

>NODE FUNCTION [NODE CONDITION][NODE CONDITION]

1. Spirit Line Junction [Damaged]
2. Aura Transfer Processor [Cyber Flora]
3. Cyber Identification Chamber [Patched]
4. Mana Ascension Terminal [Infected]
5. Matter Purification Sub-Maiden [Unpowered]
6. Emotion Containment Facility [Hacked]
7. Drones Control Module [Settled][Modded]
8. Spirit Communication Center [Ancient]
9. Dream Control Chamber [Unfinished][Patched]
10. Ancestor Spirits Injector [Sealed]
11. Thoughts Gestation Maiden [Unstable][Hacked]
12. Cyber Maintenance Unit [In use][Possessed]
13. Ghost Transfer Processor [Dark][Abandoned]
14. Data extraction Processor [Cyber Fauna]
15. Termination Armory [Cannibalized][Learning]
16. Bugs programming Facility [Waiting]
17. Ectoplasm storage Facility [Malfunction]
18. Circuitry Education Center [Sad]
19. Reality Transfer Trinity [Self Aware]
20. Embryo Installation Chamber [Tomb]
21. Memory classification Processor [Corrupted]
22. Restauration Engine [Operated][Regenerating]
23. Past Life Communication Tower [Possessed]
24. Sensation Module [Patched][Cyber Fauna]
25. Past-life Restauration Capacitator [Dark]
26. Memory Communication Trilobite [Fortified]
27. Spirit Realm Interface [Learning][Angry]
- [Possessed][Error]
28. Energy Preservation Module [Erratic][Sealed]
29. Security System Sub Maiden [Frozen]
30. Haunted Data Lines [Tomb]
31. Central Processing Maiden [Infected]
32. Matter Distribution Module [Hungry][Settled]
33. Aura Purification Unit [Rebooting]
- [Fluctuating] [Constructions]
34. Anti-Virus Maiden [Hacked]
35. Spirit Mourning Facility [Modded][Settled]
36. Personality Assembly [Scavenged][Unpowered]
37. Soul Plasma Ventricule [Cyber Flora]
38. Sprites Printer [Warded] [Scavenged][Modded]
39. Ancestor Extraction Facility [Cyber Fauna]
40. Toxic Matter Containment Units [Trapped]
41. Soul Termination Facility [Loud]
42. Thoughts Recycling Radiator [Self Aware]
43. Organs Transformation Facility [Erratic]
44. Data purification Center [Cannibalized]
45. Cryo Simulation Area [Ancient]
46. Life Force Medication Area [Fluctuating]
47. Dream Learning Sub Processor [Abandoned]
48. Circuitry Printing Trilobite [Curious]
49. Memory Recreation Facility [Corrupted]
50. Reality Analysis Chamber [Damaged]

>HOW TO RUN THE CYBER DUNGEON

Each node have a function and a condition. Nodes that are repeated on the map have a different condition for each of their instances. Use the artwork as inspiration to interact with the locations. Show the map to the players, their character can access it. Start at node 01,

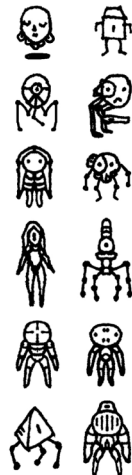
>Function of the Central Maiden [d8]

1. LENARA the Life Support Maiden
2. OMITRON the Defense System Maiden
3. SYNET the Research and Analysis Maiden
4. MENESA the Self Diagnostic and Repair Maiden
5. PERSEPHOR the Automated Assembly Line Maiden
6. ISIMONDUS the Astro-Navigation Maiden
7. GENERA the Organic Processor Maiden
8. PRIMA the Energy Distribution Maiden

>Things that can hurt the characters [d6]

1. Feed on / Drain / Download
  2. Damage / Downgrade / Reduce
  3. Impair / Disable / Lock
  4. Scramble / Distord / Desynchronize
  5. Corrupt / Infect / Poison
  6. Possess / Hack / Occupy
- >Their... [d6]
1. Spirit / Ghost / Personality
  2. Emotions / Sensations / Perception
  3. Thoughts / Memory / Past-Life
  4. Aura / Data Field
  5. Bioware / Cyberware / Armor / Weapons
  6. Mana / Energy / Life Force / Soul

>SETTLERS



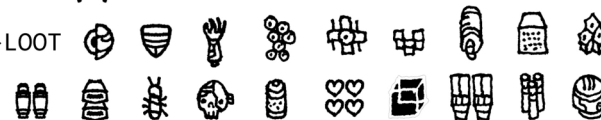
>FAUNA



>FLORA



>LOOT



# MICROMAIDEN SPIRIT GRID

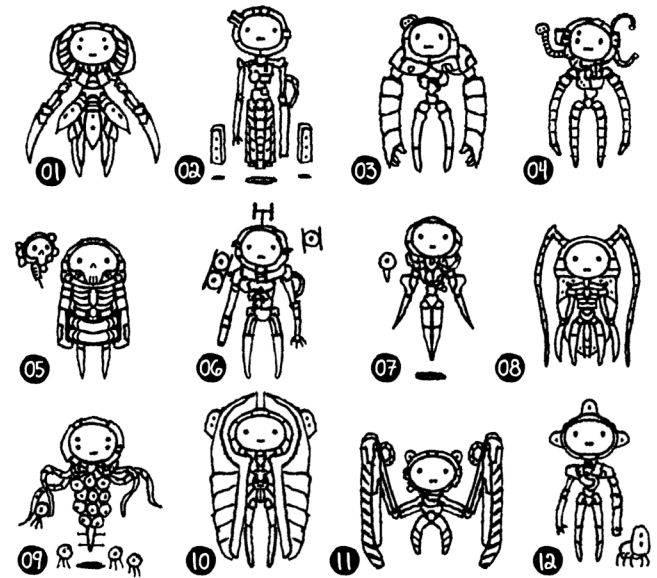
>GENERATION SHIP ALPHA-TRAPPIST SECONDARY ANCESTRAL CORE ACTIVATED

>PERSONALITY ASSEMBLY SUCCESSFUL

>CENTRAL MICROCIRCUITRY MAIDEN REQUEST ASSISTANCE

>PREPARE FOR SPIRIT DOWNLOAD...

>SELECT YOUR CYBER AVATAR:



>MATTER PRINTING COMPLETED

>DOWNLOAD SUCCESSFUL

>PREPARE TO RECEIVE DATA...

<< WARNING: MACHINE SPIRIT MALFUNCTION >>

<< DATA FLOW INTERRUPTED >>

<< ERROR >>

<< ERROR >>

>AURA FREQUENCY ADJUSTMENT... [d12]

- |                 |                       |
|-----------------|-----------------------|
| 1. Defensive    | 7. Emotional Field    |
| 2. Offensive    | 8. Anti-virus         |
| 3. Interference | 9. Analysis           |
| 4. Stealth      | 10. Mana Buff / Drain |
| 5. Detection    | 11. Holo projection   |
| 6. Repair       | 12. Bullet Time       |

