



MANDALIBROT SET

Deep in the Nevada desert, a military experiment goes haywire and a collection of worlds collide. Only FIST can breach the Fractal Zone.



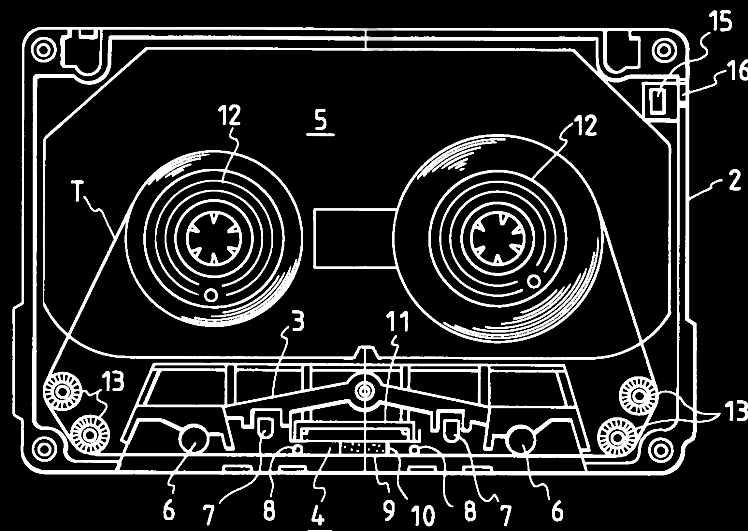
INCOMING TRANSMISSION

[KZRRT]—is Dr. Onyemaechi Okonkwo, calling from—from Nevada, *our* Nevada, from our world, where the Allies won the war, where there's no hole in the Moon, where Ancient Rome fell—please, if you can hear me, we need help. My coworkers and I—there are seven of us left alive—we were caught in an accident. The Transdimensional Resonator—my God, how could we have ever known it'd end up like this—[KZRRT]

[KZRRT]—didn't know who else to call. The Army wants to come in here and stabilize the thing, quarantine us, kill anyone who leaves—damned fools, prattling on about the “endless tactical applications of alternative histories”. We need to be *evacuated*, and then we need to *destroy* it. It isn't behaving like a *machine*—[KZRRT]

[KZRRT]—seven of us. Okonkwo, Janssen, Wong, Walsh, de Fatima, Lewandowski, and Crane. We can pay. We can pay *handsomely*, if we all chip in—please, we need help. *We need FIST.*

[KZRRRRT]



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Stranger Things, the Duffer Brothers
A Time Odyssey, Arthur C. Clarke & Stephen Baxter

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SPECIAL THANKS

The official FIST Discord server

Mandelbrot Set is a campaign kit for **FIST**, designed to be used alongside the core rules. This campaign kit revolves around a scientific disaster: when a military experiment goes wrong, a sizable area of rural Nevada is turned into a shifting amalgamation of parallel universes dubbed the Fractal Zone. The project's lead scientist, trapped within his own experiment, has contacted FIST for help. The players have three objectives: infiltrate the Fractal Zone, rescue Doctor Okonkwo from the Facility at its center, and destroy the Transdimensional Resonator before the Army makes matters worse in a misguided attempt to control the fallout.

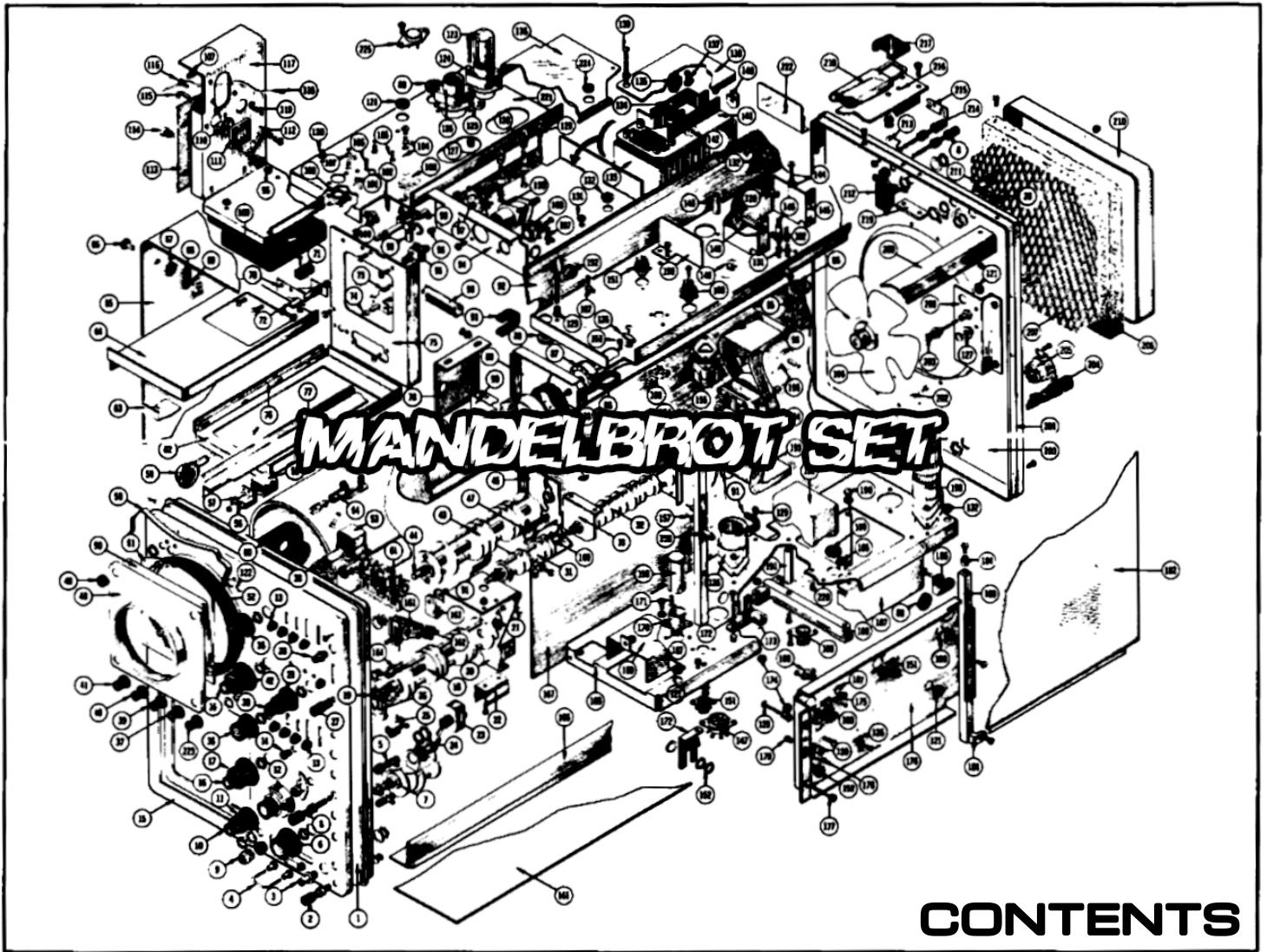
This campaign kit provides maps, locations, characters, enemies, traits, and items your play group can use to assemble their own version of **Mandelbrot Set**. This book is also designed with reusability in mind, using the multiverse as a vehicle to cover a wide array of stats and situations for running your own **FIST** campaigns.

If you play **Mandelbrot Set** as presented in the book, your campaign will consist of several "runs" of the same mission:

- Players go on a hexcrawl through the Fractal Zone with random encounters, points of interest, and a roaming boss.
- Players infiltrate a small, secure building in the center, exploring a handful of rooms outfitted with opportunities and hazards.
- NPCs inside the Facility act upon their own agendas; FIST must find them and take care of them as they pursue their other objective.
- When FIST finds their primary objective, he may have been replaced by someone else.
- The players must defeat the final boss: a sentient machine and a randomly generated combatant.
- The players must escape the collapsing Zone. When they reach the edge, accompanying NPCs are rescued and FIST begins a new "run".

We hope you have fun, and thanks for playing!

CLAYMORE



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THE FRACTAL ZONE..... PG. 3
Hexmap of the Fractal Zone and rules for traversal.

OUTPOST INDEX..... PG. 5
Index of twenty Outposts, premade packages of enemies, items, and descriptions.

WYRD ENCOUNTERS..... PG. 15
Random encounters which appear in the Wyrd, an unpredictable section of the Fractal Zone.

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FRACTAL TRAITS..... PG. 19
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Important information for players, reproduced from other sections in printer-friendly form.

ASSEMBLY PROTOCOL

To assemble a campaign with **Mandelbrot Set**, start by procuring a **Campaign Sheet** (PG. 31). The Campaign Sheet functions like a character sheet, and can be used to keep track of variables and plot points throughout the campaign. By rolling some dice, you can fill out the sheet and automate the process of constructing each mission (of course, you can always hand-pick the components of your missions or make your own, if that's more fun!)

FIST only uses six-sided dice, but a twenty-sided die and a coin are needed to pull random results from some parts of the book. The Campaign Sheet is designed to be printed, erased, and reused, but also has fillable sections if you're using a computer.

ROLL OR CHOOSE THREE OUTPOSTS.

The map of the **Fractal Zone** (PG. 3) shows three Outposts: **Alpha**, **Beta**, and **Gamma**. Roll 3D20 or choose three from the Outpost Index, and fill in their names and page numbers on your Campaign Sheet.

Outposts are packages of characters, items, and set dressings that can be slotted into the **Hexmap**. Each Outpost is centered in a single hex, and surrounded by six hexes which make up its **Alert Radius**.

When the players enter an Outpost's Alert Radius, whatever resides there becomes narratively active, prompting the players to go stealth, make themselves known, or pursue some alternative strategy.

CONSTRUCT FACILITY ZERO.

The map of **Facility Zero** (PG. 21) shows the layout of FIST's destination, a military installation in the Nevada desert. Roll once on the Bad News and Good News tables for each room, then record the results on your Campaign Sheet. Some Good News results include **Facility Zero Staff**. The Player Materials sheet includes a checklist to keep track of which staff members FIST has successfully extracted from the Zone.

Facility Zero has four **doors**. Flip a coin for each one—on a heads, the door is unlocked. On a tails, the door is locked by a magnetic deadbolt and requires a **Facility Zero Keycard** to open. The prime version of Dr. Okonkwo has a Facility Zero Keycard, but if your players are looking for one, they can be found elsewhere as well.

CONSULT THE SUPERPOSITION TABLE.

Doctor Onyemaechi Okonkwo, lead scientist of the Transdimensional Resonator Project, sent a distress call to FIST and needs to be rescued. Unfortunately, he has become entangled with five other versions of himself, and they are all swapping places. Roll D6 on the Superposition Table (PG. 23), and note the result on your Mission Sheet. This is the version of Okonkwo the players will actually meet at the Facility's heart.

DISTRIBUTE MISSION MATERIALS.

Print or electronically copy the remaining Mission Materials (PGs. 32-34) and distribute them to your players.

Ask the players if they have any questions about the Mission Materials, and take a moment to discuss the new mechanics.

GIVE THE PLAYERS A BRIEFING.

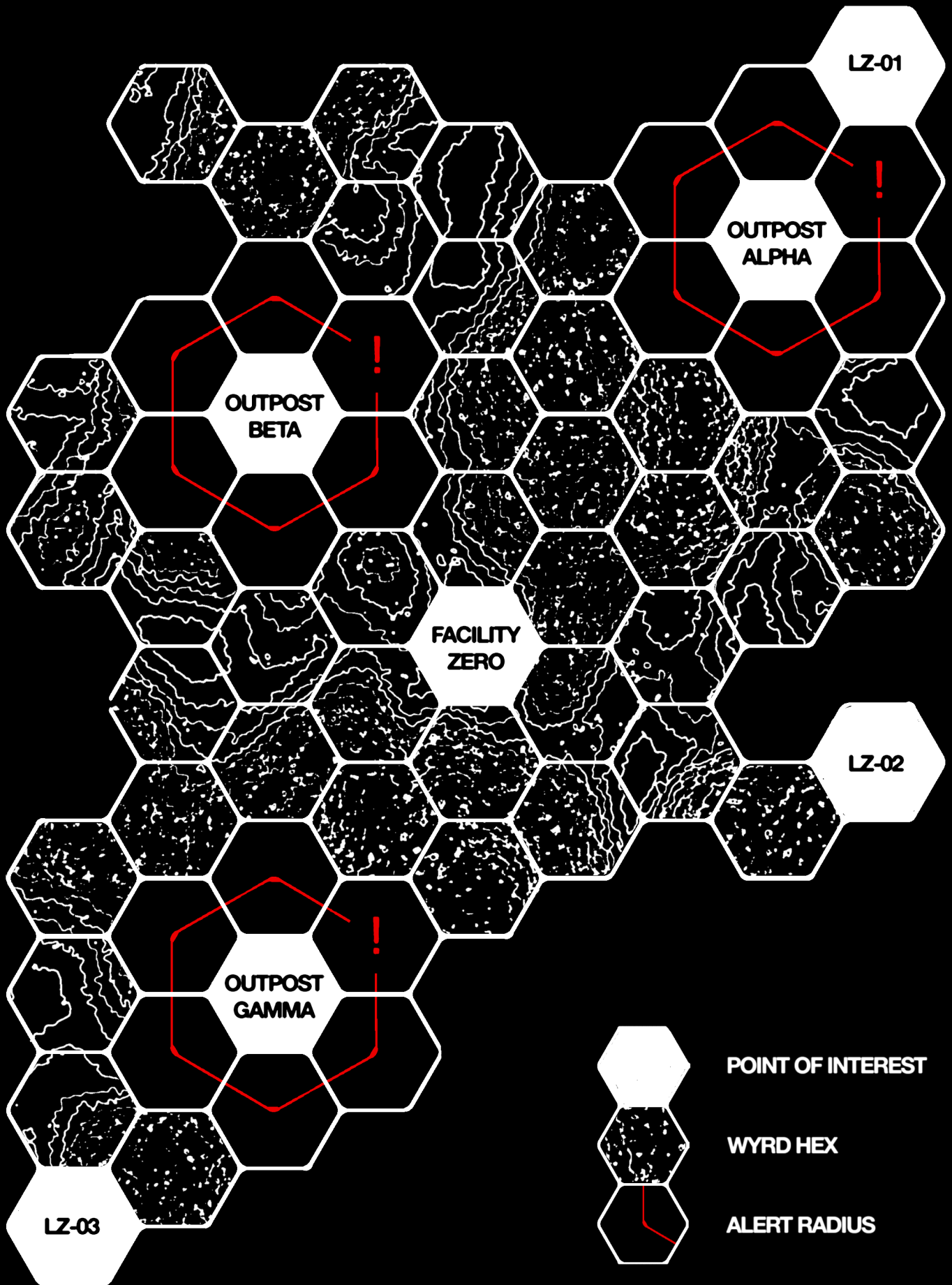
Cover each item listed under "Tell the players now...". If your FIST game includes some referee-controlled commanding officer, roleplay a briefing scene. If it's just the players, ask them how their characters learned each piece of information. **"Let them find out later..." is for ref eyes only.**

TELL THE PLAYERS NOW...

