

RAIN
OF
TOADS!

THE GEMINAX SECTOR

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The Geminax Sector

The Geminax Sector



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Introduction

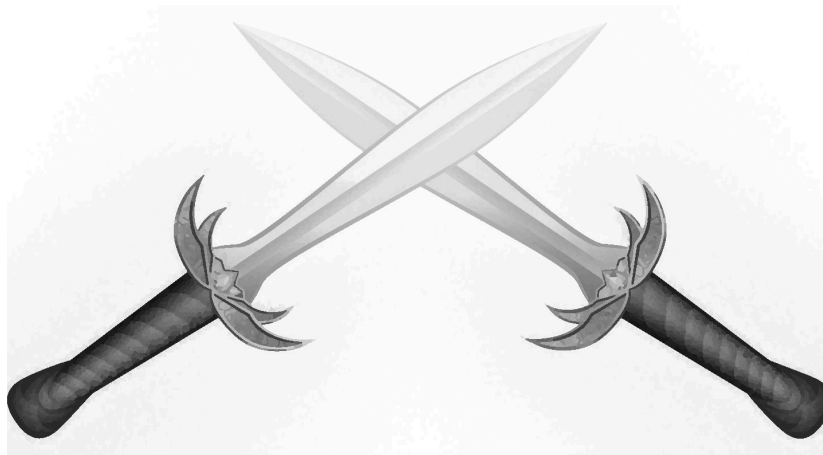
Romi and Rema are the twin Galactic Overlords of the Geminax Sector and their overriding obsessions is with the number two. Binary star systems. Binary planetary systems. Planets that have been bisected by terrible magic. Twin-hulled battleships.

The twins are not above doing some destructive re-sculpting of the astronomical bodies in the sector to fit with their obsessions with bisection. They also experiment with genetics and biological warfare in order to spread their dualist dogma. Weird alien technology and strange rifts to the Void have allowed them to create perfect duplicates of sentient beings. The Galactic Overlords of neighboring sectors have forbidden duplicates created in the Geminax Sector from entering their territory.

Romi and Rema are rumored to be the twin daughters of the First Sorcerer, spirited away when they were foundlings to keep them from the wrath of their murderous sire but it's possible they started this rumor themselves. Another rumor states they are clones of the First Sorcerer: a back-up plan to create spare body parts which somehow escaped and took on a life of their own. But, really? Clones? A third rumor places them as the hand-picked assassin-magi of the First Sorcerer, the twin blades he relied on to annihilate well-guarded or evasive enemies.

Their spells are based around their innate link to one another. In combat, one will engage the enemy while the other will stand back and use their spells to enhance the deadliness of their partner. They take turns in melee depending on which of them feels the blood lust more.

As befits the theme of the sector, there are two competing sets of rebels attempting to overthrow Romi and Rema.



Themes

Twins. Doubles. Duplication. Impostors. Bisociation. Binaries. Mirrors. Shadows. Clones.

D66 Geminax Sector Hex Contents

- 11 A planet with two moons. It originally only had one but Romi and Rema arranged for the second moon to be moved into orbit around the planet, which had a terrible effect on the tides. The seas of this world are unpredictable and ferocious.
- 12 A planet with twin black holes orbiting inside the crust, slowly spiraling towards the core. The Overlords condemned the people of this world to a slow death and set two micro-black holes to eat the planet over the course of years. The planet suffers from terrible earthquakes and sudden, chasm-like sinkholes. The planet is blockaded by hunter-killer satellites to prevent escape.
- 13 A space station formed of two massive spheres orbiting around a central spoke. The motion of the spheres is charging a weapon in the center of the spoke which will strike any ships which come too close, disabling or destroying them.
- 14 A planet which has been sliced into two equal hemispheres from pole to pole. The two halves are kept a hundred miles apart by magic. The Overlords have set the inhabitants of each side against each other with whispered rumors of betrayal and armed them with terrible weapons. They watch with glee as the two sides attempt to annihilate each other.
- 15 A planet of horrific, genetically-engineered beasts, all of which have two heads and two butts. They are all in a bad mood.
- 16 Due to a gravitational anomaly, the only way to reach the primary world of this system, where rumor has it great riches await, is to pass between twin navigational hazards: a black hole on one side and an energetic plasma storm on the other.
- 21 Two worlds inhabit the same spatial coordinates but only one is in phase with the rest of the universe at any time. They take turns. When a planet is out of phase, the inhabitants are hunted by terrifying creatures from the Void
- 22 A binary star system, around which orbits a binary planetary system, which is in turn orbited by twin moons. This arrangement is entirely artificial and extremely unstable.
- 23 Two worlds which have been set on a collision course to destroy one another. The inhabitants are desperate to escape but Romi and Rema have sent a fleet of twinships to blockade the system.

