**HEXLINE**

The line opens when the line wants.

# Origin Lore

**Status**: Denied by every official database.

**HEXLINE** is an off-grid trade stream — a corrupted data vein laced through forgotten comm towers, derelict relay stations, and broken wormhole links. It doesn’t *exist*, technically.

And yet… every so often, it **broadcasts**.

Nobody knows who built it.  
Nobody’s sure who’s selling.  
But if you can decrypt a Hexline signal, you're granted access to its inventory:

* **Relics from erased timelines**
* **Illegal emotion-encoded tech**
* **Memory loops disguised as goods**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| | **Before (Secret Stream)** | **Now (Common Underground Market)** | | --- | --- | | Rogue signal access only | Anyone with a burner link can shop | | Only few know about it | Every outlaw *knows* Hexline | | Mysterious, mystical tone | Streetwise, irreverent, transactional | | Glitchy terminals, eerie | Dirty dashboards, neon ads, sketchy UI | | "You've been chosen" vibes | "Buy fast before the cops sweep" vibes | |  |

**Sample Dialogue / In-Universe Ad Copy**

* “Welcome to HEXLINE. You weren’t invited. That’s how we know you're ready.”
* “Signal holds for 6 minutes. What you grab, you keep. What you leave, never returns.”
* “Some call us a virus. Some call us salvation. We call it commerce.”

# Items

**🧨 HEXLINE INVENTORY: STREET-LEVEL REWORK**

**1. NEEDLEDRIVE → Memsplice Stick**

**Looks like a USB. Isn’t.  
Carries someone’s dying memory in full sensory detail. Buyers report visions, emotional bleed-through, and occasional last words in other voices.  
Hot Tip: Don't jack in mid-flight.**

**📦 *Used by: Info thieves, blackmailers, and weird artists.*  
💬 Status: Pulled from a crash site near Sector 9E**

**2. LUXTHREAD CIPHER → Lightbind Strap**

**Wrap it, wear it, hope it doesn’t learn too much.  
This bio-thread syncs with your nervous system and starts auto-generating glyphs. Most are protective. Some... attract things.**

**📦 *Worn by: cult couriers, twitchy mercs, and wannabe witches.*  
💬 Status: Cracked batch, but stable. Mostly.**

**3. DREAMKNOT → Knock-Knot**

**Twist it. Toss it. Watch 'em drop.  
Weaponized dream bomb. Pops like a flashbang, but instead of light? It slams your target into a paralyzed memory loop. Great for quiet jobs.  
Just don’t stand too close.**

**📦 *Used by: assassins, illusionists, party crashers.*  
💬 Status: Fresh batch. Still hisses.**

**4. VOIDSIGN → Shadowpin**

**Kills most surveillance. Also kinda makes you hallucinate.  
Pocket jammer that scrambles local cams and audio feeds. Side effects include hearing your own thoughts *too loud*.**

**📦 *Favored by: thieves, spies, and anyone ghosting a bounty.*  
💬 Status: Cops ban 'em. We restock weekly.**

**5. GLITCHBRUME™ → Mirrorfuzz Vial**

**Digital fog in a bottle.  
Pop it near a console and your trace splits into 20 mirror echoes. Great for vanishing, bad for explaining what just happened.**

**📦 *Used by: slicers, data runners, and paranoid exes.*  
💬 Status: One-use only. Don’t sniff.**

**6. SIGMA VERSELET → Shifter Cube**

**No one agrees what this thing is.  
It flickers between shapes and keeps quoting weird poems. Reading them out loud messes with local time. Cool if you’re into that.**

**📦 *Used by: time cultists, fringe scientists, drunk collectors.*  
💬 Status: Not our fault if you stutter through dimensions.**

**7. SPINELOOP VIAL → Futureburn**

**Injects itself. Shows you stuff.  
Temporarily jacks your neural prediction levels up. Some users report “glimpses.” Others walk into walls.**

**📦 *Used by: gamblers, duelists, panic pilots.*  
💬 Status: Sizzles if you lie while holding.**

**8. REDACTOR SHELL → Cleanwrap**

**Wipe your tracks. Wipe your name. Wipe your memory, if you’re lucky.  
One-touch identity scrambler. Activates for 66 seconds. After that, you’re either invisible or flagged as 43 people at once.**

**📦 *Used by: deserters, hackers, regretful clients.*  
💬 Status: Pre-scrubbed. Not traceable.**

**9. ORPHAN SCRIPT → Ghostline Shard**

**One sentence. That’s all it takes.  
Say it out loud and encryption folds like paper. Also messes with your perception of words for a while.  
Translation sold separately.**

**📦 *Used by: code saboteurs and rogue linguists.*  
💬 Status: Muted packaging. No refunds.**

**10. GHOSTPACK → Headjack Echo**

**Install this. Meet the last user.  
Small black box that uploads someone’s mind. Could be useful. Could be dangerous. Could be your ex. Roll the dice.**

**📦 *Used by: thrillseekers, dataminers, spiritual parasites.*  
💬 Status: Still muttering.**

**11. LOST FREQUENCY → Bootleg 33-C**

**One play. Everyone hears something different.  
Audio file smuggled out of a ruined station. Some hear music. Some hear screams. Some hear… nothing.  
All claim they came back different.**

**📦 *Used by: seekers, glitch DJs, psychoacoustics freaks.*  
💬 Status: Corrupted. Delicious.**

1. **Neural Splice Key**
   * ***“One-time access. One million locked memories.”***
   * **🔸 Use: Hijacks and merges partial neural states**
   * **⚠️ Side effect: Occasional blackout**
2. **Specter Glyph (Type-9)**
   * ***“Paint it on your wall. Watch it disappear. So will anyone who enters.”***
   * **🔸 Occult defense sigil — home security, hex-based**
   * **🕳️ Illegal in 12 systems**
3. **AR Cloak Patch**
   * ***“Invisible to cameras, loud to spirits.”***
   * **🔸 Disrupts digital visuals for 22 seconds**
   * **👻 Occasionally triggers hauntings**
4. **Dustvein Serum (Batch #89x)**
   * ***“What’s one heartbeat for a chance at power?”***
   * **🔸 Temporary combat enhancement, illegal stimulant**
   * **💉 Delivered via dermal spike**
5. **Black Script Chip (Decrypted)**
   * ***“Don’t ask where it was decrypted. Just plug it in.”***
   * **🔸 Software relic, runes as code — outputs unpredictable terminal results**
6. **Gutter Sigil Coin**
   * ***“Only glows in presence of liars.”***
   * **🔸 Antique truth-detection token, possibly cursed**
7. **Voxbox Echo Core**
   * ***“Looped memories. Yours or someone else’s?”***
   * **🔸 Audio artifact. Can play lost messages or fake them perfectly.**
8. **Aetherflare Prism**
   * ***“Fractures light. And time. Mostly light.”***
   * **🔸 Refracts incoming light into spectral camouflage**
   * **🌈 Extremely unstable when wet**
9. **Wyrm.OS Bootcard**
   * ***“Legacy code from the Kurn archives. Not technically ‘alive.’”***
   * **🔸 Reanimates decommissioned systems for 90 mins**
10. **Scab Drone Fragment**

