

DECAYED NANOTECH MUTAGEN FUMES

HAZARD 9

ENVIRONMENTAL

TECHNOLOGY

Complexity Simple

Stealth DC 20 Society to recognize the symbol on the canisters as biohazardous material (must speak Androffan)

Description Dangerous mutagenic gas is leaking from broken canisters.

Disable (expert) Thievery DC 30 to force the ship's systems to neutralize the toxic gasses once power is restored, or Society DC 25 to follow the appropriate commands from the ship's terminal to do the same.

Seep  **Trigger** A creature enters a room with the mutagenic gas without proper precautions;

Effect The creature becomes exposed to Mutagen Fumes.

Mutagen Fumes (contact, poison, virulent) Any condition from the fumes persist after the poison's duration ends; **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and clumsy 1 (1 round); **Stage 2** 2d8 poison damage and enfeebled 2 (1 round); **Stage 3** 3d8 poison damage and drained 2 (1 round)