

PLANETS OF PERIL

THE SWORD AND PLANET ROLE PLAYING GAME



ROLE PLAYING IN THE GRAND TRADITION OF: LEIGH BRACKETT,
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PLANETS OF PERIL

ROLE PLAYING GAME

SPECIAL THANKS to HUGH SINGH FOR ADVICE AND ENCOURAGEMENT.

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BOOK 1:

PROLOGUE

THE CALL to ADVENTURE

Planets of Peril: A Brief Overview

Between the arms of the Milky Way galaxy, in a tiny mist of stars, a double sun shines. Circling this double sun, a gas giant with 27 moons is the haven for a small group of humans. Kidnapped during the Neolithic and subjected to genetic experiments, these humans have been altered into four races. Their kidnappers, the Archon, were destroyed 10,000 years ago by another star faring race.

Freed of the torture of experimentation, the humans quickly spread and inhabited at least five moons of the gas giant they called Kerogo, the Silent Lord. Using left over Archon technology they soon established a thriving civilization. They used the technology but never understood it. The overtaxed research outposts, the humans used for cities, started failing and turned into deathtraps. An Age of War followed and destroyed this branch of the human race leaving the remaining human races as savages who roamed the untamed jungles of Zardoon: Moon of Mysteries. Human and alien civilizations have risen and fallen uncounted times during the last 10 millennia.

But in the last age the Artificers released the servants of the Archon—robots known as “Living Metal”. Surveying the damage done by the humans, Living Metals’ central controllers decided the laboratory animals had to be contained and their numbers reduced. In a week’s time humans were contained. Over ninety-eight percent of the humans were destroyed and the remainder fled to the island continent of Hoshovareka.

In the lands of Hoshovareka the surviving humans have used the last 500 years to rebuild and repopulate. But the 12 cities fight among themselves. Evil cults have sprung up to thwart the efforts of men to regain their dominance. Many peoples have abandoned technology and are living in the wilderness, mere savages trying to stay hidden from Living Metal.

During the last five centuries, Living Metal has been rebuilding the cities and outposts of the Archon. Soon Living Metal will return the Laboratory Moons of the Archon to full operation. The specimens of humans needed for experiments, will be gathered and the remainder—destroyed!

Now is the time for heroes, builders of empires and visionaries. The men who see how to defeat and destroy Living Metal on these Planets of Peril!

Sword & Planet Adventuring

Sword and Planet Adventures (aka Planetary Romances) were a popular form of early pulp fiction before the name Science Fiction was even in the language. Daring adventures, evil inhuman foes, exotic peoples, ferocious beasts, beautiful, chaste women and indomitable heroes were the staples of this type of stories set on alien worlds.

The master of these tales and arguably their creator was Edgar Rice Burroughs along with his contemporaries and imitators: Otis Aldelbert Kline, Robert Moore Williams, Lin Carter, Phillip Jose Farmer, Michael Moorcock (writing as Edward P. Bradbury), Leigh Brackett, Alan Burt Ayers and a host of others; created an impressive host of stories and tales where much of Science Fiction has its roots.

The rugged individual stranded with nothing more than indomitable courage, Yankee ingenuity and naked steel: taking on and conquering an exotic planet of strange peoples, exotic cities and ferocious beasts is the staple of this type of adventure.

What is Roleplaying?

Roleplaying is a strange cross between a book and a game. Like a game is has rules and boundaries to give the playing of it form and structure. Like a book, Planets of Peril is structured as a story. In this fusion of game and story, Planets of Peril becomes a game that creates a story in its playing. Unique to role playing games they allow you to make the decisions that a character has to during their adventures. In this game you will create a character to meet the challenges the warlord will face you with. The challenges will consist of worthy foes, cunning villains, savage beasts and the merciless forces of nature. To this you will bring your character’s skills, bravery and experience with your native cunning to overcome the challenges.

Conventions of Roleplaying

In standard games there are a few methods of winning:

- Getting to a goal first
- Accumulating the most of a token
 - Play Money
 - Points
 - The Magic Smoof
 - Ect.
- Eliminating other players

Role Playing doesn’t have rigid conventions or rules of winning or losing. Roleplaying at its heart is a series of challenges for the player to use his own intelligence or his character’s skills to overcome. Examples of victory or defeat might include:

- Victory
 - Gaining Hero Points
 - Enhancing Renown
 - Gaining Power in the World
 - Staying Alive!
- Defeat
 - Earning no Hero Points
 - No shift in world power
 - Crippling & Maiming
 - Character Death

The victory conditions in roleplaying are flexible and always changing. This makes roleplaying where it is never the same game twice and to a degree a player is always new to the game and having to think on their feet.

Roleplaying challenges (aka Encounters) may or may not be strung together. The warlord usually tries to connect these challenges together in some form of logical chain or flow of events. Your job is to conquer as many of the challenges as you can by using your resources and wits. If you take on too many challenges your character will end up dead. Not enough challenges and your character won't get Hero Points to aid in your future adventures.

It's a balance and the warlord and players will have to feel each other out during the first few games.

Unlike other roleplaying games Planets of Peril isn't about high amounts of combat until a slim chance of death occurs (aka Hack & Slash.) Rather, it is about going around obstacles or outwitting foes, executing what you've come to do and then escaping before your enemies can organize pursuit (aka Sneak, Stab & Scoot.)

Players and their Characters

Through adventures across the exotic moons of Kerogo your character will grow in skills, knowledge and reputation as he conquers foes and makes allies in the taming of hostile lands and exotic peoples. The most dangerous thing on these moons is the ever-present danger of Living Metal.

The Player's Section has all the information needed to create a character to adventure upon the Moons of Kerogo.

Dice and the Unknown

Because roleplaying is a game and not a story or novel, there is an element of chance whenever the player, through their character, tries to do something where the outcome is in doubt. There are many ways of doing this: flipping coins, using a spinner in a pie of equal sections and different numbers, drawing cards; but one of the most flexible methods is using dice.

Besides the traditional cubic dice that have six sides, there are polyhedral (multi-sided) dice that have ranges from 1 to X, where X is the maximum number of sides. These include: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), twenty-sided (d20), thirty-sided (d30) and the percentile (d100) pair of dice. The convention shorthand of naming dice is: number of dice/d/number of sides.

Example: Shorthand for 2 six-sided dice would be 2d6. A single ten-sided die would be 1d10 or even briefer d10. The rules in here will use this shorthand. And the Planets of Peril system uses a single die against a single die.

Planets of Peril uses a die type rolled against an opposing die type. The higher number rolled wins the action. There is no back and forth dueling in combat. Odds are a more experienced combatant will strike more often and with more lethal blows.

Modifying the Die Type

There will be times the warlord will modify the die type used for challenges. This is a judgment call by the warlord and will reflect conditions that cannot be known by the characters and will not be explained to the players.

Arrangement of this Book

Book 1: An introduction to roleplaying and sword and planet roleplaying in particular. Books to help the novice get the feel for the game.

Book 2: is for the players to create characters and equip them. Most of the actions characters will take are covered in this book.

Book 3: this is a toolkit for the Warlord to be able to create his own worlds and adventures upon them. It is non-specific to a particular setting but has some echoes of Zardoon in it.

Book 4: shows the exotic and alien world of Zardoon with its peoples, beasts, lands and the dangers to be found there.

Book 5: are the relic artifacts of the Archon upon the Moons of Kerogo. It also explains the current danger—and opportunity—that is facing the inhabitants of the moons.

Tables: are gathered in the back to allow the Warlord to have the information in one place to allow the creation of adventures without wasting time hunting throughout the book.

Forms: are provided for convenience to recording information and to assist adventure creation.

Adventures: are provided to allow a quick start for warlords and players. They also show the adventure flow chart.

Sources of Inspiration

The following list of books is a good start to get the feeling and the language usage for running Sword & Planet Adventures. The books marked in bold are mandatory to understanding this genre. The others will add depth to your reading and are pleasant ways to pass an afternoon between playing sessions.

Most of these should be able to be found for very reasonable prices in a used book store or can be ordered from web merchants: www.amazon.com www.bn.com and www.bookfinder.com. are three sources.

Adams, Robert

Stairway to Forever (2)

Arnold, Edwin L.

Gulliver of Mars

Ayers, Alan Burt

The Scorpio Series [1-37 (50)]

Brackett, Leigh

Eric John Stark Short Stories
Eric John Stark: Outlaw of Mars
The Ginger Star Trilogy
 The Ginger Star
 The Hounds of Skaith
 The Reavers of Skaith
The Sword of Rhiannon

Burroughs, Edgar Rice

Martian Series

Princess of Mars

The Gods of Mars

Warlord of Mars

Thuvia, Maid of Mars
The Chessmen of Mars
The Mastermind of Mars
A Fighting Man of Mars
Swords of Mars
Synthetic Men of Mars
Llana of Gathol
John Carter of Mars

Venus Series

The Pirates of Venus
Lost on Venus
Carson of Venus
Escape on Venus
The Wizard of Venus

Carter, Lin

Callisto Series

Jandar of Callisto
The Black Legion of Callisto
The Sky Pirates of Callisto
The Mad Empress of Callisto
The Mind Wizards of Callisto
Lankar of Callisto
Ylana of Callisto
Renegade of Callisto

Green Star Saga

Under the Green Star
When the Green Star Calls
By the Light of the Green Star
As the Green Star Rises
In the Green Star's Glow

DeCamp, L. Sprague

Krishna Series (Satire)

Farmer, Phillip Jose

Hadon of Ancient Opar
Flight to Opar

Fox, Garner

Warrior of Llarn
Thief of Llarn

Giesy, J.U.

Palos of the Dog Star Pack
The Mouthpiece of Zitu
Jason, Son of Jason

Howard, Robert E.

Almeric

Jenkins, Joel

Dire Planet
Exiles of the Dire Planet
Into the Dire Planet

Kline, Otis Adelbert

Mars Series

The Swordsmen of Mars
The Outlaws of Mars

Venus Series

The Planet of Peril
The Prince of Peril
The Port of Peril (Buccaneers of Venus)
A Vision of Venus

Moorcock, Michael (writing as Edwin P. Bradbury)

Kane of Old Mars Series
City of the Beast
Lord of the Spiders
The Masters of the Pit

Offutt, Andrew J.

Chieftain of Andor
Clansman of Andor

Resnick, Michael

The Goddess of Ganymede
Pursuit on Ganymede

Sarrantinio, Al

Hayden of Mars
Sebastion of Mars
Queen of Mars

Sirota, Mike

The Prisoner of Reglathium
The Conquerors of Reglathium
The Caves of Reglathium
The Dark Straits of Reglathium
The Slaves of Reglathium

Sterling, S. M.

The Sky People
In the Courts of the Crimson Kings

Walker, Hugh

War Gamer's World
Army of Darkness
Messengers of Darkness

Wolf, Gene

The Book of Urth & Skye
The Shadow of the Torturer
The Claw of the Conciliator
The Sword of the Lictor
Citadel of the Autarch
The Book of the New Sun

BOOK 2:
CHARACTERS

THE FORGING OF A HERO

Character Creation

Characters are the gateway to the Planets of Peril system. Through the characters the players will adventure on the Moons of Kerogo. The characters will perform heroic deeds and quests against the unknown evils and challenges of this strange world-moon.

The characters will be the ones who move their civilization along or allow it to become another mysterious set of ruins on a moon already having too many mysteries and extinct peoples.

In the Planets of Peril system, there are no character statistics. Statistics (Strength, Agility, Intelligence) simply show raw potential and rarely are useful after character generation. Instead, skills show where the character's natural abilities lie. By nature a character will practice what he is good at and ignore things that are difficult or awkward for them. Some different skills show ability in a particular area and are gathered into groups. The warlord will decide when to use these groupings and when to call out a particular skill to be rolled against.

Character Generation Checklist

1. Check with the Warlord upon the particular restrictions and unique skills of his campaign.
2. Decide on your Character Concept.
3. Choose your character's race and apply racial abilities.
4. Buy your Skills from a beginning pool of 30 points to spend.
5. Roll/Decide Personal Beauty
6. Roll Social Stratum
7. Calculate Starting Money
8. Buy Equipment
9. Join the Adventure!!!

Character Concept

A player should first think of a character concept or what they want their character to be skilled in. A fighting man should have a good assortment of weapons skills and riding skill wouldn't be unheard of either. A character who works by stealth or getting around obstacles instead of crashing through them would want more skills like: Burglar, Climber, Skulker and others to help him gain his goals. A character relying on knowledge and intellectual capacity would want a broad base of skills in the fields of Artificer, Mapmaker, Writer and others. This is only the start of possible character concepts the player can choose to build from the skills available.

The game is structured for a group of players having characters who are skilled in different areas. No character can have enough skills in enough areas to be successful on

their own. A team with different skills in different areas can handle most contingencies.

Forming a Character Team

No character is competent in all things. Like real life, the most effective solution to getting the needed skills, at usable die levels, is to have a team of characters with higher dice levels in different areas. When you're together with other players, try to figure out where each character has their expertise. One expert and another character having a lower dice level to provide a backup in case of the more skilled character's death, incapacitation (or needing a helping hand) should cover the important skills. With death being a constant threat in the game a character should have some form of weapon skill.

Character Building

Players get to spend 30 points to build their characters. The characters will gain a point a year that can be used to gain a new skill or increase the die level of a skill the character already has.

The costs for the various dice with the describer is below:

Die	Describer	Point Cost
d4	Pathetic	1
d6	Adequate	2
d8	Competent	3
d10	Excellent	4
d12	Master	5

The system of overcoming obstacles, meeting challenges or opposition from other humans and/or beasts is resolved by taking the character's die type versus the die type used by the opposing force. (See page 11, Challenge Die)

PLANETS OF PERIL CHARACTER SHEET

Combat Skill		Stealth Skill	
4d 3d 4d 6D 012 00000 Archer 00000 Albat Man 00000 Axe Man 00000 Blade 00000 Gunner 00000 Marksman 00000 Pistolero 00000 Pitcher 00000 Pugilist 00000 Spearman 00000 Swordsman	4d 4d 4d 6D 012 00000 Ambusher 00000 Burglar 00000 ConMan 00000 Escape Artist 00000 Gambler 00000 Lip Reader 00000 Pickpocket 00000 Skulker 00000 Torturer		
Craftsman Skill		The Arts Skill	
4d 4d 4d 6D 012 00000 Carpenter 00000 Cook 00000 Mechanic 00000 Navigator 00000 Pilot 00000 Prospector 00000 Sailor 00000 Shipbuilder 00000 Teamster	4d 4d 4d 6D 012 00000 Actor 00000 Dancer 00000 Hypnotist 00000 Magician 00000 Sculptor 00000 Singer		
Physical Skill		Wilderness Skill	
4d 4d 4d 6D 012 00000 Acrobat 00000 Climber 00000 Fortitude 00000 Jumper 00000 Runner 00000 Strongman 00000 Swimmer	4d 4d 4d 6D 012 00000 Fisherman 00000 Forager 00000 Hunter 00000 Rider 00000 Roper 00000 Scout 00000 Tracker		
Scholar Skill		Mental Powers	
4d 4d 4d 6D 012 00000 Artificer 00000 Doctor 00000 Mapmaker 00000 Researcher 00000 Theologian 00000 Veterinarian 00000 Writer	4d 4d 4d 6D 012 00000 Illusionist 00000 Mentalist 00000 Mind Reader 00000 Object History 00000 Seeker 00000 Scrying		
Social Skill		Campaign Skills	
4d 4d 4d 6D 012 00000 Diplomat 00000 Haggler 00000 Interrogator 00000 Leader 00000 Lover 00000 Orator	4d 4d 4d 6D 012 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____		

NAME:

PICTURE OF CHARACTER

Hero Points:	Used:
Renown	
Race:	Sex:
Home City/Area:	
Personal Beauty	
Social Stratum	
Base Size: Total Points:	
Wound Points:	
-1d -2d -3d -4d -5d	
Equipment:	
Mount/Vehicle:	

Hero Points: _____ Used: _____
 Renown _____
 Race: _____ Sex: _____
 Home City/Area: _____
 _____ Personal Beauty
 _____ Social Stratum

Base Size: _____ **Total Points:** _____
Wound Points: _____
 -1dl -2dl -3dl -4dl -5dl
 Equipment:

 Mount/Vehicle:

PLANETS OF PERIL: NOTES

[illegible]

Character Races

The Archon experimented upon the races they carried to the moons of Kerogo. Of the two races of human they took from earth only one proved plastic enough to allow experimentation with. From *Homo sapiens sapiens* at least three other distinct races were bred. These races are not able to interbreed and if they have any progeny, they are as sterile as mules.

Many of these experiments were to increase the potential of the primitive humans and test where the race may be headed. The Archons also experimented with the possibility of the human race descending to beasts again. On the moons there are races that were once human but now are nothing more than very dangerous and cunning beasts.

Unfortunately, all these races are human and compete with each other for the same lands and food sources. Populations have expanded enough now to have these groups meet in conflict. Too often open war breaks out with the losers being driven out and starving in the badlands.

Within each race, the sexual dimorphism is readily evident between men and women. The special abilities of each race are in italics with the base size of male and female in a: Male/Female difference.



Henaka are the second most numerous people and the rivals of the Vigoka. Burly men with thick trunks and broad shoulders, their strength is phenomenal—almost that of a Saleka. The women are tall and statuesque hiding extreme strength in their magnificent bodies. Both sexes tend towards obesity later in life. Their skin is pale, their body hair is almost non-existent and the men are bald with the women having luxuriant tresses often to their waist or even ankles. The notable exception to this masculine hairlessness is the luxuriant, black beards of the men. These people have eyes of a pale blue that stand out in stark contrast to their dark eyebrows.

Henaka put their youth out into the wilderness for a time before they are allowed the duties of an adult. This is done to cull the weak. The bodies of the Heneka are more solidly built than Vigoka and Rohoka.

Henaka have a natural disposition towards a rigid hierarchy in their social systems and governments. A Henaka group is reminiscent of a military patrol and their cities military bases. This attitude is from the scouting tribes in their home moon of Quaroon and the discipline necessary to survive for any amount of time on the moon's surface. Henaka simply know who will be leader if several are killed at once. Group cohesion during a time of crisis is of paramount importance to them. Anyone who doesn't believe in this is thought of as crazy, an outlaw and dangerous to the survival of the group.

Quaroon was the headquarters of the Archon in these research stations on Kerogo's moons. The Henaka evolved after the destruction of the Archon. On the Quaroon they were hiding and occasionally fighting both Living Metal and alien war machines. It bred them to be some of the toughest and stubborn people on the moon of Zardoan. The words: no, can't and tried; don't exist to them.

Inherent Skills: Strongman d6 and Fortitude d6

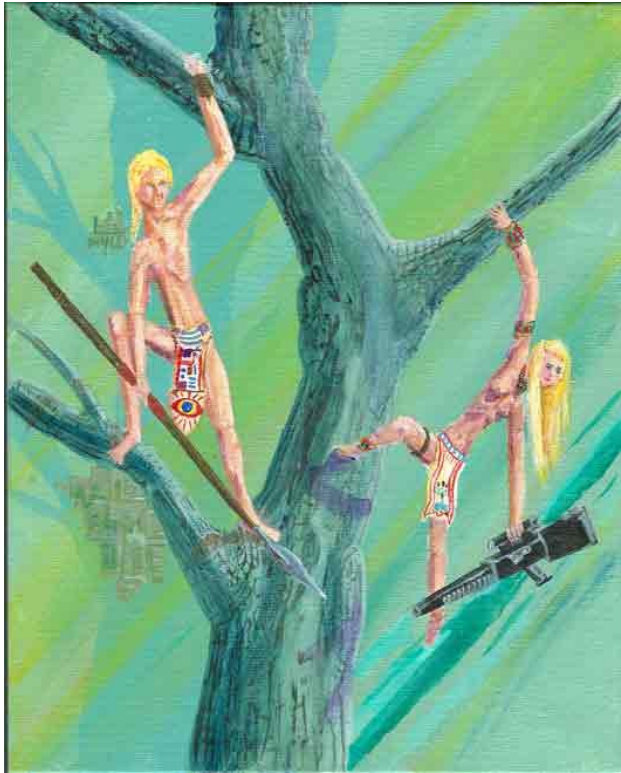
Base Size: 4/4

Wound Points of 20 for both male and female.

Rohoka are from another moon where the experiments of the Archon have gone wild. On the Moon of Silvoan all land surfaces are covered with trees three to five miles high. Some Rohoka have escaped Silvoan and now live on an island where the King Trees have established a foothold.

The island Segoresa is now covered in three-mile high trees with only a swamp at the root of these trees. The trees themselves have gone into the ocean only stopping when the water depth exceeds 200 yards. The actual beaches are miles inland.

The Rohoka are slender almost to a point of starvation compared to other races. Their features are much more delicate and childlike than other races. The leaves of the king trees hide the skies and full sunlight from much of the "Land of the King-Trees." In response the Rohoka are paler than most of the inhabitants of the moon. They are fair-haired, pale-eyed and nearly white skin. If they are in the sunlight for a while their skin will tan to a bronze color but the hair bleaches to a near white. They are not common or comfortable away from their trees and suffer from agoraphobia if in the open for too long a time. The few who venture out are immune to severe agoraphobia. In an oddness of fate their most common calling is to the sea. They often find their way to the sailing ships of other nations due to their superb climbing skills and ability to adapt to shipboard life. The swaying of a ship at sea is like the rocking branches of a tree.



Due to the dangerous beasts and conditions in the “Land of the King Trees”, the Rohoka are known to be light sleepers and very high strung. Naturally nervous they are alert to every change in the environment or anything that seems out of place.

It is rumored that the most dangerous things in the “king trees” are not animals or carnivores but rather beasts that are part of the vegetable kingdom. These creatures combine both the movement of true animals and the special tricks of the vegetable kingdom to be the dominant life on The Moon of Silvoon.

Inherent Skills: Immune to poison, Acrobat d6 and Climber d6.

+ 1 die level against being surprised.

Base Size: 3/3

Wound Points of 15 for both male and female

Saleka are the last, surviving Neanderthals in the universe. The Archon also gathered specimens of this dying race to experiment with. Instead of doing massive experiments on them, the Archons created a more genetically diverse race with a better chance of survival.

They are hunters of unparalleled excellence. Their squat bodies are still adapted to the cold and they often are found high in the forests of the mountains, only coming down into the smothering heat of the jungles and forests to hunt for the meat their kind so desperately need.

Some individual Saleka have a mutation that allows them to withstand heat for long periods of time. These are the individuals who come down and work as general labor for the various city-states of the world. A rare few are able to deal with the other races of the moon on an equal basis. In the cities of Hoshovareka it is a mark of wealth to have Saleka in one's private guard.

The Saleka are Stone Age men and don't have the ability to become more than that. They will use tools they capture or are given, but the idea of making those tools for themselves never occurs to them. Saleka are only able to learn things during childhood and have a very limited adaptive ability after they reach adulthood. They live in the here and now, and cannot plan for future or unforeseen circumstances.

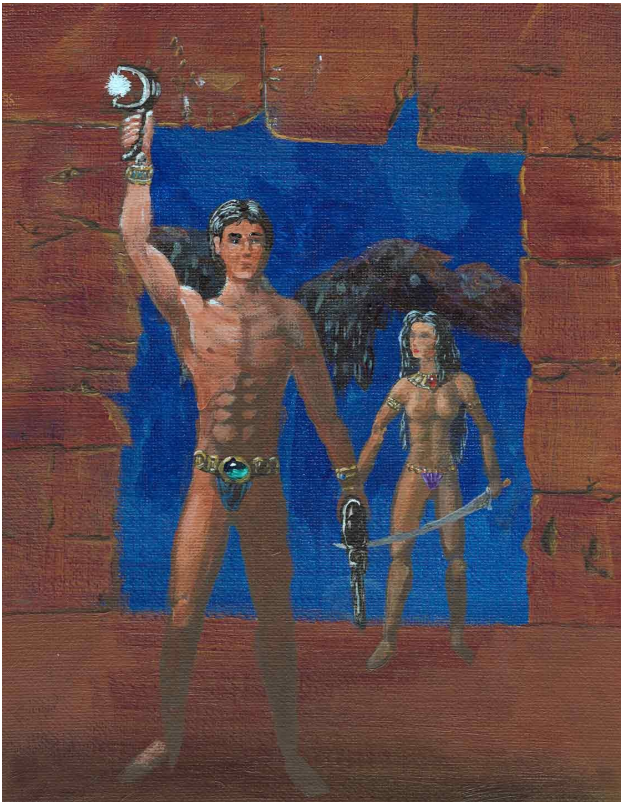
Due to this inherent shortcoming, players are restricted to increasing the initial skills of a Saleka. An advantage of the Saleka is they have a photographic memory. Once hearing or seeing something they will retain it for decades.

Saleka were not altered to have mental powers and are immune to the mental trickery of others. They are much heavier built than the other races of humans and able to withstand physical punishment at levels that would kill a normal human.

Inherent Skills: Immune to Mental Powers, Ambusher d10, Hunter d6, Strongmen d12

Base Size: 7/5. (The size difference represents the innate toughness of male Saleka to physical punishment, not a major size difference.)

Wound Points of 35 for male and 25 for female Saleka.



population. Their past includes the Artificers of the past age. When in new lands they are the people who are always the first pioneers and settlers.

Inherent Skills: Runner d6 and a + 10 to Mental Powers rolls

Base Size: 4/3

Wound Points of 20 for males and 15 for females

Ignore extremes of heat, cold, wet and dryness.

Half of all births are twins

Vigoka are the most numerous of the people on the moon of Zardoon. They are of medium height, have nut-brown skin, black hair and deep green eyes. They have superb endurance and all are runners of renown. The men are built like top athletes and the women are known for being curvaceous to the point of being voluptuous. The Archons also experimented with the mental processes of this race the most and everyone has latent metal abilities.

The Archon's experimented with the Vigoka to find out what the true plasticity of humans was. To this end they manipulated the Vigoka to be able to adapt to nearly any condition and allow them to easily accept new mental concepts. Vigoka are comfortable in freezing cold to oven-like heat. Desert dryness to continuous rains are nothing for this race to adapt to and triumph in. This ability to adapt has allowed the Vigoka to become the dominant race on the moon of Zardoon.

Men and women of this race have the most noticeable sexual dimorphism of any of the human races. Male and female features are more pronounced. There is no such thing as an androgynous Vigoka; each clearly shows their sex in the face and body. A size difference of 30% or more exists between the sexes. It is unusual for a woman to grow to a height that tops the shoulders of a man.

Of all the races on the moon, they are the most daring, innovative and cunning when confronted with something new. At times this means the loss of a large number of Vigoka. Many other times though, it means they will race past the other races in technological advancement and

Skill Die Levels

The Skill Die your character has defines them and their abilities. A careful choice should be made to make your character broad enough to allow them to handle multiple situations and yet have a primary skill at an advanced Die Level.

Die	Describer	Point Cost
d4	Pathetic	1
d6	Adequate	2
d8	Competent	3
d10	Excellent	4
d12	Master	5

Player Characters start with **30 points**.

Challenge die are listed below the description of the skill. These are situations that are not opposed by an active, intelligent opponent. This also applies to weapons used over a distance, as it is very hard for an opponent to parry these attacks

To succeed at challenges the characters will have to use their skills. To notice something the character may use their Burglar, Scout or Tracker skills. For quickness or avoiding something moving the character would use Acrobat, a Combat skill or Jumper. For a mental challenge the character would use Artificer, Writer or a Scholar skill.

Weapons that can be thrown have Challenge Die listed below them. This only applies to a thrown weapon. If the weapon is being used hand-to-hand it will be the competing skill die of the opponents. To use a weapon in a throwing mode the skill—Pitcher—must be taken and Pitcher is the Skill Die used.

Routine actions are automatically successful

Time to Accomplish Job: Every job or thing a character tries to accomplish will use some time. The units to be used (instant, seconds, minutes, hours, days, weeks, months), is decided by the warlord. Use the challenge die to roll the number of units the job takes.

Skill Description Format

Skill Name: A description of what exactly the skill encompasses and where it would be used.

- d4 This is a level of skill from pure instruction. A persistent amateur could figure out how to do this task.
- d6 At this level the person is able to handle most situations calling for the use of this skill.
- d8 This level calls for a knowledgeable hand for a difficult task using this skill.
- d10 Even with extensive knowledge and skill the outcome of this challenge is in doubt.
- d12 Near impossible for the trained. Often a Master of the skill is thwarted by this difficult a challenge.
- d20 Impossible for all practical intents and purposes. There is only the slimmest chance of success and failure has serious consequences.

Skill Groupings

On occasions the characters will have to roll against a challenge where none of the skills listed are directly related to it. The groupings of the skills below should be used to substitute for a specific skill. The die for the player to use is the highest-level die he has in the skill group.

If a non-represented skill comes up several times in your game, it is time to make it a campaign skill. Describe it and make the challenge die levels for it.

Combat Skills: This group of skills relies on the trained reflexes of the character under life-threatening circumstances.

- Archer
- Atlatl
- Axe Man
- Blade
- Gunner
- Marksman
- Pistolero
- Pitcher
- Pugilist
- Spearman
- Swordsman

Craftsman Skills: These skills rely on trained hands and minds to accomplish the tasks at hand.

- Carpenter
- Cook
- Mechanic
- Navigator
- Prospector
- Sailor
- Teamster

Physical Skills: These are skills relying on the raw physical ability of the character.

- Acrobat
- Climber
- Fortitude
- Jumper
- Runner
- Strongman
- Swimmer

Scholar Skills: These are the mental and research skills. They require a broad knowledge of many areas.

- Artificer
- Doctor
- Mapmaker
- Pilot
- Researcher
- Theologian
- Veterinarian
- Writer

Social Skills: These skills show how well the character can handle themselves in a group of people whether those people are old friends or new acquaintances.

- Diplomat
- Hagglor
- Interrogator
- Leader
- Lover
- Orator

Stealth Skills: These are the skills to accomplish tasks when society or the surrounding people are against you.

- Ambusher
- Burglar
- Con Man
- Escape Artist
- Gambler
- Lip Reader
- Pickpocket
- Skulker
- Torturer

The Arts Skills: These skills focus on the abstract and the ability to see hidden things in the ordinary.

- Actor
- Dancer
- Hypnotist
- Magician
- Musician
- Sculptor
- Singer

Wilderness Skills: This set of skills allows the character to survive and remain healthy in uncivilized areas.

- Fisherman
- Forager
- Hunter
- Rider
- Roper
- Scout
- Tracker

Skill Descriptions

Acrobat: This character can tumble, twist and dodge his way out of coming damage. This skill is also useful in breaking a fall if the character can reach branches or projections.

- d4 Break a fall through a tree.
- d6 Scrambling down an internal wall with projections and tapestries.
- d8 Dodging through a wall of foes
- d10 Breaking a fall using a carven wall, dodging a hail of arrows
- d12 Breaking a fall down a cliff or smooth wall

Actor: When disguise or deception is needed this is the man to give the wigs, paints and clothes to appear as someone else.

- d4 Carrying off a generic disguise of the same race and sex.
- d6 Imitation of different ages or races to pass casual inspection..
- d8 Trying to pass yourself off as a member of a cult or order.
- d10 Imitating an alien race to casual inspection or trying to appear as the opposite sex.
- d12 Impersonating a public figure or leader to their people or troops.
- d20 Fooling people who are intimately familiar with the person you are imitating.



Ambusher: You won't know this character is present until you feel a blade or an arrow in your body. If he is successful the ambusher gets an unopposed role to his attack.

- d4 The target is sleepy or under the influence of drugs or alcohol.
- d6 The victim is relaxed and unaware of a threat.
- d8 The target is at normal alertness but doesn't expect an attack.
- d10 The target is alert and/or feels something is wrong.
- d12 The victim is engaged in combat.
- d20 The victim is actively hunting you.

Archer: The character is familiar with the use of bows to accurately hit a target at a distance. This includes both arrow and pellet bows.

- d4 1 to 50 yards
- d6 50 to 100 yards
- d8 100 to 150 yards
- d10 150 to 200 yards
- d12 200 to 250 yards
- d20 250 to 500 yards

Artificer: The devices of the Archon and their various combinations are an open mystery to this character. This skill includes the ability to read the ancient pictographs of the Archons.

- d4 Figure out clear Ancient Pictographs
- d6 Use an ancient devise with pictographs
- d8 Repair or recharge ancient devices
- d10 Create new, working devices from ancient fragments
- d12 Use an ancient vehicle safely or operate an Ancient complex

Atlatl Man: Two special sticks in this character's hands will mean the death of all who come within range. Characters with this skill can make and use a spear thrower with deadly accuracy.

- d4 3 to 20 yards
- d6 20 to 40 yards
- d8 40 to 60 yards
- d10 60 to 80 yards
- d12 80 to 100 yards
- d20 100 to 200 yards

Axe man: A single or double bladed axe will dance death to this character's foemen. The axe can be held or thrown with deadly accuracy.

- d4 1 to 3 yards
- d6 3 to 6 yards
- d8 6 to 9 yards
- d10 9 to 12 yards
- d12 12 to 15 yards
- d20 15 to 30 yards

Blade: A length of steel in this character's hands is the last thing you will ever see before the final mystery.

- d4 1 to 3 yards
- d6 3 to 6 yards
- d8 6 to 9 yards
- d10 9 to 12 yards
- d12 12 to 15 yards
- d20 15 to 30 yards

Burglar: Someone has something you want? This is the character to see to get past the obstacles and retrieve the thing wanted.

- d4 Defeat a simple lock or latch
- d6 Finding a trap of defeating a complex lock
- d8 Finding a concealed item or a hidden trap.
- d10 Filching a trapped item guarded by artifacts.
- d12 Bypassing the defenses of an Archon Complex with active Living Metal

Carpenter: If you need to repair or modify wooden things this skill is the one for the character.

- d4 Repair of simple tools and items made of wood.
- d6 Creation of furniture and cabinets.
- d8 Selecting and seasoning of wood to be cut for projects and creation of hidden compartments in furniture.
- d10 Creation of interlocking and balanced beams for houses and small buildings.
- d12 Creation of interlocking and balanced beams for Public Buildings, Palaces and Temples.

Climber: Vertical surfaces aren't an obstacle to the character with this skill. Check this every 100 feet ascended or descended.

- d4 A small tree with no branches
- d6 A wall with carvings
- d8 A cliff of cracked rock
- d10 Smooth rock or a wet surface
- d12 A wet and algae covered surface
- d20 A wall of ice

Con Man: Tricking a person into something normally against their moral or social codes is simply fun or business to this character.

- d4 Tricking someone who is drunk
- d6 Tricking someone who is sober
- d8 Making a minor priest or priestess forget their principles.
- d10 Having a city official unknowing betray their city or kin.
- d12 Tricking a cult member into betraying their cult.
- d20 Getting a King or High Priest to betray their people.

Cook: Turning raw vegetables, tubers and meat into something worth returning to camp for is the skill of this character. It includes knowledge of the nutritious plants versus the poisonous ones.

- d4 Select the best foodstuffs from a market
- d6 Foodstuffs that are old or spoiling and/or adapting a foreign cuisine.
- d8 Finding food and spices in the wilderness
- d10 Keeping a menu interesting after eating the same thing for a month.
- d12 Turning poisonous or noxious plants into something that can be eaten.

Dancer: During rituals or purely entertainment, this character will stand out with natural grace and an appreciative audience.

- d4 Standing out from the other dancers in an event.
- d6 Convincing foreigners to part with some coins to watch you dance.
- d8 Performing a normal temple ritual to perfection.
- d10 Performing a difficult temple ritual perfectly or introducing a new type of dance.
- d12 Introducing a new temple dance.

Diplomat: Soothing flared tempers and finding a middle ground is the expertise of the character with this skill.

- d4 Soothing flared tempers between neutral cities.
- d6 Soothing flared tempers between enemy cities.
- d8 Arranging a Marriage between two neutral cities' aristocracy.
- d10 Arranging a Marriage between two enemy cities' aristocracy.
- d12 Convincing a group of mutually antagonistic cities to cooperate for a common goal.

Doctor: Repairing the injuries and diseases of the human body are the chosen expertise of this character. It includes knowledge of plants, their uses and where to find them.

- d4 Rare disease or parasites, removing embedded objects. -2dl wounds
- d6 Fractured limb or poisoning, -4dl wounds
- d8 Multiple fractures and/or skull fracture, repairing internal organs. -5dl wounds
- d10 Internal bleeding or lethal disease, surgery to return a maimed/crippled man or woman to normal function.
- d12 Curing a chronic problem, surgery to enhance appearance or change looks.

Escape Artist: Tie him up, throw him in a pit of vipers or leave him to rot in a dungeon; don't count on not seeing this character again.

- d4 Tied with ropes and/or put into a locked room
- d6 In chains and guarded by a volunteer
- d8 In a cell and guarded by a professional
- d10 Chained in a dungeon and guarded
- d12 Buried Alive!

Fisherman: If there are fish in the water the character can count on a full belly tonight or a few extra coins.

- d4 A commonly fished area
- d6 A commonly fished area without equipment
- d8 Over-fished area
- d10 Over-fished area without equipment
- d12 "No fish been caught here for years!"

Forager: In the wild areas there is food in the form of fruits and vegetables, roots, fungi and other things. This person knows where to look and never has to worry about an empty belly.

- d4 A commonly foraged area
- d6 After a fire has moved through
- d8 Deep forests or Mountains
- d10 Semi-Arid or plains
- d12 Desert or drought area

Fortitude: Cold, heat, rain, disease or other common weaknesses of humans aren't known to this character.

- d4 A good soaking.
- d6 Wet clothing and a chilling wind.
- d8 Inadequate clothing and exposure for a period of days.
- d10 Inadequate clothing, food and shelter for a period of weeks or months.
- d12 Without adequate clothing on a glacier.

Gambler: In a game of chance, odds are this character will come out ahead of the others. If the game is crooked he will either walk away or beat it.

- d4 Local cardsharps and an honest game
- d6 Local cardsharps and a crooked game.
- d8 Professional Gambler and honest game
- d10 Professional Gambler and crooked game
- d12 Professional Casino and/or crooked game

Gunner: Neither vehicle nor building can long withstand the destroying weapons under this character's control.

- d4 10 to 500 yards
- d6 500 to 1000 yards
- d8 1000 to 1500 yards
- d10 1500 to 2000 yards
- d12 2000 to 2500 yards
- d20 2500 to 5000 yards

Haggler: No initial price is ever the real one to this character. He will dance in a game of will and wit to arrive at the lowest price if he is buying or the highest if selling.

Hunter: If there are animals in the area, there will be meat cooking tonight.

- d4 Forests or woods
- d6 Jungle or Swamp
- d8 Plains or Hunted out area
- d10 Semi Arid or Mountains
- d12 Desert or Ice field.

Hypnotist: The character knows how to induce his target into a trance and a suggestible state of mind. Leaving things in the mind afterwards is also a possibility.

- d4 Target is unsuspecting and fatigued.
- d6 Target is unsuspecting.
- d8 Target is hostile to or guarding character.
- d10 Target is engaged in a physical activity.
- d12 Target is scared for life or in combat mode.

Interrogator: Answers are what this skill holder knows how to get out of his victim. Lies and deceit are rarely useful against him.

- d4 Target is demoralized.
- d6 Target is tired and hungry or wounded.
- d8 Target is rested and healthy.
- d10 Target is a patriot against character.
- d12 Target is a fanatic.

Jumper: A gap between trees or cliffs isn't an obstacle to this character.

- d4 A wall of man height, gap of 3 yards or drop of 10 feet
- d6 A wall of 8 feet, gap of 4 yards or drop of 15 feet
- d8 A wall of 10 feet, gap of 5 yards or drop of 20 feet
- d10 A wall of 12 feet, gap of 6 yards or drop of 25 feet
- d12 A wall of 15 feet, gap of 7 yards or drop of 30 feet

Leader: This is the man with the enthusiasm and foresight others want to follow in spite of the difficulty of the road. d4 Soldiers or workers to their appointed tasks.

- d6 Getting people to volunteer for a common cause recognized by them.
- d8 Keeping a group of soldiers together while under attack.
- d10 Keeping a group together under straining circumstances: Combat, Long or Forced March.
- d12 Making a group stay together for a Last Stand.

Lip Reader: He may not hear you but he sees what you are saying.

- d4 Target is talking to someone within 10 yards.
- d6 Partially concealed whisper.
- d8 Target is over 10 yards away.
- d10 Twilight or partial darkness.
- d12 Darkness or Target is in the middle of a mass of swirling people.

Lover: A night with this seducer will be a favored memory—or a source of blackmail—throughout the years. Below is the target's resistance to this character's cunning.

- d4 An idealistic youth
- d6 A person of lax virtues.
- d8 A person who considers themselves moral and you not.
- d10 A person who is happily married or in as bonding a situation as marriage.
- d12 A person who believes in their vows of celibacy.

Magician: Slight of hand, deception and causing others to look in the wrong direction is the special ability of the practitioner of this skill.

- d4 Fool normal adults
- d6 Make a skeptic believe.
- d8 Fool a man of great knowledge.
- d10 Trick an alert guard or a whole crowd.
- d12 Trick a crowd of onlookers into a move harmful to them.

Mapmaker: In the making and reading of maps this skill is the one to use. The character can make useful and accurate maps or know if maps shown are useful or merely fanciful.

- d4 Reading badly damaged maps or maps with no legend
- d6 Making accurate maps of a city or countryside.
- d8 Mapping three-dimensional features like mines.
- d10 Mapping air or sea currents.
- d12 Deciphering the Ancients' maps.

Marksman: If he can see you, you are already dead; you will never hear the shot that kills you.

- d4 1 to 100 yards
- d6 100 to 200 yards
- d8 200 to 300 yards
- d10 300 to 400 yards
- d12 400 to 500 yards
- d20 500 to 1000 yards

Mechanic: If it has interlocking parts that move, this is the man you want looking after the machine or maintaining it.

- d4 Repair a malfunctioning device which doesn't have damage to parts.
- d6 Repair of damaged parts.
- d8 Rebuilding of parts with tools available.
- d10 Rebuilding a device without all the tools needed.
- d12 Repair of device without tools.

Musician: A musical instrument is just annoying noise until it is in the hands of this character.

- d4 You are invited to village functions to be part of the entertainment.
- d6 You are invited to play in town functions.
- d8 You are invited to play solo.
- d10 You are invited to entertain the local royalty
- d12 You are invited to perform for temple functions.

Navigator: On endless plains or oceans, the stars and suns and Kerogo will show this character the way to his goal.

- d4 A day long trip with full view of stars.
- d6 A day long trip with partial view of stars.
- d8 A week long trip with full view of stars.
- d10 A week long trip with partial view of stars.
- d12 A week long trip with few sightings of stars or skies due to weather conditions.

- d20 A journey without sight of the stars or heavenly bodies.

Orator: This is a man who can speak poetry when he makes his points in a debate. No matter what position he takes, he will sway most of his audience by the time he is done.

- d4 Convince a friendly crowd of a point of view.
- d6 Convince a crowd or start a riot in the poor section of town or local college.
- d8 Defend your innocence to a group of local magistrates.
- d10 Convince your enemies their best interests lie with yours.
- d12 Create a palace revolution.
- d20 Convince a priestess to renounce her religion or convert to another one.

Pickpocket: If you have it in a pouch or pocket it makes no difference to the holder of this skill, it will be in his possession.

- d4 Take something from a drunk or sleeper.
- d6 Take something from someone in a crowd.
- d8 Filch an item from a person who is alert.
- d10 Take keys from a Jailer's belt or a weapon from a warrior's harness.
- d12 Take something in plain view of suspicious eyes.

Pilot: The flying of the Archon's skyships is the domain of this character.

- d4 Maintain course and altitude in stiff winds.
- d6 Do evasive maneuvers in cloud banks.
- d8 Trying to evade foes in cities, mountains or Emperor Trees.
- d10 Flying through a jungle at normal speed.
- d12 Flying close to the ground in a storm.
- d20 Caught in a tornado.

Pistolero: A striking snake isn't any faster than this character bringing his weapon into play.

- d4 1 to 5 yards
- d6 5 to 10 yards
- d8 10 to 15 yards
- d10 15 to 20 yards
- d12 20 to 25 yards
- d20 25 to 50 yards

Pitcher: Cover your head and skin if this character can get anything in his hands to throw.

- d4 1 to 5 yards
- d6 5 to 10 yards
- d8 10 to 15 yards
- d10 15 to 20 yards
- d12 20 to 25 yards
- d20 25 to 50 yards

Prospector: Riches are to be found in the ground and rock to the man who knows how to look.

- d4 Finding gold nuggets in a stream known to contain them.
- d6 Locating a mineral in exposed rock.
- d8 Find the source of nuggets or objects.
- d10 Locate ores worth mining
- d12 Extrapolating where a pocket of pure mineral, gems or crystals are.

Pugilist: The character's unarmed body is his weapon. This skill includes using all parts of the body to cause stunning or killing damage to a target. The challenge die to this skill is the opponent's skill level.

Researcher: These pretty pictures are not just pictures but rather a recording of secrets of the world and universe. It is this character's passion to ferret them out

- d4 Reading and interpreting the Ancient's common Pictographs.
- d6 Understanding single symbol pictographs.
- d8 Understanding ancient human writings (Age of Artificers) using Ancient's pictographs as a corrupted base.
- d10 Reading and interpreting the Ancient's technical writing or maps.
- d12 Understanding ancient human writings (Age of Magicians) using Ancient's pictographs as a corrupted base.

Rider: It is one thing to perch on top of an animal and have it move. It is entirely another thing to make a single instrument of purpose out of a man and beast. This character knows proper care and training of animals.

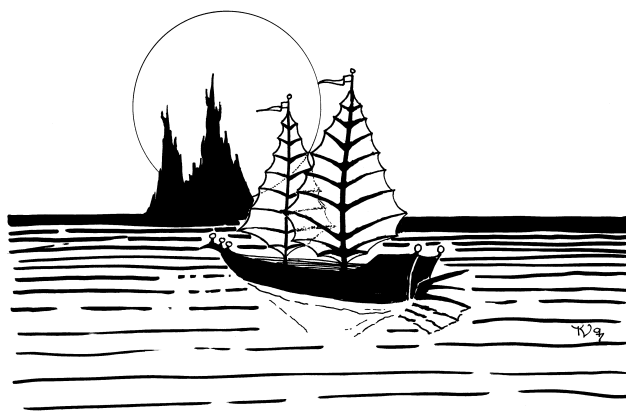
- d4 Ride an animal unfamiliar with the character.
- d6 Calm a skittish animal.
- d8 Break and train a wild animal used for riding.
- d10 Train an animal to be used as a War Mount.
- d12 Break and train an exotic animal not normally used for riding.

Roper: A length of woven cord or leather and this character can capture anything he is close to.

- d4 A standing object over 3 yards away.
- d6 A stationary object over 6 yards away
- d8 Capture a moving object.
- d10 Rope a fighting man
- d12 Rope and tie a large carnivore.

