

OCEANUS – THE WORLD UNDERNEATH THE WAVES

In the high northern sea, a huge complex rides the highest seas. Known to many as the pleasure compound of Oceanus, the complex hides a much deeper, much darker truth. What follows is an overview of all the areas of this huge world.

SURFACE

This is the only area that is accessible to the general civilian public, Surface is the name given to the tourist paradise that most know and accept. Surrounded by several hundred feet high walls to protect the insides from the possibility to tidal waves and other such natural phenomenon, the entire wall is armoured and is fully capable of sealing and protecting the whole area within eleven minutes. Upon activation of the lockdown facility, the walls extend and seal over the top of the entire complex. Within these eleven minutes, the whole facility becomes shielded from all the elements. In this configuration, the facility can withstand anything short of a direct hit from the equivalent of a 12-megaton nuclear blast. There is a regular checking of the walls ability to function (approximately once a month), just to keep the enormous engines running, but the last time that the facility was actually locked down was the thresher invasion and take-over attempt of 850 S.D.

The whole structure is held together with adamantite fittings, all of these are fitted upon each level of the facility, and there are several holding pillars that extend down to the bottom of the ocean. The main support pillar is also where all the other areas of the facility are kept. The main support pillar is two miles in radius, and constructed from space-forged omnium. Windows are in the main support pillar all the way down to level 40. The main wall is kept on a huge platform that covers the entire surface of the cityscape. The actual surface of the platform is three miles in radius, and has eight support pillars that support the main bulk of the platform. The actual platform is seventy metres thick, and has a weight unmeasured in the world of progress. Each section of the platform was created separately, and then shipped out to the main pillar, where it was placed together and then supported by the giant support rods. Each of these sections of the platform weighed several hundred thousand tons, and the whole structure was described by many as the pinnacle of modern engineering. There are several pools in the surface of the platform; these vary from the small pools, of which there are twenty, each one 50 metres in diameter, one metre at the shallow end, and five metres in the middle. The Central pool is the star attraction of the whole complex, 400 metres in radius, one metre deep at the shallow ends, fifty metres deep in the centre. The largest pool in the history of the world of progress. There are also housing complexes and shopping malls built into the surface of the platform. The walls of the platform are twenty metres thick, with a ten metre thick core that extends out to make the fully enclosed shield. The exterior walls are undecorated, having been eroded away by hundreds of years with the ocean trying to breach them. The inside walls are plain to a height of 100 metres, with the other areas of the wall reflecting the sky to the view of the inhabitants of the ring.

In a rare move of compassion, Mr Slayer decreed that one of the areas in his world would be without the constant rain that plagues every other corner of this world. The upper parts of the wall of Oceanus are fitted with thermal emitters. These are set to a level that can melt steel within a hundred metres. This invisible field of thermal radiation causes the evaporation of all the moisture that falls into the area of oceanus. This leads to be perfectly dry area at all times. In the event that the thermal generators fail, there are a full series of backups that can restart the entire system inside of a minute.

The main dock is located to the south of the Platform, and is capable of holding three Armiger class passenger liners at any one time, all traffic in and out of the port is controlled by central command, which maintains radar cover with a blanket level of twenty metres. This radar is effective to within 5 miles of the platform.

PLATFORM SECURITY

Two hundred airborne assault units' police the surface levels of the complex, each one equivalent to a standard shiver SCAF unit. The main platform area is covered by several thousand standard shiver units, identical in all ways to standard shiver units with the exception of the colouring of their uniform. All Oceanus shivers wear the regulation Navy blue and Yellow livery that distinguishes all Oceanus personnel.

There are a number of specially trained personnel trained in underwater rescue techniques, these shivers are equipped with special diving suits, each one equipped with underwater directional thrusters and a fully water/air sealed system. These shivers are typically stationed at the main port, and there is one at all times in the bottom of each of the smaller pools, a further twenty are stationed at the bottom of the larger pool. These shivers perform the duties of lifeguard and maritime peacekeeper.

Oceanus also has inbuilt underwater defences, twelve submersibles are kept on standby at all times, and any one of these can reach any area of the perimeter within a few minutes. There are also a number of surface based defensive craft. These range from the two men assault craft armed with nothing more than assault rifles, to the Intrepid class Battle cruiser "Righteous Genocide" that is stationed just beyond the main port.

HOUSING AND ACCOMMODATION

The only housing and accommodation facilities within the main surface platform are the huge tenements to the north of the platform, and the executive/operative quarters to the east. These can house up to 10000 people in relative comfort.

Prices for single rooms vary from 50c per night for the lowest level of comfort; this is basically a bed and enough room to swing a hamster in small circles. Up to 5000c per night for the full en suite apartments with all the facilities built in.

Several companies within the main city of mort offer "package" holidays for the less well off, these start at 100c for a two day break with no food provided. The accommodation will be a single bed shared with twelve other people, none of which you are likely to know, travel will be by the least expensive method possible (i.e. One step down from cargo transport.)

By and large, Oceanus is a rich persons holiday resort.

There are various types of other entertainment available while on the resort, these range from simple fishing trips (you never catch anything, all the fish at the top level are dead). Deep sea diving (and by deep sea, they mean to a depth of around 300 metres, There is a huge net suspended between the pillars at that level to prevent the poor tourists stumbling across something that they shouldn't. All people taking the deep sea diving are made to sign a release that absolves anyone within the command structure of Oceanus of any injury, decapitation, accidental mutilation and other such things.

LEVEL BY LEVEL

In total, there are over Three hundred levels to the complex of Oceanus; this is the level by level guide.

All the levels are 15 metres high from base of the floor to the top of the ceiling; all the level dividers are approximately two metres thick, unless otherwise specified. All the levels can be hermetically sealed from all the other sections. The lockdown procedure takes 45 seconds, and the only way of undoing the seal is with a omega level security password, only thirty people within the entire station have those passwords. Each level has a full atmospheric stabilising mechanism that can be used to empty the levels before the seals are taken back off line. The Krach levels are an exception to this.

LEVELS ONE TO FIVE

Levels one to five comprise the main support pillar security. There are over one thousand highly trained shivers keeping the entrances clear of tourists and terrorists under the guise of tourists. There are two entrances to the main pillar; one of them is the main vehicle and ship elevator. This extends down to the bottom of the pillar, but there are access codes required for each level, and these codes must be given from the inside of the level that is being accessed. The walls of the main elevator shaft are thirty feet thick astral forged steel impregnated with glyph drain runes. The second method of entrance is the personal elevator; it has a weight limit of one ton, and can contain a maximum of twenty human sized occupants at any time. This elevator can be commandeered from the inside, but still, unless the person within the lift has omega level passwords, then the lift may not descend any further than level 200. The first level of the pillar is a heavily reinforced steel layer thirty metres thick. A security clearance of SCL 7 is required to even be allowed access beyond this first layer. Anyone of

lower clearance must gain written authorisation from head office to be even considered. Level two contains the main shiver personnel ready rooms, and it is here that any response would be mounted from. There are, at any one time, three to four hundred shivers in armour and ready to respond within minutes of any emergency stationed in here. Level three comprises the shiver canteens and off duty rec rooms. Shivers are not permitted out of the department for the duration of their tour, and oceanus duty is second only to sleeper duty for suicide rates. Level four holds the sleeping quarters for all the shivers. Due to the nature of the beast, all shivers are given personal quarters, this goes some way to relieving the pressure of the job. But still, Oceanus shivers are amongst the most unnecessarily violent of all the shivers, as any excuse to cut loose for real is an opportunity to be jumped upon. Level five is a vacuum sealed hollow, there are shivers stationed in this section, but not for longer than three hours at a time. Should there be a breach of the level, technicians will seal the hole within 30 seconds, and the shiver contingent will be on the scene within 45. Anyone trying to breach this level will have to be trained to operate in vacuum and be ready to fight without any atmosphere to breath in. Anyone on this level who is not authorised to be will be terminated on sight.

LEVELS SIX TO TWENTY

Levels six to twenty comprise the civilian quarters for the entire complex, this includes all the operative quarters, and all the areas for eating, sleeping, and general down time. Quarters for SCL7 to 5 are on levels six to eight, for SCL 5 to 3 on levels nine to twelve. Anyone of higher SCL can either take the executive quarters on level thirteen, or can choose any of the lower level quarters should they so wish to do so.

Level fourteen is the first location that has access to the waterlock; these are the areas where people can gain access to the world outside. The one on level 14 is primarily used for rescuing tourists who have encountered problems while deep diving.

Level Fifteen is the downtime area for the civilians to frequent, it includes various types of arcade hall, casinos, and gyms. Anyone staying within the levels six to twenty is allowed free and unlimited access of all the non-profit items on this level.

Level Sixteen is a specially prepared level for the use of by Wraith and Shaktar; it combines the best in technology to make a frozen wasteland for the Wraith to hunt. The Shaktar are given access to full ritual hunts and ceremonies, SLA make reparations to the Shaktar homeworld for the removal of one of the high shaktarian elders who presides here and administers to the Shaktars stationed in Oceanus.

