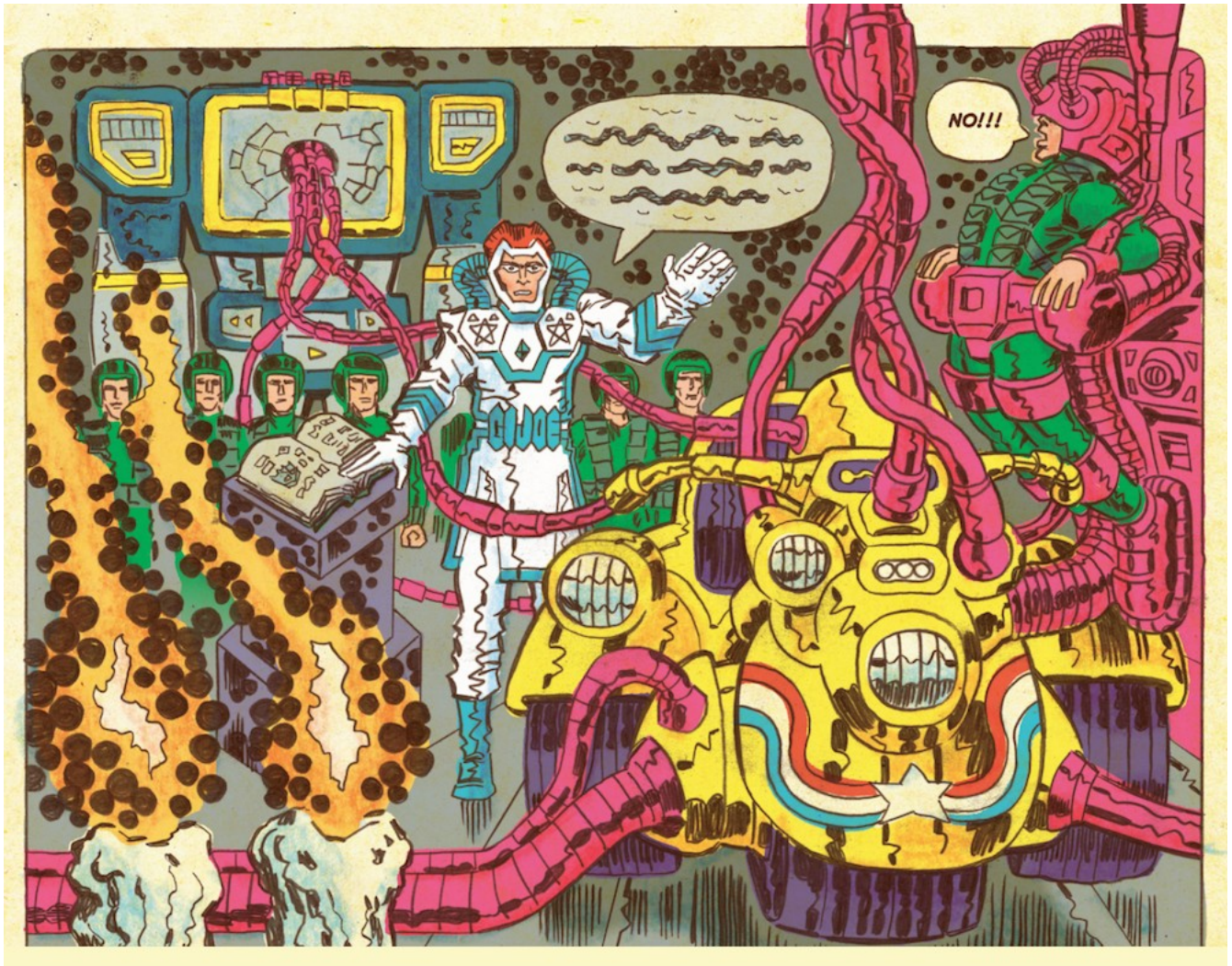


On a Red World Alone

Revision 8



by
Nick LS Whelan

Character Creation

1. <u>Pick</u> a Class	
Fighter: d8 HD, Level 2 at 2,000 xp Hit bonus equal to level. Only class with hit bonus. May divide bonus for multiple attacks.	Specialist: d6 HD, Level 2 at 1,500 xp Begin play with 4 skill points, gain 2 more each level. Sneak attack for x4 damage.
Magic User: d4 HD, Level 2 at 2,500 xp Gain and cast spells according to 'Magic in the Moment' system.	Other Any class can be trivially adapted for ORWA. Just let me know and we'll work it out.

