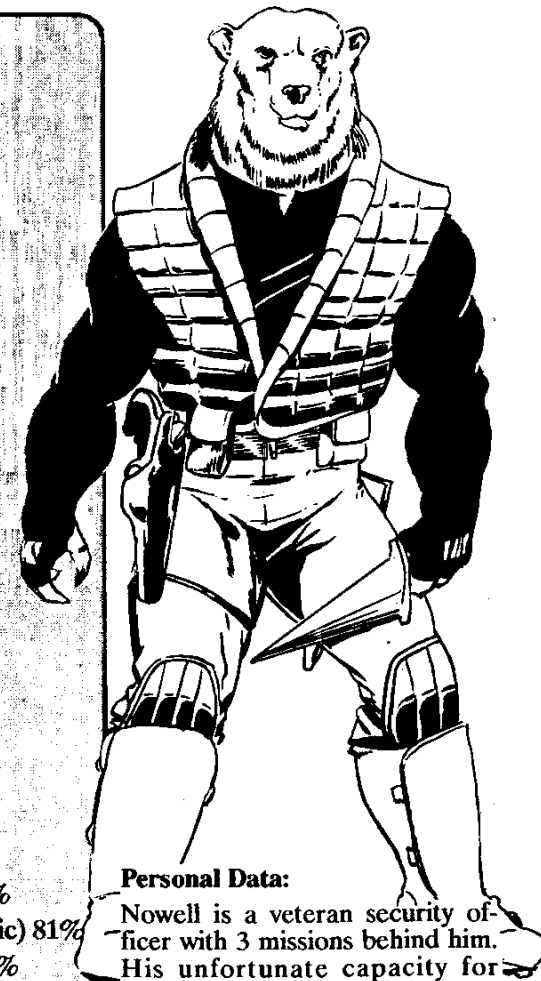
Nowell Odell Sgt. Beta-Polar Bear Security

Con 65 Str 110 Dex 86 Int 61 Wis 30 Agl 62 Prz 43

MS 91 Bod 16 Res 14 Speed 49 Base to Strike 28% Damage Bonus 11

Skills:

Basic Math 56%
 Beam Weapons 26%
 Carousing 6%
 Civil Law 7%
 Communicator Ops 22%
 Computer Tech 22%
 Cuisine 6%
 Emergency E-suit Repair 27%
 E-Suit Ops 31%
 First Aid 21%
 Hand Weapons (Ancient) 26%
 Hand Weapons (Thrown) 26%
 Hand Weapons (2 Hands) 26%
 Hand to Hand 28%
 Heavy Weapons (Old) 6%
 Heavy Weapons (Beam) 21%
 Interrogation 31%
 Martial Arts 26%
 Mine Engineering 6%
 Mountain Climbing 9%
 Navigation 21%
 Pilot Ground Vehicle 21%
 Projectile Weapons (Hand) 21%
 Read/Write Native (Terran Basic) 81%
 Scanner Systems Operations 31%
 Speak Native 81%
 Subduing 6%
 Surveillance 31%
 TransMatt Ops 31%
 Vehicle Mounted Weapons 16%
 Weapons Tech (Projectile) 21%
 Weapons Tech (Beam) 21%
 Zero-G Training 22%



Personal Data:

Nowell is a veteran security officer with 3 missions behind him. His unfortunate capacity for trouble has gotten him seriously injured on every previous mission. His incredible blind luck, has kept him from being killed outright. His carbide armor was rendered useless during the last mission and he is currently wearing a combination of Kevlar (ballistic cloth) and padded leather. He takes his job very seriously and sees himself as being directly responsible for the survival of the entire crew.