Levels seventeen to Twenty are penitentiary levels, level seventeen for any minor breaches of conduct, level eighteen for repeated minor breaches, level nineteen covers major breaches that will require the subject to be brought before SLA law. Level twenty is for all other crimes

It should be noted that level twenty gets “Flushed” once a day, anything in the level should be really good at swimming, or otherwise really good at dying. When flushed, level 20 fills to the top with water, the water is swirled around the level at speeds of up to 50 mph before the contents of the level are sent out into the sea. It should also be noted that the flush point where all the contents of level 20 are released into the sea is somewhere situated near level 150.

LEVELS TWENTY ONE TO THIRTY

Levels twenty one to thirty are the manufacturing levels, where existing work is continued on by lesser scientists. The laboratories on this level are basic at best, Neanderthal at worst; Levels twenty one to twenty seven are for chemical based projects, including the synthesis of supplies of drugs for the mainland. Shipments of products are taken out of the facility once a week via submersible. There have been several attempts by darknight and thresher to take these shipments, but they have always met with failure.

Levels twenty eight to thirty are for the manufacturing of the spare parts that are required for the continued smooth operation of the huge facility. Shipments of raw materials are brought up from the mining sections deeper within the platform.

LEVELS THIRTY ONE TO FORTY

These levels are the largest in the entire pillar. Each level is thirty metres high, and the dividing platforms are three metres thick. These levels provide all the clean air for the facility, the insides of most of these levels are huge, organic forests, the moisture level and composition of the air within these levels makes the atmosphere within seem almost like a rainforest. The areas are well lit, and the walls

to these levels of the facility are thicker than all the other walls of the facility with the only exception being the reinforced bunker levels at the very bottom of the pillar. From these levels, the air is circulated throughout the entire complex, all noxious gases are vented "harmlessly" into the oceans, with all the other chemicals and nutrients that the plants require being brought in to keep them alive. Level forty is the atmospheric processor, sixty metres high; this level is the largest level in the entire facility. These generators produce most of the air for the lower levels; this leaves the air with a slightly metallic scent, more obvious to some than others.

LEVELS FORTY ONE TO SIXTY

These levels provide all the food and meat for the facility, huge, battery farming areas are maintained here, livestock and vegetables are harvested here in tons daily. Even with the rapid growth farming techniques that have been perfected in the world of progress today, the quantity of food produced is not sufficient to feed the entire facility. A great deal of the food that is processed within these areas is harvested daily from the ocean around the facility. Levels fifty five to sixty are the food processing plants that make sure that any toxins within the food are removed prior to the distribution of the food to the other areas of the facility.

LEVELS SIXTY ONE TO SEVENTY

These levels are primarily concerned with the basic administration of the facility.

Levels sixty one and two contain the switchboard for the entire facility; all communications within the facility are directly controlled from this level.

Level sixty three controls all communications external of the facility, anything coming in or out, as well as all Comm traffic between the ports and the incoming/outgoing ships.

Level sixty four controls the computers for all the water and food filters within levels forty one to sixty. Level sixty five controls the atmospheric conditions within the facility, from here, all the levels down to level 250 can have their air supply disconnected in an emergency.

Level sixty six has the on-line controls for all the bulkheads down to level 200. Any level can be flooded at a moments notice, and can also be sealed off from all the other levels and, should the need arise, the bulkheads can be retracted to allow repair/rescue crews into the other levels.

Level sixty seven has the control and override for the platform shields and walls, as well as the door controls.

Levels sixty eight to seventy holds the bureaucrats for the facility, all paperwork and general administration is handled here.

LEVELS SEVENTY ONE TO NINETY

These levels house the power generators for the facility, the actual reactor is located between levels Seventy six to eighty two. The reactor uses a combination of cold fission and fusion reaction, and has run the facility continuously for over a hundred years. There is a secondary wave-action generator located between levels eighty five and ninety, this is used in the times when the fission reactor needs to be taken off line for repairs and/or maintenance. In case of dire emergency, there is a battery backup that is continually charged by whichever reactor is on line at the time. In the event that both reactors are rendered inactive, the battery backup can power the facility on full power for seven days, or on emergency power for over a month. This battery backup has only been required twice in the history of the facility.

LEVELS NINETY ONE TO ONE HUNDRED

The final levels of the generic areas are the repair and maintenance levels, all the maintenance personnel are stationed in these areas. There are over fifteen elevators built into these levels, that have instant access to any of the higher levels, and a repair crew can be anywhere within the upper levels in less than a few minutes. Access to the lower levels is still restricted, but there are still elevators to these levels, if a repair crew is needed in one of the lower levels, then a request will be made to maintenance crews, and the elevator access will be granted to one of the crews. In the event that one of the lower levels becomes damaged and cannot access the controls required to summon the crew, one of the personnel in the main control room will have the access codes required to override the elevators and send the requisite teams where they are required.

THE DEEPER LEVELS

After level one hundred, each level has its own name and purpose. When Oceanus was first created, it was designed as an underwater facility, all the lower levels are still reminiscent of what the original creation was. The upper levels are all in pristine condition, and are constructed from the latest materials and the best workmanship. The lower levels are all in minimalist condition at best, the levels between one and two hundred are all damaged in many ways, the seals for them are not the best, and many of them spring leaks periodically. Each level has a simple stairwell that connects it with the other levels, and the main industrial elevator still runs between them, although it has been years since the main elevator actually stopped at any of these levels.

There is a repair crew stationed on each of these levels, but there is no fast track method for getting to damaged areas, so any damage that is caused will usually become worse before it becomes better. In the worst case scenarios, the level will be sealed to prevent further damage.

It should also be noted that all the levels are inhabited by a race of creatures that the world of progress is largely unaware of. These creatures were first found when Oceanus was created, and Slayer passed laws that would permit them to live in the facility, provided that they swore loyalty to him. Recognising Slayer's abilities and resources, this race of creatures, called the Krach, accepted him as their master. Further details of this race can be found in appendix A.

In a move to placate this ancient race, Slayer gave them sixty levels of the facility to call their own, each of the levels is named by the Krach in their own language, and fulfills a specific role in their society. They have an ancient form of deity worship in the form of Im'cha, a giant lifeform in the depths of the ocean. Many of them continue this worship within their homes on the facility, although at least once a year all adults have to visit their homeland to pay homage at the shrine of their ancestors.

THE KRACH LEVELS

(101) – RAPIO – This level forms the entrance hall for any who would intrude upon the Krach, it is comprised of a small maze that can (and frequently does) change, depending on the nature of the guards who are in the maze at the time. There are at any time fifty of the Primus level Warriors in this level, all fully armed in a fashion as befitting a war party.

(102) – ATRIUS – The level is the entry level to the main Krach homeworld, it is a large cathedral style level, with stained glass windows being the walls of the level. There is a single flight of stairs at either end of the hall, and a shrine to Im'cha in the centre of the level.

(103) – PROTEGO PRIMUS – This level is the first of the guard posts within the homeworld. There are upwards of four hundred primus level warriors on this level, most of them are lightly armed, but there are caches of weapons and armour upon the level should they be required.

(104) – KOMBA PRIMUS – This is as far as non-Krach visitors are allowed, the whole level (barring the central elevator shaft) is a psychomorphic alloy that only reacts when touched by something possessing Krach genetics. When touched by a Krach, the level will open to allow them access to the later levels. If touched by a non-Krach, the level will remain closed and sealed until either a Krach elder wills the barrier to lower to allow the unbeliever through.

(105) – TULELA – After Komba comes the fortifications of Tulela, here the entire level is barricaded with gun emplacements and reserve troops. Typically, Secundus level troops are stationed here, it is considered a position for dishonoured Primus warriors and the older of the warriors. The warriors here are being given a final chance for honour before they are killed or die of old age.

(106) – GYRUS – Gyrus is the level for ritual challenging and dealing with matters of honour. There will always be one elder and at least one master of combat in this level. Given the nature of the Krach, there will usually be between one and five different trials of honour or death going on at any one time. The nature and rules of these challenges are explained later, but this level is the least populated of any of the levels, all the Krach have too much respect to cause any sort of trouble upon this level.

(107) – DOMO PRIMUS – This level is the level for all the elders and instructors of the Krach society. Any gatherings of the leaders of the race will take place upon this level. There are quarters here for the lords of the race to live in.

(108) – DOMO SECUNDUS – This level is where the designers and creators of the Krach race reside. It is the one of the few levels in the entire of the facility where any form of violence is outlawed under pain of death.

(109) – DOMO TERTIUS – This level is for the builders and labourers of the society, and comprises the lowest level of Krach society that is permitted within the facility.