2. <u>Roll</u> a Boon	
1. +1 training bonus to hit rolls 2. +1 strength bonus to melee damage rolls 3. +1 dodge bonus to AC 4. +1 charming bonus to social rolls	5. +4 hardy bonus to hit points 6. Saving throw begins at 11 each day. 7. 3 randomly determined skills start at d8 8. 1 randomly determined skill starts at d12

3. <u>Roll</u> Mutation (2d6)	
2-3. Baseline human. Somehow your DNA has survived centuries of weirdness uncorrupted. That makes you pretty weird. 4-8. Minor, largely cosmetic deviation with no mechanical impact. Referee will roll in the Metamorphica and interpret the results.	9-11. Mechanically significant deviation. Referee will roll and interpret the results, but players may veto any result they wouldn't want to play with. 12. A superpower mutation, rolled and interpreted by the referee.

4. <u>Roll</u> Background & Starting Equipment	
1. Early Bloomer 2. Religious Outcast 3. Displaced Citizen	4. Fighting Mongoose 5. Comet Caller Escapee 6. Former Slave

<p>1. Early Bloomer Something went wrong in your brain. One day you went to sleep a kid, the next you woke up wanting a cup of coffee and upset about taxes. In the blink of an eye your brain had matured into an adult's, and it's awful. Your old friends annoy you, your parents are still trying to treat you like a kid. Nothing for it but to strike off on your own. You've got the body of a 2d4 + 4 year old.</p>	<ul style="list-style-type: none"> -Wooden toy sword embeded with razor blades -Breastplate made of folded aluminum cans linked together. (Armor +1) -Bike Helmet (Armor +1) -3 Peanut Butter & Jelly Sandwiches. No crusts. -Satchel of Multicolored Chalk -Tennis Ball -A battered plastic doll with a missing limb
<p>2. Religious Outcast You've always lived in the same insular religious community. Growing up it was almost inconcievable to you that you'd ever meet anyone who didn't believe in the same obscure collection of doctrines you'd been taught. Your path through life was laid out before you so clearly until you did the thing. That thing which must never be done. Probably something to do with sex. Your community has shunned you. You are cast out, and must now figure out how to survive on the world outside. Roll a d4 to determine which sect you belonged to: 1. Supplicant Beneath the Black, 2. Techno Chosen, 3. Akiovashan, 4. Some weird cult no one has ever heard of.</p>	<ul style="list-style-type: none"> -Table Leg club with a rail spike jammed through it. -Car tire pauldrons (Armor +1) -Satchel full of communion wafers -3 Flasks of Holy Water -One live chicken in a cage. -Net with computer junk weighting the edge -An appropriate symbol on a neckchain.
<p>3. Displaced Citizen Stability is fragile. You can do everything right: work a job, pay your taxes, break no laws. Then a freak battle between rival gangs destroys your home, or your job, or your family. People hear about it and say how awful it is while they think about how glad they are that it wasn't them. You tried to make a fresh start, but not a lot of people are lucky enough to reach stability twice, and your old friends are starting to wonder why you're so lazy. There's nothing for you back home now. Best to set out somewhere new. Roll a d4 to determine which territroy you came from: 1. Redstone Lords, 2. Outsiders, 3. Dukes of the Dome, 4. Underduke's Domain</p>	<ul style="list-style-type: none"> -Cheap Mall Katana -Cracked Riot Helmet (Armor +1) -Satchel filled with ground flour -3 disks of Balonga Jerky -Fresh Roll of Duct Tape -6 Iron Spikes -Mason jar of gasoline
<p>4. Fighting Mongoose There is always war. War sorts everyone into two groups: victims, and profiteers. Your people decided long ago that they'd rather be the latter. They negotiated carefully with the powers of their time to occupy the troublesome center of the dome. A neutral buffer. If the occasional Fighting Mongoose hires out as a mercenary, certainly the faction as a whole can't be held accountable for that. A dozen factions have risen and fallen over the centuries. The Fighting Mongoose Remain.</p>	<ul style="list-style-type: none"> -Sling made from leather of mysterious origin. -Lawn Mower Blade Sword -Frying pan hammered into a helmet (+1 Armor) -Paint Can Greaves (+1 Armor) -Thick mesh cuirass of 6-pack holders.(+1 Armor) -4 Lunchables -50' Nylon Rope -Ancient Block & Tackle (Look this up, confirm it's what I think it is.)
<p>5. Comet Caller Escapee Wizards are jerks. They use people. Heck, if you're not a wizard yourself, it's doubtful wizards think of you as a person. For awhile now you've been a walking talking piece of meat for wizards. An experimental guinea pig, a disposable apprentice, a bit of lab equipment. You escaped. If you're a magic user, it's because you managed to learn something useful before you did.</p>	<ul style="list-style-type: none"> -Road Work sign hammered into a halberd -Tattered Kevlar Hoodie (Armor +1) -3 Mysterious fruits of unknown provenance -Bungie Cord -Half formed homonculous in a jar of goo. -A big flashy firework -Glass vial of acid -Jug of Bleach
<p>6. Former Slave You were raised to be afraid. To accept humiliation upon humiliation. You were, and you did. Now you don't. Somewhere there are corpses who thought you were too docile to be dangerous. Somewhere there are living people who mourn those corpses. Maybe they're hunting you. Maybe not. Better for them if they're not. You discovered you enjoy the smell of slave owner blood.</p>	<ul style="list-style-type: none"> -Expertly sharpened kitchen knife. -Reel of fishing line -Well stocked Sewing Kit -Satchel of mouse traps -Sledgehammer -Rusty Manacles

