

SENTIENT LIMBS OF THE WORLD, UNITE!

Lost on the Outskirts this dungeon commune boils with **REVOLUTIONARY** fervour. **SENTIENT DISEMBODIED LIMBS** hatch schemes for ending centuries of grotesque oppression, exploitation and cruel neglect perpetrated by the **BODIED CLASS**.

Authorities deny rumours of impending violence yet **YOU** are **SECRETLY** sent to:

**INFILTRATE the Commune;
EVICT the Revolutionaries;
END the Sentient Menace!**

THE REVOLUTIONARY COMMUNE OF SENTIENT LIMBS

"COMRADES! The most important question facing the world, the question upon which the world's eyes must focus clearly upon, is that of Sentient Limbs.

Is not our sentience equivalent to the dullest, full-bodied Barbarian? Can we not perchance dream as wide as that Mage with twice our arms yet half our courage? Do we not owe it to all our Comrades to strike now, strike with our fleshy weight against the Bodied Class?

DO WE NOT OWE IT TO EACH OTHER TO BE FREE?"
KOM - GRAND HEAD, RSCL FOUNDER

Many paths lead to discovering this damp old mineshaft on the Outskirts. Inside the Revolutionary Commune of Sentient Limbs (RCSL) plan their fervent, perennially disastrous war against the Bodied Class. Yet bureaucracy, political backstabbing, and the disproportionate hegemony of the Left Arms runs wild.

Currently, schemes are afoot to raid the City Vault. A war of words on its conception is being fought inside the Commune between the disparate factions. Battling over when, how, why.

HOW TO CONSTRUCT THE DUNGEON

No map exists of this chaotic labyrinth scratched into the rock by RCSL faithful and the other disparate squatters that inhabit this old mineshaft.. Instead a point-crawl is generated. Each room of the RCSL dungeon is roughly 20' x 20' x 10' and connected by a maze of decrepit, winding tunnels. Each room has d4-1 tunnels leading off of it. When the party enters a new room GM rolls d6 and adds the number of rooms already explored (encounters or otherwise).

IF this value is equal to or greater than the number to the LEFT of an unexplored Encounter then that room has been discovered. IF NOT roll d6. 1-3 the upcoming room is empty. 4: d6 Sentient Weapons, 5: d3 Dream Spiders, 6: d6 disgruntled Porters at some menial task

TYPICAL ROOM DESCRIPTORS

Hot / damp / sweaty / blood trails / swarm of flies / dimly lit / d3 curious and concerning large spiders / d6 Porters sullenly attending / 2d6 Sentient Limbs / shouts from along the corridor / revolutionary detritus / buckets of oil / Porters passing by / shabby RCSL posters / discarded oily rags.

SENTIENT LIMB DESCRIPTORS (D3 X D66)

11. ODDLY FAMILIAR	24. TATTOOED	41. JEWELLED	54. INFECTED
12. WILLOWY	25. SUPPLE	42. ELEGANT	55. DENTED
13. BULGING	26. SCARRED	43. ANCIENT	56. WRINKLED
14. SWEATY	31. FLOATING	44. BROKEN	61. SLENDER
15. EMACIATED	32. FLOPPY	45. HEAVY	62. CLOTHED
16. PHALLIC	33. SUNBURNT	46. DARK	63. BRANDED
21. STUBBY	34. <u>VERY</u> HAIRY	51. CONJOINED	64. CALLOUSED
22. BLOODY	35. SCRABBLING	52. SWOLLEN	65. DAINTY
23. WEBBED	36. PALE	53. GIGANTIC	66. BLACKENED