* ***“Still twitching. Still dangerous.”***
* **🔸 Salvaged combat drone part, sparks when disturbed**
* **⚙️ Collectible or throwable**

**11. Sibyl Fragment (Model: C-22)**

* ***“She whispered the end of empires. Now she fits in your pocket.”***
* **🔸 AI shard from a banned predictive oracle system**
* **🧠 Neurotech / Glitchware hybrid**

**12. Thornjaw Clasp**

* ***“Once worn by a Gibelverse exorcist. Still bites.”***
* **🔸 Barbed charm that dispels null energy and resists mind probes**
* **👻 Occult-Tech**

**13. Nullflare Cartridge**

* ***“Wipe an entire datastream with one squeeze. Or your own memories.”***
* **🔸 Handheld EMP-style data disruptor**
* **🕶️ Stealth Gear / Glitchware**

**14. Murkroot Bloom (Dry-Preserved)**

* ***“Banned by 4 syndicates. Used by all of them.”***
* **🔸 Chewed herb granting brief psychic immunity**
* **🧪 Biochem / Ritual hybrid**

**15. Slipknot Manacle (Mk.88 Unlocked)**

* ***“No prison holds forever. Especially not you.”***
* **🔸 Unshackles digital and physical tethers (even metaphysical ones)**
* **🔓 Stealth Gear / Relic**

**16. Kithscale Beacon**

* ***“Lights up when someone thinks of you. Works better if they hate you.”***
* **🔸 Emotional tracer—pulls incoming heat before they knock**
* **🔥 Relic / Signalware**

**17. Cradlecast Core**

* ***“What happens when you record your dreams? Now make it viral.”***
* **🔸 Broadcast chip that exports subconscious data into streamable form**
* **📼 Glitchware / Dreamknot sibling tech**

**18. Hollowpoint Spirit Mold**

* ***“Load it into any sidearm. Shoots fear, not lead.”***
* **🔸 Ammo mod that projects synthetic dread into targets**
* **🔫 Occult-Tech / Weaponized relic**

**19. Backdoor Iris (Frosttype)**

* ***“Looks like an eye. Functions like a key. Breaks like a mirror.”***
* **🔸 Biotech pass module — opens locked terminals via retinal mimic**
* **👁️ Neurotech / Stealth**

**20. Brimvine Capsule**

* ***“You’ll see gods. Then glitches. Then static.”***
* **🔸 Psyche-twisting pill, rumored to connect users to pre-fall Gibeltech**
* **🧪 Biochem / Ritual**

**🔐 Updated Bundles (with new names)**

**💼 Hotstart Kit**

* **Cleanwrap**
* **Mirrorfuzz Vial**
* **Shadowpin**
* **Burner keychain with a backup ID  
  💬 *For new clients trying to vanish in style.***

**🧠 Mindwreck Pack**

* **Memsplice Stick**
* **Knock-Knot**
* **Headjack Echo**
* **One unlabelled emotion vial  
  💬 *Best seller. Also banned in 2 sectors.***

**🎭 The Illusionist Loadout**

* **Lightbind Strap**
* **Ghostline Shard**
* **Shifter Cube**
* **Bonus: 1 bugged identity badge  
  💬 *You’re not you anymore. Probably better that way.***

**📡 No Signal Pack**

* **Bootleg 33-C**
* **Shadowpin**
* **Mirrorfuzz Vial**
* **“Lost message” (auto-decrypts in proximity to your guilt)  
  💬 *Don’t listen twice. Seriously.***

 **The Red Deal (Escape Kit)**

* Contents:
  + Dustvein Serum
  + AR Cloak Patch
  + Voxbox Echo Core (preloaded with ID spoof)
* *“For the deserter who doesn’t want to get found — or remembered.”*

 **Null Mage Pack**

* Contents:
  + Specter Glyph (x2)
  + Black Script Chip
  + Aetherflare Prism
  + Glyph Key Decoder (bonus)
* *“For occult technomancers, cursed sysadmins, and digital exorcists.”*

 **Dealer’s Special: Dead Drops Only**

* Contents:
  + Gutter Sigil Coin
  + Neural Splice Key
  + Scab Drone Fragment
  + Dealer’s Mark (Hidden sigil)
* *“Marked for trade, not return.”*

**"Junkwitch's Starter Cache"**

* **Includes:**
  + Thornjaw Clasp
  + Murkroot Bloom
  + Specter Glyph (Type-9)
  + Glyph-key Decoder (bonus)
* *“For hexers with no coven and a stolen terminal.”*
* 🧙‍♀️ Occult-Tech / Biochem hybrid

**🛰️ "Soft War Loadout"**

* **Includes:**
  + Nullflare Cartridge
  + AR Cloak Patch
  + Wyrm.OS Bootcard
  + Backdoor Iris
* *“No guns. Just ghosts, glitches, and open doors.”*
* 💾 Stealth + Glitchware + Tactical

**🧠 "Sibyl's Mercy" Pack**

* **Includes:**
  + Sibyl Fragment (C-22)
  + Neural Splice Key
  + Cradlecast Core
  + Dustvein Serum
* *“She saw it coming. She sent this instead.”*
  + - 🧬 High-risk brainware / deep-lore content pack

### 🕷 **1. “Silent Corridor” Kit**

For when you need to clear a hallway and no one should hear it happen.  
**Contents:**

* Stitcher Bolt Dagger
* AR Cloak Patch
* Ghostline Shard
* Burner Keychain with Backup ID
* Black Script Chip (Decrypted)

### 💉 **2. “Gutter Surge” Pack**

Street brawls. Hit and runs. Syringes, fists, and not a damn plan.  
**Contents:**