Runner: A horse would tire out before this character does. Running for hours on end is no problem. If a burst of speed is needed it is no problem with this skill. Add 10 miles per hour for 1d12 combat rounds (10 seconds.)

- d4 One hour or 5 miles
- d6 Two hours or 10 miles
- d8 5 hours or 20 miles
- d10 10 hours or 30 miles
- d12 20 hours or 30+ miles



Sailor: Maneuvering and the most efficient handling of a sailing ship is the skill of this character.

- d4 Keeping a ship controlled in a stiff breeze.
- d6 Controlling a craft in a cross breeze.
- d8 Keeping a craft from swamping in heavy seas.
- d10 Preventing damage to a craft during a storm.
- d12 Preventing damage to a craft during a Typhoon.

Scout: In unknown territory this is the man who finds the path and avoids the dangers awaiting the party.

- d4 Finding good water.
- d6 Using animal trails through a new territory.
- d8 Blazing a good trail through woods, forest or jungle.
- d10 Leaving a legible trail through grasslands or swamps.
- d12 Finding and staying on a trail in a heavy rainstorm or fog.

Sculptor: The character can use natural materials to form into the shape of the desired object.

- d4 Create a simple tribal effigy.
- d6 Fabricate a sculpture for the local temple.
- d8 Creating sculptures worthy of main temples or the courts of kings.
- d10 The gods have yet to reach such perfection in the form of man, woman or animal.
- d12 Life looks inert compared to your creations.

Shipbuilder: Designing, building and testing of sailing ships is this character's skill. Repair of a damaged ship should be done through this character.

- d4 Repairing sailing ships.
- d6 Repairing aershops.
- d8 Building Sailing ships or repairing severe battle damage.
- d10 Building Aershops.
- d12 Designing new types of Sailing ships and Aershops.

Singer: The birds are sweet to listen to but how can they convey the emotion of the song to the listener. This character conveys not only the words of a poet but also the emotions.

- d4 Your singing is enjoyed in a public house.
- d6 For minor ceremonies, you are often asked to contribute your voice to the chorus.
- d8 Temple ceremonies feature you as the lead singer.
- d10 You are known as the best singer in the kingdom.
- d12 Rulers vie with each other to have you as part of their court.

Skulker: Night, shadows, forest or crowds are things this character can blend into until the moment is right to strike or merely disappear.

- d4 Disappear from the Town Guard during a dark night.
- d6 Vanish in a crowd from pursuers.
- d8 Hide while patrols are hunting for you.
- d10 Hide in plain sight of people.
- d12 Blend with the background while moving.

Spearman: Throwing or held the spear is a deadly weapon in this character's hands. A spear held in the character's hands would be opposed by the opponent's skill die.

- d4 1 to 10 yards
- d6 10 to 20 yards
- d8 20 to 30 yards
- d10 30 to 40 yards
- d12 40 to 50 yards
- d20 50 to 100 yards

Strongman: When a task is too heavy for normal people this character comes through.

- d4 Carrying 150 % of a normal man's load
- d6 Carrying 200% of a normal man's load or breaking through a reinforced door.
- d8 Carrying as much as a Loper or smashing through a wall.
- d10 Lifting and carrying a Loper's weight.
- d12 Tearing out iron bars or a dungeon door and toppling massive objects.
- d20 Breaking chains

Swimmer: Water holds neither fear nor obstacle for the holder of this skill.

- d4 Swim across a current
- d6 Cross a very wide river or swim more than a mile.
- d8 Swim safely through rapids or a full day
- d10 Swim safely through a flood
- d12 Swim safely through waters having undertows, rip tides and/or whirlpools.

Swordsman: In the hands of this character a sword becomes a deadly piece of steel in a bloody ballet of death. The challenge die to this skill is the opponent's skill level

Teamster: Riding an animal is easy, but hitch a cart, wagon or something else to several animals and get them to act as a team; this is the skill for it.

- d4 Handling a team of animals or a skittish animal.
- d6 Coordinating a team of animals under abnormal conditions.
- d8 Keeping control of a team of animals under attack or near fire.
- d10 Training animals for war use.
- d12 Controlling animals who are being attacked by natural enemies.

Theologian: Everyone has some form of a religion but the character with this skill knows the rituals to several religions.

- d4 Knowledge of a deeper mystery of the Theologian's personal religion
- d6 Explaining the tenets of another living religion
- d8 Knowing the tenets of an extinct religion
- d10 Knowing the tenets and temple locations of a hidden religion
- d12 Knowing the tenets and temple locations of an extinct religion

Torturer: This character deals in pain to accomplish his ends.

- d4 Victim is fatigued
- d6 Victim is healthy and fresh
- d8 Victim has hatred of torturer's employers
- d10 Victim considers the information wanted to be vital to the people he values
- d12 Victim has the mindset of a martyr

Tracker: If it walks on feet this character can follow it.

- d4 Tracks through shifting sand or blowing snow
- d6 Tracks are through vegetation that springs back after several hours.
- d8 Quarry has tried to conceal tracks
- d10 Quarry is crossing hard ground or swamp
- d12 Quarry has crossed large amounts of solid rock

Note: for every day passed increase the challenge die by one level.

Veterinarian: People get sick and injured and so do animals. The character with this skill knows how to restore an animal's health to it.

- d4 Maintaining a healthy animal under stressful conditions.
- d6 Treating lameness in a riding animal.
- d8 Animal has suffered a carnivore's attack.
- d10 Animal has broken a limb.
- d12 Animal has suffered internal injuries.

Writer: Reading and writing messages is the expertise of this character.

- d4 Deciphering poorly written script in the Writer's native tongue
- d6 Technical writings
- d8 Foreign languages or codes of native language
- d10 Foreign codes, the Archon's language or extinct Human language writing.
- d12 Archon's language of technical lingo or partial inscriptions

Other Character Traits

Other personal things make up a character's description and how they look to the outside world.

Age: All characters start the game at *20 years of age*.

Hero Points: All characters start with *5 hero points*.

Hero points represents the character "catching fire" and performing inspired deeds or fighting beyond his normal capability.

The points can be used in a one point to one die level raise of a known skill. The effects are for the duration of the action or 20 hours, whichever comes first. More than one hero point can be used at one time.

Hero Points can also be used to offset the loss of die levels. The burning of one hero point will raise the skill die up by one level. The length of the raised die level is for the duration of the combat or task to be performed.

During an especially dangerous challenge or combat the character can use hero points to boost his skill level.

Hero points can be used to increase skills too. The use of 10 hero points will allow the increase of one die level of a skill, whether the skill is known to the character or totally new to them.

Finally, the total hero points the character has accumulated is counted as his Renown. The more hero points the character has the more he is known throughout the world. This effect extends beyond the known world and is expressed in the way the character carries himself and reacts with people and events. People know when a hero walks among them.

Personal Beauty: The character's physical appearance as judged by others of their own race of people. Other Human races will subtract 20 from the result. Alien Races will subtract 40.

d100	Result	Number
01	Repulsive	1
2-5	Ugly	2
6-15	Unpleasant	3
16-30	Plain	4
31-45	Average	5
46-55	Pleasant	6
56-70	Attractive	7
71-85	Good Looking	8
86-95	Stunning	9
96-00	Perfection	10

Social Stratum: It is a simple fact of humans that they tend to rank each other by numerous methods. It decides who can give orders to whom and who has the privileges and responsibilities of rank.

d100	Social Stratum	Description
--	0	Outlaws, Bandits, Orders of Evil
01	1	Slaves, Savages
02-10	2	Unskilled Laborers, Villagers
11-25	3	Gatherers, Hunters, Fishermen
26-50	4	Craftsmen, Soldiers, Sailors
51-75	5	Merchants, Ship Owners
76-99	6	Minor Nobility, Diplomats
00	7	Extended Ruling Family
--	8	Priestesses, Rulers

Starting Money: is 10 salos times Social Stratum.

Homing Instinct: upon Moons of Kerogo, due to the rotating world revolving around Kerogo and in orbit around the twin suns; simply telling your way from the position of the suns and stars is nigh impossible. The inhabitants have a homing instinct that allows them to return to the area they were born in. It also allows them a home area to return to if that is different. It takes a year to establish a new home area to the homing instinct and the old one is forgotten.

The character will be able to return to his home from anywhere on his home world. If he is on another world, the homing instinct doesn't work.

Note: this isn't Navigation Skill, which allows the character to travel to a desired destination. It only allows him to return home.

Aging Effects on Skills: After 35 years of age the character will suffer the effects of aging on the human body and the resulting loss of abilities. These losses of die levels are in all the skills in the particular area. The character may still spend skill points to maintain or improve in these areas.

Die Level Loss	-1	-2	-3	-4	-5
Physical:	35	45	55	65	75
Combat:	40	45	55	60	65
Craftsman:	70	75	80	85	90
Social:	--	--	--	--	--
Scholar:	75	85	95	105	115
Stealth:	40	45	55	60	65
The Arts:	70	75	80	85	90
Wilderness:	40	45	55	60	65

Equipment

The Planets of Peril game has a simple monetary system with coins replacing barter in all areas except the more primitive and isolated villages.

100 tolos = 10 salos = 1 helo

Clothing

Ritual Clothing: 5 salos

Ornaments, jewelry, body paints, robes, head and footgear used for religious or holiday activities. It is never used for any activities outside of its specialized purpose

Travel Clothing: 1 salo

Heavy-duty loincloth, sandals and weatherproof cloak used for travels outside of civilized areas.

Work/Artisan Clothing: 5 tolos

Clothing used by the various skilled tradesmen or laborers to protect their bodies from the hazards of their chosen professions.

Exploration

Battering Ram: 5 salos

A heavy, bronze-capped log with handles strapped on or nailed in, used to break down doors. This size can be used by up to 10 men.

Chalk (10 sticks): 2 tolos

Simple sticks used to mark walls, rocks, trees or other surfaces to guide, warn or differentiate areas or paths.

Hammer: 3 tolos

A metal-headed stick used to drive in nails or spikes.

Mapmaker's Tools: 1 helo

Papers, pens, measuring tools and inks used to make maps for a party's use or for sale to interested people.

Lantern: 1 salo

A light producing device used at night or when underground and cut off from natural light.
20-yard radius.

Lantern Oil: 3 tolos

Purified vegetable oil used to fuel a lantern. One filling is good for 10 hours.

Lockpicks: 8 salos

A set of easily concealable tools used instead of a key to open a lock.

Spikes (10): 3 tolos

Oversized nails used to keep things closed or forced open. They can also be used as a hanging point for gear, ropes and other things.

Food and Drink

Ale: 1 tolo

A weakly fermented, starch-based beverage normally served with any meal at any guesthouse.

Feast: 10 helos

A celebratory or ceremonial meal made to serve up to 100 guests. It consists of specially prepared foods, meats, confectionaries and other delicacies.

Fodder: 2 tolos

Food made for herbivorous animals to keep them in good condition and able to perform their work.

Riding Fodder: 5 tolos

An enriched mixture of food made for heavy draft or riding animals to allow them to efficiently perform their work. Humans can also eat it, although it must be boiled to a mush first.

Meal, Good: 1 salo

A meal consisting of meats, vegetables, bread, fruits and confectionary plus a good wine or spirits.

Meal, Standard: 3 tolos

A meal consisting of a hearty meat and vegetable stew with bread and stout ale.

Meal, Poor: 1 tolo

This excuse for a meal normally consists of a seed mush with some vegetables and mystery meat thrown in. Weak ale is normally included.

Meal, Royal: 5 salos

A meal made up of rare delicacies or out-of-season fruits and vegetables. Specially prepared meats, exotic pastries and confectionaries are the main dishes to be featured in this gourmand delight.

Meat: 5 tolos

A roast meant to serve 10 people.

Spirits: 1 salo

This is the equivalent of a quart of rum.

Travel Rations: 5 tolos per day

These are foodstuffs meant to last for up to 2 weeks.

Preserved Rations: 1 salo per day

Foods that have been smoked, salted or pickled to remain edible for an indefinite time.

Wine: 1 salo

A quart of fermented fruit juice allowed to age to a pleasant flavor.

Long –Term Subsistence (Monthly)

Poor Long –Term Subsistence: 5 salos

Animal stables look good compared to this existence. It consists of a filthy open space where you can hang a hammock and food that consists of leftovers from public eating establishments or thin gruel.

Standard Long –Term Subsistence: 1 helo

It consists of a room, shared by multiple people, that is clean and airy along with good stews to eat and clean water for drinking and bathing.

Good Long –Term Subsistence: 10 helos

The character has a private bedroom and a breakfast and dinner served in a common room.

Excellent Long –Term Subsistence: 20 helos

This consists of a villa and a personal servant to take care of the character. A cook will also be included along with laundry.

Royal Long –Term Subsistence: 100 helos

It consists of a multi-room house with several acres of land. The house comes with servants, riding animals, a personal cook and a concubine.

Miscellaneous

Surgeon's Tools: 10 Helos

A rolled leather bag holding tools used to remove foreign objects and repair wounds of the patient.

Outdoors

Bedroll: 2 salos

Furs and silks used to keep a single person warm during cold nights or in the arctic zones of Zardoon.

Bucket: 5 tolos

This is a wooden or collapsible canvas container capable of carrying a gallon of liquid. The handle is normally made of rope.

Canteen: 4 tolos

Most commonly this is a ceramic container that holds a quart of liquid sealed by a plug of wood or cork.

Cook Gear: 2 salos

Metal pots, pans and plates contained in a nesting configuration and also having plates and utensils for preparing and eating food.

Flint & Steel: 1 tolo

A piece of flint, iron striker and charred cloth used for starting a fire.

Hammock: 5 tolos

A woven net used during sleeping to keep the body off of the ground, away from ground crawling pests and allow breezes to cool the sleeper.

Knife: 1 salo

A single-edged blade of bronze, iron or steel used to cut, carve, separate items or defend one's life.

Rope (per 10 feet): 2 tolos

A heavy, woven cord made from plant fibers or animal hide/gut used for innumerable tasks.

Sack: 1 tolo

A simple pouch made to hold up to 50 pounds of loose material (s) or several items.

Tarp: 5 tolos

A 10-foot by 10-foot square of waxed canvas material, with grommets or cords along the edges, made to make an improvised shelter from sun or rain.

Torches (10): 2 tolos

Pitch-soaked reeds bound together by light cords and meant to provide light and/or fire for an hour's time per torch.

Waterskin: 3 tolos

A small animal skin sealed to allow its user to carry 2 quarts of liquid.

Vehicles

Note: these prices are only for the physical vehicle itself. A trained crew for the vehicle is another thing that must be acquired.

Trained Dactyl: 5 helos

This is a trained flyer capable of carrying two grown men.

More information can be found in the Creatures of Zardoon section of the book. (page 121)

Broken Loper: 5 salos

This is the common riding animal of Zardoon and is seen everywhere. It is the equivalent of a horse or ox upon earth.

More information can be found in the Creatures of Zardoon section of the book. (page 124)

Broken Shivet: 2 Salos

This animal is used for light or scouting troops and is normally ridden without tack or other equipment.

More information can be found in the Creatures of Zardoon section of the book. (page 126)

Trained Zoota: 1 helo

This is the heavy draft animal capable of lifting and pulling tons. They are used for jobs like the largest of elephants upon earth.

More information can be found in the Creatures of Zardoon section of the book. (page 128)

Cart: 8 salos

A two-wheeled vehicle that has a carrying capacity of 500 pounds and two humans. A single animal normally pulls the cart. The price includes the tack necessary to hitch the animal to the cart and control it. The price doesn't include the animal.

Wagon: 2 helos

A four-wheeled vehicle made to carry loads of up to 5,000 pounds and two adult humans. A team of two animals (2,000 pound capacity) or 4 animals (5,000 pound capacity) is used. The price includes the tack necessary to hitch the animals to the cart and control them. The price doesn't include the animals.

Chariot: 3 salos

This two-wheeled vehicle is used to carry two humans for the purpose of racing, transport or warfare. Two animals are used to pull this vehicle. The price includes the tack necessary to hitch the animals to the cart and control them.

Galley, Small: 300 helos

This is a galley pulled by 30 men and carries a fighting force of 20 men along with 10 officers to round out the crew.

Galley, Medium: 750 helos

A galley pulled by 60 men with a fighting force of 40 men and 15 officers. It is equipped with a wooden ram just below the waterline.

Galley, Large: 1500 helos

This galley is a terror to any ship it meets. Pulled by 120 men in a double bank of oars with a fighting compliment of 60 men and 20 officers for both crew and soldiers. It has both ram beak and cutter to sink any vessel it fights or that cannot escape the galley

Seaship; Small: 100 helos

This cargo ship is capable of transporting 10 people (including crew) and 5,000 pounds of cargo. It is best in rivers, lakes or near shore areas.

Seaship; Medium: 250 helos

This is the smallest of ocean-going cargo vessels. It is capable of carrying 25 people (including crew) and 10,000 pounds of cargo.

Seaship; Large: 500 helos

This is the largest cargo ship capable of sailing the open seas and transporting 50 people plus crew, and able to carry 40,000 pounds of cargo.

Seaship; Racer: 50 helos

A sleek ship manned by a crew of 10 and powered by sail alone. It is normally a noble's plaything.

Weapons

Atlatl: 1 salo

A spear thrower used by some of the more primitive tribes to hunt larger game at a distance. It consists of a thrower and 6 light spears.

Replacement spears (10) are 4 talos.

Axe: 1 salo

A single or double-headed piece of metal on a wooden shaft used to chop wood or shatter and cut men.

A throwing axe costs 3 salos.

Bow and Arrows: 5 salos

A composite short bow and 10 arrows contained in a quiver.

Replacement arrows cost 8 tollos per 10 arrows.

Club: 2 tollos

A heavy, carved piece of seasoned hardwood used to shatter bones or skulls of its targets.

Dirk: 2 salos

A strengthened single or double-edged blade anywhere from 6 inches to 2 feet long and used as both a tool and a weapon.

Net: 7 tollos

A woven, 10-foot diameter, knotted cords forming a mesh with a heavy rope at the outer circumference used to pull the net into a closed bag.

Spear: 5 tollos

A 4 to 7 foot pole with a long knife attached by a socket to the end of the shaft and used to hunt animals or, more rarely, humans.

Sword: 5 salos

A long, single or double-edged knife used to kill men.

Vehicular Weapons

Ballista: 50 helos

A giant crossbow mounted upon a ship firing an iron-headed shaft up to a hundred yards. A crew of 4 mans it: an officer, a gunner and two men to crank the bowstring back between shots.

Range: 100 yards

Catapult: 75 helos

This is a trebuchet that fires rocks or burning pitch at other ships or fortifications. Due to the size there can only be one mounted upon a ship.

Range: 250 yards.

Services		Name	d4	d6	d8	d10	d12	
Often the characters will need the services of a Non Player Character for an area of expertise at a level the characters don't have. For this service the characters will have to search for a suitable NPC. The odds of doing this are given below.		Actor	2	4	8	16	32	
		Archer	3	6	9	18	36	
		Artificer	10	20	40	80	160	
		Atlatl man	2	4	8	16	32	
		Axe man	2	4	8	16	32	
Locating Experts and Services:								
Level of Expertise	1d100 roll	Burglar	2	4	8	16	32	
		Carpenter	2	4	8	16	32	
		Cook	2	4	8	16	32	
d4	10-50	Dancer	2	4	8	16	32	
d6	51-80	Diplomat	4	8	16	32	64	
d8	81-95							
d10	96-99	Doctor	5	10	20	40	80	
d12	00	Fisherman	1	2	4	8	16	
		Forager	1	2	4	8	16	
Modifiers	<ul style="list-style-type: none">+0 Village+5 Town+10 City+20 Metropolis	Gambler	1	2	4	8	16	
		Gunner	4	8	16	32	64	
		Haggler	2	4	8	16	32	
		Hunter	1	2	4	8	16	
		Hypnotist	2	4	8	16	32	
		Interrogator	3	6	12	24	48	
Number of days to find the desired skill level is equal to a roll of the die of the desired level of experience.		Leader	2	4	8	16	32	
<i>Searching for a d12 expert will take 1d12 days to find or figure out there is no one with that level of skill available in the area the characters are in.</i>		Lip Reader	1	2	4	8	16	
		Lover	1	2	4	8	16	
		Magician	2	4	8	16	32	
		Mapmaker	3	6	12	24	48	
		Marksman	10	20	40	80	120	
Service Costs Table								
The table below is to represent the cost associated with a normal cost of hiring a person with a certain level of expertise for the length of a month or for a specified service. Use these as guidelines and for figuring out what the characters would earn on their non-adventuring times.		Mechanic	3	6	12	24	48	
		Navigator	3	6	12	24	48	
		Orator	1	2	4	8	16	
		Pilot	2	4	8	16	32	
		Pistolero	3	6	12	24	48	
Below are the various skills and what it costs to hire a person in that level of competence. For many jobs there are multiple skills that need to be used at varying levels of competence. A cavalry commander would need a list as follows: Rider, Spearman, Leader and Tactician. The total of the skill costs and level costs would be the salary the characters would have to pay for his services.		Prospector	1	2	4	8	16	
		Researcher	2	4	8	16	32	
		Rider	2	4	8	16	32	
		Roper	1	2	4	8	16	
		Sailor	1	2	4	8	16	
		Scout	3	6	12	24	48	
		Sculptor	2	4	8	16	32	
		Shipbuilder	3	6	12	24	48	
		Singer	3	6	12	24	48	
		Skulker	2	4	8	16	32	
<i>Prices are in tolos.</i>								
		Spearman	2	4	8	16	32	
		Swordsman	3	6	12	24	48	
		Teamster	2	4	8	16	32	
		Theologian	1	2	4	8	16	
		Torturer	4	8	16	32	64	
		Tracker	2	4	8	16	32	
		Veterinarian	5	10	20	40	80	
		Writer	1	2	4	8	16	

Character Actions

During the course of the adventure, the characters will have to perform many actions to accomplish their goals. Through the use of their skills, they will succeed or fail and retry the task they elect to do.

Automatic Actions: will normally succeed and no dice rolls are needed. Examples include everyday actions that aren't opposed or made difficult by the circumstances.

Example: Karu casually tosses some of the fruit he has found to Vigos. Since there is no stress and the toss is deliberate and not swift, Vigos catches it without Player A having to roll for success or failure.

Opposed Actions: These actions are opposed by a living being or by the difficulty of the task. The player will roll their dice level versus the difficulty die of the task or skill die of the opponent. If the number rolled is lower than the opposing die, the task has failed. If equal to the task the result is either failure or stalemate. If the number rolled is higher the character has succeeded in the task.

Example: Vigos is trying to climb a cliff to escape a hungry Sabertooth Lion. Vigos' skill as a Climber is a d6 while climbing a rock cliff is d8. The Player of Vigos rolls a single d6 while the warlord rolls a single d8. If Vigos rolls higher, he has succeeded in climbing the cliff high enough to escape the Sabertooth Lion. If the Warlord rolls higher, Vigos will have to face the Sabertooth Lion.

A draw will result in an impasse which is impossible in this situation—roll the dice again.

Multiple Actions: A character can accomplish one action with the opposition or difficulty of the task at hand. If the character tries to do two actions the dice to accomplish the action will drop by one die level

Example: Two swordsmen oppose Vigos. His normal level of swordsmanship is d12 but because he is facing two foes and cannot focus on one, his effective skill in the sword is d10 for each opponent. Vigos will be able to roll against each opponent but at a d10 level of skill.

Hero Points: The Player using one point to increase one Skill Die level for one action. Hero points may be stacked to allow the character additional levels of ability to tackle a problem or challenge with.

Example: Vigos is trying to worm his way into a citadel of the Shadow Masters. He is an Adequate Skulker (d6) and knows the information he needs to rescue his companions is vital. Using two Hero Points he brings his Skulker ability up to a temporary d10.

Renown: This is the total Hero Points the character has accumulated. This will determine how NPC's will react to the character when he tries to influence them. The chart below shows the points to allow the character to have influence with the people he needs to move to action.

Points	Renown	Influence
10	Local Tavern	Owner of Tavern
20	Section of City	Local Guards
40	Home City	Nobility
80	Home Land	Local King
160	Continent	Foreign Kings
320	Across the World	Any Ruler
1000	Legend	Multi-Moon

Bluffing: is intimidating humans or animals to stop them from an attacking or another unwanted action. A successful roll will cause the opponent to retreat or stop. A draw will cause them to stand their ground. Failure causes an immediate attack.

Actor or Orator Skill against a NPC's highest Combat die.

Wilderness Skills, Teamster or Veterinarian can be used against animals. The animal's aggression die will be used for the challenge die.

Destroying an Object: depends on what the object is made from and its size. Take the base points below and multiply them times the objects size. If the wrong tool is used destroy the object multiply the points needed by 10 (i.e. attacking a rope with a club.)

Points	Description
1	Cloth, Flesh
3	Bone, Shell, Wood
5	Stone
10	Metal
25	Archon Material

Evasion & Pursuit: is determined by the Tracker skill of the pursuer if the quarry is out of sight. To hide tracks is the Scout or Tracker skill die of the quarry rolled against the Tracker skill die of the pursuer.

Fatigue: is the gradual draining of the bodies' resources. If a character is unable to sleep for at least 4 hours during day's period he will be at one die level lower for the next day. This will accumulate until all die levels are gone. If a character loses all die levels, permanently reduce their die levels—in all skills—by one, due to brain damage.

−2 die levels equals DEATH

Helping Hands: During to performance of challenges it is possible for another to help with the task. This requires an equal or lesser skill on the challenge being attempted. The result will be the lowering of the challenge die by one level.

Elati, a temple priestess (Excellent Doctor d10) is trying to stabilize an unconscious and badly wounded Vigos. A lesser priestess, Yrale (Adequate Doctor, d6) is assisting her. This reduces the challenge die by one level.

Messages: Pathfinders, Scouts and others who explore and find the dangers for others who follow, leave messages and warnings to others. There are universal marks for laying out a trail and saying where there is water and a safe camp. They also will say where danger lies.

Each Cult or Order and the Temple has their own secret or coded marks and messages to give their members additional or hidden information.

Night Vision: takes a full half hour to gain after the character has been in full darkness. If the character is looking at bright light, night vision is lost in a minute's time and another half hour must be spent regaining it.

Remember there is no color in night vision and reading script is impossible.

Poisons

The characters will run across poisons during their adventures. Handling poisoning is always a problem and detecting poison before it has a chance to fully affect the character is always the best route.

Detecting Poisons: uses either Doctor, Stealth or Wilderness Skills (warlord's decision) and a challenge die to gauge success.

Die Type	Poison Description
d4	Injected by Fangs, Pungent Gas
d6	Ingested and/or Quick Acting
d8	Odorless Gas, Saliva in Bite
d10	Delayed (1-20 hours)
d12	Slow (2-20 days to affect victim)
d20	Long Term Cumulative

Once the character or his companions have realized he or they have been poisoned (wound points are being taken), they have a chance to try to slow, neutralize or extract the poison.

Use the same challenge die as above with the following modifiers.

Modifier	Description of Poison
-1 die type	Contact
No modifier	Ingested, Injected
+1 die type	Inhaled, Slow or Cumulative

If the resulting roll is a draw the poison has been slowed or extracted—stop applying wound points. Character success means the poison has been neutralized and its effects halted or reversed—only apply the first die worth of damage to the character. Natural healing will eliminate the rest of the effects.

Making and Applying Poison: There are times where the characters may make or apply poison, often for hunting and fishing. On occasion poison is used for more nefarious activities.

The following Skills can be used to make poison:

Doctor
Fisherman
Hunter
Veterinarian

The skill of the character is rolled against the die type of the poison being produced. Failure or a draw simply produces an impotent product. Success produces an effective poison with the number of rounds of wounds equal to the number the challenge die was beaten by.

Examples: Rologo uses his Fisherman Skill (d8) to try to poison the Headman of his village. He wishes to use a delayed poison (d10.) Rolling against the challenge, Rologo misses by 3 points, ending up with an inert product. At the feast the headman ends up sick and Rologo ends up as fish bait.

Poison Deadliness versus Size: When there is a size difference between the animal with poison and the victim it has struck, this difference will determine the poison's effect or lack of any effect. Take the attacker's Base Size and subtract the victim's Base Size. The result either positive or negative will show the number of die steps to move the poison die.

On a roll of one on a d20, the poison is autocatalytic and no Base Size adjustment is used.

Example: A pseudo insect (size 1) bites Ataloga with a d10 poison. Ataloga is a Vigoka woman (size 3) and thus the size difference is Size 1 – Size 3= -2. The warlord shifts the challenge die by two dice and the result is a poison with a d6 effectiveness.

Predicting Weather: is a Wilderness Skill to be used at the highest skill die in that skill area. The challenge die will depend on the type of terrain and the amount of time the character wishes to predict for.

The predictions are good for 10 hour in the future. For every 10 hours beyond that increase the challenge die by one type to a maximum of d100. Aerial and Cavern are automatic success.

Die type	Terrain Description
d4	Artic, Desert, Jungle,
d6	Plains, Semi-Arid, Tundra
d8	Sea, Woodlands
d10	Forest, Swamp
d12	Volcanic
d20	Mountains, Near Shore

Resisting Mental Attacks: are from the character's highest Mental Power die or their highest Scholar skill die. (Use of Mental Abilities is optional for the warlord.)

Searching: involves trying to find something whether it is a lost city, a building, an object, artifact or trap. The challenge die of finding it is decided by how well it is hidden.

Die Type	Description
d4	Open or in Plain Sight
d6	Partially Overgrown or Concealed
d8	Camouflaged
d10	Fully Overgrown or Concealed
d12	Buried or Hidden

The warlord will decide the skill needed to discern the object from its hiding place.

Example: if the object were hidden in a room, Burglar skill would be used. In the forests, Hunter or Scout would be used.

Starting a Fire: To ignite an object is a 1 on a d4. The initial fire will do d4 damage to the object on fire. If the high number is rolled on a die, go to next higher die type on the next round. If a 1 is rolled drop to next lower die level.

Making and Setting Traps: The character will have to have some of the outdoor skills or the craftsmen skills to allow the building and setting of traps.

Traps can be divided up into four basic types;

Deadfalls are meant to kill by crushing their victims.

Impaling drives a sharpened object into a victim.

Pits are concealed holes for the victim to fall into and either holds them or kills them by the distance of the fall and/or what waits at the bottom of the pit.

Snares are meant to capture and hold a victim until the setter of the trap comes by to check it. The snare can be anything from a net to a noose.

Working without Tools: Challenge die are increased by one level. Challenge levels of d10 and above are impossible without tools.

Weight Carried: The character's can carry a certain amount of weight before they fatigue quickly and are unable to travel a normal day's distance.

Normal Loads are equal to 10 Pounds times the Character's Base Size and can be carried all day.

Double Loads are equal to 20 Pounds times the Character's Base Size and can be carried half a day.

Triple Loads are equal to 30 Pounds times the Character's Base Size and can be carried for an hour.

Quadruple Loads are equal to 40 Pounds times the Character's Base Size and can be carried for ten minutes.

Combat

Only in parts of man's cities is there any respite from the unceasing war of natural selection occurring on the Moon of Zardoon. Outside of these safe areas, experience, cunning and weapons are the only things useful in avoiding the final mystery.

Combat Step by Step

1. Determine Range of Encounter
2. Determine if Surprise is possible
3. Use ranged weapons
 - a. Area Saturation Fire
 - b. Individual Targets
4. Close distance to use hand to hand weapons.
5. Fight until all die levels are lost
6. Attempt retreat
7. Death or defeat of opponents
8. Pursuit of opponents or retreat
9. Treat Wounds
10. Burn or bury Dead

Base Size: This is a measurement of body size and toughness i.e. resistance to being killed or wounded. It is used to determine wound points and when a combatant has taken enough wounds to lose a die level in their skills. It also indicates when a combatant is stunned, unconscious or dead.

Base Size	Wound Points	Stun	Death
1	5	3	-2
2	10	5	-4
3	15	8	-6
4	20	10	-8
5	25	13	-10
6	30	15	-12
7	35	18	-14
8	40	20	-16
9	45	23	-18
10	50	25	-20
11	55	28	-22
12	60	30	-24

Wounds equal to Base Size reduce Skills by one dice level. This is cumulative!

Surprise: When a character strikes from a position of concealment or isn't seen by his target there is a chance for surprise and unopposed weapon damage.

Use the attacker's Ambusher skill versus the target's highest Combat skill to see if the target is surprised.

Hand-to-Hand Combat: This is standard combat with two or more opponents in a dice-rolling contest with the character to see which combatant will be wounded or dead.

Vigos is facing Chanara with both having a sword. Vigos is a Competent Swordsman (d8) while Chanara is an Excellent Swordsman (d10). Both roll for the fight they are in. Vigos rolls a 6 while Chanara rolls an 8. (8-6=2) Vigos takes 2 points of wounds.

The next round Vigos rolls a 7 while Chanara rolls a 2 resulting in 5 points of wounds to Chanara and the loss of a die level. Chanara is now fighting at a d8 level.

Ranged Combat: These are the initial ranges the characters and opponents will see each other at. It is up to the players if their characters will close, run or stand and wait for the opponent's reaction.

Initial Range	Area Description
1d4 yards	Building Interiors, Jungle
4+1d10 yards	City Streets, Caverns
3d12 yards	Forests, Hills and Swamps
10+4d100 yards	Mountains, Plains, Rivers
1d4 miles	Desert, Glaciers/Ice Fields Near Shore, Sea, Semi Arid, Steppes
1d20 miles	Aerial

Vigos is trying to take out a guard in front of a rear door to the citadel of the Shadow Masters. He is an Adequate Archer (d6) and the ranges for a city street is 4+ 1d10 yards presenting a d4 challenge die to Vigos shot. He determines he has surprise and notches his arrow.

Animal Combat: Attacks will usually come from one of four things:

1. Threatening and/or cornering an animal.
2. Threatening its young.
3. Challenging its territory.
4. Being seen as prey.

If the players do any or all of these things, the animal will attack until it knows it cannot win without being dead or seriously wounded.

Remember that animals aren't tacticians and will react differently than humans or alien intelligences would. The first threat dealt with will be the one closest to the animal. Prey will be the most badly wounded, crippled or weakest of the characters.

Area Saturation Fire: is done by firing missile or ballistic weapons into a 10' x 10' area instead of aiming at a target. Damage die are figured out per five attackers firing into the area and will result in a single die type to each person in that area.

i.e. 5 archers = d4 wounds, 15 archers = d8 wounds

Blinding an Opponent: can be done three different ways: loss of light, sudden bright light into darkness or an irritant thrown into the opponent's eyes. For the latter the Pitcher skill will be rolled against the target's highest Combat skill.

Breaking Morale: An opponent will break off and run from the fight when their wounds cause loss of all their dice levels in the Combat Skills.

If the opponent cannot escape they will defend at a d4 level until they are killed or they roll a 1. On a 1 they are killed.

Changing Weapons during Combat: Sometimes the character must change weapons during a combat due to changes in range or breakage of his main weapon. When this happens the character loses a round and may use his acrobat skill to dodge his opponent's weapon or use his weapon skill at -1 die level to dodge.

Coup-de-Grace: When an opponent is stunned or unconscious, the character may do a deathblow. A hand-to-hand weapon must deliver the blow—ranged weapons simply inflict normal damage. It is normally a throat slitting, heart stabbing or decapitation that instantly kills the opponent.

Crippling: if a character is brought below zero wound points when he recovers there is a chance he will be permanently crippled.

Roll highest Physical skill against a challenge die (d8). If the result is a draw the character has been maimed and loses a level of Personal Beauty. A loss means losing a die level in all Physical and Combat skills.

Darkness: has the effect of reducing the ranges that missile weapons or thrown can be used. The effect will be to reduce the die level of the character using the weapon.

Kerogo: Is the same darkness as a heavily overcast day.

Twilight: This will cause the loss of a single die level.

Kerogo Night: Will cause the loss of a single die level.

True Night: This will cause the loss of two die levels.

Death: This results from the wounds total being 2 times Base Size below zero.

Disarming an Opponent: Sometimes the character will want to disarm an opponent instead of killing or incapacitating him. During the fight the character will not inflict damage, instead he will merely defend himself and watch for an opening. If the opponent rolls a 1, they are disarmed.

Dodging Missiles and Thrown Weapons: If the target is aware of the attack they may try dodging it using the Acrobat skill.

Dying: When a character is wounded to below Zero wound points they are dying and need to be stabilized to stop the slide towards death. The doctor skill may be used to combat this at a d6 challenge. If the roll fails the character will lose a point per hour until he dies.

Self-stabilization is possible if all else fails. Roll the character's highest Physical die (unwounded) against a d20. If the character beats the d20 his body has stabilized itself, if he draws or loses, he is dead.

Flanking Attacks: Not all attacks will be from the target's front. When the attacker comes from an unexpected direction or without the target's awareness the attacker may gain the advantage. Die level modifiers are used to show this.

Side Attack	Minus one die level of Target
Rear Attack	No opposing die from Target
Height	See below

Healing: The characters can regain lost points by the following methods.

Points/Day	Conditions
3	Rest and Medical Care
2	Rest Without Medical Care
1	Wilderness Conditions
0	Physical Stress or Forced Marching

Height: is used when one side has the advantage of hill or mountainsides, trees or city walls. The difference in elevation will cause the challenge die for missile weapons to drop by one level i.e. d6 to d4.

Intimidating an Opponent: can be done by Acting or Oration Skill against the target's highest Combat Skill.

See page 84, for the Day & Night Cycles of Kerogo

Last Stands: There are times where a player character (s) will be cornered with no chance of escape or hope to live. This allows a last stand to be performed. All hero point will be used to keep the character at peak performance of skill usage. Stunning and Unconsciousness will not apply—only death will stop them! It is a heroic act and will add 25 points to their final Renown points.

Mounted Attack: Attacks can be made from a warrior riding an animal. On Zardoon the saddle and stirrup have been discovered and used in combat for centuries.

Lance: Add Size of Rider + Size of Animal to damage total

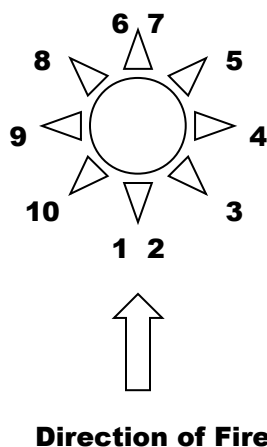
Clearing a Dead Mount—Acrobat or Rider skill with a challenge die at d8.

Pistols/Rifles: Acrobat skill doesn't apply, as it is impossible to dodge a bullet. Partial cover will increase the challenge die by one level. All other modifiers apply.

Retreat: when a side is losing and its leader doesn't want to lose all his troops he will try to call a retreat. It is a challenge die (d8) against his Leader skill. Failure or a draw results in a disorganized rout and the lack of any ability to regroup afterwards.

Rout: (see retreat above.) This is mass panic caused by overwhelming odds or the killing/incapacitating the NPC with Leader skill. The men in a rout will not stop retreating until they figure they are safe, are stopped by a deadlier force or drop from exhaustion.

Scatter Diagram: Use this diagram if the character misses their target with a weapon that will cause damage even if it misses their target. Examples include flaming liquids or explosives. Roll a d10.



Size Differences: When a difference of 2 or greater exists in the size of the combatants. There is an adjustment to the challenge die used

Smaller: The range challenge die is increased by one level.

Larger: The range challenge die is decreased by one die level.

Note: this doesn't apply to Armor Adjustments or to inherent toughness as in the Saleka. It simply refers to how big a target the combatant is.

Slippery Surfaces: Sometimes a surface will be covered with grease, ice, oil or water. It raises the challenge die two levels higher to do anything that requires footwork of a set position.

Spotting Opponents: either Scout or Hunter skill is used to spot opponents. If both sides are trying to discover each other and a draw is rolled, both sides have missed each other.

Stun: A blow of over half of the combatant's wound points will stun the character for a number of rounds equal to damage total. Stunned characters are aware of their surroundings but unable to react.

Taunting Opponents: can be done with Oration skill against the opponent's highest Combat skill. If successful the opponent will lose a die level of skill due to intimidation—or rage!

Thrown Weapons: These are weapons that are used for hand-to-hand combat but are also able to be thrown at opponents.

Weapon Skill + Pitcher to be able to throw weapons
Pitcher determines the die to roll for a Thrown Weapon

Example: Feroke has escaped from a prison cell and is trying to escape his captors. He has taken a spear from a jailer he overcame. In his escape he runs into a guard patrol. He is a Competent Spearman (d6) and is an Excellent Pitcher (d10) and decides to throw the spear at the lead guard. He throws the spear at the level of pitcher (d10) to strike his target.

Trample: When a character is run over by a beast his own size, he will take a d4 of damage per pair of legs the animal has. For every increased size difference the die level will be raised by one up to a maximum of a d20 per pair of legs.

Example: Rololu is escaping from Vigos and has mounted an animal. Rololu succeeds in getting the animal to trample Vigos. The eight-legged animal of a size 6 tramples Vigos. Vigos (size 3) must roll four times for each pair of legs using his Acrobat or best Physical Skill. The challenge die will be three die levels higher or a d10.

Two Weapons: assumes the character has practiced with two weapons before. It doesn't enhance the chance to cause damage but the normal penalty for changing weapons if one is lost or broken doesn't apply.

Unconscious: When the character's points reach zero, the character is unconscious. Unconscious Characters are unaware of their surroundings and unable to react.
Unconsciousness lasts for 1d20 hours.

Unfamiliar Weapons: At times a character will have to use an unfamiliar form of weapon (example: Scimitar instead of Long Sword.) The character will have to use the weapon at two lower die levels. If the weapon is totally unfamiliar (Bow and Arrow versus Atlatl), the character will have to use the weapon in question for four actions before they will be able to use the weapon at a d4 level.

In combat this means four zero damage blows before the character can use the d4. In non-combat it means four practice sessions at least a half day apart.

Unstable Platform: When the character tries to perform combat actions from an unstable platform (moving cart, storm-wracked ship, buffeted sky ship, ect.), they use their weapon at one die level lower than their expertise.

Weapon Lengths: The length of a weapon will determine if an effective attack can be made. This has no effect upon missile or thrown weapons. In massed formations these lengths are crucial to defense. The person with the shorter weapon must first defeat the weapon length (roll higher but no damage applies.) If, in the next round, the character with shorter weapon defeats the character with the longer weapon; damage is applied. If the character with the longer weapon defeats the person with the shorter weapon, he has pushed the shorter weapon back out of range. No damage will be applied that round.

If the combat is without discernable lines do not apply these rules for weapon lengths. The relative lengths are negated.

Length	Description
3	Spear or Polearm Weapons
2	Sword or Axe
1	Knife or Hatchet

Wounded Movement: is used when the character has lost over half their wound points. The movement rate for walking is halved and running isn't allowed.

Wounding: The table below indicates when the combatant will lose a die level. This happens when there is the loss of hit points equal to the combatant's Base Size.

Skill Die	Full	-1	-2	-3	-4
d12	Master	--	--	--	--
d10	Excellent	Master	--	--	--
d8	Competent	Excellent	Master	--	--
d6	Adequate	Competent	Excellent	Master	--
d4	Pathetic	Adequate	Competent	Excellent	Master

Vehicle Types

Not all travel during adventures is by foot or by riding an animal. Many times vehicles are involved. Everything from primitive boats or rafts to the floating marvels of Archon Skyships are able to be used by the characters.

All vehicles have speed and maneuverability as integral parts of their performance.

Archon Skyships: are the highest forms of transportation on the Moons of Kerogo. They never wear out and have unlimited ranges in miles. They served as transportation during the Age of Miracles but during the Age of Magicians, many were transformed into serviceable warcraft. Although sheathed in a human or alien shell at their core, they are an Archon Craft.

Arrack Wind Runners: These are the aeroships used by the Civilized Arracks and are used exclusively by them. They are inferior to the Archon Skyships and will avoid a fight with them. However, against anything on the ground or water's surface their altitude gives them a distinct advantage.

Carts: These are two-wheeled vehicles pulled by a single animal. Carts are normally used to haul light loads.

<i>Maneuver:</i>	3	-1 per base size increase
<i>Base Size:</i>	4	
<i>Immobile:</i>	5	+1 per base size increase
<i>Destroyed:</i>	-2	

Chariots: are two wheeled vehicles pulled by a team of animals and used as a mobile platform for archers or spearmen. The typical chariot carries a single teamster with one or more warriors upon it.

<i>Maneuver:</i>	4
<i>Base Size:</i>	1
<i>Immobile:</i>	5
<i>Destroyed:</i>	-2

Galleys: are ships that can be propelled by banks of rowers and are often used in difficult or windless areas. They are much more maneuverable than sailing ships and often used for naval warcraft. They are often equipped with ramming beaks.

Normal Speed = 5 mph ± Water Current

Top/Ramming Speed = 10 mph ± Water Current

Small Galley

<i>Maneuver:</i>	6
<i>Base Size:</i>	5
<i>Immobile:</i>	25
<i>Destroyed:</i>	-10

Medium Galley

<i>Maneuver:</i>	5
<i>Base Size:</i>	10
<i>Immobile:</i>	50
<i>Destroyed:</i>	-20

Large Galley

<i>Maneuver:</i>	4
<i>Base Size:</i>	25
<i>Immobile:</i>	125
<i>Destroyed:</i>	-50

Sailing Ships: rely on wind for power. Although some of the smaller craft may have a set of oars, the oars are useless for larger vessels. They normally carry half the crew needed by a galley.

Speed = 5-15 mph depending on wind; ± Water Current

Small Sailing Ship

<i>Maneuver:</i>	4
<i>Base Size:</i>	2
<i>Immobile:</i>	10
<i>Destroyed:</i>	-4

Medium Sailing Ship

<i>Maneuver:</i>	3
<i>Base Size:</i>	5
<i>Immobile:</i>	25
<i>Destroyed:</i>	-10

Large Sailing Ship

<i>Maneuver:</i>	2
<i>Base Size:</i>	10
<i>Immobile:</i>	50
<i>Destroyed:</i>	-20

Submarines: have never been found or spotted upon Zardoan.

Wagons: are vehicle with four or more wheels and pulled by a single animal (rarely) or by a team of animals.

<i>Maneuver:</i>	2
<i>Base Size:</i>	2
<i>Immobile:</i>	10
<i>Destroyed:</i>	-4

Vehicle Actions

Altitude Changes: normally take 10 minutes to ascend or descend per mile. Any faster than this rate will cause the pilot to roll against a challenge die.

Die Type	Time
d4	7 minutes
d6	5 minutes
d8	2 minutes
d10	1 minute
d12	30 Seconds

Capsizing: is when a vehicle is turned upside down. This can be due to loss of control, collision or ramming. If the vehicle's driver or pilot loses control against a challenge die twice in a row, the vehicle has capsized.

Chasing or Fleeing a Vehicle: is a contest between the pilots of two or more vehicles. It takes three successful rolls against the opposing pilot or driver to escape them. Otherwise the pursuing vehicle may try to stop the escaping vehicle by forcing it down or to stop or firing upon it.