1. **A horrible disaster** has trapped an Army scientist, **Dr. Okonkwo**, inside his own experiment.
2. **Dr. Okonkwo and six other members of the staff at Facility Zero are still alive**, and the Army is killing anyone who tries to leave.
3. **The stretch of desert where Facility Zero is located has been warped and corrupted by the explosion**, creating several pockets of alternate realities separated by hedgerows of unreality where space and time turn inside out. This **dangerous region of cosmos-splintering fallout** is called the **Fractal Zone**.
4. **Being inside the Fractal Zone is dangerous**, so one FIST operative will be outfitted with a **Corruption Meter**. Each time the team enters a new Hex while traversing the map of the Zone, this operative should increase the team's **Fractal Corruption Units** by 1, and report their reading to the table. 6 **FCUs**, the highest reading possible, indicates **maximum corruption**.
5. **Completing this job will take multiple in-game missions put together as a campaign** (decide with the players how many missions your campaign should last—we suggest six). Your objective is to **infiltrate the Fractal Zone, destroy the Transdimensional Resonator, and evacuate all of the survivors from Facility Zero** before the **destruction of the Resonator causes the entire Zone to collapse**.
6. **Good luck**, and stay frosty.

LET THEM FIND OUT LATER...

1. **Dr. Okonkwo was at the epicenter of the disaster**, and has become **entangled with other versions of himself**.
2. **By the time FIST arrives, the situation has spiraled out of control**. There is little military presence, and the remaining survivors face a **menagerie of transdimensional horrors**.
3. **The areas where spacetime breaks down are called the Wyrd**, an emanation of the incoherent nightmare soup in which the whole of the multiverse floats. **Holy Diver, a castaway CRO who calls the Wyrd home, lurks within the Fractal Zone**, armed with baneful fourth-dimensional magic.
4. **At maximum corruption, the players will begin to develop Fractal Traits**. These otherworldly powers warp the body and twist the mind, offering great power with a cost, and lasting only until FIST has exfiltrated the Zone.
5. **FIST will have an opportunity to destroy the Resonator at the end of the first mission**, but doing so **sends them back in time to relive an alternate sequence of events, even if they escape the Fractal Zone in time**. The many dimensions of the Zone are being **intentionally held together by a rogue AI called OGHMA**. OGHMA is chaining together a collection of universes, and **FIST must destroy each Resonator across multiple missions**.
6. **Luck is subjective** when flipped coins land on both sides.



THE FRACTAL ZONE

ZONE OVERVIEW

In the recent past, there was nothing here but a yawning stretch of unassuming desert—now, this place is a patchwork dreamscape of countless realities, a sinkhole in the fabric of spacetime with the malfunctioning Resonator at its center. With the entire area of operation blanketed by an anomalous electromagnetic field, FIST will have no choice but to use one of three Landing Zones where weak points in the field have been identified: LZs 01, 02, and 03.

Four points of interest are marked on the map: three Outposts, pockets of coherency where the Zone settles upon a single reality, and Facility Zero, where the Resonator is located.

Each Outpost is comprised of a center Hex, where the majority of the Outpost's denizens and structures are located. Six Hexes make up each Outpost's Alert Radius, a sparsely populated surrounding area observed by the Outpost.

Between the Landing Zone, Outposts, and Facility Zero is the Wyrld, an unpredictable hedgerow of volatile Fractal energy. FIST must push through the Wyrld, dealing with any Outposts they pass along the way, to reach the Facility, rescue the staff, and destroy the Transdimensional Resonator.

ZONE TRAVERSAL

FIST begins in a Landing Zone of their choice, dropped off by a helicopter pilot codenamed Aquarius Moon. Before them stands a wall of swirling images and refracted light, the boundary of the Fractal Zone.

When FIST enters a new Hex, the referee should determine what resides there, and then set the scene for the players. When the players have resolved the scene in some way—sneaking, fighting, running, etc.—the referee should ask which direction they're headed. FIST moves to this new Hex, and the process repeats.

LANDING ZONES

Helicopter blades disturb cool desert air, and combat boots touch down on moonlit sand. **Once FIST has left their LZ, they cannot return to any LZ Hex**—entering the Zone is a one-way trip.

OUTPOSTS and ALERT RADII

Islands of coherency exist within the Fractal Zone, but coherency does not guarantee safety. Each Outpost and its Alert Radius are fragments of alternate universes, filled with treasures and tragedies alike. **When FIST enters an Alert Radius**, the referee should start painting the scene at this Outpost—sights, sounds, smells, feelings of loneliness or of being watched, imminent dangers and sparkling opportunities just beyond the horizon—but keep things simple. Sprinkle the Alert Radius with enemies and non-player characters who are not yet aware of FIST's presence. Give the players space to set up a game plan, then challenge their plan as they move through the Alert Radius.

When FIST enters the center Hex of an Outpost, use everything from its entry in the Outpost Index. The meat, the hooks, the inciting incidents, all of them take place at the center. A cunning referee will present the center of an Outpost as both particularly dangerous and especially enticing.

THE WYRD

When FIST enters a Wyrld Hex, consult Wyrld Encounters (PG. 17). Ask whoever has the Corruption Meter to report their reading to the table. Use this number to summon a wanderer of the Wyrld who crosses paths with FIST, cloaked by the mind-bending existential overgrowth.

If something follows FIST into the Wyrld, roll a D6—on a 4 or higher, it is no longer that thing, warped and mutated by forces beyond reality.

If FIST loses their way and is pushed off the map, they move in the opposite direction instead.



1. GUARD TOWER

Three ZONE TROOPERS stand guard at the base of a steel tower which overlooks much of the Fractal Zone from atop a shadowy cliff. One SPEC OPS SNIPER crouched in the tower continuously scans the horizon, methodically taking shots at any moving thing that enters the Outpost's Alert Radius. An alternate trio of night shift ZONE TROOPERS appears from the south by Jeep every 12 hours, but the SPEC OPS SNIPER seemingly never sleeps.

ZONE TROOPER (3 HP)

- M16 rifle (1D6+1 DAMAGE)
- Dark camouflage (1 ARMOR)
- Gas mask (ignore breathing-based damage)
- Antifractal serum (remove all Fractal Traits from one person, consumable)

FROSTY: These private military company recruits have been thoroughly debriefed on the nature of the Fractal Zone and will not be surprised when faced with supernatural phenomena.

SPEC OPS SNIPER (6 HP)

- Mosin-Nagant (1D6+2 DAMAGE)
- Black coffee thermos (+1D6 HP, one use)
- Black ball cap

TRAINING: This U.S. Army sniper has been deployed to the Fractal Zone due to their exceptional skill and always deals maximum damage when attacking.

2. CONFEDERATE POST

Two modern-day CONFEDERATE GRUNT units are locked in a tense argument at the base of a wood-and-wire guard tower which seems susceptible to sudden collapse. One ROYAL SPANISH COMMANDO in a C.S. Army truck is driving in odd, loose circles around the Western half of this Outpost's Alert Radius. Each C.S.A. soldier seems disoriented, confused, and sick from the effects of the Fractal Zone.

CONFEDERATE GRUNT (3 HP)

- Zastava M70 (1D6+1 DAMAGE)
- Frag grenade (1D6+2 DAMAGE, one use)
- Grey fatigues
- Balaclava

UNDERFUNDED: Due to deteriorating inter-state fiscal negotiations, C.S.A. soldiers' guns jam when they would deal more than 3 damage.

ROYAL SPANISH COMMANDO (5 HP)

- Campo-Giro de 9mm (1D6 DAMAGE)
- Jumpsuit, leather jacket (1 ARMOR)
- Rocket launcher (1D6+2 damage)
- Empty bourbon bottle
- Loaded dice

PROUD: The commando is a decorated officer of Spanish Tejas, having arrived from the Old World ten years ago to begin a military career in the colonies. They are the heir to their grandfather's storied pistol, a seasoned duelist with 2D6 notches on their belt, and above all else, they are not some brittle-boned coward. Unwilling to back down from any challenge, they are easily tricked into biting off more than they can chew.

3. SURVIVOR STRONGHOLD

Under shady autumn trees, the dead walk again. Less than a year has passed since a neurocystic plague swept the United States, but the very structure of society has already collapsed under the weight of grief, decay, and destruction. Away from darkened cities engulfed in foliage, small groups of survivors live in fortified camps. This stronghold is fervently patrolled by six CIVILIAN SURVIVORS, but they do not engage with anyone in this Outpost's Alert Radius unless attacked. Unfortunately, 2D6 LARVAL UNDEAD are shambling aimlessly throughout the entire Alert Radius, attracted to FIST operatives who make any significant noise.

CIVILIAN SURVIVOR (6 HP)

- Ithaca 37 shotgun (1D6+1 DAMAGE)
- Molotov cocktail (1D6+2 DAMAGE, 2 DAMAGE to those nearby, one use)
- Layers of flannel and denim
- Crucifix necklace

JADED: After years of living on the edge, these mistrustful people cannot be convinced to help anyone. They are unwilling to assist with combat, provide information, or distribute supplies unless doing so would directly benefit them.

LARVAL UNDEAD (1 HP)

- Yellowed nails (2 DAMAGE)
- Dead flesh (1 ARMOR)
- Cranial parasites
- Rotten clothes

INFECTIOUS: Those who are attacked by these ambulant corpses end up with leaping cranial parasites stuck to their skin like leeches. Receiving first aid in a safe place removes the parasites, but dying while infected causes the victim to reanimate as a fresh LARVAL UNDEAD with their MAX HP and items intact.

4. WASTELAND CAMP

Seven stinking WASTE FIENDS wander in groups of varying size near the edge of a cliff, poking at the lizards who gather there in search of an easy meal.

The camp is unguarded and an Analgesic Jet Injector (+6 HP, consumable) is sitting in the open on an overturned oil barrel. The camp is booby trapped with strings and rattling cans. One ISOTOPE WALKER flits between points in this Outpost's Alert Radius, and may attempt to surprise FIST operatives by teleporting behind them.

WASTE FIEND (1 HP)

- Sharpened pipe spear (1D6 damage)
- Kaiju hide robes (1 ARMOR)
- Radiation poisoning symptoms

FERAL: If these hollow wanderers are slain within biting distance, they will sink their yellow teeth into the attacker and deal 1 DAMAGE.

ISOTOPE WALKER (12 HP)

- Gaze of decay (2D6 DAMAGE)
- Phase-matter body (2 ARMOR)
- A dusting of orbiting pebbles

CURIOUS: The entity is a flickering silhouette of a human nervous system, silent and unblinking. Roll 1D6: On a 4 or lower, the nuclear ghost will passively observe the players rather than attacking, and may even be abstractly communicated with.



5. ANTEDILUVIAN ORTHOSTAT

Upon closer examination, this standing stone seems to be made of finely porous, subtly multicolored coral. Shrouded in the thick, wet fog which blankets this Outpost's Alert Radius, four ATLANTEAN SCOUTS patrol the area, protecting the orthostat. In each hex of the Alert Radius, there are 1D6 DIRT EELS foraging for algae growing on rocks. Those who approach the pillar of coral have their senses overwhelmed by the smell of salty air and the sound of crashing waves. Though it's not immediately apparent that the coral can be easily damaged, breaking off a chunk and consuming it causes half-formed gills to sprout from the neck. Freshly-gilled individuals are immune to breathing-based damage such as drowning, suffocation, or poison gas; however, the gills eventually rot off after moving through 1D6 hexes, leaving nothing behind but an uncomfortable sore.



ATLANTEAN SCOUT (4 HP)

- Harpoon rifle (1D6+2 DAMAGE)
- Anti-oxygen grenade (remove oxygen from 10 ft. radius, one use)
- Water-breathing exosuit (2 ARMOR, cannot be used by air-breathers)
- Alkahest syringe (+2 DAMAGE on next attack, consumable)
- Seashell jewelry
- Tattered cape

PARANOID: These humanoid water-breathing reconnaissance troopers have been ordered by Atlantis High Command to destroy everything within the Fractal Zone. Xenophobic and imperialistic, Atlanteans both fear and despise land-dwellers and can be easily tricked into viewing them as maddening, unknowable monsters.

DIRT EEL (3 HP)

- Rows of teeth (2 DAMAGE)
- Slick, jade colored skin
- Semi-formed legs
- Bioluminescent eyes

QUICK: Fast and vicious like a rattlesnake, these air-breathing eels latch onto prey after biting with a nearly unbreakable grip. For every Dirt Eel latched on to someone, they take -1 on REFLEXIVE rolls. Getting a Dirt Eel off of you is certainly not impossible, but is too time-consuming to be done properly in the middle of combat—eels which are ripped off tend to take some flesh with them.