Auberon Oberon Lt. Beta-Bison Planetary Scientist

Con 89 Str 134 Dex 65 Int 65 Wis 46 Agl 47 Prz 90

MS 111 Bod 8 Res 18 Speed 61 Base to Strike 21% Damage Bonus 13

Skills:

Anthropology 6%
Aquatics 21%
Archeology 6%
Basic Math 56%
Marine Biology 6%
Botany 6%
Chemistry 26%
Communicator Ops 21%
Computer Tech 21%
Demolitions 16%
Dual Weapons (Proj. Weapons (Hand))
Emergency E-suit Repair 26%
E-Suit Ops 31%
First Aid 21%
Hand to Hand 21%
Hand Weapons (2 Hand) 11%
Meteorology 26%
Navigation 21%
Photography 21%
Pilot Ground Vehicle 21%
Projectile Weapons (Hand) 28%
Read/Write Native (Terran Basic) 81%
Scanner Systems Operations 31%
Speak Native 81%
Subduing 7%
Surveillance 7%
Swimming 7%
TransMatt Ops 31%
Zero-G Training 21%

Personal Data:

Though Auberon is a Scientist by occupation he is a security officer at heart. He likes a good brawl and practices constantly



with weapons. Due to his enormous Str he prefers close combat (where his Damage Bonus comes into play). He carries a battle axe, and often goes without armor (he's very proud of his physique).

Florence Rockwell(Rocki) Lt. Beta-Raccoon Social Scientist

Con 53 Str 82 Dex 126 Int 65 Wis 59 Agl 96 Prz 18

MS 124 Bod 5 Res 14 Speed 57 Base to Strike 42% Damage Bonus 8

Skills:

Anthropology 31%
Archeology 21%
Basic Math 56%
Cartography 16%
Communicator Ops 21%
Computer Tech 21%
Emergency E-suit Repair 26%
E-Suit Ops 31%
First Aid 21%
Hand to Hand 21%
Hand Weapons (Ancient) 6%
Hand Weapons (Thrown) 6%
Instruction 11%
Linguistics 21%
Martial Arts 6%
Navigation 21%
Photography 21%
Pilot Ground Vehicle 21%
Projectile Weapons (Hand) 21%
Projectile Weapons (Special) 6%
Psychology 16%
Read/Write Native (Terran Basic) 81%
Scanner Systems Operations 31%
Speak Native 81%
Subduing 7%
Surveillance 7%
Swimming 7%
TransMatt Ops 31%
Zero-G Training 21%



Personal Data:

Rocki is a tom-boyish individual, the kind of woman that most members of the crew consider one of the guys. Not extremely pretty, he lack of femininity only serves to enhance her androgenous appearance.

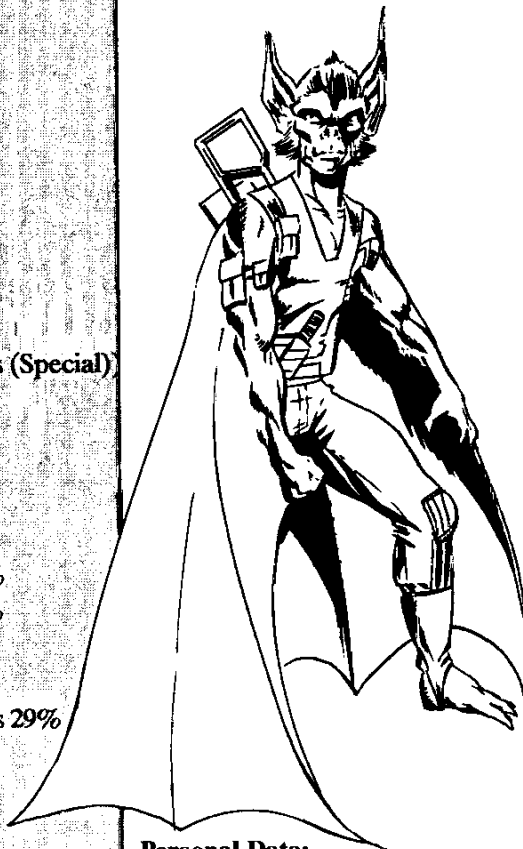
Belfry Lyle Pvt. Beta-Bat Scout

Con 94 Str 93 Dex 65 Int 95 Wis 67 Agl 82 Prz 59

MS 162 Bod 9 Res 16 Speed 24/49 Base to Strike 21% Damage Bonus 9

Skills:

Advanced First Aid 9%
Advanced Navigation 9%
Arctic Survival 29%
Art (Drawing) 19%
Basic Math 59%
Beam Weapons 29%
Cartography 34%
Communicator Ops 24%
Computer Tech 24%
Demolitions 9%
Desert Survival 29%
Dual Weapons (Proj. Weapons (Special))
Emergency E-suit Repair 29%
E-Suit Ops 34%
First Aid 24%
Forrest/Jungle Survival 29%
Hand to Hand 24%
Hand Weapons (Ancient) 29%
Hand Weapons (Thrown) 29%
Hand Weapons (2 Hand) 29%
Hostile Environments 24%
Primitive/Improvised Weapons 29%
Martial Arts 14%
Navigation 24%
Pilot Ground Vehicle 24%
Projectile Weapons (Hand) 24%
Projectile Weapons (Special) 19%
Read/Write Native (Terran Basic) 84%
Scanner Systems Operations 34%
Speak Native 84%
Subduing 9%
Surveillance 9%
TransMatt Ops 35%
Zero-G Training 24%



Personal Data:

Belfry is a little...well, strange. This marks his fourth mission and he's begun to like Justifying a little too much. Rocki is keeping a close eye on him due to his emotional instability. Though she can't prove a thing, she suspects that he may be on the verge of a full fledged psychotic episode. He's unpredictable and a borderline manic-depressive.

Dudley Henage 2nd Lt. Beta-Armadillo Life Scientist

Con 92 Str 92 Dex 96 Int 88 Wis 28 Agl 94 Prz 22

MS 116 Bod 6 Res 12 Speed 29 Base to Strike 32% Damage Bonus 9

Skills:

Advanced Zero-G 8%
Analytical Chemistry 23%
Basic Math 58%
Marine Biology 33%
Botany 33%
Carousing 8%
Chemistry 28%
Communicator Ops 23%
Computer Tech 23%
Cuisine 8%
Dual Weapons (Proj. Weapons (Hand))
Ecology 33%
Emergency E-suit Repair 28%
E-Suit Ops 33%
Exo-Skeleton Ops 8%
First Aid 23%
Hand Weapons (Ancient) 8%
Hand Weapons (Thrown) 8%
Hand to Hand 23%
Navigation 23%
Pilot Aircraft 8%
Pilot Hovercraft 8%
Pilot Ground Vehicle 23%
Projectile Weapons (Hand) 23%
Read/Write Native (Terran Basic) 83%
Scanner Systems Operations 33%
Speak Native 83%
Subduing 8%
Sociology 8%
Surveillance 18%
Swimming 8%
TransMatt Ops 33%
Zero-G Training 23%
Zoology 33%



Personal Data:

Having overcome both the natural Armadillo tendency to lie down every time he sees a car coming toward him, as well as considerable natural intelligence, Dudley has managed to become a truly mediocre scientist. He just doesn't want to be here, he'd rather be back in the shuttle, napping.

Angus Geriant WO2 Augmented Human Pilot

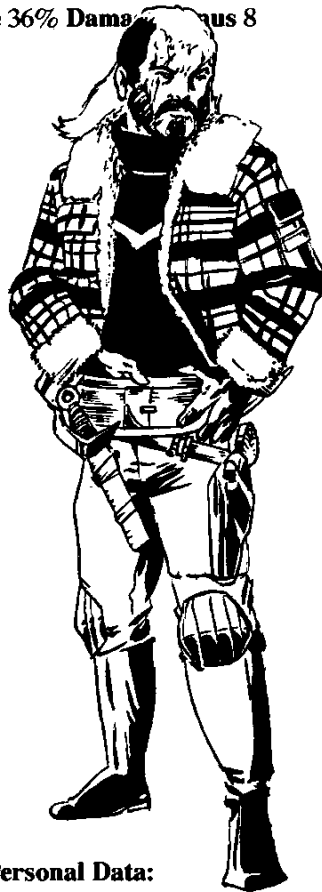
Con 82 Str 89 Dex 110 Int 60 Wis 32 Agl 65 Prz 29