* Fangstatic Knuckle
* Dustvein Serum (Batch #89x)
* Voxbox Echo Core
* Gritshank-19
* Scab Drone Fragment

### 📡 **3. “Phantom Relay” Drop**

A kit for ghosts: watchers, hackers, and vanishing operators.  
**Contents:**

* Neural Splice Key
* Junktongue Relay
* Mirrorfuzz Vial
* Specter Glyph (Type-9)
* Lightbind Strap

### 🧨 **4. “Crash Entry” Load**

Not subtle. Not elegant. But the door’s off its hinges and you’re still standing.  
**Contents:**

* Flea-Mod 32U SMG
* Drop-Tongue Taser Whip
* Bootleg 33-C
* TUNNEL-HACK Sawpike
* Cleanwrap

### 🌙 **5. “Midnight Doctrine” Cache**

Cult ops, encrypted rituals, and death that smells like ozone and ash.  
**Contents:**

* Seraphim 404 Script
* Gospel Null-Tongue
* Orison Glyph / Echo Form
* Shifter Cube
* Cryo-Halo Cincture

### 🛰 **6. “Drift Protocol” Pack**

Nomad-grade, fallback gear for when extraction fails and identity burns.  
**Contents:**

* Wyrm.OS Bootcard
* AR Cloak Patch
* Redactor Shell
* Mothbox Stunner
* Gutter Sigil Coin

### 🔪 **7. “Cut & Carry” Kit**

For when there’s no time to hide the body and you are the getaway.  
**Contents:**

* Spinal Reed Blade
* Velcroach Packlet (Active)
* Headjack Echo
* Black Script Chip (Decrypted)
* Orphan Script

**HEXLINE MOST WANTED (Top 7 Contraband Artifacts)**

**1. KARAXI VEIL (Model: Duskroot)**

*“Sewn from the skin of a forgotten god. Or maybe a dev server.”*  
🔸 Reactive stealth wrap — adapts to shadows and emotion states.  
🔸 Only 3 known to exist.  
🕶️ Stealth Gear / Living Fabric

**2. NOCT-HALO ENGINE (Hushbuild)**

*“A memory compressor, a soul eraser, a nightlight for assassins.”*  
🔸 Deletes trace events — camera logs, sensor hits, psychic residue.  
⚠️ Leaves no timeline imprint. Not even yours.  
🧠 Neurotech / Time-scrub Class

**3. SERAPHIM 404 SCRIPT**

*“Written once. Never duplicated. It rewrote the laws of three districts.”*  
🔸 Forbidden code artifact. Runs on nothing, breaks everything.  
🔸 Terminal exorcists refuse to touch it.  
📼 Glitchware / Occult-Tech hybrid

**4. THE LAST CRUX**

*“It glows red when someone lies. It screams when you do.”*  
🔸 Soulbound trinket. Can’t be sold. Can’t be thrown away.  
🔸 May have belonged to the original Gibelverse herald.  
👻 Artifact / Cursed Item

**5. ORISON GLYPH / ECHO FORM**

*“Not a weapon. Not a prayer. Both.”*  
🔸 Etched into flesh, bone, or code.  
🔸 Doubles loyalty, triples madness.  
💀 Occult-Tech / Psychological warfare tool

**6. PHAGEHEART CORE**

*“Burns like betrayal. Powers like vengeance.”*  
🔸 Reclaimed AI fusion core from a sentient plague ship.  
🔸 Still muttering in machine-tongue.  
⚙️ Fragment / Dangerous Relic

**7. FORGEWALKER’S SEED**

*“Plant it, and walk away. What grows will find you.”*  
🔸 Bio-mechanical seedling linked to ancient terra-mancy.  
🔸 Reported to reshape entire structures over time.  
🌱 Biochem / Reality-warping Asset

**🧯 JUST SMUGGLED – 10 FRESH DROPS**

**1. Snarevein Shard**

*“Cut from the coil of a rogue war-construct. Still pulses when threatened.”*  
🔸 Sharp tech-bone fragment. Interferes with motion tracking systems.  
⚙️ Fragment / Stealth Interference Tool

**2. Tetherling Cyst**

*“You swallow it. It grows a backup of you. Don’t ask where.”*  
🔸 Organic echo-drive. Activates upon neural death.  
🧠 Neuro-bio Hybrid / Rogue Backup Node

**3. Velcroach Packlet (Active)**

*“They cleaned out an entire customs bay in 9 minutes.”*  
🔸 Biohacked insect swarm in dormant state. Wakes on heat.  
🧪 Bioweapon / Espionage Tool

**4. MUTE.TASK Patchset**

*“Plug it into any opsware. It forgets the last 6 minutes.”*  
🔸 Emergency sabotage plugin. Causes system-level amnesia.  
📼 Glitchware / Ops-Nullifier

**5. Sableglass Sliver**

*“Mirror, mirror, break the veil. Show me who they fear.”*  
🔸 Shard of cursed viewing tech. Sees into unlisted timelines.  
👻 Occult-Tech / Scryware

**6. Junktongue Relay**

*“Talks like a junker. Listens like a god.”*  
🔸 Modded comms implant that mimics low-level chatter to mask ops.  
📡 Signal Gear / Covert Communication

**7. Grinjack Mask (Laugher’s Cut)**

*“It doesn't come off until the job is done. Or until it laughs.”*  
🔸 Tactical persona mask—enhances deception, lowers inhibition.  
🎭 Stealth Wearable / Occult-Tech Artifact

**8. Stray Sigil Stack**

*“Nobody owns these. Nobody should.”*  
🔸 Randomized glyph deck from a disbanded faction's death rites.  
🔸 Each card alters local reality slightly.  
🃏 Occult-Tech / Chaos Tool

**9. Gospel Null-Tongue**

*“It's not speech. It’s subtraction.”*  
🔸 Audio file. When played, deletes ideas.  
🎧 Forbidden Audioware / Psychological Weapon

**10. Cryo-Halo Cincture**

*“Keeps your core temp perfect while making you untraceable by drones.”*  
🔸 Bio-cooled belt with heat signature obfuscation layer.  
🧊 Stealth Gear / Blackmarket Techwear