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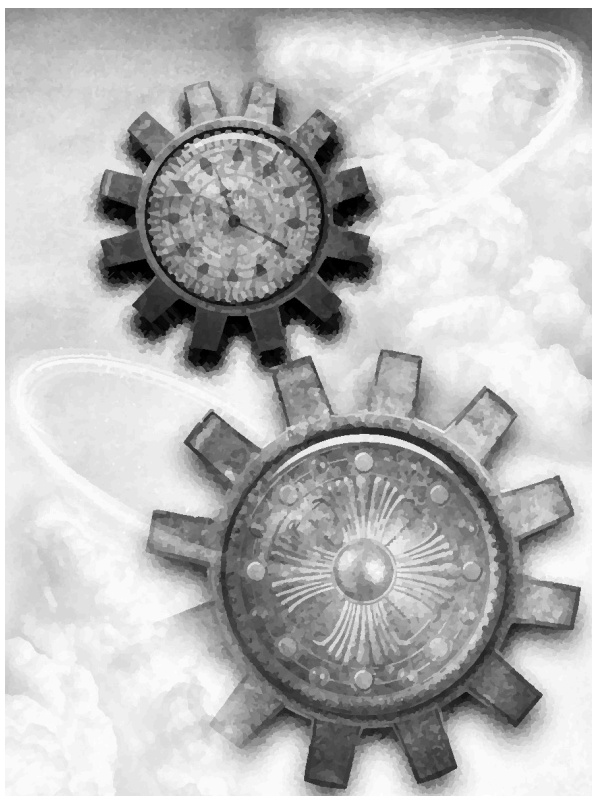
- 24 A world of mirrors. The interior and exterior walls of every building are mirrored. All clothing has small mirrors sewn into it. Everyone wears mirror-shades, even at night. Sidewalks and roads are paved with mirrors. The inhabitants get confused and angry when they can't see their own reflection.
- 25 Two worlds in the same orbit on opposite sides of their primary star. Each claims ignorance of the other but each is secretly abducting people from the other world, causing intense paranoia and distrust.
- 26 A binary planetary system where the planets orbit so close to one another that they share an atmosphere. It is theoretically possible to travel between the worlds with aircraft.
- 31 A hollow world where all surface features are duplicated on the inside. A tiny sun with one light side and one dark side sits in the center of the hollow sphere, providing days and nights for the interior world.
- 32 A world where all disputes are resolved by cutting something in half, whether it has anything to do with the original argument or not.
- 33 A trinary star system which does not appear on any of the sector maps. Visiting the system or even talking about it are crimes punishable by death.
- 34 A rocky world of crags and ravines with a bright primary where some shadows are as solid as the objects that cast them.
- 35 A world ravaged by a disease which is fatal to outsiders. Visitors must download their consciousness into artificial bodies in order to interact with the inhabitants. But will their old bodies still be there when they are finished with their business?
- 36 A barren world where only two cities remain. If they pooled their effort and resources, they could survive the harsh environment but instead they choose to compete and fight one another. Romi and Rema secretly encourage this hostility.
- 41 An isolated space station where each person believes that every other has been taken and replaced with an identical duplicate.
- 42 A planet where unwanted clone body parts are dumped in giant mass graves. The air is thick with the stench of decomposition. Methane extractors mine the gas from vents above the graves.