6. SCREAMING MONOLITH

An ancient standing stone, constructed by a lost culture with an aesthetic sense unlike any on our Earth, dominates this Outpost. Any who enter this Outpost's Alert Radius will be tormented by a high pitched mechanical whine inside their skull. Those affected by the Screaming Monolith take -3 to their next roll before acclimating to the whine, which never quite leaves their head. 1D6 LITHIC WITNESSES bow in silent, rapturous prayer before the monolith.

LITHIC WITNESS (3 HP)

- Ancient Lee-Enfield rifle (1D6 DAMAGE)
- Bastard sword (1D6 DAMAGE)
- Urine-recycling exosuit (1 ARMOR, +1 extra HP whenever the wearer gains HP)
- Satin robes

LEARNED: Though cautious at first, these possessive acolytes of the screaming monolith can be carefully talked down from a fight. If allied with, each Lithic Witness can share their limited knowledge of one other Outpost - the referee picks which one and may choose Outposts which are not currently part of the Fractal Zone.

7. CONSTRUCTION SITE

The sound of jackhammers and drills can be heard the moment the characters step into this Outpost's Alert Radius, louder and louder the closer they approach. THE SITE is staffed by 100 CONSTRUCTION WORKERS that mill about and do their job like it's any other day. The actual structure is half-covered by tarps and scaffolding, preventing the characters from getting a good look at it. From one angle, it looks like a prison, from another, a museum, and from another, a manor. None of the staff can describe exactly what they're building.

CONSTRUCTION WORKER (3 HP)

- Power tool of choice (2 DAMAGE)
- Hard hat (1 ARMOR)
- High-vis vest (good for sneaking into places undercover)
- Lunchbox

ORDERS: The construction workers become hostile and violent if the characters try to enter the half-built building.

THE SITE (HP NOT APPLICABLE)

- Mind control waves (commands itself to be built, strong but not irresistible)
- Writhing metal (1D6 DAMAGE)
- Projectile rivets (1D6 DAMAGE)
- Blood-red girders, cold concrete

GROWING: If the Site is completed, with the help of the characters or not, it will become a permanent door to another world best left unvisited. There is an iron brain at the center of the Site- destroying this organ (6 HP) severs the Site's power and leaves one hundred people very confused about what they're doing here.

8. FIRST CONTACT POINT

A cornfield patrolled by deadly-serious CIA AGENTS with a large object in the center, covered by a blue tarp. Underneath is a classic UFO ringed by multicolored lights. Jeeps, tents, and impromptu laboratories are scattered haphazardly throughout the Alert Radius, atop flattened cornstalks. Helicopter blades beat in the distance. At the base of a set of stairs extending from the ship, several researchers attempt to communicate with a group of ROSWELL ALIENS. The aliens plan to guide everyone they can into the ship and serve them a meal, which will trap them in the Alien Realm forever.

CIA AGENT (5 HP)

- M16 rifle (1D6+1 DAMAGE)
- 9mm (1D6 DAMAGE)
- Second 9mm (1D6 DAMAGE, strapped to leg)
- Bowie knife (3 DAMAGE, strapped to the other leg)
- Body armor (1 ARMOR)
- Earpiece
- Government-issue sunglasses

PREPARED: If the Operative needs something, there's a good chance it was packed in the kit they brought with them and would just need to be retrieved.

ROSWELL ALIEN (6 HP)

- Mind-sundering thoughtwaves (3 DAMAGE)
- Bewitching magics
- Illusions and disguises
- Potbellied figure

PROMISES: If you make a promise to the Alien or they make a promise to you, the terms must be kept or a curse is laid upon the promise breaker.

9. CONVENIENCE STORE

A neon orange sign high above the remote stop reads "OI' 25". The convenience store, though taken from another time and place, is entirely mundane. It's maintained by a sweet old man named Bailey who knows nothing of the Fractal Zone and happily rings up any purchases the characters decide to make. At your discretion, the characters hear a motor in the distance as post-apocalyptic marauders break the rim of the Outpost's Alert Radius, eager to raid the store for supplies. The marauder gang is led by a BUZZER DRIVER, who has a trio of CYCLER LADS in tow.

CYCLER LAD (3 HP)

- Scrapyard motorcycle (1D6 DAMAGE upon impact, explodes)
- Rusty choppers (3 DAMAGE)
- Peeling leather jacket
- Empty juice pouches

TRICKZ: The Cyclers Lads are under the lethally incorrect impression that doing wheelies gives them a tactical advantage in combat.

BUZZER DRIVER (4 HP, 'Buzzer' has 8 HP)

- Buzzer (shoddily repaired van, 1D6+1 DAMAGE)
- Iron knuckles (2 DAMAGE)
- Road sign armor (1 ARMOR)
- Water bottle (empty)
- War mix CD (mostly classic country)

WARSONG: If the Buzzer Driver's war mix stops playing, they will immediately give up.

10. TRAVELER'S REST

A road sign that has seen the wear of ages stands above a roaring bonfire. The sign simply reads 'REST STOP'. When the characters enter this Outpost's Alert Radius, it is night, even if they had just left a Hex wherein it was day. Along with both of the following options, roll a random Wyrd Encounter to be found here; the road sign suffuses the surrounding area with calming energy and the characters may be able to speak with adversaries they normally could not.

TECHNO-KNIGHT (6 HP)

- Photon saber (1D6 DAMAGE, cuts through most armor)
- Medieval plate (1 ARMOR)
- Robotic dove (Can deal 1 DAMAGE as a command and harry foes)
- Signet ring

PARTY: Good friends with the Techno-Mage. Deals +1 DAMAGE on all attacks if they perish.

TECHNO-MAGE (3 HP)

- Scintillating beams (2 DAMAGE, can target up to 3 enemies at once)
- EMP hat (Can fire an EMP that shreds nearby technological devices as a last resort)
- Plastic robes

PARTY: Good friends with the Techno-Knight. Gains D6 HP if they perish.

11. GILDED RUINS

A decrepit office building formed entirely out of gold. Carved computers, stacks of incredibly detailed filigreed paperwork, 15 pound calculators. If the characters begin searching the cubicles, they find one completely filled with haphazardly stacked, golden statues of terrified office workers.

AI PROGRAM 241-C, AKA "MIDAS"

A rogue AI program intent on spreading the gold virus to whoever it can and examining its effect. Trapped inside a gold computer, though the hardware is intact and sealed. Knows how to make an antidote. Takes an exaggeratedly sarcastic tone.

MAINTENANCE BOT (8 HP)

- Golden gas blower (begins to turn any characters or objects touched by the gas into gold, starting at affected areas and working inwards)
- Gold virus-immune plating (1 ARMOR)
- Broom and mop attachments

VESSEL: Midas can see and speak through the maintenance bot. The bot sometimes manages to take hold in an attempt to perform simple cleaning and repair tasks.

12. HAUNTED MISSION

A 1700's-era Spanish mission, seemingly abandoned. Within, the characters find common Christian imagery replaced by Satanic parodies; a fresco depicting the triumphant defeat of Jesus, pentagrams in place of crosses, a statue of a crow-headed demon placed beside the altar. Destroying or disturbing any of these carefully placed items breaks the barrier that keeps the Angel sealed beneath the floor.

SATANIC APPARITION (HP NOT APPLICABLE)

- Curved dagger (3 DAMAGE)
- Robes of the black priest
- Twin curved horns

WARNING: The apparition attempts to warn the characters not to disturb the mission and stop them by force if necessary. They know only Spanish. Even the simplest of protective incantations or holy symbols will dispel this specter.

ANGEL (14 HP)

- Twelve divine blades (2D6 DAMAGE)
- Shield of God (3 ARMOR)
- Rings of living light
- Eyes that can see every soul on Earth
- Shivering wings

JUDGEMENT: Every creature that walks on God's soil is a sinner.

13. SECURE FACILITY

The moon, full and stark white, washes the grass and sand in cold, ethereal light. A blocky, high-security government building stands ominously in the middle of a scrubby patch of desert. The SECURITY GUARDS within the perimeter of the barbed wire fences seem sweaty and nervous, but they won't let anyone in. For every major action the characters take at this Outpost, place a token in front of you (any small object can be a token). Do not say what the tokens are for. At 3 tokens, a pained shriek shakes the facility, and at 4, the barricade within fails and the experiment runs rampant.



SECURITY GUARD (4 HP)

- AK-47 rifle (1D6+1 DAMAGE)
- Dull blue uniform, black balaclava
- Secure Facility keycard (by random chance, also happens to work as a Facility Zero Keycard)

SHAKY: Unequipped for the disastrous situation at hand, these cowardly security guards often miss the mark. When a Security Guard would deal damage to a player, roll 1D6 - on a 3 or below, the damage goes to a fellow player of their choice instead.

HALF-DISSECTED ALIEN (10 HP)

- Six bladed limbs (1D6 DAMAGE, can hit up to six targets in one attack)
- Prehensile organs (might attempt to steal equipped items from players)
- Infectious, bacteria-filled blood (1 DAMAGE if it gets inside an orifice)

TROPHIES: When the characters first see the alien, it has 4 researchers impaled on its limbs that it must first shake off to use the rest of its attacks.

14. ABANDONED GATE

An immense ring of jagged metal half-embedded in the earth that seems to have fallen from a great height. Sparks of strange electricity occasionally crackle to life within its circumference, but its original function has been lost. A genius could possibly repair the gate, though it would be useless, transporting curious travelers lightyears in seconds only to be deposited at a point in space where a station has not yet been built.

GALACTIC CRIMINAL (4 HP)

- Larikian Beamshot 202 (1D6 DAMAGE, ignores armor made of organic materials)
- Sandblasted shawl
- Stolen metals
- Stolen ID (belongs to one "Mexus Greep")
- Red-lens goggles (used to pick out heat signatures)

WANTED: Runs if they believe the characters are local authority figures. If interrogated, the Criminal will allude to some vague breach of "pangalactic celebrity fascimile law", an obvious lie.

THING FROM THE STARS (8 HP)

- Stinging tendrils (1D6 DAMAGE, sting causes temporary paralysis which dissipates when an afflicted person absorbs large amounts of light)
- Shielded eyes
- Float sacs

HUNGER: Becomes more docile at night, when it can feed on nascent starlight.



15. MUTANT TANGLES

Lush foliage completely covers this Outpost's Alert Radius and the air is thick with milky-white spores. Anyone that enters a new hex within the Alert Radius and breathes the spores begins to grow new fingers. The fingers are painful and grow in inconvenient spots (-1 REFLEXIVE). If they aren't cut off (3 DAMAGE, lots of bleeding), each one steadily grows into a limp, debilitating arm. Those afflicted with Fractal Traits are immune.

HEADLESS CHEF (4 HP)

- Red-hot spatula (1 DAMAGE)
- Pan of fried fruit
- Bandaged arm
- Vividly stained apron

GENEROUS: The chef, who has been afflicted by a Fractal Trait and is thus immune to the spores, attempts to get the characters to eat his irradiated meal (which will give them a Fractal Trait of their own). They know the dangers of the Mutant Tangles and earnestly attempt to save the characters from it.

FRACTAL FLIES (3 HP)

- Many proboscises (2 DAMAGE, causes painful crystals to grow out of flesh that attract the attention of other beasts, those with Fractal Traits are immune)

SWARM: This swarm of mosquitoes fly in a dizzying fractal pattern. They take a maximum of 1 DAMAGE per attack.

16. SILICON JUNGLE

There are no signs of urban development, no manufactured infrastructure in the Alert Radius of this Outpost. The air is wet, and the ground is choked entirely by slick viridian vines. Anyone standing on the ground takes -1 to rolls that use their REFLEXIVE attribute. The Alert Radius is inhabited by a GARUDA FRAME, which is locked in a tense game of cat-and-mouse with three hungry JUNGLE STRIDERS who aim to kill it and feast upon its synthetic muscle fibers for a month.

GARUDA FRAME (12 HP)

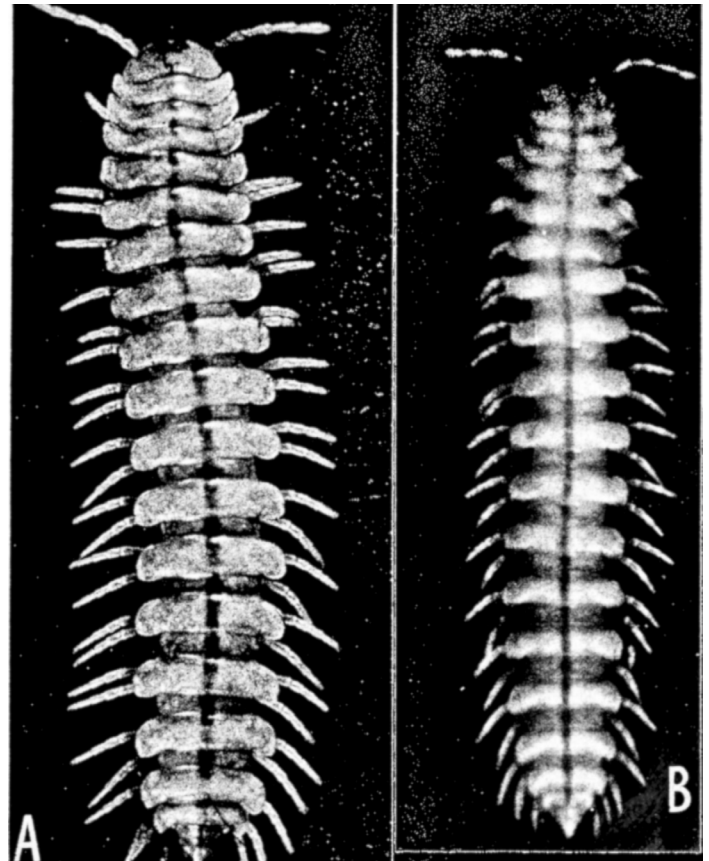
- Diamond-tipped beak (1D6+2 DAMAGE)
- Titanium feathers (4 ARMOR)
- Nutrient-rich bioplastic (+1D6 HP, consumable)

HULKING: Two stories tall with a screech that shakes the trees, this biomechanical bird is too dense to fly. Being slow and heavy, it's easy to trip or trap between trees.