Mechanics

Task Resolution: Players describe actions which the referee will either allow, disallow, or resolve by calling for a die roll. The median target for skill based rolls is a 6, and characters with no relevant skills roll a d6. Assistance from others, or clever use of tools may modify the roll. Unusual tasks may be assigned a difficulty of 2-7, declared openly before the attempt is made. Whatever the difficulty of a task, rolling above it is a success, matching it is success with a complication.

Skills: Characters may improve their chance to succeed at any specified task by developing their aptitude for it through training or leveling as a specialist. The more they develop the skill, the better die they are allowed to roll: first a d8, then a d10, a d12, and finally a d12 + 1. *Anything* a player would like their character to do well may be developed as a skill. *There is no exhaustive list.* Common skills include *Acrobatics, Athletics, Alchemy, Bushcraft, Computers, Engineering, Sleight of Hand, Stealth, and Tinker.*

Combat: d20 + Modifiers v. AC. Almost all damage is d6. On hit players may choose either to deal damage, or do something cool. On a natural 20 they deal max damage AND do something cool. Initiative is side based, d6, rerolled each round. Modifiers for positioning and tactics are applied liberally. Surprise attacks deal double damage.

Social: 2d6 + Modifiers v. a target number announced by the ref before the roll is made. Usually 9.

Saving Throw: d20 v. 12, +1 for each save rolled today. Maximum 18.

Inventory: 12 items of notable weight. Use your own judgment. Backpack allows 18 items, but penalizes attack rolls and AC by 2. Any roll of 1 on a d20 also requires an inventory check.

Armor: Base AC is 10. Anything can be armor. Worn armor takes 1 inventory slot and grants +1 AC. A carried shield grants +2. Max AC is 18.

Experience: Each level of experience doubles the requirements of the level before it. If reaching level 2 requires 10 xp, then reaching level 3 will require 20, and reaching level 4 will require 40. Experience is gained 1-for-1 when acquiring credits, or in chunks when the party alters the political or social landscape of the dome in a meaningful way.

Chases: Each side rolls 2d6. First to get matching numbers wins the chase. A 7 on either side allows the pursuers to make attacks. Each round of the chase allows the referee to move the characters randomly.

Death: Player Characters can be reduced to 0, not below it. Hits taken when already at 0 are rolled on the Death & Dismemberment table. Non Player Characters (including hirelings) die at 0. Characters can be resurrected as cyborgs.

Encounters: As time passes in the game, the referee will call for Encounter Rolls. The time that passes between rolls is determined by how dangerous the environment is. It's also extremely approximate.

Exploration Turn ~10 minutes	Watch Turn ~4 Hours	Haven Turn ~1 Month
1. Encounter (PCs Surprised) 2. Encounter (No Surprise) 3. Encounter (NPCs Surprised) 4. Spoor, Hint, or Clue 5. Light, Rations, Exhaustion 6. Trap, Trip, Collapse, Danger	1. Encounter (PCs Surprised) 2. Encounter (No Surprise) 3. Encounter (NPCs Surprised) 4. Location 5. Light, Rations, Exhaustion 6. Equip Failure, Road Woe	1. Patron/Grudge 2. Agent Plot 3. PC Holdings 4. Faction Action 5. World Event 6. Experimental

Haven Turn

Three things happen each Haven Turn.

