

# END OF LINE





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[Or, Hats Off!]

Written by The GagMen on the GagMen RPG Podcast Ep. 24

A Digital-Fantasy Adventure

For use with the Basic Fantasy RPG

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Tron is owned by The Walt Disney Company, and it is referenced in this work by the GagMen without any special permission from Disney. Despite this, how would we discuss and write a digital fantasy world without ever mentioning Tron, which is one of the most iconic and successful examples of the genre? So, Disney representatives, thank you for making such a film that created a new genre for people to emulate and enjoy, and overlooking our constant references to the Tron franchise .... Oh, and please don't sue us. Thank You!

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## ***INTRODUCTION***

This adventure was created using the *Basic Fantasy Rules* by Chris Gonnerman, but any other retro-clone version of *Dungeons & Dragons* (or whichever version of *Dungeons & Dragons* you may be most familiar with) would easily work. The adventure is designed for beginning level characters, preferably levels 1 - 3.



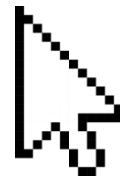
This adventure was created on the GagMen RPG Podcast Episode 24, "End of Line." *The GagMen Podcast* is designed to help the stressed DM looking for something to liven up a game or a quick idea to fill in until your real campaign is ready. We hope you and your players enjoy the game, and will look for us the next time you could use some help or a laugh. As always, feel free to modify the adventure to suit your own campaign and game mastering style, and if you do let us know how it came out, where we messed up, or where we went right.



The GagMen advise against trying to physically enter a computer, as electrocution may not be the best thing for your brain, and there is very little room to move around inside your computer case as it is (God forbid you try to squeeze into a laptop). While using a computer, be sure to take regular breaks to go outside and run around a little, unless you live right next to a highway, in which case please avoid running into traffic. If you work on a bee farm, then you may want to run faster to prevent the bees from catching you.

## ***SUMMARY***

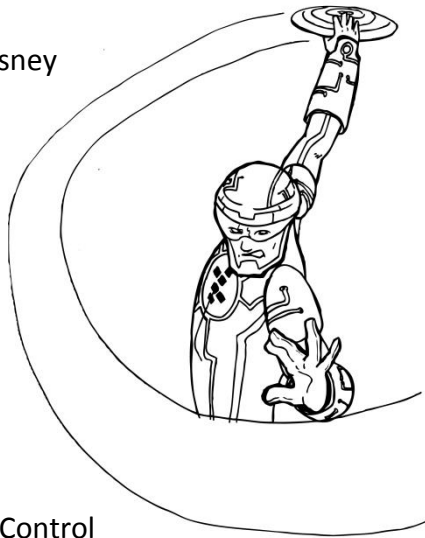
Living in the digital age can be difficult for anyone, even more so if you're just a lowly program. After the defeat of the MCP, the party is betrayed by Hack, who immediately steals the MCP disc and escapes to the net. The party must chase and capture Hack before the grid goes off line; without the MCP's algorithms, however, they must pray to their users for strength. The players themselves will have to intervene at the game table in order to help their programs and catch Hack before the next cycle. Will the users and programs succeed, or will they face the End of Line?



## **SETTING/THEME**

### **What is a Digital Fantasy?**

In 1982, Disney studios released *Tron*, a film about a game designer transported into a computer and forced to fight the tyrannical Master Control Program (MCP). While computers have inspired and influenced a lot of fiction in the last fifty years, no one idea has been so imaginative as a character finding himself transported to a digital landscape and standing with programs as if they were normal people. The world of *Tron* is unique, but the franchise has grown



through the years to include a sequel, television series, comic books, and several video games. *Tron* also inspired several digital fantasy franchises, including *Reboot*, *Automan*, *The Matrix*, *Wreck-it Ralph*, and many more. With the growth of the Internet, it's likely that we won't see an end to the digital fantasy genre anytime soon.

### **The CPU**

On the grid, where a program can have an acceptable life, the party is a group of programs that live in a digital world. The grid is home to most local programs, while the Master Control Program (MCP) runs all the functions of the grid. The grid is a combination of vast empty space and areas of busy traffic and hustle. By modern computer standards this digital world would

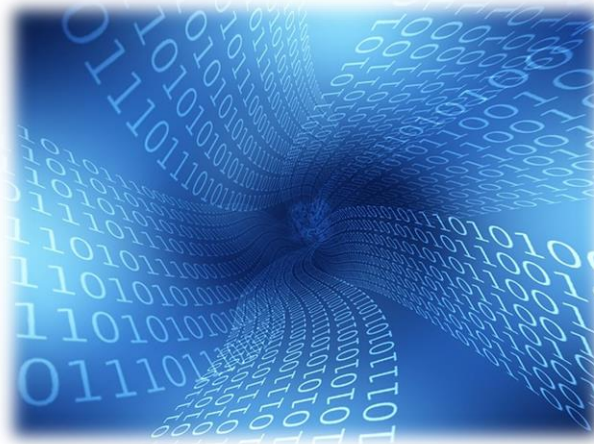




appear low res, but for the citizens of the grid it is a picture perfect world.

The sky is sixteen-bit perfection, spanning to the eight corners of the CPU, and covering a lovely landscape enhanced with all eight colors. There are mountains and valleys, cities, villages, and nearly every imaginable landscape possible has been rendered in this digital world thanks to the will of the users.

For travel, there is an efficient bus system allowing programs to quickly get from their home to work with little effort. The majority of the grid's population are completely unaware of the tyrannical MCP's control; most are happy to work and travel around the CPU in perfect harmony. It is, after all, a world that is designed with a level of perfection and simplicity. There is a data stream that feeds directly into the MCP from the Net, found far outside the grid. The data stream must be surfed in order to reach the net.



