

MECHANICAL ORYX

You have many whirring eyes and strong, beautiful coiled-steel legs and were made long ago when the cities still stood.

You have **10 fuel**. When you have none, you stop.

You spread one: plants, light, music, warmth, power, knowledge, rust, something else. The longer you stay in one place, the more intense it gets. You have three installed modules; tell us what they do.

You walk the green places where soft brown people tend to fruit-trees and sing songs they don't understand.

When you act and the outcome is in doubt, roll 2D6 and spend fuel; if you get seven or more, you achieve your aims. If you roll a double, your solution causes an unexpected problem and something is lost forever.

When you act with **love**, roll 1D4+1D6. When you act with **hate**, roll 3D6.

They pray: DISPEL THE CURSE ON OUR VILLAGE; DESTROY THE PHANTOMS THAT PLAGUE US; TEACH US THE SONG THAT MAKES THE FRUIT GROW.

When you use a module, replace one D6 with a D8; if it shows 8, the module breaks.

Happy people build shrines for you containing fuel and modules. Without the shrines, you will become a dangerous, scavenging thief: a phantom.

