

SILENT TITANS GM REFERENCE

Stats are always STR, DEX, WIL, HP, DAM

GM ADVICE

- Track time!
- Constantly re-state locations.
- Interesting environment details.
- Throw in held energy (dams, gears, construction, portals).
- All creatures want something.
- Workable enemies can be manipulated.
- Talking things should talk.
- Describe with all the senses.
- Balance Gamey and Threats.
- Most people have 10 Stats, 3HP.

ELLES MERE

Grey water, stone wall. Failed canal town. Decaying painted boats. Can go to Legions Fort, Rivers/Sea, Brom, or Brunnan.

Malgo Moon-Pig

- Bored, inquisitive, wants to help.

Turnus Goat-Star

- Greedy idiot.
- “Shilling for the night!
...or be eaten by dreams!”

Asaph True-Man

- Old Man, remembers canals.
- Hates everything and everyone.
- Simple shop.

Regina Cow-Queen

- Likeable sociopath and Wrecker.
- Asks sketchy favors
- Offers bad sandwiches and poison tea.

LEGIONS FORT

Entrance & Stocks

- No Welsh, Wreckers, or Wreck. Find bed.
- FOUR! That’s four things!

Harbor

- Port Lord Curaslem Caul. Basically a begger. Ancient Rod with PCs and Titans carved.

Castle

- Richard Eumary: 10, 10, 14, 5, gilt sword (d6) Justicar, Irritated and terrified
- 80 pairs of soldiers, 60 slacking off, not @ 1-2
Halberdier: 13, 10, 11, 8, halberd (d8)
Archer: 10, 13, 09, 6, longbow (d8)

Cathedral (Regular Services)

Blue Bell Inn (Sleep, Eat, Recruit)

Shopping (9-5, closed Sunday)

Demon Bone Train (5 Guilders Ticket)

Hugh Lupus: 13, 12, 17, 24, Armor I

- Roman Longsword, Green Band (d6)
- Wand of Uziel (2d8, 7 uses)
- Personal Guard: 6 Halberdiers, 6 Archers
- “Three Things...”
- Perceptive, cunning, petulant, obese, drunk.
- Regular schedule. Keep track!

OUZEL & ROOKS

Rooks are helpers

- 3/6 chance to hear rooks during day
5/6 chance during the night.
- Rooks lead to entrances, or help the lost.

The Ouzel (Angel Uriel)

- Wise and mysterious blackbird.
- Drops in to help the PCs. A guide. Riddles.

MAZE OF URIEL

To enter, find a flock of rooks at sunset. Each rook on the map corresponds to a room in the Maze. Can be used to teleport around.

Encounters

- The Wolves 7, 12, 10, 3
WIL save not to attack on sight.
Actually starved orphans in masks.
Follow the PCs, avoid everyone else.
- The Knights 13, 8, 10, 8, Sword (d6) Armor I
Always take half damage.
Invisible while standing still.
Try to kidnap PCs and avoid the Apes.
- The Apes 11, 10, 15, 8, Longsword (d6)
Scholarly, but can’t communicate.
Wear roman crystal cloaks.
Invisible while moving.
Try to stay between PCs and Knights.
- The Nuns 8, 12, 10, 6, Knives (d4)
Turn into werewolves when excited/afraid.
Wolf-forms 15, 12, 10, 24, Claws (d4/d4)
Wolf-forms only vulnerable to silver.
Move around randomly.

Urizen, Prismatic Demon (Center)

- 17, 12, 17, 32, Claw (d10), Armor I, Regen d6
- Deaf, but can see anything in a reflection.
- Powerful illusions. Bestow immortality.
Rainbow Blade.
- Friendly, polite, empowers the wicked. Tasks.
- Protects the Red Pentangle Shield.