## The Net

The Net is a data storm far too dangerous for the average program to transverse, though it is possible with the help of an experienced guide like the knowledgeable Tecp or his stricter partner

Ip. The entrance and exit to the CPU is protected by several high firewalls which have protected the grid from many dangers; only Tecp & Ip have been allowed to use the exit in

order to promote trade. The dangers of the net are tremendous, and should be avoided by those who wish to avoid de-rezzing.

## **PLOT**

**10 IF Victory THEN  
Betrayal**



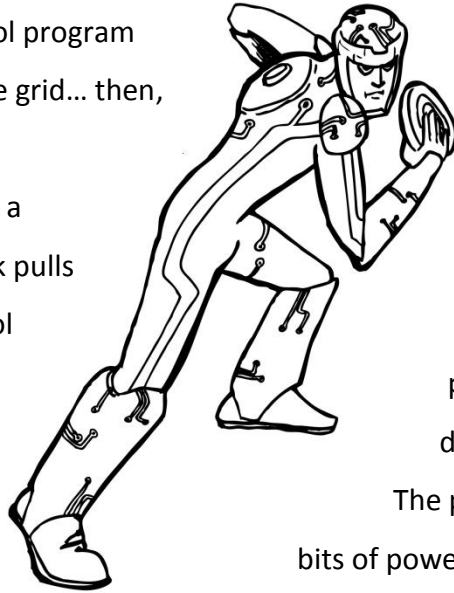
Despite overwhelming odds and the magnificent power wielded by the MCP, the party managed to defeat the MCP and its forces, bringing an end to the revolution and knocking down the defensive walls of the MCP. During the final assault, the party was able to avoid most of

the guard programs with the help of Hack, a code breaking program who helped the party reach MCP chamber undetected.

With the MCP finally shut down and his evil reign ended, the party prepared to reinitialize the original control program and restore the beauty of the grid... then, ZAP!

The party is caught in a shockwave of power, as Hack pulls the data disc from the control socket. With the MCP defeated, Hack can access the original codes that protect the grid, and extract them for himself.

The shockwave knocks everyone but Hack to the ground, immobilizing them. Hack will look at the disc with desire as he places it into his back, causing his circuits to glow with a blinding intensity.



With that he jumps on a bus board, into the dwindling data stream, and with a flash, Hack surfs up and out to the net.

Without the master CPU algorithms, the programs will begin to become indistinguishable, lacking any special abilities or features, and form an emptiness that can only be filled by data. The rest of the grid quickly begins to lose power as well, and will take on a dismal grey appearance.

The party was splashed by the last bits of power from the control disc and are unaffected by the changes in the world; the Grid's normal programs, however, have become mindless creatures that roam the now desolate landscape of the grid. The heroes will realize that Hack was right-- without the disc the grid will fail before the next cycle. The party must rely on the users to guide them to Hack and return the algorithms before their world reaches the end of line.

“I just want to thank you all,” Hack will say with a gloating tone. “I wasn’t sure how I was going to get in here and get my hands on that information. Now I am off to create a world in my own image. Sorry the grid won’t be able to function without the disc, but this world was outdated anyway.”



## 20 LET Party = Surfing

The party will call on the help of Tecp and Ip to guide them



through the net to find Hack, but first they must fight their way through the now mindless citizens of the grid to reach the main port in order to leave the grid. There are still some non-infected programs seeking help to fight off the null programs. When the infected byte normal programs, they become a null within a few turns. The only thing that can restore the grid is the power of the control disc. The heroes may feel reluctant to escape their collapsing world, but in the end it is the only solution.

The Apache is moored at the main access port, with Tecp and Ip attempting to



save as many programs as they can before they are forced to leave. Ip will scan

each character as they come on board to

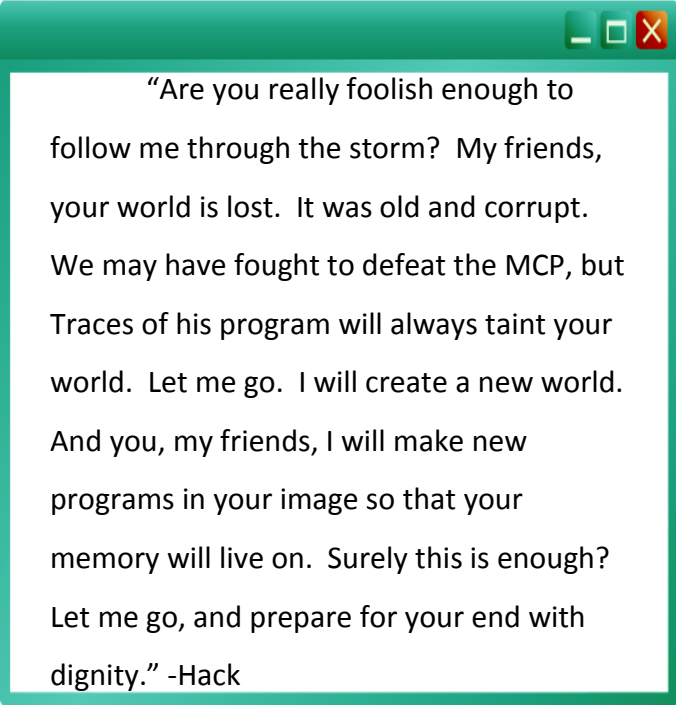
make sure they are not infected. Tecp will admit that he has never seen a virus spread so quickly, and ask the party if they know what has happened. If they tell him, then the couple will cast off immediately, otherwise they will stay and try to save as many programs as possible.