Collision: is the accidental striking of another vehicle or an object to the detriment of the vehicle. The points are per 10 miles per hour rounded up.

Example: Sailing ship A (12 miles per hour) strikes Galley B (19 mph) head on. The damage to both ships is figured by rounding up the miles per hour to the nearest ten (both being 20.) Both contribute to the impact for 2 points apiece, the total being 4. Both vehicles take 4 points of damage.

Direction	Speed Total for Damage
Head-On	A+B
Side	A only
Rear	A – B

Cruising Speed: is half the normal speed and no rolls against challenge dice are needed unless something unusual happens.

Drifting: is when a ship's damage points are at Zero. The ship cannot maneuver until it is repaired to at least ½ of its damage points.

Falling out: of a vehicle during unusual maneuvers, a collision or during bad weather forces the character to make a roll against his highest combat or physical die.

Forcing Actions: on an opponent are possible by succeeding on a pilot skill roll against the opponent's Combat die.

Jumping from Vehicle to Vehicle: Uses the Jumper skill of the character. The challenge die is determined by the difference in speed between the vehicles. For every 10 mph difference in speed the die type will increase by one die type. For vehicles going the same speed, the challenge die is a d4.

Jumping off a Vehicle: uses the Jumper skill against the type of surface the character is trying to land on. The type of surface the character lands on decides the challenge die.

Die Type	Description of Struck Item
d4	Water, Snow
d6	Open Ground, Forest Canopy
d8	Wood Building
d10	Stone Building, Tree
d12	Monolithic Rock, Metal Building

Loss of Control: refers to a loss of controlled speed, direction, altitude or all three. The warlord will determine what has happened to the vehicle.

Maneuverability: refers to how fast a vehicle can safely make a turn, slow down or speed up and gain or lose altitude. It translates into how many facings it can change during a single turn. Any more and the vehicle is considered out of control and the pilot or driver must roll against a challenge die to avoid a crash or collision.

Overtuning: see Capsizing, this page.

Panicked Animals: can happen during combat or unusual occurrences: carnivore attack, fire, lightening, loud noises, ect. To regain control of the animal roll against Rider or Teamster skill. See Capsizing if the animal isn't under control in two tries.

Description	Challenge Die
Riding Animal	d6
Animal Team	d8

Power Dive: allows the vehicle to reach double its top speed. The danger lies in losing control. The pilot must roll against the speed challenge die (page 140) of the skyship he is piloting.

Note: Archon Skyships only

Repairs: can be done on a vehicle at the challenge level due to the damage. The appropriate skill must be used: Carpenter for Ships, Artificer for Skyships, etcetera.

Challenge Die	Die Level Damage
d4	-1dl
d6	-2dl
d8	-3dl
d10	-4dl
d12	-5dl

Reverse: is at 1/20th of top speed.

Rough: refers to when the vehicle has conditions where it is jolted and some control is lost. It can be caused by anything from high winds, unusual currents or rough roads. It is a d6 challenge die against Driver or Pilot.

Sinking: applies to boats only and when they are below zero damage points but not yet at twice damage points. The number of points left are equal to the hours left before the damage must be repaired or the boat will be awash or sunk.

Speed Damage: is figured out from the speed of the collision or the crash. The total speed is divided by 10 and the multiplied by the die type below.

Die Type	Description of Struck Item
d4	Water, Unobstructed Roll
d6	Open Ground, Forest Canopy
d8	Wood Building
d10	Stone Building, Tree
d12	Monolithic Rock, Metal Building

Top Speed: is every mile per hour the vehicle can produce during a time where swiftness is needed. It is not a safe or easy ride but one where the pilot or driver will have to roll against challenge die to maintain control.

Turn Radius: is decided by the number in the maneuver statistic listed for the vehicle. The number shown is the number of facing a vehicle may turn in one action.

Vehicular Armor: is reflected in the damage points of the vehicle. Every armor point of the vehicle will cause the speed to drop by 1.

Vertical Ascent: is restricted to Archon Skyships only and a dangerous maneuver for them. At vertical the weak forcefields do not hold passengers, cargo or loose items to the deck.

Note: d8 challenge versus Combat or Physical skill to avoid falling off.

Vehicle Combat

War or combat is a normal state upon the Moons of Kerogo. The characters will find themselves in combat and not always with hand weapons. Often the characters will have vehicles with weapons mounted.

Scale: for Vehicle combat is done in hexes.

Fast Target: refers to a target that is moving at least twice as fast as the firing vehicle. It increases the challenge die to the Gunner by one step.

Maneuver number: for each vehicle is for the number of hexes crosses or facings turned during an action. It is the maximum amount of movement allowed between dice rolls.

Ramming: is a deliberate collision caused by the pilot, sailor or driver of one vehicle against a target vehicle. It is done as a contest between the Pilots, Sailors or Drivers of the separate vehicles.

If a galley is built with a ramming beak its damage will be negligible if it rams into the side of its target.

Direction	Speed Total for Damage
Head-On	A+B
Side	A only
Rear	A – B

Using Weapons: a character with Gunner skill fires weapons and the challenge die is the opponent's Pilot, Sailor or Driver skill die. Actions by two gunners on opposing ships are simultaneous.

Character versus Vehicular Damage: There is a factor of 10 in the damage given or taken by vehicles. Points of damage by characters or living things are 1/10 of a single point of vehicle weapon or vehicle impacts.

Example: Karuka is struck by a ballista from an opposing ship. He rolls a 3 on his Acrobat skill while the opposing gunner rolls a 4 on his Gunner skill resulting in a 1. Multiplying by 10, Karuka takes 10 points worth of wounds and is very lucky to be alive!

Example of Play

At their bi-monthly session the three players and their characters have been following a set of clues to a location in the wilderness. Amy is playing a character called: Alara, an Azure Amazon (a fighting order of women), Bob is playing Borolu, a Warrior Explorer and Chad is playing Calaho, a pilot and artificer.

WARLORD: You enter the room the guards were standing watch over. The room is a rectangular one that is roughly twenty by ten feet. You do not see anyone inside but you see a desk with several parchment papers upon it. The thing attracting your eyes though is a large map on parchment hanging against the wall.

BOB as BOROLU: I have mapmaker as a skill. I'm going over to read it.

CHAD as CALAHO: Is there writing upon it. My skill as a writer may come in handy.

AMY as ALARA: I'll watch the corridor in case anymore of these guards come by. I also wish to see if these guards were carrying anything in their pouches or loincloths.

WARLORD: That is going to divide Alara's attention. If anything does happen I'm going to increase the challenge die by one die type.

ALARA: I'll risk it for a quick search.

WARLORD: Noted. Now the other two are across the room by now and in front of the map on the wall. What are you trying to do?

CALAHO: I'm looking to see if there is any writing upon it. I'm looking for anything besides just place names in a corner of the map.

WARLORD: There is some writing in the lower corner of the map and some hand writing in other sections of the map. Bob, what is Borolu doing now?

BOROLU: I'm studying the map. Does it look familiar at all?

WARLORD: The map is fairly clear but it isn't a large area map so picking out where it is meant to represent is going to be a d6 challenge.

BOLORU: I'm a competent mapmaker so that means I have a d8 against your challenge of d6.

(after both roll)

BOLORU: Beat you by three points so where is area the map is representing?

WARLORD: It's a peculiar bend in the river that drains the southwest areas of the Qebalu forests. It's located at least 300 miles away from where you are.

CALAHO: A draw, have I deciphered any of the writing on the map yet?

WARLORD: It's written in a very odd hand with some words that don't make much sense. The words you are able to make out are: cache, Archon and city.

ALARA: Did I find anything in their pouches or loincloths?

WARLORD: No, but you are starting to hear the tramp of feet a ways off down the corridor.

BOLORU: Time to get scarce. Let's get that map and get back to the skyship.

(later in the game session)

WARLORD: You've managed to find the river bend that is shown on the map you took from the fortress. To either side of the river is an unbroken canopy of forest. The markings on the map could put it anywhere within several miles of this river bend.

CALAHO: We've been coming in low and slow over the Qebalu Forests to avoid detection. Are we able to see below the forest canopy to see the forest floor below?

WARLORD: No, the forests of Zardoon are very dense and you would have to land to see the forest floor.

ALARA: No landing until absolutely necessary. We'd all be meat popsicles in that jungle down there.

CALAHO: I'm going to take the ship up higher to see if there are any signs of buildings, Archon towers or whatever.

BOROLU: Hold on a minute we don't want to be spotted.

CALAHO: There isn't a lot of daylight left before Kerogo begins.

BOB/BOROLU: That's it; we don't want a lot of daylight left. In fact we need to wait until the twin suns are almost set.

AMY/ALARA: What are you talking about?

BOB/BOLORU: It's something one of my professors told me about. When he was looking for archeological sites in the mid east he would go up in a plane at dusk or dawn when the shadows were the longest. A low wall of only a foot or two height would cast a long shadow that wouldn't exist during the day. It may work for finding this hidden city if the trees of this jungle are of a different height over the ruins of the city we are looking for.

CALAHO: We'll try that. Fifteen minutes before the suns set I'll raise the skyship up to roughly a half-mile and we'll all watch the shadows.

WARLORD: Okay, you can do that but does anyone have pilot and scout to notice hidden objects from the air?

CALAHO: I do but they are different die types. Which one do I use?

WARLORD: Scout, but the aerial experience is necessary to be able to spot something from the air. It will be a challenge die of a d6.

CALAHO: I have a d8 in scout so let's roll.

(after the rolls)

CALAHO: I win the roll by one. Do I see anything?

WARLORD: You spot some shadows that form lines. These lines intersect at right angles and they are covering a square mile or more.

CALAHO: I'm taking the skyship in low and fast, there is where we're going before the suns completely set.

(later in the game session)

ALARA: We snuck past the one guard who was sleeping and now we're into the buried city. Is there any light and if so what are we looking at?

WARLORD: You are looking at a corridor that is sloping downward. A few far-spaced, Archon devices are providing the light. The effect resembles deep twilight.

The corridor appears to be in poor shape with numerous roots from the trees above penetrating the rock and forcing it apart. Stagnate water lies in puddles and slick algae covers most of the floor.

BOROLU: I'll take point with Alara at the rear and Calaho in the middle. Keep alert people that guard was guarding something or someone.

What are we seeing as we go down the corridor?

WARLORD: You notice the steepness of the ramp is increasing as you go further down it. It gets to an angle where normal walking is impossible. Everyone needs to make a roll with their highest Physical die. The challenge die is a d8.

CALAHO: I miss, that means I'm flat on my butt.

WARLORD: Your marching order is with Borolu is in front of you. Even though he makes his Physical roll you slip and then slid down the corridor into him.

BOROLU: Do I get to roll again?

WARLORD: No the corridor is too narrow and the acrobatics to jump over his body would throw you off your feet. In a moment both of you are hurling down the sloping corridor.

Alara, what are you doing?

ALARA: I'm going to sit down on my butt and slide after them.

WARLORD: The three of you end up in a heap at the bottom of the incline. You were sliding for a good half-minute so you can deduce that you are a good ways under ground.

You are disoriented from the slide and dizzy from spinning out in the chamber you are in. The *letis* is neither and it attacks. The strike is at Alara because she is the most exposed in the pile you've ended up in.

Amy, roll Alara's highest combat die against the letises' d8.

ALARA: I roll a d10 for a 3.

WARLORD: The *letis* rolls a 5. It gets an unopposed attack with its d8 and Alara takes 4 points of damage.

ALARA: Ouch! That wound drops me to a d8 in swordsman.

I'm kicking free of this pile and taking on the *letis*.

BOLORU: Ditto on that, I'm kicking free so I can join Alara in her attacks on the *letis*.

WARLORD: Because both of you are attacking it at once, the *letis* will have to split its attention. This will cause its effective die to be a d6. I'll roll one d6 against each of your attacks and we'll see who gets wounded.

ALARA: I roll a 2.

WARLORD: It also rolls a 2 so there is no damage.

BOROLU: I roll 8 on a d8!

WARLORD: It rolls a 1 so the resulting damage is 7 points and the *letis* roars from the pain. Its size is a 6 so now it's fighting you two at d4 effectiveness.

CALAHO: I put an arrow into it.

WARLORD: the range is under 50 yards so the challenge die is d4. Throw against me.

CALAHO: 5 on a d6.

WARLORD: Rolling a d4 due to range and I get a 2. You do 3 points of wounds to the *letis*.

One caution Chad, if you had missed the *letis*, I would have had you roll against hitting Amy or Bob's characters.

CALAH0: I'll circle around for a better position.

WARLORD: Move your miniature to show your new position.

ALARA: I'll attack again—a 7. That should knock it down another die level at least.

WARLORD: It rolls a 2 resulting in it taking 5 points but it is already at d4 and can't go any lower. But if it should only be fighting one opponent now it would only be able to muster a d4 due to its wounds.

CALAH0: The *letis* is wounded pretty bad, let's give it a chance to retreat before we take more useless wound points from it.

ALARA & BOLURU: Agreed!

WARLORD: The *letis* is not retreating. It seems to be trying to stand between you and a darkened corner in the room.

CALAH0: I try to see what it is guarding.

WARLORD: Roll with your highest Wilderness or Scholar die, against a challenge die of d6.

CALAH0: I have a d10 in Scholar and I roll a 5.

WARLORD: I roll a 4 so you notice a cluster of about a hundred spheres in the corner. They're whitish and the size of your fist. You deduce the spheres are eggs.

BOLURU: Great, it's not going to retreat.

ALARA: I'm looking for an exit out of this room besides the one we slid down.

WARLORD: About five yards away from you, is a doorway out of the room.

ALARA: Both of you come over next to me. Don't get in between the eggs and mama *letis* over there. We'll form a line of sword points between the *letis* and us. Then slowly move towards the door.

WARLORD: The *letis* doesn't try to attack and you get into the next room without incident. What's your next move?

CALAH0: Close the door if it has one.

WARLORD: The rotted remains of a door are there but it is merely a few mold covered sticks in bronze hinges. It can't be closed. But the *letis* isn't trying to follow you.

Again, what are you doing?

ALARA: Do we hear anything: voices, marching or running feet, weapon noise; anything?

WARLORD: Just dripping water and the *letis* making some whimpering sounds from the pain of its wounds. One thing you do notice is the way the *letises*' whimpering is echoing off the stone walls.

BOLURU: Step easy everyone and use hand signals, there were guards above and we don't need to meet them down here.

WARLORD: With hand signals you are restricted to using one noun, one verb sentences to communicate. Anything more and I'll rule you broke silence.

BOLURU: We'll be exploring the rooms and marking with chalk to find our way around or back if we have to. The markings will be two feet above eye level so casual passersby do not easily see the markings.

Now we'll start exploring this underground labyrinth and see what secrets it holds.

(later in the game session)

WARLORD: You're hearing voices ahead.

BOLURU: I raise my hand to halt everyone and try to make out the words.

WARLORD: The voices are fairly low and hard to make out.

BOLURU: We'll creep forward and try to spot the speakers before they spot us.

CALAH0: I'm readying an arrow for a fast shot if needed.

ALARA: My sword's out and I'm ready to dance.

WARLORD: Twenty yards ahead your small corridor ends at a large one. Are you going into it?

BOLURU: We'll stop and try to listen for the direction of those voices again.

WARLORD: You're guessing the right.

BOLURU: My throwing hatchets are out and ready.

WARLORD: Here's the situation you see on the mat. Now position your minis and tell me what your characters are doing.

BOLURU: I burst into the corridor with hatchets ready.

ALARA: Right behind him with sword drawn.

CALAHO: Arrow nocked and ready to fly.

WARLORD: As you round the corner you see a pair of figures. One is armed as a guard but the other one looks like an artificer with several artifacts on him.

BOLURU: Everyone concentrate fire upon the guard.

WARLORD: Amy, Chad, are you following Bob's lead.

ALARA & CALAHO: Yes.

WARLORD: Very well, from having two distance weapons launched at him the guard drops one die level bringing him down to a d6. Both of you roll your attack die. Bob, be sure to use your Pitcher skill for the die type not your Axeman skill.

BOLURU: I roll a 9.

CALAHO: I roll a 6.

WARLORD: He rolls a one and a three respectively giving him eleven points of damage. That's over half his wound points and stuns him.

The artificer is trying to pull something out of his waistband. Now what are you doing?

BOLURU: I'm charging and hurling my second axe while drawing my heavy axe from its sheath.

WARLORD: Too many actions. Since you're in combat, I'm allowing you to run and throw the axe you have in hand. Go ahead and roll.

BOLURU: I roll a 3.

WARLORD: He rolls a 6 and he does have a pistol. Take 3 points of wounds.

What is Calaho doing?

CALAHO: I'm standing and taking aim at his pistol hand.

WARLORD: To try to hit a smaller target like a hand, I'm dropping your die level by one.

CALAHO: A five.

WARLORD: He rolls a two and takes three points of damage. This drops his skill die down by one level but he is far from dead.

ALARA: I'm going to charge with sword in hand. I'm keeping to one side of the corridor to allow the others to have clear shots with their distance weapons.

WARLORD: He sees both of you charging and decides Alara is the biggest threat. He focuses on you. Amy, roll your highest Physical die to attempt to avoid the shot.

ALARA: A d8 and I roll...a 2!

WARLORD: He rolls a d6 and ends up with a 6—take 4 points of wounds and you are down a die level.

ALARA: I keep charging.

WARLORD: He gets another shot before you can hit him. He rolls a 5.

ALARA: A one! I'm down. Hurry up guys before he kills me.

BOLURU: Am I there yet?

WARLORD: You arrive this round.

BOLURU: I'm burning two hero points to take him down. This will raise me from a d8 to a d12 for this combat.

WARLORD: Noted, but both of you will be able to fight this round.

BOLURU: I swing my heavy axe with everything I've got and get a 12!

WARLORD: He shoots his pistol at point blank range and gets a three. He takes 9 points of damage and that stuns him. The artificer slumps to the floor and his hand loses the pistol he was shooting at you a second ago.

Your next actions?

CALAHO: I'm going to Alara and trying to tend her wounds.

BOLURU: I'm using my heavy axe to remove both of their heads. I'll tuck the pistol in my waistband.

As soon as Alara's conscious, let's see what is behind that door.

...and the adventure continues.

BOOK 3:
WARLORD'S GUIDE
A THOUSAND PATHS TO ADVENTURE

Warlords and Story Telling

In setting up the game to play one person will take the roll of the Warlord. This person will make up the adventure for the other players to go through. The adventure will be created with the help of the rules and background provided in this rulebook. Details and strategies to do this are discussed in this section.

Planets of Peril offers the Warlord the ability to set adventures upon the alien moons of Kerogo. An extinct race, the Archon, gathered the races together to experiment with them. The Archon were destroyed by another star-faring race. Freed of the torture, the humans and other aliens escaped the laboratories and preserves to populate the moons of Kerogo. Human and Alien civilizations have risen and fallen several times. Each time they have risen, they have used the remaining artifacts of the Archon to assist their civilizations.

Slowly the scavenged technology has worn out and failed. But in the last age the Artificers awoke Living Metal. Living Metal is working to rebuild the technology of the Archon, including returning the freed races to the status of laboratory rats.

The Art of the Warlord

The warlord is the person who can ultimately make or break a gaming group. He has the responsibility to see everyone has a good time and enjoys playing the game. He is a combination storyteller, author, judge and arbitrator for the game. His enjoyment isn't from defeating obstacles or improving his character but, rather, seeing the players succeeding honestly. He has the power of a god and literally, the life or death of the characters in his hands. The only power the players have against him is the ability to leave the game.

Creating A Group

Finding Players is one of the easiest or hardest tasks a warlord will have. If you have a group of friends who enjoy roleplaying—you're set. If not you have a your first challenge on your hands. If you are new to an area or are just picking up this hobby, you will have to scout around for people who you can role play game with and put together a compatible group. Anywhere you come into contact with other people is a potential for finding players. Some places are superior to others.

Remember you have a valuable advantage on your side—you're willing to run a game. Many people are willing to play but people willing to run a game are much more rare.

Game Stores have people who enjoy the hobby and are often on the lookout for new games to play. In talking to them you can feel out the person and you should quickly get

a feel if you can game with them. There are often challenge boards (bulletin boards where you can place a sheet of paper or an index card) where you can advertise for new players. It is best to specify the game system you will be using and the age group you are looking for. Contact information should be included including a phone number and email address.

Local Conventions (Cons) are a good way to meet dedicated gamers who are willing to play new games. Run Planets of Peril for a new group of the curious and see who expresses an interest in playing more games. After the game you can get contact information from the interested gamers and setup a few gaming sessions from there.

Internet is a way to contact people for games or even playing of games on the Internet. If you are living in an isolated area this may be your only option.

Work is another area to find gamers. Often the simplest ploy to bring the Planets of Peril book to your workplace and plan out a game or simply read it during lunch hour. Other coworkers may ask you what it is or if you game and a possible player is right there.

Colleges: It is a prime area for finding people who are intelligent and have time on their hands. There are often gaming clubs organized and players are readily available.

Military Duty is another area where gamers can be found. The simple fact of having people with time on their hands will create interest in a diversion. It is easy to get people to play for a session or two just to kill time and there is a curiosity factor too.

Anywhere you have intelligent people with time on their hands you have a pool of potential players for your games.

Getting Ideas

Trying to come up with ideas for a session can be one of the most frightening/aggravating things to being a warlord. The most important thing is to be sure to **Prime Your Mind**. This is simply and deliberately absorbing images, ideas, imaginary characters and other stimulating things that will give you a reservoir of ideas to draw upon. There are many sources of ideas for warlords to use.

Video Games: are useful to supply visual images for the warlord to use during a session. Unfortunately they tend to be heavily weighted towards high body counts and minimal plots.

Television: is also a good source for visual images to use. Due to the serial nature of TV episodes they are rarely good for plotting out a campaign of interrelated adventures. Television is also one of the most cliché filled, imitative things around.

Movies: are better as they have a beginning, middle and ending; usually involving a plot. They are excellent for high-end visuals and can explore a theme better than a television series.

Books: are the best and having a large amount of reading behind you will supply you with numerous ideas to borrow upon. Books have a beginning, middle and ending that is similar in structure to a game session. You can combine the elements/pieces of the plots of several books together to create your unique storyline. NPC's can be borrowed from the characters in a book or combined from several.

One last recommendation on using books; you may wish to check out used paperback stores. The books are shorter in length; concentrate on action and the prices are very reasonable. Odds are your players have never read them either and won't guess where your plot came from.

See the list of books on page 4.

Five Phases of an Adventure

Inciting Incident: The first part of the adventure will be the inciting incident. This is what draws the characters into the adventure. It can include: a fight, an assassination attempt, discovering a map, kidnapping, getting lost, hearing a rumor, finding a dying man with information, a patron wanting them to do or find something and a host of other things.

Investigation and Fact Gathering: This is where the players try to discover the clues that make sense of the Inciting Incident. Here they will find out who and what they are up against. Where and when they will need to be somewhere to execute their plans. It is often the longest section of the game

Planning and Preparation: Having gathered the facts, the characters will make their plans on the actions they plan on taking. It is a time to plan strategy and tactics along with gathering resources and equipment to increase their chances of success.

Execution: This is when the characters try to reach their goal and resolve their problems. Very often it is a battle or at least a contest of wits. Within this phase is the climax of the session and should be played for everything it's worth.

Aftermath: This is the part where the characters go to a safe area to rest and recover from their ordeals from the adventure. It is a time for the Warlord to award Hero Points or discuss the lack of them.

Adventure Assembly

Creating an adventure is always a challenge and having a method of doing it will save time and frustration. The first things to have in mind are a starting incident and an end point where you want the characters to finish at.

Next will come various incidents that build up the information available to the characters. This can be from seeming random incidents, the characters finding clues or making a journey, opponents wanting the characters to go away or stop what they are doing.

Character Challenge: This is roll against the die used for a particular skill. Combat or overcoming an obstacle is the most common form of this type of challenge.

Player Challenge: Often a challenge to the player's intellect or deductive abilities makes up this type of challenge. It is a challenge that cannot be decided by a die roll.

Combat Incident: This is when weapons are drawn and wound points are taken and given.

Information Incident: This can be a casual remark from a beggar or a run in with the city watch that provides information to help the characters complete their mission

Scenery Incident: This can be a description the area, an object or NPC or talking to a merchant in the market about the news of the day.

Mission Goals: Every time the warlord makes up a game for the players, there should be some outcome envisioned by him. There should be major and minor things to be accomplished by the characters.

The major goal would be the main challenge of the mission. It is a single goal only. If it can be split into two or more, it is a set of minor goals.

An example of a major goal might be to defend a Temple of Eos against an eminent attack.

Minor goals are secondary to the major goal and are ancillary to the overall game.

Discovering that the attack came from the Cult of Living Metal and locating their headquarters would be minor goals.

Achieving these major and minor goals results in awarding the characters with Hero Points. The Major Goal is always worth 2 points, while Minor Goals are worth 1 point.

Major 2 Hero Points

Minor 1 Hero Point

Escalating the Stakes

Every incident in an adventure should ratchet up the stakes a little more. A simple thing like getting an unknown, wounded man to a doctor can escalate with the victim being a messenger for a powerful noble. An animal attack in the wilderness can be escalated. The characters noticing a collar on the animal and its state of being well groomed and taken care of. Finding out your patron is a member of the Shadow Masters will add tension.

This increasing the tension and stakes should be done a little at a time. It is an excellent way to drop minor clues to players while keeping the session going at a good pace. The overall atmosphere of the session should go through a couple of phases.

The first should be vague unease that something isn't right and possible bigger than the players think. This comes from disparate clues and seeming unrelated incidents. It is when the adventurers have full wound points, supplies are plentiful plus weapons and ammo are in good supply.

The second emotion should be fear of what they are up against. Their attackers are deadlier. They are being wounded while supplies and ammo are dwindling. The possibility of losing or dying should be coming to mind.

The third and final stage is Do or Die. The players fully realize what they are up against. Wound points, supplies, equipment and ammo are depleted or gone. There is no way back they must either conquer the threat or be vanquished.

Dangers and Distractions

No adventure is ever an easy time of just walking straight to a predetermined point, performing a deed and sauntering back. Adventure implies danger and tests of the characters. A warlord should include some incidents which are meant to distract or mislead characters: a false clue, an incident that only appears to be connected to the main adventure, subplots of other things, animal attacks, natural phenomena, spies or infiltrators from the enemy, maidens in distress, a prince in danger and other things to keep the characters off the straight path the adventure's resolution.

Some of the best distractions will simply be additional clues that aren't connected to the main adventure. These clues can also be useful to foreshadow future game sessions.

Non-Player Characters

Non-Player Characters are all characters run by the warlord. Their purpose is simple—to add depth to the game. When hired by the characters, they will add depth to the skills available, knowledge, number of bodies or weapons to bear or a many other things the character's party is deficient of. But their ultimate controller is the warlord.

In the hands of the warlord they can be used to add color to the game and present a living society.

Minor NPC's: These Non-Player Characters are used to add local color to a campaign or game. Often they are low skilled guards, tavern keepers, waitresses, messengers, sailors, minor temple functionaries and a host of others. The warlord uses them to impart information to the players without speaking directly to them.

Like minor actors they should be either in the background or walk on to the stage, deliver a line or two and retreat.

Belligerence: For minor NPC's their hostility or willingness to misdirect or attack the characters is useful to know. The table below can serve as a guide.

d100	die type	Description	Examples
01-24	d4	Coward	Women & Children
24-50	d6	Pacifist	Elders, Merchants
51-75	d8	Average	Craftsmen
76-85	d10	Irritable	Thugs
86-95	d12	Hostile	Guards
96-99	d20	Attacker	Enemy Soldiers
00	d100	Insane	Beast Cultists

6+ on a die roll indicates an attack, betrayal or lie.

Powerful NPC's: Often a more powerful Non-Player Character is necessary to add to a campaign with the Player Characters performing a smaller part in the overall scheme of things. The danger of this is having the Powerful NPC take over the characters and their freedom of action. The players are relegated to minor status with the warlord making decisions on both sides of the screen. This is boring to the players and should be avoided.

The best way to avoid this is to keep the NPC offstage most of the time after giving the players a goal to achieve. In a battle they may have to defend a temple, ruins, mountain pass, royal personages or another important thing. During the course of an adventure he may show up at times to give them directions, information or something to help the player characters along. But get him off the stage and out of the action as quickly as possible. The focus should remain the player's characters' decisions and actions.

Never play a character on both sides of the screen! If you feel the need to do this have someone else be the warlord for a few game sessions while you take a break and play a character for a while.

Villains: These are the opponents of the Player Characters. A well-thought out villain can make a campaign. He is the thorn in their sides, a manipulator beyond their beginning skills or knowledge, a spider in the middle of a web of evil

schemes—and the person who will control their actions and fate until they defeat him.

A villain always has a goal in mind and will use any means to attain it. This goal can be anything: controlling a city or land, making his people/species dominate over all others, ruling the seas, destroying a personal enemy or people, attaining a fleet of Archon Skyships, converting all peoples to his religion/beliefs, kidnapping a princess (es) to be his own, controlling trade in an area or of a type of goods and a host of others.

As good men often have vices, villains will have some virtues too. It is often a personal quirk such as: gentle with children, chivalrous to women, enjoys good music and hires the best singers and musicians; seeks out beauty and other things not normally associated with Evil. These quirks will add depth to a villain and may prove to be a weakness to be exploited by the characters.

When the warlord knows the villain, his motivations and goals, it is easy to plan the villain's next move and keep him consistent over the length he is present in the campaign.

Adventure Design Steps

It is helpful to have a sequence to plot out an adventure for your players. Below is a suggestion of how to do this using a step-by-step approach.

First, decide upon a goal for the players to reach or accomplish. If they accomplish it what rewards will they get: increased renown, connections, allies, artifacts, knowledge, monetary rewards, true love, equipment and other things that will further the game.

Second, where will this adventure take place? Will it be in a fixed location, several locations or along a path? A short list of things to get the imagination going: palaces, cities, underground tunnels, forgotten crypts, howling wilderness, volcanoes, forests, rivers, hidden temples, Archon outposts, Archon cities, abandoned vehicles, buried cities, seas, islands, nomad camps, aerial vehicles, floating cities and this is just a starting list.

Third, what type of an adventure is it, or is it several types combined? These can range from exploration, exploitation of a resource, artifact hunting, cult suppression, foiling a plot, espionage, diplomacy, messenger, escort, search and destroy; quests, uniting peoples, rescuing prisoners, escaping enemies, retrieve a person, item or information. Once again, this is just a starting list to encourage thought.

Fourth, who are the villains? Plan out the main villain with a full character sheet and provide him with a goal. How is this goal in direct opposition to the character's goals? Where do they clash and how often? Does the villain have any

henchmen or minions? Use the character cards to plot them out and what their role is.

Are there minor villains who will be in the characters way but not connected to the main villain? What is their goal and how does it conflict with the characters, goal. Does this minor villain also have minions to carry out their desires?

Put some time into villains and have believable motivations. It will only make your game richer.

Fifth, between the inciting incident and the climax, what obstacles do the characters have to overcome? What people, social customs, animals, plants, geographical features must be overcome to reach the goal. Build your incidents around these encounters and challenges.

Sixth, draw out the necessary maps to have a clear, mental picture of the encounter areas to keep from contradicting yourself during play.

Seventh, add color. Plan out the sights, sounds, weird landscapes, exotic people and their customs, terrifying beasts, deadly plants, geologic abnormalities, the path of Kerogo and the moons dancing around each other, weather, travelers to meet, information that is interesting but not important to the adventure and other things to make the area memorable to the players.

This final step is simply to make your world memorable to the players and the game be a favored memory.

In the back is an Adventure Design Sheet for you to use to make the necessary grunt work easier and cut down on the time needed to plot out an adventure.

Romantic Interests

The books “Planets of Peril” is based upon are built on a man’s romance and the trials he must go through to win the woman of his dreams. All during this romance, high adventure and breath taking perils abound as the couple goes through a series of challenges. And remember it isn’t always be the character that does the rescuing!

Following are some examples of the romantic interests from these stories.

Object of Desire: This person is the desired goal of a character for a marriage. Normally the character and the object of his desire will meet under the most appalling circumstances: slavery, prison, human sacrifices; and fall in love with each other. After that the character will proceed to insult his desired one (usually through ignorance of customs regarding these things,) and spend a very long time to make up the insult and prove himself worthy of being her husband, mate or whatever they call a breeding pair in this society.

Dragon Woman: Usually this is a very dangerous enemy of the character who has captured him and either decides to use him like a plaything or torture him to death due to a cutting witticism he directed her way. Through strange fortunes the pair will be stranded and forced to work together to survive. Often mutual enemies hunt both the character and dragon woman. Normally there is a lot of saving each other’s life and definite turning points to her fury towards the hero.

More than a Friend: This is a long-term or chance companion who unknowingly grows in the affection of the character. Through adventures they will become two parts of an effective team complementing each other’s skills and making up for each other’s weaknesses.

Character Helpers

Sidekicks for Heroes: are not people who are hired, but ones who are attracted by the heroes’ renown. They are attracted by their own ideals and what the hero represents to them for their own personal mission. When they join the hero they figure they are too weak to accomplish their higher goal and the hero is a way to that goal.

Sidekicks will stay as long as the hero is helping them along on their mission and ideals. Straying from the path will cause the sidekick to reconsider their commitment to the hero. This will rarely be in the form of a betrayal but rather a drifting away and pursuing their own path.

The sidekicks will expect the hero to train them to the higher skill levels the hero possesses and to be treated as a junior member of the team—not as a servant or lackey!

Hirelings: are non-player characters that have sought employment with the characters. For each of them there should be a CAT score kept by the warlord to gauge their reactions to combat and skill challenges.

Hirelings can be judged on three different things: Courage, Ability and Trustworthiness.

Courage: refers to the NPC’s ability to pursue a course of action when threats or the unknown confronts him. If they fail, the NPC will retreat to a safer or known area.

Ability: simply says if they are competent to perform the job they have been hired for. This is easily reflected in the level of the Skill die they use for the task at hand.

Trustworthiness: implies the trueness or treachery in the NPC’s heart. During a time the party of characters is vulnerable will the NPC try to help them or simply use the situation to gain the most for himself?

Use the table below to determine the CAT score of the NPC. Roll once for each column.

1d10	Courage	Ability	Trustworthiness
1	Coward	nil	Traitor
2	Nervous	d4	Betrayer
3	Nervous	d4	Feckless
4	Calculating	d6	Indifferent
5	Average	d6	Fickle
6	Average	d6	Neutral
7	Bold	d8	Loyal
8	Brave	d8	Steadfast
9	Fearless	d10	Doglike
10	Reckless	d12	Fanatic

Note: use the single NPC card in the forms section to keep track of the CAT score.

Animal Companions: During the course of adventures the characters will run across animals that have various degrees of being able to be trained. The character will encounter an animal that is wounded or helpless and save it. Other times it will be simple mental domination or establishing himself as leader of the group.

The animal must have a stage of being young and dependent upon parents. The size of group the animal normally lives in determines the challenge die to gaining the animal’s loyalty.

The character will use his Hunter, Rider or Teamster skills to attempt to win the animal’s loyalty. Losing a challenge roll means the animal leaves. A roll of 1 means the animal attacks the character before leaving.

- d4 Animal is normally found in large herds with a leader or boss animal.
- d6 Animal is normally found in small herds with some hierarchy to the group.
- d8 Animal is a solitary animal and a herbivore.
- d10 Animal runs in packs with some form of Alpha and Beta animals.
- d12 Animal is a solitary carnivore.
- d20 The animal normally hunts character's species as prey.

New Equipment/Artifacts

During the course of adventures the characters will be exposed to some of the wondrous devices of the Archon or prior human civilizations. These devices will give the characters an edge when they are fighting powerful foes. The inherent danger is the devices taking away any challenge to the characters or having to create challenges so deadly that the characters will be killed if they fail.

When you decide to introduce an artifact or wondrous science to the characters ask a question first: Is this an Edge or an A-Bomb. An edge will allow the character(s) to penetrate deeper into danger. An A-Bomb will allow the character(s) to neutralize or ignore the danger.

Examples: An Invisibility Cloak in an edge, an auto-targeting Machine Gun is an A-Bomb.

Running a Session

The first part of running a good session begins long before the players sit down. A warlord should have the non-player characters, encounters, handouts, maps and floor plans ready. An overall structure to the adventure should be in the warlord's head and, preferable, down on paper. Any materials the players need should be ready: maps, mats, scenery, miniatures, icons and other things should be ready.

Have the adventure organized in the order you believe the characters will go through it. Try to have a separate page or pages for each encounter, instead of a continuous book style adventure. Pulling a single encounter out to play is much faster than paging through notes to find where you wrote the encounter in.

The adventure in the back of this book should be looked at as a template of how to organize an adventure.

Fixed Time and Place: It is important to the game to have a fixed time during the week, two weeks or month. This allows the players to schedule their time to be free to attend the gaming session. Do not try to constantly change the times or places as it will serve to confuse the players into showing up at the wrong time, place or both. Find a mutually agreeable time and place—and stick to it!

Problem Players

As with any human endeavor problems are going to arise when a group tries to work together on something. There will be some rough spots to be gotten past. Unfortunately there are players who aren't interested in the game but rather in destroying it. Other times it is simply that the person can't get past the "you versus me" mentality of other games.

First check yourself: is the pace moving fast enough, is a player having so little to do, they are bored; is the game bogging down in minutiae. These problems the warlord will have to fix or problem players are inevitable.

Disruptive Players: This isn't a player who will argue with a call every now and then but the ones who must either dominate a game or ruin it. Among this noxious group of vermin are:

The Control Freak: who must prove his power by running the warlord in the Control Freak's direction. Ignores all story or game direction to go his own way. Enjoyment of the game or the other player's fun is his last consideration.

Dopey the Drunk: this person comes to the game either high from drugs or drunk on alcohol or proceeds to attain this state while the game is going on. The results are either a brain dead player or just plain mean drunk/doper on your hands.

Kid Chaos: infantile behavior is his hallmark and the bane of his presence. His Modus Operandi is when things are going well for the group he will do something to cause combat, imprisonment, loss of goods/gains or something devastating to the other players.

The Rules Lawyer: a sad specimen who likes to quibble on any small point of the rules to an end result only known to himself...maybe. He often tries to make a sentence mean what he wants at the time and ignores it otherwise (along with the English Language.) This vermin is often a subspecies of The Control Freak who engages the warlord in a mental chess match.

The best way to deal with these vermin is to warn them once and let them know that their behavior won't be tolerated. If they do it again get rid of them, it will only help your game.

Dominating Players: These players are natural leaders and decision makers—in their own minds. All too often they put the other players in the back seat to be bored while the dominant player makes all the calls and decisions. Make it where an important NPC loathes the dominant player and refuses to deal with him. Another player will have to call the shots for the group. And when the dominant player says what the other players are doing ask the other players if this is so

or warn the dominant player to let the others talk for themselves.

As a side note, there is nothing wrong with letting one player announce the group's actions after consulting with the group or adding strong council.

No Shows/Late Shows/Early Leavers: Often this is due to real world priorities but if it is just the carelessness of the player then some actions are justified.

No Shows: Unfortunately these people can leave a group short of skills. The best penalty is simply not letting them in on the hero points and items gained by the group.

Late Shows: the best way to make sure a game starts on time is to start on time and let the late shows have their character running to catch up with the group. This means no preparation, supplies bought, information gathered or anything else that happened before they showed up. It should be enough of a disadvantage to prod them to getting there on time.

Early Leavers: let their character get lost or captured to take them out of the action and the penalties (stripped of weapons, artifacts and other things) from what happened. They will be denied monetary rewards and the dividing up of loot or artifacts found.

Props

Often it is handy to have various props to make the game go smoothly—especially during combat. To this end, miniatures and wipe-off mats are very handy. A quickly sketched tactical layout of the area the players find themselves in will help them visualize. Miniatures will force them to position their characters in relation to other characters, opponents and the landscape. They keep the play flowing smoothly and—bluntly—it cuts down on arguments.

Several sources that have miniatures that can be used for Planets of Peril without much modification are the Dead Earth miniatures of www.bronzeagemin.com and the Renegades of Mars from www.parroomstation.net. Saleka can be found at www.pulpfigures.com or at www.copplestone.com. The miniatures are sold either individually or in sets at reasonable prices. Painters with moderate skill should find these miniatures easy to paint.

Mats, marking pens and dice can all be found at www.chessex.com for reasonable prices and a large variety.

General maps of the areas are permissible to give to characters to allow them to find an area their adventure is in.

Adventures

Low Level Adventures: the Isle of Hoshovareka is set up to be the incubator for beginning groups to be able to adventure in without ending up dead by two or three sessions. It contains enough adventure for many campaigns but isle is without Living Metal or many artifacts used by the enemies of the characters.

Mid Level Adventures: take place on the continents of Zardoon. Living Metal is here along with the more common usage of artifacts. The characters will adventure in a more technologically advanced setting. Ancient cities, Archon complexes and enemies who are competent enough to survive this dangerous area wait to challenge them.

High Level Adventures: take place on the Moons of Kerogo. It is where the AI's are in charge and rebuilding their power and networks. To face and survive these alien moons and their masters the characters will need artifacts and experience.

Mapping Areas

It is solid idea to have visual aids for you and your players, maps being one of the most important. When situations arise where tactical layouts are needed for the players to make decisions; a map is the most useful and eliminates paragraphs of description and the resulting misunderstandings.

There are two basic types of maps: Area and Structural.

Area Maps show natural features of the terrain. Maps marked in hexagons are the most useful here since they have the same number of hexagons in any direction. They are useful for tactical decisions: ranges, concealment, height, rock outcroppings, rivers, gorges and other things. Hexagon maps should be used for anything outdoors or natural features like caverns.

Structural Maps are used to show artificially constructed things like: building, tunnels, vehicles and others. A grid map is used for this. The basic box is the most useful structure that allows packing and stacking. When showing the layout of a building, city, or vehicle the grid map is the most useful.

It is often best to make a map without a key to the various traps; animals and interesting things the players will run across. Copy this map for the players—then key the map (mark symbols or letters) for the encounters in the area. A keyed map is only good for static encounters: a trap, a maze, rooms, plants, pits, wells, animal lairs and other things that don't move.

For active areas the warlord must create an encounter chart that lists things that move: patrols, hunting animals, flooding

rivers and anything else that will change over the time the characters are there.

A warlord should use the Adventure Control Sheet to allow the normal flow of time and flow of the adventure to Encounter Sheets. To the right hand side is a vertical column that represents time and events that occur without the players' intervention. The spreading out and narrowing in the middle of the sheet represent encounters the players will go through. Lines should be drawn from one oval to another oval, as one encounter will precipitate others. As you will notice the top layer begins with only a single oval. This is the triggering event or inciting incident. The chart also ends with a single oval. This is the climax. Also the chart is classic story flow and should help you structure your adventure.

Sessions

A session is simply the time from when the group sits down to play until the people get up to leave. A warlord should plan on a 4-6 hour interval and have roughly four to six encounters planned per hour for the players to go through. The timing of your particular group will have to be determined through experience.

Games

Games are defined as a session or several sessions until a particular goal is met. Games are usually self-contained and the characters may be used in the next game or not. A game, which consists of several sessions, should have a link between the sessions.

One of the better ways of doing this is to end the session on a cliffhanger. Have the characters facing danger, death, combat or dire peril and say the action will continue next session.

Making Campaigns

A campaign is a continuous group of characters whose goals can only be accomplished over months to years of real and game time.

Campaigns are more than chaining adventures together with the same characters. They are more like a series of books that lead the characters to an ultimate goal. (Destruction of the AI's or escaping the threat by advancing mankind to leave Kerogo's moons and travel to the stars is another possibility.)

A campaign ultimately has a very large goal that will permanently change the world the characters live in (for good or ill.) The characters are the heroes and the ultimate catalyst for this change. The warlord should decide after a couple of sessions or games about making a campaign for the players. Quite often the players will give hints of what they want to strive towards: destroying the main villain,

conquering the Isle of Hoshovareka, discovering the lost cities of the main continents, destroying Living Metal, creating an Order or Cult, ect. Whatever it is be sure it is big enough, otherwise the campaign will be a short-term affair.

Campaigns often have a big secret behind them the players will gradually discover over the course of adventuring. It will show them how the world actually works and why seeming unrelated things are actually the machinations of something greater. A campaign permanently changes the game world.

For the warlord it is handy to have a timetable of major events while not directly affecting the players, affect the world they are in. Examples would include: Weddings between powers or cities, deaths of rulers and the heads of Orders or Cults, invasions of or by rival nations, deadly beasts migrating into different territories, conspiracies and their actions, drought, floods.

The bigger world will affect characters too. An invasion may bring about inflation or making common goods scarce. Movement of foreigners may be restricted. Reactions to certain races or foreigners may be hostile or friendly from things happening outside of the character's control.

Creating Histories

Sometimes the goal the characters have to accomplish is so big a single generation of men will simply not have enough time to accomplish it. (Resources to be found and built, population to increase, new ideas to become part of the society.)

In this case the warlord will have to plan out a stepped or multi-generational campaign called a History. These histories will involve critical blocks of time during the span of centuries. The characters will grow old and die before this can be accomplished. Their descendants will be alive and able to hear their ancestor's tales and have available the accrued knowledge, accumulated wealth and artifacts their ancestors gathered. (All the more important for the character to find their true love and have children!)

This will also give your players a chance to retire their characters and raise a family while not having to give up everything the character's gained. Time also allows the warlord to rework the background with different societies, technological abilities and other lands or worlds due to migrations. It is a powerful tool for a long-term campaign—often years in real time.

The most powerful part of a History is the ability of the warlord to reset the clock and begin with fresh characters on an unfamiliar world or circumstances. Time changes things and the once familiar will become alien while the strange becomes commonplace. It is also a good place to change warlords if someone needs a break.

Another feature is allowing the players to see the effects of their actions on the world. Are their names revered as heroes or cursed as villains and fools? Are the humans or other alien species advancing or is Living Metal still dominating? Is mankind still living on the Isle of Hoshovareka or has he moved onto the main continents of Zardoon? Has the technology available improved or has even more been lost to time or malice? Showing the players the consequences of their behavior on future generations can have interesting effects.

Because the campaign hasn't been lost or destroyed like many systems, the warlord has the ability to pick and choose from his games' background, that he and the players created from previous sessions. It is a convenient way to hit "reset" and not lose everything from a dead or burnt out campaign.

Whims of Fortune

d100	Results of the intervening years
01-05	Ruined—Escaped Slave
06-15	Poor—One trinket left
16-30	Unfortunate—One useful thing left
31-60	No Change
61-80	Fortunate—+1 Social Level
81-95	Lucky—Another artifact, +2 Social Levels
96-100	Kerogo Smiles—Nobility, add two artifacts or a 10-man skyship

Ruined: Kerogo has sent your family many harsh trials in the intervening years and your family failed them all. Your lot is no better than an animal. Animals are better off because they cannot know what they lost. You have nothing left, not even a good family name. Your nation may have been destroyed in war and you sold into slavery as a child. Rivals may have persuaded the ruler to banish you and take everything you had or condemn you to death. Or a fool of an ancestor destroyed the family name and you still carry the taint of that disgrace.