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- 43 A floating graveyard of thousands of ships, many of them are nearly-identical to the party's ship, each containing the corpses of a crew similar in appearance to the party.
- 44 A ring of giant lasers is being constructed around a planet in this sector. When completed, the ring will be used to slice the planet into two halves. The people of the planet are divided on whether this coming apocalypse is a good thing or not because there are two sides to every issue.
- 45 A disc-shaped world. The inhabitants of the "top" side are blue with white stripes and the inhabitants of the "bottom" side are white with blue stripes. Romi and Rema are trying to stir up a genocidal conflict but so far both sides seem to be getting along just fine.
- 46 On this world, your shadow turns hostile when you stop paying attention to it.
- 51 Genuine ancient ruins containing fake artifacts and clues to the location of fake ancient ruins containing genuine artifacts.
- 52 A jungle planet where Romi and Rema dump their failed genetic experiments. Two-headed snake men with vestigial legs face off against two-bodied bull men. Giant mosquitoes hunt with twin proboscis. The creatures are all dangerous but flawed in some way.
- 53 A world where every inhabitant is "twinned" from birth and surgically attached to another person.
- 54 A world where an underclass of clones are raised to provide spare body parts (organs, Etc.) as needed for the overclass. Due to revolution or disease, the clones are no longer providing organs and the overclass are desperate to steal body parts from unlucky visitors.
- 55 A world which has slipped into our own from a "Mirror" universe where the Galactic Overlords never took power. The inhabitants are terrified of Romi and Rema finding out and destroying them. A faction of the inhabitants believe it is their duty to spread the word of the possibility of life without the despicable rule of the overlords.
- 56 A world where dueling is not only legal but encouraged. The smallest perceived slight can be taken as an excuse for a challenge and woe betide the outsider who tries to wriggle out of the duel, especially if they want to do business on the planet once word gets around.

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- 61 The binary suns of this lush planet cast twin shadows: both shadows whisper advice and commentary in the ear of the person who cast them. One shadow is very positive and the other is very negative. Neither will shut up.
- 62 Everybody on this world is born a twin. If one twin dies the other is utterly ostracized from society.
- 63 A world which specializes in doubling body modifications. Want two heads? Four Arms? Four legs? A second butt? This is your one-stop destination for everything doubled!
- 64 A world where imaginary evil twins emigrate after their schemes are thwarted. They are building a society where you're the evil one, not them.
- 65 In a hidden grotto on this world is a spring which gushes forth sweet water which allows two people to swap bodies for a day. Walk a mile in someone else's shoes. Then hide their shoes.
- 66 Orbiting in a figure-of-eight between twin gas giants, the twin-towered space fortress of Romi and Rema. The fortress contains their twin throne and twin treasure chambers, all guarded by an elite legion of Punishers who are all identical twins. It's a whole big twin thing.



D20 Visions from the Geminax Sector

- 1 A twin-hulled dreadnought with a massive weapon slung between the two halves. When fired, the weapon will cause the two halves of the ship to collide and destroy each other.
- 2 A giant two-headed space worm made by fusing the front halves of two worms together. Driven mad by its inability to excrete.
- 3 A fleet of 1d6 x 2 twin-piloted, twin-hulled space fighters. They hunt in pairs.
- 4 A gigantic mirror which moves to block any forward progress by the character's ship and which deflects energy weapons straight back.
- 5 An energy zone which duplicates any object which passes through it.
- 6 A world orbited by twin giant snakes, each eating their own tail.
- 7 Two space whales - one black and one white - curled around each other in a cosmic yin yang.
- 8 A message of welcome which is sent twice with subtle differences. A dire warning is encoded in the differences between the repetitions.
- 9 An asteroid field made up of pairs of asteroids which orbit each other in an eternal dance.
- 10 A ship identical to that the party's which mirrors every movement but which ignores all communication.
- 11 A nebula being sculpted into a rendering of Romi and Rema's faces.
- 12 The Biclops: a genetically-engineered cyclops with an extra eye in the back of its head.
- 13 A unique shipyard where starships are disassembled, each component duplicated and shuffled, and then two identical (or are they?) ships are reconstructed.
- 14 A giant space amoeba going through the process of binary fission.
- 15 A world encased in a spherical one-way mirror. Passers-by can see in but the inhabitants of the world cannot see any part of the rest of the universe.
- 16 A giant, two-butted space goat which farts stardust from one butt and Void Demons from the other.