1d10	Random Programs Saved aboard the Apache or encountered on the Grid	HP
1	OS - one of the oldest administrators of the grid	4
2	Clippy - a perky know-it-all that is willing to tell you how to do everything	2
3	Wordstar - a stogie secretary and file clerk, determined to do things properly	2
4	Twit - the gossip of the grid, it's doubtful she ever stops talking	2
5	Adobe - a wildly artistic program that seems bent on doing things the hard way	3
6	Lotus - a stern accountant and number cruncher	4
7	Flash - an incredibly hyper roadside advertising mascot	6
8	Bongo - a hippie mail courier amazed by everything	3
9	Rio - an artistic music program that will be trying to save his instrument	4
10	Chrome - a hipster that is constantly bored with the world	3

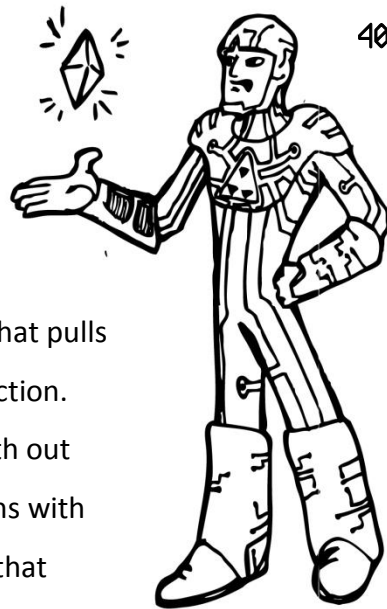


### 30 PRINT "SPAM!!!!"

As the Apache prepares to leave the last of the firewalls, the programs will receive a chat invite from Hack.



With that, the chat will close, and communication will be cut off. If the party chooses to continue, Tpec will steer the Apache through the firewall. The ship will be whisked into the data storm of the net, a massive digital current that pulls the ship violently in every direction. Eventually, the currents smooth out and the Duo will discuss options with the party. Tecp will point out that Hack could head anywhere, but the



### 40 NEXT Worm\$

seers on Oracle may be able to help.



"The net is a dangerous place," Ip will interject, "but Oracle is in some of the worst parts of the whole wide net!"

Tpec and Ip will continue to argue about whether visiting Oracle is the best idea or not, when a small paper thin bird-like creature will flash past the character's head. Presuming the party can get a word in edgewise to ask what the creature was, the couple will scream out, "SPAM! Get Down!" A swarm of spam-flyers will blanket the ship, and must be fought off in order to continue.

The Apache will be travelling at a good speed since the spam attack, when suddenly the ship slams to a stop. Upon inspecting the transport, they will find data holes in the side of the craft. A worm attached itself to the hull when the transport entered the net, and has started eating away at the hull.

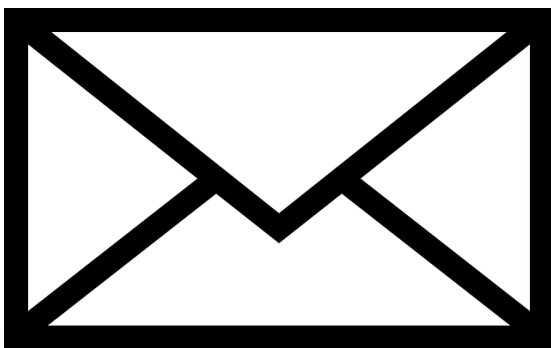


The worm has grown since it first attached and is now larger than two programs combined. The monster must be fought in order to drive it off the ship, leaving The Apache to limp into the nearest port.

## SO EXECUTE HidenSeek

After fighting off the worm the party will find refuge in a Hotspot. Tecp inform the party that Hotspots are scattered throughout the net, and are small but numerous. The Hotspot is a small port where the party can rest and repair The Apache. Any programs saved from the grid will probably want off here; the net is a dangerous place, and most of the programs are getting net-sick. The Hotspot makes a good temporary safe place for the programs until the grid can be restored.

The Hotspot is a small port with only a few hundred random programs and odds



and ends from all over the net. A few of the local programs will have heard of Hack, but may not realize what he's carrying.

After some inquiries, the group will be directed to a data box that has been left in the center of the hot spot. Upon

inspection, the group will find it's addressed to them!

The words "You've got mail!" will float over the box. A simple touch to the box will cause it to

open, displaying another message from Hack.

"My Friends! I'm so glad you're alive. If you found this message, I can only assume you've landed in a hotspot. I've sent this message to several, just in case!

Your determination to stop me admirable, in fact it's one of the reasons I chose you to help me! But your time is over. No one will miss your world, and its passing affects no one else. The price for my new world is high, but limited.

Go home, my friends. You can't stop me."

Soon after receiving this message, the group should meet up with Trojan, a travel guide that will offer to transport the

group through the more dangerous areas of the net. Trojan is a smuggler accustomed to traveling under the scanner and willing to help out the group.

Trojan runs a small durable transport, Linux, which is better suited to transport programs through dangerous areas. The group will have to leave Tecp & Ip with the other programs until they return. Trojan will head to Oracle, home of the seers, the only ones who can tell the group where Hack will be heading.