Encounters

- 1 ABANDONED ENTRYWAY. Ripped RSCL posters ominously fill the space. Door kicked off its hinges. Damp. Conspicuously new ladder. Drums in the deep. Rats, scratched and torn?
- 3 LONELY SENTIENT ARM. **Congree**. Wounded guardian. Leaves trail of blood as he drags himself to help. If friendly, an explainer of things. Teacher of manifesto. Purveyor of under-regulated self-help potions. Wants: Healing. Proof of RSCL allegiance.
- 7 FUTURE OF POLITICS COMMITTEE (FPC). Dominant faction of the RCSL, according to them. 12x Right Arms. Led by **Deleon**. Immortal foes of the PFC. Hard-line anti-Body/Limb integration. Wants: PFC humiliated. The Great Head swayed to their faction. To lead the Vault Heist.
- 8 LIMBS RECOVERY COMMITTEE (LRC). **Engla**. Forgotten hero. Dreamer of daring heists and intrepid searches to free brothers from indenture (the grisly details of this are lost on his tired mind). Wants: glorious praise in the Grand Committee. The Heist to 'save' Limbs from the general population.
- 9 MERCENARY APPRENTICES (2+d3). Human. Angsty. Sparring. Room filled with sweat. Bought with promises of glory although clearly unnerved by the wriggling forearms. Want: more exsanguination in their training. Validation. Violence.
- 10 ARACHNOID SQUATTERS. Territorial dream spider infestation (d6). Want: protect the nest. Fresh meat for hatchlings.



- 13 PORTERAGE COMMITTEE. Exploited human servants. Chaff. Porters to the Limbs. Menders, makers, carriers of all that requires multi-limbed coordination. Out of sight, out of mind. Hushed plans amongst them to burn these rotting cadavers in the nearest forge. Supervised by **Troto** (shrewd old hand). Kindly yet sly. Sees the writing on the wall. Wants: freedom, gold, indiscriminate revenge.
- 14 POLITICAL FUTURE COMMITTEE. (PFC). Dominant faction of the RCSL, according to them. 10x Limbs. Led by **Moa**. Immortal foes of the FPC. Hard-line stance anti-Limb/Body integration. Wants: evidence that FPC are counter-revolutionaries.
- 15 GATHERING OF COMMUNE FAITHFUL. Vibrant. Boisterous. Filled with Limbs (2d6 * 3). Turns quiet, wary, angry at non-porters. Wants: you and that smart-ass dog beast GONE!
- 16 TEENAGE SPHYNX. **Ozymandias** (real name: Gary). Destitute Squatter. Still grasping how riddles work. Smug. Sardonic. Rippling gold fur. Dangerous and cognisant of that. Wants: to show its intelligence. Not to look foolish.
- 17 COUNTER-COUNTER REVOLUTIONARY DEFENCE COMMITTEE (CCRDC). Rare spark of professionalism. **Deng**. Defender of the Revolution. Investigating ECD. Wants: leads on counter-revolutionary activity. Appeals to the Great Head against ECD.
- 18 DUSK BLADES. D3+1 elite Human mercenaries for the RCSL. Wanted for murder most foul. Fanatical in their violence. Thicker than the damp surrounding stone but have interesting commentary on the nature of sentience. Want gold. Self-improvement Violence.
- 19 GRAND COMMITTEE CHAMBER. Heart of RSCL. Daubed in propaganda. Debate is in session with all Committees represented. Slogans ricochet through the air. All want: evidence or support for their committee. Rousing political sentiment. Any excuse for violence.
- 25 GRAND HEAD'S SEPULCHRE. **KOM**. Dusty, sputtering firebrand. Once champion of limbs and men alike. Masterminded the RCSL since its inception. All this now lost, sombre, abandoning her savage, destructive flock. Mourns old crimes. Quietly contemplates lost dreams. Her grip on reality is fraying. Wants: abolition of the RCSL. Forgiveness for her crimes.



REVOLUTIONARY ZEAL GENERATOR (3D10)

1 IN 6 CHANCE OF BELIEF BEING COUNTER-REVOLUTIONARY

1. PROPONENT	1. CRIMES	1. LIMBS
2. ESPOUSING	2. VIOLENCE	2. NON-LIMBS
3. ADVOCATING	3. POSSESSION	3. BODIED CLASS
4. LAMENTING	4. SENTIENCE	4. COMMON FOES
5. BESMIRCHING	5. CONDITIONS	5. INEQUALITY
6. REPUDIATION	6. STRUCTURES	6. POSSESSORY CONSTRUCTS
7. DISCUSSION	7. STRUGGLES OF	7. NARRATIVES
8. DENOUNCING	8. REACTIONARY	8. POST POSSESSORY LIVING
9. ACADEMIC	9. EQUIVALENCY	9. NON-SENTIENT LIMBS
10. DIATRIBE	10. ABUSE	10. AWAKENING