But you are a free man now and plan on staying that way. They took everything from you but there are things you know that would cause avarice in rich men and that you will use to turn your fortune around. You are desperate, but not stupid, and you've learned your cunning the hard way.

Poor: A broken piece of an artifact, a sword sharpened down to nothing, a piece of ceremonial clothing that once meant something; these are pieces of better days for your family and yourself. Kerogo has chosen to give you bitter trials and your family has failed them. You still have a good family name but it brings no summons from the rulers and it will not get you into the finer palaces.

But there is pride left and you will raise the family name to reverence once again.

Unfortunate: Bad luck; bad investments, forced migrations or treacherous enemies have sullied your name and your family's reputation. It is up to you to restore it to its former glory and respect.

No Change: Kerogo has neither smiled upon you or cursed you with trials that you couldn't overcome. Over the intervening years you have managed to hold on to the gains your more illustrious ancestors won for you.

Fortunate: Your family kept their wits about them when misfortune struck and managed to withstand it and even come out slightly ahead.

Lucky: Every thing Kerogo sent your way your family managed to turn to their advantage. Now it is your turn to show this was no whim on Kerogo's part but the result of superior bloodline that conquers all that is sent its way.

Kerogo Smiles: In the intervening years anything that could go right did. Money, power, contacts all turned to your advantage. Now it is your turn to show Kerogo that his favors have been well placed and bring more honors to your family name.

Love and Romance, Sex and Babies

In the course of adventures the Heroes will meet members of the opposite sex and romance, or its potential, will be in the air. Most games don't handle this at all or it's dealt with as a single, sexual encounter.

Many of the books Planets of Peril is derived from, treat love, and effort necessary to win true love, as a great and worthy challenge. True Love is the bonding of a man and woman into a mated pair, which can withstand the trials of marriage and the challenges of raising children.

For each of the sections (Love & Romance, Sex & Babies) a table shows the situations that will be added together to give a percentage chance of the situation happening. A d100 will be rolled against the number resulting from the tables. Equal to or less than the number derived is successful.



Love

The attraction between a man and a woman causing them to seek out each other to try to become a mated pair and a family unit. But is just the first step in a challenge of tests and emotions until the pair becomes one.

Initial Attraction: With every meeting of an eligible man and woman, make a roll to determine their attraction to each other. This difference will determine their initial mutual attraction or disinterest in each other.

For both the man and the woman roll a d20 and subtract the higher result from the lower. The number will be the base number the modifiers below will be added to.

Difference in Social Stratum: Differences in the Social Levels of the two people will often serve as an obstacle to true love. All too often this is due to one person's blindness to the worthy qualities of a person not from their social class.

Modifier	Social Status Difference
+15	0
+10	1
+5	2
0	3
-5	4
-10	5
-15	6

Personal Beauty: This is a modifier to initial chances of Love and Romance. An ugly person will have a harder time of attracting the opposite sex while a beautiful person will have a greater chance.

Modifier	Personal Beauty
-15	Repulsive
-10	Ugly
-5	Unpleasant
+0	Plain
+0	Average
+0	Pleasant
+5	Attractive
+10	Good Looking
+20	Stunning
+30	Godlike

Skills Matching: (Something in Common) This is nothing more than the characters having something in common. This gives them something to talk about and the simple fact of being able to talk is much of falling in love.

+1 for each matching skill

Years Difference in Age: Under normal circumstances love will occur between two people close to each other in age.

Modifier	Age Difference
+10	5
+5	10
+0	15
-5	20
-10	25
-15	30+

Different Species of Mankind: The different species of mankind: Heneka, Rohoka, Saleka and Vigoka cannot produce viable children. Although some sexual attraction exists, there is strong genetic antipathy towards each other. The modifier is -20.

Example: Vigos and his companions have destroyed a hidden nest of the Council of Er and stopped their plans in the Arboreal City of Ro. As a reward they are invited to the palace to celebrate the victory. During the celebration Vigos notices—and is noticed by—the Princess Ovaru.

At the end of the evening an initial attraction roll is made. Ovaru rolls a d20 and gets a 3, while Vigos rolls a 17. The lower roll is subtracted from the higher roll and 14 results for the initial attraction.

Other modifications for the couple:

+15	Age difference is 4 years
+ 0	Difference in Social Stratum (3)
+ 3	Skills Matching: Archer, Rider & Writer
+5	Personal Beauty: Vigos (Attractive)
+20	Personal Beauty: Ovaru (Stunning)
+14	Initial Attraction

57 is the number to roll for to see if there is a potential for love developing between Vigos and Ovaru.

A d100 roll is made and a 34 results. Vigos and Ovaru are attracted to each other.

Vigos leaves the palace that night with a ring from Ovaru that will serve as a pass to let him enter the palace to see her again.

Romance

While love will show the initial attraction of a couple to each other, the game is far from over. Both men and women place a high value on their availability to the most desirable mate. Thus, the object of one's affections must be won. A man is expected to go through trials to prove his love and devotion to the woman he wants to marry. The woman is expected to resist and discourage the weak-willed and shiftless.

Each person has a Personal Celibacy skill. This resistance can be worn down by Lover skill or by the actions listed below the definition of the skill.

Personal Celibacy Die

Each person has a different attitude towards marriage and bonding with one person. This is a table to use to determine the die to use against the challenges to their personal celibacy skill.

d100	Die Type
01-10	d4
10-25	d6
26-60	d8
61-85	d10
86-00	d12

Personal Celibacy: This is the ability to resist the opportuning of the opposite sex in becoming a mated pair or marriage. Below is the typical actions used to wear down this resistance.

d4	A token of affection
d6	Long hours spent together
d8	Rescue a Woman from Danger
d10	Defending a woman's honor or reputation.
d12	Saving a woman from death or defilement.
d20	Potentially sacrificing your life

Like wounds a certain amount of points must be worn down until the desired person is willing to abandon all others and settle down with the paramour.

There is however a negative side to losing rolls against Personal Celibacy. This is expressed in Loathing. The Object of Desire will treat the offender as a socially obtuse fool and not want anything to do with them. It will result in the loss of a die level in future attempts to win the Object of Desire.

The points to win over the Desiree are listed below:

Age	Points to Conquer	Points to Loathing
Teenager	10	-5
Twenties	20	-10
Thirties	30	-15
Forties & beyond	40	-20

Add the Social Stratum number of the Desiree to the Points to Conquer.

Sex

Sex is the biological urge to produce babies and the glue holding a mated pair together. Pure sex is usually a fleeting attraction and meets a need of the moment. Any type of permanence from it is illusional. The characters would be well advised that a brief sexual encounter or casual seduction could result in long-term complications, bastards and mortal enemies.

Modifier	Circumstance
+5 per diff.	Desiree is of a lower Social Class
-5 per diff.	Desiree is of a higher Social Class
+10	Desiree is on drugs or drunk
+5	Desiree is suffering from Mental Shock
+5	Desiree is Younger
-5	Desiree is Older
-15	Desiree is Female
+10	Desiree is Male

Of course this assumes the target isn't interested in being seduced by the character, otherwise play out the dance.

Example: On the way back from a mission against a nest of the Defilers of Kerogo, Vigos and his companions stay in a village. They learn of a Toshee that is terrorizing (and eating) the villagers. After killing it, the village holds a celebration in their honor and serve a very potent, hallucinogenic-laced local drink (popo.) A local girl, Ula; decides Vigos would make a good husband and tries to seduce him.

Ula is of a lower social stratum by 2 levels (-10), Vigos is drugged and drunk (+10), Vigos is male (+10) and is older than Ula (-5). She has a 05% chance of seducing him. The warlord rolls a d100 and 03 results. Vigos has been successfully seduced!

Babies

Every time sex happens there is a chance of conception and the complications from there. Remember between different species of man there are no children!

Modifier	Circumstance
+20	Woman is in teenaged years
+15	Woman is in 20's
+5	Woman is in 30's
+0	Woman is in 40's
+10	Man is in teenaged years
+9	Man is in 20's
+8	Man is in 30's
+7	Man is in 40's
+6	Man is in 50's
+5	Man is in 60's
+4	Man is in 70's +
+5	Healthy
+5	Well Fed
+10	In a Marriage or Mated Pair
-5	Physical or Mental Stress
-10	Wounded
-5	Sick
-20	Running Fever
-10	Rape

Add the numbers together and roll a d100 against the final number. If the dice roll is equal or less than the number, the woman is pregnant.

Sex of child

01-52	Boy
53-00	Girl

Chance of Twins

Race	d100
Henaka	01
Rohoka	01-15
Saleka	01
Vigoka	01-50

Example: After a night Vigos can't remember but should never forget, he wakes up with his native wife, Ula (by local custom) in his arms along with a pounding hangover and an immense thirst. Now is the time to check if a baby was successfully created.

Ula is in her teenaged years (+20), Healthy (+5), and Well Fed (+5). Vigos is in his 30's (+8). Neither is suffering from stress or physical debilitation. The chance of pregnancy is a total of 38. The warlord rolls a d100 and a 15 results; Vigos, Son of Vigos is on his way!

Vigos is going to have a lot of explaining to do to Princess Ovaru and her family of the insult in choosing a native wife instead of their daughter. Or he can choose to leave Ula, If it is ever found out the Vigos baby will cause potential complications in the future.

Traveling

Travel Times: When the characters travel across different types of terrains and seas, it will take different amounts of time to cross a given amount of miles.

This general table assumes ten hours of travel and ten hours of rest and necessities.

Ecology Miles per Day (Walking, Cart or Wagon)

Cavern	2+1d6
Desert	6+1d20
Forest	3+1d8
Hills	2+1d8
Jungle	1d8
Lakes, Rivers	10+1d20
Mountains	1d4
Near Shore	2+1d10
Plains	5+1d10
Road	10+1d12
Sea	2d100
Semi-Arid	4+1d12
Swamp	1+1d6
Trail	5+1d8
Tundra	2+1d4
Woodlands	4+1d12
Aeroship	3d100
Seaship	2d100
Shivet	(number above) x 3
Dactyl	3d100
Loper	(number above) x 1.5
Archon Skyships	See Zardoon, Book 4

Weather Factors

These weather conditions will affect the amount distance traveled by the characters.

Condition Affects on Travel

Clear	No Effect
Fog	½ of Distance
High Winds	¾ of Distance
Mist	¾ of Distance
Light Rain	No Effect
Rain Storm	½ of Distance
Heavy Storms	1/10 of distance
Snow	¼ of distance
Ice	1/20 of distance

Ecology & Weather

Every different type of ecology has different chances of weather happening to the adventures. Below are some general guidelines to help make the weather part of the game.

Aerial

Condition	d100 Chance	Duration in Hours
Clear	01-75	1d100
Fog	76	1d4
High Winds	77-85	1d20
Mist	86	1d6
Light Rain	87-88	1d6
Rain Storm	89-93	1d10
Heavy Storms	94-95	1d4
Snow	96-99	1d20
Ice	00	1d20

Cavern

Condition	d100 Chance	Duration in Hours
Clear	01-75	1d100
Fog	76	1d4
High Winds	77-85	1d20
Mist	86	1d6
Light Rain	87-88	1d6
Rain Storm	89-93	1d10
Heavy Storms	94-95	1d4
Snow	96-99	1d20
Ice	00	1d20

Desert

Condition	d100 Chance	Duration in Hours
Clear	01-90	1d100
Fog	--	--
High Winds	91-99	1d100
Mist	--	--
Light Rain	--	--
Rain Storm	--	--
Heavy Storms	00	1d100
Snow	--	--
Ice	--	--

Forest

Condition	d100 Chance	Duration in Hours
Clear	01-50	1d20
Fog	51-55	1d6
High Winds	56	1d12
Mist	57-60	1d6
Light Rain	61-70	1d10
Rain Storm	71-95	1d20
Heavy Storms	96-00	1d12
Snow	--	--
Ice	--	--

Hills

Use the type of terrain that covers the hills.

Jungle

Condition	d100 Chance	Duration in Hours
Clear	01-10	1d12
Fog	11-20	1d6
High Winds	21	1d4
Mist	22-30	1d10
Light Rain	31-50	1d12
Rain Storm	51-80	1d20
Heavy Storms	81-00	1d8
Snow	--	--
Ice	--	--

Lakes, Rivers

Condition	d100 Chance	Duration in Hours
Clear	01-75	1d100
Fog	76	1d4
High Winds	77-85	1d20
Mist	86	1d6
Light Rain	87-88	1d6
Rain Storm	89-93	1d10
Heavy Storms	94-95	1d4
Snow	96-99	1d20
Ice	00	1d20

Mountains

Condition	d100 Chance	Duration in Hours
Clear	01-25	1d10
Fog	26-30	1d4
High Winds	31-50	1d100
Mist	51-55	1d4
Light Rain	56-60	1d10
Rain Storm	61-70	1d10
Heavy Storms	71-80	1d20
Snow	81-90	1d100
Ice	91-00	1d20

Near Shore

Condition	d100 Chance	Duration in Hours
Clear	01-25	1d8
Fog	25-35	1d6
High Winds	36-40	1d20
Mist	41-50	1d20
Light Rain	51-75	1d12
Rain Storm	76-90	1d6
Heavy Storms	91-00	1d20
Snow	--	--
Ice	--	--

Plains

Condition	d100 Chance	Duration in Hours
Clear	01-75	1d100
Fog	76	1d4
High Winds	77-85	1d20
Mist	86	1d6
Light Rain	87-88	1d6
Rain Storm	89-93	1d10
Heavy Storms	94-95	1d4
Snow	96-99	1d20
Ice	00	1d20

Sea

Condition	d100 Chance	Duration in Hours
Clear	01-40	1d100
Fog	41-45	1d20
High Winds	46-65	1d20
Mist	66	1d4
Light Rain	67-70	1d6
Rain Storm	71-85	1d10
Heavy Storms	86-99	1d12
Snow	--	--
Ice	00	1d4

Semi Arid

Condition	d100 Chance	Duration in Hours
Clear	01-75	1d100
Fog	76	1d4
High Winds	77-85	1d20
Mist	86	1d6
Light Rain	87-88	1d6
Rain Storm	89-93	1d10
Heavy Storms	94-95	1d4
Snow	96-99	1d20
Ice	00	1d20

Swamp

Condition	d100 Chance	Duration in Hours
Clear	01-30	1d10
Fog	30-60	1d100
High Winds	--	--
Mist	61-75	1d20
Light Rain	76-80	1d12
Rain Storm	81-95	1d20
Heavy Storms	96-00	1d6
Snow	--	--
Ice	--	--

Tundra

Condition	d100 Chance	Duration in Hours
Clear	01-35	1d100
Fog	--	--
High Winds	35-55	1d20
Mist	--	--
Light Rain	--	--
Rain Storm	--	--
Heavy Storms	--	--
Snow	56-85	1d100
Ice	86-00	1d12

Volcanic

Condition	d100 Chance	Duration in Hours
Clear	01-75	1d100
Fog	76	1d4
High Winds	77-85	1d20
Mist	86	1d6
Light Rain	87-88	1d6
Rain Storm	89-93	1d10
Heavy Storms	94-95	1d4
Snow	96-99	1d20
Ice	00	1d20

Woodlands

Condition	d100 Chance	Duration in Hours
Clear	01-40	1d100
Fog	41-45	1d4
High Winds	46-55	1d6
Mist	56-65	1d12
Light Rain	66-80	1d20
Rain Storm	81-95	1d12
Heavy Storms	96-00	1d6
Snow	--	--
Ice	--	--

Environmental Hazards

The environment can be a deadlier foe than any enemy. The only defense is to escape or nullify its effects.

Certain races have an advantage over others when it comes to facing environmental extremes of sun stroke, freezing, dehydration, starvation; Chithin & Vigoka take twice as long to succumb to the effects of these conditions.

Shelter: will lessen or negate the effects of the environment. Temporary or makeshift shelter will cause the damage to be increased to the next longer time segment: i.e. minutes to hours, hours to days, days to months, months to years, years to infinity. Permanent shelter will negate the effects entirely.

The warlord will have to decide if shelter is effective at all or not.

Acid/Alkaline: 1d4 per round

Apply immediately upon contact with the character's skin or mucus tissues until it is washed off, removed or neutralized.

Avalanche: If the character is unable to escape through use of a combat or physical skill apply the following damage for the different types listed below:

Rock: 1d100

Snow: 1d20 + Suffocation damage

Crushing: 1d10 per 100 pounds per 10 feet dropped

The character has been caught under something falling of a considerable weight 100+ pounds

Dehydration: 1d10 per day

Is the lack of drinking water for two days under normal conditions or a single day under desert or semiarid conditions.

Disease: Zardoon is not free of microbes and the ravages they can cause to the body. Below is the system for infection, effects and recovery or death.

Virulence: is how easy it is to catch a disease. The die rolled for is the challenge die the disease will attack the character's wounds with. Roll this challenge die against the character's current highest Physical die.

Time: refers to how many days the challenge die will be rolled against the characters wounds. The die is rolled once per day.

Treatment: using the Doctor skill to treat the symptoms and relieve the suffering caused by the disease. The doctor's skill die is rolled against the

disease's virulence die and if the doctor wins, the number of points exceeding the disease's die result will come off of the wounds to the character afflicted.

Recovery: occurs after the disease has run out of days to afflict the character. Regaining of wounds occurs as normal healing does. If the character goes below zero there is a chance of permanent loss of health. Roll the disease's virulence die against the character's highest physical die. If the character loses deduct one die level from all physical skill areas.

Virulence and Time Table

d20	Virulence	Number of Days
1-3	d4	2
4-12	d6	4
12-16	d8	6
17-19	d10	8
20	d12	10

Note: roll once for each column

The symptoms can include 2 – 3 of the items below.

d10	Symptom
1	Chills
2	Fever
3	Skin Rash
4	Diarrhea
5	Nausea
6	Delirium
7	Severe Headaches
8	Skin Color Changes
9	Hair Loss
10	Vomiting

Drowning: 10 rounds + Highest Physical die

This occurs from the character's immersion in fluid or fine dust that fills the lungs and prevents air from entering.

Earthquake: 1d6

This is due to the jolting of the character. However this phenomenon can lead to other types of damage: crushing, falling, fire and impact.

Explosion: 1d100

refers to a massive pressure wave that goes through the character.

Falling: 1d10 per 10 feet fallen

This damage is cumulative and added to base size of the creature, i.e. Base Size 3 is equal to 3d10 wounds plus falling distance. If the character or animal falls through tree

branches, vines or other things that will slow his fall, divide the damage rolled to half, dropping fractions.

Fire & Heat Damage: See table below

The damage taken by a character depends of the temperature of the fire. The die challenges below are for every round the character is in the fire.

Die Type	Example
d4	A torch or boiling water.
d6	A campfire of wood.
d8	The fire of a forge.
d10	A burning building
d12	Thermal Spring Immersion, Geyser
d20	A forest fire
d100	Volcanic Fire/Lava

Freezing: d20 per hour exposed

This temperature refers to the air or water temperature reaching the freezing point of water or a wind chill attaining the same result.

Impact: Apply 1d8 damage per 10 pounds.

A flying object of at least 10 pounds has struck the character.

This assumes the character failed an Acrobat or Physical Skill challenge.

Lightening: 1d100

A character's exposure to electrical shock from either nature or Archon Devices is the source of this painful death.

Radiation Storm: 1d4 per hour exposed

This phenomenon from the gas giant Kerogo will cause a storm lasting for 1d100 hours. The people and animals of Kerogo's moons can sense the coming of these storms (1d6 hours) and will seek shelter from them.

Smoke: 1d4 per round

Starvation: One wound level per month

For each Kerogo month without food apply one wound level against the character's skill die.

Suffocation: 10 rounds + Highest Physical die

The character is unable to breath due to having their chest crushed or lack of oxygen in the air. Unlike other damage this is a time based kill or survival without damage.

Example: Vigos is trapped under a rockslide. The number of rounds he can stay trapped before dying is equal to 10 + d6 = 16 rounds

Sun Stroke: 1d8 per hour

This is the breaking down of the bodies natural cooling system. This should only be applied when the character cannot rest, drink water or other wise cool down and the body keeps building up unrelieved heat.

This is the main reason the characters of this world don't wear armor and keep clothing to a minimum!

Tornado: A cyclonic storm or funnel cloud. To escape the effects is a d12 challenge versus either Physical or Mental. If the character doesn't escape refer to the table below:

1d10	Result
1	No Harm
2	1d10 damage
3	Carried 1d10 miles distance. Use thrown scatter diagram for direction.
4	Carried 1d100 miles. Use thrown scatter diagram for direction.
5	2d10 damage
6-10	Destroyed

Traps: These are normally set to capture animals but can be easily adapted to capture or kill men. Traps are almost always baited for their intended victim.

Deadfalls (2d20)

These murderous devices are heavy weights including logs or stones rigged to fall upon an animal releasing the trigger.

Impaling (1d20)

These traps use a sharpened branch, arrow or spear with some spring or bent branch mechanism to ram the point into the victim.

Pits (1d10 per 10 feet)

These are simply holes dug into the ground or built into building to entrap or kill its victims. If the trap is meant to kill, it will use distance, sharpened stakes, a captured beast or water to insure its victim's demise.

Snares (1 on a d8 apply suffocation damage) range from a simple loop of rope or wire to a net to entrap the victim and hold it until the creator of the snare checks it.

Volcanic Eruption: The tectonic tearing of the moons by Kerogo's gravity causes constant volcanic activity upon the moons' surfaces. A nearby volcano is starting to erupt and is getting more dangerous by the hour. There will be warnings (minor earthquakes, smoke at the summit, landslides, water in lakes and streams heated to boiling and/or a sulfurous stench to it, animals leaving the area, dead animals from poison gasses, ecetera) for the warlord to warn the characters with.

If the characters ignore or are ignorant of the warnings have the volcano erupt and start oozing lava of a very fast variety (speed 3) to start cutting off their escape routes.

This is a good way to channel the players in a particular direction but should be used only once or twice in a campaign.

Die Type	Example
d4	A torch or boiling water.
d6	A campfire of wood.
d8	The fire of a forge.
d10	A burning building
d12	Thermal Spring Immersion, Geyser
d20	A forest fire
d100	Volcanic Fire/Lava

Winds/Storms: 1d6 per hour exposed without shelter. This refers to violent storms of gale force or stronger.

Wilderness Encounters

When the characters are traveling or exploring they will have encounters of various types of encounters that can delay, cripple, kill or benefit them. These encounters will include animals, terrain features, weather and natural phenomena.

The tables below give the Warlord the necessary information to make their own unique Encounter Tables for different types of terrain the characters will encounter. These tables should become part of the world statistics and be used every time that the characters enter that region.

As always use common sense in building these encounter tables and don't be afraid to overrule a die roll or put in something unique of your own invention.

Ecology describes where the animal is normally found and prefers to live. Although a single animal may wander into another type of ecology at the edges of its preferred ecology, the animal is usually a rogue that has been driven out by rivals, hunger or natural disasters.

Encounters are also decided by Ecology and the relative abundance of life found there.

Ecology Types: Certain types of areas are easier to live and produce young in than others. In the optimal areas plant and animal life abound crowding each other. In marginal areas life can exist but in certain seasons it must have strategies to survive: hibernation, seeding, migration and others. Hostile areas are difficult for life to survive if it is possible at all!

Optimal	Marginal	Hostile
Forest	Artic	Aerial
Jungle	Cavern	Desert
Near Shore	Plains	Mountain
Swamp	Semi-Arid	Sea
Woodlands	Tundra	Volcanic

Ecology Descriptions

Aerial: These are encounters in the open air or atmosphere of Zardoon.

Caverns: These are holes and tunnels that have been dug into or naturally exist in the dirt and rock of the moon's crust.

Desert: This is a parched area where it rains infrequently at best. It is a harsh area always in need of water and the few sources of water available in it are transient or guarded. Ground cover is non-existent and bare rock; dust and sand prevail to be blown by endless winds.

Forest: This is an area that has an unbroken canopy of trees overhead and a carpet of leaf mold beneath.

Hills: Rolling terrain covered with many different types of vegetation.

Jungle: An area of dense vegetation, high temperatures and constant rains where everything is always damp to soaking wet.

Lakes: Geographical features of land bound water where there is little or no current found.

Mountains: A rugged area where rock is often higher than the vegetation zones and snow caps the peaks. Travel through these areas is difficult to impossible with the exception of a few passes.

Near Shore: Between the beach and to a depth of 100 feet is considered the near shore environment.

Plains: Large, flat or gently rolling areas where there isn't enough rain to support trees. The vegetation is seasonal making any animal life migrate long distances to find food or hibernate.

Rivers: These are the ribbon like waters with strong currents draining a basin and leading to a lake or sea.

Sea: These are open bodies of water over 100 feet in depth.

Semi-Arid: Between deserts and plains these areas exist with a vegetative cover of hearty plants that bloom infrequently.

Swamp: Where land level and water level are one and the same. Open areas of shallow, sluggish waters and tussocks of grass with occasional islands of a few trees exist there.

Tundra: It is a cold, flat, featureless plain of low growing vegetation known for short summers and deep, cold winters. The ground is always frozen in a layer of permafrost.

Volcanic: The gravitational forces of Kerogo keep the moon of Zardoon pocked with volcanic features and fresh flows of volcanic ash and lava in different areas.

Woodlands: At the edges of forests and plains, broken canopies of trees and open areas exist.

Making Encounter Tables

While the characters are traveling through an area there is often a need for a chart to provide random encounters. Random encounters are just that, they provide no additional clues or relevancy to the adventure. They will often mislead the characters with false clues. Or they can simply be local color to add to the adventure.

The environment or ecology will determine most of these encounters whether they are natural phenomena, artifacts of vanished peoples, plants or animals.

The table below will show what to fill in for encounters in the specific ecology in an area. The blank areas mean no encounter.

Wilderness Encounter Tables

Number	Optimal	Marginal	Hostile
1	Phenomena	Phenomena	Phenomena
2	Phenomena	Phenomena	Phenomena
3	Phenomena	Phenomena	Phenomena
4	Phenomena	Phenomena	Phenomena
5	Plant	Plant	Plant
6	Plant	Plant	Plant
7	Animal	Animal	Animal
8	Animal	Animal	Animal
9	Animal	Animal	--
10	Animal	Animal	--
11	Animal	--	--
12	Animal	--	--

Ecology Encounter Chances

The frequency these tables should be rolled upon depends on the ecology types. Each type should be rolled for once per time period stated.

Ecology Type	Encounter Chance
Optimal:	4 hours
Marginal:	10 hours
Hostile:	20 hours

Animal Generation

The Moon of Zardoon has a few, isolated pockets of civilization surrounded by howling wilderness. When men leave the safety of their city walls they are no longer lords of all they survey; rather they are a strange form of prey to the numerous predators haunting the forests and waters of the moon.

The Ancient's experimented on more than just intelligences, animal specimens were also taken and used. Many of the animals are extinct upon earth and the other worlds now but the time of sampling was the Neolithic on Earth and these animals still exist upon Zardoon. Saber-tooth cats, panzer crocs, mammoths, terror birds, giant sloths and carnivorous kangaroos are still part of the ecologies.

Ecologies aren't from a single world for the types of species intermixed in an ecological pyramid. The Archons altered each species to be able to serve as food or prey for others without poisoning each other.

Making New Creatures

Roll the appropriate die to decide the characteristic.

1. Decide Ecology
2. Roll Diet
3. Roll Activity Cycle
4. Roll Aggression
5. Roll Number Appearing
6. Roll Size
7. Roll Speed
8. Roll Attack Type
9. Roll Poison Strength and Rounds of Effect
10. Roll for chance of being a Burrower, Flyer or Swimmer.

Environmental Die Types

Roll the die indicated by the ecology and add the modifiers

Optimal Environments d8

Forest
Jungle
Near Shore
Swamp
Woodlands

Marginal Environments d10

Arctic
Cavern
Plains
Semi-Arid
Tundra

Hostile Environments d12

Aerial
Desert
Mountain
Open Sea
Volcanic

Ecology describes where the animal is normally found and prefers to live. Although a single animal may wander into another type of ecology at the edges of its preferred ecology, the animal is usually a rogue that has been driven out by rivals, hunger or natural disasters.

Diet simply refers to what the animal eats and its consequent aggression die. It will also say if a character is attacked, whether the character is merely mauled and left for dead or taken back to a lair to be eaten.

Environment Die Diet or Description

1	Scavenger
2	Herbivore
3	Herbivore
4	Omnivore
5	Omnivore
6	Carnivore
7	Carnivore
8	Carnivore
9	Omnivore
10	Omnivore
11	Herbivore
12	Herbivore

Die Modifiers from Diet

Scavenger	-2
Herbivore	+0
Omnivore	+1
Carnivore	+2

Activity Cycle refers to the time of day the animal normally active in finding food, mates or patrolling its territory. Animal encounters during times of day the animal isn't normally active indicate a home, den or other type of base.

Die Roll + Modifiers	Result
1	Any
2	Day
3	Twilight
4	Kerogo
5	Kerogo Night
6	True Night
7	Day
8	Twilight
9	Kerogo
10	Kerogo Night
11	True Night
12	All Darkness
13	Any
14	Day

Aggression determines the type of die to use to roll for an attack by the animal against the character(s). If a modified roll of 6 is made, the animal stands its ground. Less than a 6 means the animal runs off. Greater than a 6 indicates an immediate attack.

Die Roll + Modifiers	Result
1	d4
2	d4
3	d4
4	d6
5	d6
6	d6
7	d8
8	d8
9	d8
10	d10
11	d10
12	d12
13	d12
14	d20

Situational Modifiers to Roll

Wounded	+1
Alone	+1
Group	-1
Vehicle	-2
Unconscious	+1
Size Difference	+/- the Base Size difference

Number Appearing determines the number of animals the characters encounter and will act as a group.

Die Roll	Result	Number	Maximum For
1	Breeding Colony	d20 x 1,000	Any
2	Migrating Herd	d10 x 1,000	Herbivore
3	Large Herd	d20 x 100	
4	Flock	d12 x 100	Omnivore
5	Swarm	d4 x 100	
6	Small Herd	d100	
7	Pack	d20	Carnivore
8	Pack	d12	
9	Family	d10	
10	Family	d8	
11	Mated Pair	2	Scavenger
12	Solitary	1	
13	Solitary	1	
14	Solitary	1	

Note: Minimum of 1

Size is the weight of the animal in pounds and the additional effects of armor and/or toughness.

Die Result	Example	Weight in Pounds
1	Bobcat	35
2	Wolf	75
3	Woman	125
4	Man	200
5	Black Bear	300
6	Gorilla	500
7	Bull	750
8	Grizzly Bear	1000
9	Rhinoceros	2000
10	Elephant	5000
11	Triceratops	10,000
12	Apatosaurus	25,000
13	Blue Whale	50,000
14	Natural Limit	100,000

Speed indicates the how fast the animals can move in burst of speed or charges. All speeds are in miles-per-hour except burrowing which is in yards per hour.

Die Roll	Running	Swimming	Flying	Burrowing
1	5	2	10	1
2	10	5	20	2
3	15	7	30	3
4	20	10	40	4
5	25	12	50	5
6	30	15	60	6
7	35	17	70	7
8	40	20	80	8
9	45	22	90	9
10	50	25	100	10
11	55	27	110	11
12	60	30	120	12
13	65	32	130	13
14	70	35	140	14

For flying animals multiply the above speed by 2

For burrowing animals replaced mph with yards per hour

Note: Normal walking speed is the animal's base size in miles-per-hour.

Attack Type will say how close the attack occurs and the number of rounds the character (s) will have to react.

Ambush:	Simultaneous Action
Charge:	1 round to act
Chase:	1d4 rounds to contact
Swarm:	1d6 rounds to escape and break off attack
Trap:	-1 round to character trapped

Attack type tables

Ambush:

d6	Description
1	Buried in Loam or Sand
2	Camouflaged
3	Drop from Above: free or by line
4	Stalk and Charge
5	Trapdoor or Concealed Lair
6	Swarm

Lure:

d12	Description
	Auditory:
1	Distress Calls
2	Marking Songs or Calls
3	Mating Calls
	Prey Imitation—Food:
4	Egg/Egg mass
5	Flowers
6	Fruits
7	Rotting Corpse
	Scent:
8	Food
9	Hormone Imitation
	Visual:
10	Mimic
11	Pseudo-prey
12	Pseudo-female

Chase:

d4	Description
1	Drive into Ambush
2	Drive to Trap: Cliff, River, Web, Pit, Morass
3	Outrun and Take down
4	Run to death

Trap:

d10	Description
1	Cave
2	Cul-de-sac
3	Drowning
4	Funnel
5	Gummed Lasso
6	Nematocyst
7	Pit
8	Quagmire/Quicksand
9	Thorns
10	Web

Ambush: is where the prey is to be taken by surprise and doesn't have time to mount an effective resistance. The various types are detailed below.

Buried in Loam or Sand is where an animal digs itself into a temporary hole and covers itself with dirt to keep the prey from detecting it. It bursts forth in a cloud of dirt and kills its prey before the victim can react.

Camouflaged is where the predatory relies on its coloring and/or shape to fool the prey's eyes.

Drop from Above either a freefall or by an attached line. The prey will be stunned by something jumping or diving on it from a height.

Stalk and Charge refers to slowly creeping up upon the prey and catching it in a short, high speed run.

Trapdoor or Concealed Lair is where the animal has a permanent shelter from which it attacks prey.

Lure: is where the predator uses some form of trickery to have its prey come into ambush range for a kill.

Auditory relies on sound to lure in the animal's prey.

Distress Calls are normally made by the prey's young to get the mother to rescue them

Marking Songs or Calls are done to lure a victim in when they are flooded with hormones and unable to use normal precautions. Often this is the male calling to warn other males from his territory.

Mating Calls are normally done by the male of the species, although females will let the neighborhood know they are there.

Prey Imitation is the sounds normally made by the victim's victims.

Food is used to get an animal with striking distance as the mouth is very close to the throat.

Egg/Egg Mass is a lure that often occurs where a natural nest or hiding place would occur. Actual eggs to camouflage it often surround the predator.

Flowers are used as an imitation to lure insects, or bigger things within striking range of the predator.

Fruit refer to berries, single fruits or anything that has a nutritious pulp around it to aid in seed dispersal.

Rotting Corpse is when an animal doesn't feed on things that are fresh. Instead it smells like spoiled fruit or a dead animal.

Visual is a lure that fools the eye and dissolves natural caution.

Pseudo-female is a lure to draw a male closer. It is normally used with a hormonal lure to overpower the prey's caution.

Pseudo-prey is the imitation of the hunter's natural prey. It can be anything from mature to juvenile individuals.

Scent relies on the olfactory sense of the prey overpowering its natural caution.

Food relies on the predator producing a scent that matches the favored food of the prey. This can be anything from sweet nectar to a rotting corpse.

Hormones are chemical signals that indicate different states of the animal to others of its kind. Most often the lure used is of a sexual nature. A female in heat or a dominate male marking its territory.

Chase is the running down of prey until it is entrapped, encircled or too tired to put up a fight.

Outrun and Take Down is used by running species to chase down their prey and tire it before using their natural weapons to kill it.

Run to Death is where the predator simply keep the victim running until it dies of exhaustion or its heart bursts.

Drive into Ambush is where a few members of the pack chase the animal to where others of the pack are

waiting to leap upon it and kill it.

Drive into Trap is where the predatory is using a natural or self-made endpoint to kill or harm the prey. The various types are listed below:

Cliff is where the animal is driven so fast that it doesn't see the cliff until it is too late to stop. The fall kills or maims the victim.

Pits are either natural or constructed to kill or trap the victim. Often the pit is empty but other times the animal's mate or young are waiting the victim's fall.

Morass refers to an area of ground where the footing makes rapid movement (or any movement) impossible. This can include mud, quicksand, deep snow, tangled brush or vines and a host of other things.

Rivers or Lakes are where the victim is driven into a water environment. It can be where the animal cannot swim or not swim fast enough to get away from its attacker. The victim may not enter the water and be effectively trapped.

Web is driving an animal into a gummed net that it cannot escape from.

Trap: is where the prey's natural movements are restricted. This can be from simply slowing down to complete immobilization. Often these traps are set up to kill too.

Caves are used by the predator to ambush prey rather than offering the prey shelter. The predator will often enter the cave while the prey is off seeking food and ambush it when it returns.

Cul-de-sac is where the prey can move no further and the predator can use its superior strength and weapons to kill the victim.

Drowning happens when the victim is trapped in the water until it runs out of strength and drowns. Often these traps are natural wells, sinkholes or basins.

Funnel is an ever-narrowing tunnel that channels and then traps the victim. The confines at the end of the funnel are so narrow that the prey cannot turn around or maneuver.

Gummed Lasso is a single strand web that is either gummed along its length or has a single glob of glue at its end.

Nematocyst is a stinging cell loaded with paralytic

poison. These cells are normally found in jellyfish tentacles.

Pits are simply deep holes in the ground designed to trap the prey in place or to kill by the fall or whatever is waiting for them there.

Quagmire/Quicksand is trapping the animal in a morass so it can be eaten at leisure. Normally the predator is too light to be swallowed or trapped by the morass.

Thorns are vegetation that can produce the pain associated with a carnivore's claws and teeth. The victim is often unable to move until the predator moves in to give the killing blow or bite.

Webs are string to rope sized nets that trap a victim and keep it from moving. Most of them are coated with glue. Sometimes the glue is narcotic.

Poison refers to whether the animal has poison, and if it does, the damage die to use for the number of rounds rolled on the second chart.

Die Roll + Modifiers	Result
1	--
2	--
3	--
4	--
5	--
6	--
7	--
8	d4
9	d6
10	d6
11	d8
12	d10
13	d12
14	d20

d20	Number of Rounds
1-7	1
8-12	2
13-15	3
16-17	4
18-19	5
20	6

The damage from poison is a cumulative, by the number of rounds, without treatment. If treatment is administered and is effective, stop rolling damage.

Example: d6/4 means roll a d6, 4 times (once per round) and add the damage points together.

Base Points = Size

Base	1	2	3	4	5	6
Full	5	10	15	20	25	30
-1dl	4	8	12	15	20	24
-2dl	3	6	9	12	15	18
-3dl	2	4	6	8	10	12
-4dl	1	2	3	4	5	6
-5dl	0	0	0	0	0	0

Base	7	8	9	10	11	12
Full	35	40	45	50	55	60
-1dl	28	32	36	40	44	48
-2dl	21	28	27	30	33	36
-3dl	14	16	18	20	22	24
-4dl	7	8	9	10	11	12
-5dl	0	0	0	0	0	0

Armor: Adding to the Base Size of the Animal.

Die Roll + Modifiers	Result
1	+4 die levels
2	+3 die levels
3	+2 die levels
4	+1 die level
5	0
6	0
7	0
8	0
9	0
10	0
11	0
12	0
13	0
14	0

+1	Thick Hide
+2	Scales
+3	Chitin
+4	Shell

Note: Every addition of Armor drops the animal's speed by the corresponding number. If an animal has +2 to its Base Size due to its armor, the animal's speed is reduced by 2.

Locomotion: animals generated by this system are assumed to be walkers. There is a chance they will use other forms of locomotion. The ecology types will determine the chances the animal will use either burrowing, flying or swimming.

Use a d20 to determine the chance of other forms of locomotion.

Locomotion Type	Burrower	Flyer	Swimmer
Aerial	--	1-20	--
Cavern	1	2	3
Desert	1-3	4	--
Forest	1-2	3	--
Hills	1	2	--
Jungle	1	2-3	4
Lakes & Rivers	1-2	3-5	6-20
Mountains	1	2-5	--
Near Shore	1-2	3-4	5-15
Plains	1-2	3-4	--
Seas	--	1	2-20
Semi-Arid	1-4	5-7	--
Swamp	1-2	3-4	5-12
Tundra	1-2	3-4	5-6
Volcanic	--	1-10	--
Woodlands	1-4	5-7	--

Movement modifiers by Locomotion Type

Burrower	1/10 th of normal movement rate
Flyer	Double normal movement rate
Swimmer	½ of normal movement rate

Plant Generation

Zardoon and the other terraformed moons have ecologies by choice. No weeds grow upon any of the moons. All plants have a purpose. Food plants are numerous and farming has never developed. Cities were created from particularly rich areas due to hunting and gathering—not agriculture. Normally cities are located where rich forests come in contact with rivers or coastlines.

While not active plants can affect the characters during their adventures. Most plants will be something that is harmless and can be ignored. Others will have minor to devastating effects on the characters and their mission.

Due to the experiments upon plants by the Archon some have mutated into things dangerous to both men and animals. A curious side effect is that some of the most deadly plants are some of the most useful. For example the stot root being used to make bows.

d12	Effect
1	Aesthetic
2	Animal/Insect Trap
3	Antidote
4	Edible
5	Fiber
6	Food
7	Hallucinogenic
8	Impassible
9	Medicinal
10	Paralysis
11	Poisonous
12	Skin Rash

Material is located in: 1d10

1. Bark
2. Berries
3. Flower
4. Fruits
5. Leaves
6. Pollen
7. Roots
8. Seeds
9. Stems
10. Vines/Tendrils

Type of Plant 1d8

1. Fungus/Mushroom
2. Ground Cover
3. Mold
4. Parasitic Air Plants
5. Shrubs
6. Trees
7. Vines
8. Water/Seaweed

Aesthetic: This plant looks unusual or has flowers that are pleasing to look at. It may also have a pleasant scent that people admire.

Animal/Insect Trap: This plant preys on animals. Its juices are narcotic to its prey and, possibly, humans.

Fiber: This plant can be processed for fiber to weave cloth or to make string and ropes from.

Food: This plant is a well-known food for humans and/or animals.

Hallucinogenic: eating any part of this plant causes hallucinations. The victim will be unable to assign priorities to anything happening around them. (A butterfly is as important as a charging Renlar or walking over a cliff.)

Impassible: A tangled mass of brush that defies any attempt to go through it. The characters will have to go around it causing a detour of 1d6 hours.

Medicinal: This plant serves as a natural medicine to combat fevers, affect the digestive system, fight infections or other maladies for men and/or animals

Paralysis: Eating this plant or parts of it will cause loss of all voluntary muscle functions for 1d4 days.

Poison Antidote: This plant is an antidote to a known type of poison.

Poisonous: This is a poison to men and/or animals. (Roll a d20 once for die type and once for number of rounds)

d20	die type	Number of Rounds
1-7	d4	1
8-12	d6	2
13-15	d8	3
16-17	d10	4
18-19	d12	5
20	d20	6

Skin Rash: A burning itch caused by contacting this plant. It can drive animals half mad and will cause all tasks to be at one die lower. (-1 die level from tasks requiring concentration, except combat.) 1d4 days for itch to subside.

Natural Phenomena Encounters by Ecology Type

Optimal

Forest

- 1 Gully
- 2 River
- 3 Ruin (s)
- 4 Path
- 5 Animal Territory
- 6 Tree Falling
- 7 Animal Trap
- 8 Native (s)
- 9 Violent Storm
- 10 Fog

Jungle

- 1 Ruins
- 2 Violent Storm
- 3 Native (s)
- 4 Flood
- 5 Tree Falling
- 6 Gully
- 7 River
- 8 Path
- 9 Insect Swarm
- 10 Disease

Near Shore

- 1 Tidal Bore
- 2 Rip Tide
- 3 Poisonous Animal/Plant
- 4 Animal Trap
- 5 Wreck
- 6 Red Tide
- 7 Violent Storm
- 8 Reef
- 9 Breeding Grounds
- 10 Fog

Swamp

- 1 Quicksand
- 2 Bog
- 3 Fast Current
- 4 Muddy Ground
- 5 Rising Water
- 6 Marsh Gas
- 7 Insect Swarm
- 8 Violent Storm
- 9 Native (s)
- 10 Disease

Woodlands

- 1 Ruins
- 2 Animal Territory
- 3 Path
- 4 Animal Trap
- 5 River
- 6 Natives
- 7 Fog
- 8 Violent Storm
- 9 Fire
- 10 Heavy Brush

Marginal

Arctic

- 1 White Out
- 2 Crevasse
- 3 Snow Bridge
- 4 Weak Ice
- 5 Native (s)
- 6 Animal Trap
- 7 Northern Lights
- 8 Open Water
- 9 River
- 10 Cold Snap

Plains

- 1 Tornado
- 2 Violent Storm
- 3 Stampede
- 4 Prairie Fire
- 5 Gully
- 6 River
- 7 Abandoned Camp
- 8 Animal Territory
- 9 Herd
- 10 Animal "Town"

Semi-Arid

- 1 Gully
- 2 Flash Flood
- 3 Tangle Brush
- 4 Fire
- 5 Violent Storm
- 6 Insect Swarm
- 7 Poisonous Animal/Plant
- 8 Salt Flat
- 9 Water Hole
- 10 Bad Water

Tundra

- 1 Pingos
- 2 Bog (s)
- 3 Herd
- 4 Snowstorm
- 5 Northern Lights
- 6 River
- 7 Abandoned Camp
- 8 Animal Territory
- 9 Native (s)
- 10 Grave Site (s)

Hostile

Aerial

- 1 Cross Winds
- 2 Down Draft
- 3 Hail
- 4 Icing
- 5 Lightening
- 6 Puffer Wood
- 7 Rain
- 8 Thunderhead
- 9 Tornado
- 10 Wind Shear

Caverns

- 1 Crevasse
- 2 Wall
- 3 Cactus Patch
- 4 Pool
- 5 River
- 6 Cathedral
- 7 Phosphorescent
- 8 Minerals
- 9 Cave In
- 10 Bridge

Desert

- 1 Dust Bowl
- 2 Bad Water
- 3 Cactus Patch
- 4 Sand Collapse
- 5 Sand Storm
- 6 Poisonous Animal/Plant
- 7 Circling Flyers
- 8 Mirage
- 9 Drum Sands
- 10 Waterhole

Mountains

- 1 Avalanche
- 2 Rock Slide
- 3 Cold Snap
- 4 High Winds
- 5 Overhang
- 6 Crevasse
- 7 Violent Storm
- 8 Abandoned Mine
- 9 Ice
- 10 Path

Sea

- 1 Storm
- 2 Hurricane
- 3 Water Spout
- 4 Floating Wreck
- 5 Sargasso
- 6 Calm
- 7 Animal Breeding Area
- 8 Dense Fog
- 9 Vessel
- 10 Upwelling

Volcanic

- 1 Poison Gasses
- 2 Fumaroles
- 3 Cave
- 4 Mud Pits
- 5 Hot Springs
- 6 Minerals
- 7 Hot Ground
- 8 Volcanic Glass
- 9 Sulfur Deposits
- 10 Crevasse

Natural Phenomena Descriptions

Abandoned Camp: The characters run across the remains of a camp. The camp can be a mere fire pit and a few trampled areas. On the other end of the spectrum, the characters will find an abandoned village site or the remains of a recent attack by the village's enemies.