Silent Titans by Patrick Stuart
& Dirk Detweiler Leichty

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Reference sheet by David Schirduan.
Find more references, games, and stuff at

TECHNICALGRIMOIRE.COM

WIR-HEAL

+1% chance of Woodwose curse every day

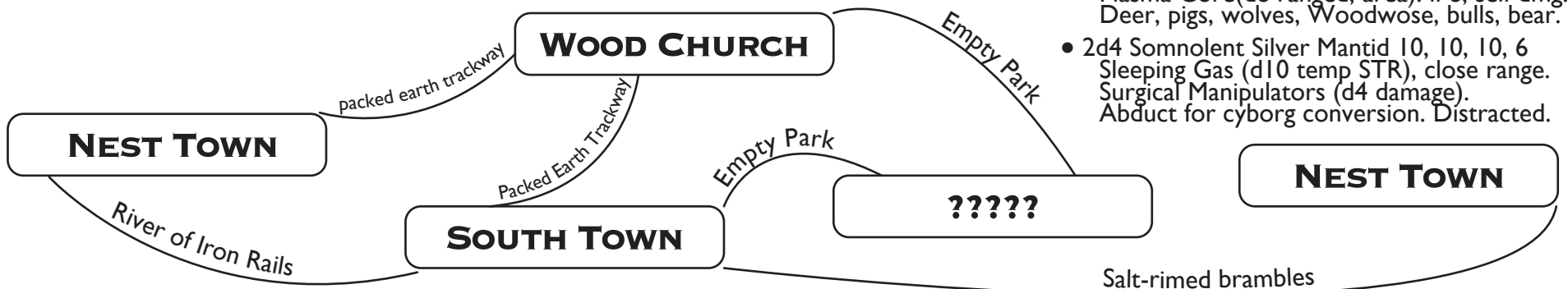
MY TRAVEL RULES

If your players actually want to be able to map Wir-Heal, use the rules below:

- Describe where the players just came from: "You are walking away from Nest Town". Write down the location on the map.
- Roll a d6 on first column, describe the path.
- Draw a line from the current location, and label that path. "Cracked Concrete".
- Roll a d6 on the second column, describe the path, draw a line, and label it.
- The PCs can then:
 - Choose one of the two paths to explore. If they do this, describe them arriving at the new location, and add it to the map.
 - Spend d4 hours to find another 2 paths. Do steps 1-4 again.
 - Go back the way they came.

The important thing is that PCs can always go back the way they came. New paths will spiral, shortcuts appear, and things will still be nonsense. (how can a place lead back to itself?)

But it CAN be mapped!



BROM

Herald of the Killer Thought, The Simulator, The Prison Without Walls, The Doorless Cage.

- Govern populations w/ simulation and lies.
- Drove subjects & himself mad w/ nightmares.

Broms Burgh

- Pleasant village of Mask-Men.

Thors Stone

- Tiny hamlet, hysterical Mask-Men. "Don't go up the hill!"

The War Greaves (Entrance)

- Battling Ghost Armies. Tests to pass.

Inside Brom

- Each is a separate nightmare, must play along.

Avatars

- d6 GlitchWolves: 10, 13, 10, 6, Infect Bite (d6) Aggressive digital mistakes. Inflict disease.
- 2d8 Mirror-Men: 3, 14, 7, 3, Double Mirror Catch PCs between, summon PC copy. Flat, flexible humanoid mirrors
- 1 Mime Box Covers PC in a hologram prison. Replaced with agreeable, attractive, amnesiac til dawn.
- 1 Predator Lane Projected motorway follows PCs. Every d4 turns, d8 damage.

BRUNAN

Lord of Swarms. The Maker of Peace. He who makes drones of men.

- Made to shatter armies and absorb them.
- Protect mankind, even from Titans.

Wood Church

- Ancient church of St. Bridget. Safe.

Hessel Welle

- Tiny hamlet, ancient well, barnacle geese.

Brims Stage

- Village near earthen amphitheater.
- Court of Wassail.

Spital (Entrance)

- Beekeeper lepers, safe to stay.

Inside Brunan

- Stairs steeper and slimmer. Hexagons.
- Hive acts to Threat Level.

Avatars

- d6 Staggering Drones 8, 8, 8, 12 Unsteady four-legged, laser rifle (d6, area)
- 2d6 Buzz Drones 5, 5, 8, 4 Fast flying, knockback Flechette (d6, area)
- d6 Targeted Individuals 8, 14, 8, 3 People-shaped heat, Explosions (d8, area)
- d3 Cyberneticised Animals 12, 10, 10, 12 Plasma Core(d8 ranged, area). if 8, self dmg. Deer, pigs, wolves, Woodwose, bulls, bear.
- 2d4 Somnolent Silver Mantid 10, 10, 10, 6 Sleeping Gas (d10 temp STR), close range. Surgical Manipulators (d4 damage). Abduct for cyborg conversion. Distracted.

HILB

Cleanser of Nature, Renewer of Life, Titan of Environments, The Ark Queen.