# Category

CATEGORY STRUCTURE

|  |  |
| --- | --- |
| Category | Description |
| Neurotech | Brainware, memory implants, mind-affecting hardware |
| Occult-Tech | Sigils, glyphs, cursed gear, mystic-coded items |
| Stealth Gear | Cloaks, scramblers, ghost tech, hideout tools |
| Biochem/Serum | Physical enhancers, vials, injectables |
| Glitchware & Scripts | Bootlegs, haunted software, cursed OS |
| Fragments & Relics | Broken bots, ancient tech, things that twitch |

**CATEGORIZED INVENTORY**

**🧠 NEUROTECH**

*"Wire your mind. Rewrite your self."*

* **Neural Splice Key**
* **Headjack Echo**
* **Ghostline Shard**
* **Memsplice Stick**
* **Shifter Cube**
* **Wyrm.OS Bootcard**

**👻 OCCULT-TECH**

*"Symbols that don’t show up on scanners."*

* **Specter Glyph (Type-9)**
* **Gutter Sigil Coin**
* **Black Script Chip (Decrypted)**
* **Shadowpin**
* **Knock-Knot**

**🕶️ STEALTH GEAR**

*"Get gone before the trace finishes loading."*

* **AR Cloak Patch**
* **Lightbind Strap**
* **Cleanwrap**
* **Headjack Echo** *(cross-list with Neurotech)*
* **Mirrorfuzz Vial**

**🧪 BIOCHEM / SERUM**

*"What you put in matters less than what comes out."*

* **Dustvein Serum (Batch #89x)**
* **Futureburn**

**📼 GLITCHWARE & SCRIPTS**

*"Run it. Just don’t ask what it’s writing."*

* **Bootleg 33-C**
* **Ghostline Shard** *(cross-list with Neurotech)*
* **Black Script Chip (Decrypted)** *(cross-list with Occult-Tech)*
* **Voxbox Echo Core**
* **Wyrm.OS Bootcard** *(cross-list with Neurotech)*

**🛠️ FRAGMENTS & RELICS**

*"Doesn’t work. Still dangerous."*

* **Scab Drone Fragment**
* **Aetherflare Prism**
* **Shifter Cube** *(cross-list with Neurotech)*

# Tagline

**🔥 MOST WANTED**

**Tagline:**

*“Flagged. Hunted. Impossible to forget — if you survive owning one.”*  
Alt options:

* *“You’re not supposed to have these. That’s the point.”*
* *“Everyone’s looking for them. Be the one who got there first.”*

**💼 QUICK DUMPS *(aka Fast Rotation / Cheap & Weird Tech)***

**Tagline:**

*“Hot, unstable, and cheap enough to regret later.”*  
Alt options:

* *“No questions. No refunds. No witnesses.”*
* *“Rushed off-world in crates marked 'scrap'. You know better.”*

**🧯 JUST SMUGGLED**

**Tagline:**

*“Fresh off the crawl routes. Still warm. Still wanted.”*  
Alt options:

* *“Intercepted in transit. Nobody’s noticed yet.”*
* *“Too new for records. Too real to ignore.”*

# Image Prompt

### **1. Memsplice Stick**

**Prompt:**

A slender, black metallic data stick with glowing neon-blue neural circuit patterns pulsing across its surface. One end is spliced open with flickering digital veins trailing off. It's placed on a scuffed chrome table next to surgical data tools. Background is moody and industrial: deep shadows, red ambient light, and wall-mounted cybernetic screens. Illegal tech, bio-digital fusion, cyber-occult energy.

### **2. Lightbind Strap**

**Prompt:**

A glowing strap made of flexible, translucent material coiled like a restraint. Runes flicker along its length in pale gold light. It’s suspended mid-air over a ritual-looking grid drawn in chalk and wire on a metal floor. Cold, sterile lighting contrasts with the occult layout. Feels like wearable tech used in binding or syncing with unknown forces.

### **3. Knock-Knot**

**Prompt:**

A strange knot of braided metal cables, semi-organic wires twisted into a deliberate shape, pulsing softly with internal light. Laid on a scratched gunmetal slab. In the background, a soft-focus array of charms, locks, and breaker tools. Dim red lighting, faint static fog effect. Feels like an object meant to disrupt psychic boundaries or secure ghost channels.

### **4. Shadowpin**

**Prompt:**

A matte-black pin the size of a thumb, etched with near-invisible glyphs, casting an unnatural shadow in multiple directions. Positioned on cracked concrete next to shredded documents and a handprint scanner. Background: faint green flicker from a broken security monitor. Lighting is noir and stealthy, giving it an assassin’s toolkit aura.

### **5. Mirrorfuzz Vial**

**Prompt:**

A slim vial filled with swirling, iridescent mist that seems to refract reality — parts of the environment appear glitched behind it. The vial is suspended in a hexagonal data-frame, surrounded by black cables. Environment: hidden lab shelf cluttered with burner devices and used syringes. Lighting: ultraviolet tones with lens-flare sparkle, hazy and untrustworthy.

### **6. Shifter Cube**

**Prompt:**

A matte-black cube with rotating etched plates, each engraved with shifting holographic sigils that reconfigure mid-glance. It's hovering slightly over a scratched-out grid on a concrete floor, surrounded by cracked lenses and control gloves. Lighting is dim, lit only by the cube’s subtle blue pulse and residual flickers from a ruined console. A puzzle, a lock, or a trigger — no one’s sure.

### **7. Futureburn**

**Prompt:**

A compact, rusted fuel cell or canister glowing with volatile orange energy and scorch marks along its casing. It rests atop a scorched crate marked with illegal shipping glyphs and warning tape. In the backdrop, a busted drone leaks fluid. Smoke haze and hot, flickering backlight set the mood. Feels experimental, unstable — one bad move and it lights a block.

### **8. Cleanwrap**

**Prompt:**

A foil-like wrap sealed in a sleek, vacuum-packed container. It’s covered in tiny white sigils and security holograms, some glitching. Placed beside a disposable scalpel and wet cloth. Cold, clean, and suspiciously sterile lighting — think underground med-bay, used for body swaps or trace removal. Feels like silence in a bag.

### **9. Ghostline Shard**

**Prompt:**

A fractured, translucent crystal shard with faint pulsing inner light — shaped like a memory stick but grown, not built. Floats in a containment field atop a velvet tray with ritual markings. Background has altar-like clutter: incense burners, shattered drives, black candles. Dark, reverent lighting — ghostcore through and through.