(110) – GATUS – This level is the entrance that all outsiders must pass through to certify their intentions towards the Krach. If a creature unknown by the Krach wishes to enter their domain, they are brought to this level and made to walk the path of darkness. This is a gateway above a mystical abyss that they are made to walk in total darkness. No ebb ability will penetrate this darkness, and no mundane enhancements will be able to see through the darkness. If the candidate truly wishes no harm to the Krach, then they will walk the path without incident. If they have even the slightest intention of anger or irritation against the Krach for any reason at all, then they will fall into the pit. No one is aware of where the pit leads to (see gamesmasters section), but none that have fallen into the pit have ever been seen again.

(111) – TACTUS – This level lies directly beneath the path of darkness, here the watcher waits for those who have walked safely. The watcher is both a title, and a position of honour. The watcher is the best fighter of their generation, made to remain in this level alone, welcoming all who enter the level with the respect that is due to them. The Watcher will only be replaced once a decade, when the next best warrior steps up to take the place of honour.

(112) – DAGONUS PRIME – This level is the living areas for the Primus clan of warriors within the Krach, these are the best of the best, and they are fully aware of their abilities. They are arrogant and brutish to those not of their race, and are fully described later on in the chapters.

(113) – DAGONUS SECUNDUS – This level is the living area for the Secundus clans of warriors. These are the standard rank and file warriors of the Krach, not as efficient or deadly as the Primus, but non the less a match for most of the other troops that they might come across.

(114) – DAGONUS TERTIUS – This level houses all the remainder of the warriors of the Krach, typically the injured or those too old to hold a higher rank. These warriors are typically sent on the suicide missions to give their lives a meaning at the end.

(115) – METUS – The final safety guard before the beginning of the civilian levels in the facility, Metus is a level of complete and utter darkness. This darkness is only in the minds of those who enter it, any who somehow get through all the other levels must traverse this level to find what they are seeking. This level is explained in more detail in the gamesmasters section.

(116) – CORIS – Coris is the primary level of worship for the Krach. The level is a huge open plan arena, in the centre is a statue of Im'cha, and around the sides of the level are the writings of the book of law, the sacred words that all Krach are honour bound to live by. An annotated version of these laws is in the games masters section.

(117) – MOK – This level is dedicated to the arts of war within the Krach society, it functions as proving ground, library, and institute of the art and science of war that the Krach practise in daily life. The best warriors are sequestered here, constantly improving the arts that have been handed down through the years. Once in each generation, the best of these warriors is chosen to become the new watcher.

(118) – GEMIS – The decisions of the Krach are taken on many levels, each one of them is allotted the area that is best suited to them. Gemis is the level where the direction of the race is planned out, the new crops, training patterns, and the general way that the Krach in general will take is discussed here. Once in each standard month, all the elders of the council meet here to discuss the general idea of direction. Once a year, all the elders of the whole race meet here to decide upon a course of action and direction. In times of emergency and war, the council can overrule the decision of the yearly meeting, but otherwise, it is considered that the decisions of the race are law, to be broken by none.

(119) – PREDUS – The nature of war is that it is fought in many different ways. By soldiers, by words, and in ways that few could possibly understand. Predus dictates the way in which any war waged by the Krach will be done. Predus is a part of the Krach council and the elder who runs this level is usually given a seat upon the council so that they can express the views that their particular part of society has gathered. Predus is also the only level that actively spies upon other races and their cultures, in order to learn the ways that other races view war. After all, to know your enemy is to become him, and once you have become him, he will be powerless to stop you.

(120) – LOWRD – Lowrd is the junction to the level of predus, a huge archive of all the areas within the world of progress, including all the peoples of the area, and full charts and maps of all the subterranean caverns and hollows in the world. They also maintain records of areas where seismic activity is likely to change the nature of the charts that they hold. At any one time, there are several thousand of the Krach out on exploratory missions. Sometimes these trips take so long that by the time the explorers return, the beginning of the maps that they have charted has changed and rendered some of their work

obsolete. Nonetheless, the charts and maps of the Lowrd level are the most accurate and complete to be found anywhere on the world of progress.

(121) – ARIS – Aris is the level where most of the crafting of the equipment and tools takes place, the craftspeople of this level are adept at working with all types of materials, and can craft tools from the basest of alloys and ores. At any time, there are over two hundred workers on this level, and they work constantly. All the workers are given shifts, and the creation of new things never pauses.

(122) – INVIRIS – Inviris is the purification level of all the basic mined ores and materials that are used on Aris. Typically, the craftspeople of Aris are more than capable of working with the materials that they are given. Occasionally, the ores that are found at the bottom of the ocean prove to be invulnerable to ordinary methods of destruction and recreation, these alloys are given to the masters within the inviris level. All materials made on these levels are swiftly transported all over the colony for use in various production needs.

(123) – DIGIS – Functioning as a triumverate of levels, Aris, Inviris, and Digis produce everything that is required for the colony. Digis is the area of design, where existing tools and equipment are refined and improved upon. There are fifty to a hundred designers in here at any time, each one of them allocated their own space and their own project. Designers can have additional people allocated to their projects should they be on the verge of a breakthrough, indeed, it is often the case that anyone coming close to a breakthrough is often allocated people as a matter of course to assist the well being of the colony.

(124) – AGRIS PRIMUS – This level takes care of the agricultural needs of the colony. The first level of the Agris levels covers all the fruit based foodstuffs, there are several rapid yield hydroponics bays in which fruit is grown at an accelerated rate. As with all the Agris levels, this level is highly fortified and shielded against all possibilities of leakage or other such damage. A leak to any of the Agris levels is treated as a threat to the entire colony, and all available resources are diverted to repairing the damage.

(125) – AGRIS SECUNDUS – Similar to the Primus level, this level takes care of all the primary vegetable groups for the colony.

(126) – AGRIS TERTIUS – This level covers all the other vegetable foodstuffs that the first two do not cover.

(127) – TORIA PRIMUS – The Toria levels cover the processing and purification of the food produced on the Agris levels. Primus churns most of the vegetables into a paste consumable by the infants and children or the incubation tanks.

(128) – TORIA SECUNDUS – This level processes and cleanses all the other vegetables into a state fit for consumption by the adults of the colony.

(129) – LEGUS – The warrior clans of the Krach are motivated by complex paths of war and destruction. Over their unusually long lifespan, several of the longer serving warriors lose their way and can no longer see the path as clearly as they used to. These warriors are sent to this level, where they learn a new path, or relearn their old one. Retraining can take decades, centuries on occasion, but all the warriors that are sent to this level will either find anew their purpose in life, or die trying. This level is populated by one of each of the elders of the warrior paths, one of the spiritual elders, and at any one time, thirty to fifty of the disillusioned warriors.

(130) – ANIMUS – The Krach society is a unique one, this level is a series of sealed rooms where all the reproduction of the society takes place. Krach reproduction is done in much the same way as human reproduction, with the exception that when conceived, the beginning lifeform gestates within the female for a period of only a few weeks until it is capable of living in the genepool on the Inimius level.

(131) – INMIUS - The lifepath of the Krach is in many different levels, this level is the beginning of that lifepath. The Krach have a singularly unique lifestyle, upon their conception, the embryo is moved to this location, where they are placed into the lifepool. This is a huge pool that radiates energy throughout it, feeding the embryonic lifeforms like a living battery. They remain here for a year, tended by their parents, tutored in what they will require, and prepared for the ordeal ahead. After which they are taken to the next level down.

(132) – INCUUS – After the embryonic lifeforms have sufficiently developed to be able to begin life without constant supervision, they are brought to the Incuus level. In this level, the creatures are put into the vast arena that provides the weeding grounds for those not fit to live. Every six month, three hundred of the Krachs youngest are brought to this level, with only food enough for fifty of them. The doors are then closed, and the young are left to survive for themselves. The krach young are indoctrinated from birth to survive, are told when they are left in this level that only fifty of them will survive. So from the second that they arrive in this area, they begin the struggle to survive. At the end of the six months, the fifty (sometimes less) krach that are left will have formed tight bondings with all

of the other krach that they came in with, and will have some understanding of their own capabilities and power. From here, they are sent to the next level.

(133) – TINIS – Those that have survived spend three months in this level recuperating and explaining how and why they survived, it is here that they are assigned their paths to follow.

(134) – LIBERI – This is the first time that the groups of fifty will be separated. From each group, there will be at least one member of each of the major fields. Occasionally one of the infants develops one of the more important talents of the Krach, and it is here that those exceptional creatures are singled out from the pack. This procedure takes two months.

(135) – BESIS – No matter what path the Krach young have been put on, they still have to be given basic training in the ways of the world into which they have been born. Basic things like dangers to the Krach society, the nature of faith, and the things that their race has accomplished. History, language, and geographical patterns are all taught here. Basic training is identical for all the krach, and takes four months.

(136) – RANOK – Training continues here, where the krach are taught the language of the surface dwellers, and also the customs and traditions of the other races that live upon “their” world. This training takes three months. At the end of this point, the krach infant is assigned a path to follow and learn. From there, they move to one of the assigned training areas.