MS 92 Bod 8 Res 12 Speed 47 Base to Strike 36% Damage Bonus 8

Special: Danger Sense Body Control

Skills:

Ancient 6%
Anthropology 6%
Advanced Navigation 31%
Advanced Zero-G 21%
Aircraft Tech 16%
Air to Air Combat 21%
Basic Math 56%
Carousing 6%
Civil Law 6%
Combat Driving 21%
Communicator Ops 21%
Computer Tech 21%
Cuisine 6%
Dual Weapons (Proj. Weapons (Hand))
Emergency E-suit Repair 26%
E-Suit Ops 31%
Exo-skeleton Ops 35%
First Aid 21%
Ground Vehicle Tech 16%
Hand Weapons (Ancient) 6%
Hand Weapons (Thrown) 6%
Hand to Hand 21%
Meteorology 16%
Navigation 21%
Pilot Ground Vehicle 21%
Pilot Hovercraft 26%
Pilot Aircraft/Submersible 26%
Projectile Weapons (Hand) 28%
Read/Write Native (Terran Basic) 81%
Scanner Systems Operations 31%
Speak Native 81%
Vehicle Mounted Weapons 26%
TransMatt Ops 31%
Zero-G Training 21%



Personal Data:

Angus is a surly and unkind man. He is unliked by virtually every member of the crew. Much of his problem stems from his experiences during the war, where he was badly injured and left for dead. His injuries were so traumatic that he suffered permanent disfigurement and loss of Con.

His psychological scars run deeper than his physical ones. Because of this his ability to use his psionic talent **Body Control** is erratic, it works only 60% of the time.

Ran Ahdahpaul Capt. Beta-Big Horn Sheep Field Doctor

Con 52 Str 60 Dex 97 Int 86 Wis 65 Agl 79 Prz 45

MS 151 Bod 5 Res 12 Speed 67 Base to Strike 32% Damage Bonus 6

Skills:

Ancient (spoken) 16%
Advanced First Aid 28%
Basic Math 58%
Marine Biology 8%
Botany 8%
Chemistry 8%
Communicator Ops 23%
Computer Tech 23%
Cybernetic Tech 23%
Emergency E-suit Repair 28%
E-Suit Ops 33%
Exo-skeleton Ops 8%
First Aid 23%
Internal Medicine 28%
Medical Tech Ops 31%
Navigation 23%
Orthopedics 23%
Pathology 38%
Pharmacology 33%
Hand to Hand 23%
Hand Weapons (2 Hand) 11%
Pilot Ground Vehicle 23%
Projectile Weapons (Hand) 23%
Read/Write Native (Terran Basic) 83%
Scanner Systems Operations 33%
Speak Native 83%
Subduing 8%
Surgery 35%
Surveillance 8%
Swimming 8%
TransMatt Ops 33%
Trauma Treatment 33%
Zero-G Training 33%



Personal Data:

Ran (pronounced like "Ron") is the Japanese word for Chaos. This appropriate since Ran seems to have an affinity for trouble. He's been badly injured twice in previous missions, the first time suffering permanent Con loss from radiation exposure and the last time losing both eyes (since cyber-replaced). His experiences have made him a very cautious individual.

Sheila Dupont WO3 Beta-Squirrel Electrical Engineer
 Con 41 Str 17 Dex 129 Int 65 Wis 04 Agl 40 Prz 13
 MS 69 Bod 4 Res 2 Speed 51 Base to Strike 43% Damage Bonus 1

Skills:

Advanced Mathematics 26%
 Aircraft Technologies 6%
 Basic Math 56%
 Communicator Ops 21%
 Communicator Tech. 31%
 Computer Programming 31%
 Computer Tech 31%
 Electronic Diagnosis 26%
 Emergency E-suit Repair 26%
 E-Suit Ops 31%
 First Aid 21%
 Fluid Systems 6%
 Ground Vehicle Tech. 6%
 Hand to Hand Combat 21%
 Laser Technology 21%
 Mechanical Diagnosis 6%
 Metallurgy 6%
 Micro-Electronics 21%
 Mountain Climbing 6%
 Navigation 21%
 Philosophy 6%
 Photography 6%
 Pilot Ground Vehicle 21%
 Projectile Weapons (Hand) 21%
 Projectile Weapons (Odd) 6%
 Read/Write Native (Terran Basic) 81%
 Robotics 16%
 Scanner Systems Operations 31%
 Scanner Systems Tech. 16%
 Speak Native 81%
 Solar Technology 21%
 TransMatt Ops 31%
 TransMatt Tech. 31%
 Zero-G Training 21%



Personal Data:

Quiet and shy, Sheila tends to stay in the background of any activity. She is very insecure, and fragile...perhaps not the best traits for a Justifier...but she is a very capable engineer with a talent for troubleshooting.

Oliver Laurel WO2 Beta-Monkey Mechanical Engineer
 Con 79 Str 58 Dex 95 Int 65 Wis 43 Agl 84 Prz 56
 MS 108 Bod 7 Res 10 Speed 52/67 Base to Strike 31% Damage Bonus 5

Skills:

Advanced Math 31%
 Advanced Zero-G 6%
 Aircraft Technologies 26%
 Basic Math 56%
 Communicator Ops 21%
 Communicator Tech 6%
 Computer Tech 21%
 Demolitions 21%
 Dual Weapons (~~Hand~~ Weapons -Ancient)
 Electronic Diagnosis 6%
 Emergency E-suit Repair 26%
 E-Suit Ops 31%
 Exo-skeleton Operations 6%
 Fabrication 26%
 First Aid 21%
 Fluid Systems 31%
 Ground Vehicle Tech 31%
 Hand to Hand 21%
 Mechanical Diagnosis 36%
 Metallurgy 31%
 Micro-Electronics 21%
 Navigation 21%
 Pilot Ground Vehicle 21%
 Projectile Weapons (Hand) 21%
 Read/Write Native (Terran Basic) 81%
 Robotics 16%
 Scanner Systems Operations 31%
 Speak Native 81%
 Structural Engineering 31%
 TransMatt Ops 31%
 Zero-G Training 21%
 Solar Tech 24%
 TransMatt Ops 34%
 TransMatt Tech 34%
 Zero-G Training 22%



Personal Data:

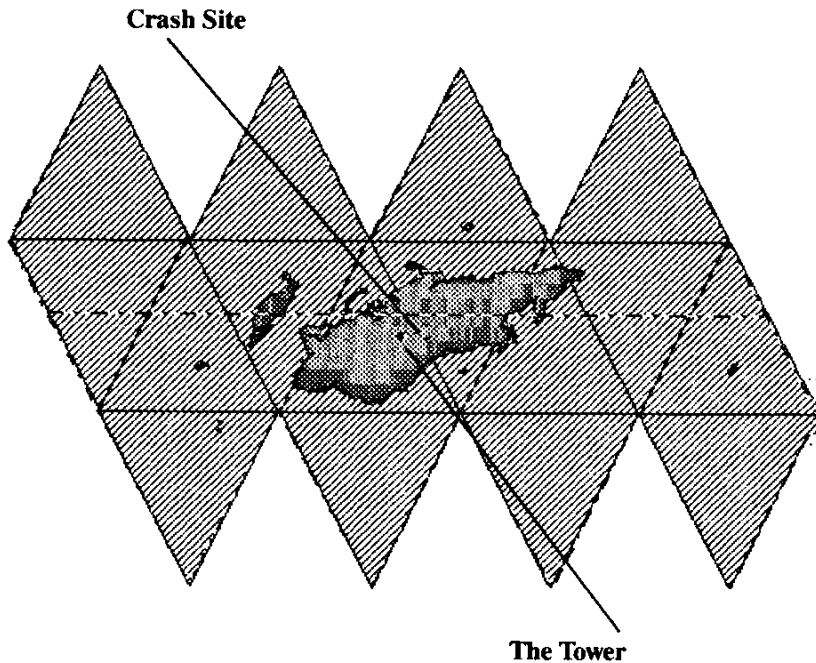
Oliver is silly, prone to practical jokes and often found hanging by his tail in the engineering section. His humor tends to run to the juvenile, but he's cute enough about it to get away with it. The only person in the crew who doesn't appreciate Oliver's jokes is Angus.