### **10. Headjack Echo**

**Prompt:**

A slick, circular neural port jack with exposed memory filaments and dried bio-gel residue. Mounted on a cracked helmet rig resting in a padded smuggling case. In the background, a data-saturated screen shows blurred brainwave patterns. Blue and violet lighting pulse like heartbeat monitors. It's clearly secondhand — and still remembers too much.

### **11. Bootleg 33-C**

**Prompt:**

A warped vinyl-like disc embedded with microcircuits and visibly corrupted data sectors. Its label is hand-scrawled in alien characters, partially peeled. It sits on a stack of contraband media next to a hacked playback unit patched with wires and chewing gum. Neon magenta backlight, glitchy scanlines across the frame. Illegal audio memory, unstable playback — sounds you shouldn’t hear.

### **12. Neural Splice Key**

**Prompt:**

A forked, silver injector tool with a glowing green data filament running through it. Embedded LEDs strobe softly as if searching for a signal. Lying on a synth-leather holster alongside broken headgear and a neuro-wipe pill. Clinical white-blue lighting overlaid with data glyphs. A quickjack device for personality override or memory swaps.

### **13. Specter Glyph (Type-9)**

**Prompt:**

A flat ceramic tag engraved with a jagged glyph that warps light around it. The edges flicker with ghostly distortion. It's bolted into a black slab marked with evidence seals and warning tags. Background is void-dark with subtle ambient glow — like it’s being kept in isolation for safety. Looks cursed. Probably is.

### **14. AR Cloak Patch**

**Prompt:**

A woven hex-patch with faint holo-fibers and a tiny embedded logic chip. Stitched in patterns resembling inverted QR codes. It’s half-sewn onto a frayed jacket laid across a cracked mirror, reflecting the patch as a digital blur. Faint green-blue backlight, dusty atmosphere. Feels improvised but advanced — classic rebelwear camo.

### **15. Dustvein Serum (Batch #89x)**

**Prompt:**

A weathered injector vial with black sediment swirling in golden liquid. Label is handwritten, slightly torn, with faded skull insignia. It rests inside a foam-lined case next to empty syringes and old medical notes. Harsh yellow lighting, slight radioactive haze. Definitely off-market and unlicensed — either a booster or a bad idea.

### **16. Black Script Chip (Decrypted)**

**Prompt:**

A sleek, black data chip etched with decrypted hex-runes and partially burned corners. It’s jammed into a cracked socket, still sparking faintly with green light. Scattered around it are decoding tools, a wiped tablet, and torn gloves. Lighting is dim and smoky, with harsh uplight from the chip’s core. Dangerous knowledge in raw form — not meant to be seen, let alone run.

### **17. Gutter Sigil Coin**

**Prompt:**

A heavy, coin-sized disc cast in tarnished bronze, etched with a deep gutter-glyph glowing faint red from its grooves. Laying on a greasy workbench between broken ammo rounds and scratched ID cards. Grimy green lighting with neon overtones — feels like a street token traded for lives or passage. Worn, cursed, and still in circulation.

### **18. Voxbox Echo Core**

**Prompt:**

A cylindrical voice module with cracked speakers and a jagged wire mesh casing, patched with duct tape and glowing softly. Set inside a case lined with audio cassettes and defunct earpieces. Background: soundproofed black walls, graffiti-tagged tech diagrams. Deep purple-blue lighting with static interference. A rogue AI fragment, still whispering messages from unknown sources.

### **19. Aetherflare Prism**

**Prompt:**

A floating prism made of iridescent crystal, surrounded by a containment ring flickering with arcane light. Fractals of unknown origin spin slowly within its core. Displayed on a mechanical altar with glowing chalk lines and shattered incense sticks. Ethereal lighting: soft lavender and amber hues, otherworldly blur. A mystic capacitor, unstable and prized.

### **20. Wyrm.OS Bootcard**

**Prompt:**

A black-plated OS install card with fang-shaped cutouts and a shimmering serpentine code pattern. Plugged into an old terminal, partially absorbed by cables like it’s alive. Screen nearby shows scrolling error messages and sigil-burned UI. Harsh, sickly green lighting. The kind of software you don’t install — unless you want your rig to dream.

### **21. Scab Drone Fragment**

**Prompt:**

A jagged piece of a busted surveillance drone — its outer shell burnt, with exposed black biomech wiring pulsing faintly. The fragment sits on a surgical cloth alongside bloody tweezers and synthetic tissue remnants. Background shows a flickering warning hologram and a dismantled control stick. Red-tinted lighting with smoke plumes. Feels freshly ripped from a chase gone wrong.

### **22. Burner Keychain with Backup ID**

**Prompt:**

A rugged, keychain-sized device with a cracked biometric panel and dangling fake IDs — one half-scorched, another glitching with LED flicker. Tossed on a grimy countertop with cigarette burns and folded safehouse maps. Harsh overhead light with shadows like prison bars. Temporary identities for permanent problems.

### **23. Ghostline Shard** (duplicate, giving alt style)

**Prompt:**

A razor-thin shard with internal glitch trails, hovering inside a glass cube cracked at the edges. The surface hums faintly, and its reflection is slightly delayed — like it knows you’re watching. Background is a dark temple server room with exposed cabling and static runes. Cyan lighting with chromatic bleed. Weapon, data, or entity fragment? Unclear.

### **24. Shifter Cube** (also duplicate — giving alt mode)

**Prompt:**

A partially-opened cube with internal shifting gears and spiraling light patterns visible between slits. It rests on a velvet mat surrounded by calibration glyphs and white gloves — clearly handled with reverence. Backdrop: dimly lit vault, flickering stasis fields. Looks like something you summon rather than use.

### **25. Bugged Identity Badge**

**Prompt:**

A forged security ID badge glitching violently — photo shifting, name phasing between aliases, embedded chip sparking. Clipped to a torn lanyard alongside half-dissolved access stickers. Set on a cluttered desk with spilled caffeine powder and crumpled strike plans. Neon-streaked shadows and digital artifact haze. This thing screams “they’re watching.”

**MOST WANTED**

### **1. KARAXI VEIL (Model: Duskroot)**

**Prompt:**

A semi-translucent face shroud or mask made of woven biomech fibers and organic mesh, glowing faintly with gold-green pulses. Embedded with spiraling root-like threads that twitch subtly in response to motion. Suspended on a cracked obsidian mask stand, surrounded by incense ash and old breathing tubes. Ethereal blue-grey lighting with fog — like a relic used in ritual assassinations.