(137) – ARMATOR – The warrior paths are taught on this level. Each one of the paths has a specific area that they are assigned to train in, and this level is the largest single level of the entire facility, over an hundred and fifty metres high. It is segregated into the firing ranges for the shock troopers and the arenas for the close quarter troops. Training in a basic path takes three years, with a further year for each of the specialities that the krach is to be tutored in.

(138) – CIOS – The chemical specialists of the krach race reside here, the design and creation of all medical drugs and any other fluids that are required by the race in general is supervised here. The Krach have no requirement for toxins as such, and spend little time on the creation of such things. The toxicologists of the race work tirelessly to develop anti toxins and viral suppressors.

(139) – GIRIUS – The agricultural capabilities of the Krach are legendary, and their knowledge of the various ways in which to farm and produce viable crops is all based upon this level. No actual agriculture or farming takes place upon this level, this is merely the training area for the future farmers of the Krach.

(140) – PHYSIS – The construction of the Oceanus facility took considerable engineering knowledge. Much of this was provided by the Krach engineers, whose knowledge of underwater mechanics is unparalleled. All the dynamics of the lower levels were created and built by the krach. The full repository of their knowledge is held here within this level, it is here that the engineers of the race develop new designs and constructions.

(141) – IRAB – The biology of the Krach is singularly unique, their lifepatterns and their various states of evolution are a source of wonder to most of the scientists within the world of progress. The Krach are well aware of their own abilities and of their own biological structure. This level of the facility is dedicated to the furtherment of the Krach in general. Where new discoveries are made, they are taken to the council of elders and approved before being put into practise. The whole evolution of the race in general begins upon this level.

(142) – EARC – The beginning training for all the krach who work on levels 138-141 takes place here, here each of them is given basic tutelage in the scientific arts. Each of the science levels has an area for beginning scientists which they are allowed to frequent in their opening year upon the level. Initial training upon this level takes two years, during which the trainees are taught all the basic theory and ratios that they require to begin their fully fledged studying.

(143) – IMOS – Once ideas have been formulated and approved by the council of elders, the idea is brought to this level to put into practise before it is sent to all the other levels of the colony. This level can be fully environmentally sealed against all forms of contamination and can be evacuated into the deep sea. This measure has only been used twice in the history of the colony.

(144) – EQIM – Due to the nature of the race, all equipment, weapons, and other tools are kept in separate locations and are distributed as and when required. This level houses all the non lethal tools and equipment.

(145) – XENOS – All preserved food is held on this level, varying from dried vegetables to salted meat and other provisions, this level is hermetically sealed against contamination and disease.

(146) – KATCH PRIMUS – The weaponry of the krach is stored on two levels, this level stores all the assault weaponry and close quarter blades, clubs, gloves, that sort of thing. Both this level and the next are always fully manned with at least one hundred guards of either primus or secundus level guards.

(147) – KATCH SECUNDUS – All the ranged weaponry is stored on this level, the ammunition for these weapons is also held on these levels.

(148) – REGNA – The highest level of command structure within the krach is the Twin consorts. There are two of these creatures in existence at any one time, each one having learned all the paths of the krach, and having mastered all the abilities that can be mastered. The two creatures are symbiotes in all ways, what one suffers, the other suffers, what one knows, the other knows. However the twin consorts have to stay apart, due to the fact that when brought together, they summon the aspect of war within the krach, which in turn can be made to summon their god. The female of the pair resides on this level, and is attended only by females. Males on this level are destroyed swiftly and without remorse. There is a sanctuary area within the staircase, males are allowed to communicate from this point where necessary.

(149) – PRINCEPS – This area is the residence of the male of the twin consorts, and in the same fashion as the Regna, this level can only be entered by males.

(150) – LLONE – The faith and religion of the krach is a many layered thing, with each member of the race being a specific “distance” from their god. Upon this level are the chosen ones, those closest to god, they form the basis of all spiritual belief upon the colony, and choose from amongst themselves a single member for each level that has their people upon it. The united, as they call themselves, know that all their race look to them for inspiration, and they have several divisions of their particular level, some of the united are warriors, some of them artisans, and each one of them was, at one point, something else. No one can explain why the united are that way, all that is known is that occasionally, a single krach is called to be united, those like them will know this, and will come to the new member of their breed. Whatever they were before they became united is irrelevant, what matters is what they are now.

(151) – ARMISA – The mobile fighting force of the Krach is located here, all those on duty at any one time wait here for orders and assignments. From this point, they can be anywhere within the sixty level inside of a few minutes, and are always full armed at all times. There is a subtle difference to the level in that no sound is permitted upon it. The entire level and all the personnel within it remain in a state of silent meditation and contemplation, only broken when an armed presence is required somewhere.

(152) – COLONIA – In the event that a guest is allowed access to the facility, it is this level that they will be housed in. There are spacious and luxurious quarters here for all of the guests that can be brought into the facility. The entrances and exits to this level are covered by fifty secundus level guards, this is to prevent the guests leaving unescorted, and also to prevent any of the krach stumbling across something that they were not ready for.

(153) – KOMBA SECUNDUS – This level fulfills the same purpose as Komba Primus.

(154) – PROTEGO SECUNDUS – This level fulfills the same purpose as Protego Primus.

(155) – TSUQ – There are only a few of the krach who are aware of what lies lower than this level. This level is barren of life, the only time that any creature ever sets foot upon this level is to add another name to the list. This level stands as living testimony to all the Krach who ever lived. The walls and pillars within this level are monolithic and covered in miniature writing. Every Krach who ever survived to adulthood to take their place in the society has their name etched into this level. There is a symbol for them that relates to their parents, and their parents parents, in this way, all the ancestry of the krach can be traced in this room. The pillars are stacked end to end, and can only be moved by the record keeper, who resides in the princeps level. Each pillar is very thin, but as hard as is possible in this world, and the only ones who can inscribe new names in the pillars are the smiths of the Inviris level.

(156) – CUSOD – This level is a maze of spikes, thorns, brambles and blades, the entire level is engineered to move and strike at anything that is not a krach. It will continue to do this until the entire level is destroyed or until the invaders are destroyed. The level has so far not been breached by anything unless it was guided through by one of the krach.

(157) – TERRUS – This level is a flat planned model of the world of progress, perfect in every detail. It is held here as part of the treaty between the krach and SLA industries. The people of the world of progress are allowed access to this point to see and learn of all the things that they do not know about, and all the things that they cannot find out themselves without the aid of the Krach. The level also includes full maps of all the oceans and their caverns within. Whenever a person from SLA is allowed access to this level, they are supervised by one of the united, who will explain to them all the intricacies of the world in miniature.

(158) – FINIUS – The final level that the krach are permitted upon without the permission of the elders or the twin consort, this level is similar to Tsuq. But the pillars here hold the names of all those who have visited the krach colony and been allowed to leave, it also contains the names of all those who are named as friend to the krach race. This level is smaller than the level of tsuq, but contains two areas, one where the names of the visitors are written in their native language, and one where the names are written as the name they were given by the krach.

(159) – DESTINAS – This level is the final safeguard against the Krach leaving their assigned area, the entire level is coated with a lethal contact poison that is instantly lethal to any krach who touches, consumes, or smells it. The level is hermetically sealed to all the other levels at all times.

(160) – CORHNE – This level is manned by one hundred darkfinders, they prevent all access in both directions without the proper paperwork. The level is listed as one of the Krach levels due to the fact of beaurecracy requiring that the krach be given their sixty levels to live in. The Krach neither have interest nor requirement for this level, but gave it a name to satisfy their deal with SLA.

AFTER THE KRACH LEVELS

The lowest levels of the facility are populated by SLA personnel, both to study the krach and to work on SLA projects. These projects include the underwater colonies and also the outer space living projects. SLA figure that the planets resources will eventually run out, and the most hostile environments that the planet of mort has to offer are at the bottom of the ocean. Several of the projects have failed, but with the help of the krach technologies, they are beginning to make progress.

Each Level is designated a number of personnel and a project to work upon.

LEVELS 161 TO 170

These levels house the research levels for the underwater assault programs within SLA.

161 – Level 161 contains the primary research for the effects of pressure upon the various races in the world of progress. Work is in progress to see if the Krach abilities and other such modifications can be made upon the other races. So far there has been no progress.

162 – Level 162 is the base for all the research with regard to weapons propulsions underwater. Due to the nature of water, explosive weapons can be many times more powerful if correctly used, but can also be a danger to those who fired them if not used correctly, this level is working towards sorting out these difficulties.

163 – 163 is the level where all the motion suits and gravity/pressure negators are developed, again, there is little progress being made upon this level.

164 – 169 – these levels contain data on some of the creatures that dwell in the deepest of the oceans, there are only details up to four miles deep on these levels. There are records for all the creatures that dwell below this level, but these are stored in a different location.

170 – This level contains information on toxins that work at the lower depths, the same problems with pressure that make life awkward at the bottom of the ocean also cause problems with the nature of toxins.