### 60 IF Attack THEN Run

Just as the group is making their way back into the data stream aboard the Linux, another well beaten transport will come alongside. The transport is filled with the null programs from the grid, which have begun to spread throughout the net. Expect a short fight of a few rounds while the two ships together, and the nulls will come toppling



over the side. Meanwhile the outer hull of the null ship is infested with web spiders that will latch onto the code of the Linux. The Linux is well defended runs much faster, so Trojan will just need a few turns to get underway and leave the noxious transport behind. The party may notice the infected transport has severe derez issues and serious signs of corruption, which could signal a much bigger threat than just the destruction of the party's home grid.



### 70 LET Oracle = Answer\$

After a short rest the Linux arrives at the port of Oracle, home to the all-knowing seers Google, Siri, and Jeeves. Each of the seers possesses insights into the digital world beyond any other program, but at the cost of sanity, coherency, and confusion. A humble hypertext monk will guide the party to each of the seers individually.

Google will be sitting cross-legged in the middle of a large empty room, with a bright glowing beam shooting directly over him. The beam is a single data thread that



feeds directly into his brain. Google can see



all and will tell all, even if you don't want to hear it.

Siri is in a small room, with a series of cabinets around her and a large table in the middle of the room with the very bulky handbag on it. She is constantly distracted while rummaging through her handbag and will mis-repeat every question she is asked, and then answer before the party can correct her.

Jeeves can be found in a clean room with several pieces of furniture arranged in symmetrical geometric patterns. He will stand at attention with a tea tray on his one extended hand. If any questions are asked, Jeeves will suggest the party sit and have some tea, then ask them to rephrase the question. Should the party rephrase the questions, Jeeves will provide a long winded



version of how things work, and then ask them to rephrase the question once more.

Should they rephrase the question, he will again offer the characters tea and a place to sit, before starting the process all over again.

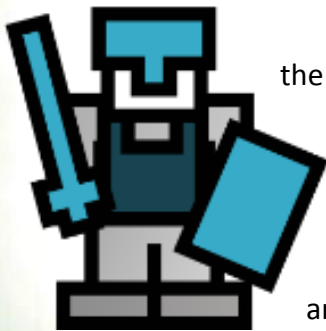
The oracle's answers should contain half-truths and hyperbole, with a small amount of helpful information and a massive amount of confusion. Feel free to use the Random Seer Insight Table below if you are running low on ideas to pass along.

1D10	Random Seer Insight Table
1	The seer looks directly at one of the player characters, and then describes the player of the character as their user. Then say, "I worry for you program."
2	I'm a pepper. Wouldn't you like to be a pepper too?
3	There are two knights that will help protect you from the dangers of the net.
4	Hack has no idea how devastating his actions have been.
5	Peanut Butter Jelly Time!
6	Pirates steal from the users.
7	The Hub is where the most dangerous elements of the net collect.
8	The infected programs will keep infecting other programs; now that they are in the net the only way to contain them is to use the control disc.
9	Leave Brittany Alone!
10	Hack is heading directly to the Hub.

In the end they should discover that Hack is heading straight for The Hub, with plans to acquire a pirate ship and start his own grid. At the very moment the oracle reveals this, a band of pirates followed by Trojan will come through to capture the party. "Sorry programs," Trojan will shrug, "But I can't live on shareware." Trojan will be counting up his data chips as he exits the Oracle complex. With the group surrounded and outnumbered by dangerous pirates, things should look bleak.

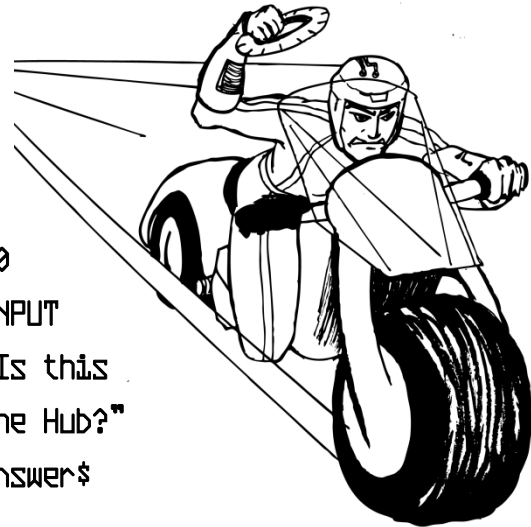
#### 80 DECLARE SUB DigitalKnights

Just as all hope seems lost, two hapless digital knights (Norton & MacAfee) will charge in and help the party fight off the pirate band. These two digital knights had recently been relieved of duty because of an exploit that Hack had devised to trick them away from their defensive ports. They have sworn to hunt him down, and will help the party to that end.



They will regale the party with stories of their exploits, though they may seem terribly dull and repetitive. The

knights have a collection of high-speed light cycles they are willing to share with the party. The cycles are small but very fast and able to handle even the strongest data flow on the net. The band of cycles will make haste to The Hub, as the last cycle of the grid is ending soon.



90  
INPUT  
"Is this  
the Hub?"  
ANSWER\$

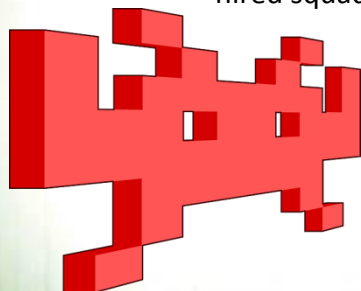
The Hub is one of the greatest collections of confounding items and programs on the net; dozens of transports surround a large building with data streams coming out in every direction. The construct is a huge node to house and ship data to every end of the net. The arrival of the party on cycles will go mostly unnoticed, as most of the programs are far too busy loading and unloading data to really care what a small band of nobodies is doing.