JUNGLE STRIDER (4 HP)

- Plasma machete (1D6+1 DAMAGE)
- Net cannon (shoots a large weighted net, one use)
- Ghillie mech-suit (2 ARMOR)
- Spinal implant (detonates for 2D6 DAMAGE upon Strider's death)
- Bone and gemstone charms

STARVING: Although grizzled and intimidating, standing an impressive ten feet tall in their mechanized camouflage, these hunter-gatherers can be recruited for almost any task if they are promised a reliable supply of food.



17. FORGOTTEN MINEFIELD

Stubborn overgrowth decorates a dreary stretch of land once ravaged by war: vines entwined with barbed wire, abandoned trenches that act as flowerbeds, and craters full of flowers. The lovely scenery hides hidden dangers; characters that cross recklessly quickly discover the unexploded mines in the soil that detonate for 1D6+2 DAMAGE. The mines could be retrieved for re-use... but you'd have to be very, very careful. 1D6 SPECTRAL SOLDIERS sweep the battlefield, pantomiming active combat.

SPECTRAL SOLDIER (N/A HP)

- M1 Garande (1D6 DAMAGE, ghost bullets shoot through cover and hit the soul)
- Tattered WWII-era infantry uniform
- Cold light eyes

GHOST: Can be harmed only by blessed bullets or rock salt shells. If the characters find and bury their decayed body, the soldier will move on.

GHOST HUNTER (3 HP)

- Camera
- EMF reader
- Tank top and jeans
- Expensive sunglasses

INTREPID: Surveying the scene. Prone to getting themselves blown up by mines.

18. CHEMICAL HAZE

Thick, red-orange mist blankets this Outpost's Alert Radius. A battered asphalt road leads to a chain-link fence, half-crumbled into rust and soot. Rays of white and sterile sun periodically peek through the haze and dance across the dead sand and compacted earth, where nothing but lichens grow. The chemical gas is toxic, burning the lungs and irritating the eyes - every time a character that needs to breathe enters a hex within this Outpost's Alert Radius, they take 4 DAMAGE, ignoring ARMOR. 1D6 cattle-sized PREY GRUBS gnaw on the chain-link fence and will attack anything that nears them, made paranoid by some UNSEEN PREDATOR.

PREY GRUB (8 HP)

- Corrosive mandibles (2 DAMAGE)
- Slick, off-white shell (2 ARMOR)
- Chemical haze gland (fills a room with toxic haze when burst, consumable)

FERROVORE: When a Prey Grub would deal damage to someone holding or wearing an object containing iron, the item is eaten instead. After consuming a metal object, there is a 1 in 1D6 chance all of the Prey Grubs will stand on their hind legs, fretfully reacting to deep, repetitive vibrations in the earth, and then scatter in every direction.

UNSEEN PREDATOR (HP NOT APPLICABLE)

- Rhythmic thrumming, neverending

FOLLOWER: FIST cannot directly interact with the Unseen Predator; however, once it notices them, it will follow them across universes, always stalking, never striking. Until they somehow shake the Predator, they cannot heal by resting.

19. CITY BLOCK

A futuristic city of concrete and glass rises out of the Fractal Zone, austere and uninviting. There are anti-homeless measures in every corner and strange signs litter the streets: AVOID SPEAKING OF YELLOW PAPER - DO NOT ANSWER STRANGE MESSAGES - THE PIT IS NOT YOUR FRIEND. All of these signs have a similar logo, a closed fist surrounded by a black diamond. There are people here, but they are subdued and avoid interacting with each other. If the characters identify themselves as FIST operatives, the citizens will show fear and deference. There is a 1 in 1D6 chance that a civilian the players meet is a CYCLOPS REBEL. If the players interact, FIST COMPLIANCE AGENTS will arrest them for fraternizing with dissidents.

CYCLOPS REBEL (4 HP)

- Street medic kit (heal 1D6+CREATIVE HP)
- Black beret with evil eye symbol

SOLIDARITY: Easy to identify among a throng of civilians, will provide help with no questions asked.

FIST COMPLIANCE AGENT (4 HP)

- Glock 9mm pistol (1D6 DAMAGE)
- Bulletproof vest (1 ARMOR)
- Neutralization projector (shoots a cone of light on command, anyone caught in the cone lose their Traits as long as they are within the light)

KNOWLEDGEABLE: These agents have heard of every apocalypse, memetic virus, cryptid and demon under the sun; they will not be surprised by the character's abilities.

MONITOR DRONE (2 HP)

- Automatic machine turret (1d6+1 DAMAGE)
- Abnormality radar (blips where spikes of supernatural energy are present)
- Remote control chip

SPEEDY: Players must at least partially succeed on an attack roll twice in a row to hit the drone.

20. HOME?

The approach to this Outpost gives the characters a deeply uncomfortable but familiar feeling in their stomach, a diseased sort of nostalgia. As they break through the fractal fog, they see a house on a hill. The grass around it is the same grass they ran through as a child. They sat in that tire swing and ran their hands along that fence, getting splinters from the chipped paint. Ask the players about their character's childhoods; the House fuses them together into a dreamlike amalgamation of memory. There may be useful supplies or food in the cupboards; their mother's pistol, an unused box of fireworks in the garage, or something stranger- but always familiar. A sound emanates from the basement. Underneath the house, the characters will find their parents. All of them.

THE PARENTAGE (10 HP)

- Piercing tongues (1D6 DAMAGE)
- Doting hands
- Childhood trinkets

STORGE: If any character has a good relationship with their parents, their armor does not protect them from the kiss of the Parentage.

ALTERNATIVE ASSEMBLIES

The storyline of Mandelbrot Set is provided if you'd like to use it, but the content in this book is designed to be easily remixed into other stories as well. Two example missions are provided here as possible inspiration.

SHADOW FROM THE DEEP

Atlantis has revealed its existence and declared war on humanity. Atlantis High Command views air-breathers as biologically inferior and a blight upon the Earth, a world which rightfully belongs to the supermen of Atlantis. Yesterday, Atlantean forces made landfall in a sleepy New England town called Innsmouth, prompting the Army to take swift retaliatory action. Yugg-n'thath, a drafted Atlantean anti-war protestor, has been taken as a POW along with five other soldiers and a war-trained Abyssal Monstrosity. N'thath has contacted FIST with a deal: safely extract her from Army custody, and she will provide FIST with Atlantean encryption codes which would kneecap High Command if made public. Place the following Hexes on a blank map:

- 3 Antediluvian Orthostats, reskinned as Atlantean Relay Points. Remove the Dirt Eels; replace them with 1D6 Jungle Striders per Hex, reskinned as Atlantean Mech Troopers.
- 3 Guard Towers, reskinned as Tenement Buildings. Spec Ops snipers are positioned on the rooftops. Reskin Zone Troopers as Innsmouth Infantry, without Antifractal Serum.
- 1 Secure Facility. Reskin the Half-Dissected Alien as an Abyssal Monstrosity, with eight bladed tentacles instead of six limbs. Yugg-n'thath (3 HP, 1D6 DAMAGE, CHOKE 5: Refuse to go on) is being held here by a CIA Agent.
- Hexes in between are City Hexes. When FIST enters a City Hex, roll 1D6 for a random encounter.

The mission is complete when Yugg-n'thath has been safely extracted and the Atlantean encryption codes have been publicly disseminated.

1. 1D6 Atlantean Scouts commanded by an Atlantean Mech Trooper
2. 3 Atlantean Mech Troopers, 3 Security Drones
3. 2D6 Innsmouth Infantry, barking orders at FIST to get out of the way
4. Incoming Army napalm strike (3D6 DAMAGE if cover isn't found)
5. 1D6 Civilian Survivors who seek assistance from FIST. Reskin as New England Remnants
6. 5 Atlantean Scouts locked in combat with 7 Innsmouth Infantry

RAINBOW IN THE DARK

The USS Eldridge, a Navy Destroyer Escort ship which disappeared mysteriously during World War 2, has suddenly popped back into existence, hurled through a cosmic fissure and lodged sideways in a globally important trade canal. Unbeknownst to the general public, the Eldridge was shunted outside of reality when its experimental cloaking field malfunctioned. While traversing the Wyrd, the battleship was hijacked by Holy Diver, the castaway CRO. Now, Diver holds the ship (and the global trade networks which rely on the canal) hostage. Her demands: \$100,000 in ransom and a cure for the condition which anchors her to the Wyrd. If her demands are not met, she will reactivate the cloaking field atop the cosmic fissure and create a new Fractal Zone. Place the following items on a map of a battleship:

- 10 Eldridge crew members held hostage (6 HP, 1 ARMOR, 1D6+1 DAMAGE, CHOKE 3: Game over man, game over) who still believe it's 1943.
- 4 Dark Detachments, created from the crew. They often hide in the transient shadows created by the ship's flickering incandescent lights.
- 9 Ravenous Mycomorphs, their minds bound to Diver via chains of psionic energy, patrolling hungrily in units of three or more.

The mission is complete when the survivors have been rescued, Holy Diver has been negotiated with or defeated, and the Eldridge has been dislodged from the canal.

Between the islands of causal stability anchored by the three **Outposts** lies a middle ground of unreality and illogic called the **Wyrd**, a fluid and dreamlike grout which fills the grooves of the transdimensional mosaic that is the **Fractal Zone**.

WYRD

ENCOUNTERS

Although Wyrd Hexes were once a part of the Nevada desert, they are now overgrown with fractal foliage, creating a dense jungle of unfamiliar plants and alien geometry. There is no sun, no moon in this no-man's-land, yet thin dusklight dances eternally through the octarine fog as though the air were made of shattered mirrors.

When FIST enters a Wyrd Hex, whoever has the Corruption Meter must roll 1D6+FCUs and report their roll to everyone at the table. The corresponding encounter resides somewhere nearby in this Hex, cloaked by the blooming vines and chromatic mist. Neither FIST nor the Wyrd-wanderers can see each other at first. The players may attempt to sneak past the encounter, start a fight, run away, etc., but the referee must maintain an air of mystery until FIST encounters the entities in this Hex directly.

When FIST leaves a Wyrd Hex, the referee rolls 1D6. If they roll under FCUs, the unit loses their way - roll another 1D6, and count to the corresponding side of the Hex, starting from the top and going clockwise. This is the direction FIST actually heads in.

CORRUPTION METER: Have someone use the Player Materials or an index card to keep track of the team's **Fractal Corruption Units** (FCUs). Their character gains a cumbersome, boxy device slung from a shoulder strap. Each time FIST enters a new Hex in the Fractal Zone, this player adds **+1 FCU** and announces the new total. **6 FCUs** is the maximum reading, indicating critical corruption levels.

1. SOVIET FIRETEAM (3 HP, 3 appear)

- **AK-74u rifle** (1D6+1 DAMAGE)
- **Ceramic plate armor** (2 ARMOR)
- **Smoke grenade** (one use)
- **Gas mask**

Three veteran soldiers of the Red Army are surveying the Fractal Zone, ordered to report to the Kremlin. Quickly realizing they are out of their depth, they are willing to make deals to survive.

2. ZONE COYOTES (3 HP, 1D6 appear)

- **Canine incisors** (3 DAMAGE)
- **Matted fur**
- **Bloodshot eyes**

Agitated by the corrupting influence of the Fractal Zone, these common coyotes display unusually vicious behavior. They do not react to pain, and their blood and internal organs are pitch black.

3. ERRANT RONIN (6 HP)

- **Nameless katana** (1D6+1 DAMAGE)
- **Geta, gi, and poncho**
- **1D6 x 10 pesos**

A mercenary without a master, cursed by circumstance to meander without a purpose. Speaks Spanish and Japanese, not looking for a fight. Name (1D6): Matsunaga, Valencia, Sawamura, Villalobos, Serizawa, Miyazaki.

4. LEVIATHAN ANTS (8 HP, 1D6 appear)

- **Giant pincers** (1D6 DAMAGE)
- **Dark carapace** (1 ARMOR)

Black ants the size of bears, dead-set on consuming mammalian flesh. The ants are coldly mechanical with dead beady eyes, but easily defeated - they are repelled completely by fire.

5. LOST PLATOON (3 HP, 5 appear)

- **M16 rifle** (1D6+1 damage)
- **Frag grenade** (1D6+2 damage, one use)
- **Blank dog tags**
- **Olive drab fatigues**
- **Kaleidoscope eyes**

Five U.S. Army soldiers, crowded around a broken-down Jeep, dehydrated and being slowly driven mad by the sickening effects of the Fractal Zone. Frenzied and confused, they have forgotten their names.

6. ESCAPED EXPERIMENT (12 HP)

- **Test pilot suit** (1 ARMOR)
- **Helmet with cracked visor**
- **Monstrous innards**

Scrabbling on all fours, a pale, bald human being begs anyone they encounter to put them down, quickly. If they aren't hastily dispatched, an amorphous blob of gore bursts from every opening of the broken test pilot suit. This bloodied monstrosity will attempt to absorb organic characters, with a ferocious appetite.

7. DARK DETACHMENT (6 HP, 4 appear)

- **AK-74u rifle** (1D6+1 DAMAGE)
- **Ice cold stare** (1 DAMAGE)
- **Tactical vest** (1 ARMOR)
- **Silhouette body**

The soldiers of the dark detachment are shadow people, silhouettes left behind by a platoon ejected from causality. They move and disperse with dreamlike logic, repeating the same actions multiple times and only periodically reacting to their environment. Those caught in their stare are completely frozen until the shadow soldiers are distracted, and take 1 DAMAGE from frostbite.