LEVELS 171 TO 180

These levels contain the storage locations for all of the equipment that is used in the lower levels

171 to 173 – All the spare waldo suits and robotic parts are stored in these locations

174 to 176 – All the sealed suits, repair gels, and welding/sealing materials are stored here

177 to 180 – A store of food and drink is maintained here, and is replaced on a weekly basis, it is here that the lower levels are provided for.

LEVELS 181 TO 190

These levels are used for the living quarters for the personnel that work in the lower levels, they are strictly segregated, all the odd numbered levels have a security compliment of one hundred darkfinders that make sure that no one goes below what they should do. The other levels are separated by SCL number

Level 182 – SCL 7 to 5

Level 184 – SCL 4

Level 186 – SCL 3

Level 188 – SCL 2

Level 190 – Anything not given an SCL or beyond normal considerations.

The numbers include anything in that numbers range.

LEVELS 191 TO 200

These levels are the final levels before the true mysteries within Oceanus. Each level has a dedicated purpose.

Level 191 holds all the Deep sea modified power armour, each of these suits is effective to 3 miles deep, after this point, they will crack like eggshells. The armours are specially designed to negate the pressure on the creatures using them, and are available in all sizes that could be envisioned. If a creature is found that does not fit the normal size, one can be customised. Each suit has a three year power cell that is replaced and recharged after each mission. The suits contain a liquidised food and nourishment supply that is injected directly into the nervous system of the creature using the suit. This has caused some problems within certain frother candidates for using the suit. Work is in progress to address this concern, but nothing has been managed as yet.

Level 192 holds all the deep sea weapons, including the tools that were never designed to be weapons but are effective under the water and can be used as weaponry such as robotic hammers and bolt hammers, arc lights and underwater blowtorches.

Level 193 contains the only medical lab in the entire of the oceanus facility below level 100, all the levels above one hundred have a minimalist first aid bay if required, anything more serious is taken to the hospital in the higher levels. This medical bay covers the entire level and is equipped to deal with all races and all injuries, there is a full compliment of all medical and non-medical drugs and other such things, and at least three fully trained medical doctors on call at all times.

Level 194 holds all the reserves of fuel and power sources, batteries and other combustibles that may be required within the facility. This includes a compliment of over a thousand portable cold fusion reactors specially modified to work underwater, each of these revolutionary devices can power a blade class submarine for a month before requiring replacing. To give some idea for normal players, a single cold fusion reactor could power a hammer class apc for over a hundred thousand years.

Level 195 has all the archive data that has been stored by the researchers in the years that the facility has been operational. Most of the data is held on a mainframe computer, but there is a blast locker with a paper archive of all the data stored on microfiche. The blast locker can resist any amount of pressure and any blast up to a 150 gigatonne nuclear blast. The authorisation code to open this locker is at least three people with SCL 2 or higher.

Level 196 contains the experimental forcefield prototypes that are used for the smaller missions to the outside. Each of these fields is effective up to two miles deep and allows the user to filter what comes in to the field and what goes out. Typically, the filters are set to stop all things that are effectively not moving, this includes all the water around them, but will not stop bullets or anything moving faster than the person within the field. Due to a difficult to explain kinetics theory, the field can only filter one or the other. If set to high velocity, the field will deflect any round, no matter it's size. If the round contains enough kinetic energy to move the person within the field, then the person within the field will be moved rather than the object. If the person within the field is moved by the object, then the field will have to be reset to slow prevention to stop them impacting whatever is behind them. These problems have prevented the fields from becoming standard issue within SLA industries. The fields do have an inbuilt filter program that has been tried and tested to be effective to allow the person using the field to work on something that is underwater without breaching the integrity of the field.

Level 197 contains the emergency rescue team, this team is over a hundred specially trained personnel who have at their disposal the best in equipment that SLA has to offer, the team can scramble and be ready to move in less than three minutes at any given time. The submersibles that the teams have can hold up to three hundred people in them, and all of the submersibles can be adapted to fit any of the airlocks within the facility at any level.

Level 198 has the generator for the emergency shield for the oceanus facility, when activated, this shield coats the entire facility in one of the experimental forcefield. The field can be set to fast impact, in which case, torpedoes, bullets and other such armament will not penetrate the field. If the field is set to Slow filter, then no water will flow past the shield, the field can slowly pump out the remainder of the water within the field should some catastrophe occur within the facility. The full capabilities of this field have yet to be explored, as it is considered by head office to be too much of a danger to try actively testing the field on any regular basis.

Level 199 has the computer controls for the entire facility, in particular, the lift in the centre of the pillar, it is manned by several darkfinders to prevent any terrorists seizing the facility or control of it. The computer technicians never leave this level until discharged from the service of SLA. Most of them

are hardwired into the system and cannot be removed without surgery. Without exception, all the technicians on this level are human, the computers are designed to work with the human physiology, not any aliens or bio engineered races.

Level 200 is a fifty metre thick level, there are three segments to it. At the top is a twenty metre thick powered and armoured adamantine door, this leads to a ten metre wide area that anyone moving through the level will have to be cleared upon before advancing to the next twenty metre thick gate. The controls for the second gate are secure in the lower levels.

GAMESMASTERS SECTION

LEVELS 200+

The final levels of the facility contain things that were not meant to be seen by the denizens of the world of progress.

201 – This level contains the controls for the main gate, the gate can only be opened on the authorisation of the facility commander or a member of head office.

202 – This level contains a small force of security personnel, typically shivers with dispersal training, although suitably better equipped.

After this level, the only ways through the facility are the stairwell, and a series of six elevators that reach all the way down to the bottom. There is no security clearance required to operate these lifts, it is presumed that anyone on these levels has a right to be on these levels. Overrides are controlled through the sea bottom control room. In the event of a hostile takeover, it is from there that the elevators would be stopped. If the override is engaged, there is no way for any creature to get the elevators to move again without cutting the cable to the elevator and then manually making their way down.

203 to 210 – When the facility was first created, it was envisioned to be a living facility in the event of some great catastrophe on the surface. To this end, a hydroponics bay and air processing plant were set up as near to the surface as was possible. The living quarters under this, between levels 209 and 210, are largely unused, and in the same state that they had been created in. Due to the hermetic nature of the facility, the original basic quarters are still preserved perfectly. Anyone in the lower levels is free to take any quarters that suit them as and when they like. There is no security at this level due to the lack of requirement for it. Should a need for policing become evident, then guards can be taken from level 202 to any one of these levels within minutes.

211 to 220 – After several years in the lower levels of the facility, the ambient pressure at the depth started to have an effect on the long term personnel within the base, some of these changes included greater natural strength and a more compressed bone structure. An interesting side effect was the compression of the muscle structure caused a lower level of rejection when using mechanical replacements on living tissue. This led to several breakthroughs in the field of bionic augmentation. The scientists are currently working on ways to adapt the same breakthroughs into normal uncompressed tissue.

211 – This level holds all the new technology for simple internal organ replacement, this is inclusive for all races, and all organs can be replaced with an effectively unlimited lifespan.

212 to 215 – These levels contain the new limbs and muscles augmentations, including several of the newer devices that were used to implement the newer brands of powered armour and nerve to movement systems. These are only fully effective on deep sea evolved creatures, but the spinal links that are used to connect these creatures to their new mechanical systems can be used to increase the responsiveness of the other powered armour systems that SLA uses. These systems are currently the most effective anywhere on the face of the planet.

216 to 220 – These levels contain all the spinal technology that has proved so groundbreaking in the new mechanical systems. These include the spinal frother implants that can be used to store several months of drugs within the frothers own body in a powdered form, allowing frothers to go for long terms without having to carry large stacks of drugs in flimsy cases. More details about these devices are given in the equipment subsection.

221 to 230 – Unbeknownst to the krach, SLA have taken a small number of their people and hold them within these levels for dissection and experimentation to see if their unique abilities can be reproduced

in any artificial manner. So far there has been no success with any of these projects, and the Krach elders are beginning to suspect something is wrong. SLA industries are not aware of the general nature of the beast when it comes to how the krach live and operate, and are generally ignorant of the power that the race can bring to bear should it be required.

221 to 225 – These levels are allocated to scientists from the Karma branch of SLA, they specialise in the dissection of the krach to find out how the creatures evolved into a race of beings that could survive without augmentation on the bottom of the ocean. They have discovered several organs, the purpose of which they are not sure, but they believe that these organs hold the key to the Krach abilities. The current project of the Karma branch is to try and keep one of the Krach alive whilst examining the organs in question. This has met with very limited success to date as the krach appear to have a very low pain threshold.

226 to 230 – These levels have been given to Dark Lament for much the same reason as the Karma scientists. It is to be noted that only necanthropes work on this level, as the radiating levels of pain and suffering are too much for any normal ebon, or even brain waster to withstand without constant counselling for the mental anguish that is projected by the captives.