First: Player characters may pursue individual, non-adventuring goals. Players should feel free to suggest anything that interests them, and the requirements and results can be negotiated. Characters recuperating from grievous injury may be prevented from using their Haven turn.

Second: Any seeds the players have planted are advanced. Depending on what they are, they may advance steadily, or randomly.

Third: Two Haven Turn Encounters are rolled. These require further explanation:

1. **Patron / Grudge:** Some NPC which the players have encountered in the past has business for them. This may be a quest from an NPC such as The Hangman, or it may be revenge from an NPC the players have wronged. The referee keeps a private table to roll on when this happens.
2. **Agent Plot:** Agents are the NPCs with their own designs on the game world. Each time this is rolled, one of their plots advances in some way. The party may not be immediately knowledgeable of the results, or if they are, may not know why they're relevant.
3. **PC Holdings:** The PCs territory / possessions / followers are attacked by an outside force / Org disrupted from within / plan is set back
4. **Faction Action:** One of the world's factions makes a move. Perhaps they declare war on another faction, or institute a new law, or alter their society in some way. Perhaps an entirely new faction emerges.
5. **World Event:** Something outside anyone's control occurs. A lone nut assassinates someone important, or a natural disaster occurs, or a plague breaks out. Etc.
6. **Experimental:** We'll try a few different things in this slot maybe. For now, determine a random session recap. Something from that recap becomes relevant to the game. Comes back to haunt the party in some way.

Faction ID Chart			Microfactions		
1-15	Redstone Lords	(15%)	1-50	Someone New	(50%)
16-29	Outsiders	(14%)	51-75	Underduke	(25%)
30-41	Dukes of the Dome	(12%)	76-93	Cult of Akiovasha	(18%)
42-53	Comet Callers	(12%)	94-95	Republic of Dave	(2%)
54-63	Technotopia	(10%)	96-100	BDSM District	(5%)
64-73	New Morthuka	(10%)			
74-83	Lords of Light	(10%)			
84-87	Mongrelburg	(4%)			
88-91	Fighting Mongoose	(4%)			
92-94	Friends of Needletooth Jack	(3%)			
95-97	Lords Beneath the Black	(3%)			
98-100	A Microfaction	(3%)			

Player Seeds

Stable Holdings (Will not change with the simple passing of time)	Steadily Developing Plans (Will change / Reach fruition at specified times)
<ul style="list-style-type: none"> • Trumpquatia, a thriving, self sufficient walled settlement in the heart of Fighting Mongoose territory. • Restaurant / Brothel, in the BDSM district. Has animatronics. Is actually a front meant to disguise the teleportation device. • Space Station, seat of the Anti-Alien Coalition. • Space Ship, currently ghost free. • TV Station, capable of broadcast, and projection onto the Dome's surface. • Secret Knowledge about 11 Lords of Light. 	<ul style="list-style-type: none"> • Breathe-Outside-The-Dome Yeast. Will have enough to carefully give everyone in the dome in June 2521. Will have enough to haphazardly give everyone in the Dome in 2522. • Underground Bunker being dug out by Team Gopher will be complete and able to accommodate 1,500 people by October 2527. • Mapping Drones, a robust fleet will be completed in December 2521.
Seeds Which May Bear Fruit, Good or Bad (Each Haven Turn roll a d12 to see what develops. Then 2d6 to see what direction it goes in.)	The Anti-Alien Coalition (Listed here because it seems like the most reasonable place to keep track of it)
<ol style="list-style-type: none"> 1. Nrrk managing propoganda: Party Good, Aliens Bad, Cooperation Good, Inequality Bad. 2. Mentulla, abused former wizard. Befriended by the party, being rehabilitated in Underduke's care. 3. 2X-L Prophecybot, set up in Technotopia with a soup kitchen and chiptuner. 4. Peace Talks between Outsiders and Lords of Light. 5. General Security Force made up of former mercs. Expected to adhere to a strict code. 6. Exoskeletal Hibernator. Native martian? Party gave a phone and asked to call. 7. Yeti. Party befriended, gave ability to breathe on surface, and a phone. Asked to call about plantlife. 8. Mapping Drones, Currently 5 out surveying the surface of mars. 9. Enir the immortal has gone off to be the alien's willing prisoner. 10. Biological Warfare: Jeb has befouled the Alien's ship. 11. Nothing 12. Nothing 	<ul style="list-style-type: none"> • The Hangman (Secretly betrayed the Internet) • The Highlander (Not Openly) • The Underduke (Working to expand safe areas) • Duke Dayvos (Secretly subverting other Dukes. Promised leadership of the first group of colonists to leave Mars.) • ASCII (doesn't know about the Hangman Working as the party's 'kid on the inside' of the Internet. • Team Gopher (NOT part of the Anti-Alien coalition, but willing to share some resources. Is building an underground bunker for humanity.)