Abandoned Mine: The characters find an abandoned mineshaft. If the characters choose to explore or to take shelter (hide) the following encounters should be rolled for.

- 1 Vertical Shaft: 1d10 x 10 yards depth
- 2 Lack of Oxygen causes the characters to pass out. Roll the Fortitude die of a character and allow the number of rounds rolled to allow the character to remain conscious after other characters have been overcome.
- 3 Animal Den: Use Carnivore encounter with Aggression modifiers of Guarding Lair and possibly Guarding Young.
- 4 Pool of Water
- 5 Rare Mineral (s) or Crystal (s) d10 against Prospector to recognize type of mineral or crystal.
- 6-10 No Encounter

Animal Breeding Ground: Animals come to this area to breed at a certain time of the year. The animals number in the hundreds of thousands and they are the size of insects. The animals will crawl over and into anything.

Animal Territory: The animal has staked out a territory and is attempting to attract mates. Characters will be treated as rivals and attacked. Choose a large herbivore or omnivore from the encounter chart.

Note: Once the characters are outside of the boundary the animal will cease its attack.

Animal Town: A nesting area, burrows, webs, structures increase the roughness of the terrain. Travel time will be reduced to half. To detour will take from 1d10 hours.

Animal Trap: The characters run across a trap set to capture animals. The trap can be a net, camouflaged pit, poisoned arrow, noose, deadfall or any other nasty that the warlord can think of. These traps will usually injure or delay the characters.

See page 27 for details

Avalanche: The characters have been caught in the path of an avalanche.

Rock	1d100
Snow	1d20 + Suffocation damage

Bad Water: The characters last source of water was contaminated with chemicals and/or disease causing microorganisms. Within 2d10 hours the characters will be suffering from cramps and diarrhea. Water consumption by the ill character will be doubled.

Note: if the water was filtered and/or treated ignore this.

Bog: The ground is extremely wet and will trap most animals' feet. The muddy ground will double travel time.

Breeding Grounds: The characters have stumbled into an area used for the hatching/birthing/raising of young of a herd animal it is usually a large area that is guarded by mothers and their mates. Add one die level to the animal's normal Aggression.

Bridge: This is a rock arch across a chasm or river. It is up to the warlord how many characters it will support before a collapse is imminent.

Cactus Patch: Due to the sharp nature of these plants a character or animal will have to roll versus Fortitude to cross this or spend 1d10 hours to go around it. The inner pulp of a cactus may be used as an emergency source of water by solar stills or filtration.

Calm: The seas are becalmed and sailing vehicles can make no further progress. It also may indicate a storm coming. (1-2 on a 1d10)

Cathedral: A large natural room found in the native rock or caverns of the moon. It is often a place of natural wonders from stalactites and stalagmites and other formations. Minerals and crystals abound in the area. It is also possible that peoples from the Age of Wandering used the area to bury their chiefs or as a temple.

Cave: A natural opening in bedrock made by running water, lava flow or a crack from shrinkage during cooling. If the warlord wants to they may also place hidden treasure, technology, cave paintings, mausoleums, ect., to add color to the encounter.

On a roll of one on a d10, it is also an animal lair.

Cave In: A natural or artificial tunnel has collapsed and is now blocked. The characters will have to find another path.

Chimney: A tubular opening or narrow crack in the ceiling of a cavern or lava tube, which leads to the surface. To successfully climb one out is a d8 challenge to the characters' Climber ability. At other times it will lead to another level of the cavern galleries.

Circling Flyers: These usually indicate a dead or dying animal or a recent kill by carnivores.

Clear Sky Lightening: The particles emitted by Kerogo have charged the atmosphere to a point where the characters become a conduit for a lightening stroke. Damage is 1d20.

Cold Snap: A 10 to 40 degree drop in temperature within an hour's time.

Crevasse: A crack in the surface that is 1d100 yards deep. The edge is often hidden. Use a challenge die of 1d6 against Scout to spot the hidden edge.

Cross Winds: The characters' vehicle has been caught in a strong set of swirling winds. It is a challenge of a d6 against pilot to keep the vehicle on course.

Disease: One of the characters has caught a disease. Apply the following effects.

Virulence: is how easy it is to catch a disease. The die rolled for is the challenge die the disease will attack the character's wounds with. Roll this challenge die against the character's current highest Physical die.

Time: refers to how many days the challenge die will be rolled against the characters wounds. The die is rolled once per day.

Treatment: using the Doctor skill to treat the symptoms and relieve the suffering caused by the disease. The doctor's skill die is rolled against the disease's virulence die and if the doctor wins, the number of points exceeding the disease's die result will come off of the wounds to the character afflicted.

Recovery: occurs after the disease has run out of days to afflict the character. Regaining of wounds occurs as normal healing does. If the character goes below zero there is a chance of permanent loss of health. Roll the disease's virulence die against the character's highest physical die. If the character loses deduct one die level from all physical skill areas.

Virulence and Time Table

d20	Virulence	Number of Days
1-3	d4	2
4-12	d6	4
12-16	d8	6
17-19	d10	8
20	d12	10

Note: roll once for each column

The symptoms can include 2 – 3 of the items below.

d10	Symptom
1	Chills
2	Fever
3	Skin Rash
4	Diarrhea
5	Nausea
6	Delirium
7	Severe Headaches
8	Skin Color Changes
9	Hair Loss
10	Vomiting

Down Draft: A strong wind pushes the characters' vehicle towards the ground. It is a challenge of d6 to keep the vehicle from crashing.

Drum Sands: The sands are tight packed and are resonant. After a time of walking or riding (1d100) the characters will hear another set of vibrations or sounds in the distance. This will continue up to an hour before the vibrations stop. The vibrations will mimic either mode of transportation the characters are using.

Dust Bowl: A depression filled with loose dust that cannot support weight of an animal, person or vehicle. Roll 1d6 versus Acrobat.

If the character fails the roll, use the Suffocation rules in Environmental Hazards page 56.

Fast Current: An unusually fast current is found in this area. Roll a d4 against Swimmer to avoid being swept off of feet and losing attached equipment.

Fire, Wild: A wildfire has started and is coming towards the characters. The characters will have to seek barren ground, bare rock, a river or lake, or a previous burnt area to escape the flames. If the characters are unable to escape the fire, apply damage as stated in the combat section.

The wildfire will burn for 2d8 days.

Flash Flood: A sudden flood fills all streambeds and gullies. This filling takes 1d12 minutes. Characters will have to abandon heavy equipment and camps made in the gullies or next to streambeds to escape drowning.

Flood: A rise in water level of 1d10 yards in a 10-hour period.

Fog: A fog arises. Roll on Sight Range tables below to figure density.

1d100 Maximum distance seen

01-05	1 yard
06-25	3 yards
26-75	10 yards
76-95	30 yards
96-00	100 yards

Fumaroles: These cracks and fissures in the ground that steam or smoke from the heat of magma or cooling lava either outgassing or water percolating down to be turned to intermittent, steam geysers.

If characters are in a field of them use the fog rules for visibility.

Grave: The characters find a grave; the grave may be a simple hole in the ground, a raised platform, a mausoleum, pyramid, necropolis, ECT. If there are natives in the area, the characters may have complications due to customs or if they have done grave robbing.

Use the table below to determine the age of the grave, chance of having d4 artifacts, chance of having valuable grave goods and the grave good's value in helos.

d100	Age of:	Artifacts	Grave Goods	Value
01-50	Modern	01-05	01-25	d10
51-75	Artificers	01-10	01-50	d20
76-85	Wandering	01-25	01-15	d8
86-95	1000 yr War	01-05	01-20	d20
96	War	--	01-25	d4
97-99	Magicians	01-75	01-00	d100
00	Exodus	01-50	01-10	d10

Roll once on the vertical d100 column to decide the age of the grave and then roll on the horizontal row to decide on the chance of artifacts, grave goods and the value of the grave goods.

Gully: A water-cut channel that is 1d20 yards deep and 1d12 yards wide. Characters will have to detour 1d4 miles to find a crossing if they are unable to jump or climb.

Hail: The character's vehicle is caught in a thunderhead and subjected to an aerial hailstorm. The hail is from one to six inches in diameter. Damage to each character unable to find shelter is d10.

Heavy Brush: Thick, tangled vegetation that will cause travel times to be multiplied by ten. A detour will take 1d10 hours.

Hot Ground: Underneath the ground (usually rocky) is

still cooling lava or magma. The characters or animals will take one point per hour from walking on the ground without protection (boots, moccasins, sandals, shoes, ect.)

Hot Springs: Water has seeped down to the magma chamber and risen again as steam or heated water (boiling water fatal upon immersion.) In spectacular fashion water can burst up to geysers spewing plumes of heated steam and water hundreds of feet into the air. Sometimes the geysers can be timed.

Roll a 1d100 for the number of hours between eruptions.

Hurricane: A violent cyclonic storm found in the tropical and temperate regions of the world. The storm will last 1d100 + 20 hours.

Damage from the storm will be d12 to exposed characters and animals unless shelter is found.

Ice: Slick ice blocks the characters path. Travel times are tripled.

Icing: The characters' vehicle is starting to ice up. It is a challenge of a d8 to prevent the vehicle from icing and having to land.

Insect Swarm: an insect swarm attacks the characters. Fire, smoke, repellent or poison mist will drive off the swarm. Otherwise characters will take 1d6 damage

Lava Cave: During a volcanic eruption, molten lava cooled and solidified on the surface of the flow while the lava underneath remained molten. The molten lava drained out and left a roofed over space in the form of a tube. As any natural cave, it can serve as an animal lair or a shelter for nomadic peoples.

Lightening: The characters' vehicle is hit by lightening for d20 damage.

Marsh Gas: Gas produced by the anaerobic decomposition processes found in a swamp. The gas can either catch moonlight or self-ignite. This light will have to be interpreted by the characters.

Migrating Herd: The characters run into a herd consisting of hundreds of thousands of individual animals. This will cause a delay of 1d10 days unless the characters decide to go through the herd.

Note 1: On a roll of 1 on 1d10 an animal will charge the characters. Resolve this as an animal attack.

Note 2: If a violent storm or predators scare the herd a stampede may result (1-5 on a 1d10). Characters MUST find shelter or suffer 3d10 wounds.

Minerals: These are natural rock formations or crystals of value to the characters or their societies. At other times they will be simply a fascinating display of the mineral kingdom to the characters. Use the table below to determine the value in helos, weight in pounds and challenge die to Prospector to extract the mineral without destroying it.

Roll once for each column

<i>d100</i>	<i>Value</i>	<i>Weight</i>	<i>Extraction</i>
01-05	0.5	0.1	loose
06-15	1	0.5	d4
16-35	10	1	d6
36-59	25	2	d8
60-79	50	5	d10
80-94	75	10	d12
95-00	100	25	d20

Mining Pit: This is a 10-100 yard open hole in the ground containing a pile of mine tailing nearby. These pits are often filled with water and on a roll of 1-8 on a 1d10 contain bad water. Otherwise the water is good.

Note: On a roll 1 on a 1d10 the miners are still there.

Mirage: An illusion caused by the sky reflecting on the ground. Often the illusions will be of a distant lake or a magnification of rocks to mountains and grass to forests.

Mud Pits: Like hot springs but with detritus suspended in the hot water. Often these pits smell of sulfur and may poison the air near the pit (1 on a d6/d4 per hour) At other times the heated mud will serve as a relief for skin ailments or even cures.

Muddy Ground: The ground is extremely soft and wet. For wheeled vehicles and legged animals, travel time will be doubled.

Native(s): The characters run into a party of native hunters (2d10) or a migrating people 2d100.

Northern Lights: A display of charged particles at the poles of a moon.

Open Water: A detour of 1d10 yards confronts the characters. The water is too cold to swim.

Overhang: A face of rock that projects out over space. A d10 versus Climber is rolled to get around this obstacle.

Path: The characters run across a path. Animals or natives may make the path. It may lead to a village, a waterhole or river, a sacred area, hunting grounds or simply be a path across a difficult piece of terrain. If walking, travel time is halved.

Phosphorescence: The characters have discovered a natural mineral formation giving off enough light to be able to see by. It is often a layer of rock that follows a certain depth.

Pingos: A natural phenomena found in tundra or other landscapes subject to freeze and thaw cycles. It consists of stone circles 1d100 yards in diameter. The height of these stone circles will be from 10 to 100 inches high and consist of gravel to small stone-sized materials.

Poison Gasses: These are usually gasses that are sulfur based and poisonous to animals. Normally odorless, tasteless and unable to be detected by the nose. Some have a distinctive odor initially but will quickly numb the olfactory sense with death soon following. If the characters don't get out the area apply 1d4 for every round the characters are exposed to the gasses.

Poisonous Animal/Plant: An extremely deadly animal or plant. A successful attack by it or stepping on/rubbing against the organism will cause the character to go into convulsions. Antidote must be given within 10 minutes or breathing will stop.

Pool: The passageway's floor is filled up with water. The water depth can be shallow or a throw against Swimmer at d4 will have to be made.

Puffer Wood: The floating seed clumps of puffer wood are struck by the characters' vehicle. Pilot at d6 to avoid or 1d20 damage results.

Quicksand: An area where soil or sand particles are suspended by groundwater pressure. The ground is unable to support the weight of a character, animal, tree or vehicle. This area is 2d10 yards in diameter.

Roll d4 versus Acrobat or Swimmer to escape the quicksand.

Rain: The characters' vehicle encounters a rainstorm and has to stop for d8 hours or risk crashing.

Red Tide: A bloom of poisonous organisms that will kill anything that feeds on them. The wastes produced by the red tide will poison any marine life. Any character, animal or vehicle that eats contaminated seafood will suffer 1d20 from poison damage.

Reef: A submerged ridge of rock or coral that can rip out the bottom of a ship's hull and sink it.

Ridge: A cliff is in the way of the characters path of travel. The ridge will be 1-100 yards tall. A detour of 1d10 miles will have to be made for animals or vehicles.

Characters will use Climbing skill to pass this obstacle.

Rip Tide: A strong current that will drag characters offshore 1d4 miles. Use a challenge die of d8 versus Swimmer to escape drowning.

Rising Water: Water begins to rise at a rate of 1d10 inches per hour. Paths, low-lying islands and other features will disappear in a few hours.

River: A river blocks the characters' path. A detour of 1d10 hours must be made to find a ford to cross the river.

Rock Slide: The characters and their vehicles/animals are caught in a rockslide. Roll versus Physical at a d8 for the characters or apply d20 damage to them. Vehicles and animals are subject to 1d10 damage per combat round they are caught in the rockslide.

Ruins: The characters run across an old set of ruins. While they will provide shelter little else of interest can be found there. Sometimes the ruins will serve as animal lairs or a camp for migrating people. The ruins may have magical significance to the natives of the areas.

1d100	Origin of Ruins
01	Archon
02-25	Age of Magicians
26-00	Age of Artificers

Salt Flat: Normal travel time is halved and water consumption is doubled.

Sand Collapse: Part of a dune collapsing under a vehicle's or a character's weight. Roll d6 versus Acrobat, Rider, Runner or Teamster to avoid entombment and suffocation.

Sargasso: A broad expanse of floating weeds that will slow a ship to 1/10th of normal speed

Snow Bridge: A bridge spanning a crevasse in ice or a glacier. The weight of a characters and/or animals may collapse the snow bridge.

Snow Storm: A snowstorm will bury a landscape, path, road, ect.

Use Scout against a d8 to distinguish features.

Stampede: The players are caught in an animal stampede. Characters MUST find shelter or suffer 3d10 wounds.

Sulfur Deposits: From the percolation of heated steam and boiling water from volcanic sources, purified sulfur has built up into fantastic formations of rock flowers, octagonal crystals and other geological curiosities.

Tangle Brush: Very thickly interwoven vines and or branches. It is impossible to go through. Tangle brush must be gone around. 1d10 hours will be lost to circumvent it.

Thunderhead: A rapidly moving thunderhead cloud catches the characters' vehicle; it is a Pilot challenge of d10 to avoid crashing or being torn to shreds by the violent nature of the storm.

Tidal Bore: A very powerful form of riptide that will sweep the character 1d10 miles offshore. To escape drowning is a d12 versus Swimmer.

Tornado: A cyclonic storm or funnel cloud. To escape the effects is a d12 challenge versus either Physical or Mental. If the character doesn't escape refer to the table below:

1d10	Result
1	No Harm
2	1d10 damage
3	Carried 1d10 miles distance
4	Carried 1d100 miles distance
5	2d10 damage
6-10	Destroyed

Tree Falling: A tree falls towards a character or a vehicle. To escape injury is a d6 versus Acrobat, Rider, Teamster or Vehicle.

Upwelling: The sea produces an upwelling current. This will attract large amounts of wildlife to feed upon the nutrients. Although it will be easy to catch fish and birds, carnivores will also be attracted.

Vessel Sighting: The characters spot a vessel at 1d10 miles.

Village: The characters encounter a village of 20-200 people.

Violent Storm: The characters, their animals and their vehicles are forced to stop and seek shelter for 1d10 hours.

Volcanic Glass: Lava has quickly hardened in the air and has no internal structure. It is now obsidian or volcanic glass. Characters who walk on this without any protection on their feet will take 2 points of wounds per mile walked upon this surface. It also will serve as material for making arrowheads and spear points.

Wall: The characters run up against a vertical wall which blocks further progress. The height is 10+3d100 feet. To climb is a d6 versus Climber. Check once per hundred feet.

Waterhole: The characters encounter a waterhole that has clean water. It should be remembered that many predators ambush their prey at waterholes.

Note: 1-5 on 1d10 to encounter carnivore.

Water Spout: See Tornado

Weak Ice: The characters fall through thin ice. To escape is a d8 versus a physical skill.

White Out: A blinding snowstorm reduces visibility to one yard.

Wind Shear: Caught in a pocket of torn air the characters' vehicle drops from the sky. It is a challenge of d10 against Pilot to avoid crashing.

Wreck: The characters come across the remains of a vehicle. It can be either a ship or the human shell that covered an Archon Skyship.

Societies

When human beings live together a certain set of social rules will be followed to insure smooth working between the members of the society.

Society Outlook

The societies view of their place in their universe can be broken into the various parts listed below.

Adaptability refers to the ability of a society to make changes to their customs and outlook to handle new situations.

Flexible..... Rigid
1 2 3 4 5 6 7 8 9 10

Aggression refers to how threats to the individual or society in general will be dealt with.

Peaceful..... Violent
1 2 3 4 5 6 7 8 9 10

Arrogance refers to how the society views outsiders and their customs.

Tolerant..... Intolerant
1 2 3 4 5 6 7 8 9 10

Confidence refers to how a society looks at itself and the other cultures in the known world.

Inward Looking..... Expansionist
1 2 3 4 5 6 7 8 9 10

Courage is how people treat threats, challenges or withstand grim possibilities they are faced with.

Bold..... Cautious
1 2 3 4 5 6 7 8 9 10

Natural World is the view of how natural forces and the people in general view nature.

Conservationist..... Slash & Burn
1 2 3 4 5 6 7 8 9 10

Property refers to what a person owns and is able to use or save strictly for himself without answering to others.

Private Property..... Communal
1 2 3 4 5 6 7 8 9 10

Social Rigidity is the ability to move upward or downward in the society.

Egalitarian..... Caste
1 2 3 4 5 6 7 8 9 10

Stoicism is how the people handle the trials and tribulations sent their way by Kerogo.

Harsh..... Pampered
1 2 3 4 5 6 7 8 9 10

Suspicion is when new or unfamiliar things or people are presented to the society and how they are treated.

Friendly..... Hostile
1 2 3 4 5 6 7 8 9 10

Danger to Outsiders

Add the scores from the Outlook column to come up with a total number. This number will determine how hazardous it is to be a stranger or outsider in that particular society.

10-20

A friendly and open society which welcomes outsiders reminiscent of Ancient Polynesia.

21-30

Most social gaffs will be treated with laughter.

31-40

A teacher will be attached to the characters to teach them the proper way to do things.

41-50

Major social gaffs will cause the characters to be avoided

51-60

A few minor social gaffs are acceptable but major ones will get the characters ostracized or expelled.

61-70

Any social gaffs will get the characters banished.

71-80

A false move will get the characters imprisoned.

81-90

A false move will get the characters executed.

91-100

Identities as outsiders are better hidden if the characters want to see the next day.

Customs

Customs are the unwritten guides to acceptable behavior for humans and other intelligences. While laws may be the will of the ruler, customs are the will of the society.

Although the inhabitants of Hoshovareka all came from the same peoples 500 years ago they have since developed different customs in the time since. Each city and the area it controls will have the same general customs with a few small variations within minority groups.

Below are some of the things that are covered by customs and the bullets are suggestions of what customs could be. Every new society the warlord invents should have a few noticeable customs to make it unique.

Adult: refers to who is allowed the responsibilities and privileges of their own actions.

- Allowed to enter a marriage
- Word becomes a contract
- Able to bear arms for defense of self and society
- May sit in judgment of other citizens for crimes and punishment.
- May buy and sell goods and property.

Birth: This determines how and when a baby will be recognized by both the mother and father's families as being blood-kin to them.

- At the birth itself
- Only if woman is in a marriage to the father
- One Year after birth
- Either mother's or father's family takes into bloodline.

Breeding: this determines when a couple will form an breeding pair recognized by the community. The longevity of the bond varies vastly between species.

- Marriage
- By order of chief or council
- During time of mating or heat

Children: refers to the tolerance that children are treated with and the lack of responsibility for their actions.

- Immediate responsibilities of adults
- Education is primary duty of child
- Until first killing of an enemy, animal or, for women: menarche
- Allowed to get away with nearly anything due to ignorance or tolerance

Clothing & Ornaments: are often determined by the ability to afford them and from there become a marking of class and status. Often there are restrictions as to who can wear various things. There are gender differences between the clothing worn by men and women. This often relates the their roles in their home society.

- Ankle length skirts for women, only jewelry above waist.
- Diadems for men
- Mandatory head coverings
- Nudity for boys until manhood ceremony
- Silk restricted to upper classes
- Helmets for noble soldiers only

Death: is when a person dies and what becomes of their material goods and family or clan.

- Burning of body to return soul to Kerogo
- Deceased one's goods to be distributed to his sons and/or daughters or the surviving spouse.
- Burial Goods and tombs
- Sacrifices of items, spouse, animals, property to funeral fire or buried with them
- Ritual cannibalism

Food: This can refer to anything to dietary restrictions of a people, to a certain class which is allowed to eat delicacies, to preparation and who is allowed to do this preparation.

- Certain animals are forbidden to eat
- Social Stratums may not mix while eating.
- Food or dish restricted to men or women only.
- Children restricted from eating certain foods or drinks
- Children forbidden to eat before parents

Killing: this refers to when killing of another is allowed without receiving penalties and/or losing your own life from being a murderer.

- Any enemy who is in your home territory without being a guest of your ruler is to be killed on sight.
- Self Defense
- Avenging an insult to yourself, your family or your house
- Defense of House or Family
- Catching a Thief
- Adultery

Language(s): A region will usually have a dominant language or trade patios to allow different people to communicate with each other.

- Universal or Trade Patois
- Varies by ethnic group
- Secret languages for Orders, Cults and Religions

Marriage: A human institution for the procreation and education of the young. It is the bonding of a man and woman into a family unit with the birth of children expected in the future.

- A weeklong feast with extended family participating
- Exchange of items between couple
- Exchange of household items between families to show the two houses intermixing
- A sexual encounter
- Temple Ceremony

Respect: Is how a person is recognized to be on friendly terms and treated as an equal.

- Spitting on a Man's Shadow to insult or show no respect for him.
- The chair of honor at a family or ceremonial meal.
- Offering your wife or husband to take care of the guest's sexual needs.
- A feast upon entering the host's house.

Religion: multiple religions in a single city or culture are unusual at best. Normally there is only one religion and any other is marginalized, driven underground or destroyed.

- Monotheistic
- Polytheistic
- Several different, rival religions
- Only one "true" religion tolerated

Responsibilities: these are obligations and codes of conduct expected of people and are often dependent upon their sex, age, social stratum and/or a host of other things.

- Assuming responsibility of taking care of brother's wife & children if husband is killed.
- Taking up arms for the nation in time of war
- Apprehending a thief if called upon
- Paying tax or labor to the state

Social Ranking and Restrictions: rank has its privileges and its obligations. Social strata determine each of these.

- Blood of Heroes' to prove your hero's nobility to stand among rulers as an equal
- Born into class
- Raising through material goods

War: is the formalized aggression against a people or race by another. It demands a bonding between the attackers by race, religion or political boundaries.

- Formal messages are sent between enemies declaring the war
- Sneak attacks are the norm for the opening hostilities
- Traditional battlefields are selected
- Only combatants are considered fair targets

- Fighting on hold for religious holidays
- Of defeated enemies, Officers will be ransomed, conscripted will be enslaved.
- All is fair
- War by formal rules only or perpetrator is treated as a rogue state by all nations and attacked

This list is the only a beginning of possible customs. Favorite books can provide other exotic customs along with reading about other cultures (modern and ancient.) This will provide many other examples to be used. History books, travel guides, anthropology books and other sources can be used to gather inspirations.

Slavery

With the capture of war prisoners, the necessity of dealing with criminals, debtors and the need for manual labor, the institution of slavery rears its head. In pre-industrial societies the need for slaves is often inherent in the economic system. This does not make it any less onerous for any man, woman or child in bondage

There are several ways to become a slave:

Capture: This person was unlucky enough to be captured by slavers and later sold or bargained away.

Criminal: This person was caught in the violation of a law and instead of killing or imprisoning them the authorities decided to make money from the criminal instead.

Debtor: Bad financial planning, hard luck or a dozen other things has caused this person's debts to rise until they are unable to pay them off. The people they owe the money to have decided to settle the debt and sell the unfortunate into slavery. It may be for a specific time or forever.

Inherited: Your father and mother, or just your mother, were slaves—and you are too.

Voluntary: Life is tough and you know you cannot make it without the help and/or protection of a great house or family. Sometimes this is used to pay off debts or to better an otherwise miserable existence.

War Prisoner: When you're in the losing army and captured, the only other choice is death. You will end up rebuilding what you destroyed. Or you are being penalized for not realizing the invading army was more just, righteous—and powerful—than your losing force.

Treatment of Slaves

The owners of the slave decide the conditions of slavery. It is not uncommon to have every one of these conditions in a great house or a city.

Brutal: This is nothing more than trying to get the maximum amount of work out of the slave before he dies from maltreatment.

Harsh: Long working hours, poor food, little or no shelter or clothing are the lot of a slave under these conditions.

Indifferent: The slave is kept at the level of the poor in the area. When money permits the owner may buy clothing, tools and other things needed by the slave in the performance of his duties.

Pleasant: The slave is treated as part of the house or enterprise but not part of the family. Adequate food, clothing

and shelter are provided, often with an easy day during holidays. They will be provided with medical care for illness and injuries. The slave may marry with the master's permission.

Pampered: This slave is a favorite of the master (s) of the house. This often falls to favored concubines, highly skilled craftsmen (d12) or athletes. It is not unusual for a slave of this position to have other slaves serving them.

Below are charts for help decide the type of treatment and the slaves reaction to it.

Condition:	Capture	Criminal	Debtor	Inherited	Voluntary	POW
Brutal	01-10	01-50	01-02	--	01	01-25
Harsh	11-20	51-75	03-10	01-15	02-05	26-50
Indifferent	21-75	76-99	11-80	16-40	06-25	51-95
Pleasant	76-90	00	81-95	41-95	26-90	96-99
Pampered	91-00	--	96-00	96-00	91-00	00

Reaction

The reaction of the slave to his treatment is a consideration to the slave owner. There are very predictable reactions to both proper treatment and to mistreatment.

Murder: The slave will murder the master or his overseer at the first opportunity and, hopefully, escape.

Harm: Any opportunity to do harm or kill the master will be done. The slave may delay escape to gain revenge.

Resentment: The slave will constantly do petty things to make his master's life as unpleasant as possible.

Apathetic: The slave simply doesn't care and will only work with direct supervision. He neither loves or hates, he simply exists.

Trust: Willingness to do his master's bidding and not needing supervision are the hallmark of this slave.

Advocate: This slave acts like a member of the family and has placed his fortune with the master he serves.

Treatment:	Brutal	Harsh	Indifferent	Pleasant	Pampered
Murder	01-70	01-50	01-10	01	01
Harm	71-85	51-75	11-25	02-05	02-03
Resentment	86-95	76-90	26-50	06-15	04-10
Apathetic	96-00	91-00	51-90	16-25	11-20
Trust	--	--	91-99	26-70	21-50
Advocate	--	--	00	71-00	51-00

Note: Subtract the Slave's former Social Level from all rolls to Reaction.

Governments

Every land has some type of government. The citizens or denizens of these lands abide by laws or decrees of the rulers. These laws bind a citizen or if they are caught outside of the acceptable bounds of laws and customs they will be punished or outlawed.

Power is usually invested in some form or leader(s) who have a vision that the people follow—however voluntarily.

Government Types

The rulers can be broadly classified into various government types. Each reflects the freedom the individual has versus the power of the state over him.

Anarchy is the total or temporary breakdown of any social structure including the customs and laws accompanying the society.

Bosses are usually nothing more than the strongest or most dangerous man taking charge of things. The social structure can be summed up in a baboon troop.

Democracy is the practice of each man having a voice in the actions of the society of equals. It can range from a cadre of enlightened individuals to mob rule.

Republics are ruled by a selected group of men for their vision, leadership and knowledge.

Leagues are ruled by men with self-interest in the policies of the land(s) they are in. Often they are limited to a single enterprise (trade, military, ect,) They can provide foresight or simply be a confrontational debating society.

Aristocracy is an autocratic rule by a small group with little to no input from the people they rule. It is normally hereditary and often out of touch with the day-to-day concerns of its citizens.

Monarchies are a rule by a single man or woman who commands the military and has the force to see his will is done. The only form of succession is through bloodline—or assassination!!!

Theocracies are a rule by the dominant religion of an area. Due to the belief the gods command there is no input from the populace ruled and resentment usually runs high. All taxes and/or labor are placed into glorifying the dominant god and his earthly representative(s).

Vassalage is being conquered by a foreign nation and ruled from there. It is often a piece in an empire or a nation that lost a war.

Size of Groups of Men

Name	Population
Party	1-10
Band	10-25
Tribe	26-100
Village	101-250
Town	251-500
Nation	500-1,000
City	1,000-5,000
Large City	5,000-10,000

—Limit of modern day populations—

Age of Artificers	10,000-100,000
Age of Magicians	100,000-1,000,000

Populations & Types of Governments

Use 1d10	Party	Band	Tribe	Village
Anarchy	1-2	1	--	--
Bosses	3-8	2-6	1	1
Democracy	9	7	2-3	2
Republics	--	8-9	4	3
Leagues	--	--	--	4
Aristocracy	10	--	5	5-6
Monarchies	--	10	6-8	7-8
Theocracies	--	--	9-10	9
Vassalage	--	--	--	10

Use 1d10	Town	Nation	City	L. City
Anarchy	--	--	--	--
Bosses	1	--	--	--
Democracy	2-3	1-2	1	1
Republics	4	3	2	2
Leagues	5	--	3	--
Aristocracy	6	4-6	4-5	3
Monarchies	7-8	7	6-8	4-8
Theocracies	9	8-9	9	9
Vassalage	10	10	10	10

Adventure Ideas

Roll a d100 twice on the list below and combine the two ideas together to get a starting idea for an adventure.

1. Kidnapping
2. Robbery
3. Plot against King
4. Plot against Royal Family
5. Cult Infiltration into Area/Village/City
6. War
7. Invasion by Peoples
8. Invasion by Dangerous Beasts
9. Infiltration by Foreign Agents
10. Ruins Exploration
11. Living Metal spotted
12. Finding of Lost Expedition
13. Exploration of Unknown Areas
14. Investigation of Phenomena
15. Destroying Enemy Outpost
16. Sabotage
17. Trading Expedition
18. Resource Exploration
19. Start New Colony
20. Hunting down Raiders
21. Search and Destroy Bandits/Pirates
22. Locate and Destroy Cult
23. Locate and Destroy Defilers of Kerogo
24. Steal Artifact from Rival Power
25. Rescue of person (ages) from enemy hands
26. New Weapon/Ship to Destroy or Steal
27. Investigate Disappearances in City/Area
28. Investigate new Beasts/Men/Mutants in Remote Areas
29. Voyage
30. Hunting
31. Determine where a mysterious skyship is going
32. Assassination of Bad Rulers.
33. Locate Mines of Artifacts/Gems
34. Search out rumors of newly discovered Ruins
35. Determine endpoint of mysterious ships seen only at Kerogo Night or True Night
36. Go to athletic competition between cities
37. Investigate why an outpost hasn't been heard from in six weeks
38. Guard a caravan
39. Abduct someone
40. Steal an object or artifact
41. Infiltrate a cult
42. Infiltrate a foreign city
43. Infiltrate an enemy stronghold
44. Head off a war
45. Begin a war
46. Infiltration by Living Metal
47. Locating Saboteurs
48. Exploration of New Ruins
49. Contact Mysterious People
50. Pirates
51. Sky Raiders
52. Floating City spotted
53. Destroy an alien colony
54. Raid enemy shipping
55. Keep rival power from stealing artifact
56. Assassination of traitor
57. Naturalist Expedition
58. Scientific Voyage
59. Pleasure Voyage
60. Privateer mission
61. Patrol Voyage
62. War Voyage
63. Hunting men
64. Hunting beasts
65. Capturing wives
66. Determine where mysterious ships are coming from or going to
67. Protection of personage from assassination or kidnapping
68. Reoccupy an outpost which was mysteriously deserted
69. Use a caravan for cover
70. Locating and trading goods
71. Locating source of artifacts/gems/drugs
72. Patrolling area
73. Scout new lands
74. Eliminate dangers from new lands
75. Clear an innocent person of a crime
76. Get a message out from a besieged outpost
77. Warn families or settlers of an invading force
78. Neighboring state exploits a natural disaster to invade
79. Race to capture or secure a scientist or artificer
80. Find a cure for an exotic plague
81. Standing in for a missing, sick or wounded personage
82. Hidden base accidentally discovered by characters or innocents.
83. Replace an object, artifact or device with a dummy
84. Secure a location
85. Vehicle incapacity
86. Find perpetrators of crime
87. Escort of persons or goods
88. Hold a position until help arrives
89. Delay or kill an enemy
90. Rearguard
91. Race for an object, site, crashed vehicle, etc.
92. Determine the identity of a mysterious fleet of ships.
93. Finding a map
94. Finding an artifact
95. Finding a wrecked skyship
96. Finding an amnesiac/unconscious person
97. Deciphering writing
98. Confronting Living Metal
99. Floating Wreck
100. Observe troop, vehicle and/or ship movements for ruler.

BOOK 4

*ZARDOON:
MOON OF MYSTERIES*

THE ISLAND-CONTINENT OF



HOSHOVAREKA

(THE REFUGE OF MANKIND)

Geography of Zardoon

The Archon chose an isolated double star system where life had never evolved or would be able to evolve. This system was located between two of the arms of the Milky Way galaxy. The nights of Zardoon aren't filled with thousands of stars but rather a far away mist of brightness that ineffectively tries to brighten true night and a handful of closer stars.

Within this star system fifteen planets orbit the double star. One greenish-blue gas giant, Kerogo has seven moons capable of supporting life but the initial spark never succeeded in growing to a flame on any of them. Twenty-four lesser moons also circle in the orbital plane. Kerogo does not have any complete or partial rings surrounding it. The most startling feature of Kerogo is a pair of cyclonic storms in the equatorial band. To the wondering eyes of humans and other intelligences these storms resemble paired eyes and figure into many legends and pantheons of gods

Kerogo is a large gas giant and emits radiation from its core. These storms of radiation sleet the moons circling it. Noble gasses in the atmosphere of each world are ionized and light up the skies of each planet. These glowing Aurora Borealis/Australis displays are especially noticeable in the hemisphere of Zardoon facing Kerogo

The tidal forces of Kerogo tectonically tear Zardoon like many moons of gas giants. Orogenesis is constantly building new mountain ranges and flooding the areas between with basalts. Slightly lighter gravity and richer oxygen than earth allow storms to build quickly to massive thunderstorms and hurricanes. The effect of this is to keep most of the moon in a warm, wet climate of jungles and swamps.

When the Archon terraformed these moons they selected every plant upon them. There are no weeds upon any of the terraformed worlds. Ecologies were brought from each of the four home worlds where early intelligent life was found. The ecologies were put together and allowed to not only feed the captive races but also compete with each other. One type of earth plant never made it upon the Moons of Kerogo and that was grass. The pollen from grasses caused a severe allergic reaction in the Archon and the decision was made to leave it on Earth.

It is because of the lack of grass that hunting and gathering not agriculture is practiced upon Zardoon.

Physical Geography of Hoshovareka

The island continent of Hoshovareka is roughly the size of Greenland upon earth. Like all land masses upon Zardoon it cratered from ancient meteor strikes before the Archon terraformed it. The gravitational forces of Kerogo have raised mountains and flooded areas between with sheets of basalt.

Hoshovareka has the equator of Zardoon crossing its northern edge giving it a tropical climate. With the rich soils, anywhere plant life can establish itself; the area is overgrown with primeval forests and thick jungles. Only the high altitudes of mountain ranges will wring moisture from the clouds and produce drier climates.

Trade winds blow from the west and first encounter the tallest mountain range of Hoshovareka, the Rogas. The westward side of these mountains is a continuous jungle from the shore up to the tree line.

As the clouds cross over into the Qebalu forests. Scarce rains make this a dry tropical forest with many breaks in the canopy. In the southern part of the Qebalu forests is an enormous rifting zone creating one of the most diverse terrains upon Zardoon. Everything from swamp to desert is found here depending on the altitude and the paths of the winds circling the Rogas and coming in from the Kunotogasa bay.

Kunotogasa Bay is bounded on its eastern side by the Lugas Mountains a discontinuous band of mountains stretching from southwest to northeast. They divide the continent in two parts and dry out the last moisture from the clouds that crossed the Rogas Mountains. The northern fringe of the Lugas wrap around the southern edge of Nalegosa Gulf which is the flooded remains of an ancient crater.

The Malelosa Plains lie to the east of the Lugas. These plains are home to the Chithin and no intruders are welcome. Any villages or caravans found here are attacked by the Chithin and destroyed. The only thing tolerated is river travel and only by boats carrying archers or riflemen. Three cities are located upon these plains or in forested pockets and each of them are guarded by high walls and many soldiers.

The Qagas Mountains form the final barrier to rain on Hoshovareka. Their eastern slopes descend into one of the most inhospitable places on the continent. A desert or more properly a sea of black sand exists there with few if any living things inhabiting it.

The Hegas Mountains are almost an island except for a narrow bridge of land connecting them to the main continent of Hoshovareka.



Day & Night Cycles of Zardoon

The simple fact of a moon circling a planet, which in turn is orbiting a star, should help the feeling of an alien world. Below is a chart to show the different hours of daylight, planet-lit nights and stars plus twilight.

Twenty hour days, Twelve-day weeks

Day Hours of which Phase

1. 10 hours Daylight/10 hours Kerogo
2. 10 hours Daylight/ 3 hours Twilight/7 hours Kerogo
3. 10 hours Daylight/5 hours Twilight/5 hours Kerogo
4. 10 hours Daylight/5 hours True Night/ 5 hours Kerogo Night
5. 10 hours Daylight/7 hours True Night/ 3 Hours Kerogo Night
6. 10 hours Kerogo Night/10 hours True Night
7. 10 hours Kerogo Night/10 hours True Night
8. 10 hours Daylight/3 Hours Kerogo Night/7 hours True Night
9. 10 hours Daylight/5 hours Kerogo Night/5 hours True Night
10. 10 hours Daylight/5 hours Kerogo /5 hours Twilight
11. 10 hours Daylight/7 hours Kerogo /3 hours Twilight
12. 10 hours Daylight/10 hours Kerogo

Name	Description	Heat
Daylight	Full Suns	Hot
Kerogo	Kerogo's Face towards Sun	Warm
Twilight	Umbra of Kerogo	Temperate
Kerogo Night	Kerogo blocking Sun	Cool
True Night	The Stars	Cold

History of Zardoon

The Age of Miracles began long ago, before recorded history, in the upper Neolithic; the earth was visited by the Archon, who were expanding throughout two arms of the galaxy. The Archons' first contact with another intelligence was violent and caused them to rethink about their contact with other races. From then on the Archon had a policy of destroying any other alien race that could threaten them.

Undeveloped races in early stages of technology were left alone with warning devices placed in their home systems if they ever reached a technological stage where star flight was possible.

Specimens of each primitive race were gathered and placed onto laboratory moons circling the gas giant Kerogo in an isolated double star system. These captive races were observed, tested and experimented with; all to answer questions the Archons had about the potential of each race and the danger it was capable of if the home species gained star flight.

The Archon reached high levels of technology with total integration of components in a device before their doom came upon them. One other race managed to reach star flight and came into conflict with the Archon. This race managed to fight a war with the Archon and win through a series of biological weapons that killed most of the Archon. The surviving Archon had a protein mutation that didn't allow the invading neovirus to destroy the nervous system. The next wave of neoviruses targeted that protein defect.

The Age of Miracles ended with the destruction of the Archon.

The Age of Exodus began with the humans testing the barriers that kept them confined. Without supervision and maintaince, the research stations systems were failing. Barriers, force fences and other controls were failing. Like freed laboratory animals, humans and other species escaped their preserves and started to spread across the moons' surfaces. Simple differences between species split them into separate groups to pursue their own destinies.

The captured humans had been modified to be able to eat the local plants and animals. Other, more insidious experiments had been performed upon small groups. Basic alterations to the genetic structure and consequent social changes turned the victim group into things more alien than other intelligences. These groups were outcast and if they proved dangerous—exterminated.

In their wanderings, the people came across the wondrous devices and empty dwellings of the extinct Archons. After many generations the inherent fear of such places was dulled and muted. The Archon outposts and research centers became convenient shelters while the tribes followed ripening fruits and animal migrations.

Although strange and built for bodies vastly different than humans, some of the Archon devices were discovered and experimented with. Often the devices were deadly to the primitive playing with them. A few, rare times the device worked and had a beneficial effect. The people controlling these devices soon became the leaders of their tribe. During their migrations, they would often go exploring in the Archon places to find more devices and wonders. Often as not, the new devices would kill them. Their followers or family would keep the device and continue to explore for more devices.

Eventually some groups collected many devices and learned the danger of other ones. It was noticed after a time that each device had a marking on it that sometimes matched other devices. Archon written communication had been discovered and over the next millennium, it was deciphered. With this knowledge, humans leapt ahead in technological development, bypassing thousands of years of experimentation, dead ends—and any true understanding!

The Age of Magicians started from a small tribe of humans staying in the area of a research station. The markings were at first treated with the reverence due to a deity. As understanding grew, the markings took their place as simply a way of recording information to people you couldn't talk to directly. With modification, the Archon's markings became the first pictographic alphabet to be used by humans. It was universal to all literate peoples.

This knowledge spread beyond the first group using it. People with the knowledge of the Archon could walk into a deserted complex and survive. They would explore and find devices to control whatever group they were in. Because of their advanced technology, they were called: "Magicians" by the wandering peoples. Their influence spread far beyond the area they controlled. When word filtered to another magician that someone was challenging him as the supreme leader and intellect on the moon, the response was war.

Because of these wars, more and more expeditions were sent out to find devices and gain the advantage in the conflict. It was always a gamble if the explorer or expedition would return or another Magician would be created. Political boundaries and influence shifted constantly as more and more of the world was explored.

Eventually an armed truce came into effect more from the desire to avoid the immense destruction from fighting with Archon devices. As the Archon devices were used to manufacture goods a form of trade developed. Archon Skyships were used to ferry goods and people between cities. Specialization developed and cities became known for particular goods they manufactured.

With the specialization, each city was built to the vision of the Magician and his heirs. No city was from a common mold; each was a personal vision and reflected its people and specialty.

The power generated by knowledge of the Archon's language began the caste system. Those who knew the language were more powerful than any illiterate person. The knowledge was restricted to the ruling classes and to them alone. Any person with any written material was to turn it over to the ruling family—on pain of death.

The underclass started to experiment with religion, rituals and magic. Although useless on the face, the intense focusing began to bring out some of the hidden potential from the Archon's genetic experiments. Psionics were hidden in the human mind proved to be an effective counterbalance the devices of the Magicians.

A shadow war started breaking out in the lonely corridors and dark places of the ancient complexes. Members of the Magician's family were kidnapped along with the devices they carried. Mental control and mind reading were used to understand the powers behind the Magician's false words. Soon there were new magicians in place of the old. These False Magicians were seeped in the superstitions of the underclass and the illogical thinking and paranoia of those people.

The underclass was now a threat to the False Magicians. The practitioners of magic, invokers of rituals and priests of the religions were hunted down and killed. The True Magicians were looked upon as merciful compared to the usurpers. Mental powers were practiced and perfected in secret as more and more knowledge was discovered.

During this time, the devices of the Archon were starting to wear out and their power was used up. Device after device simply stopped working. Maintenance due on the devices was ignored or magic and rituals substituted for it.

More important machinery was failing. The equipment allowing the research stations and outposts to operate was also failing. Water supplies became contaminated or simply quit working. Food was no longer gathered. Lights stopped working and ventilation shut off trapping many people in deep mazes with no way out. The human "cities" with no food, water or power turned into death traps.

When their cities failed, the survivors moved on in search of new cities to live in. The other cities were occupied and were starting to fail. The higher the human population the more quickly the overloaded equipment failed. High populations gathered their still-functioning artifacts and marched upon the smaller, living cities.

In these smaller cities systems were starting to fail and their indigenous population was feeling the strain. The wandering refugees were not welcome.

The Age of War was the only solution to people who needed functioning cities to live and continue their culture, as they knew it. The Age of Magicians had ended and the Age of War began. As more and more cities failed the whole

human race was immersed in conflict. The wars were fought on many levels, both psionic and by still-functioning devices.

From the failed cities a “March of Death” converged upon cities that still functioned. Populations used to prepared food starved on these marches even though fruit and animals were all around them. Carnivores followed the migrating refugees and preyed on the old, the weak, the young and stragglers. Natives of wandering tribes kidnapped young women and older girls to have wives. The most feared though were the animal men who preyed on the wandering peoples in a cannibalistic orgy.

Devices were discharged and destroyed in the war of city against city. The wars were genocidal, only the population of one city survived. The victors didn’t know the mercy of slavery. The captives were slaughtered instead. Ironically, no matter who won, the cities still failed in a few generations. The ever-increasing migrating hordes swept into city after city.

The Silver City of Po was razed to the ground, with no victors only the dead and the orphaned remaining. The Crystal City of Rahama was conquered and occupied three times and still it failed and suffocated its inhabitants. Shi, the last city, stood against the hordes until it failed and destroyed its inhabitants. The invaders crept in to find their hundreds of thousands of dead were in vain. They gazed upon a dead city and the end of any hope of living city to inhabit.