231 to 250 – In a similar vein to the higher levels of the facility, SLA thought that it would be a good idea to make sure that all the scum of their universe would be put to a good use that would further benefit the society that they had created. In making this particular facility, SLA stopped one of the primary problems in all other societies, the fact that mort does not have any prisons as such is a source of wonderment to some, a source of puzzlement to others. In truth, anyone convicted of any serious crime is sentenced to one of two things. The first is a swift tour of the nearest warworld, the second is a chance to “help” the people in the fabled underwater colony of oceanus. When they arrive, the reality is a little different than what they expected.

Most of these levels are allocated to Karma due to most of the prisoners being human. The minority of the convicted individuals who are ebon/waster/nec are passed over to levels 245 to 250, where dark lament practise their dark arts.

Level 231 – In the first of the chambers of horrors, drugs are perfected on living specimens. Most of the subjects survive for quite a while before finally being overdosed. It is policy for specimens to not spend more than three months on this level before being transferred somewhere else just in case they build up an immunity to the drugs that are being tested on them.

Level 232 – This level sees the testing of new toxins and bio warfare, this level is completely sealed and shielded from all things that could escape from it, particularly all the dangerous virii. Subjects on this level have a life expectancy of three days, usually less.

Level 233 – Those toxins that have been researched on the above level are brought here to perfect. Usually, all that is chosen is the manner of the weapons delivery.

Levels 234 to 239 – These levels contain the research labs for all the injuries that can be caused and the different ways in which the human body can react. Many of the doctors on this level are confirmed sociopaths, and have a deep and undivided interest in causing pain the old fashioned way, with blade and fire. The results obtained at these levels are crude, but very informative. In a secondary capacity, the doctors upon this level also take notes upon the ways in which the human body reacts to various kinds of treatment to the aforementioned injuries. Skeptics say that this has all been done before and there is nothing that can be learned further, but this aside, new results are being obtained all the time.

Levels 240 to 245 – These levels are reserved for the deeper and more complex medical procedures such as the removal of organs without anaesthetic to study the effects. The official reason for this is for the scientists to gain accurate data on battlefield injuries where the injuries cannot be treated instantly. The compensating effects of adrenalin and other such naturally occurring chemicals. The second thing being studied upon these levels is whether or not any naturally occurring chemicals can be synthesised in such a manner that will cause no adverse reactions. The primary drug being researched is Adrenalin, the combination of pain killer and instant steroid is too powerful a lure for any scientist.

Level 246 – This level studies the nature of dissection on Ebons and Brain Wasters. Subjects on this level are fitted with experimental ebb suppressing devices to prevent them using their extraordinary powers. The average life expectancy of a subject upon this level is less than a day, but results are achieved at a far faster rate.

Level 247 – Subjects on this level are given drugs and medication not suited to the ebb using races in general to see how they react, there are also dark rumours that experiments involving depleted uranium are conducted upon this level.

Level 248 – An experimental ebb manipulating device is tested upon this level, this device causes the person being fitted with it to burn flux endlessly with no actual abilities being used. This eventually causes the ebb user to start using their own life forces to power the abilities that they are not using. The particular thrust of these experiments is to allow ebb users to use their abilities without the expenditure of flux but without the harmful side effects. So far there has been no success in this experiment.

Level 249 – The ebb abilities are a constantly evolving science, the inhabitants of this level are all volunteers, and they constantly scourge themselves to the betterment of their race.

Level 250 – This level holds one of the darker secrets of SLA, the nature of necanthropes has never been full understood, upon this level, “living” and truly dead necanthropes are experimented on in all manners. SLA hopes to gain some insight into the workings of the white and what actually occurs when any ebon/waster goes there. The ultimate aim is to duplicate the events that create a necanthrope without the dangers or need for the subjects death.

Levels 251 to 300

The final levels before the solid rock based levels at the lowest point of the facility, each level has it's own very specific purpose and personnel. Rarely do any of the inhabitants of any of these levels move between the separate levels, all the food, accomodation and other such things are all part of the level in which they work.

The construction of the facility varies at this level, the base becomes wider, the nearer to the bottom of the ocean it gets. The final base of the pillar is over two miles wide and fully reinforced at all points in the event that something falls upon it.

Level 251 – This level provides a library of all the current existing technology within SLA, including the new and experimental technology that has been created within the facility.

Level 252 – Unbeknownst to most of the news and reporting agencies within the world of progress, this level contains both photographic and videographic copies of all the news and other items that have ever been broadcast within the world of progress at any time. It is rumoured (although you would be lucky to survive asking the question) that one of the copies of Integration 20 is maintained in maximum security upon this level.

Level 253 – The contracts and written paperwork of the World of progress is a task the likes of which no other world could cope with. Within this and the next few levels of Oceanus, a computerised copy of all paperwork that pertains to the world of progress within SLA is documented. This level contains a copy of every contract that has ever been signed by an employee of SLA, together with their current operational status and their location/place of death.

Level 254 – The huge contracts that tie in all the parts of the World of progress to each other are maintained upon this level. The multi thousand page documents that bind worlds to the service of SLA are kept here within blast resistant shielding. A computer copy of each document is also maintained within this level.

Level 255 – The numbers of races that SLA has come across and made subservient to it is numerous, the number of races that it has crushed beneath it's boots is legion. Each race that ever lived at one point, no matter how small, or how insignificant is catalogued here. The major alien races of SLA are recorded in the level below, but all the other races that have been destroyed or subjugated are recorded here, together with their involvement with SLA and how they met their eventual end.

Level 256 – Ebons, Brain wasters, Shaktar, and Wraith Raiders are catalogued here, together with all the agreements that their elders have signed and all the agreements that their races have made and with who.

Level 257 – When the preceptor returned from the white, Mr slayer knew that a record would have to be kept as to who each individual necanthrope was before they went into the white, what they were, and who they associated with. His Initial hope was to curb the tendancies of any necanthropes by being able to threaten their past. As the true nature of necanthropes became more evident, the initial plans changed and the new archive merely catalogued what each one had become. There is a full record of what each necanthrope was before they became, and what they became afterwards.

Level 258 – Unbeknownst to almost all the inhabitants of the world of progress, there is a full record of all the buildings and constructions ever created in the world of progress. This level contains that record, this includes all areas of the world, and even the lowest levels of the undercities that are thought to be lost to the world forever. Wether or not these maps are accurate is a matter of conjecture as there is no requirement to go to these lower levels, and certainly no requirement for them to be verified. The

maps are the exact layouts as they stood when first constructed, before being built over several thousand times over, so it is assumed that the maps are subject to some variation at the lowest levels.

Level 259 – It was known by My Slayer long before the knowledge of folding that star charts and maps would be required of all the known and unknown regions of space. In this level, a three dimensional display of all the regions of space can be accessed from a vastly powerful computer. This machine holds records of all the journeys that have ever been made, which crews made them, what they encountered, and where the voyage terminated if it did not return. The charts are all accurate to within a few hundred metres, even when charting distances several hundred million miles.

Level 260 – The Star charts on the level above are only part of the universe records that are maintained within oceanus. All the lifeforms, phenomena, and other things that were encountered by the travellers are recorded upon this level, this includes all oddities that cannot be rationally explained away. In a vault upon this level are two of SLA's most guarded secrets, the first is the visual records of the final moments of the foldship Yung before it was lost. The second is a record of the location of the only known Gateway to White earth and the denizens of nightmare who live within. These vaults require two access codes with a SCL of 1 or higher to be opened.

Level 261-270

The greater secrets of the SLA world are stored here, various procedures that are in evidence every day upon the world of progress were perfected upon these levels, the secrets herein can only be accessed by those who are no longer governed by the SCL system.

Level 261 – The LAD process is stored here, the nature of what happens, what is required to bring back creatures that were to all intents and purposes dead, and all the darker deeds that were perpetrated to perfect the final procedure are stored herein.

Level 262 – Darkfinders and their weaponry are a mystery to many, the techniques that turn the best of the best into one step beyond are stored upon this level. This includes all the specialist equipment unique to the darkfinders.

Level 263 – Cloak division and the many levels that comprise it are stored upon these levels, this includes all their tactical procedures and equipment/weaponry that cloak division are known to use.

Level 264 – Stigmartyr – The nature of the shadows within the shadows is contained herein, together with the true nature of the agents that form the last line of defence against all the minions of all the creatures that would stand against Slayer

Level 265 – Black Chapter. This level contains the operating procedures and training programs for the elite bodyguard unit known only as the black chapter.

Level 266 – Cloak Roster – This level contains a full listing of all personnel within the cloak division, together with their classification and level of ability. It also includes a full breakdown of the chain of command for each individual, which can be used to trace all actions that are taken by Cloak.

Level 267 – Stigmartyr/Black Chapter Roster – This level contains a full listing of all the personnel who make up the shadows within SLA. In the case of the black chapter, it includes a listing of the designation and assignment of the individual member of the chapter, in the case of stigmartyr agents, a listing of how long they have been an agent, and their particular weakness in the field of battle is maintained.

Level 268 – Deathwake: The full schematics and the prototypes for the deathwake device are stored here, these include the initial tests and the final settings required to fully facilitate creation of new stormers.