### **2. NOCT-HALO ENGINE (Hushbuild)**

**Prompt:**

A silent, compact propulsion core shaped like a halo ring, coated in matte-black plating and barely visible circuitry. Suspended in an anti-grav frame with whisper-thin cabling and silent exhaust ports. Background: dark mech-lab with red emergency lighting and static flickers. A ghost engine for infiltration units — no sound, no heat, no trace.

### **3. SERAPHIM 404 SCRIPT**

**Prompt:**

A forbidden script scroll — digital and divine — etched into a floating obsidian plate surrounded by fractured golden circuitry and radiant glitches. Characters burn softly in static fire, with winged data sigils phasing in and out. Resting on an altar built from broken server racks, with angelic mechs faintly silhouetted in the back. White-gold and blacklight mix — holiness hacked and cracked.

### **4. THE LAST CRUX**

**Prompt:**

A cruciform device made of charred metal and worn-out sanctum alloys, pulsing with a dim red ember at its center. Sits embedded in a concrete block ringed with warning tape and purity seals. Surrounding it: cracked rosaries, old shell casings, and a flickering holovid of a battlefield sermon. Rust-hued spotlight, dramatic shadows — the final piece in a long-forgotten rebellion.

### **5. ORISON GLYPH / ECHO FORM**

**Prompt:**

A glowing hologlyph frozen mid-chant, projected from a black crystal tablet ringed in copper circuits. Soundwave rings ripple outward visually as if caught in permanent reverb. Set in a sonic altar chamber with broken synth speakers and glass shards catching light. Purple-blue haze, ritual resonance. Half prayer, half weapon.

### **6. PHAGEHEART CORE**

**Prompt:**

A dense, pulsating core of dark red crystal fused with living wires and copper bone, encased in a partially shattered biomech containment pod. Emits a soft heartbeat thump through the casing. Resting on a biohazard table covered in dried fluid and surgical scraps. Blood-red lighting and flickering overlays — feels like a parasite with purpose.

### **7. FORGEWALKER’S SEED**

**Prompt:**

A glowing ember encased in metallic roots, resembling a molten seed fused with archaic tech. Surrounded by blacksmith relics: broken gloves, data-forged runes, and cooling slag. It’s half mechanical, half divine spark — sitting on an anvil altar glowing with runework. Molten orange and steel blue lighting — the beginning of something destructive and sacred.

**JUST SMUGGLED**

### **1. Snarevein Shard**

**Prompt:**

A jagged blood-red crystal shard, wrapped in rusted copper wire and embedded with twitching nerve-like strands. Floating inside a containment flask lined with cracked sigilglass. Background: grimy medical slab lit with green overhead lights and surgical stains. It pulses faintly, as if aware — a trap and transmitter both.

### **2. Tetherling Cyst**

**Prompt:**

A sealed biomech orb resembling a tumor with data cables knotted around it like a leash. Inside: a shifting shadow or fetus-like shape glows faintly through the membrane. Stored in a pressure-locked jar on a dirty cryo-rack. Lighting: sickly white-blue, with frostbite crust and mold traces. Banned growth tech, possibly sentient.

### **3. Velcroach Packlet (Active)**

**Prompt:**

A mechanical insect cluster — tiny chrome-black beetle-drones nested in a hardshell pack clipped to a tactical harness. One is halfway deployed, wings spread and lens-eye glowing red. Table scattered with screws, stim patches, and broken antennae. Dark workshop lighting with warning LEDs — field gear for sabotage or surveillance.

### **4. MUTE.TASK Patchset**

**Prompt:**

A black fabric patch grid with five strange glyphs embroidered in silver — each pulsing faintly with light. Resting beside noise-cancelling tech and a broken comms uplink. Background: padded bunker walls and crushed headphones. Dim soundless aura — like the image itself wants to go silent. Deployable anti-detection spellware.

### **5. Sableglass Sliver**

**Prompt:**

A razor-sharp shard of obsidian tech-glass, etched with micro-runes and reflecting corrupted memories when viewed at angle. Balanced delicately on velvet cloth next to a cracked monocle and decoding gloves. Background is smoke-drenched and candlelit, like a séance went digital. Feels haunted, unstable. Bleeds static.

### **6. Junktongue Relay**

**Prompt:**

A grotesque hybrid device: cracked speaker cone fused with bronze teeth and wiring like vocal cords. Set on a crate of scrap mech parts and oily comms boards. Graffiti-tagged wall behind reads “LISTEN CLOSE / LIE LOUD.” Orange mood lighting, static smoke. Bootleg translator or cult broadcaster?

### **7. Grinjack Mask (Laugher’s Cut)**

**Prompt:**

A cracked white mask with a wide carved grin, embedded with sound ports and twitching fiber-optic strands at the eyes. Hung on a blood-streaked locker door next to voice filter mods. Background: neon strobe shadows and smeared graffiti. Looks cursed and used in something theatrical and terrible.

### **8. Stray Sigil Stack**

**Prompt:**

A pile of loose, glowing glyph chips — like dog tags for spells — each cracked, burned, or half-erased. Scattered across a ritual table next to chalk, melted wax, and codeprint maps. Background pulses with runic flickers. Indigo light haze, danger hum. You don’t know what they cast — but someone did.

### **9. Gospel Null-Tongue**

**Prompt:**

A thick data-plated scripture tablet with burnt-out voice ports and corrupted echo loops in place of text. Wrapped in ceremonial red wire and torn devotion cloths. Laying on a fractured stone slab beneath broken stained-glass filters. Red-blue glimmer and holy noise aura. A scripture rewritten by viruses and ghosts.

### **10. Cryo-Halo Cincture**

**Prompt:**

A frozen metal circlet with dangling data-icicles and glowing frost lines spiraling outward. Placed on a cushioned box near cryo-stims, shattered coolant capsules, and scalp probes. Steam hisses in the background as mist curls around the table. Pale cyan glow, sterile chill. Worn by the ones who sleep between kills.

# Weapons

**SIGNATURE**

### **1. WRAITHJAW PISTOL**

A compact sidearm that phases soundlessly between dimensions for silent takedowns. Ammunition? Doesn’t need any — it pulls kinetic charge from ambient noise.

**Tagline:** “Shoots from the echo. Leaves no trace.”

### **2. SPINAL REED BLADE**

A segmented blade that coils like a whip and stiffens mid-strike, carved from spliced vertebrae and polymer bone. Reprograms pain receptors on contact.