The conquerors carried a potent narcotic to ease their hunger and escape the mental toils of the desperate march. In a final act of despair, the narcotic was brewed to strengthen humans could never withstand. Hundreds of thousands drank it in a final act of their civilization. The Age of Magicians and its people ended on that day.

The cities were gone, only their legends remained. Human population dropped to a tenth of what it once was. The only people who survived were the wandering tribes who had never joined the cities or been captured by them.

The War of 1,000 Years was to the everlasting detriment of the Arrack and the Chithin races.

With the Magicians gone and their patrolling sky ships no longer flying, other alien species that had been controlled were now free from interference. The proto Arracks and proto Chithin expanded on the continents and started to cross each other’s territory. Increasing competition over resources lead to skirmishes and then to open warfare.

Instead of building cities, these two species either built stone fortresses or burrowed deep into the ground to fortify their positions and hold their territories. As centuries passed both tended to breed more warriors for the intermittent war.

Many times these wars broke into attempts at genocide of the other race. Areas were stripped of materials and food to allow the armies to march upon each other. Entire areas of the continent of Malelovareka were laid waste as the armies of the Arracks and Chithin marched upon each other.

The fortress city-nests were razed and rebuilt numerous times as the endless armies marched and destroyed. All the productive work of the Arracks and Chithin was marshaled into war.

In the final battle of the 1,000-year war the Chithin managed to locate the Arrack nests and destroy the young and hatchlings. The Arracks retreated in to the forests and stumbled across puffer wood by accident. The seasoning of it to make aerial rafts where the surviving Arracks could float above the Chithin hordes and escape them.

The Chithin pursued and the Arrack survivors were forced to go higher and higher. Young that were hatched at these altitudes adapted to them to a point where lower altitudes were unhealthy to them. The Arracks were now stranded upon the highest mountains and only able to come down for a few weeks at a time.

The Chithin had stripped everything from the land and had their hundreds of millions of warriors to defeat the Arracks. With the Arracks gone and no food the Chithin fought each other for the little sustenance left. All too often the only food left was other Chithin. The monolithic armies fragmented into wandering bands as Chithin civilization fell apart.

Chithin had managed to defeat the Arracks by locking their offspring into the warrior caste and they have been unable to have any other type of chithin since. They are a race of warriors without scholars, poets, artists, wanderers or any other type of chithin. The race now lives for war and prays for one of their own, who cannot understand it. Their doom is they know if one is hatched who cannot be a warrior they will destroy it for being a weakling.

The Age of Wandering descended upon the humans of the moon while the chithin and arracks fought their terrible war. When the few lost survivors of the cities ran across the wandering tribes, they were either killed or adopted. The legends and religions of the cities were integrated into the tales of the tribes. For many years the wandering tribes traveled across a continent with the ruins of the Archon research stations and outposts. With the evil tales surrounding these once human cities, the places were avoided. Even foolhardy youths exploring the cities found nothing but useless devices and the bones of ancient inhabitants. Interest in the cities and technologies was lost.

The kidnapped women did not forget where they had come from. They passed on the tales of the cities to their daughters upon their adult rites. Within some of these tales were hidden clues of psionics and the potency of ancient Archon

devices.

People with psionics were few in number. Without the necessarily elaborate training for psionics available, the powers of the mind were forgotten for the necessities of survival. Hints and clues in rituals kept some forms of the training alive but never focused it. The necessary genetics for psionics were spread throughout the population over a hundred generations.

Sometimes psionically powerful people were born. Men tried to hide it as it was thought of as a woman's trait—and a witch's mark at that. The mark of a witch would either be welcomed by the tribe or would end in driving away the woman from the tribe. Women driven from the tribe rarely lasted long in the wilds of Zardoon.

Population slowly increased and tribes started gathering around natural resources and areas where food was plentiful and water was easy to get to. The Arracks and Chitin were in the final stages of their war and soon to destroy each other.

Unlike the Archon and their settlements, humans liked to be near water. These settlements became villages and then towns. People started to specialize and social classes began again. Cities were founded on the sites of trading posts and the beginnings of specialization and a stratified society began.

Water transportation was discovered and trade began. With the trading parties, ideas began to be disseminated. Luxury goods were traded to show off wealth and status. Some Archon devices and pieces of devices were the most rare and began to be valued. The price on these ancient devices was enough to begin humans searching for more of these. Men of the wilderness told where cities of these devices could be found. Men were once again visitors in the cities of the Archon.

As the men of the Moon of Zardoon once again settled down into cities, a loose confederation was born. The tribal chiefs became the kings of the cities and soon were the priests of the tribe's gods. After a time chiefs were no longer elected by common consent of the warriors of the tribe. Chiefs became kings with the few psionic women becoming priestesses often to Kerogo. Within a generation the temples and royalty became unified with absolute powers invested in a single-family line. As with most caste societies they made laws applying to everyone but themselves—and made laws benefiting only themselves.

To avoid open rebellion, many of the warriors were sent out to gather Archon devices and return them to the self-declared Priest-Kings.

The Age of Artificers Most of the devices found were broken, discharged or worn out. However there were many more devices that hadn't been touched during the Age of Magicians. In one ruling family a visiting cousin, bored with

conversation, started playing with some broken pieces. He stripped away the broken parts and joined the remaining set of interlocking parts together. The power pack, recharged by the ever-shifting magnetic fields of the moon, was full. In a flash, the cousin's arm was welded to a marble table. Although the cousin lost his arm, the welder was desirable and used to create one-piece devices and houses.

In open trade markets word of what happened spread fast. When a new device producing plastic jewelry was found and made the Artificer rich, a curious tale accompanied the story. The discoverer had simply listened to ancient, tribal tales and then walked to the place mentioned in the tales. This began a new interest in tribal tales and expeditions to discover if they were true. Many were true.

Many people and groups rushed to mine the ancient outposts and research stations. Much of what was collected was junk but some pieces were useful. The men who could make these disjointed pieces of Archon metal useful were valued beyond all others and called Artificers.

Some of the ruling families tried to control the artificers who could assemble useful things out of the junk. Often they would force the person to work for them in a form of slavery. The Artificers resented the slavery and bowed to no man, especially a self-appointed god-king. When communication glasses were found and used between cities. The Artificers conspired to have the communication glasses brought to their quarters to allow them to keep the glasses "tuned and useful."

The Artificers full well knew the morals of the men they served and how they would deal with a challenge to their power. In a single True Night the ruling families were destroyed in coup of the Artificers and their cohorts. This was called the Night of the True Dawn.

Disgusted by the way rulers became petty tyrants so easily; the Artificers became scholars and inventors. Knowledge was as important to them as wealth. They started to regain the knowledge from the Age of Magicians, including how to read the Archon's language. With that knowledge it was only a few centuries before the Artificers had access to all the remaining Archon knowledge on this world. Within that knowledge was also their eventual doom.

The cities were still in an early state of development and the ancient texts explained how to build a city men could live and thrive in. The Artificers replaced the wooden houses with ones of stone while diverting fresh water to come into the fountains of the numerous plazas of the cities. Excess water was used to flush sewers and remove waste. All areas of the city were open to moving breezes and clarions were blown through the day to coordinate the cities with the precision of a village clock.

The ancient cities were excavated and Living Metal was discovered in the deep areas of the Archon ruins. At first it

proved to be a useful, adaptable form of servant and laborer. With more and more exploration a continental control AI was found in standby condition, reenergized and contacted by the Living Metal. The AI acted upon its instructions from the long-dead Archon. The animals of the experiments were running loose and taking/destroying the laboratories. This was to be corrected—IMMEDIATELY!

The AI used long-husbanded power in a burst of communication. A signal went out across the Moon of Zardoon to awaken other continental AIs. In three nanoseconds the plan was formulated to correct the damage from the escaped laboratory animals. They were to be collected and returned to the Archon laboratories and the excess exterminated. Anywhere they congregated, the area was to be returned to its natural state.

Humans and the other Experimental Races were targets for living metal. It wasn't a war—it was simple extermination. Cities were destroyed and their populations killed. The Archon outposts and research stations were cleaned out. Devices were gathered, repaired, recharged and stored for the return of the Archon.

Living Metal was restricted to land masses. Its' programming wouldn't follow ships over the seas or rivers of the continents. The trading vessels in the rivers and the coast-hugging ships escaped with the few, remaining humans and other races. Captains abandoned the normal coast hugging navigation normally followed and sailed towards the signs of unseen lands. Some of the lucky managed to find a new continent of Hoshovareka. It is an Australian-sized continent straddling the equator of Zardoon. What happened to the others is unknown. If they found other lands which were safe from Living Metal; no knowledge of it has ever come to Hoshovareka. There has never been any contact.

When the refugees landed on the shores of Hoshovareka, humans and aliens fled inland to hide from any pursuit by Living Metal. Hoshovareka was alien to the refugees and many of the people who fled fell victim to the beasts and natural hazards of the new continent.

Guides from the old lands set out to scout the new continent and find sites to build cities and villages. When they were done with this task, they continued to eliminate dangerous beasts from the city sites and to explore for resources for the cities to use. It is a job that has yet to be finished.

As the guides explored they found ruins of an ancient civilization but never any survivors of it. In the Rogas Mountains, the Saleka were found. These Neanderthals were the only humans found on the continent. Of the earlier people only a few tales were told. Some scholars postulate the ruins are from another human variant species that now are extinct. Others whisper the ruins were from a variant of the Saleka; an extinct form who could become much more than a simple, primitive caveman. Scholars have speculated

on whether the ancient blood is still in the Saleka waiting to come out again.

In their fear the refugees created fortress cities and built strong defenses. Humans scattered to keep from concentrating in a single area where living metal could easily destroy them. Artifacts were destroyed and the Artificers driven from the cities of the refugees. In many places a bloody purge destroyed most of the Artificers. The remaining few retreated to isolated areas and brought the few remaining artifacts with them.

New rulers of the fortress cities came from the heroes who helped the survivors escape Living Metal. Even with these rulers in place fear caused many refugees to flee into the jungles and forests to form isolated villages that were hidden from all. The even more fearful tunneled into the ground or found and used cavern complexes.

In the flood of refugees were alien races and several species of humans. Like the ancient African plains millions of years ago, there are several species of humans on the new continent. These new species of humans cannot breed with each other. A result of their unions is always barren. The competition for the same resources resulted in wars and the ensuing technological development.

As the centuries passed, human population grew and resources were coveted by more than one city. Internecine warfare developed over regions claimed by rival cities and skirmishes were fought whenever patrols or parties of rival cities saw each other.

Some of the worse fighting was between the Heneka and the Vigoka in the center of Hoshovareka. The Heneka had recently migrated to their future fortress city of Loluchereka and were expanding inland. The expanding Vigoka ran in to them and the two groups contested each other for new lands and minerals found within the rift valleys of the interior lands.

Two hundred years ago the invasion of the Zathon forced the Heneka and Vigoka to cooperate or at least delay their animosity towards each other. The Lizard Kings were fought to a stalemate and the two human races know if they fight, the Zathon will overwhelm both. It is an uneasy peace but one which has been obeyed for mutual self-interest.

The Age of Living Metal: This current age sees a patchwork of city-states with ill-defined borders fought over if one side catches the other in "their" territory. The highest level of government is the City-State with the combination of secular and royal powers once again invested in a single bloodline.

The island-continent with humanity upon it is Hoshovareka in the equatorial latitudes of the eastern regions. It is a land torn by tectonic forces with numerous mountain chains and lakes forming in rift valleys. Broad plains are covered with

rich jungles and other types of forests peculiar to the moon of Zardoon. The Archon used this continent as a recreational area and did not develop it as a research center. Living Metal isn't a part of it and thus it is a safe refuge.

The main city of the Hoshovareka is Oa. It is a geological abnormality at the edge of a gigantic crater from before the terraforming of Zardoon. Its central city is carved from gleaming, white quartz interlaced with veins of gold. Ring dikes circle the city with five walls of protection. A partial ring dike controls the ship traffic while guarding the harbor and people of Oa. Catapults with burning pitch insure only welcome ships are let in and out.

With this protection Oa has become a cultural center of the Hoshovareka continent and much of the known world. It attracts scholars, craftsmen, warriors and rogues alike to join the jumble of races inhabiting the city.

The Vigoka are the original race that discovered Oa in their escape from the terrors of Living Metal. They both quarried the quartz and built the walls to create the City of Six Rings. Then they named it after a hero who died helping them to escape Living Metal. They are in control of most of the city. The defenses of Oa have withstood attacks over the last 500 years and most hostile intent towards the city is currently from infiltrators and spies trying to influence the Temple to their way.

On the southern side of the continent of Hoshovareka is the city of Loludochereka. It too is on the edge of an ancient crater. The flooded floor of the crater is one of the richest fishing grounds on the Zardoon. The fishing fleets of the city of Loludochereka have allowed it to become a mercantile empire trading near and far with distant islands and peoples.

Henaka are the ruling race in the city of Loludochereka and they control it with a tight fist. Mercantile activity is encouraged but all other races are reminded daily they are tolerated visitors, not guests or equals. This has led many merchants and foreigners to give small affronts and evasions of laws and taxes to tweak the noses of the Henaka.

In the middle point of the flooded crater lies the island of Er. The island has an evil reputation and is avoided by most people. Ship's crews that have become stranded or landed on Er have had members disappear or entire vessels and crews mysteriously vanish. Mysterious boats of a darkened hull and sails appear on fog shrouded nights. Entire fishing villages have disappeared during these nights.

At the northeast coast of the island lie the great mountain ranges of the Rogas. It is in these ranges the Saleka or Neanderthals live in the cavern complexes of the living rock. They often raid and hunt the strip of land lying between the mountains and the sea.

Many of the ice-age animals of prehistoric earth roam the jungles between the mountains and the sea. These Ice Age

mammals have been altered to warm climate animals and have had many genetic experiments performed upon them too. Many of them have migrated around the Rogas Mountain Range and are living at the fringe or deeper in the jungles of the interior of Hoshovareka.

These Ice-Age animals aren't the primary rulers of this jungle. The interior jungles are ruled by the Lizard-Insects who are dominant over much of the face of Zardoon.

The rivers are the main conduit of traffic and goods between the cities and the villages. Between the rivers are a series of trails connecting the navigable headwaters of the river systems together. These trails are the normal ambush spots of bandits while the rivers belong to the pirates.

The city of Polosa originally started as a pirate base for raiding ships running the straits on the northwest portion of Hoshovareka. A century ago it was forcefully transformed into a mercantile port and today hunts pirates. As a midpoint between Oa and Loludochereka it has done well and thrived in spite of being on a barren land. It is also the closest land to the ancient continent of Malelovareka. Ancient dread of Living Metal still keeps many people from visiting or using the island.

In the interior of the continent are the twin cities of Carathoreka and Remokasareka. Both of them are from a long dead cult that was driven out of Ut. During their wandering they found sites suitable for cities along the Obajalocesa River. In the argument over which site to use, they split into two groups and settled the different sites. It has been 300 years and they are still rivals to each other. Between ostentatious buildings and arts plus occasional wars, they are still thorns in each others sides. The rest of the peoples and cities of Hoshovareka view them a pair of joined madmen and leave the plains to them.

Like ancient Greek city-states there are no empires and little peace while humanity slips further down the scale to savagery, living metal continues to build its strength. Currently humans are doomed to mere animal existence and the status of laboratory animals. It is the time of humanities lowest ebb on Zardoon.

Humanity and the other species need visionary heroes who can stop the descent and lead them back to the light of civilization. This is the arch theme of Planets of Peril to allow humans to stand proud in daylight not cower in darkness. This is the character's ultimate mission.

Language Conventions

Consonant/Vowel for Syllables

Male Names begin with a Consonant and end with a Vowel

Female Names begin and end with a Vowel

Men or things of men end with a Vowel

Example: Ka-ru-ha for a man and E-su-lo for a woman.

Bay	***pasa
Cities	****reka
Continents	***reho

Forests	*balu
Gulf	**gosa
Islands	**resa

Lands	**reko
Mountains	*gas
Plains	**losa

River	****cesa
Seas	**hisa
Straights	**qezo

Race	**ka
------	------

Syllables for language and words

	d6					
	1	2	3	4	5	6
d20						
1	ba	be	bi	bo	bu	by
2	ca	ce	ci	co	cu	cy
3	da	de	di	do	du	dy
4	fa	fe	fi	fo	fu	fy
5	ga	ge	gi	go	gu	gy
6	ha	he	hi	ho	hu	hy
7	ja	je	ji	jo	ju	jy
8	ka	ke	ki	ko	ku	ky
9	la	le	li	lo	lu	ly
10	ma	me	mi	mo	mu	my
11	na	ne	ni	no	nu	ny
12	pa	pe	pi	po	pu	py
13	qa	qe	qi	qo	qu	qy
14	ra	re	ri	ro	ru	ry
15	sa	se	si	so	su	sy
16	ta	te	ti	to	tu	ty
17	wa	we	wi	wo	wu	wy
18	xa	xe	xi	xo	xu	xy
19	za	ze	zi	zo	zu	zy
20	ya	ye	yi	yo	yu	oo

Cities of Hoshovareka

On the continent of Hoshovareka, there are twelve civilized areas. 12 city-states are the highest civilizations this new continent has seen. Each of the Cities has its own personality and reputation.

Carathoreka

Adaptability	5
Aggression	8
Arrogance	7
Confidence	8
Courage	1
Natural World	5
Property	1
Social Rigidity	7
Stoicism	8
Suspicion	8

Danger to Outsiders 58

Byzantine Carathoreka is a city ruled by the mysterious Council of Seven. It is a city without walls but it can entrap and destroy any invaders within its, ever-narrowing canyons of streets. Many invading hordes of Chithin have died to the last man by invading this maze of traps.

Although the city has royal figureheads, the mysterious Council of Seven rules the city. No one knows the identity of the people who make up this council or even where it meets. Decrees are issued from the council and the army enforces their will. Often their orders will seem nonsensical but out of this seeming stupidity will emerge a public work or invasion stopped. The people are used to Machiavellian plots of the rulers and others trying to influence the council.

The armies of Carathoreka consist of men and Tergats from the nearby plains. The combination brings shock troops of trained Tergats and light troops in to the fore with the main armies following up the initial penetration of the enemy lines. The Tergats are trained to attack the Zootas of the Remodareka.

A family in Carathoreka is mutants with the singular power of controlling Tergats. These men and women have been interbreeding for centuries. They are powerful enough now to control six Tergats at one time and force them to operate as a pack.

The Tergat is the symbol of the city and it is constantly used in Carathoreka's motifs. When a man and woman marry they are brought before the assembled guests and witnesses. Each wears a skin of a Tergat with the stuffed head completely covering their faces. The priestess from the Temple uses a double fettered chain to join the couple at the neck and then removes the masks in front of the assembled

guests. Once the chains are locked in place nothing can invalidate the marriage. On rare occasions another has taken the place of the bride or groom—or both!

In Carathoreka people are always addressed by an honorific unless one wishes to insult them, in which case a non-family member addresses them casually. It is an insult that will get you shunned. If it is done to a high-ranking official or royalty the offender will enjoy the hospitality of the dungeon or have his head removed.

Clothing is restricted to various classes and professions. Red is reserved for royalty, yellow for warriors, blue for craftsmen and white for the temple. Merchants have their brown while laborers are in black. All travelers must wear a purple sash and headdress or they will be executed as a spy or a criminal.

Every ten years a series of games is held to lure the finest athletes and scholars to compete in games of strength and wit with the winner receiving his weight in gold, a royal title and a princess of the royal house to be his wife. It is during this time that strangers may freely enter Carathoreka and merely wear a competitor's sash of green to be allowed to freely wander the city. It is said the Mysterious Council of Seven allow this to gather the best to Carathoreka and keep them there by the allure of the city. The strategy often works.

The river Obajalocesa connects Carathoreka to Loluchereka and the seas beyond. Carathoreka pays a tax to Loluchereka to allow their ships through and Loluchereka keeps the Obajalocesa down from Carathoreka and the bay of Wokatopasa free of pirates and bandits.

Adventure Seeds:

During the Games a group of spies has penetrated Carathoreka. The characters are hired to find them as they have evaded normal exposure. The spies are there to poison the tergat handlers and then loose the tergats into the crowds, during the height of the games.

One of the characters is hired to take the place of bride or groom during a wedding. Naturally, they are not told of the permanent nature of weddings in Carathoreka.

Chon

Adaptability	?
Aggression	?
Arrogance	?
Confidence	?
Courage	?
Natural World	?
Property	?
Social Rigidity	?
Stoicism	?
Suspicion	?

Danger to Outsiders 100

Chon the Hidden is a kingdom only known in travelers' tales and mysterious artifacts that show up at times. The city of Chon is rumored to be hidden in one of the mountain ranges in Hoshovareka. The Rogas Mountains are the most often talked about spot but any proof is hearsay at best.

Adventurers who look for Chon eventually disappear.

Adventure Seeds:

The shattered body of a dead man is found in the wilderness. Unlike the other races of Zardoon, his eyes are a neutral gray and his skin a coal black. Upon him are several artifacts (Warlord's decision) that are of new manufacture. Among them is a compass-like device that points in no known direction and slowly shifts the direction it is pointing.

Halosareka

Adaptability	9
Aggression	8
Arrogance	9
Confidence	2
Courage	3
Natural World	10
Property	7
Social Rigidity	10
Stoicism	1
Suspicion	8

Danger to Outsiders 67 (100 for men)

Halosareka the Exotic is ruled by the Divine Empress who can trace her lineage back to the fleeing of the people from the continents to Hoshovareka. In the temples of Halosareka it is taught that the All-Mother drove Kerogo into the skies where he can only watch his people in silence.

Men are forbidden in the city except during True Night where they meet with their wives to bring their goods and money for the woman and their children and to procreate. At the first sign of daylight, the men must depart back to the mine the exotic metals and forge the steels that Halosareka is so famed for.

The men who don't work the mines or smithies are hunters of renown of the exotic and dangerous animals that haunt the semi arid and desert lands surrounding Halosareka.

The city itself was created by the men and consists of massive stonewalls and fortress-like houses within it. The Azure Amazons will delay any invading force until the men can be called and then the men will counterattack with all the rage of a husband finding a strange man in his wife's bedchamber.

The women who have visited Halosareka have reported the city is a beautiful one with much in the way of gardens, tapestries and other works of art hanging from the walls. The walls themselves are unmarked and polished to mirror smoothness.

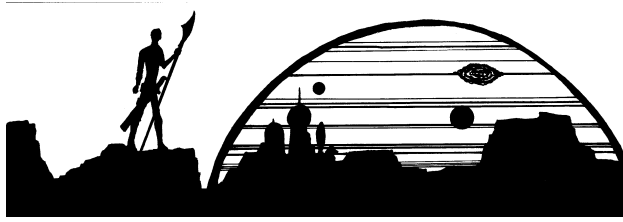
Traders who come to the city are restricted to the dock area and must stay within its confines or they will be imprisoned until the men return during True Night and are forced to deal with the perpetrator before they visit their wives. The punishments are normally swift and horrifying. If the offender is left alive he will be branded and banished from Halosareka.

This is not to say unattached women are welcomed into the city. They are looked upon as prostitutes and a danger to every household in the city.

Adventure Seeds:

A merchant's son has ignored the wiser council of the men in his caravan and entered Halosareka. He has been captured and awaits his fate when the men return. The merchant has contacted the characters to get his son out of the prison and spirited away. Due to the trade the merchant has with the city, he doesn't want his son returned to him immediately but wants the characters to keep the boy for a while to let things settle down. The characters are saddled with a spoiled, willful brat.

The rulers of the city are looking for thieves who have stolen a sacred scroll from the temple of the city. Within the scroll lies the secret origin of the city as the harem of the ancient kingdom of Gitomareka on the lost continent of Malelovareka.



Loludochereka

Adaptability	8
Aggression	8
Arrogance	9
Confidence	9
Courage	2
Natural World	8
Property	2
Social Rigidity	9
Stoicism	1
Suspicion	10

Danger to Outsiders 66

Loludochereka the Fortress is the main city on the southern side of Hoshovareka. Loludochereka is the main city of the Heneka and they control it with an iron fist. It is situated on the cliffs overlooking the Bay of Wokatopasa where the river Obajalocesa drains. Unlike the jungles and forests surrounding Oa to the north, Loludochereka has plains and semiarid country surrounding it. The main food source for the city is from the Bay of Wokatopasa and the fishing fleets are enormous. The warships to protect this fleet are on constant patrol.

The city is built on a natural point of rock projecting into the bay. Over the centuries walls have been built high and polished to glass-like smoothness. Islands where enemy soldiers and sailors might land to make a sortie against Loludochereka have been planted with every variety of poisonous plant known to the Heneka. It is forbidden for anyone to live on these islands and the armies of Loludochereka enforce this with instant death to trespassers.

The chithin roaming the plains north of Loludochereka make any attempt to colonize the area a suicide attempt at best. The Heneka send out constant forays against the wandering warbands and seek to control them. On the river Obajalocesa the Heneka are able to mount heavier engines of war to prevent attacks. The few Archon skyships, with their artifacts, are used to patrol the river and the waterways, drive away any roving bands and mount punitive expeditions.

Decadent Muratareka has sent spies and infiltrators into Loluchereka in the hope of subverting the city and being Muratareka's next conquest. These agents have met with death after only a week or two in the city. Skirmishes are being fought in the waters between the cities and the line of

Olopopa islands separating the two are serving as a battlefield and staging area for both.

Emigres from Muratareka are urging the city of Loluchereka to increase hostilities against the false king and queen in the city. They argue it is only a matter of time before the drugged legions of Muratareka march against the city and an early strike may prevent that while breaking the king and queen's power. So far, the city elders have waited for the rulers of Muratareka to destroy themselves. They think that if they concentrate their forces against Muratareka the chithin will attack the weakened frontier and destroy too many villages and outposts.

Adventure Seeds:

Infiltrators from Muratareka have penetrated the fortress city and are hiding among its inhabitants in the foreign sector. The characters come across a tunnel leading under the walls of the city and a nest of beast spirits or barbaric chithin.

Fishing boats are disappearing and the rulers of Loludochereka are suspicious that Muratareka or the Isle of Er are behind it. The characters are hired to go on a small fishing boat and try to bait the responsible parties to reveal themselves.

Muratareka

Adaptability	10
Aggression	10
Arrogance	9
Confidence	8
Courage	9
Natural World	10
Property	10
Social Rigidity	10
Stoicism	9
Suspicion	10
Danger to Outsiders	95

Muratareka the Decayed is a once beautiful city on the southwestern shores of Hoshovareka. Its beauty and grace is now festering with a pox brought on by several cults who control the city. The king was unfortunate enough to have married a Consort of the Viper: Osira. He eventually fell to her schemes and poisons. Her adviser is a Shadow Master: Dagura. Acknowledging each others allegiances they rule the helpless city with the iron fist of the Assassin's Brotherhood. All heirs of royal blood are dead with the descendants of the ancient hero's either dead or having fled the false accusations of the rulers and their hired blades.

The Orders of Good have been slaughtered. A few members remain hidden within the walls to keep an eye on the rulers and report to their leaders. They also play a dangerous game of sabotage and dissent within the walls.

The Temple is silent and its priestesses are all dead, long since raped and then torn limb from limb as victims of the Beast Spirits. The Temple is desecrated and serves now as a blasphemous pile of decadence dedicated to horrendous rites. These rites include cannibalism and the taking of mind destroying substances to prevent any thought of resistance being formed.

But it is the nature of evil to be intolerant of any thing but itself. From Muratareka agents of the rulers have started infiltrating other cities and causing discontent among the populations of other cities. They are also raising armies to march against Loludochereka and then on to other cities until the whole continent Hoshovareka is under their control.

Adventure Seeds:

Rumor has reached the emigres of Muratareka that a royal heir is still alive and hidden within the city. The characters, being unknowns, are hired to infiltrate the city, find out the whereabouts of the heir and get her to a place of safety.

Spies report that they have discovered the ship bringing in the drugs that keep the population in thrall. The "Weeping Bride" is scheduled to bring in the next batch during true night. The characters are part of a war galley that is to intercept and capture the "Weeping Bride." Their orders are to capture the ship and crew; failing that to destroy the drugs any way possible.

Oa

Adaptability	1
Aggression	5
Arrogance	4
Confidence	8
Courage	1
Natural World	2
Property	2
Social Rigidity	7
Stoicism	6
Suspicion	3
Danger to Outsiders	39

Oa the Enlightened is the cultural center of the island continent of Hoshovareka. It is the first defensible position found by the refugees from Living Metal. Its natural defensive position is from a geological curiosity found in the mouth of a river. A set of concentric ring dikes of gleaming quartzite interlaced with veins of pure gold makes up the walls of the city. In the five centuries following the flight of the people, the walls have been built stronger and taller.

Oa is an island connected to the mainland by a broad wooden bridge. This bridge can be destroyed or burned to deny access by any invading force from the mainland. Invaders from the sea face the dangers of hidden parts of the ring dike system hidden below the waves. These jagged, hidden teeth can tear out the bottom of warships easier than coral reefs. Any ship that is lucky enough to get closer will have burning pitch fired from catapults on the walls of Oa.

The city itself consists of rings each relegated to a different Social Stratum and peoples. The innermost ring is called the First Ring and is the territory of the Temple and the royal family. Surrounding this is the Second Ring, which houses the nobles and the descendants of Heroes from ages past. The Third Ring contains both the Merchants and Craftsmen. The Fourth Ring is the last complete ring and the thickest of the quartzite rings. It belongs to the Military of the city and serves as barracks, drill grounds, defense and other things needed by the guardians of the city. The Fifth Ring was originally a partial ring but during the intervening centuries has been built to a complete wall. It is here the Foreign Quarters, Warehouses, Ghetto and other odd sections are found. The Sixth Ring is a partial ring, which has been carved and mined to serve as a place for fleets of ships to dock and sailors to entertain themselves.

In the Second Ring is the famous College of Oa. Scholars from across Hoshovareka travel to it to teach and study with each other. Within the sheltered walls everything from philosophies to artifact studies take place. The Disciples of Kerogo and the Temple of Eos vie with each other to make their buildings and influence outdo the other one.

In the Fourth Ring both the Azure Amazons and The Circle maintain their temples and practice yards. Although not

directly affiliated with the military of the city, both groups are valuable additions to their forces in time of war.

The fleets of Oa consist of many types of vessels: warships, merchants fishing and pleasure boats. The position of Oa allows it to control trade on the river Kekimolacesa. It is through this control the city remains powerful, rich and resented. No vessel enters or exits the river without paying tax to Oa. Any attempt to escape the tax will result in confiscating or sinking of the vessel and enslavement of the crew and captain.

The Sea Eagles maintain a lodge open to any of their members. This lodge is a meeting point for anyone wishing to hire a Sea Eagle to navigate one of their ships.

Vigoka are the dominant race of Oa. They have ruled the city from its initial founding and have fought many times to keep their city. A hundred years ago a coupe disposed the king known as Durobe the Mad and replaced him with the current King's bloodline.

The population of Oa has grown beyond the confining walls of the quartzite rings. On both sides of the river Kekimolacesa, wooden towns have sprung up in the last century. In these town is where merchant caravans and travelers stay to barter with the merchants in the city. Pathfinders will occasionally be found in the employ of a caravan master.

Adventure Seeds:

A ship's pilot who knows the hidden reefs that guard Oa's harbor has disappeared. It is unknown if he has been kidnapped or simply sold out to an enemy. The characters are hired to find and return him.

Living Metal has been spotted in Oa. The reports are from a reliable source. The characters are asked to join a search and destroy mission then given artifacts capable of destroying Living Metal. The characters are allowed to form their own "hunting" party.

Polosareka

Adaptability	1
Aggression	2
Arrogance	9
Confidence	8
Courage	1
Natural World	5
Property	1
Social Rigidity	5
Stoicism	8
Suspicion	5

Danger to Outsiders 45

Mercantile Polosareka is located upon Poluresa, a resource poor island with little to recommend it beyond its position along the main, sea-trade routes. It is a city founded upon trade and the free movement of goods through it. Anything can be found, for a price, within its walls.

The laws in Polosareka are very liberal when it comes to trade and the things traded. The only law that is enforced is: "Anything that interferes with open trade is illegal and to be crushed at once."

This is far different than the original founders of the city who wanted a hidden port to carry out pirate raids from and to hide from pursuing warships. The original captains were pirates of the worse stripe and called the honorific of "Cutthroat" and the leader of the city known as "The Worse Cutthroat." It is ironic today that the leaders of Polosareka still use the same titles

The piracy only lasted 100 years until merchants brought a group of mercenaries, marines and sailors together. The Sea Eagles found the pirate base and the gathered group destroyed it. The pirates had built an excellent harbor plus docks and facilities for handling and moving cargo. The merchants, knowing a gift when they saw it, took over the city and eventually the island.

There are still many rumors of buried treasure in the ruins of the destroyed pirate manses and fortresses. Even inland has been searched for a secret cache of treasure. Every now and again one of these treasure seekers returns with something and a new wave of treasure hunting begins.

The most persistent rumor is of a treasure lost in a sunken ship during the final battle in the harbor. A ship trying to escape was struck by a death flash and sank in a blinding pall of smoke.

The Sea Eagles still have their main base located on the opposite side of the bay from Polosa and keep a watch on the ships that come calling upon the city.

Adventure Seeds:

Coins are washing upon the shore several miles north of the Polosareka harbor. Rumors of a sunken pirate ship are racing around the city. There are rumors of the ancient ship having several lightening guns, one gun being found among the sea-washed treasure.

A new merchant is severely undercutting the prices of several established merchants. The goods are superior to anything that can be produced or procured by the merchants. The Worse Cutthroat has hired the characters to find out the source of these goods. Several other agents he has sent have disappeared or turned up dead.

Remodareka

Adaptability	3
Aggression	9
Arrogance	8
Confidence	2
Courage	1
Natural World	8
Property	3
Social Rigidity	10
Stoicism	3
Suspicion	7

Danger to Outsiders 54

Remodareka the Opulent is a city of glazed tiles and enameled metals each glowing in the light of the twin suns. During times of night paper lanterns throw soft, multi-hued light upon the streets of the city. No wall, ceiling, door, floor, window or street is without carven, painted, inlaid or another type of decoration. The whole city resembles a fantastic confectionery of intricate shapes and an artist's dream of color. Every object in the city, no matter how humble is decorated. Plain or natural objects are anathema to the inhabitants of this city.

It is a city of artists and dreamers, fools and madmen in touch with Kerogo. Because of this Remodareka is often at war with all of its neighbors. The deadliest rivalry is between this city and Carathoreka. The wars between these two are constant with peace being a strange state that is not long tolerated. Against the trained Tergats of Carathoreka the people of Remodareka have trained Zootas which they use to good effect. The war is mostly a stalemate of skirmishes. And it is mostly fought over access to free trade down the river Obajalocesa to Loludochereka and the seallanes beyond.

The other war is against the Chitin roaming the plains and attacking the gatherers of Remodareka. Punitive expeditions are often mounted against chithin tribes or in a driving forth of the chithin from the area. If the chithin are especially persistent, the people of Remodareka will join with the people of Carathoreka to drive them forth. These alliances never last long and it is good for Loludochereka they don't.

Adventure Seeds:

Rumors of a new chitin leader have reached the ruling council of the city. This leader has found an artifact from the 1,000 years war and this artifact has the ability to unite the warring bands of chitin into an army. The characters are hired to destroy this artifact and kill the leader.

A giant zoota has been spotted on the plains. The characters are hired to find and capture this zoota for breeding stock. They are forbidden to harm the zoota. Others are hunting it: both human and chithin.

Sekareka

Adaptability	2
Aggression	2
Arrogance	3
Confidence	5
Courage	1
Natural World	1
Property	5
Social Rigidity	2
Stoicism	5
Suspicion	1

Danger to Outsiders 27 (100 for the true city)

Sekareka the Secret is a city hidden in the trees of the island Segoresa and home city of the Rohoka. The king trees make up the ecology of this island and the Rohoka call this island home. Hidden within the branches of the king tree is an Archon city torn free of its base and now trapped within the encircling branches of the tree.

This Archon city originally served as more of a way station and has been ignored by Living Metal as it repairs and restores Archon cities of greater importance to the original mission of the Moons of Kerogo. Never the less this functioning Archon city gives the inhabitants of Sekareka greater technology and resulting power derived from its control.

To keep their secret, the Rohoka allow no others to settle upon the shores and stranded seafarers are swiftly questioned and either executed or sent away on the next ship that calls upon the island.

For trading with outsiders, there is a false city of Sekareka that remains upon the ground and is presented to visitors. Although this city is functional in every way, it is a sham and many outsiders leave with the feeling they have yet to see the city although they have no idea of where the real city might be.

Adventure Seeds:

A disgruntled council member has left Sekareka and it is the fear of the council that he will sellout the true location of the hidden city. The characters hired to find him and bring him back—or kill him.

Rumors of an odd cult of Rohoka have planted King Trees upon the main continent of Hoshovareka. The characters are charged to find out the truth of this rumor. If it is true they are to map and/or destroy the seeds and saplings.

Ut

Adaptability	9
Aggression	2
Arrogance	8
Confidence	5
Courage	7
Natural World	3
Property	8
Social Rigidity	10
Stoicism	3
Suspicion	8

Danger to Outsiders 63

Ut the Isle of Masks is a land where the face of man or woman is never seen by the twin suns or Kerogo. Although the children play in the streets barefaced upon their adulthood rites each is given a mask of apprenticeship in the profession which has chosen them. Every adult is masked with their mask and colors designating their social stratum, profession and their rank in that profession.

To speak to an inhabitant of Ut a person must be properly masked and know the ritual phrases for the person being addressed. Only after the singsong of the ritual greeting and paying of respect to the person, their social stratum and profession; may round of questions be asked or information be given. Even these questions and information must be spoken in a ritual way to be understood by the recipient.

In Ut in isn't unusual for a person to remain masked to everyone for the remainder of his or her life. It isn't unheard of for husbands and wives to never see the face of their spouse or for children to never see anything but their parents' eyes. During meals dining fans are brought out to conceal the lower part of the face while eating.

This often leads to a loss of identity for the mask wearers. Although not completely accurate, it is true enough that once you have met one type of mask, you have met everyone who wears that mask. If a person wishes to be killed, he simply removes the mask of another of Ut's citizens. The vengeance of the unmasked one isn't treated as murder but as self-defense of one's identity.

Using a mask, which one isn't privileged to wear will cause the perpetrator to be subject to guild laws and their punishments for deceivers. The rulers won't interfere with the punishments handed out. As you can judge any particular guild by seeing their mask, they can tell who should be wearing it and who is an impostor.

Visitors will wear the masks of their cities or peoples and professions. In Ut only animals or children are unmasked. Anyone who wishes to be treated as a human will wear a mask in the city.

Adventure Seeds:

A new mask has appeared in Ut. The rulers want to know where it is from and the ultimate purpose of the masked ones. The rulers are hearing more and more discord lately from the merchant section of the city.

The heir to the throne of Ut has forsaken his mask and left the island. The ruler is suspicious that he has not left of his own will. The characters are outsiders and are asked to find out the truth of the matter.

City Encounters

These are encounters the characters are likely to run across in the confining walls of a city. The encounter can be casual to a vital clue for the adventure the characters find themselves in.

Districts

Every city has different areas or sections where people of a like interest, affluence (or stripe) congregate. Their very nature makes these areas different from each other—even though they may be within a block of each other!

Ghetto: This is the area where the losers, broken dreamers, lazy, insane, dishonest and their predators tend to congregate. It is normally in disrepair and general filth is in the streets.

Warehouse/Docks: The commerce and trade area of the city where foreign goods and peoples come to exchange goods. Foreigners are often restricted to this area unless they are a guest of some citizen.

Market: A general market where the villagers from outside of the city walls come to sell their goods and foodstuffs.

Craftsman District: The skilled craftsmen live and trade in this area. It has some of the strongest patrols against thieves and swift penalties against the thieves.

Merchants: These are the buyers and sellers of goods and the loaners of money. It is often in direct competition with the local nobility in the ostentatious decorations of the homes and costumes of the residents.

Nobility: This area includes the ruling family and their relations plus the descendants of heroes from another age.

Temple: This is the area of worship and festivals honoring Kerogo and his various avatars. It is also a place to remember the heroes of past ages. It is the richest section the city and the most holy.

Quick Tables for City Encounters

These tables can be used to make pre-generated encounter charts. After this table are explanations for these encounters.

Ghetto

- 1 Thugs
- 2 Prostitute
- 3 Beggar
- 4 Street Urchin
- 5 Huckster
- 6 Playing Children
- 7 Madman
- 8 Council of Er
- 9 Local Gang
- 10 Beast Cultists

Market

- 1 Beggar
- 2 Pickpocket
- 3 Gatherer
- 4 Food Seller
- 5 Water Seller
- 6 Servant
- 7 Sailors
- 8 Soldiers
- 9 Smuggler
- 10 Street Urchin

Merchants

- 1 City Guards
- 2 Merchant & Guards
- 3 Foreigners
- 4 Playing Children
- 5 Loose Riding Animals
- 6 Messenger
- 7 Servant
- 8 Marriage
- 9 Revelers
- 10 Disciple of Kerogo

Temple

- 1 Temple Guards
- 2 Priestess
- 3 Temple Procession
- 4 Workers
- 5 Marriage
- 6 Funeral
- 7 Shadow Master
- 8 Messenger
- 9 Servant
- 10 Temple of Eos

Warehouse/Docks

- 1 Sea Eagle
- 2 Dray Beast & Wagon
- 3 Foreigners
- 4 Water Seller
- 5 Caravan
- 6 Messenger
- 7 Loose Riding Animals
- 8 Pathfinder
- 9 Merchant & Guards
- 10 City Guards

Craftsman District

- 1 Azure Amazons
- 2 The Circle
- 3 Noble Lady & Guards
- 4 Merchant & Guards
- 5 Workers
- 6 Playing Children
- 7 City Guards
- 8 Priestess
- 9 Funeral Procession
- 10 Living Metal Cultists

Nobility

- 1 Noble & Retinue
- 2 Public Beheading
- 3 Work Gang
- 4 Soldiers
- 5 Messenger
- 6 Servant
- 7 Noble Lady & Guards
- 8 Consort of the Viper
- 9 Assassin
- 10 Young Bravos

Descriptions of City Encounters

Assassin: Not every rivalry is dealt with honorably and the characters come across an assassination attempt on a person.

Azure Amazons: A group of women (3d4) of this Order on a mission of importance to the city or out for a night on the town. If approached by a male character, he should be aware of possible insulting them and facing the wrath of the Order.

Beast Spirit Cultists: A pack of Cultists (1d6) under the influence of the Kollun Leaf and causing terror to anyone they assault.

Beggar: Normally a crippled man who is unable to work and has to rely on the good will of passerby's.

Caravan: A group of animals moving goods and/or people through a city to a warehouse or another city.

City Guards: These are the peacekeepers (2d6) answerable only to the ruler that keep the order of the city. They are able to fine, beat or execute troublemakers on the spot. They can bring troublemakers before the nearest noble to have them pressed into a work gang or imprisoned.

Consort of the Viper: This stunningly beautiful woman will be doing everything to be noticed by a rich and influential man. She will ignore anyone she doesn't think can help her on her way to power. If she pays attention to the characters, they will be seen as stepping-stones on her path to power.

Council of Er: A single member who is looking for stolen artifacts to acquire. If he spots a character that has artifacts displayed he will try to swindle or intimidate the character to gain the artifact. If unsuccessful he will hire thieves to take the artifact away from the character or if unable to steal it by stealth, he will hire thugs to take the artifact by force.

Disciple of Kerogo: This scholar may be looking for ancient writing or artifacts the characters are willing to sell. At other times he will try to hire the characters to escort him to a set of ruins to search for artifacts and writings.

Dray Beast and Wagon: A dray beast is blocking the character's path and refuses to move. Alternately, it can be out of control and careening through crowds of pedestrians.

Food Seller: A vendor of food from a booth or pushcart who sells fresh fruits, stews, meats, cooked dishes, drinks, pastries or all of the above.

Foreigners: A party from a foreign region who are in the city. Normally they are traveling traders or foreign dignitaries. (1d6)

Funeral Procession: The characters come across a funeral procession. By custom they will be expected to give a coin to the bereaved (a salo or higher.)

Gatherer: This is the equivalent of a farmer on the moon of Zardoon. He will have fruits and vegetables along with starch plants in the back of a dray wagon or in a stall. He is a competent Haggler (d8).

Huckster: A merchant of questionable goods who always has what the character wants—even if the character doesn't know it.

Living Metal Cultists: A small group of Cyborgs (1d4) on a mission for their leaders. Anyone who discovers them will have to be killed to keep the activities of the cult quiet.

Local Gang: This is a 1d20 group of local teenagers, young men and toughs who will harass anyone who is in their vicinity. Although loud and putting on a brave show, they show little courage when confronted with actual bloodletting.

Loose Riding Animals: 1d4 animals have been panicked and are running and trampling pedestrians.

Madman: A harmless person who has lost their mind or "Seen beneath the Veils of Kerogo" is out upon the street. Normally annoying or harmless they at times can be spies for various parties.

Marriage: The characters are caught up in a weeklong celebration and feast joining the son and daughter of nobility or a merchant house. The characters are seen as mysterious but lucky guests.

Merchant & Guards: A trader of goods and services who has made money that others covet. His personal guards (2d4) attend him.

Note: d6 weapon skill for guards

Messenger: This person carries a message to the characters or asks them for directions. Alternately, he could be dying and asks the characters to deliver a message he is carrying.

Noble & Retinue: A nobleman accompanied by his guards and servants (1d6) who take care of minor details.

Noble Lady & Guards: One of the marks of Nobility is the value they put on the safety of their wives, daughters or other women under their protection. The guards (1d4) will defend these women against attack or insult.

Pathfinder: This man is away from his usual haunts in the wilderness and in the city to get supplies or information needed. At rare times they will be assisting a caravan or someone who needs to travel the wilderness between cities.

Pickpocket: This thief works with the normal jostling in crowded situations to remove things of value from his victims. If caught he will lose his hands at the least.

Playing Children: A group of children (1d12) playing a game of tag, ball or hide and seek in the streets.

Priestess: A sacrosanct woman connected with the inner workings of the Temple and not to be disturbed by the mundane world. Anyone accosting her will be the center of attention in a public display of the skills of a professional torturer and slow death.

Prostitute: A woman who sells herself for sex in exchange for money.

Public Beheading: The Temple and Nobility take theft or harm against them very seriously and do much to discourage it. The “guest of honor” has done something against the leaders of the city and will serve as an example.

Revelers: A group of celebrators (1d10) out upon a night (or day) on the town. Inebriated and full of high spirits they carry the normal problems associated with drunks.

Sailors: In a port city these men (2d8) are on leave from their ship to blow off steam and enjoy the pleasures of civilization before risking their lives on the open seas again.