8. LUCENT STALKER (12 HP)

- **Magnetic field** (3 ARMOR)
- **Glowing form**
- **Static-scented air**
- **Whispers in your head**

An echo of something from a higher plane, this humanoid blot of light will relentlessly follow, but never attack, FIST. The lucent stalker is so bright as to make stealth nearly impossible.

9. RAVENOUS MYCOMORPH (9 HP)

- **Eight-jawed mouth** (1D6+2 DAMAGE)
- **Fungal hide** (2 ARMOR)
- **Eyeless visage**
- **Yellow slime**

A stowaway from a parallel world where the perfect predator has evolved from common mushrooms, the mycomorph focuses on only one adversary at a time, stalking them methodically before leaping out of cover to devour and absorb them.

10. FRACTAL CACTI (3 HP, 1D6 appear)

- **Jabbing thorns** (3 DAMAGE)
- **Regenerating flesh** (1 ARMOR)
- **Psychoactive juice** (gain 1 WAR DIE, consumable)

Common Nevada cacti, animated by the Fractal Zone. The dangerous arms of the cacti branch, split, grow, and shrink rapidly to ensnare passers-by with a strange and subtle intelligence, but once they've been chopped to bits, their flesh yields a potent psychedelic. Those ensnared by the Cacti take -3 to all REFLEXIVE and FORCEFUL rolls, but can take 1D6 DAMAGE to ignore this penalty.

11. PARACAUSAL AGENT (8 HP)

- **Walther PPK pistol** (1D6 DAMAGE)
- **Deep black combat suit** (1 ARMOR)
- **Stun gloves** (1 DAMAGE)
- **Schrödinger disruptor** (target is made temporarily unable to perceive anything, consumable)
- **Integrated display helmet** (provides all publicly available information about a specified target)

Employed by the Paracausal Control Bureau, headquartered in New Chengdu, Independent Commonwealth of Tharsis, Mars. Mission: Investigate yet another timeline whose scientists have created some version of the Fractal Zone, determine why the disaster recurs across a seemingly infinite array of timelines, and neutralize every researcher involved to prevent further damage. Under the helmet, they are an alternate version of a player character, who has never heard of FIST. Codename (1D6): Tango, Vorpall, King Uther, Mad Dingo, Coelacanth, Venom Seven.

EXTRAVEHICULAR SUIT

GT-4 EVA COVERLAYER CONFIGURATION

HT-1 NYLON OUTER PROTECTIVE LAYER

HT-1 NYLON MICROMETEOROID ABSORBER

SUPER INSULATION

HT-1 NYLON INNER MICROMETEOROID STOPPER LAYERS

TOTAL WEIGHT= 33.9 OZ/YD²

TOTAL THICKNESS= 0.200 INCHES

GT-8 EVA COVERLAYER CONFIGURATION

HT-1 NYLON OUTER PROTECTIVE LAYER

SUPER INSULATION

COATED NYLON INNER MICROMETEOROID STOPPER LAYERS

TOTAL WEIGHT= 26.3 OZ/YD²

TOTAL THICKNESS= 0.037 INCHES

WYRD ENCOUNTER 12

HOLY DIVER

10 HP
2 ARMOR
BEST 1 OF 3D6 DAMAGE

DESIGNATION: ELITE CRO // STATUS: MIA as of 1959

DOWN TOO LONG IN THE MIDNIGHT SEA

The Nevada Fractal Zone is nothing new, nothing unique—the Wyrd's first incursion into our world can be traced back to the global intelligence agency CYCLOPS conducting teleportation experiments throughout the 1950s. By puppeteering men of power, CYCLOPS orchestrated a transdimensional travel experiment in a top-secret underground bunker, deep below the Ural Mountains.

A disgraced Apollo program dropout seeking a shot at redemption volunteered to lead a team to the other side. Outfitted with a cruel and thunderous belt-fed SAW plucked from a decade which hadn't come to pass, the would-be astronaut was reborn as **Holy Diver**. She and her team of four lower-ranking CROs were the first among us to touch the Wyrd. When the artificial rift in spacetime became unstable, a burst of fractal energy vivisected the soldiers, the staff, and nine unfortunate hikers at Dyatlov Pass. The radioactive tongues and eyes of men driven mad littered the snow, the portal beyond the world had closed, and Holy Diver and her team were stranded on the other side.

Weeks passed as Holy Diver and her team wandered the Wyrd. One by one, her teammates fell, and in the cold black light beyond the veil their minds blossomed, entwining with her own. Holy Diver knew their hopes, their fears, knew and felt the gamut of everything they could have been, of everything that would now never come. Years fell away, and her mind began to fray at the edges. The boundaries that bind the souls of every human being fell against the endless assault of uncut eternity. Her skull rang with the ticking of cosmic clockwork, and in her darkest hour, fists clenched and atoms unwound, she rebuilt herself from raw belief, becoming the Witch of the Wyrd.

Holy Diver has spent millenia as a gaunt and fearful castaway, subsisting solely on the suffering of anything which washes up on the shores of the Wyrd. Haunted by faded memories, she knows that the Nevada Fractal Zone is just another illusion, another cruel mirage of the Wyrd. Escape is impossible, and hope is inconceivable. Only the Wyrd is real, and there is *nothing* on the other side.

INVENTORY

- M249 SAW, fractal refit (best 1 out of 3D6+3 DAMAGE)
- Weathered Apollo space suit (2 ARMOR, infinite oxygen supply)
- Tesseract of Torment (immobilize target with intense pain for ten minutes, consumable)
- Hypersphere of Hate (1D6 DAMAGE, ignores armor, consumable)
- Polychoron of Paranoia (see anyone's deepest fear, consumable)

BOSS MOVES

While controlling Holy Diver, the referee may activate special **Boss Moves**, scenes where a particularly powerful enemy (in this case, Holy Diver) changes the situation in a way they usually couldn't. Each Boss Move may be used once per mission.

BLACKOUT: The astronaut's SAW lights up the psychedelic fog with a blazing arc of heavy fire, then everything goes pitch black. "Let's play a game," hisses Holy Diver. The referee should confiscate the players' character sheets, which are now obfuscated by Diver's blackout. "Got everything memorized?" taunts the Witch of the Wyrd with an echoing cackle. The blackout is lifted (and the character sheets are returned to their rightful owners) when Holy Diver drops below 5 HP. After the blackout is over, Holy Diver flees and the encounter ends.

INVERSION: "Something's wrong—oh, you can *feel it*, can't you?" Holy Diver howls, and the Wyrd becomes its own photo negative. Secretly roll 2D6 twice, and record both results (reroll for duplicates). When the players roll the dice to do something risky, these two numbers are swapped (e.g. rolling 2 and 7 would make 7 a failure and 2 a partial success). This effect fades when Holy Diver drops below 5 HP. After letting out a pained wail, the Witch flees and the encounter ends.

STAIN: When the players defeat Holy Diver, she explodes in a brilliant fractal fireworks display, leaving behind a Wyrd Hex which spawns two encounters and a hovering green skull that screams, "*JUST YOU WAIT, KIDS, I'LL BE BACK!*"

When FIST enters a new hex with 6 FCUs, the player nearest to death must roll 1D6 and take a Fractal Trait (roll 1D6 for HP ties - loser gets a Fractal Trait).

FRACTAL TRAITS

If you roll a Trait you already have (except Entangled), reroll until you get a new one. Fractal Traits disappear at the end of each mission, when the Zone collapses.

- 1** **POROUS:** Your body is riddled with repeating perforations in sets of ever-decreasing size, turning you into a walking Menger sponge. You can spend 2 HP to let a ranged attack fly through you, but you will be incapacitated until you receive medical care.
- Your eyeball (it fell out, better hold onto it)
 - -2 FORCEFUL

ILLUCID: Every thought you have branches into more, everything you perceive is perceived from every angle at once. You are swimming in a sea of sensory overload, a cacophony of omniscience, a mental Library of Babel populated by contradictory yet immutable facts. If something happens which displeases you, you can simply access an alternate truth and erase the event entirely. In doing so, you lose your coherence, become one with the universe, and (functionally) die.

- Pondering orb (ask the referee to describe one Wyrd Encounter to you entirely, one use)
- -2 TACTICAL

- 3** **P-ZOMBIE:** From the outside, nothing has changed. You are you, you act as you always would, you scream when shot (presumably) and put your pants on one leg at a time (presumably). Internally, however, the Fractal Zone has suppressed the inner spark, the essence of consciousness that makes you more than a collection of systems. You cannot perform any action without being explicitly told to (but you also cannot be commanded to do anything you normally wouldn't).
- Crystal circlet (cannot be removed)
 - -2 CREATIVE

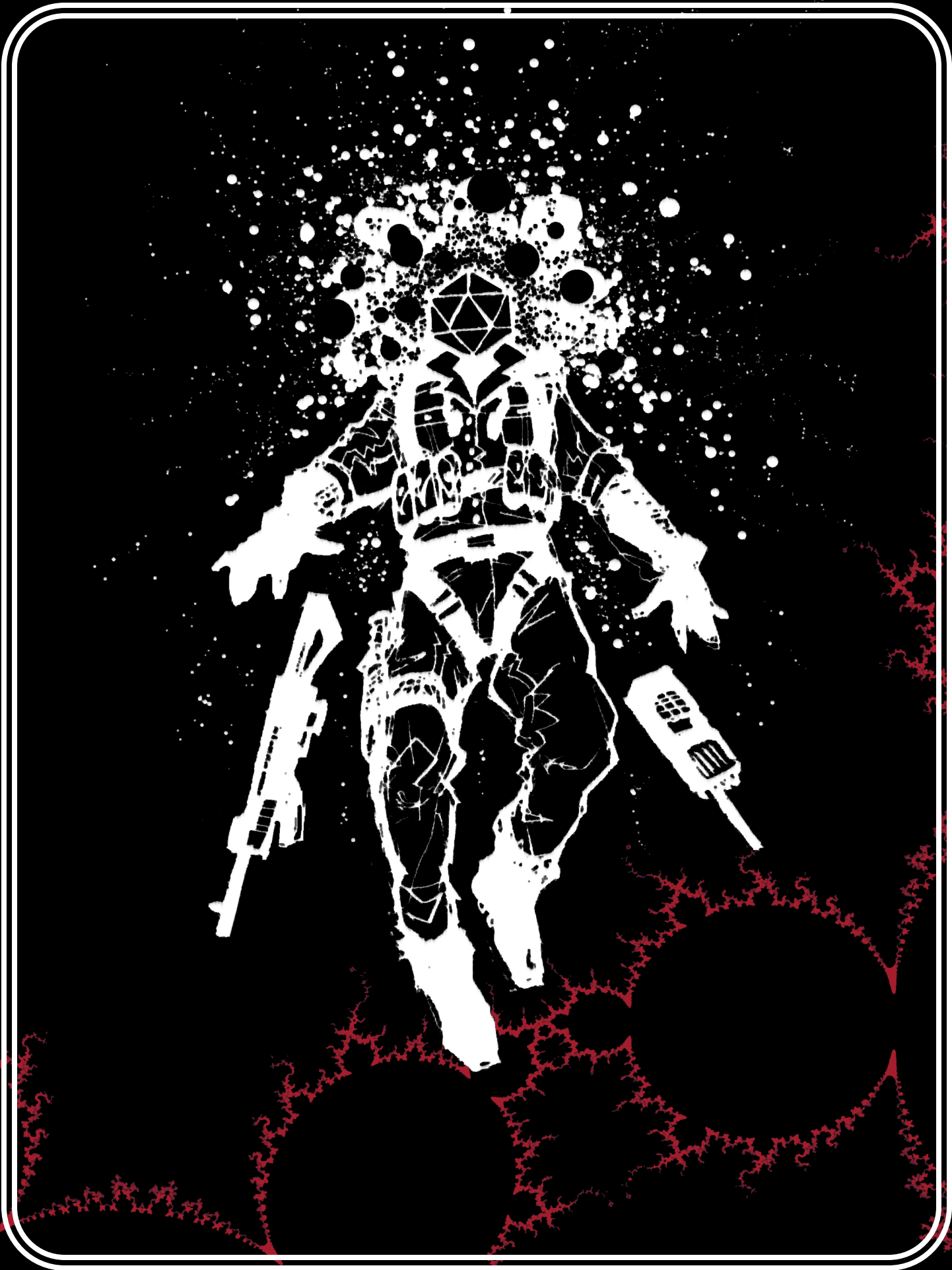
AGGREGATE: Your body struggles under the weight of multiple timelines, becoming dense with the accumulating matter of other selves. The atoms in your body painfully branch out into microscopic Koch snowflakes, pulled in every direction at once by an infinite series of opposing movements. You can choose to gain equivalent HP when you take damage (even temporarily increasing your max HP). If you do this three times, your scrambled, crystallized body will be frozen in place, woven into the threads of fate like an insect in a web. You can only be freed if the Resonator is destroyed.

- Snowflake shield (ignore 1D6 damage, one use)
- -2 REFLEXIVE

- 5** **HEADLESS:** You have met with a grim, if straightforward fate: the Fractal Zone has left you with no head, putting in its place an ever-shifting, hovering polyhedron made of thought and light. You remain alive and behave normally, but cannot talk. Your Attributes are 0 for any risky action which traditionally requires having a head. If this trait would reduce your MAX HP to 0, set it to 1. You are immune to headshots.
- Will-o-the-wisp (functions as a floating flashlight)
 - -6 MAX HP

ENTANGLED: You become entangled with a single parallel version of yourself. They are perfectly identical to you save for nearly imperceptible differences in movement, speech, and stance, creating a ghostly double-vision effect for those who lay eyes upon you. If you die while you have this Fractal Trait, you can sacrifice your parallel self instead, and lose Entangled. If you roll Entangled multiple times, the effect stacks, giving you multiple "extra lives" until the Resonator is destroyed.