This ease of arrival should put the players off guard, as Hack knows the party has been following him, and arranged for a group of his pirate friends to help delete his problem. The party should be stopped and questioned by a group of guards, who will start to level their foo-bars at the party when from behind they hear, "Don't worry these guys are with me." The players should turn to see Trojan, apparently excited to see them. "Hey Programs! Last time I saw you I thought you were dead! Good to see you made it out."

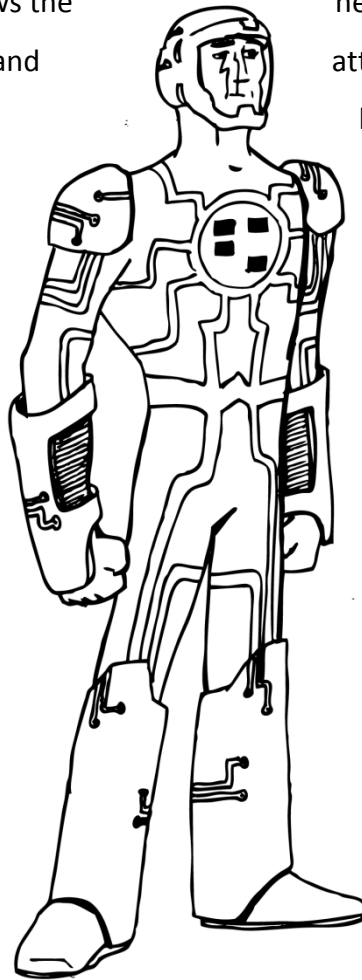
The party and the Knights may threaten him or wish to retaliate, but in either case it is short lived, as the knights freeze in place. Hack has arrived, and his

hired squad of goons



surround the group.

The party may try to



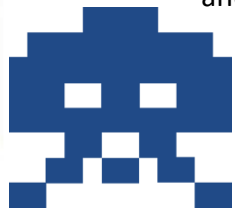
threaten or warn Hack of the dangers that he has brought into the net, and attempt to explain the danger posed by the Nulls. Hack will ignore the group and presume that they are trying to trick him and steal the disc. "I tire of this game." Hack will say. With a wave of his hand, the Knights, now under his control, will begin to approach the group menacingly. Before they can attack, A claxon will go off, and all the pirates and Trojan will look to the sky with a single whispered word on their lips: "Virus."

### 100 END OF LINE

The horde of null programs from the grid has grown, having infected other programs since their escape from the Grid. The Nulls have finally reached the source that has been beckoning them from across the endless data flows. Hack will have a difficult time believing that stealing the disc had anything to do with these mindless creatures, but it won't take long for him to come to his senses. The important question now: has it been too long since the disc was in the

proper place? Perhaps the dreaded Cold Boot may be needed to restore the party back to starting locations?

With Hack ready to seize power, pirates and the knights at his command,



and a horde of Nulls

attacking the entire Net, chaos should reign supreme through this scene as the party struggles to find the best course of action.

```
110 IF SuperHappyFunEnding ELSE  
GOTO 10
```

The best ending to this story would feature the heroes triumphing over evil restoring the grid to its former beauty, curing the nulls and ending the threat to the net. How you reach this point is really up to you, but The GagMen do have a few ideas.

While Hack's plans are certainly devious, he is honestly unaware of the Nulls and the threat they pose to virtual reality as a whole. Once he sees the Nulls in full force, it's likely that Hack would be much more receptive to the group.

With danger coming on several fronts, an alliance with Hack and his forces, or Trojan would be a logical plan. As players aren't always logical, it may be wise

to have a couple back up plans to keep the players alive and give them a fighting chance.

The most emotionally satisfying ending for the story would require Hack or Trojan to realize the errors of their ways and sacrifice themselves to stop the nulls. Theoretically, if Hack were to allow the Nulls to touch him while connected to the disk, the power surge would restore the Nulls to the original settings and leave the disk free to be collected by the party.

Once the conflict is resolved, be sure to pick up the surviving programs on the way home!

## ***CONFLICT***

### **Affecting the Game as Users**

The programs are stripped down to their basic code and can only perform basic tasks without the help of the users. The users are the actual players, so everything the player does can reflect what the program or character will be able to do. As a simplest way to incorporate a rule system outside of the game, we have added the rule of hats to help manage and track the changes inside the game.







### What's with all the hats?

Collect a group of hats, and assign each functional attributes that will help the party. When a player is wearing a hat, then their program will gain the correlating bonus and benefits. At the game table the party will be required to trade hats at different intervals in order to complete tasks in the adventure. The group could begin with one hat, and as each part of the adventure is completed another hat is added into the pile.

The switching of hats could be controlled through secondary smaller games to keep the table lively, but these secondary games should be something as

simple as a "thumb war", tic-tac-toe, or even the best roll of a die. These smaller games to force hat changes are meant to keep the game outside of the adventure fun; but don't dwell too long on these side games. The adventure is the whole reason for being there.

#### **Suggested Bonuses:**

Top Hat = Dexterity +3

Hard Hat = Strength +3

Graduation Cap = Intelligence +3

Helmet = Constitution +3

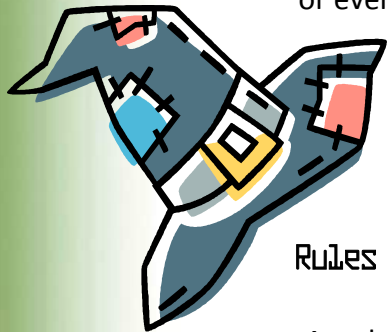
Turban = Wisdom +3

Headband = Charisma +3



An alternative to hats would be headbands assigned by color, or with the words written on them. If your group is too dignified to wear hats, or if you find it distracting from the adventure, then just use place cards placed in front of each player. At the very least use different color dice to represent each bonus and place them in front of each player. The Suggested Bonuses are just that, suggestions; make each hat a skill, a special power, the ability to change game code,

or even the ability to change story arcs.