Sea Eagles: Either a meeting of the members (1d4) of this Order or the Sea Eagle is on business.

Servant: A servant in the service of a merchant or noble house who is on an errand for his employer. He may be gathering things for the house he is connected with or bartering with the characters to gain something they have.

Shadow Master: This master of evil or one of his henchmen is on a mission to further his influence. The characters may be hired or contacted as dupes to further his schemes.

Smuggler: A person who has forbidden goods upon their person. If caught they will try to dump the goods onto someone else.

Soldiers: These are men (2d8) from professional armies who lay siege to foreign cities or defend their home city from invaders.

Street Urchin: A neglected child who will attach himself to the characters or try to steal food or a bauble from them.

Temple Guards: Off-duty or on a mission, these holy soldiers (2d6) are in the pay of the Temple. They are the best fighters in the city with tactical abilities. They may call on any citizen to assist them.

Temple of Eos Mentalists: A group of mental masters (1d10) out on a mission. They may contact the characters to assist with the mission.

Temple Procession: With the many cycles of Kerogo and its moons there are celebrations and acknowledgments of the Silent Lord's blessings and banes. Breaking into one of these processions will send the perpetrator to the pits for a month.

The Circle: A group of these fighters (1d12) out on the town or on a mission. While not belligerent, they will brook no interference or tolerate any insult.

Thugs: A group of toughs (2d6) that use intimidation and ambush to steal items from their victims. They are cowards and backstabbers who will run from a real fight.

Water Seller: This person sells water from a “sweating” clay jug upon his back and flavors it with a lime-like fruit juice. The cost is a tolo for your fill.

Work Gang: A group of men (2d4) who have been forced to work for the city due to being pressed into service by the city guard.

Workers: A group of men (1d12) who are doing repairs, building structures, moving goods and a hundred other things that make a city run.

Young Bravos: These are young men (2d4) of an upper social class and out to show themselves and the girls how wonderful, intelligent and world-wise they are. These arrogant, young fools are loud, obnoxious and quick to anger often challenging the perpetrator to an immediate duel. They are pathetic swordsmen (d4) but their parents have enough influence to get them out of trouble and woe be to anyone who hurts them. It doesn't matter who started the fight to the city guard.

Orders of Good

These Orders are the protectors of the peoples of Zardoon. Each realizes that someone must put the good of their people or race ahead of their own interests. The following Orders are the most well known and wide spread of this type of organization. There are many other, lesser-known Orders. These minor orders are commonly restricted to a city or smaller area.

Azure Amazons: During the Age of Wandering the destruction of a village by a rival village and the taking of the women, a kidnapped woman of the cities had an artifact and used it to free herself and her daughters plus the surviving women. Left to defend themselves, these women became the Azure Amazons, an Order that survives to this day.

Women who have chosen to forego the normal duties of wife and mother to adventure in the wilds with men. This order of women adopts their native city, temple or something else as the object of guardianship. They are trained in weapon usage and normally some form of mental discipline. Their fighting techniques are designed for the female body enhancing its strengths while minimizing its weaknesses. These techniques make them as deadly as any male fighter.

An unusual part of being an Azure Amazon involves the amount they dance—often four to eight hours per day. The dances are not leisurely waltzes but rather deadly training drills of speed, balance and endurance. Although commonly known the dances are rarely seen by outsiders.

The common language has expressions in it referring to these dances. To “Dance with an Amazon”, means to be severely beaten in a fight with weapons. While to “Have an Amazon Dance for You”, means the Azure Amazon has sworn an oath and performed a dance of bonding. The person/ruler/village/town/city that sees the dance has an Amazon(s) who will give their life in defense of the dance’s recipient. To see one of these dances will be a boasting point for the viewer for the rest of their life.

Honorifics in addressing or referring to Azure Amazons are: “Sisters of the Sword” or more simply: “Sword’s Sister.”

Novice: d6 Swordsman
Veteran: d8 Swordsman, d6 Archer
Master: d10 Swordsman, d8 Archer

Starting Items for Group Members:
Weapon (s), Ceremonial Garb, Weather Cloak

Adventure Seeds:

The characters are asked to fence the apprentice Azure Amazons so they can get practice in fighting men. While

they are at the training grounds a mysterious artifact is found in the local area and signs of cult activity.

The Azure Amazons have had several losses while escorting caravans of the merchant: Tolozu. Never has one returned alive yet most of the caravan is intact. The characters are asked to join the next caravan and determine what is going on.

The Circle: This is a warrior group dedicated to a single fighting discipline and the perfection of a single tool of man and weapon. The members select a weapon and use only that particular weapon from that point onward.

A city defended itself against a crudely armed and poorly lead force of invaders. Only with high casualties did the city manage to repel the invaders. From the general disgust and few remaining men, an Order was born that would keep an elite cadre of warriors available to the city in times of emergency.

This order also trains the officers in tactics and troop maneuvers. The sergeants are trained in keeping their men in top physical shape and ready to handle any emergency. The Circle serves as fire and police too during times of relative peace. In the wilder areas they are traveling warriors and judges for the outlying villages.

Novice: d8 Weapon Skill, d4 Rider
Veteran: d10 Weapon Skill, d6 Rider
Master: d12 Weapon Skill, d8 Rider

Starting Items for Group Members:
Weapon, Riding Animal, Rations

Adventure Seeds:

There are rumors of a coup planned against the local leader with The Circle leading the rebellion. The ruler wants to know if these rumors are true, as he cannot destroy his best fighting force on the strength of rumors.

The local Circle is holding a fete to look over young talent for possible inclusion into its ranks. There is a rumor of possible infiltration to bring about the ruin or subversion of the local order. The characters are asked to investigate the rumor.

Disciples of Kerogo: The members of this Order are the modern day equivalents of the Artificers of the last age. The group believes that Living Metal is a trial sent by Kerogo that the Artificers failed. This order is dedicated to the belief that the trial of Living Metal must be defeated before mankind can reclaim the glories of the Age of Miracles.

The Disciples of Kerogo know that artifacts come from defeated pieces of Living Metal and some how the liquid silver (nanites) are the glue that make a piece of Living

Metal function. They try to gather as many working, non-functioning and junk artifacts as they can. Their aim is to create pieces of their own Living Metal. They have succeeded several times but keep this knowledge secret from outsiders. Any outsider who sees this is not allowed to live. These new pieces of Living Metal are often disguised as statues or chitin sheathed beasts.

In their pursuit of knowledge the Disciples of Kerogo are trying to find ancient knowledge or restore and preserve the fragments left from the Age of Miracles, Age of Magicians or Age of Artificers.

Because they are like the Artificers, the locals or common people often treat them with suspicion or open hostility.

Disciples of Kerogo will send adventurers to search for artifacts. If the adventurers find artifacts—functional or junk—the Disciples of Kerogo serve as a ready market for them. If they see artifacts they want they will often buy or steal them as necessary, giving or leaving a fair price.

The Disciples of Kerogo will often loan adventurers artifacts but there is often more to their artifacts than they will explain. Often their artifacts are disguised pieces of Living Metal that will spy on the characters.

Above all the Disciples of Kerogo's mission is to gain knowledge of Living Metal and through that knowledge, conquer it.

Novice: d6 Artificer, d4 Writer
Veteran: d8 Artificer, d6 Writer
Master: d10 Artificer, d8 Writer

Starting Items for Group Members:
1 Artifact, 1d4 Books

Adventure Seeds:

A powerful house in the character's home city has artifacts that the Disciples of Kerogo want. The adventurers are hired to retrieve it.

There are rumors of an active piece of Living Metal within the city. The adventurers are hired to capture it.

The adventurers are hired to retrieve an artifact that attached itself to a spaceship and then caused the ship to fly to parts unknown.

Pathfinders: These men and women are a part of the wilderness that surrounds the cities and other civilized areas of the Moon of Zardoon. They can be anything from an isolated hermit to an active guardian of the civilized areas near them. They are experts in surviving the wilderness and helping parties who find themselves stranded there.

After the escape from the horrors of Living Metal, these men and women explored the new continent of Hoshovareka to site new cities and feed a refugee population. Even where the cities were built, to many carnivores of the area, men were unusual and easy prey. Pathfinders also clear out areas of dangerous animals to a point where it is safe to raise families.

Today the Pathfinders are often guides for caravans going through wild parts of the continent. But their price for guiding the caravan is to be master of the caravan while in the wild areas. They have extensive knowledge of plants and animals found the areas they guard.

Pathfinders help human populations expand into the wild areas and tame them. They explore the wilderness for new areas to place settlements. The new areas are mapped for the local king. Settlers are guided in and helped to establish a new village or town. The Pathfinders will hunt man-eating beasts, hostile savages, outlaws and other threats to people in the area to be settled. They will engineer temporary bridges, walls, forts and other things needed by the settlers.

When the settlers arrive the Pathfinders will help them build secure homes. They will look for lost people and guide parties of hunters and gatherers.

Pathfinders also serve as the king's eyes and ears on the frontiers. They will spy on and sabotage any foreign troops or personnel they find in their area. Another job they have is as news carriers for isolated areas.

Novice: d6 Spearman or Archer
Veteran: d8 Spearman or Archer, d6 Tracker
Master: d8 Spearman or Archer, d8 Tracker

Starting Items for Group Members:
Bow & Arrows, Spear, Field Gear

Adventure Seeds:

Several new settlements have been destroyed and tumbled ruins remain. Characters are asked to join the next group of settlers to investigate what is happening and prevent it if possible. Also, they must marry to be thought of as settlers or their cover will be worthless.

Two caravans have disappeared, both with a Pathfinder guiding them—possibly the same man. The Pathfinders have been unable to locate him or even recall his name. The adventurers are hired to disguise themselves as merchants and investigate what is happening.

Sea Eagles: A group of guides and traders who travel the sea-lanes and visit the numerous ports on the seacoasts and up the many rivers. They are an interconnected fraternity who will help those in need. They serve as news carriers between the various kingdoms. They are guides and mentors to those who travel the seas and rivers.

This Order was founded by the bravest of captains during the flight from Living Metal. Many sea captains simply loaded up their ships with refugees and fled. The Sea Eagles ferried many loads of refugees to Hoshovareka and sailed up rivers to find as many as they could.

The Sea Eagles map navigable waters and keep these maps available to sea captains and other interested parties. In rivers and bays they remove snags and other obstacles to shipping. They form search and rescue for lost or stranded ship and crews. They also patrol for pirates and reavers destroying them when they are found.

Anyone who wishes to captain an oceangoing ship must apprentice with the Sea Eagles for a year before they are allowed command. Many crews will not ship out with a captain who hasn't gotten his tattoo from his apprenticeship training.

The Order maintains lodging and mess halls for all sailors in most port cities. They also guard sailors and destroy con men that prey on them. They serve as messengers and mail carriers between ports. Often they are the king's eyes and ears over the seas and on the rivers.

Novice: d4 Pilot, d6 Swordsman
Veteran: d4 Navigator, d6 Pilot, d8 Swordsman
Master: d8 Navigator, d8 Pilot, d8 Swordsman, d6 Leader

Starting Items for Group Members:
Weapon, Maps, Map Maker Tools

Adventure Seeds:

On True Nights, mysterious fires are seen far upriver of navigable channels. The next day headless bodies are found floating down the river. The adventurers are asked to investigate and, if possible, stop the killing.

Three ships have been found adrift without damage, cargo taken or the longboats launched; but the crews are missing. This is happening by one port but the Sea Eagles are unaware of any pirates or cults operating in the area.

Temple of Eos: This group is dedicated to the discipline of the mental abilities of each race. They are open to both sexes and all classes of humans or other sapient life. Their relation with their home cities is unique to each Temple of Eos. At times they are in an isolated building far beyond the fringes of civilization. In other circumstances they are almost a rival temple in a city-state or hidden within the city walls.

The group is aesthetics and is easily mistaken for beggars when they are on the move. Given shelter and a meal as custom demands, they will help out their benefactors if it is within their power. They are rovers and news gatherers and keep an eye on the pulse of an area. From this knowledge, they are some of the most important tools, or dangerous opponents, the ruler has.

On these quests they are looking for children or adults with the potential for mental training. They are also protective of the person if they have been persecuted by superstitious locals or exploited by local leaders. They will take down anyone who is using mental powers in an evil way.

Novice: 2 Mental at d4
Veteran: 3 Mental at d6
Master: 3 Mental at d6, 1 Mental at d10

Starting Items for Group Members:
None, except for Scrying Tokens—if applicable.

Adventure Seeds:

There is evidence of a new type of mental power (pyrokinesis or warlord's choice) being used in the jungles of a region of Hoshovareka. The characters are asked to escort a contingent of Eos members to investigate these phenomena. The area is near a Kren warren.

There are rumors of an isolated Temple of Eos going bad and using the mental powers to control the local population. The characters are given a chance to have the temple train them and then investigate the rumors.

Mental Powers

The minds of men were bent and strengthened in the hellish forge of the Archon experiments on the genetic structure of mankind. Each person has the potential to each of these powers but without extensive training the powers will lie dormant.

If the character wants to be tested and trained for mental powers, they must devote 100 days and 20 helos to the Temple of Eos

The different races have different mental abilities and the chances are always a one on the die type for their race.

Heneka	d12
Rohoka	d12
Saleka	nil
Vigoka	d6
Arrack, Civilized	d20
Arrack, Wild	d12
Chithin	d6
Kren	Always
Zathon	d12

At the end of 100 days the player can roll on the table below. This table gives the number of rolls on the following table.

1d100	Number of Rolls
01-79	1
80-89	2
90-94	3
95-97	4
98-99	5
00	6

Roll on the chart below to determine which mental power(s) the character has. Note that each power is given at a d4 when rolled and each additional roll will raise the power by one die type. These die types represent natural strengths to further raise them the character will have to invest years or hero points.

If a 2 is rolled the character has Illusionist d4. If another 2 is rolled the Illusionist is raised to d6.

d6	Description
1	Animal Domination
2	Illusionist
3	Mentalist
4	Mind Reader
5	Object History
6	Seeker

Animal Domination: The character can control animals with his mind. The type of animal controlled will decide the challenge die.

- d4 Domesticated animal
- d6 Wild Herd animal
- d8 Pack Carnivore
- d10 Solitary Herbivore
- d12 Solitary Carnivore

Illusionist: A character with this skill can force an unreality into the brain of his target. This illusion can be to the target's pleasure or deceiving them into destruction.

- d4 Make an average man believe a pebble is a gem or coin.
- d6 Present an illusion of a door, iron bars or other obstacle.
- d8 Conjure an illusion of a non-moving beast.
- d10 Conjure a moving or attacking beast.
- d12 Alter a landscape or building to an observer.

Mentalist: The powers of the mind are the special skill of this character. The technique and refinement of this skill are like the playing of a master musician.

- d4 Put a victim to sleep or make them chase a phantom sound or shadow.
- d6 Put a false suggestion into a victim's mind
- d8 Take control of a victim's body and direct the victim's actions.
- d10 Keep the victim under long-term control.
- d12 Plant a directive for the victim's actions.
- d20 Kill the victim by a mental dagger.

Mind Reader: This is the ability to communicate with other intelligent minds without using speech.

- d4 Communicate a single word and emotion to a mind known to the telepath within a mile's distance.
- d6 Read an unknown mind or force a thought into it.
- d8 Three words and two emotions are able to be communicated, to a mind known to the telepath, within a five mile radius.
- d10 See through the eyes of someone within 10 miles. Communicate what the telepath is seeing to a mind known to the telepath.
- d12 Communicate a full sentence to a known mind within 50 miles.

Note: between twins drop the mental challenge for mind reader by one die type.

Object History: This skill allows the practitioner to read an item for its past and the people who have handled it.

- d4 1 day
- d6 1 week
- d8 1 month
- d10 1 year
- d12 100+ years

Seeker: This is the person who finds people, places and things that are missing or hidden. The Seeker must use a focal object of at least 1 helo's value.

- d4 Search for a known object within 10 yards of the seeker.
- d6 Search for a person within a mile of the Seeker.
- d8 Search for an object within 10 miles of the Seeker.
- d10 Search for moving objects and/or persons within 10 miles of the seeker.
- d12 Search for objects and/or persons below the ground or secreted in buildings.

Cults of Evil

As there are Orders to protect the peoples of Zardoon, there are Cults seeking to enslave the people of Zardoon. These Cults work in unseen ways to increase their power and to control all who fall under their sway. They are at eternal war with the Orders of Good and each will destroy each other if possible.

Once a person has joined one of these groups they are always considered a member and under the control of the group or a renegade to be killed at the first opportunity.

Assassin's Brotherhood: The origins of this Brotherhood are from the Age of Artificers and the surviving Priest-Kings of the True Dawn coup. The surviving aristocracy stayed in hiding and managed to contact each other during the years. Swearing oaths to each other they vowed to kill the usurpers and restore their power. The Artificers were far more efficient and effective than they were. The continuous frustrations over the years tore the group apart but the fact of being hunted kept them dependant upon each other.

They have always remained rulers out of power and envying the ones who had power. To this day they remain a closed society and arrogantly assume power should be theirs. They do assassinations to destroy the strength of a ruling family in the hope of taking over when the rule of the family weakens.

This cult kills for money and power. Each group is isolated to a city and usually up to its neck in politics and criminal activity. Often the assassins act as a shadow government. They bring in goods and services in a more efficient manor than the rulers. With the bribery rampart in many cities, the Brotherhood can bring in goods that are less expensive than those bought through official channels.

The Assassin's Brotherhood uses these channels to get people help who normally couldn't get it. (Doctors for the poor, exotic items normally reserved for royalty, sex slaves for brothels and other things.) They do this through favors and bribes that obligate the recipient for future favors. To refuse to repay the favor is a death sentence for the debtor and his family.

The Brotherhood can and will get anything for anyone. A system of bribes keeps officials from trying to eliminate them. In the sections of the city they control (ghetto, merchants, warehouses, wharves and others), the people there don't want to see them destroyed and will misdirect, harass and attack people who are after the Assassin's Brotherhood. Rulers rarely try to eliminate them due to the fear of reprisal assassinations.

To attack the Assassin's Brotherhood is to declare war.

The Assassin's are arrogant feeling that they rule without the glitter and pomp of the rulers. This sneering contempt extends to the Disciples of Kerogo whose ancestors drove them out of power. Now they mocking call the Disciplines of Kerogo: foolish little brothers. For their part the Disciples will ignore them unless the Brotherhood tries to pin a "job" on them.

Although dangerous, this group is normally torn by internal strife and political divisions. Only a threat from the outside makes them unite.

A ritual of the Assassin's Brotherhood known as "Kissing the Dagger," means to take a blood oath. The appearance of an obsidian knife through an animal's heart is notice from the Brotherhood that they are hunting the recipient. It is often done when someone says they want to hunt down and destroy the Brotherhood of Night Terrors.

Novice: d6 Skulker, d6 Swordsman, d4 Ambusher
Veteran: d8 Skulker, d8 Swordsman, d6 Ambusher
Master: d10 Skulker, d8 Swordsman, d10 Ambusher

Starting Items for Group Member: Sword, Night Black Makeup, Rope and Poison 1d6/6

Adventure Seeds:

Someone is killing several merchants and the brotherhood is blamed. The characters are contacted by the brotherhood, in the form of a patron, and asked to investigate who is doing this. The brotherhood will take its revenge when it has the information. The characters may or may not be used as fall guys.

The characters foil an assassination attempt against a man and woman. They are hired as guards as the couple tries to flee to another city.

Beast Spirits: Wearing the masks of a beasts and imitating the worse aspects of the animal, this group causes terror wherever they are found. The cult acts as a hunting pack with humans as their quarry. Mercilessly pursuing their victims they terrorize the unfortunate before catching them and tearing them limb from limb before devouring them raw.

This cult is found among the more primitive villages although it has infiltrated into some cities. Members of this cult through mind-bending rituals and taking of the kolliun leaf, try to invite the spirit of beasts into themselves. After this, until the drugs wear off, they act like the beasts they admire. Often the beasts being imitated are some form of dangerous carnivores.

During the taking of the kolliun leaf the followers of this cult have a temporary base wound level of +3 added to their normal base wound points. When the drug wears off their base wound level reverts to normal.

This group of started with the observation of how Living Metal ignored animals and chose men. This was interpreted as a weakness on the part of men. It was thought that the beasts had the power to repel Living Metal. Tribal members blended this with Animal Societies and the cult of the Beast Spirits was born.

Starting Items for Group Members: Animal hide and mask

Adventure Seeds:

An active cult of Beast Spirits is in the area. It must be destroyed before villages are deserted in fear. The adventurers are hired to track them down and destroy them.

A local leader is using the Beast Spirits to keep the local population under control. He is the cult leader.

Consorts of the Viper: A group of stunningly beautiful and ruthless women who have been driven from their families and cities for their deeds. Bitter, vain and power-hungry, they seek to insinuate themselves to the thrones of the many city-states and dominate them; or through assassination—rule them!

If a man wishes to call a woman evil he simply refers to her as the “consort of the viper.” This cult is insidious and its evil a cancer in any city. Often a senior cult member and her “daughters” will move into a city and start to target lower to middle echelon officials or minor royalty. The unfortunate man who takes a Consort of the Viper for a wife or mistress has signed a death warrant for himself and his family.

The end of often through a wasting sickness caused by slow poisoning or an unfortunate accident that leaves the widow with the victim’s fortune and his social and political contacts. From there the next higher level is targeted and the game continues.

In the ancient city of Hokareko, the Consort of the Viper: Onula attended a banquet hosted by the ruler of the city. Poison killed most of the guests including her husband and the queen. The people who were dead were mostly rivals of the realms most capable general. Although nothing was ever proven, the general was forced to go into exile. Meanwhile, drawn together by a mutual tragedy, Onula was soon queen. And she was soon grieving as her husband died of a slow, consumptive disease.

The cult originated in the aftermath of the True Dawn where the Artificers replaced the Priest Kings and destroyed their families; there was a survivor of the purge in the city of Hasulo. The Artificer and his cohorts spared Asalo, a stunningly beautiful woman, who was the daughter of the Priest King. She was made his wife and wielded power from there. Her daughters by the Artificer and Asalo conspired to take the reins of power from him.

The cohorts of the Artificer discovered the plot and foiled it. Bringing Asalo and her daughters before the Artificer for judgment the cohorts explained the plot against him. The Artificer could not bear to kill his wife and daughters; instead he banished and disinherited them. With the pronouncement of banishment, Asalo declared she would rather be the consort of a viper than his wife. Banished from Hasulo they insinuated themselves into the royal courts of other cities. It has always been a power seeking cult and in many ways one of the most dangerous.

Novice: d8 Dancer, d6 Lover, d6 Seducer, d4 Singer
Veteran: d10 Dancer, d8 Lover, d10 Seducer, d6 Singer
Master: d8 Hypnotist, d10 Lover, d8 Orator, d8 Singer

Starting Items for Group Members:

Personal Attendant, Royal Clothing and Face Paints

Adventure Seeds:

The House of Geronon has recently been poisoned and the rival House of Teralu has been accused. Civil war is a good possibility and it will tear the city apart. There is a rumor that the poisoning was caused by Geronon’s wife, a mysterious woman from the south. Without proof of her duplicity a civil war will erupt.

A minor nobleman is suspicious of his new wife and wants the characters to go to her home city and find information on her.

Council of Er: This council was formed after the Age of Artificers from the beaten remnants of the persecuted Artificers and their servants. As the Artificers in the age before, they seek out the secrets of the Archon for their use. Unlike the previous Artificers the Council of Er has no intention of sharing the knowledge with their people.

This cult is driven by a bitterness and revenge which long years have forged into hatred. The knowledge they seek is for power and power alone. Once again they will rule the people but instead of a benevolent rule, this time it will reign of terror from unlimited power.

The three words to sum up a member of the Council of Er are: cruel, arrogant and genius. Their attitude towards others is condescension to fools. The gathering and reconfiguration of artifacts is their primary means to gain power. Their willingness to betray hirelings and followers in the pursuit of this goal is legendary.

The council has plans for the long-term domination of the 12 cities and then the retaking of the continent of Malevorea. The mastery of Living Metal is in their plans. To this end they have captured pieces of Living Metal to study and use as guards.

The Council of Er is far in advance of the ancient Artificers in the understanding—and control—of Living Metal. Their

favorite method is to find members of the Cult of Living Metal and use them as spare parts cabinets. By killing the cultist and salvaging both the artifacts and capturing the “liquid silver” in their bodies, the council doesn’t have to hunt for artifacts.

The Council of Er hates the Assassin’s Brotherhood and sees them as a botched purge by the ancient artificers. They will mercilessly hunt and kill the Brotherhood.

The council’s relation with the Disciples of Kerogo is more ambiguous. They look at the Disciples of Kerogo as misguided fools who wait for the people to betray them again. Often they will go out of their way to corrupt a Disciple and create a new member of the Council of Er.

They are a cult, which will not share, or cooperate with other cults and will barely tolerate each other. Their research is done in secret and few new findings or sites of artifacts are shared. They often hire adventurers to find new sites and areas of artifacts. The adventurers will be well paid and sent on their way after taking oaths of silence.

Novice: d6 Artificer, d4 Researcher d4 Writer
 Veteran: d8 Artificer, d6 Researcher d6 Writer
 Master: d10 Artificer, d8 Researcher d8 Writer

Starting Items for Group Members: 1d4 Artifacts

Adventure Seeds:

The Temple has noticed several artifacts missing recently from their vaults. The possible configuration of the missing pieces is a culling unit of Living Metal. The Temple wants to know who is doing it and how they are gaining access to the vaults.

The characters observe a man giving directions to several pieces of Living Metal and are in turn seen by the mysterious man. Men and Living Metal are now hunting the characters.

Cult of Living Metal: A group who remembers the horrors of Living Metal and surrendered to Living Metal by becoming it. In their pursuit, they try to emulate pure, unemotional ruthlessness. At least this was their goal when the first began.

In the attempt to become as deadly as their feared enemy they gather as many of the Ancient’s artifacts as possible and learn from them. They graft the artifacts into their own bodies in an effort to make themselves more metal than man. This, ironically, makes them some of the best surgeons upon Zardoon.

The original cult was compromised when one of the leaders took one too many artifacts into himself. Within the new artifact was a controller for a slave unit and the AI soon controlled the cultist. By using some of its captured humans

as spies the AI infiltrated the cult and destroyed any other leadership, placing itself in charge. The Cult of Living Metal is firmly under control of the thing they fear most. Thus, by this infiltration, they are one of the most dangerous of the cults on Zardoon.

Some of the more powerful cultists are in direct contact with Living Metal and are its tools. They receive 1d4 pounds of Liquid Silver (nanites) and a gem-like controller in their forehead. Using their imagination they can form the nanites into tools or non-firing weapons. The nanites are also under control of Living Metal and can be commanded to kill their possessor at any time.

The artifacts need energy to function. Most will use body heat and may cause a chill when used. If used too much the cultist can become a frozen corpse.

Novice: d6 Artificer, d8 Writer
 Veteran: d8 Artificer, d4 Doctor, d8 Writer
 Master: d12 Artificer, d6 Doctor, d8 Writer

Starting Items for Group Members: 1d4 Artifacts, Travel clothing.

Artifacts that can be used in a cultist include:

d20	Artifact Name
1	Battery
2	Binoculars
3	C-thru
4	Communication Glass
5	Cutter
6	Dazzler
7	Distress Beacon
8	Ear, Long Distance
9	Flame Arrester
10	Floater Pack
11	Gravity Control (self)
12	Invisibility Field (1 wound point per minute)
13	Living Harness
14	Night Eyes
15	Omni-Map
16	Overloader
17	Rapid Recharge
18	Stunner
19	Wireless Power
20	Watch & Recorder

Adventure Seeds:

One of the characters finds a skeleton that has several artifacts attached to the bones. If the character attempts to free the artifacts, one of the artifacts will attempt to fuse itself to them (d8 against Physical.) If successful, the character will be in a fight of wills against an AI at a challenge level of d10 against Scholar.

Bodies are turning up having been killed by artifacts. It is noted that several of the murdered had artifacts and now those artifacts are missing. If the characters have artifacts they will be hunted by a group of enhanced cultists.

Shadow Masters: are a small group of very ambitious men who are ruthless but unable to climb the up in social ranks by normal means. Often they have been the personal attendants of aristocracy or their slaves. While the masters wasted the best education and were blind to the power plays in the royal courts of the cities, their servants were absorbing everything.

These restless young men are looked for by shadow masters as new apprentices and soon under their influence. Taken from their place of origin and trained to be nobility, this new generation of shadow masters works its way into foreign courts and soon become a trusted confident of the ruler. Very soon, the shadow masters are guiding the direction of the city.

Not only the courts are vulnerable. Members of this group insinuate themselves behind every power structures of cities: merchants, criminals, guilds, military and others. They are often found advising the people in charge of ruling or other powerful enterprises. Due to their communication with other Shadow Masters, they can often predict things to come in one kingdom that have happened in another kingdom. They are often disciplined in the mental powers.

This group originated from false advisers who were driven out of city-states due to their crimes and failed power attempts. Several met in a bandit camp and decided to attempt to work their will against rival cities that had never heard of them using the knowledge gained from their cohorts' former positions.

Each of the Shadow Masters is a traitor to their home kingdom. Narrowly escaping execution by their ruler for treason or sedition have taught the Shadow Masters nothing but cunning.

Novice: d6 Diplomat, d4 Hypnotist, d8 Orator
Veteran: d8 Diplomat, d6 Hypnotist, d8 Orator
Master: d10 Diplomat, d6 Hypnotist, d10 Orator

Starting Items for Group Members: Communication Glass, Noble Clothing

Adventure Seeds:

Incriminating evidence is found against a friend or acquaintance of the character(s). It is suspected to be a plant but more evidence is needed or the person of interest will be executed.

The characters find a mysterious cache that points to their patron being a Shadow Master.

The Temple

The Silent Lord: Kerogo is the chief deity of the peoples of Zardoon. Kerogo is the one who sends men and women a series of lessons and tests to forge the greater self from the lesser, present self. It is the Temple who helps people interpret these events.

The Temple also holds the deep history and tales of the people and the Moon of Zardoon. "Temple Knowledge" means deep secrets and unvarnished truth. Often if the characters have discovered something, they will be called to the Temple to tell the priestesses what they did and discovered. In exchange they may ask questions of the priestesses.

It is the belief of every person that Kerogo will send them challenges and incidents that will allow them to improve themselves. It is up to the individual to decipher the events and use them to their advantage.

During True Night stories are told of ancient men and women and the trials Kerogo sent them. Tales are told of both the successes and failures of the people of the tales.

The people don't have gods or spirits per se but rather the tales of people of ancient times and the paths they took to become the heroes or villains of these tales. These tales are told in a five-year cycle. The Temple is the organizer of festivals, which dramatize the story of these people, and presents them in a series of plays. Within these plays are the opportunities and temptations of everyman. The choices or lack of them are presented and examined in the plays.

Inside the Temple are areas of meditation for people who are making life-changing decisions. A bench faces frescoes and statues for reflecting on the characters in the plays and the points or decisions they had to make. The Temple serves as a place of calm and meditation for people at nexus points of their life.

The Priestesses of the Temple serves a higher purpose in looking at and interpreting the trials and challenges Kerogo sends the city and the race. To do this they do not hold direct power but are a powerful voice in the council of the rulers.

At the end of the Age of Artificers and the beginning of the Age of Living Metal, the peoples were destroying any artifact of the Archon. The priestesses spread the tale of evil being imprisoned within the devices themselves and rituals needed to banish the evil from the device lest in the destruction the evil clung to the area or people who had released it. This led to the Temple having large amounts of artifacts that were safely hidden within deep vaults. These stored artifacts are ready in case the rulers or heroes need them to do the Temple's bidding.

The Temple still maintains this falsehood to gain any artifacts that are found. Temple ritual is needed to "purify" any Archon device and if found to be "too evil" the device is kept within the Temple's vaults. This allows the Temple to favor its defenders with artifacts to use while its opponents are kept to primitive weapons.

Adventure Seeds:

The temple suspects a local noble has an alliance with a cult. Since the priestesses are known to the noblewoman, the characters are asked to shadow her.

There is a rumor of odd types of artifacts coming out of the nearest mountains. The characters are asked to investigate and send word if the army is needed to seal off the area before the pillagers activate something dangerous.

Defiers of Kerogo

The Temple also has its shadow: The Defiers of Kerogo. As the Temple worships life and growth, the Defilers of Kerogo worship death and destruction. It is an organization that works to the ruin of men, families, rulers, cities and the human race in general. They draw from the disillusioned, those without hope, the victims of Living Metal, the sick and perverse, the mad, outcasts and outlaws, anarchists, bandits and any other fool or scum they can find and entrap.

Unlike the cults they are not trying to gain power, instead, they are after destruction and misery on as large a scale as they can obtain. Their common nickname is: "The Rot" and it is appropriate. They will do any act of malfeasance to increase the suffering in the world.

Anyone discovered to be part of this group is immediately treated as an outlaw. If anyone is foolish enough to have mercy, they simply drive the Defier away from their village, town or city. The more intelligent destroy them on the spot as they would any dangerous beast.

Adventure Seeds:

After the last Festival of the Three Moons a priestess was found dead. All evidence points to the Defiers of Kerogo and the temple wants to know who in the village is connected to The Rot.

Villages beyond a mountain pass have been turning up massacred and the local ruler wants unknowns to investigate the region for signs of the Defiers of Kerogo.

Ancient Ruins

Humans and aliens built cities upon the surface of Zardoon. The cities of the Archon were useless to ground bound humans and other species. Research stations were the only Archon compounds that humans or aliens could use on a long-term basis.

Finding the ancient devices of the Archon allowed humans and others to have access to technology and information. Humans first built cities near these stations and designed these cities to be human friendly. At first wood was used until it rotted in the humid jungles of Zardoon. Then stone and metal building materials were used to make permanent buildings.

Early Human cities grew to encompass and often cover Archon outposts but at the core of them was the ancient Archon technology.

As the ages went by humans moved their cities to sites that were more desirable for a city that met the needs of humans. Arracks, Chithin and Zathon built in areas that were optimized for their particular species needs.

Each age has its own particular architecture and style. A person versed in the history of the ages will easily be able to tell when the ruins were actively inhabited and which race was the dominate species in it.

A scientist will notice that the more ancient the ruins, the more technologically sophisticated the ruined devices and building techniques are. To the men of the modern age, the older the ruins—the deadlier! The older ruins being richer in artifacts and other technological riches offset this.

Age of Magicians

Age of Magicians was the first age where humans started to design and build cities with the help of Archon technology. Stone was brought in by the skyships of the Archon and then the blocks of stone were fused into a single unit. These stone facades covered the core of an Archon city. Doors and entranceways weighing tons were cleverly counterbalanced so only a push of a hand could open them. Rooftop hangers held the sky ships and entranceways on the ground allowed human visitors into the homes and palaces.

This largeness allowed human populations to explode beyond the capacity of the original research stations. Overloaded equipment functioned for a long time but couldn't self-repair and simply quit working.

The Age of War changed the face of cities. Walls were built to keep wandering refugees out. Many times the ancient tunnels built by the Archon were used to infiltrate the cities and conquer them. Cunning traps of high technology and renewed energy await adventurers venturing into them.

Each Archon city used the equivalent of a nuclear bomb's energy in a single day. Humans tapped this power with heavy machinery of staggering abilities. Electrical devices were common and the moving parts of the city were huge gears and shafts with hundreds of thousands of horsepower surging through them to manufacture the thousands of goods and conveniences needed by the Magicians.

Trains hovering on magnetic fields floated a finger's width above a monorail that served the cities and often connected between cities moving both people and goods. For areas not served by the monorails, personal skyships flew between the far-flung outposts.

Automated machinery gathered food and transformed it into delicious meals. After a time the magicians forgot what the raw state of fruits, vegetables and meat looked like. Instant communication kept the people and the rulers in contact with each other.

Fresh water was gathered and waste removed without humans having to bother with the problems. Clean, airy and lit, their civilization was built with a cleanness of line was designed into every manufactured thing. The best description of ruins from the Age of Magicians is sleek or polished.

Age of Wandering

Age of Wandering did not see the building of cities. Instead it saw the creation of smaller way stations where groups would shelter for a time while they did hunting and gathering in the surrounding countryside. The peoples using these way stations would build walls to protect them against wandering beasts.

During this time the Arracks and Chithin were fighting the War of 1,000 Years. Anytime humans tried to build anything beyond a temporary village, they would be overrun and enslaved by one of the two sides. Humans remained in wandering tribes during this time.

Humans did gather at times to exchange goods, brides or skilled craftsmen to other tribes. More often the tribes were at war with any stranger or group. Some shamans took it upon themselves to arrange safe areas where peace had to be observed and talk between peoples could take place.

To this ideal the shamans took places of natural wonder and carved symbols upon the rocks and altered the landscape to remind the peoples they were upon holy ground. Departing from each other they worked the leaders of the tribes into considering meeting at these areas for the equivalent of a trade fair.

In the intervening centuries these sites took on additional significance. Often decisions were delayed until the chief or shaman could travel to one of these holy sites and consult with Kerogo and the spirits of ancient tribal chieftains.

These sites would be used as a burial place for the chiefs of the wandering tribes. Often artifacts would be buried with them. To keep the graves from being looted by another group, traps were built into caverns hiding the burial site.

Age of Artificers

Age of the Artificers saw human cities grow out of trading posts and at the intersection of both rivers and trails. The cities built were by and for humans to live in. Often the Artificers would select a site that could support a large human population. From there they would command a people to build a city. More often than not the city would survive and thrive.

The Artificers would use the few, functional artifacts to enhance the cities and their construction. Knowledge was gathered and cataloged. With that knowledge came understanding of what humans needed to remain healthy in crowded conditions: clean water and sewers, drainage of standing water, light and air, and the disposal of garbage. The cities were amazingly free of plague and pestilence. Beasts were kept outside the walls.

The cities of the Artificers were decorated with every inch being decorated with bas-relief sculptures; elegant stone filigree and any other type of decoration that struck the fancy of the Artificer that ruled the city. Each city has its own style of decoration that is distinct from each other. Although unique from each other, each city is easily identifiable as from the Age of Artificers.

Age of Living Metal

Age of Living Metal is the current age. All human cities now inhabited are from the hands of the few survivors of Living Metal. Fear and paranoia were used in the construction of these modern cities. Tall walls, maze-like streets, dead ends and ambush points are all features of these cities. Hiding places and secret passages riddle the walls of building and tunnels burrow under the streets.

The most ironic part is all of these defenses are useless against Living Metal. The defenses are only good against men and men stranded on the ground only.

Walls are featureless with little in the way of projections or any material that can be burned. Each city is built like a fort. Buildings are crammed into the confining space enclosed by an outer wall. Each building is a miniature fortress in its own right. A blank outer wall faces the outside world with the inside housing an inner court, storerooms, gardens and fountains. Each citizen is expected to be armed at all times. Even slaves are armed and expected to defend the house if it is under attack.

Today

Humans are at their lowest nadir. Defeated, disorganized and dispirited by the holocaust of Living Metal. Many hide in the jungles of Hoshovareka living as little more than animals. Human civilization had reorganized itself to city-states and the technology of the Bronze Age.

Meanwhile, Living Metal is rebuilding the research stations, towns and cities of the Archon. Their strength is being renewed and they know about Hoshovareka and the wild humans there. It is only a matter of a few generations before every human and alien on the planet is within their cages and awaiting experiments.

Alien Races

Sapient races other than humans were taken to moon of Zardoon. These alien races have settled upon Zardoon and made small parts of it their home. Most Alien Races stay close to their own communities but a few others venture out into the wide world to find their fate or fortune.

In the cities of men alien races are unusual and stand out in any setting. All of these reputations are earned by the race represented. Individuals will vary from the norm for their race but none of the aliens are viewed with ease. They are not welcome or easily tolerated by men.

The Wild Arracks have a reputation of being man-eaters in their forests. The Civilized Arracks are thought to be arrogant and pirates if given the chance to take things they desire to their mountaintop cities. Chithin are nothing more than raiders and pillagers of caravans who slaughter men, women and children indiscriminately. Kren are feared for their mental powers and their insanity regarding gold and anything yellow. Zathon are seen as dangerous new enemies of all races of mankind.

Relations between the races are even stranger. Because of the 1,000-year war the Civilized Arracks and Chithin have an uneasy truce and unalloyed hatred. They will do their best to ignore each other and will never submit to the others will. Wild Arracks and Chithin will capture each other and torture the captive to death. And then feed on the body in a religious ceremony.

Wild Arracks fear the Kren and will leave them alone, along with their valleys and caverns alone. It is rumored that Kren can destroy an Arrack by mental power alone and the Kren are never caught off guard by the Wild Arracks. Civilized Arracks will not threaten the valleys of Kren because of their attachment to the mountain peaks of their homes. On occasion they will trade for raw materials for the Chemical Synthesizer phase to use. What the Kren get out of this trading is unknown.

Zathon will normally not bother Wild Arracks and the civilized ones are in areas the Zathon do not desire.

Chithin will kill a Kren if they can trap it. The Kren do not have an easy time of mentally confusing or defeating a Chithin opponent. If a Kren is spotted one of the Chithin hordes' leaders will use rifles to bring it down. From there the wounded Kren is often trampled into the ground by the riding orgal of the Chithin. Due to the different areas the species inhabit it is rare they come in contact.

The Chithin see the Zathon as a respected enemy who is worthy of fighting. Chitin look forward to crossing swords with Warrior Zathon and will not slaughter a lone Zathon out of hand. They will question him to the point of torture to find out where the rest of the troop is and how and where

they want to fight. If the Zathon is lost, they will be given the honor of single combat with one of the hordes' warriors. If the Zathon wins they will be allowed to recover from their wounds and then given the dead Chitin's orgal, weapons and belongings and allowed to part in peace. This truce only lasts until the Zathon is out of sight.

The Zathon reciprocate in kind for any Chithin warrior found.

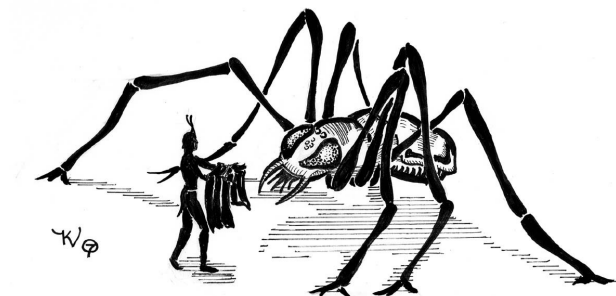
The Kren are a people who keep to their valleys and underground warrens. To disturb their valleys is to court death for any of the species. However, an individual Kren will leave their valley to gain knowledge of the world and to increase their information. They are aloof mystics who have no use for advanced technology. Most of the artifacts cannot be used against them. It will simply lock up and fail to work. Even Living Metal will not harm them at worse it will bring them back to one of their valleys.

A thousand years ago, Zathon discovered Zardoon and are expanding into it. If the other species on this world are unable to hold on to their lands then the stronger will take it from them. The Zathon can find no useful position for other species and no way they will fit into the troops so they are treated as mere pests in the way of them taking what the Zathon need.

Arracks are the few remaining survivors from an ancient war between themselves and the Chithin. The race was defeated and driven deep into the forests or to the high mountains. The race split into two parts: the Civilized and the Wild Arracks.

The Wild Arracks live deep in the forests and jungles of Zardoon. They are a savage race of hunters who live in isolated nests hidden from the outside world. Any who stumble across these nests are normally killed before they can reveal the location of the Wild Arracks.

The Civilized Arracks live in the high altitudes of mountain ranges across Zardoon. In towering fortress cities the remains of Arrack Civilization await the final invasion of the Chithin or to allow the Chithin to destroy themselves and allow the Arrack race to return to their ancient nests and territories.



Both of these Arrack species resemble a harvestman grown to the size of a bull. Six legs and a three pairs of manipulative chelae project from their bodies. Color of a dull green-gray is found on the bodies of the Wild Arracks while the civilized ones are the color of blue chrome due to the ultraviolet radiation in the rarified air where they live. At the rear are the spigots and spinnerets that provide the polymeric compounds the Arracks make their nests and tools from.

During the Arrack's lifetime, they go through several distinct stages. Their abilities and skills change throughout these stages due to natural brain changes and molting into different forms and tools. Arracks start out as hatchlings from a clutch of eggs. The nest mother produces chemicals to feed the hatchlings and guide their development. Without the nest mother the Arrack hatchlings go wild and never get beyond the fourth primary molt.

Once they are able to forage and feed themselves, the Arracks enter a juvenile phase that consists mainly of eating and sparing with each other while learning from the teaching class. The juveniles are in a soft armor at this time that more resembles leather and allows the rapidly expanding body to grow without having to molt every month. At the end of this period the outer skin of the juvenile arrack grows increasingly thick and inflexible. With a final orgy of eating, it becomes a pupa and goes into its first metamorphosis.

At the end of a year and a half the casing splits and the Arrack enters the first phase of adulthood. Its body is able to synthesize chemicals at a rate any other form is unable to match. Most manufacturing is done by this phase under the supervision of an Organizer phase. Almost everything from eating utensils to glue to hold the walls of a city together are produced by this phase. The chemicals produced resemble a semi translucent plastic of enormous strength, plasticity and flexibility. It is a material prized by other races of Zardoon and its rarity makes it as valuable as gold.

Another molt sets in after a decade and the Synthesizer phase is transformed into a Breeding phase. The ratio of females to males is 5:1 with males serving as stud to a nest of females. This phase lasts for 10 years with both sexes being devoted to producing as many clutches of eggs as their bodies can withstand. Finally the reproductive systems are exhausted. The Arrack begins the next part of the life cycle by molting and becoming the neuter phase.

The Hunter and Gatherer phase is the one that finds the materials for the nests and retrieves it. It is also the phase that serves as a soldier if the nests are under attack. It is at this phase that the Arrack is as deadly as it will ever be. It will also go on great quests to find materials and/or knowledge to help the nest. It is in this phase that an Arrack can be found as an adventurer. This phase lasts up to 50 years and it is the final phase for Wild Arrack.

In the Civilized Arrack another molt leads to an Organizer class that functions as a lower lever bureaucracy to keep the Arrack civilization running smoothly. The Organizers memories of life to this point have let the Arrack plan minor improvements and short-term projects for their nests. It is this phase that Arrack civilization is built upon.

One Arrack in a hundred goes through a molt to become a Leader phase that will provide the long-term vision for the Organizers and provide the general direction for them to follow. A Leader phase Arrack will remain in this phase for a century before it molts for the final phase.

The final phase before death is the Teacher phase that rears the Juvenile phase and instructs it on Arrack civilization and the duties the Juvenile phase will be expected to fulfill.

Civilized Arrack: Vision in the Visible Light and lower Ultraviolet range, High altitude adjustment.

Inherent Skills: Pitcher d8,
Base Size: 6
Wound Points of 30.