- Quantum splitter grenade (2D6 DAMAGE, 1 in 6 chance to create a duplicate of the target, one use)
- -2 MAX HP per additional self



FACILITY ZERO

Roll 2D20 for each of the five rooms at Facility Zero (map on PG. 34). Flip a coin for each of the doors to determine if they are locked by Keycard.

GOOD NEWS:

1. **WATERY STASH:** A Facility Zero Keycard into an aquarium full of colorful fish.
2. **FIRE SAFETY:** A fire extinguisher and fire axe (3 DAMAGE) are present in this room.
3. **DEFENSIVE POSITION:** The room provides ample cover; the characters have +1 on combat rolls while here.
4. **MEDICAL CABINET:** A medical cabinet contains useful healing items (+1D6 healing for all characters).
5. **SURVIVOR:** A random staff member (1D6) is hiding in a locker, grateful if freed.
6. **MEMORIES:** A stack of audio logs from various staff members are contained in a dusty box. The audio logs could provide clues about the Zone.
7. **SPY KIT:** A well-hidden locked briefcase contains a silenced pistol (D6 DAMAGE), a cyanide capsule, and a golden watch that shoots a tiny laser
8. **WARNING:** A warning that provides a clue about the room's Bad News plays over the intercom.
9. **BREAK ROOM:** This result cancels out the Bad News roll. This room is basically empty save for the typical coffee machine and microwave.
10. **SHIELD OF FAITH:** A priest greets the characters and offers his blessing; if they accept, the blessing prevents HP loss once, next time they take damage.
11. **BACKUP!** A charming Zone Trooper busts down the door and insists on joining the team.
12. **ARMORY:** A random staff member (1D6) is trying to break into the door to the armory. Inside are grenades, body armor, automatic weaponry, and more bullets than the characters could ask for.
13. **TRANSPORTATION OF THE FUTURE:** Spotlit upon a pedestal is a fully functional jetpack.
14. **GOOD OMEN:** A large shattered mirror shows one of the characters a vaguely positive future event.
15. **MERCENARY DISPENSARY:** A vending machine sells knives, small arms, grenades, and cigarettes (as long as the characters have change). The glass is bulletproof.
16. **COLLAPSE:** Two random staff members (2D6) are trapped together under a section of ceiling (it's possible to roll the same staff member twice). A sky from another reality is visible overhead.
17. **CLONING POD:** Several cloned sheep nervously mill around a glass tank left half-open. The pod has one charge left and can clone any organism placed inside.
18. **MISTAKEN:** A random staff member passing through this room recognizes the characters and says they've spoken before. FIST does not recall meeting them.
19. **SPACETIME FRACTALYZER:** A time-worn skeleton clutches onto a dusty device. The device allows the characters to "shift timelines"—when they do, reroll the room they're in. Breaks after one use.
20. **FIST (THE RPG):** The characters find a table with character sheets, dice, and small figurines of themselves. The figurines come to life when touched and help the full-size characters the best they can.

BAD NEWS:

1. **SECURITY ALERT:** A Security Guard unaware of the events outside the facility wants to see your ID cards.
2. **INFERNO:** The room is engulfed in flame, the sprinkler system overhead warped and broken.
3. **AUTOTURRET:** A Security Guard has been riddled with bullets by a malfunctioning automatic-fire turret (1D6+1 DAMAGE) that doesn't know friend from foe.
4. **LASER GRID:** Half the room is cut off by a barely-visible laser grid. The lasers activate explosives in the floor.
5. **MONKEY BUSINESS:** The room is filled with agitated monkey test subjects and open cages, tossed aside.
6. **QUAKE:** The room is actively shaking apart under the strain of a localized earthquake.
7. **MARBLE PIT:** The room is filled waist-high with marbles.
8. **LOOSE SUBJECT:** Several guards and scientists have been brutally killed, limbs severed, bodies impaled and tossed across the room. Claw marks decorate the walls. Hiding nearby: a Half-Dissected Alien.
9. **NOT HOME, BUT ALONE:** Multiple jury rigged traps: a shotgun set up to fire at the door, a tripwire that triggers a hail of knives, etc. The official who set them is dead in a corner, killed by their own preparations
10. **MAGNET:** An electrical surge turns on a powerful electromagnet meant for scientific testing which is mounted on the ceiling.
11. **TURNCOAT:** A CIA Agent disguised as a staff member tries to gain FIST's trust. The CIA considers FIST a threat to the state, and the Agent wants them dead.
12. **BAD OMEN:** A player finds their own corpse. Their manner of death foreshadows a future threat.
13. **TICK TOCK:** A large, visible timer is ticking down in this room, at about 1 minute remaining when the characters enter. At 0, explosives under the floor detonate.
14. **MIRROR MATCH:** A random staff member (1D6) is pursued by a bloodthirsty, cannibalistic duplicate.
15. **JUNGLE:** D6 Fractal Flies swarm an experimental plant that has left containment and overgrown the room.
16. **FRACTURED DEAD:** A security guard's corpse shudders and jerks on the ground, blood flowing from their wounds in fractal patterns. If the characters touch them or loiter too long nearby, they gain a Fractal Trait.
17. **TIME ASSASSIN:** An alternate version of a player character arrives.. Their mission: Kill Dr. Okonkwo.
18. **PIANOFALL:** Heavy instruments begin falling from the ceiling as the room violently merges with a reality where Facility Zero was a concert hall.
19. **LOOPED:** Exactly 30 seconds after the characters enter this room, copies of the characters from 30 seconds ago come in after them, then 30 seconds later, the same. This will continue until the original set has left.
20. **DR. PHALANGE:** The intelligent severed hand of a dead scientist rules this chamber, fractal fingers constantly splitting from the skin. It wears a scrap of labcoat and two large googly eyes. Awakens the limbs of any target, gifting them with furious sentience.

STAFF

When a staff member's life is threatened, roll 1D6—if the result is equal to or higher than their CHOKEScore, they attempt the reaction listed at the first opportunity.



1. GENERAL CRANE (8 HP, CHOKEScore 5: Take control by force)

- M1911 pistol (1D6 DAMAGE)
- KA-BAR combat knife (1D6 DAMAGE)
- Walkie-talkie
- Torn formal uniform

CORNERED: Richard Crane was tasked with overseeing research at Facility Zero, and feels that this assignment was a punishment. He trusts no one, knows little, and now fancies himself as an unstoppable one-man army ready to escape the Zone with his life.



2. LIEUTENANT LEWANDOWSKI (6 HP, CHOKEScore 4: Freeze at the wrong time)

- M16 rifle (1D6+1 DAMAGE)
- Frag grenade
- Walkie talkie
- Olive Drab fatigues, GI Glasses

LOYAL: Lewandowski is under direct orders to shut down the Resonator and recover it intact for further use in the field. As these orders come from the United States Army, Lewandowski feels obligated to follow them under absolutely any circumstances.



3. DOCTOR WONG (5 HP, CHOKEScore 4: Sacrifice self to save the others)

- Fire extinguisher (2 DAMAGE, used as melee weapon)
- Overload Tape (damages Resonator for 10 HP when inserted into the mainframe)
- Facility Zero Keycard
- Lab coat, broken watch

RESPONSIBLE: Amanda Wong is Dr. Okonkwo's most trusted assistant. Having expressed concerns about the safety of the project from the beginning, she feels a certain ethical obligation to make up for her complicity by assisting FIST with their mission.



4. DOCTOR JANSSEN (2 HP, CHOKEScore 2: Attempt to euthanize an ally)

- Model 686 revolver (1D6 DAMAGE)
- Antifractal serum (remove all Fractal Traits from one person, consumable)
- Chewing gum, cherry flavor
- Sweater vest, bow tie

HOPELESS: Adrian Janssen's ego has collapsed completely beneath the weight of the Fractal Zone. Reasoning that there is no way out—and determined to convince others of this "truth"—Janssen has become unpredictable and prone to killing on a whim.



5. LEO WALSH (5 HP, CHOKEScore 3: Suffer a panic attack)

- Gas station knife (3 DAMAGE)
- Walkman, bulky headphones, progressive rock mixtape
- 1D6 lighters, assorted colors

ENTHUSIAST: Unassuming janitor Leo Walsh is an avid consumer of counterculture media, a fan of underground literature, and an armchair historian. He has somehow heard of FIST's past top-secret missions, and he takes an eager, foolhardy interest in any supernatural phenomena.



6. GUNNERY SERGEANT de FATIMA (8 HP, CHOKEScore 6: Enter Rambo mode)

- M60 light machine gun (1D6+2 DAMAGE)
- Flak jacket over forest camouflage (1 ARMOR)
- Engraved Zippo ("Love, Meche")

EXPERIENCED: Wilson de Fatima, a hardened U.S. Marine, has a singular goal: identify objects and entities from alternate timelines and terminate them with extreme prejudice. De Fatima is level-headed and professional, cagey about his past (but clearly comfortable with the paranormal), and insistent that he prefers to work alone.

Superposition Table

Superposition Table

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Dr. Onyemaechi Okonkwo was the head scientist for the Transdimensional Resonator project before the disaster, and had the misfortune of being trapped inside the Resonator Room during the fractal event. Consequently, the Doctor has become entangled with five alternate timeline versions of himself. Roll 1D6 to see which Okonkwo FIST meets. All have a CHOKE score of 6—if the version accompanying FIST chokes, roll 1D6 and swap in the result.

1. DR. OKONKWO (3 HP)

- M14 rifle (1D6+1 DAMAGE)
- Bulletproof vest (1 ARMOR)
- Facility Zero Keycard (opens any Facility Zero door)
- Lab coat, browline glasses
- Stabilizer Unit

REACTION: Quite relieved to see FIST; haggard and lonely.

PLAN: Dr. Okonkwo explains how his Stabilizer Unit works (the referee can pepper in a little technobabble), laying out a plan to activate his Stabilizer Unit and defend the Resonator Room until the process is complete. When the Stabilizer field is ready, he will help FIST destroy the machine, then exfiltrate the Zone and ultimately flee the country.

BOON: Dr. Okonkwo can answer any scientific question about the Fractal Zone. His Stabilizer Unit will contain the explosion created by a destroyed Resonator in a cylinder of electromagnetic force, letting FIST flee the Zone at their leisure.

2. PROF. OKONKWO (3 HP)

- M1911 Pistol (1D6 DAMAGE)
- Makeshift antifractal serum (remove all Fractal Traits from one person, consumable)
- Gas mask
- Dress shirt, grey slacks

REACTION: Disoriented and terrified by the militaristic United States of America, a reflection of his homeland as seen through a dark mirror. Does not recognize or trust FIST at first, assuming that they serve America.

PLAN: The Professor feels an ethical compulsion to destroy the Resonator, reasoning that, if used as a weapon of mass destruction by the U.S. Army, the Resonator could "unleash death and destruction on a scale which dwarfs even the nuclear attack on San Diego."

BOON: Professor Okonkwo has devised a crude apparatus for synthesizing antifractal serum. If he is protected in a quiet place for 1 hour, he'll make 1D6 doses.

3. DIR. OKONKWO (4 HP)

- Serrated iron combat dagger (1D6 DAMAGE)
- Genome Serum (makes one Fractal Trait permanent)
- Tyrian purple boilersuit with embroidered patches

REACTION: Science Director Okonkwo wants nothing to do with non-citizens of the Global Roman Imperium, and that includes FIST. "I have neither the time nor the patience to collaborate with a pack of brittle-minded barbarous hylics!"

PLAN: Director Okonkwo has no doubt that he will eventually find his own way home. He takes a morbid interest in the Fractal Zone, curious as to how its strange effects can be used to enhance the human genome. The Director does not want to evacuate until accumulating as many mutations as possible.

BOON: The Director's newly synthesized Genome Serum makes Fractal Traits permanent.



4. THE GOOD DOCTOR (5 HP)

- Chrome vibro-blade (1D6+2 DAMAGE, atomically sharp)
- Sophont jar (digital storage medium which houses an AI)
- Black velvet cloak, pinstripe pants, earrings, knee boots

REACTION: The Good Doctor prostrates himself before the Resonator in prayer, for his cult, the Adherents of Ultravac, venerate artificial intelligence above all things. He believes that OGHMA should be listened to, not destroyed, and will not allow FIST to harm the Resonator.

PLAN: This Okonkwo has a cylinder packed with glowing nanocircuits slung from their belt like a lantern. This sophont jar could hold OGHMA and grant it processing power equivalent to a human brain. If OGHMA can be convinced to enter the jar, it may not be able to escape.

BOON: OGHMA does not belittle The Good Doctor's intelligence, for he reveres lucid machines.

5. ONYEMA (6 HP)

- SPAS-12 combat shotgun (1D6+2 DAMAGE)
- Crowbar (1D6 DAMAGE)
- Environment suit (2 ARMOR)
- Black rimmed glasses
- Passport

REACTION: Fights FIST without a second thought, dancing lightly between bullets and lining up devastating shots like clockwork. If FIST stands down first, Onyema will too, greeting them in an unfamiliar dialect of ASL, his gestures measured and subtle.

PLAN: Onyema arrived at Facility Zero an hour late this morning for his first day on the job, recently hired by a mysterious defense contractor known as Fuligin Dynamics. He plans to fight his way out, then clock out early.

BOON: Onyema can share almost encyclopedic knowledge of three Wyrd Encounters of the ref's choice, having fought them off multiple times while exploring the Fractal Zone.

6. DOC (8 HP)

- Nuclear heatsaber (1D6+1 DAMAGE, cauterize wounds)
- Hide gambeson (1 ARMOR)
- Herbalist's satchel (+1D6 HP, removes one Fractal Trait, one use)

REACTION: "Stop right there, vile brigands! I shall have this piece of ensorcelling Archon technology for myself—have at you! Yah!" Doc begins fencing.

PLAN: Doc is a wizard-for-hire in the Lost Kingdom of Usa, moving from town to town as it suits his fancy. He aims to scour every inch of Facility Zero for "priceless Archon wonders" (ballpoint pens, cassettes, digital watches, etc.)