Level 269 – White earth: The true nature of the most secret location in the world of progress, the creatures that dwell within, and the nature of their plans.

Level 270 – The Krach: This level contains all that SLA knows about the race known as the krach, this includes a full readout on the creature they worship as their god, the mysterious Im'cha.

The final levels of the facility are taken up with various projects that have been organised by Mr Slayer, Intruder, Senti, and the legacy that was left behind by Cadaver.

Level 271 – Knowing that the Deathwake device relied upon otherworldly things not quite understood by all those involved, Senti set in motion a project that will one day replace the stormers as the soldier of choice in the world of progress. On this level, work continues towards the creation of a super soldier, created from human stock, but given immunities to almost all types of toxin and atmosphere. These soldiers are known as Gen 1's, and are the pinnacle of human evolution, surpassing even the darkfinders in their ability and skill. Using what SLA has learned from the Krach, experiments are

continuing to find out what can be done with the human form. So far, several bio genetic implants have been created that can be implanted directly into the human form and immediately begin to work at transforming the body at a molecular level. This allows the human in question to use many abilities similar to the krach without the need for the training that the krach have to undertake. The drawback to this miracle is that the humans in question rarely last more than a month after the first implantation. It is not sure what is causing this breakdown, but until it is attended to, then it is unlikely that the Gen 1's will not be allowed into general service. Gen 1's are still sent to warworlds, usually in the last week of their life, there to achieve a glorious end in the service of the company that created them.

Level 272 – Senti also understood the nature of the world as it stood, and how the future would shape things. She understood that there were things out there in the darkness that could and eventually would come to destroy SLA and the worlds in its care. A project was began that began to give humans the chance to compete with the ebons in space and other interstellar projects. For too long, the ebon race has been a necessary evil in the continuance of progress, this will soon come to an end as the V drive is finished. Using existing technology and what can only be described as a blasphemy to the ebon race, senti managed to operate upon captive ebons. Wasters, and necanthropes. Removing their brains from their bodies and harnessing them into biotechnology of extreme complexity, it is now possible for the first generation of human explorers to go out into the universe. In laymans terms, the V drive works as follows. The human ship, (never with any of the alien races on board, lest they suspect) selects a point within the grid that they have been allowed and then activates the drive. The drive feeds the co-ordinates to the captive brain which then formulates the necessary jump and performs the fold as required. The Drive cannot be continually engaged for more than five hours so as to preserve the brain in suspended animation and allow the drive to continue to function without further interruption. There has only been one case of the drive operating for longer, and that resulted in the ship making a random jump to a point as yet unlocated. It is thought to have followed the same course as the Yung.

Level 273 – Cadaver's only failing in all the years that he worked for SLA was that he became angry too quickly when results were not forthcoming. Unbeknownst to him, before he left, Slayer took an imprint of his mind and the secrets hidden within. This knowledge was transferred to a soulless stormer variant, and allowed to continue his work. This creation was named Rage, in mockery to the fact that it had none, and was thus unhindered in the way that cadaver had been. Rage went on to finish some of the unfinished projects that cadaver had left behind, none of them of tremendous use to SLA. Of it's own accord however, Rage then went on to work on the failed manchine project. Within two months, he had found what had caused the rot that all manchines suffer, within two more, he had found a solution. Soon, he requested the freedom to operate on his own initiative, Slayer granted this, and assigned him to continue work upon the manchine project. Rage did this and more, he created a fully sentient lifeform that was completely automated, and that could sustain living flesh over it's metal skeleton. These creatures were fully capable of carrying out any mission set for them, quickly and efficiently. Or so it was thought....

The first of these creatures did not return from their assignment, the mission was accomplished, but the creature could not be found by any method. Three weeks passed after the mission had been finished, the creature was found in the remains of Salvation tower, the flesh had been torn from it. Upon examination of the creatures memory banks, it was found that after it had accomplished its mission, it was drawn to a signal emanating from Salvation tower, the predetermined command that assigns a target for termination redirected itself to a manchine residing in that tower. The creature took the new command without question and began it's new assignment. Convinced that it was a minor malfunction, SLA sent out several more of the creatures. All of them eventually ended up in the ruins of salvation tower, one of them was found with part of a manchine in its hand, carbon testing indicated that the manchine part was over a hundred years old, and thought to be part of digger. Further assignments have been postponed at this time until the flaw is discovered and eliminated.

Level 274 – Intruder has had a few thoughts over the years, one of them was the protection of the races that he had brought to the folds of SLA industries. This level contains the original plans for the design of a giant colony ship, large enough to contain most of the ebons on the face of mort. The ship was to have been powered by a union of the finest and most able navigators. As far as all except Intruder (this includes slayer) are aware, this ship was never constructed. The ship was (unbeknownst to slayer) constructed and even now waits behind the moons of static. It is over twelve miles long, a mile and a half wide and one mile high, it can never land on any planet or similar landing bay, but is fully powered and capable of travel within minutes of being activated. The ship, named Winter, is the most advanced foldship ever created, with enough firepower when fully manned to lay waste to an entire planet, and make jumps spanning entire galaxies. It is the final hope of the ebon race should it be required.

Level 275 – Knowing that the Shaktar would prefer death in battle rather than completely submit to the will of slayer. Intruder knew this when he made the first overtures to the race, and made plans for them to have new worlds to settle on should the need arise. He found several planets with large herds of wild and feral animals roaming the plains, ideal homes for the shaktar. This level contains the actual locations for the worlds that were chosen, together with how many shaktar each world could house. Knowing that if this information were to become known to slayer, then the shaktar would never be safe, intruder reported back several dead worlds as being suitable for the shaktar, keeping the knowledge of the true planets secretly hidden within his own mind. The information on this level will serve only to frustrate those hunting the shaktar. The true worlds, and the ships designed to carry the shaktar to safety are currently constructed and stand ready to come to the rescue of their people when necessary. It is the dream of intruder that this secret remain so, but if he has to, then he will do whatever it takes to save the people he pledged to safeguard so long ago.

Level 276 – The stormers are perhaps the most tragic of all the races within the world of progress, neither truly alive, nor truly dead, they exist as symbols of all the decay in the world that they protect. On this level are secrets that could turn the world inside out should they ever be found. Slayers ultimate plan when creating the stormers was to have a race of utterly loyal and fanatical troops willing to die for him if he so much as pointed a finger. As the stormers began to form a race unto themselves, sheperded by Taamish and Intruder, Slayer worked long and hard to craft an ultimate weapon, a weapon that could destroy all the stormers should it see the light of day. In this level are the plans for the weapon known only as Release. Any stormer even looking at this weapon will die, instantly and irrevocably, no method of LAD or other mysticism will bring them back. It is the final move in the game of chess that Slayer has played these past nine hundred years.

Level 277 – There are those who say that senti has no heart, indeed, no soul. If they were to see the plans within this level, they would revise this idea. In here are plans and maps for other worlds that would prove viable for the wraith race to live in. A specially charted fleet of foldships was commissioned by senti years ago, it was thought lost in the white shortly after it was first created. This was not the case, the crew, all necanthropes, have spent their time on the far side of the galaxy awaiting the command from their mistress. Upon this signal, they will immediately fold to pre-assigned points and begin the evacuation of the wraith race to other worlds. Simultaneously, two legions of specially trained wraith will make a suicide run on the oceanus complex. This assault in theory will destroy the complex and all evidence of where the wraith will be going.

Level 278 – The plans of the world of progress are laid here for all to see, every part of slayers big picture is written here for all the faithful to observe. This includes his plans for the future, and all the events that will become manifest over the next thousand years. It is said that slayer can see the future, but even if he cannot, he has certainly made plans for it.

Level 279 – This level is a sealed floor of sentient rock and flesh, which can almost instantly heal any damage that is dealt to it, the outside of this level is the first point where the outside rock is at the same point. This level holds together all the entrances to the final mysteries. Only Slayer himself can pass these rocks, no other creature has the power to move these barriers.

Levels 280 – 300 These levels hold the final parts of the world of progress, they are manned only by revenants, these are the dead creatures that were once part of stigmartyr. Upon their death, they are brought to this facility and brought back to this wretched state of existence by Slayer. Revenants are two metres tall and skeletal at best, the injuries that destroyed them in life are borne upon their bodies, and any average, reasonably sane creature would not be able to accept the horror of these levels. Anything living on this level is hunted down and destroyed by the revenants, there are no exceptions, and given the extraordinary resilience and abilities of the revenants, anyone coming down to this level had better be prepared for nightmares beyond the worst delusions. (and of course, they should be loaded for bear - fifty feet tall bio enhanced with support weapons bear at that).

Level 280 – The 1st protocol. Slayer is aware of the nature of power, in order to rule, you have to surround yourself with people who have ability, the drawback to this is that those people will eventually come to envy your power, and try to take it from you. The following levels are filled with the contingency plans and all eventualities that could come from one of the other major player making a move to take the reins. This level holds a powerful energy field that can incinerate anything within it, anything that somehow makes its way to this level will be utterly removed from existence.