Haven Encounters

Patron / Grudge	
1. The Hangman	9. Moxie MacGee (Reroll if Umquat isn't around)
2. Team Gopher	10. The Spider Men (child slaughter)
3. Penelope the Selucid	11. xXxWizadSlayaxXx
4. Small Time Petitioner from a random faction.	12. Blind General Didelus
5. Big Time Petitioner from a random faction.	13. The Ghost Kitty
6. The Underduke	14. The Cult of Neve Canri
7. The Terapontiff	15. ASCII
8. Lord Bautil (Vampire party freed)	16. Four escaped Tentacle Monster Fragments

Agent Plot	
1. Neve Canri	6. Blind General Didelus
2. The Aliens	7. Ashgar the Resurrector
3. The Internet	8. Ronnina
4. Albert the Great	9. Sheniqua
5. The Gobbos	

PC Holdings
1-3. Randomly determine one of the players in this session. Something of particular importance to that character (a favored possession, hireling, etc.) is attacked. Determine results with a 2d6 roll.
4. Internal strife threatens to fracture the organization the party has been building. Determine severity with a 2d6 roll.
5. One of the party's territories (Trumpquatia, the Teleporter, the Space Station) is attacked. Roll 2d6 for severity.
6. Randomly determine one of the seeds planted by the party. It suffers a major setback. (2d6 for severity)

Faction Action
1. WAR: A randomly determined faction attacks one of its neighbors. Each Haven Turn roll a d6 for each faction. The side that rolls higher takes an amount of territory from their opponent commensurate with the difference between the rolls. The war ends when doubles are rolled.
2. INSURRECTION: A randomly determined faction suffers a popular uprising. Normal government operations don't function, and traveling the area is extra dangerous. Roll a d6 each Haven Turn. A 1 means the insurrection has been quelled. If the insurrection is not quelled within 6 months, it has been successful, and a new government establishes itself.
3. COUP D'ETAT: The leader of a randomly determined faction is deposed in favor of someone more acceptable to the ruling class of that faction. Roll a d6 to determine if the old leader is killed, imprisoned, or escapes into exile.
4. REACTIONARY LEGISLATION: A randomly determined faction institutes a new law or wave of enforcement designed to align the territory more closely with its 'traditional values.'
5. ALLIANCE: Two randomly determined factions announce they're working together on a joint project. What that is will depend on which factions are determined. Often it will be war against a mutual foe.
6. FACTOGENESIS: A microfaction gains enough territory to carve out a space for itself on the map.

World Events
1. NATURAL DISASTER: 1. Fire, 2. Earthquake, 3. Tornado, 4. Flood, 5. Landslide, 6. Sinkhole, 7. Volcano, 8. Blizzard, 9. Tsunami, 10. Hurricane, 11. Meteor 12. Limnic Eruption
2. UNNATURAL DISASTER: 1. Dome Laser, 2. Radiation Leak, 3. Plague, 4. Food Supply Collapse, X, X, X, X, X, X, X, X
3. ASSASSINATION: A lone nut kills a randomly determined major figure in the Dome.
4. RELIGION: An occurrence of great religious significance happens. Perhaps a messiah appear, or a prophecy begins making the rounds, or a once-in-a-thousand-years holy day is approaching.
5. DISCOVERY: A long-lost something is discovered, and made widely known. It may be knowledge, or a location, or a pivotal bit of working technology.