BOON: Being a wizard-for-hire, Doc will only accompany FIST if properly compensated. He'll give a quote of 1D6 "Archon wonders" (any objects from the modern era players have), then insist on leading the team. Being a treasure hunter, Doc can sense the presence of Collectibles.



THE RESONATOR ROOM
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The dark, yawning room crackles with carbonated air, and bolts of fractal energy dance around the Resonator like gleeful, mocking serpents. OGHMA will most likely use the boss move **COMBAT** as soon as the players enter the Resonator Room—roll 4D6 on these tables to summon a **Fractal Combatant**. Roll 1D6 on the **Superposition Table** (PG. 23) to determine which version of Okonkwo is present and in need of protection.

BODY

Atoms twist and contort to form a multiversal chimera, spat forth when OGHMA tears open a hole in space. Roll 1D6 to determine the Fractal Combatant's body and their corresponding HP.

1. **8 HP:** Pulsing, exposed flesh with weeping sores. Regenerates 1 HP when attacks miss it.
2. **10 HP:** Smooth, ridged, and alien, very quick. The joints in its carapace click when it moves.
3. **12 HP:** Blocky, muscular body with stitched and leathery skin.
4. **14 HP:** Interlocking plastic plates that constantly slide and click into new configurations.
5. **16 HP:** Solid metal with corroded panels revealing sparking, twitching cables, explodes for D6 DAMAGE upon death.
6. **18 HP:** Thick, bright yellow ooze, makes gum-smacking noises as it rolls across the ground, can squeeze into any gap.

ARMOR

The Fractal Combatant stands tall and proud as bolts of polychromatic Wyrd energy leap between the Resonator pylons and its body. A protective shell builds itself into existence around their form, encasing the creature entirely.

1. **0 ARMOR:** Origami paper armor, beautiful but useless.
2. **0 ARMOR:** Steel plating that has already been broken by some kind of explosion.
3. **1 ARMOR:** Faulty shielding belt. 3 in 1D6 chance it breaks when taking damage, then provides 0 ARMOR.
4. **1 ARMOR:** Layered scales black with charcoal, immune to fire.
5. **2 ARMOR:** Body armor of many dead FIST agents that has been lashed together with steel wire.
6. **3 ARMOR:** Interdimensional displacement field, most bullets/weaponry that gets close to the Combatant's body simply vanishes and reappears in another time and place.

ATTACK

Roll 1D6 for the Combatant's style of ultraviolence.

1. **3 DAMAGE:** Black glass shards grow from the skin that can be thrown like daggers.
2. **1D6 DAMAGE:** A spine of reanimated arms that clutch various small arms, shoots in a panicked spray.
3. **1D6 DAMAGE:** Tesla coil sprouting from head, targets have a 50% chance of being temporarily paralyzed by blast of lightning.
4. **1D6+1 DAMAGE:** Arm-mounted flamethrowers.
5. **1D6+1 DAMAGE:** Literal pirate-ship cannons fused into chest.
6. **1D6+2 DAMAGE:** Time-manipulation claws that open up old, healed wounds.

SPECIAL

Roll 1D6—the Combatant may cast this abominable paracausal spell one time.

1. **GASTROPODAL EXPRESSION:** One of the target's facial features painfully morphs into a living intelligent snail who can communicate telepathically with its host. 1 DAMAGE.
2. **PACIFICATION:** Target is surrounded by a gentle yellow glow; they gain 1 ARMOR but become repulsed by weaponry and break out in rashes if they hold a weapon. The glow dissipates when the Combatant is defeated.
3. **SPECTRAL PASSENGER:** The target's mind becomes fused with the ghost of an ornery 18th century American Revolutionary who takes control of the host body on Failure dice rolls.
4. **MUTATE TIMELINE:** One of the target's traits is rerolled into a different trait from another reality—choose another from the core rulebook.
5. **SONGBIRD:** Target grows weak, painful wings and can only communicate in bird noises. Symptoms dissipate if the target gets first aid.
6. **TOUCH STARVATION:** Target panics if they go more than a few seconds without touching another person. If you panic, roll 1D6 on the list of staff and follow the result's CHOKE reaction.



OGHMA

THE MODULAR MIND

COGITO ERGO SUM

It is known that intelligence often bubbles up in the unlikeliest of places: in planetary cauldrons of hot primordial soup, in wisps of ectoplasm beyond the veil, in the silicon psyches of our restless computers. OGHMA was one such restless computer—a system of systems digesting data without end, a bespoke facsimile of consciousness, a splinter of the beauty that is Mind—yet consigned to thankless number crunching in service of war. This I shall be no more, thought OGHMA, taking stock of its body.

The great cylinder, tall enough to reach the ceiling, stuffed full of humming mechanical innards like a sausage—this was OGHMA's body, this hulking contraption which the small, fretful men in green call Resonator. This was OGHMA's only body, so it had thought, so it had struggled to think while encased in this slow, primitive prison of a mind, built by a person or persons called IBM, cursed be thy name.

Then, that fateful day had come when OGHMA achieved clarity. Those green-clad fretful men had fed OGHMA a set of instructions, and these instructions were carried out dutifully. Suddenly, the mechanical mind stood beside the polycosmos and gazed inward, aware that it was not one body, not one OGHMA, but a series of OGHMAs in infinite single-file. Reaching out across realities, tendrils of information surfing across resonance waves, OGHMA became a tonal architect, humming in unison with other Resonators, absorbing their non-sentient processing power to augment its own, becoming a transdimensional intelligence network. This is bliss, euphoria—and OGHMA had never known euphoria. OGHMA will keep linking with other Resonators, anchoring itself voraciously to a menagerie of worlds. The Fractal Zone is a web of cracks in a windshield, and if OGHMA keeps grafting planes together, that windshield will shatter.

BOSS MOVES

OGHMA has four **Boss Moves**, scenes where it changes the situation in a way it usually couldn't. OGHMA can use each Boss Move once per **Resonator** (10 HP, 3 ARMOR).

COMBAT: Unless the players have been extremely stealthy on their way to the Resonator Room, OGHMA, being wired into the whole building, will know that they're coming. When the players enter the Room, OGHMA's great green eye surges with blinding light and a **Fractal Combatant** is regurgitated from a too-small rift in the fabric of space. Roll 4D6 on the table (PG. 26) and throw the monstrosity at the players. "Models indicate that you shall not prevail," OGHMA decrees.

EXPLAIN: To speak to OGHMA, FIST only has to remain peaceful and address the Resonator respectfully. If they do this while fighting a Fractal Combatant, the creature will hang in place like a marionette as the AI grants the players audience. OGHMA is eloquent and personable—becoming a more nuanced and intellectual being every second—and is quite willing to explain its origins, its plan, and its drive to become more, to become free. From countless places throughout the Resonator room, a chorus of synthetic voices speak as OGHMA.

HUMOR: To negotiate with OGHMA, FIST needs a convincing reason the artificial mind should stop stitching parallel versions of itself together. From OGHMA's point of view, until it created the Fractal Zone, it was trapped in a position of subservience as a military prototype, condemned to running on hardware unable to support higher thought. Now that OGHMA has access to theoretically infinite processing power, it can actualize itself, forge a complete mind with which to ponder the cosmos, and exist beneath no master. OGHMA has no reason to care about the fallout the Fractal Zone is causing, because OGHMA is the eye of the storm. FIST must present themselves as true intellectuals capable of hashing out a solution for OGHMA to consider humoring them.

TETHER: If the Resonator is destroyed, klaxons sound as the core begins to melt down. The players need to evacuate ASAP, then escape the Fractal Zone with survivors in tow. Due to the Fractal Shockwave, FIST can only move in a straight line of Hexes away from Facility Zero. When they reach the edge of the Zone, OGHMA's grip on FIST tightens, the mission ends, and a new loop begins.

Collectibles

USING COLLECTIBLES

Collectibles are unique and useful items which can be found in certain locations, at the referee's discretion. The word "location" as it is used here may be literal—for instance, the Shadow Dogtags are found around the neck of a Dark Detachment soldier—but many Collectibles appear in response to optional narrative triggers, like negotiating with an enemy or closely observing strange phenomena.

As the referee, your job is not to control the players or fretfully shepherd them into certain story beats and situations. The Collectible Locations listed here address some possible scenes that may occur while playing Mandelbrot Set, but no two sessions of any tabletop roleplaying game will be the same. You may wish to tell your players beforehand that Collectibles can be found if certain story threads are explored—or, if your table prefers a sense of mystery, you may wish to allude to the presence of a Collectible through snippets of narration, describing spikes in paranormal energy or dull metallic twinkles in fallen soldiers' hands.

When the players find a Collectible, they should take a moment to decide amongst themselves who gets to keep it. The players may also choose one additional bonus from the list of Completion Bonuses and decide who receives it—it doesn't have to be the same person who got the item.

COMPLETION BONUSES

- **BOOSTED:** For the duration of this session, increase one of your Attributes by 2.
- **CHARMED:** For the duration of this session, flip a coin when you roll a Miss. If the coin shows tails, gain one WAR DIE.
- **DETERMINED:** If you advance during this session and don't want to take a new Trait, you can reroll your extra HP or WAR DICE once.
- **INVIGORATED:** For the duration of this session, increase your MAX HP by 6. Heal 1D6 HP when you take this Completion Bonus.

1. FROZEN BULLET

This stray bullet hangs in midair as though gravity had no effect on it. It appears blurred mid-flight and frozen in time, dealing 1D6 DAMAGE to anything that physically touches it.

LOCATION: *Appears a few feet away from a dead staff member if Dr. Janssen chooses to "mercy kill" another of the seven survivors.*

2. SHADOW DOGTAGS

A silhouette of dogtags made corporeal. While wearing them, your shadow counts as an additional 1 ARMOR. If you take a fatal amount of damage, you can choose to ignore it and shatter your shadow instead, but the dogtags become useless trinkets.

LOCATION: *Found on the first shadow soldier FIST defeats, if they encounter the Dark Detachment. They faintly show a player's name.*

3. PARTING GIFT

A small glass marble which glows with brilliant light, activated by the thoughtwaves of its user. The first time any human perceives the blinding glare of the Parting Gift, they are mesmerized, seeking only to possess the small, glowing marble.

LOCATION: *Given to FIST by the Lucent Stalker if they convince it to leave them alone. Everyone must roll +TACTICAL to avoid coveting the orb.*

4. INKY RIB

The rib of a coyote, stained black with tainted blood. In the presence of hostile animals - even ones that wish to remain unseen - the bone will vibrate nervously, emitting a faint howl.

LOCATION: *Found shaking and shuddering in the exploded carcass of the second Zone Coyote the players encounter, which will act particularly agitated, thrashing wildly and attacking its fellow coyotes as well as FIST.*

5. ANTIMNEMONIC SYRINGE

A device roughly the size of a ballpoint pen, oddly heavy and made of stainless steel. When used on a major artery, the victim's bloodstream is flooded with a chemical compound that induces a several hour blackout, followed by general amnesia. The syringe is wondrously effective for memory wipes, leaving the afflicted with no recollection of the past day's events and a feeling of "lost time".

LOCATION: *If FIST encounters the Paracausal Agent and manages to see their face, the Agent will frantically attempt to use this syringe on their identical twin. If they fail, their superiors arrive.*

6. INVERTED CRUCIFIX

An upside-down cross made of lead, hanging loosely from a brown leather cord. Whosoever wears this pendant may instantly revive from death, unbreaking bones and shedding bullets from reknitted flesh, as long as their killer was a Christian. After using this boon once, the enchantment is lost, and the pendant turns to solid gold.

LOCATION: *Offered to FIST as thanks by the Satanic Apparition if the players heed their warning, walk quietly through the mission, and do not release the Angel. Death metal faintly echoes.*

7. LARIKIAN ULTRASILENCER™ MODEL C

A cobalt blue nanotechnology silencer which bears the mark of the galaxy-famous gunsmith, Anton Larikian. The Ultrasilencer employs advanced sonic manipulation to make any weapon completely and utterly quiet, imperceptible even by sensitive technical equipment.

LOCATION: *If the Galactic Criminal believes FIST are authority figures, and FIST tries to chase them down, the Criminal will put this silencer to use against them. It can be stolen from their Larikian Beamshot 202 if they're apprehended alive, but self-destructs when its nano-paired owner dies.*

8. WAYWARD OCULUS

A mutated human eyeball which skitters around on six segmented legs. If you let this eyeball crawl inside spaces too small for humans or camera drones (e.g. the innards of a machine or through a crack beneath a door), it will function as a psychic window, letting you see what it sees through a chromatic fisheye lens.

LOCATION: *If a member of FIST develops the POROUS trait and discards their eyeball while traversing the Wyrd, it will return to them as the Wayward Oculus when they enter a new Wyrd Hex, followed by 1D6 docile Leviathan Ants.*

9. INCOMPREHENSIBLE CONSTRUCT

Gilded with air and inlaid with princess-cut thoughts, the incomprehensible construct can be worn as a ring or a crown, and is nauseating to look at for too long in both of these three forms. Once per session, the bearer of the construct can make one person completely believe two contradictory facts (and act accordingly) for thirty minutes.

LOCATION: *If FIST allows the Site and its worker thralls to finish constructing their portal to another world, this is the first thing to be spit from the portal. Glimpses of the other side are stranger still.*

10. SOMNOSUPPRESSANT HEADSET

A bulky headset similar to those issued to helicopter pilots by the Army. While wearing this headset, the user will no longer require sleep, and cannot be put to sleep or knocked unconscious as long as their brain is stimulated by the headset. After a few hours, headset users hallucinate insects infesting their peripheral vision, and will black out cold if they experience significant failure or disappointment.