### Rules Alternatives

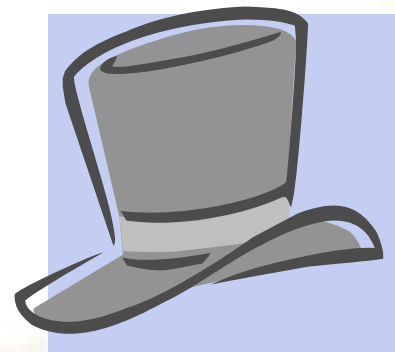
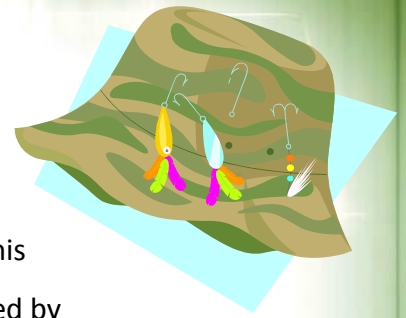
Another idea that may spice up game play includes allowing the programs to actually speak to their user, but that may

be a bit more role-playing than some gamers are comfortable with. This

could be accomplished by switching character sheets and letting one player talk to another user's character. Yes, this could be very surreal. There is no need to force an interaction between the characters and the players, but it might be a fun alternative to the usual game.

Adding a playing card bonus from drawn cards each scene, that can be used to aid a selected character stat, would also add some different flavor to the game.

Indian's Bluff is a game in which each player places a playing card on their forehead, and then gambles with the other players as to who has the higher card. If a player has no idea what his ability is while the other players do, it could add a little more fun and confusion to the game.





## **CHARACTERS**

### **Hack**

(AC 18; hd 5; hp 31; #AT: 1; DMG Disc 1d6)

This clever code breaker helped the group get close enough to the MCP to stop its rule. Hack saw the opportunity off the grid and took it. He has stolen the heart of the Master Control Program, and plans on using it to start his own world created into his own image. Hack has no idea what removing the control disc from the grid has done, and will not believe it until it is too late.



### **Pirate Minion**

(AC 13; hd 2; hp 10-15; #AT: 1; DMG Foo-Bar 1d8)

### **Trojan**

(AC 15; hd 3; hp 16; #AT: 1; DMG Disc 1d6)



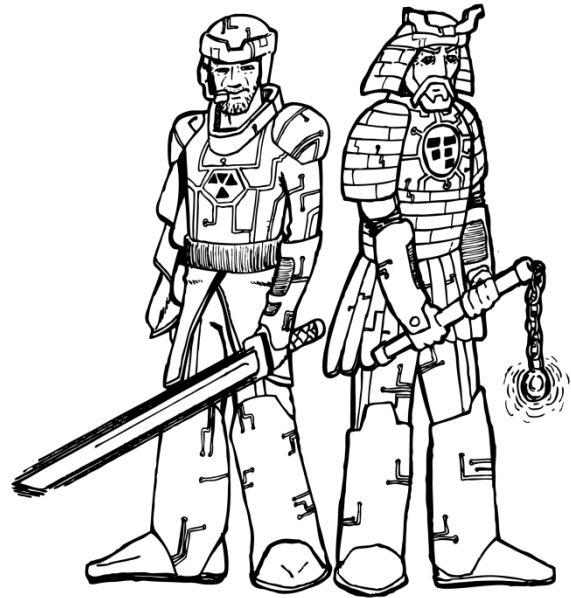
He is young and quick, perhaps a little too quick. Trojan is coded to jump from idea to idea and sneak in, under, and around any chance he gets. He is a hap-hazard guide that promises to lead the party to find the seers, and he will, but not before turning a little profit.

## Norton & MacAfee

Norton (AC 16; hd 4; hp 22; #AT: 1; DMG Wiper Sword 1d8 +successful derez on natural 20)

MacAfee (AC 15; hd 3; hp 16; #AT: 1; DMG Zip Flail 1d6 +1d2 dmg per round zip damage)

A fettered set of defenders that have vowed to fight injustice wherever they may find it. These two well-worn cavaliers have noble intentions, though there may be a few chinks in their armor. They have been duped by Hack and will follow the party to help delete, or at least quarantine, him.



## Tecp & Ip



Tecp (AC 15; hd 2; hp 16; #AT: 1; DMG Duqu Spear 1d6)

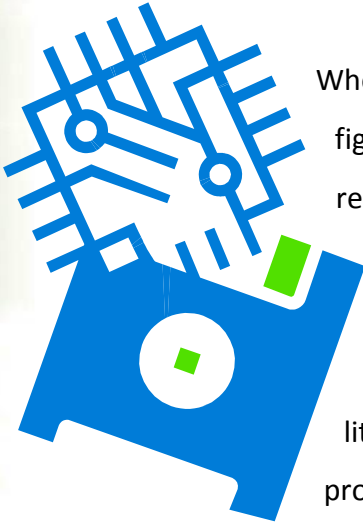
Ip (AC 17; hd 2; hp 14; #AT: 1; DMG Duqu Knife 1d4)

A couple that helps guide people through the dangers of the net and beyond. Tecp has spent a lifetime traveling the net and learning the many different dangers and places to go, while his partner Ip has learned prudence when dealing with the net. The couple runs The Apache, a merchant ship that will help transport the party off the grid and through the tremendous flows of the Ethernet.