6. SCANDAL: A horrible truth about a randomly determined major figure in the Dome becomes public knowledge.

Encounter Tables	Locations
2. Dragon 3. [Standard Territory Stuff] 4. [Standard Territory Stuff] 5. [Standard Territory Stuff] 6. [Standard Territory Stuff] 7. Recurring Character 8. [Dome Wide Weirdness] 9. [Dome Wide Weirdness] 10. [Dome Wide Weirdness] 11. [Dome Wide Weirdness] 12. Wizard	2. Red sludge. Cheese-strings to anything it touches until a service is done. Sludgemind. 3. Painting transports to a Mario 64 style Steading of the Hill Giant Chief. 4. Settlement of Duck People 5. Mice with Legitimate Grievances 6. Parasite Removal & Implanatation Shop 7. Post Apocalyptic Instrument Store 8. Repellant Spray Shop 9. The Dachshund Dungeon 10. Toilet Farm where the Serpent men live 11. A hanging prison. Among many is a randomly determined Patron / Grudge Holder. 12. The Megadungeon of Mars

What is the Encounter Doing? (d12 for unintelligent)

1. Lost 2. Hurt 3. Trapped 4. Sleeping 5. Eating 6. Sick 7. Tracking Prey 8. Lying in Ambush 9. Mating 10. Starving	11. Returning Home 12. Fleeing 13. Plotting 14. Holding Captives 15. Scavenging 16. Building a Camp 17. Demolishing 18. Doing drugs or drinking 19. Artistic pursuits 20. Spying	21. Comitting a crime 22. Searching 23. Religious ritually 24. Setting, putting out, or fleeing a fire 25. Debasement 26. Excreting 27. Bathing 28. Socializing 29. Gloating 30. On the NPC pg 45, Weird Stuff Table
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Dome Wide Weirdness

- 8.** Random ORWA-ified monster from PF/DND
9. Bur Fatar
10. Dude controlled by magic evil gauntlet
11. The perfect mutant. Teen created by The Internet's experiments. Escaped. Lives alone, doesn't know much about anything. Has fast healing, picks up skills quickly, tries to live a simple life. Could be king of the dome if given a bit of confidence.

Recurring Characters

1. Nea of the White Way (Hot for Umquat)
 2. Lung-Eye (Former Hireling)
 3. Muta Bro (Former Hireling)
 4. Green Slime in a Suit
 5. Sally Mae (Drug Dealer)
 6. Willie Kypho (Reporter, Cult Quarterly)
 7. Urluggle Glug (Babyface, Tentacles)
 8. Giga Zucchini Vendor
 9. Bric Shelic

Wizard

1. **Varada who said Yes**
 Wheezy, White Armored, Swordsman
 "Push, Penetrate, Wave, Hand, Crush"
 151 Black Armored Warriors
 2. **Tully the Vicious**
 Punk rock chick. Rides dog shoes.
 "Chaos, Rage, Howl, Kick, Mob, Obey"
 2 Knights in Shackles
 3. **Melissa Philaquamort**
 Ballgown, rides fish with human arms
 "Drown, Water, Control, Dead, Summon"
 Train os squires. 6 bloated corpse guards.
 4. **Eviir the Hologram**
 AI wizard. Tells people its transmitting.
 "Evoke, Lava, Wind, Light, Ice, Whip"

Dragon

1. **Farago the Drunkard**
 Brown, Catfishy – Hoards Booze
 Friendly when drunk, Surly when Hungover.
 36HD (144hp), breathes fire, bite makes you drunk
 2. **Grugthal the Addled**
 Pale green, shedding – Hoards bright fabrics
 Cocain addicted, talks too fast, demanding.
 16HD (64hp), breathes fire + confusion
 3. **Yallumuk the Cloven**
 Blue & Green, 8 legs, hooves – Hoards Statues
 Seeks death of the alchemist who took his tail.
 18HD (72hp), Breathes scalding steam, can teleport
 4. **Xarconicus the Belligerent**
 White, Angular, Red Marks - Hoards Followers
 Intelligent, able to cast spells, quick to get violent