Maps

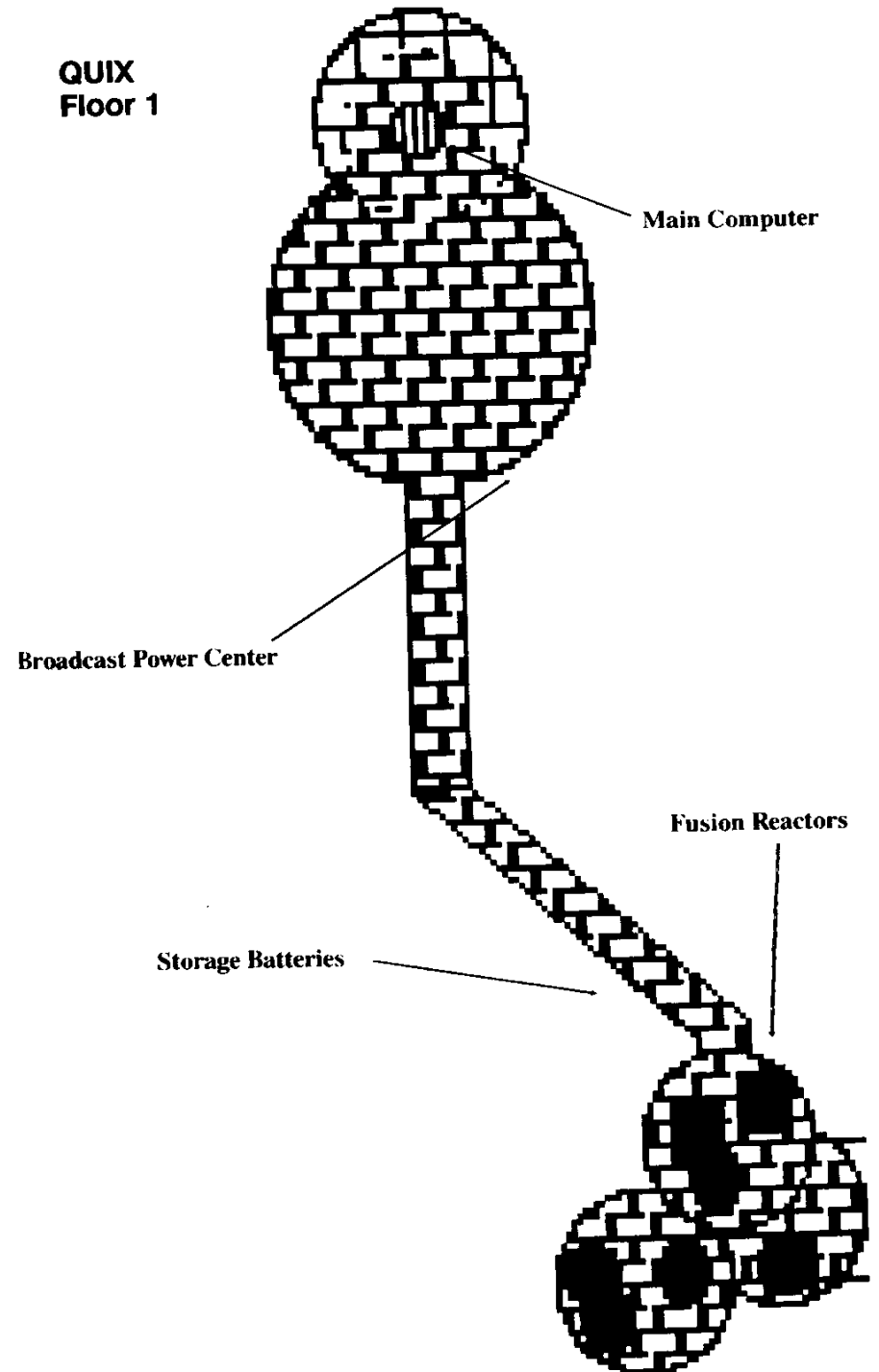
On the following pages you will find all the maps that are pertinent to this adventure. These include maps for Babylon marking the crash site and the Tower, as well as maps of the first and fourth floors of the Tower itself. Maps of the individual levels were not included since most (if not all) would be virtually identical. Merely showing the doughnut shaped levels of the Tower with the center hole to indicate the elevator.