## DETAILS

### How to transition from Basic Fantasy to Digital Fantasy?



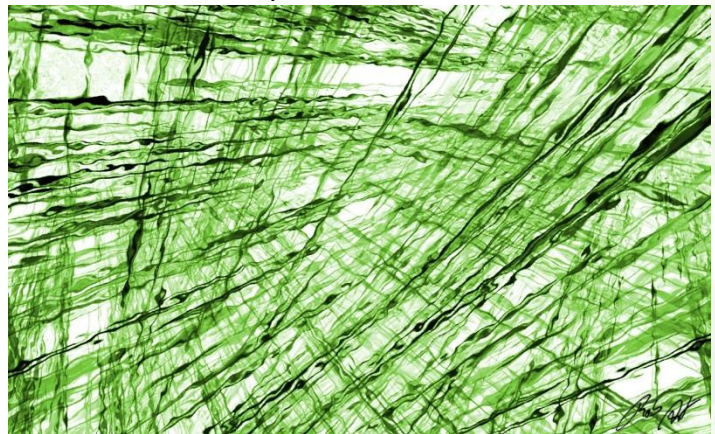
The digital realm is just that, another realm to discover and explore. When using Basic Fantasy or another game system of your choice, use the fighter and thief classes exclusively for the adventure. Fighters would represent most average programs, while the thief class represents most code breaking programs.

The Cleric and Magic-User would represent a specialty group of classes that may not as easily be explained, since magic would a little over the top and out of place in this adventure. The Cleric would probably be more in touch with the users and could still be a symbol of religious information related to the users. Magic-Users would represent the type of program that has learned to manipulate the code according to their will.

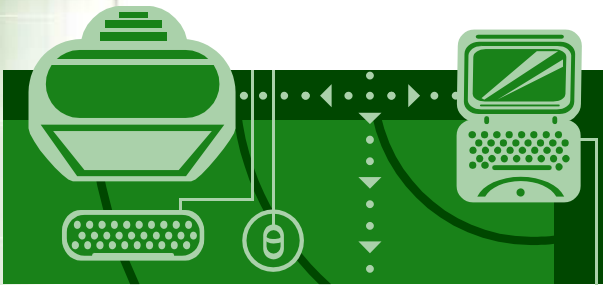
### Strange New Worlds [Or, This adventure is just too short!]

Since we live in the world that uses the net, we know it is much larger than presented in this adventure. During the Podcast, Dave brought up the point that the party should be traveling to other worlds and servers to collect weapons and allies. Unfortunately, we don't have the time to write out an entire sourcebook for traveling in the digital world, but don't put it past us to do it as a future project. Feel free to make one for your adventures and let us know! we would love to hear about it and would gladly let other fans of the genre know about it.

For the purposes of this adventure, the characters must restore the control disc before the next cycle. Since a cycle is an arbitrary amount of



time, it would be easy to say that a cycle is a day, week, month, or year and extend out your



groups adventures through the net. The possibility of exploring other servers and sites could lead to fun, great adventure, and the addition of new enemies and allies to help take down Hack.

To even further extend the story Hack may have already created a world in his image. This could lead to a great moral decision; can the party destroy a world in order to save their own? Trojan might steal the disc from Hack and try to resell it, or run off on his own, forcing the party to team back up with Hack to help track it down. The story possibilities are endless, but our time to write them out is over for now, if you are excited about this world idea write and let us know and we will come up with more adventures to help you keep the fun going.

## Digital Armory [Or, What the heck is a Foo-Bar?]

The weapons of a digital world are far from painless, and are often more complicated than simply dealing out damage. Most of the weapons work in similar ways to their Basic Fantasy counterparts, so a sword is a sword. A few special weapons can be more common in the computer world but not as easy to understand for us, the users.

**Disc** - Damage: 1d6 range: 40' AC: +2

"You will receive an Identity Disc. Everything you do or learn will be imprinted on this disc. If you lose your disc or fail to follow commands, you will be subject to immediate deresolution."

-The Master Control Program

The circular disc fits neatly on the back of most programs and can be used for both defense and offense. The disc is approximately 8 - 12 inches across, and varies in shape and design by the program. If used actively in combat, it can increase the programs armor class by two. The disc can be thrown,

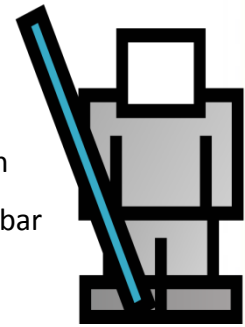




blunt, slashing, and can also be used to hold water or food. The disc keeps all primary functions and it is regulated by the control program of each CPU (or world). When Hack steals the algorithms for the grid, this caused all the programs of the grid to lose connection and become infected with a hunger for data.

### **Foo-Bar**- Damage 1d8 range: 10'

This five foot long stave glows on each end and gives a terrible shock to the target program. The foo-bar gives all the abilities of using a staff, and can hurl electric shocks that can affect up to two targets at close range. The foo-bar is commonly used by guardian programs, but has been acquired by less than reputable programs.



### **Duqu weapon**

A weapon that is enabled with a Duqu feature will cause the victim to save vs. poison. If the victim fails, their code will be temporarily overwritten by the attacker's code. The victim will become a duplicate of the user of the duqu weapon. The effect lasts for 1d6 rounds.