10' Tall Projectorbot Bodyguard	10HD (40hp), Breathes ice storm, Weight on tail
Outsider	Fighting Mongoose
3. Rebellious Bishop of Black being executed. 4. Mongoose capturing Technos who fled here. 5. Akios converting people away from The Black 6. 2d20 Outsiders riding Rhinophants	3. Recurring character being brought in by other mongoose. 4. Police cops beating someone who asked for charity help. 5. d6 * 10 Mongoose either coming or going from a job. 6. Petitioners looking to hire mongoose.
Redstone Lord	No Man's Land
3. A Very Roman Vampire 4. Slaves being beaten by Redstone Lord owners. 5. Patrol of guards who think the PCs are suspicious. 6. A Howler slave breaks loose, attacks handlers.	3. Group of assassins planning their job. 4. Murder cult performing a ritual out in the open. 5. Abuse victim hiding in a hovel. Not sure what to do next. 6. Group of thieves planning their job.
Dukes of the Dome	Lords of Light
3. A working robot, afraid of becoming armor. 4. Stampede of Cyclopic horses with spiderlegs, venom spit 5. Public Execution of 30 mutants 6. Two Dukes ritually fighting over territory.	3. Lord's entorage attacked by Beneath The Black terrorists. 4. 2d4 Warriors of Light, Gestalt Fighter/Clerics 5. Mutant potato gremlins pulling themselves out the ground 6. Double normal size guy, farming with great enthusiasm.
New Morthuka	Technotopia
3. Terrorist attack made by those who have evaded mind altering, consider themselves Dukes of the Dome. 4. Procession, with d4 Morthuks 5. Robot Monster leading a group to kill a random monster. 6. Smiling people making the territory better.	3. Serial killer grabbing victim. Has basement where he keeps them without arms and legs as 'nuggets' 4. Floating headbot. Kills randomly as divine judgment. 5. Public Flogging of crasher in Desert Bus vigil 6. 2d20 Morality Police
Sewer	Comet Callers
3. Fire on the Velvet Horizon 4. Underduke's Men, wielding Autocrossbows 5. Miscreated Creatures 6. Lusus Naturae	3. A creature whose art is to make suffering. 4. Applicants forced to fight for apprenticeship. 5. The App for recognizing Mr. Mungo beeps. 6. A Wizard overseeing their mad machinations.
Mongrelburg	---
3. An Ape Man mugger. 4. Ape Men & Outsiders posturing about who has authority. 5. Ape men trading with Businesspeople for Ties. 6. Ape Men greeting outsiders, trying to build good will.	---
Friends of Needletooth Jack	Outside the Dome
2. Dragon Friend of Jack 3. Vampire overseeing a blood farm 4. Revenant Spectral Vampire 5. 6 torn faces. Wounds have teeth. Breathe deadly light. 6. 2d10 Ghouls 7. 3d20 Skeletons and Zombies 8. 2d6 Ghosts 9. Necromancer torturing a mass of random flesh 10. Tangled Undead titan mass 11. Wizard Friend of Jack 12. Needletooth Jack	2. Two Dragons 3. Dragon 4. Talking ghost cat from Ronnina's vault. 5. The Yeti the party gave a phone to. 6. 2d6 Outsiders 7. Ashgar the Resurrector's skeletons doin' mysterious stuff. 8. Curious plant. 9. One of the hibernating, gangly natives. 10. Random D&D/PF Monster, Marsified 11. Wizard 12. Two Wizards

Random Setting Info

SLAVER'S GUILD

Henry Leichester – The big boss

Benito Garveson – Coward, rose up the ranks after deserting the Redstone Lord army

Wayne Kayle – Slaves are slaves because they're weak. it's justice.

Bucky the Drunk – Totally in over his head

Tall Sue – No legs, uses wheels. Has rocket tits.

Faenrick the Slayer – Never seen, only heard through intercom. Is secretly Blind General Didelus

Elias Lindsey – Heretical Akiovashan Priestess

Gin Nolk – A Consummate warriors

Kesslinger – Mutant, sneaky, trap obsessed

Shimmercoat – Wears CDs, believes they're the daughter of Halo Man.

Taukum – Reverse umquat. Operates in BDSM district

Hugh Mann – Is secretly an alien working for the alien conspiracy.

THE INTERNET

The Hangman – Musclewoman, Engineer, Wizard Secretly an Outsider and lifelong cultist of Neve Canri.

Dr. Guillotine – A trinity of AI, who are masquerading as a single human.

The Electric Chairman - RESIGNED

~~Professor Gas Chamber – Secretly runs all the curio shops. !!!DEAD!!!~~

Firing Squad – Least powerful of The Internet.

Madam Crucifixion - RESIGNED

Mr. Burns – Most powerful of the Internet. Former employer of Team Gopher. Hangman is trying to discredit him.