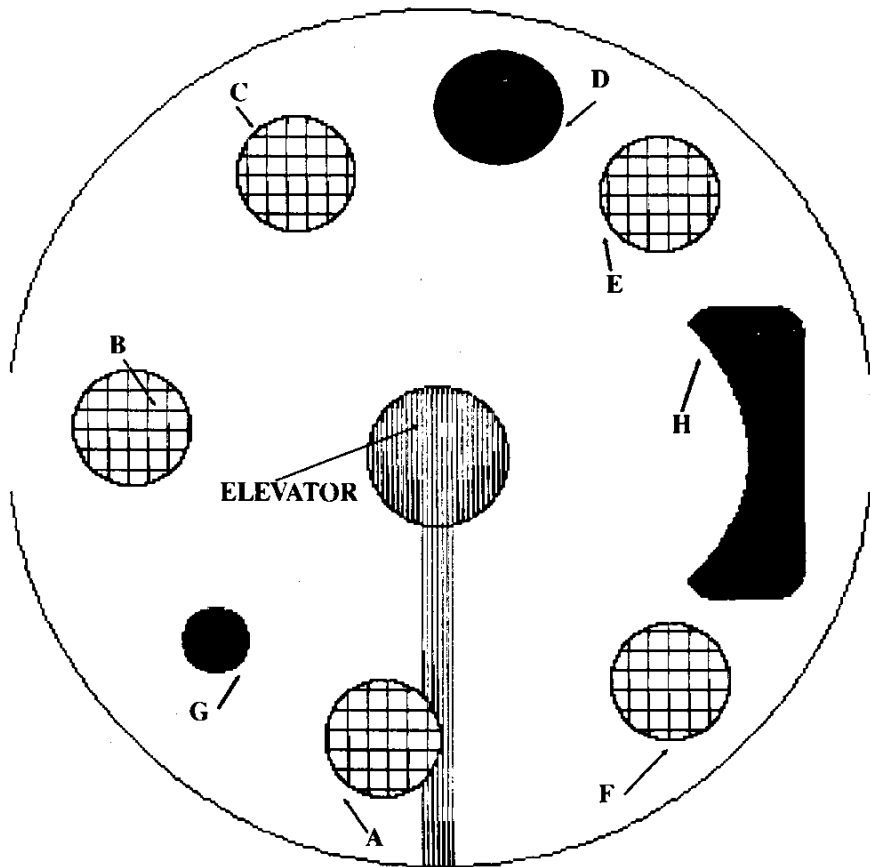
For the terrain on individual levels use your imagination. Many of the levels are dead, or dying. Most are darkened. The players will see little of the actual terrain on these levels. Use this to increase the suspense. Eerie music and turning down the lights in the room where you're playing might help set the mood.

World Map (Mercator Projection)



QUIX Floor 1





POSEIDON



It rises out of the blue-green sea, more than 45 feet long...

A whirling, gnashing submarine locomotive...

Its sabre-like teeth close around your unprotected body...

You have just enough time to think quietly to yourself...

"This is not how I want to die..."