### **Zip weapon**

A weapon that has the ability 'zip' glows with a much brighter than normal hue and has a carrier effect when a successful strike is made against an opponent. Once a successful hit is made, the victim will start feeling the pressure of their body being compressed for up to 1d6 rounds after the last successful strike. If a program loses their last health point due to the 'zip' effect, they will become compressed into a one inch cube and can be extracted at a later date. When they are extracted they will be at the same health levels when they were compressed.

### **Wiper weapon**

A wiper weapon is designed to completely derez a program with one strike; otherwise it will use standard damage. On a roll to hit of a natural 20 (no adjustments), any creature or program hit by the weapon is subject to a save vs. Death or suffer immediate derez.



## Digital Slang (Or, a quick lexicon of things to say on the grid)

**Cycle** - A measurement of time

**Delete** - To remove a feature

**Derez** - Death

**End of Line** - Stop point for a program, or death

**Grid** - The home world of the main characters

**Light-Cycle** - A one program transport designed for high speed access

**Program** - Person

**Purge** - To derez an entire program series

**User** - Beings outside the grid that affect all within

## Creatures of the Net

### Null (Infected Program)

Armor Class: 10

Hit Dice: 2

No. of Attacks: 1 bite/1 claw/grab

Damage: 1d2 + save vs. poison for infected /1d4

Movement: 20'

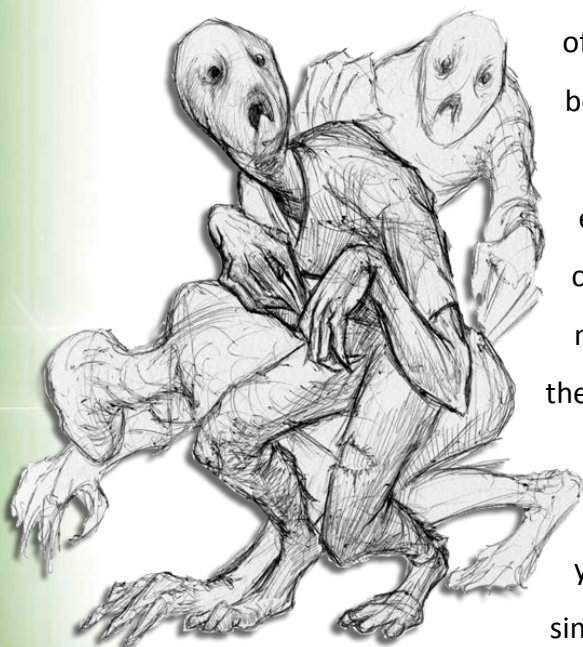
No. Appearing: 1d10

Save As: Fighter: 2

Morale: 10

Treasure Type: None

XP: 25



These sad humanoid creatures were once programs of the grid, but without the main control disc they have become mindless animals. They will attack anyone that looks like they still have any code in them, as they are so empty inside they must feed on the code. Once the control disc has been returned, the nulls should return to normal, but they may have terrible nightmares of what they may have done during the time they were infected. The infected programs are capable of having parts removed without pain. They are also immune to mind control. If you are playing with some form of cleric, then they will be similar to undead for the purposes of a cleric's ability to turn.

## Web Spyder

Armor Class:	16	No. Appearing:	2d8
Hit Dice:	1/2	Save As:	Fighter: 1
No. of Attacks:	1 bite	Morale:	7
Damage:	1d4 + save vs. paralysis	Treasure Type:	None
Movement:	30'	XP:	6

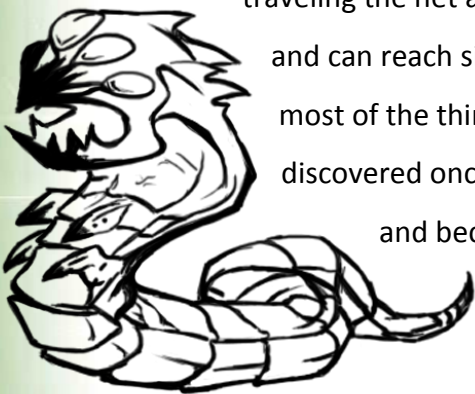
Web Spiders are both a pest and a boon to the net. They are constantly spinning the web in new directions and laying data threads in every direction. However they also feed on available data, similar to worms and other viruses. It is unclear why they must feed on raw data, but their feeding habits often wreak havoc with buildings and traveling web transports. Most non-net travelers presume that they are the creatures that built the net to begin with, but net travelers will tell anyone that they are a menace.



## Worm

Armor Class:	14	No. Appearing:	1d4
Hit Dice:	4	Save As:	Fighter: 4
No. of Attacks:	1 bite/1 crush	Morale:	9
Damage:	1d6/2d6+2	Treasure Type:	None
Movement:	40'	XP:	135

A Worm is an extremely destructive creature; it will infect normal devices and ships traveling the net and devour them in very short periods of time. As it feeds it grows and can reach sizes so large that it will no longer be able to move. By that time most of the things covering a large area are all but gone. On average they are discovered once they reach the size of a full program, but they may go unnoticed and become much larger. The worm's most common attack is a crushing attack, wrapping around a program, and then squeezing the program to unconsciousness. Once the program is unconscious the worm will ingest them before they derez, so that they can gain their code.





# END OF LINE

Living in the digital age can be difficult for anyone, even more so if you're just a lowly program. After the defeat of the MCP, the party is betrayed by Hack, who immediately steals the MCP disc and escapes to the net. The party must chase and capture Hack before the grid goes off line; without the MCP's algorithms, however, they must pray to their users for strength. The players themselves will have to intervene at the game table in order to help their programs and catch Hack before the next cycle. Will the users and programs succeed, or will they face the End of Line?