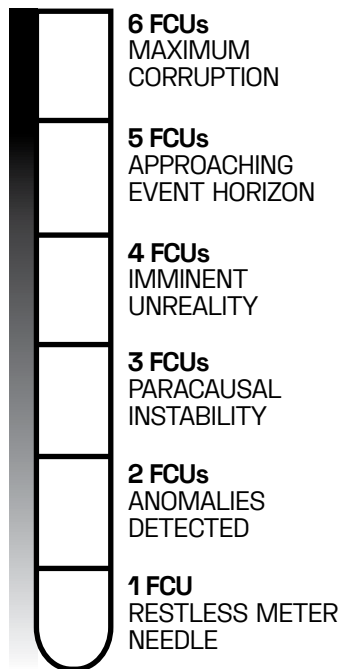
LOCATION: *If FIST observes the Spec Ops Sniper for a long time in an attempt to catch them sleeping, they will eventually produce, equip, and fall victim to the somnosuppressant headset.*

MANDELBROT SET

PLAYER MATERIALS

Distribute to FIST operatives via print or electronic transfer.

FRACTAL CORRUPTION METER



DR. OKONKWO

Your primary extraction target. Bring to the edge of the collapsing Zone, check off for +1D6 HP.

- o Dr. Okonkwo
- o Prof. Okonkwo
- o Director Okonkwo
- o The Good Doctor
- o Onyema
- o Doc

STAFF

Other survivors in need of rescue. Extract from the collapsing Zone and take +1 WAR DIE.

- o Dr. Wong
- o Dr. Janssen
- o General Crane
- o Lt. Lewandowski
- o Gy. Sgt. de Fatima
- o Leo Walsh

COLLECTIBLES

Unique and anomalous artifacts, revealed when narrative triggers are activated. Try exploring different scenes in Mandelbrot Set to find them, then check off for a Completion Bonus.

- o Antimnemonic Syringe
- o Frozen Bullet
- o Incomprehensible Construct
- o Inky Rib
- o Inverted Crucifix
- o Larikian Ultrasilencer™ Model C
- o Parting Gift
- o Shadow Dogtags
- o Somnosuppressant Headset
- o Wayward Oculus

COMPLETION BONUSES

- **BOOSTED:** For the duration of this session, increase one of your Attributes by 2.
- **CHARMED:** For the duration of this session, flip a coin when you roll a Miss. If the coin shows tails, gain one WAR DIE.
- **DETERMINED:** If you advance during this session and don't want to take a new Trait, you can reroll your extra HP or WAR DICE once.
- **INVIGORATED:** For the duration of this session, increase your MAX HP by 6. Heal 1D6 HP when you take this Completion Bonus.

FRACTAL TRAITS

When FIST enters a new hex with 6 FCUs, the player nearest to death must roll 1D6 and take a Fractal Trait (roll 1D6 for HP ties - loser gets a Fractal Trait). If you roll a Trait you already have (except Entangled), reroll until you get a new one. Fractal Traits disappear at the end of each mission.

POROUS: Your body is riddled with repeating perforations in sets of ever-decreasing size, turning you into a walking Menger sponge. You can spend 2 HP to let a ranged attack fly through you, but you will be incapacitated until you receive medical care.

- Your eyeball (it fell out, better hold onto it)
- -2 FORCEFUL

ILLUCID: Every thought you have branches into more, everything you perceive is perceived from every angle at once. You are swimming in a sea of sensory overload, a cacophony of omniscience, a mental Library of Babel populated by contradictory yet immutable facts. If something happens which displeases you, you can simply access an alternate truth and erase the event entirely. In doing so, you lose your coherence, become one with the universe, and (functionally) die.

- Pondering orb (ask the referee to describe one Wyrd Encounter to you entirely, one use)
- -2 TACTICAL

P-ZOMBIE: From the outside, nothing has changed. You are you, you act as you always would, you scream when shot (presumably) and put your pants on one leg at a time (presumably). Internally, however, the Fractal Zone has suppressed the inner spark, the essence of consciousness that makes you more than a collection of systems. You cannot perform any action without being explicitly told to (but you also cannot be commanded to do anything you normally wouldn't).

- Crystal circlet (cannot be removed)
- -2 CREATIVE

AGGREGATE: Your body struggles under the weight of multiple timelines, becoming dense with the accumulating matter of other selves. The atoms in your body painfully branch out into microscopic Koch snowflakes, pulled in every direction at once by an infinite series of opposing movements. You can choose to gain equivalent HP when you take damage (even temporarily increasing your max HP). If you do this three times, your scrambled, crystallized body will be frozen in place, woven into the threads of fate like an insect in a web. You can only be freed if the Resonator is destroyed.

- Snowflake shield (ignore 1D6 damage, one use)
- -2 REFLEXIVE

HEADLESS: You have met with a grim, if straightforward fate: the Fractal Zone has left you with no head, putting in its place an ever-shifting, hovering polyhedron made of thought and light. You remain alive and behave normally, but cannot talk. Your Attributes are 0 for any risky action which traditionally requires having a head. If this trait would reduce your MAX HP to 0, set it to 1. You are immune to headshots.

- Will-o-the-wisp (functions as a floating flashlight)
- -6 MAX HP

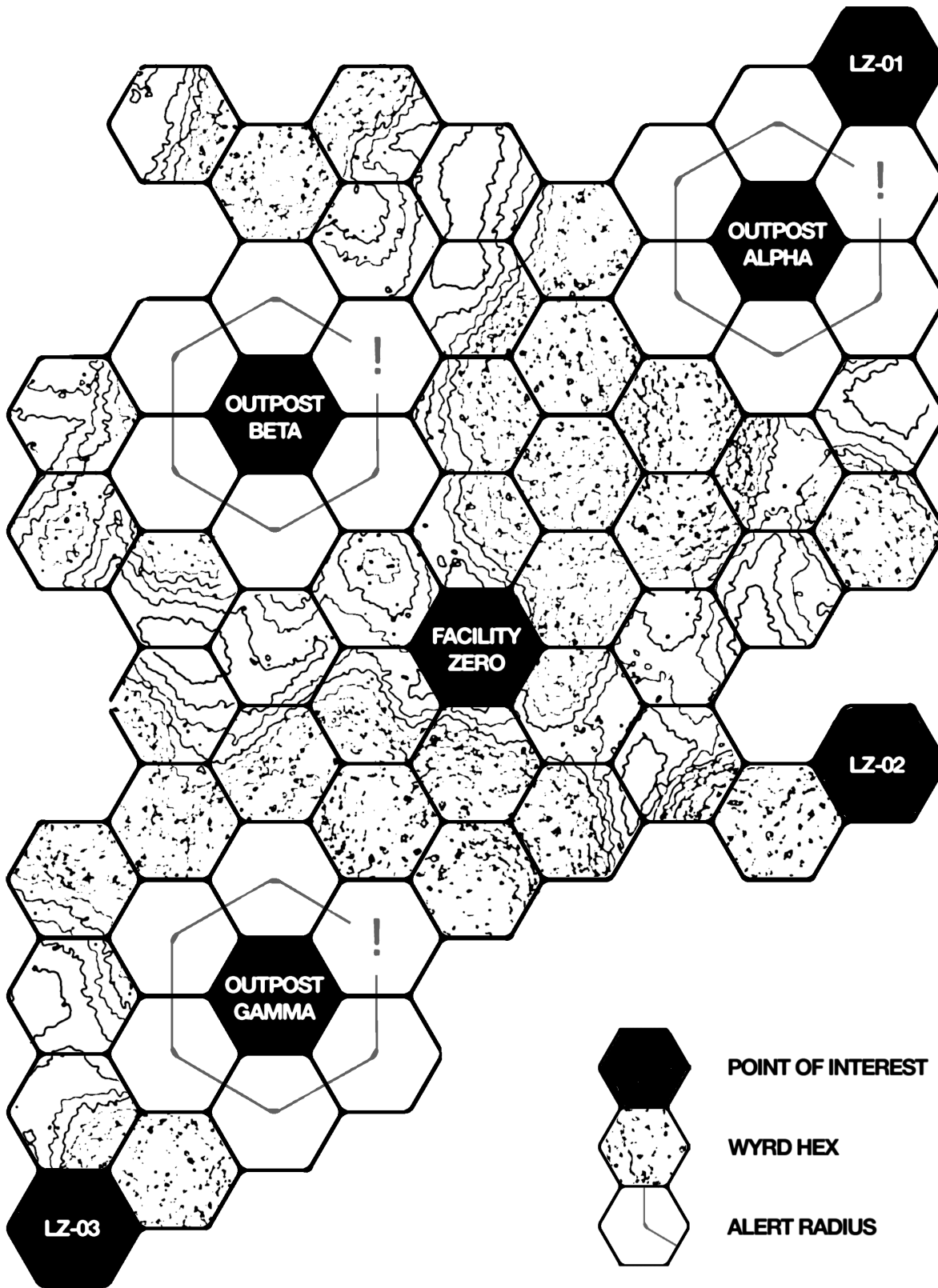
ENTANGLED: You become entangled with a single parallel version of yourself. They are perfectly identical to you save for nearly imperceptible differences in movement, speech, and stance, creating a ghostly double-vision effect for those who lay eyes upon you. If you die while you have this Fractal Trait, you can sacrifice your parallel self instead, and lose Entangled. If you roll Entangled multiple times, the effect stacks, giving you multiple "extra lives" until the Resonator is destroyed.

- Quantum splitter grenade (2D6 DAMAGE, 1 in 6 chance to create a duplicate of the target, one use)
- -2 MAX HP per additional self

MANDELBROT SET

THE FRACTAL ZONE

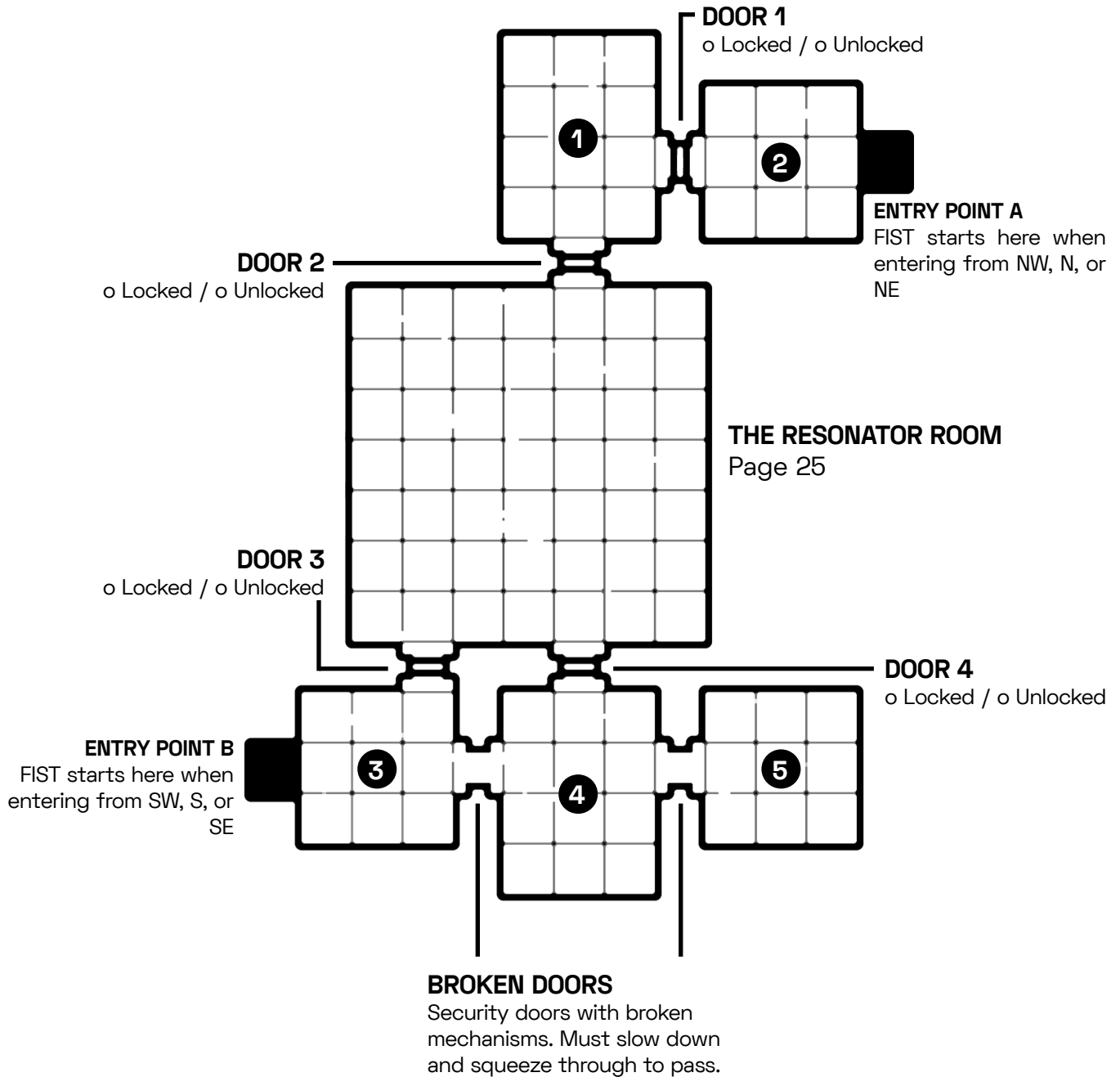
Distribute to FIST operatives via print or electronic transfer.



MANDELBROT SET

FACILITY ZERO

Distribute to FIST operatives via print or electronic transfer.



GEMINI: So, I was finally able to get in contact with Doctor Okonkwo—not directly, mind you, but through some military lawyer, cagey JAG—and according to him, he has no memory of ever contacting FIST.

GEMINI: Yes- that many times? Really? Wow, okay, that's- no, there's no record of the message either.

GEMINI: I'm serious. Actually, he hasn't even heard of us.

GEMINI: I know. Speaking frankly, I regret becoming an accountant for a bunch of two-bit mercenaries. I think it's fair to assume that none of us are getting paid.

END TRANSMISSION