POSEIDON

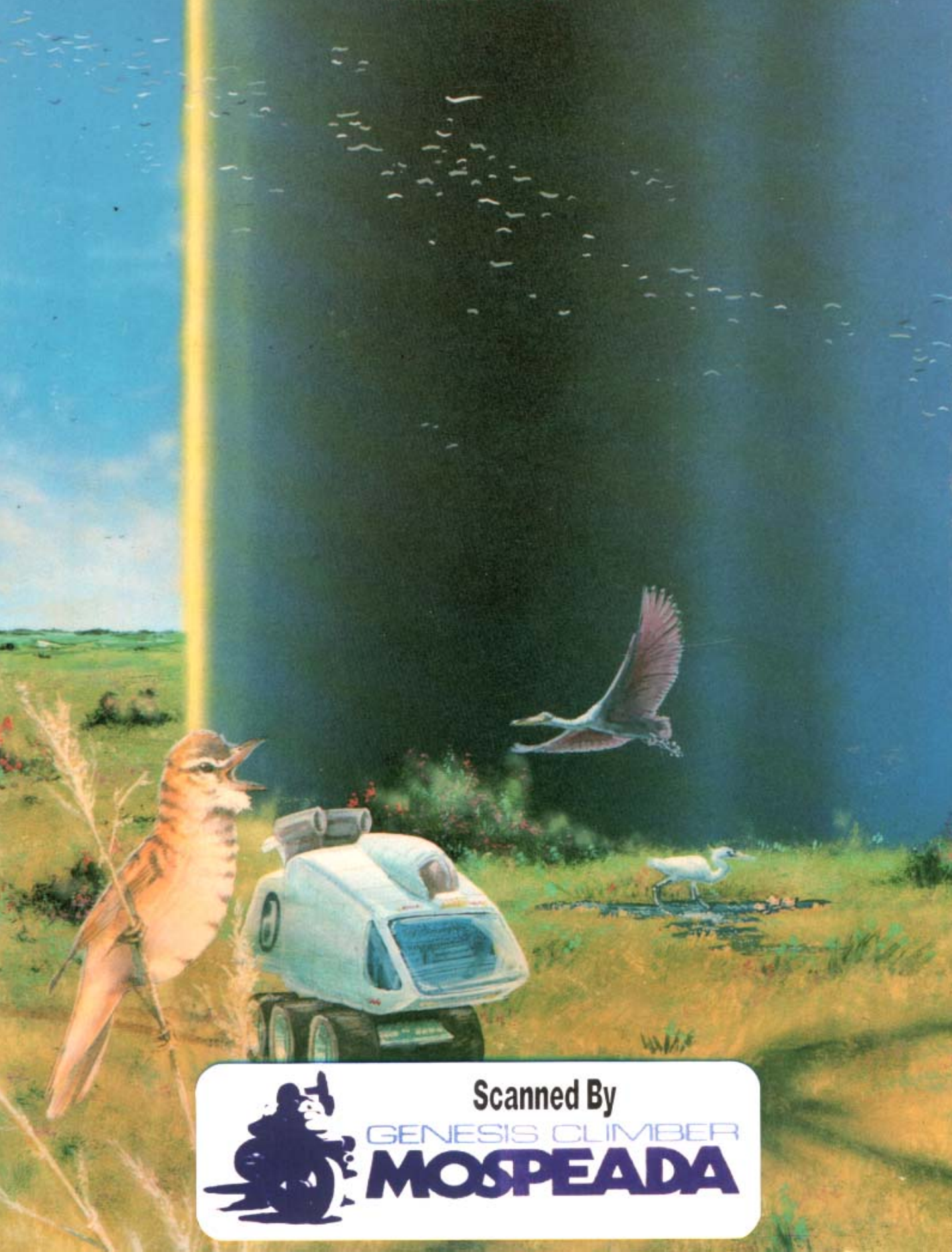
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More Than A Mile Tall...

Babylon's single continent is a wind swept plain.
Here dwell dragons and mammoth spiders...and a
dozen other creatures to devour and destroy...and
if you survive Babylon, there's still...

The Tower



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