- Mother earth gardener.
- Hates humans. Reshapes like playthings.
- Biopsy drone Swarm. DEX or sampled.

Cold Day

- Isolated silent cottages. Ghost Dogs.
- Inhabitants wear dog-skin cloaks.

High Lake

- Village by a lake. Shrimp smell. Ship wrecks.

Il-Bre (Entrance)

- Shoreline. Walk across hair to Isle.
- Monk clones. "Breath Her Waters."

Inside Hilb

- Body Horror and gore. WARNING.
- Must swim everywhere, follow the flow.
- Low hum. No air.

Avatars

24 hours force-grown. Unstable flesh. Dumb.

- 1 Crippled Woman 18, 6, 6, 34, Smash (d12), Grab, Chew (2d6), Slow Giant, naked, crawling, pale hair.
- 4d6 Drone Clones
Same as PCs, 1/4 WIL, d6 HP, d6 damage
Hairless dripping, hungry.
- 6d4 Foetal Carnivores 8, 8, 6, 3, Bite (d3)
Smart, fast, baby bodies with PC faces.
- d3 Ogre Teratoma-Men 13, 9, 6, 13
Huge tumor of teeth, skin, hair, brains
Envelope for d6 damage. Save or d6 WIL.

R8-BY

Judge of Souls, Keeper of the Dead, Cleanser of the Cache, She who Saves and she who Deletes.

- Holds dominion over ghosts, judgement, memory, and its annihilation.
- If memory discussed, roll d6. On 1, Justicars.

South Town

- Poverty, isolation, barren moors.
- They know the way to Rabys Mere.

Nest Town

- Flotsam over raging sea.
- Otter-Man Billy Duck 8, 14, 13, 8, Muzzle-loading big punt gun (d6 area)
Can navigate the coast for shillings.

Capen Hrjostr

- Grey stone outcropping.
- Wreaca 10, 12, 12, 4, Memory (d6)
Ghost engram of youngest PC. Their Story.
Lead to Rabys Mere.

Rabys Mere (Entrance)

- Wild, still pool. Entrance in bottom.

Inside R8-BY

- Roll d6 when decision made. On 1, Justicars.
- Flooded library. Deep water.

Avatars

- d3 TAC 16, 16, 10, 24, Limbs (d6), 4 attacks.
If max damage, DEX save or lose eye.
TAC will try to replace it.
Eyeball cuttlefish robotics.
- 2d6 Failed Engrams 8, 13, 5, 4, Memory (d6)
Damages WIL instead of STR.
Flickering ghost transmissions.
- 1 Angel Deletion 13, 13, 17, 24, Sword (d10)
Damages WIL instead of STR.
Flat, 2D, always visible. Like a video HUD.
- 3d6 Upload Justicars 8, 8, 18, 3, Grapple
Slow judge robots broken, crawling.
Grapple 3 rounds, lose d6 Max HP, -1 stat

BIRK

Lord of Orbits, Master of the Ring, Dreamer of the Void. Heard Death Song of Hyper-spheres.

- Govern space habitats, observatories.

Mockbeggar Hall

- Opulent manor house. Lit. Locked.
- Macphereson True-Man. Candle maker.
Can help find lost things.

Mother Redcaps

- Tumble-down inn on the coast.
- Home of the Wreckers. Pg. 32.

Noctorum

- Dark, disturbing trees.
- Only one denizen is visible.

Monks Ferry (Entrance)

- Kind monks, no longer ferry.
- Red bell tower. Day climb, cold, zero-G.

Inside Birk

- Magnificent space station, decaying.
- Tuneless piping, cold, zero-G.
- Black fungus in star shapes.

Avatars

- d6 Radio-Men 10, 10, 10, 4
Attacks delete a sense from the PC.
The 6th attack renders unresponsive.
Slow, shifting patches of screaming noise.
- d6 Transmission Women 10, 10, 10, 4
WIL save, or possessed. Each turn
try to murder friends, or suffer d6 self.
Women-shaped voids of stars.
- 1 Gravity Golem 15, 10, 10, 12, Crush (d6)
Invisible octopus, only see orbiting debris
Raise and Smash (2 rounds, d8 damage)
- d4 Orbital Suicides 10, 10, 10, 8
Count die explodes.
Grapple targets, then launch into sky.
Scorched space suits with parachutes.