**Tagline:** “If it cuts, it learns.”

### **3. HOLLOWGRIT RIFLE**

A full-auto scatter mod rifle that loads corrupted memory packets as ammo. Each shot delivers data spikes that fry tech and minds.

**Tagline:** “Shoot to erase.”

### **4. STITCHER BOLT DAGGER**

Short-range magnetic bolt-knife that fuses to the flesh it hits. Works both as weapon and grim medical tool.

**Tagline:** “Closes wounds. Opens others.”

### **5. ARC-NESTER HAND GRENADE**

A grenade that unleashes a swarm of electric microdrones instead of a boom. They arc, latch, and fry everything metal. (And organic if you’re unlucky.)

**Tagline:** “Throw. Swarm. Smile.”

### **6. FANGSTATIC KNUCKLE**

Electromagnetic shock-gloves with retractable silver fangs in the knuckle. Punches with voltage. Recharges via skin contact.

**Tagline:** “First hit's a warning. Second’s a reboot.”

### **7. PROPHET’S LONGSHOT (Mod. 777)**

A sniper rifle built with an oracle chip — it predicts where you’ll aim. Comes with a silencer made from monastery brass.

**Tagline:** “Sees before you shoot.”

**COMMON**

### **1. GRITSHANK-19**

Beat-up semi-auto han dgun, matte black with chipped polymer grip and etched kill tallies. The kind of pistol that’s passed through too many hands.

**Tagline:** “You pull it, it bangs. Mostly.”

### **2. TUNNEL-HACK SAWPIKE**

Rusted sawblade welded to a pipe with a makeshift shock battery attached. Brutal, loud, and absolutely unlicensed.

**Tagline:** “Cuts bone. Or fences.”

### **3. MOTHBOX STUNNER**

Jury-rigged EMP taser gun. Originally a pest control device — now used on guards, drones, or rowdy clients.

**Tagline:** “Buzz ‘em, bag ‘em.”

### **4. FLEA-MOD 32U SMG**

Lightweight spraygun built for close-quarters panic. Common among tunnel runners and synth gang kids.

**Tagline:** “Hold trigger. Hope it stops.”

### **5. BRICKJAW WRENCH-HAMMER**

Tool-turned-bludgeon. Comes with cracked jaw count and a wrapped handle soaked in old oil and maybe blood.

**Tagline:** “Fixes pipes. And people.”

### **6. SLUG-TWIN ZIPGUN**

Dual-barrel zipgun cobbled from plumbing bits and hard drives. Fires cheap caseless ammo. Has a 50/50 survival rate.

**Tagline:** “Made in a garage. Kills just fine.”

### **7. DEADFLAKE BLADE**

Serrated combat knife with a chipped handle and frost-pattern engraving from a dead cryo-corp's vault. Popular for close work.

**Tagline:** “Freezes easy. Cuts cleaner.”

### **8. DROP-TONGUE TASER WHIP**

Coiled flex-cable with stun-charged tip. Short range, messy arcs. More pain than precision — favored by border thugs.

**Tagline:** “Don’t blink, don’t breathe, just swing.”

### **9. SCRAP-CRANK RIFLE**

Mid-range bolt rifle built from repurposed farm gear and old mech parts. Clunky, loud, solid.

**Tagline:** “Harvests souls now.”

### **10. GUTTERPOP SHOTGUN**

Sawed-off twin-barrel scattergun with a sticker-covered grip and a missing safety. Standard Hexline fare.

**Tagline:** “Kick like hell. Aim optional.”

# Weapons Prompt

**SIGNATURE**

### **1. WRAITHJAW PISTOL**

**Prompt:**

A sleek, matte-black pistol with softly glowing indigo runes across its slide. The barrel is vented with phase shimmer leaks, like heat haze in reverse. Suspended in a low-gravity chamber with blurred motion echoes around it. Background: a cracked mirror wall and flickering anti-surveillance nodes. Feels like it's both here and not.

### **2. SPINAL REED BLADE**

**Prompt:**

A whip-like segmented blade resembling bone vertebrae fused with metallic tendons. Mid-snap in the air, caught in stasis. Laid over a ritual cloth with blooded runes and fingerbone charms. Dim lighting from below, casting long ominous shadows. Background: surgical tent or blacksite forge den.

### **3. HOLLOWGRIT RIFLE**

**Prompt:**

A rugged, cybernetic rifle covered in cracked ceramic plating and exposed circuit veinwork. Magazine glows faint red with encrypted memory data pulsing inside. Display shows corrupted kill logs. Background: a dim bunker wall with graffiti warnings and corpse outlines. Acidic green ambiance with static glitches.

### **4. STITCHER BOLT DAGGER**

**Prompt:**

A short, thick-bladed dagger with a multi-prong electrified tip and a grip wrapped in medical tape. Blood droplets float around it in low gravity. Placed next to auto-suture threads and half-sewn synthetic skin. Clinical lighting with a haze of antiseptic mist and rust.

### **5. ARC-NESTER HAND GRENADE**

**Prompt:**

A cylindrical grenade wrapped in copper coils, with a swarm of microdrones visibly folded inside a transparent core. Warnings etched in five dead languages. Set on a maintenance bench surrounded by burned-out drone shells. Background: scorched metal wall with black scorch marks and claw gouges.

### **6. FANGSTATIC KNUCKLE**

**Prompt:**

A pair of shock-knuckles with chrome fangs extending from each knuckle ridge. Electric arcs dance across the metal surface. Resting on a worn combat glove and an old boxing poster tagged with gang sigils. Neon red glow behind, foggy alley setting.

### **7. PROPHET’S LONGSHOT (Mod. 777)**

**Prompt:**

An elegant sniper rifle with a brass-trimmed scope housing a glowing oracle chip inside. Long matte-black body with etchings of celestial symbols and kill confirmations in binary. Balanced across an altar-like workbench with bullet casings arranged in a pentagram. Starfield reflected on polished metal.

**COMMON**

### **1. GRITSHANK-19**

**Prompt:**

A worn-out black handgun with chipped polymer and duct-taped grip. Barrel is scorched, slide scratched with a tally mark cluster. Set on a crate lid with blood-smeared gloves, old ammo boxes, and cigarette ash. Dim tungsten lighting with hard shadows. Urban raid backdrop.