Level 281 – The Shiver protocols – In the event that cradle makes a move, using his position as supreme commander of the shivers to orchestrate the attack, slayer has a three pronged assault planned. Using his obligations with the shaktar world and the ebon race to form a war host that could be ready to assault the entire city of mort within four days notice. He believes that Cradle would not be able to

consolidate his position in time to prevent the combined warhost from wiping out the combined shiver army.

Level 282 – The Preceptor protocols – In the event that the preceptor were to finally rise up from his bindings and obligations and lead the race of necanthropes against their masters, Slayer would be hard pressed to stop such a revolt. The protocols for dealing with this would be simple. Intruder would be sent directly against the preceptor while slayer goes to the karma plant outside of the main city where most of the stormers are originally produced. Here awaits a custom designed army of stormers, many of them fitted with ebb draining glyphs, designed for the purpose of taking on and defeating a large ebon force. No one except Taarnish and Intruder are aware of this plant, and anything finding out about it receives a visit from stigmartyr with no short order regarding it.

Level 283 – The Taarnish Protocols – It is not believed that the first of the stormers would ever rise up against his creators, but in the event that he were to do so, Slayer would simply activate the Weapon known as Release. The details of which are held at a higher level within the facility. The simple reasoning is that it would be easier to rebuild all the stormer legions rather than have to face them in direct combat.

Level 284 – The Intruder Protocols – Slayers right hand man throughout existence, there is no creature more capable or more unlikely to rise up against him. Intruders position as head of the ebon race, protector of the shaktar race, and progenitor to the stormers gives him a tremendous amount of power. In the event that slayers most trusted confidant were to turn upon him, there would only be one option for the master of SLA, a direct attack upon Intruder himself, calling upon intruders code of honour to make the fight one on one, with the control going to the victor. Slayer knows that the shaktar would certainly not intervene, the stormers he could stop with release if the need came to be. The preceptor has often expressed his desire to take over the direction of the whole of the ebb using races, and slayer has a pact with the preceptor that should this most catastrophic of events occur, the preceptor would gain control of the whole race if he stood by slayers side. Slayer knows that he could defeat Intruder in a single fight, after all, he is master of all that he surveys, and he does not concern himself with petty notions of honour. Intruder would fight fairly and justly, slayer would cheat, and slayer would win. Without their figurehead to lead them, the forces arrayed against him would quickly lose focus and fall by the wayside.

Level 285 – The Walker protocols – Slayer knows of otherworldly creatures arrayed against him, and he knows of their abilities and the ways in which they seek to defeat him. This level contains the protocols for the war against these creatures, what they can throw against him, and how he will fight against them. In the event that the war goes badly, there are locations where he will be safe against these entities till he has marshalled his forces again.

Level 286 – The Evolution protocols – the eventual progression of the human race will continue until the race reaches it's eventual pinnacle. Normally, natural selection would be the governing factor for normal races. However, Slayer has plans for the race that he rules over, this began with the frothers, and their eventual progression to the immunities that they now possess over the drugs they use. He also has plans for the eventual progression of the "normal" human race. This includes the development of benevolent mutations and the capability to live in environments that they currently cannot.

Level 287 – The Stormer protocols – With the advent of the stormer, slayer knew that this race could prove to be the ultimate in soldier and worker alike, fanatically loyal and requiring none of the upkeep that the other races do. This level contains the plans for the evolution of the race, including reproduction and programming upgrades for the basic models, this will allow the stormers to create more perfect warriors without the need for the expensive and beaureaucratic facilities that currently produce them. It also includes the designs for the creation of war world variant Titan stormers and the inbuilt weaponry that they could be used to carry.

Level 288 – The Ebb Protocols – Knowing more about the nature of the universe than any other creature in existence, slayer is fully aware of the gifts of the ebb race, and also the natural progression of these abilities. In this level is detailed the various ways in which he aims to guide this race and shape their destiny. This includes combination of certain ebb abilities to form new ones, and also the development of new branches of the ebb disciplines.

Level 289 – The Alien Protocols – Shaktar and wraith have not been forgotten in slayers endless quest for perfection. Unwilling to allow the corruption of the human gene pool at base level, slayer has no such compunctions about allowing these two races to become corrupt and impure. In this level are details on how the two races could be interbred to produce the ultimate hunters, as powerful and resilient as the shaktar whilst still retaining their speed and lethality from their wraith genes. Slayer has yet to implement his plans on this matter, but time is on his side.

Level 290 – The War Protocols – Slayer is familiar with the need for war, it prevents complacency amongst the worlds that fall within his province. The plans for new wars against new races on new

worlds for the simple sake of the fact that it gives SLA something to fight against are even now being laid. Explorers will be sent to new quadrants where these races await, and slayer will eventually declare war upon these (usually peaceful) races, bringing some of them into the fold after centuries of war, after all, what are new races except food to feed the grinder?

Level 291 – The 2nd protocol. It is the basis of the universe that everything believes in something, no matter how small, no matter how insignificant, it is this fact that allows the world to continue. Slayer is aware of this, and began a series of rewards and benefits that would lead everyone to believe that he was the light and salvation that would lead everyone to a better place. Upon this level is recorded every attempt to stop him being that light, how they started, and how they failed. It is also recorded here who was with them, and if they still live, what they are currently involved in. In this way, slayer hopes to make the world a safer place for himself to live in. After all, that which does not kill you can only serve to prepare you for what lies ahead.

Level 292 – The 3rd protocol – The 3rd protocol in the world of progress is that of blindness, and that protocol is only enforceable by slayer, no one else within the world of progress can know of this protocol or what will happen should they breach it. The 3rd protocol concerns things that only slayer knows, that only slayer can know, for every other creature that has beheld these things has been driven forever from the world of sanity. In the kingdom of the blind, the one eyed man is king, and he's not telling anyone what colour the sky really is.

Level 293 – The Manchine protocol – The most famous of all the manchines, Digger, is well known and regarded by many as a god. There are some things about the beast that no one knows, no one but slayer, these include the true nature of this first and most powerful of manchines. It also includes the part that digger will play in the fall of the world as it stands, and what really motivates this killing machine.

Level 294 – The Halloween Protocol – Halloween Jack, most famous of all the serial killers, and certainly most notorious, is more than he appears. The truth of this matter is that he was one of the few people who at one time was manipulated by otherworldly forces, and now stands as a force against the order and stability of SLA. Slayers knows what Jack once was, indeed, he helped in the creation of this abomination, but he is not able to control the creature as it now stands. This level contains the true nature of the beast, and the steps that would have to be taken to allow this creature to be destroyed.

Level 295 – The 4th protocol – The 4th protocol involves life, and the nature of its creation. Slayer knows that all life within this universe is his to command, to manipulate, and to take it at his discretion. What is not commonly known is that slayer is also the creature who allows and allocates life within the world of progress. Each creature that lives and draws breath, indeed, even those who no longer live in the conventional sense are only granted that life on the basis of his will. This level contains the truth of the matter, and the process by which slayer grants life.

Level 296 – The Last Rites – In a world which is dying, one thing keeps the world alive, it is the life force of the planet, and it is the power which slayer draws upon to maintain his empire. This level does not contain the secrets for accessing that power, it merely has the plans for the destruction of that power should it come to pass. The resultant cataclysm would destroy the entire sector of space that the planet of mort currently occupies, and the shockwave would devastate star systems far beyond that range. The machine that would carry out this procedure is buried far beneath the surface of mort, and can only be activated by slayer.

Level 297 – The Final Mysteries – The facility carries final things that can be used to destroy slayer should they be found. These levels are the barriers between the normal world and the things that could grant infinite power to those who found them. This level is a hundred metres deep, and carries a constant storm of metal, diamond, and toxins that are whipped around it at half the speed of light, anything falling in here is quickly desiccated beyond reconstruction.

Level 298 – The Final Mysteries – This level is also one hundred metres deep, and appears to be the last level of the facility, the level contains a single crystal, this crystal absorbs souls, no matter who or what touches it will instantly lose their soul and their consciousness. The crystal holds hundreds of thousands of souls, and slayer can draw power from it should he need to do so. The souls that he draws the power from are dissipated into time, and never come back, no matter what.

Level 299 – The Guard – This level is a thousand metres deep, and has nothing but what appears to be sedentary rock and unremarkable ores lining it. There is no entrance to this level, and no way through by mundane means. The Level is the final obstacle to anyone seeking the power of slayer, after all, only those who knew about the last things would ever go to all this trouble when it appears that the facility ended on the level above.

Level 300 – This level has no name, and is an undecorated room with a single hospital bed in the centre of the room. This bed has a lone man upon it, thin and emaciated from years of no solid food and drink, this lonely creature lays in a silent vigil to the end of all things. Inside his head are all the secrets

of slayers power, and anyone gaining him as an ally would be able to challenge slayer one to one, it is to this end that slayer has this creature imprisoned here, where none may find him and wake him from the sleep of the dead.