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- 17 A gas giant with twin red spots (stable storm systems) on opposite sides of the planet.
- 18 A star orbiting a black hole, slowly dying as its stellar material is drawn into the relentless maw of its stellar partner.
- 19 A hyperspatial shortcut which splits a ship into two copies taking two different paths; one copy arrives in half the time and the other is destroyed.
- 20 A two-faced oracle which will answer questions about the future. The faces take turns saying words and whichever speaks the final word determines whether the answer is true or not.



2D6 Encounters in the Geminax Sector

- 0- Romi and Rema in pursuit of the party.
- 1 Romi or Rema in pursuit of a powerful member of the Order of the Thousand Suns.
- 2 2 Twin-headed Void Demons in the process of slowly cutting 2d6 victims in half from head to tail.
- 3 2d6 x 2 Punishers carrying out an order to kill exactly half of 10d6 commoners. If there are an odd number of commoners, the Punishers will argue how to deal with the "left over" victim. Half the time, this disagreement will turn violent.
- 4 1d6 pairs of duplicates, each of which believes themselves to be the original and wants help killing their double.
- 5 1d6 members of a cult obsessed with symmetry. Anyone with an imperfection (i.e. lacking perfect bilateral symmetry) will be forced to undergo painful surgery in order to correct the "defect".
- 6 1d6 experimental soldiers with two warring personalities inside their heads. Alternate between hostility and benevolence depending on which personality is dominant.
- 7 1d6 x 2 Punishers are dragging 1d4 imperfect duplicates to a prison shuttle.
- 8 2d6 duplicate commoners attempting to escape the sector.
- 9 2d6 soldiers chasing 1d6 rebels.
- 10 3d6 rebels who want to commandeer the party's ship to take the fight to Romi and Rema.
- 11 4d6 unstable and imperfect duplicate commoners. Unless stabilized they will soon dissolve into goo.
- 12 Duplicates of the characters who believe they are the originals and may be right.
- 13 Romi and Rema's palace decoys - identical in appearance to the Galactic Overlords and accomplished assassins in their own right.
- 14 Twin Star Gods who resent Romi and Rema's appropriation of their shtick.

D10 Adventure opportunities in the Geminax Sector

- 1 The Dark Sentinels have a plan to defeat Romi and Rema by luring them to different systems and attacking them while they are isolated from one another. Their plan has been leaked to the Galactic Overlords.
- 2 A rival Galactic Overlord wants to steal the alien technology Romi and Rema use to duplicate sentients and wants to hire the party for the job.
- 3 Romi and Rema are testing a new biological weapon - the Doubling Plague - which causes victims to "bud" and grow a second head which attempts to consume the real head. A rebel scientist has found a cure but the Galactic Overlords have dispatched an assassin to murder them.
- 4 The characters' ship passes through a zone of Void energy which creates two duplicates of any sentients who pass through it. Each duplicate believes they are the original but the true original is stored in a space station at the center of the zone. The duplicates will dissolve into puddles of goo in four hours.
- 5 Rebels think they can rescue the people of a world condemned by Romi and Rema but they need a distraction to get their rescue ships through a blockade.
- 6 Romi or Rema claim to want to betray the other and are willing to team up with the party in order to defeat their twin. Can they be trusted and are they even the real Romi or Rema?
- 7 Romi and Rema plan to destroy one of the stars in a trinary star system (they regard triples as an abomination) but the resulting explosion will destroy a nearby inhabited world. Their engine of destruction must be stopped or the planet evacuated before detonation.
- 8 A rare twin-bladed solar sword has been found in ancient ruins in the Geminax System. Romi and Rema will stop at nothing to obtain it but which of them will get to wield the prize?
- 9 Rebels want to destroy a world-bisecting laser ring which is close to being operational and which will split a planet in two, killing at least half the population. However, the rebel plan is flawed and will cause the entire planet to be sterilized of life by falling debris.
- 10 A pair of twin assassins who want to apprentice with Romi and Rema have captured the party. They split the group in two and give each group a head start before the hunt begins. Whoever kills their group first wins the contest and will get to plead their case to the Galactic Overlords.

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