### **2. TUNNEL-HACK SAWPIKE**

**Prompt:**

A brutal DIY melee weapon: a jagged saw blade welded to a rusted pipe with a shock cell wired to its base. Bolted warning tags dangle from the hilt. Lying on gritty pavement next to stripped cables and a hacked vent hatch. Orange floodlight with mist and grime.

### **3. MOTHBOX STUNNER**

**Prompt:**

Compact EMP taser device with vented sides and a flickering readout. Paint is scorched at the emitter port. Lying next to a disabled drone and empty taser cartridges. Setting: cluttered desk in a van with cables, coffee cup, and scribbled escape routes.

### **4. FLEA-MOD 32U SMG**

**Prompt:**

Lightweight submachine gun with a scratched receiver and tape-wrapped stock. Graffiti etched on the side reads “SPIT FIRST.” Leaning against a graffiti-tagged wall with brass casings scattered below. Purple underglow and dirty neon reflections.

### **5. BRICKJAW WRENCH-HAMMER**

**Prompt:**

Heavy tool repurposed as a brutal melee weapon. Rusted adjustable wrench welded to a weighty block, dried gore on one end. Resting on stained mechanic tarp with broken chains and smudged schematics. Low warm light and oil-smoke atmosphere.

### **6. SLUG-TWIN ZIPGUN**

**Prompt:**

Twin-barrel improvised handgun built from salvaged plumbing, wires, and broken tech. Sitting on a crate of mismatched ammo and tools. Background shows graffiti-ridden workshop corner with a flickering lamp and old wanted posters. Cold blue shadows and sparks flying.

### **7. DEADFLAKE BLADE**

**Prompt:**

Serrated combat knife with frost-patina steel and cracked grip. Blade glints with biofilm residue. Laid across a tattered tactical vest and cold metal bench, surrounded by partially defrosted corpsesicles. Pale cyan lighting with freezer haze.

### **8. DROP-TONGUE TASER WHIP**

**Prompt:**

Coiled whip with a sparking electrified tip. Crackling blue arcs dance along frayed fibers. Hung on a wall hook above bruised riot gear and tangled restraints. Dark corridor ambiance with electrical hum and blood smear trails.

### **9. SCRAP-CRANK RIFLE**

**Prompt:**

Heavy bolt-action rifle made from scavenged mech parts and piping. Stock reinforced with scrap armor plates. Resting on a sandbagged post overlooking a scrapyard with power towers in the background. Harsh morning light with rust-orange color tones.

### **10. GUTTERPOP SHOTGUN**

**Prompt:**

Sawed-off shotgun covered in stickers, grime, and finger grime. Shells spilled nearby, some snapped open. Propped on a back-alley bar table next to a half-empty drink, cigarette burns, and old bounty chips. Neon backdrop with smoke drift and late-night ambience.

# Bundle Prompt

**1. Hotstart Kit**

A smuggler's starter pack laid out on a crate: burner pistol, forged ID chip, neural uplink cable, and data shards with glowing edges. Background of a cargo bay lit in red emergency light. Gritty cyberpunk tech vibe.

**2. Mindwreck Pack**

A disturbing array of brain-interface tech: cracked neural splicer, worn cortical patch, vial of unknown serum, and a humming memory erasure drive. Displayed on stained metal in a hacker den full of static monitors.

**3. The Illusionist Loadout**

A mystic-tech hybrid bundle featuring a holographic mask, projection prism, script-tattoo gloves, and a glitchcloak emitter. Items shimmer faintly. Background: dark ritual circle overlaid with neon UI glyphs.

**4. No Signal Pack**

Deadtone communication tools: bricked relay nodes, jamming crystal, cut wire coils, and a shadowdrive phone with cracked screen. Background of a metal table surrounded by static-choked monitors.

**5. Null Mage Pack**

Arcane-cyber gear: anti-signal staff, encrypted tarot chips, a black-glass sigil plate, and mindfire ash in a glass jar. Layout in a smoked-out ritual chamber with broken tech shrines and flickering glyphs.

**6. Dealer’s Special: Dead Drops Only**

A stealth courier loadout: unmarked crate, labeled vials, burner devices wrapped in tape, and a courier’s glove with hidden pockets. Scene: underpass dead drop with graffiti, faint steam, and blinking nav tags.

**7. Junkwitch's Starter Cache**

A pile of cobbled-together occult tech: dented cauldron-laptop hybrid, mismatched drone eyes, scrap metal charms, and a bone-wrapped antenna wand. Displayed in a cluttered van full of incense and broken glass.

**8. Soft War Loadout**

Psychological warfare tools: signal corruptor pistol, subliminal projector chip, blackbook glyph pad, and mood-hacking mist canisters. Scene bathed in eerie soft pinks and toxic greens. Urban background.

**9. Sibyl's Mercy Pack**

A blend of healing and erasure: silver-stamped medpatches, translucent memory wipe vial, ghost-signal injector, and cleanwrap bandage rolls. Layout on surgical steel under pale blue light, faint whispers around.

**10. Silent Corridor Kit**

Covert ops gear: bolt dagger, silencing field cube, burner ID keychain, and hologram cloak patch. Background: metal hallway under red alarms, with shadows stretching unnaturally long.

**11. Gutter Surge Pack**

Street-brawler loadout: electrified knuckles, adrenaline injector, worn pistol, and a cracked vox amplifier. Spread out on a blood-stained alley workbench under flickering fluorescent lights.

**12. Phantom Relay Drop**

Ghost-tech package: relay node cluster, neural tap cable, mirrored mask, and echo glyphs hovering above a void-black console. Background: server tunnel bathed in glitch-light.

**13. Crash Entry Load**

Break-and-burn kit: saw-edged melee tool, SMG with duct-tape mods, breacher vial, and fold-out shield emitter. Laid out on cracked cement floor beside a broken keypad doorframe.

**14. Midnight Doctrine Cache**

Cultist operative gear: ritual-coded weapon, encrypted scripture chip, blood-streaked prism, and null-rune gloves. Set inside a candlelit freight container with sigils etched into the steel.

**15. Drift Protocol Pack**

Emergency nomad drop: OS bootcard, untraceable comm node, ID scrubber, and worn survival stimpack. Scene is a moving train car with crates and flickering map displays.

**16. Cut & Carry Kit**

Rapid escape gear: razor-edged blade, active decoy glyph, echo disruptor, and blood-masking patch. Layout on wet tile floor in a medbay with flickering lights and empty restraints.