Allowable Skills:

Combat Skills:	All
Craftsman Skills:	All
Physical Skills:	All
Scholar Skills:	All
Social Skills:	All
Stealth Skills:	All
The Arts Skills:	All
Wilderness Skills:	Forager, Hunter & Roper

Arrack Wind Runners: these are the ships used by the civilized Arracks from their seasoning of Puffer Wood. The ships can merely catch wind and must change altitude to enter a different air layer with winds blowing in the desired direction.

Small Wind Runner: 100 helos

This is a small vessel that serves as a dispatch runner or scout vehicle for Arrack fleets.

<i>Altitude</i>	<i>3 miles</i>
<i>Speed</i>	<i>Wind Speed</i>
<i>Capacity</i>	<i>10 Arracks + 1 ton cargo</i>
<i>Maneuver</i>	<i>6</i>
<i>Base Size</i>	<i>2</i>
<i>Points</i>	<i>10</i>
<i>Destroyed</i>	<i>-4</i>

Medium Wind Runner: 250 helos

This wind runner is the backbone of the Arrack fleets and serves as everything from a cargo vessel to a war vessel.

<i>Altitude</i>	<i>3 miles</i>
<i>Speed</i>	<i>Wind Speed</i>
<i>Capacity</i>	<i>25 Arracks + 2 tons cargo</i>
<i>Maneuver</i>	<i>5</i>
<i>Base Size</i>	<i>3</i>
<i>Points</i>	<i>15</i>
<i>Destroyed</i>	<i>-6</i>

Large Wind Runner: 100 helos

The dreadnaught of the Arracks used for war and raiding surface bound communities.

<i>Altitude</i>	<i>3 miles</i>
<i>Speed</i>	<i>Wind Speed</i>
<i>Capacity</i>	<i>100 Arracks + 10 tons cargo</i>
<i>Maneuver</i>	<i>4</i>
<i>Base Size</i>	<i>5</i>
<i>Points</i>	<i>25</i>
<i>Destroyed</i>	<i>-10</i>

Wild Arrack: Visible Light and High Infrared vision, Electrical Field sense.

Inherent Skills: Ambusher d8, Climber d6, Fortitude d8, Hunter d8
Base Size: 7
Wound Points of 35.

Allowable Skills:

Combat Skills:	All
Craftsman Skills:	Mechanic
Physical Skills:	All
Scholar Skills:	None
Social Skills:	Leader
Stealth Skills:	Ambusher, Skulker
The Arts Skills:	None
Wilderness Skills:	All

Adventure Seeds:

The characters find an abandoned Arrack Wind Runner. No bodies are found on the ship and the cargo is intact. However, the hollow shells of artifacts are found with the Archon technology cores gone.

On the Malelosa Plains a caravan of chithin are found massacred. The evidence points to wild arracks. The characters are asked to investigate to see if a new chapter in the 1,000—Year War is about to erupt.

A fleet of Wind Runners has been spotted and several villages have been sacked. The characters are asked to drive off or destroy the arracks responsible. They are also to try to rescue the humans captured as slaves.



Chithin are an insectoid race of twelve-feet tall, four-armed giants. They are found on the plains or open lands of Zardoon. Every Chithin is armed with as many weapons as they can carry on the numerous leather straps crisscrossing their bodies and in the saddles of their orgals. It is rumored they aren't normally found on this moon but rather have traveled through gates from Aridoon, the Moon of Lost Waters

By all accounts the moon they come from, Aridoon, is a dying world with little water, extremes of heat and cold and only lichen covering the moon from pole to pole. They are nomadic and have only what they can carry on themselves or their animals.

They use deserted cities as shelter from the extremes of heat and cold on the Moon of Lost Waters. Chithin move between the ruined cities, never stopping to rest until they are in the protection of an ancient city. They do not build cities or maintain them beyond the minimum needed to keep waterholes open or a path from choking to uselessness.

The Chithin are tribal owning everything in common, there is no acknowledgement of the individual or of personal property. A chithin will use what is at hand to solve a problem without consulting the owner. If the owner objects the chithin will calmly pull a weapon and wait for the owner to meet him in a fight to determine who will use the item or goods in question. The winner takes all with the loser being left to die.

Mating is a not matter of love but rather an attempt to breed a superior Chithin. This system has led the Chithin to hate everything not of their own tribe and to tolerate other members of the tribe as long as they are useful to the tribe as a whole.

Due to the natural environment of Chithin roaming flat plains their long distance vision is superior to other races. With an unobstructed view a chithin can make out individual faces at a mile's distance. But they cannot focus on anything as small as writing within 10 feet.

Inherent Skills: Rider d6, Swordsman d6.

d8 for Mental Powers

Base Size: 8/7

Wound Points of 40 for males and 35 for females.

Allowable Skills:

Combat Skills:	All
Craftsman Skills:	Carpenter, Cook, Mechanic, Navigator, Teamster
Physical Skills:	All
Scholar Skills:	None
Social Skills:	All
Stealth Skills:	All
The Arts Skills:	None
Wilderness Skills:	All

Adventure Seeds:

As the characters investigate a ruin older than the human settlement of Hoshovareka, they are captured by feral chithin. As their captors take the characters deeper into the ruins, they see a working teleportal linked to Aridoon. From Aridoon there is a massive migration planned by a horde of chithin to Zardoon. This would upset the balance between the races upon the continent.

There are rumors of a new shaman who is uniting the tribes of chithin and preaching war against the humans. The characters are to destroy the unity of this growing army. They are also charged with killing the shaman and his followers.

Kren are a flying, lizard-insect race of a rare people. They are normally found clustered in isolated valleys and scattered villages far away from other races. They are suspicious by nature and do not willing tolerate any but their own kind.

Many of the other peoples of Zardoon think of the Kren as primitives. Technologically they are right. Kren however are the most powerful mental masters on the planet. The Archon placed into their genes a repulsion of using tools or artifacts. Artifacts will literally blister their hands if held. Because of this denial of technology, an individual kren will develop themselves to the peak of their physical and mental abilities.



Yellow is the color the Kren display when they are ready to mate. It is very unwise to wear anything colored yellow near Kren, especially if they are showing yellow themselves.

Kren are hermaphrodites with only one sex. It is very hard for them to understand the differences between the sexes. Their mating is violent—a form of mutual rape—with the stronger impregnating the weaker. The losing Kren descends to the larval caves below to wait to lay eggs and guard them. The young hatch and cannibalize the mother. In doing so they gain brain chemicals carrying knowledge of kren society and customs. After their mother is consumed, they only have each other as food. For the next year they will hunt each other until they reach the pupae stage and molt to become adult kren. Out of several hundred eggs in a clutch, only two to three ever become adult. The caverns are interconnected and it isn't unusual for a single clutch to hunt another clutch of kren. This delays the fraternal cannibalism for only for a short while.

Those kren with the strongest mental and physical powers dominate the others and become chieftains. To determine who will be chief a duel of physical and mental powers is fought. The winner will devour the loser of a chieftain fight. The memories of the loser will become part of the winner's memories. The destruction of a chieftain without this memory transfer means the loss of hundreds or thousands of years of memories and experience.

Kren are involved in a never-ending quest of improvement of physical fitness, mental acuity, physiological fortitude and stamina. Although this quest is usually done within their deep valleys or desert warrens, some choose to find enlightenment in the company of other races.

It is also rumored villages of Kren are still living on the continent where Living Metal destroyed all other races.

Roll a d6 for the number of mental powers and add +20 to the result when rolling the strength of the Kren's mental powers

Inherent Skills: Artificer d6, Pilot d6

Base Size: 3

Wound Points of 15 for all kren.

Allowable Skills:

Combat Skills:	Pugilist
Craftsman Skills:	Navigator
Physical Skills:	All
Scholar Skills:	None
Social Skills:	All except Lover
Stealth Skills:	Ambusher, Skulker
The Arts Skills:	All
Wilderness Skills:	All except Rider & Roper

Adventure Seeds:

A mysterious source is landing artifact-laden ships into kren valleys. The kren need to get rid of the ships or they will have to move as the artifacts are spreading themselves throughout their valleys. The characters are asked to come to the valleys and remove the skyships and their artifacts. Then they are charged with finding the source and stopping it.

A fungus is infecting the larval caves and destroying the kren larvae. The kren cannot destroy it without succumbing to the effects of the fungus. The characters are hired to clear the caves with pungent fruits that act as a fungicide.

With both adventures the kren can reward the characters with mental training or strengthen the mental powers they already have.

Zathon are a race of aliens who look like upright, six limbed lizards. They are communal and each upon maturity auto morphs itself into a particular type needed by their community. A wandering Zathon is a result of their particular caste no longer being needed by their community. They go in search of other communities that need their particular caste. It is not unusual to find them doing their caste work for species other than Zathon.

A Zathon will normally be associated with a group or it will search for another group to be a part of. They will approach a group by observing it from a distance and seeing if the group needs their skills. If so the Zathon will start doing their job almost invisibly, at the peripheral edges of the group and gradually work its way into the main part of it.

Zathon normally keep to their group of skills and don't try to do or even have interest another member's particular job. If an isolated group needs a particular skill a pack member will morph itself into the type needed. This takes three months.

Roll once on each column to get the full description of the Zathon in question

1	Scout	Flyer	Military
2	Leader	Runner	Food
3	Hunter	Swimmer	Trader
4	Warrior	Centaur	Explorer
5	Forager	Rider	Morpher
6	Seeker	Leaper	Trader

Zathon who begin with the chart above use their beginning points to buy the skills below. Spare points can be spent as the player wishes.

Scout	Scout	d8
Leader	Leader	d8
Hunter	Hunter	d8
Warrior	Weapon	d8
Forager	Forager	d8
Seeker	Artificer	d8
Flyer	Wings	Speed: 9
Runner	Runner d8	Speed: 5
Swimmer	Swimmer d8	Speed: 3
Centaur	4 times normal load	Speed 6
Rider	Rider	d8
Leaper	Arboreal Jumper	d8
Military	Marksman	d8
Food	Gatherer	d8
Trader	Haggler	d8
Explorer	Navigator	d8
Morpher	Craftsman skill at	d8
Trader	Trader	d8

The Unformed are Zathon who have never specialized and are unable to do many jobs. They are looked upon as

cripples by their society and often outcast. Players may choose skills normally if they choose to be The Unformed.

Zathon are not from Zardoon but rather, from Sauroon, the Moon of the Lizard-Kings. The animals inhabiting Sauroon resemble the great dinosaurs of the Mesozoic Era of Earth.

Body Type	Base Size:	Wound Points	Death
Centaur	7	35	-14
Flyer	3	15	-6
Leaper	4	20	-8
Rider	5	25	-10
Runner	4	20	-8
Swimmer	6	30	-12

Note: A Warrior will have 1 added to their Base Size due to heavier scales and chitin plus inherent toughness.

Zathon normally taste air to smell scents and are like a bloodhound in the tracking of animals or humans who have left a scent trail.

Adventure Seeds:

A local hunter has spotted a pack of Zathon in the wilds. The local ruler wants to know if this is an outlawed pack or the vanguard of a invasion by the Lizard Kings.

The populace has spotted several gargantuan creatures locally. From records it is known these creatures are only found upon Sauroon. The characters are charged with killing the creatures before they begin to breed.

These creatures are the farm stock of a new Zathon colony and they will take poorly to anyone trying to kill them.

Known Creatures of Zardoon

In the skies, on the surface and swimming the seas of Zardoon these animals are known to exist to challenge the characters and add color to adventures.

Ado (Slip Hole)

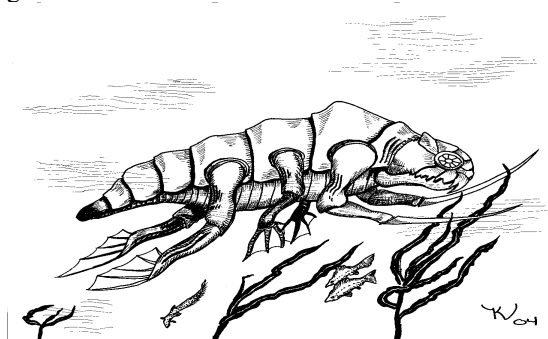
Ecology	Jungle
Cycle	Any
Diet	Carnivore
Aggression	d12
No. Appearing	1d10
Size	9
Speed	n/a
Attack Type	Trap: Pit
Poison	1d4/20

This is a ground dwelling plant that forms a cup-shaped, 10-foot deep hole in the ground. It waits for animals to walk over the moss like covering and break through. Once the animal has fallen in, the sides secrete an acid/enzyme mixture to digest the victim. The sides are too slippery to climb out without assistance and the skin is tougher than chitin.

Anaconda

Ecology	Jungle
Cycle	Twilight, Kerogo Night
Diet	Carnivore
Aggression	d10
No. Appearing	1
Size	6
Speed	3
Attack Type	Ambush: Camouflage

This giant 40-foot long constrictor was originally taken from the Amazon Basin on Earth. It usually won't attack a full grown human unless it is attacked first.



Balint (Fish Turtle)

Ecology	Lakes, Rivers, Swamps
Cycle	Any
Diet	Carnivore
Aggression	d10
No. Appearing	1
Size	7
Speed	5
Attack Type	Ambush: Hidden in water or mud

This is an ambush hunter specializing in hunting from under the surface of the water. Its favorite spots for ambush are near shore in reeds or tearing out the belly of land animals trying to swim across water. It has been known to upset boats and attack fishermen.

Carnivorous Kangaroo

Ecology	Plains, Woodlands
Cycle	Day
Diet	Herbivore
Aggression	d6
No. Appearing	1d12
Size	4
Speed	6
Attack Type	Chase: Outrun and Take Down

This is a regular kangaroo which has had its diet changed to meat. The claws on the hind feet have been changed to the killing claws of Velociraptors. While not small or armored, they are very hard to hit due to their bounding gait.

Carpfal (Beetle Buffalo)

Ecology	Deserts, Semi Arid
Cycle	Kerogo Night, True Night
Diet	Herbivore
Aggression	d6
No. Appearing	1d10
Size	8
Speed	5
Attack Type	Charge
Poison	1d4/6

This is a herbivore that eats the plants in the dryer areas of Zardoon. It is usually left alone by most carnivores because its flesh accumulates the poisons of the plants it feeds on.

Unless the flesh is eaten the Carpfal isn't poisonous.

Cave Bear

Ecology	Forests, Hills, Mountains
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	1
Size	9
Speed	7
Attack Type	Ambush: Stalk and Charge

This is a bear adapted to the cold of high altitudes and arctic regions. It is a hunter that will eat anything and will defend its cave from intruders. It is not above hijacking a fresh kill or carrion from another animal or man.

Cave Lion

Ecology	Hills, Mountains, Plains, Tundra
Cycle	Day, Twilight
Diet	Carnivore
Aggression	d10
No. Appearing	1d12
Size	6
Speed	6
Attack Type	Ambush: Stalk and Charge

A large cold-adapted lion specializing in hunting the megafauna of the transferred earth animals. Unlike its earthly kin it is a solitary hunter and very territorial. The territory will normally encompass a hundred square miles.

Chaturo (Chameleon Turtle)

Ecology	Near Shore, Rivers, Lakes, Swamps
Cycle	Kerogo Night
Diet	Carnivore
Aggression	d10
No. Appearing	2
Size	8
Speed	3
Attack Type	Ambush: Buried in Sand/Mud
Poison	1d6/3

This is an ambush hunter that hides near water and in a lightening rush bursts from where it has buried itself in loose soil or mud. Shooting out its sticky tongue it seeks to touch its prey and draw the prey back to its jaws for a crushing bit. The paralytic poison in its saliva weakens the prey and prevents the prey from breaking free of the tongue.

To break free of the tongue is a Physical challenge at a d8.

Cigna (Crocodile Hawk)

Ecology	Hills, Plains, Mountains
Cycle	Day
Diet	Carnivore
Aggression	d10
No. Appearing	1
Size	5
Speed	9
Attack Type	Charge: Drop from Above

This is an aerial hunter of open spaces. It is normally invisible from soaring so high and is only seen in its diving attack. Its normal attack is to strike hard enough to break the back or neck of an animal or do a raking run and then let the victim bleed to death as it tries to run away.

Cobra

Ecology	Woodlands
Cycle	Twilight, Kerogo Night
Diet	Carnivore
Aggression	d10
No. Appearing	1
Size	1
Speed	1
Attack Type	Ambush: Camouflage
Poison	d8/3

This is a poisonous snake that will bite if it is startled.

Dactyl (Pterodactyl Dragonfly)

Ecology	Mountains
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	2
Size	7
Speed	12
Attack Type	Charge: Camouflage

This huge flier is native to the mountain ranges of Zardoon. If it is captured when it is young and armored plating cut away, it can serve as a mount for up to two people.

Dire Wolf

Ecology	Plains
Cycle	Day
Diet	Carnivore
Aggression	d10
No. Appearing	1d12
Size	5
Speed	7
Attack Type	Chase: Outrun and Take Down

This is a running pack hunter of the open plains. It is found in family groups of 8-16 individuals including cubs and yearlings.

Dirka (Dragon Squid)

Ecology	Near Shore, Open Sea, Rivers
Cycle	Kerogo Night, True Night
Diet	Carnivore
Aggression	d10
No. Appearing	1
Size	12
Speed	10
Attack Type	Chase: Drowning

This creature is a nightmare of the open seas and bane of larger rivers. This horror can take on any animal in the water and with its tentacles reach 15 yards past the shoreline to drag prey to its maw.

Feral Chithin

Ecology	Hills, Plains, Semi-Arid
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	1d12
Size	7/6
Speed	5
Attack Type	Ambush

Cannibalistic remnants of the great war hordes of chithin from the War of 1,000 Years. These savages are more beasts than intelligent beings. Still possessed of a native cunning and the ability to use weapons they scavenge from their victims, they are a danger to every traveler they encounter.

Savage and sadistic beyond any beast they are the enemy of any intelligent being they come across in their endless wanderings. Barbaric chithin destroy feral chithin without hesitation, as they are the feral chithins' favorite food.



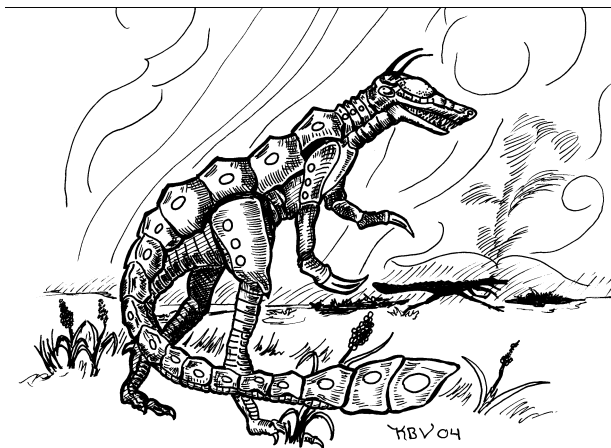
Fero (Wolverine Preying Mantis)

Ecology	Woodlands
Cycle	Twilight, Kerogo Night
Diet	Carnivore
Aggression	d12
No. Appearing	1
Size	6
Speed	4
Attack Type	Ambush: Drive into Funnel Web
Poison	d12/3

A Fero is an ambush hunter with a terrifying reputation of hunting humans. It will select its prey and study it for several days. After that it will set up its ambush.

Fobarg (Lion Water Bug)

Ecology	Swamp
Cycle	Twilight, Kerogo Night, True Night
Diet	Carnivore
Aggression	d10
No. Appearing	1d12
Size	7
Speed	5
Attack Type	Charge: Run to Death/Quagmire



This is a running type of pack hunter. It picks up its prey by scent (usually blood or sickness) and pursues it until the prey is exhausted.

Giaganthropus

Ecology	Forest, Woodlands
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	1d8
Size	7
Speed	4
Attack Type	Charge

These huge apes often top 10 feet high. Although vegetarians and not aggressive, if they are surprised they will wound the attacker and then disappear into the woods. If they see you first they will throw sticks, pinecones, stones or anything else to discourage you from going further.

Golph (Mountain Goat Centipede)

Ecology	Mountains
Cycle	Day
Diet	Herbivore
Aggression	d6
No. Appearing	1d100
Size	5
Speed	10
Attack Type	Charge

This multi-legged plant eater is one of the swiftest animals on Zardoon. Although all consider its meat a delicacy, it is extremely hard to catch or trap.

Gorka (Swamp Pig)

Ecology	Swamp
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	1d100
Size	3
Speed	4
Attack Type	Charge

A Gorka is a non-specialized animal that can eat nearly anything and live on land or in water. For the natives in the area it normally raised as a pig would be and kept for meat and its hide.

Ground Sloth

Ecology	Plains, Woodlands
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	1
Size	10
Speed	2
Attack Type	Charge: Stalk & Charge

This massive animal is nothing like its modern-day relatives. While it is primarily a herbivore, it will not pass on carrion or recent kills by other animals. Due to its size, armored skin and claws, it can easily hijack carcasses from other animals.

Hifecean (Seahorse Dolphin)

Ecology	Sea
Cycle	Day
Diet	Carnivore
Aggression	d10
No. Appearing	1d20
Size	4
Speed	8
Attack Type	Charge: Drive into Ambush

These animals are pack hunters of the schools of fish and pseudo-fish in the seas. Like the dolphins, they will help a drowning person or guide fishermen to schools of fish. Local people believe to kill one is to bring bad luck.

Homo Hobitus

Ecology	Forest, Jungle, Woodlands
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	1d8
Size	2
Speed	2
Attack Type	Trap: Drive into Quagmire

These stunted survivors of homo erectus who were stranded on an island by rising sea levels of the Indian Ocean and consequently dwarfed like many animals trapped on islands.

The Archon found them and decided to include them in their experiments.

The species has turned into a nasty group of ambushers who use traps to get game and protect their home caves.

While not highly intelligent for a man, they are far beyond any beast's intellect and know their area intimately. Traps are set to gather game and kill/wound any intruder. Anything caught in their traps are considered meat, as they are cannibals.

Hork (Killer Whale Seal)

Ecology	Sea
Cycle	Any
Diet	Carnivore
Aggression	d10
No. Appearing	1d10
Size	9
Speed	7
Attack Type	Swarm

These are packs of hunting killers who are supreme carnivores of the open seas. They can be found in any waters but prefer the tropical waters.

Jarl (Leopard Hornet)

Ecology	Jungle
Cycle	Twilight, Kerogo Night, True Night
Diet	Carnivore
Aggression	d10
No. Appearing	1
Size	3
Speed	4
Attack Type	Ambush: Drop from Above

This is one of the medium predators of the King Trees. It is an ambush hunter and usually targets prey smaller than itself. It is fully capable of gliding and some short flight to reach another tree branch.

Kraet (Cobra Squirrel)

Ecology	Forests, Hills, Human Dwellings
Cycle	Twilight, Kerogo Night
Diet	Carnivore
Aggression	d12
No. Appearing	2
Size	1
Speed	1
Attack Type	Ambush: Concealed Lair
Poison	d12/3

The poison bites of this little animal make it one of the most feared animals of Zardoon. It is notorious for getting into homes, ships, buildings and other human built structures and biting anyone who startles it.

Letis (Mantis Leopard)

Ecology	Desert
Cycle	Twilight, Kerogo Night
Diet	Omnivore
Aggression	d8
No. Appearing	1
Size	6
Speed	7
Attack Type	Ambush: Stalk & Charge

This is an animal that comes out during Kerogo or True night to set up ambushes under the cover of darkness. It can subsist on anything but it prefers to scavenge meat or attack a weakened animal.

Loper (Ostrich-Horse)

Ecology	Plains
Cycle	Day
Diet	Herbivore
Aggression	d6
No. Appearing	1d100
Size	8
Speed	6
Attack Type	Charge

This is a two-legged animal resembling a cross between a horse and an ostrich. It is easily broken to the saddle and the meat and hides are valuable. The ride of the loper isn't an easy thing to get used to.

Mammoth

Ecology	Plains, Tundra
Cycle	Day
Diet	Herbivore
Aggression	d6
No. Appearing	1d20
Size	7
Speed	5
Attack Type	Charge

The Mammoth is another earth animal that has been transferred to the Moon of Zardoon. Although it is still primarily in the colder areas of the moon, some subspecies have adapted to warmer climates.

Merlo (Lemur-Weasel)

Ecology	Hills, Mountains
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	1d10
Size	4
Speed	4
Attack Type	Chase: Drive over Cliff

A running and climbing animal of unparalleled excellence, that is capable of short glides.

Nareal (Narwhale Seal)

Ecology	Sea
Cycle	Any
Diet	Herbivore
Aggression	d6
No. Appearing	1d12
Size	11
Speed	7
Attack Type	Charge

This is the grazer of the ocean waters and the deep bottoms of the open seas of Zardoon. It is normally a placid animal except when ships try to hunt the younger pod members.

Nua (Fire Bush)

Ecology	Hills, Mountains
Cycle	Any
Diet	n/a
Aggression	12
No. Appearing	1d1000
Size	3
Speed	n/a
Attack Type	Trap
Poison	1d4/1

This is a plant that spreads by its seeds bursting from their seedpods during a fire. If there is no fire the seedpods will build up chemicals to cause an explosion when jarred. A character crashing into a Nua will cause 1d20 seedpods to explode causing 1d4 points of damage from hard seeds and fire.

Nua is planted around areas where the inhabitants want security or early warning to invasion or intruders. The biggest danger is during the dry season, a wind from the wrong quarter or from the careless actions of a child, a fool or a drunk.

Nuel (Centipede-Rat)

Ecology	Caverns, Forests
Cycle	True Night
Diet	Carnivore
Aggression	d12
No. Appearing	3d100
Size	1
Speed	2
Attack Type	Swarm

This centipede like predator is a pack hunter of the caverns beneath the surface of Zardoon. It is afraid of light and will shy away from anything stronger than twilight. Although not dangerous by itself, it attacks in swarms of a hundred or more and will not end an attack until it is dead or driven off by fire.



Orgal (Spider-Horse)

Ecology	Desert, Semi Arid
Cycle	Day
Diet	Herbivore
Aggression	d6
No. Appearing	1d100
Size	9
Speed	8
Attack Type	Charge

These spider horses inhabiting the semiarid regions of Zardoon are the preferred mounts of the Chitin. They can eat nearly anything vegetative and will thrive on it. They can go for months without water, getting what little they need from the plants they ingest.

Male orgal are the only ones that can be ridden due to the orgal's peculiar reproductive method. After mating the female will lay a clutch of several hundred eggs upon the saddle in the male's back. The male will watch these eggs until they hatch. Upon hatching the paternal instinct ends. He will cannibalize any hatchlings not swift enough to escape him.

Riders use this instinct to seat themselves upon the egg saddle of the male. The orgal will carry them willingly and defend them with the ferocity of a parent. However this defense can turn to attack when the rider dismounts unless extensive training has taken place. It is best to leave the saddle in place at all times. To attempt to remove anything from the egg saddle invites attack.

Pangolin, Giant

Ecology	Semi Arid
Cycle	Day
Diet	Herbivore
Aggression	d6
No. Appearing	1
Size	5
Speed	3
Attack Type	Charge

This is an imported animal from earth that grew to an enormous size from eating the insect analogs on Zardoon. Mostly harmless, this animal is more of a pest that will tear

apart the walls of human dwellings to reach the insects hiding there.

Phycops

Ecology	Forest, Plains, Woodlands
Cycle	Day
Diet	Carnivore
Aggression	d10
No. Appearing	1d20
Size	3
Speed	6
Attack Type	Ambush: Stalk & Charge

The terror bird of the South American plains was transferred to the Moon of Zardoon. It is an aggressive carnivore and it will stalk its prey for several hours before attacking.

Plog (Raccoon Ox)

Ecology	Plains
Cycle	Day
Diet	Herbivore
Aggression	d6
No. Appearing	1d4 x 100
Size	8
Speed	4
Attack Type	Charge

These are the forest cattle of the Zardoon ecology. If threatened by predators the males will form a circle with the females and young inside a wall of horns. Some people have domesticated them for their meat and hides.

Renlar (Panzer Croc)

Ecology	Plains, Woodlands
Cycle	Twilight/Dawn
Diet	Carnivore
Aggression	d10
No. Appearing	1
Size	7
Speed	5
Attack Type	Ambush: Camouflage

This is the panzer-croc of earth transplanted to the Moon of Zardoon. It is an ambush predator capable of bursts of lightening speed to attack its prey. Its method of killing is to a bite-shake to break bones and crush internal organs in the victim. Outside of drinking they are rarely found near water or in swampy areas.

Rith (Monkey Pterodactyl)

Ecology	Forest, Jungle, Woodlands
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	1d12 x 100
Size	1
Speed	5
Attack Type	Swarm

This common animal tends to fly in flocks. It is intelligent and has a natural curiosity. Due to its intelligence, it is often captured and trained by humans as a pet or a hunter of arboreal foodstuffs.

Ruwaa (Man Bird)

Ecology	Near shore
Cycle	Kerogo Night, True Night
Diet	Omnivore
Aggression	d8
No. Appearing	1d8
Size	4
Speed	12
Attack Type	Ambush: Drop from Above

This is another of the Archon's experiments on the captured humans. The arms of the humans were turned into wings and their feet were altered to become more chimpanzee-like organs. They live on isolated islands within two hours flying times of the seacoast. The males are the only ones who are winged. The females look like normal women. It is an oddity that the Ruwaa can mate with any human species and produce fertile children. If the child is a male it will be winged and if female, it looks like a normal human.

Sabertooth Lion

Ecology	Plains
Cycle	Day
Diet	Carnivore
Aggression	d10
No. Appearing	1d8
Size	7
Speed	6
Attack Type	Ambush: Stalk & Charge

This is the ancient American Lion of the Great Plains of the North American continent. It is a pack hunter and capable of bringing down any animal on the plains. Its normal hunting style is to set up a multi-animal ambush with short charges to bring down selected prey.

Scorpee (Monkey Scorpion)

Ecology	Forests
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	1d20
Size	2
Speed	3
Attack Type	Swarm

The bane of any forest they infest, these pests are one of the most fecund of the animals on the moon of Zardoon. Their type of attack is to follow prey and swarm it when the scorpee sense successful.

Shivae (Wasp Wolf)

Ecology	Forests, Jungles
Cycle	Day
Diet	Carnivore
Aggression	d10
No. Appearing	1d20
Size	4
Speed	6
Attack Type	Swarm: Drive into Ambush

If you see one of these animals it's already too late, you're under attack. It is an ambushing, pack hunter waiting for the prey to be in a vulnerable or open position and then swarm attack it.

Shivet (Llama Stag)

Ecology	Forest, Swamp
Cycle	Any
Diet	Herbivore
Aggression	d6
No. Appearing	1d100
Size	8
Speed	7
Attack Type	Charge

This four-legged beast is one of the best riding animals on Zardoon. It is able to go for days without food or water and carry a man and his gear all the while. The gait is smooth and the natural fat padding on the back almost eliminates the need for a saddle.

Stot (Snap Root)

Ecology	Forests, Swamps, Woodlands
Cycle	Any
Diet	Carnivore
Aggression	Always Attacks
No. Appearing	1
Size	10
Speed	n/a
Attack Type	Trap

This plant has a set of roots that are sensitive to pressure on them. When footfall is felt, the plant's trapper roots will curl up and inward to the tree. Usually the animal is killed by the crushing effect of the roots. Sometimes it is spared to starve to death or serve as prey for roaming predators. Either way the tree gets fertilizer.

Suku (Sleep Moss)

Ecology	Caverns
Cycle	Any
Diet	Carnivore
Aggression	d10
No. Appearing	1d10
Size	1-12
Speed	n/a
Poison	1d6/6

This purplish moss carpets many of the underground passageways and dark ruins of Zardoon. When stepped upon it releases a sleep gas that is odorless and colorless. Animals falling asleep upon the carpet of suku will be digested within a day. While organic material will be dissolved, metallic and mineral objects will be coated with a glassy substance and isolated from the suku. It is possible to preserve things for thousands of years with a suku coating.

Kren larvae feed upon the suku moss and adults are immune to its sleep gas.

Taganaro (Scorpion Tiger)

Ecology	Caverns, Hills, Forests
Cycle	Twilight, Kerogo Night, True Night
Diet	Carnivore
Aggression	d10
No. Appearing	1
Size	7
Speed	3
Attack Type	Ambush: Trapdoor
Poison	1d6/4

This ambush hunter has been known to hunt solitary humans if the normal game it hunts is scarce. It can often be found in the ruins of abandoned cities or the ruins of the Archon.

Terogato (Spider Cat)

Ecology	Desert, Plains, Semi-Arid, Tundra
Cycle	Any
Diet	Carnivore
Aggression	d12
No. Appearing	1
Size	9
Speed	8
Attack Type	Ambush/Chase (see below)
Poison	d8/6

This nightmare on ten legs is the terror of open areas. Constantly hungry, it continually hunts any form of prey including other carnivores and its own kind. Once it has selected prey only death will stop it.

It is an oddity in that it has two different hunting strategies. The daylight strategy is to ambush from a trapdoor lair. During night it emerges and actively hunts its prey by chasing and taking down.

Terisa (Iguana Deer)

Ecology	Forests, Hills, Woodlands
Cycle	Twilight
Diet	Omnivore
Aggression	d8
No. Appearing	1d10
Size	5
Speed	10
Attack Type	Charge

The animal is one of the browsers of the forests on the Moon of Zardoon. Both humans and carnivores hunt it for its flesh.

Toshee (Dragon Bear)

Ecology	Near Shore, River
Cycle	Any
Diet	Carnivore
Aggression	d12
No. Appearing	1
Size	9
Speed	5
Attack Type	Ambush: buried in mud

This is a massive carnivore normally found in large bodies of water where it can move its huge body with little effort. It is an ambush hunter and likes to strike prey near water's edge. It has been known to attack ships to prey on sailors or mistaking a ship for a rival during mating season.

Waga (Army Ant Shrew)

Ecology	Cavern
Cycle	Kerogo Night
Diet	Omnivore
Aggression	d8
No. Appearing	1
Size	7
Speed	7
Attack Type	Ambush: drive into a cul-de-sac

A true omnivore that can eat anything it comes across. It is hypersensitive to light and will shy away from anything stronger than a candle.

Wild Arrack

Ecology	Forests, Jungles
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	d8
Size	6
Speed	3
Attack Type	Trap: Gummed Webs and Funnels
Poison	d4/1

These are the survivors of crashed aeroships or exiled parents who don't have enough members to form a full nest with a Nest-Mother. They have never received the memory injections during their juvenile phase and thus are ignorant of any civilized behavior or knowledge.

Wolf Men

Ecology	Woodlands
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	1d20
Size	4
Speed	4
Attack Type	Swarm: Drive into Ambush

This man-beast is one of the most horrid of the Archon experiments on the captured humans. These are men devolved to mindless beasts. They are savage and sadistic beyond any beast's capacity and they are cannibals.

Wombat, Giant

Ecology	Semi Arid, Woodlands
Cycle	Any
Diet	Herbivore
Aggression	d6
No. Appearing	1d12
Size	7
Speed	4
Attack Type	Charge: Bite and Trample

Another animal imported from earth and transplanted on the moon of Zardoon. It is a harmless plant eater and often used like cattle by the natives of Zardoon.

Wooly Rhinoceros

Ecology	Plains, Tundra
Cycle	Day
Diet	Herbivore
Aggression	d6
No. Appearing	1
Size	9
Speed	7
Attack Type	Charge: Gore and Trample

A rhinoceros adapted to the cold of arctic regions. It is used to rough fodder and traveling many miles to obtain it. Nearsighted and short-tempered it is a danger to all that come across it.

Zoota (Imperial Mammoth Tarantula)

Ecology	Desert, Semi Arid
Cycle	Any
Diet	Herbivore
Aggression	d6
No. Appearing	1d20
Size	12
Speed	6
Attack Type	Charge: Trample

A Zoota is an enormous eight-legged beast capable of going for months without water. Some nomadic peoples use the zoota as a beast of burden.

Animals by Ecology

When making encounters the warlord can use the groupings below to roll for the animals the characters are likely to encounter.

Aerial: d4

1. Cigna
2. Dactyl
3. Ruwaa
4. Rith

Cavern: d4

1. Nuel
2. Suku
3. Tagnar
4. Waga

Desert: d4

1. Carpfal
2. Letis
3. Tergat
4. Zoota

Forest: d12

1. Cave Bear
2. Kraet
3. Nuel
4. Phycops
5. Rith
6. Scorpee
7. Shiv
8. Shivet
9. Stot
10. Tagnar
11. Teris
12. Wild Arrack

Hills: d8

1. Cave Bear
2. Cave Lion
3. Cigna
4. Kraet
5. Merlo
6. Nua
7. Tagnar
8. Teris

Jungle: d6

1. Aldo
2. Anaconda
3. Jarl
4. Rith
5. Shiv
6. Wild Arrack

Lakes, Rivers: d4

1. Balint
2. Chaturro
3. Dirka
4. Toshee

Plains: d12

1. Carnivorous Kangaroo
2. Cave Lion
3. Cigna
4. Dire Wolf
5. Ground Sloth
6. Loper
7. Phycops
8. Plog
9. Renlar
10. Sabertooth Lion
11. Tergat
12. Woolly Rhinoceros

Mountains: d10

1. Cave Bear
2. Cave Lion
3. Cigna
4. Dactyl
5. Golph
6. Loper
7. Mammoth
8. Merlo
9. Nua
10. Renlar

Near Shore: d4

1. Chaturro
2. Dirka
3. Ruwaa
4. Toshee

Sea: d4

1. Dirka
2. Hifecean
3. Hork
4. Nareal

Semi-Arid: d6

1. Carpfal
2. Orgal
3. Pangolin, Giant
4. Tergat
5. Wombat, Giant
6. Zoota

Swamp: d6

1. Balint
2. Chaturro
3. Fobarg
4. Gorka
5. Shivet
6. Stot

Tundra: d4

1. Cave Lion
2. Mammoth
3. Tergat
4. Woolly Rhinoceros

Volcanic: d4

1. Cigna
2. Dactyl
3. Golph
4. Letis

Woodlands: d10

1. Carnivorous Kangaroo
2. Cobra
3. Fero
4. Ground Sloth
5. Phycops
6. Rith
7. Stot
8. Teris
9. Wolf Men
10. Wombat, Giant

THE OTHER MOONS OF KEROGO

Kerogo has seven moons circling it that are capable of supporting life and have been terraformed to allow unprotected being to walk upon them. Only four are detailed. The warlord is free to make up his own, unique worlds and cultures on these other two moons.

The moons were connected by short-range teleporters to allow Archon personnel to transfer easily between the moons. The teleporter gates are still functional and awaiting any one adventurous, careless or foolish enough to use them.

How the Teleporter Gates Work

Placed at areas of high natural energy: Volcanoes, Magnetic poles, and rift zones. They are usually located within 50 miles of a main Archon city.

These gates allow a one-way trip through to another moon of Kerogo. Due to a peculiar radiation build-up from teleporting, characters cannot travel through gates more than once every Kerogo month (12 days.) If they wish to do so have them roll a d4 against a challenge die of d20. If they fail, the character is dead. A draw results in unconsciousness for 1d20 hours.

To understand the Archon symbols and pick what moon the character is going to be teleported to is a challenge die of d6 against Artificer or Writer skill.

1d4	Destination Moon
1	Quaroon
2	Sauroon
3	Silvoon
4	Aridoos

ARIDOOS MOON OF LOST WATERS

This moon is located too close to the gas giant Kerogo. Radiation storms have cracked the water and lost much of it to space. The gravitational effects of Kerogo are most evident upon this moon. Rugged mountain ranges climb out of vast plains of flood basalts with fumaroles and rift valleys common. Areas of purified minerals and metals await those willing to look for them.

After the destruction of the Archon, the technology started breaking down and failing. Forcefields protecting the moon from the harsh environment of space it is located in—failed. Water and atmosphere slowly escaped to space.

In desperation the humans learned the needed parts of the ancient technology and stopped the dying of the moon. Although scientifically advanced, the knowledge available to the humans is in bits and pieces without unifying theories and basic knowledge.

Between the Chithin and Humans the technology of the Archon has been rebuilt to a point where it is possible for life to survive on the surface of the moon. It is a world strained to the limits of its resources and an eternal war of survival and technology exist.

Both species experimented with life-span enhancing sciences to preserve the life-saving oral knowledge of their elders. They were successful and have extended their life spans to 1,000 years and more. Due to the accidents, wounds, mutilations and amputations of a life span that long they altered themselves to be able to regenerate any wound that wasn't instantly fatal.

Seeking this regeneration in lower animals they learned how to regenerate any wound except to the brain or heart. A side effect of this modification caused the women to produce eggs instead of placental offspring and grow more fertile with age. Modifications to the "shell" of the egg make it a chemical synthesizer of all needed food, air and water for the developing embryo.

This is the home moon of the Chithin and they are best adapted to it. They roam the lichen-covered dust of the lost seas. They live a nomadic existence of little pity and no mercy to any outsider—and slight tolerance for their own nation or tribe.

The human inhabitants of this world are descended from the Vigoka but with the adaptations, they have skins of a metallic, coppery color instead of nut brown. They are also taller and thinner than most humans. They tend to excel in martial arts involving weapons but have never discovered any type of wrestling or pugilism.

Due to being on the edge of survival, tradition and the respect for it dominate a person's life and actions—for both humans and chithin.

Cities are buried deep in rock with only the crown of modern buildings above them or towers to mark their locations. Each city has fused rock walls polished to glass-like smoothness to repel wandering nomadic chithin. Bits and pieces of Archon technology are present in every city and outpost.

Cities are built on the ruins of more ancient cities. Throughout the centuries different groups have tunneled into these buried ruins and left an elaborate set of tunnels and secret passageways under the modern buildings of the cities.

Although there is super science prevalent upon this moon it isn't widespread. The paths scientists investigate are narrow and are further hampered by the almost neurotic attachment

each scientist has for their home areas. A free exchange of information has never happened upon Aridoon. Each scientist must lay his own groundwork and then investigate from there. Between independent investigation and the Archon devices scientists rarely could even follow another one's notes due to the unevenness of the research.

QUAROOON

MOON OF ASH

This is the moon of Kerogo that was the headquarters of the Archon. During the destruction of the Archon this moon received the worse of the attacks. There is still active war technology from the conquerors of the Archon. Even worse the most dangerous experiments of the Archon were conducted here to keep a very tight level of control and supervision

Numerous nuclei of planned experiments were begun upon this moon. They have since escaped since the destruction of the Archon and are spreading across the surface of the moon. These experiments wage an eternal war against the humans and aliens in unending battle of evolution.

Other areas are still infected with Blight—a mutagenic quasi-virus that destroys any life it contacts. It will be several thousand more years before the half-life of Blight reduces it to a safe level. Now living things visiting the area are infected, and then warped beyond recognition of the original species or person.

In the wilderness areas are the most dangerous experiments of the Archon which have had millennia to breed and spread across these areas. Numerous strange humans, aliens and animals haunt these deep forests and keep intercourse between cities to a minimum. Many are the basic animals with enhancements or mutations. Some humans have been altered to a point where they are no longer human in anything but form.

Survivors are trying to carve out safe areas and gather technology to defend themselves from these mutated horrors, the remaining, still-active war technology and Living Metal.

Once the moon had an all-encompassing Artificial Intelligence controlling the workings of the technology and cities there. Now the network has been destroyed and the AI fragmented. The still-functioning pieces of the AI are trying to contact other parts and set up the network again.

Quaroon is the focus of the activities of Living Metal in an attempt to restore the network between the surviving AI's and restore the laboratory moons to their former states. The work will take centuries, but upon its completion, the human and alien races will suffer more than in the Age of Miracles.

In the weakened state the AI's are using certain humans or other intelligences to control others of their race. These are referred to mockingly as a "Master of Slaves." Each Master of Slaves is ruled by an AI and does its' bidding. They are given limited power over slave or semi autonomous types of Living Metal. These living metal tools are used to hunt and capture other humans or aliens. They are a traitor to their species and, when found, killed without mercy.

In the wilderness areas of Quaroon, the "wild" humans and aliens have set up their own cities and enclaves. These areas are well hidden and often underground. The Masters of Slaves spend most of their energy hunting these safe places. Due to this, strangers are not welcome and treated with suspicion is they come across one.

In the Archon cities that are being rebuilt, humans and others are living a furtive life of secrecy and sabotage under the security devices of the AI's. Teams and groups travel into the cities to disrupt the recreation of the Archon laboratories and their technological superiority.

It is not only humans doing the sabotage but they will lead the remaining war machines of the Conquerors of the Archon, to the awakening cities to deal the AI's major damage and setbacks. The leaders of the human resistance know this is only a stop gap measure as the remaining war machines are limited in number, old and cannot be replenished.

On Quaroon an ancient battle of Man against the Machine is waged.

SAUROON

MOON OF THE LIZARD KINGS

This volcanically torn moon is dominated by the morphologically plastic Lizard Kings. Primal plants and animals dominate the surface with the few Stone Age humans eking out a precarious existence in the shadows of the dominant Lizard Kings. The Lizard Kings are reaching the level of Babylon or rarely, classical Greece.

Hugh city-fortresses of carven stone protect the Lizard Kings from gigantic beasts and carnivores native to the moon. The cities themselves don't grow outward but rather downward as warrens are dug deeper and deeper into the native rock.

The Lizard Kings are dependant upon meat and must send out hunting expeditions to find, kill and slaughter animals the size of sauropods. They must do this before the meat eaters following the herds claim the meat for themselves. To this end their hunting parties are more like military forays than a simple band of hunters.

Different fortresses control vast territories with everyone in the cities being marked by similar colors and patterns on their skin. Any incursion into these poorly marked territories is treated as an invasion. After an area is hunted out, the whole group must move to another fortress or conquer another group's territory. Booby traps are left to discourage any other group from using the fortress and warrens.

Brood Mothers control the fortresses with the males doing the hunting and exploring in the surrounding hostile wilderness.

The few humans on this primeval world stay away from the migratory paths of the great meat bearing animals and the Lizard-Kings who hunt them.

In ancient times huge battles have been fought between the Lizard Kings and the humans on this world. The humans lost and have been driven to the wastelands of Sauroon. The Lizard Kings enslaved the few humans who remained in the good lands. Only in the wastelands are there any free humans.

In the wastelands the humans have grown into a tall race who are tougher, meaner and faster than the stock they descended from. Their population has grown to a point where they must migrate into the good lands and contest the Lizard Kings for the right to dominate these lands.

The enslaved humans have been altered to the Lizard Kings purposes, like humans have altered wolves into the numerous breeds of dogs on earth. These altered humans are used in the war against the returning humans.

New wars are being fought in the border regions with the returning humans. Fortresses that have been deserted by the Lizard Kings, who built them, are being entered by humans and rebuilt to defendable forts against the return of the Lizard Kings.

The Humans have also captured young Lizard Kings and have forced them into shapes desired for the defense of the humans. An odd war of old fashioned blood and mutable genetics is being waged upon the surface of this primal world.

Besides altering each other's species, both humans and Lizard Kings are domesticating the huge lizard-insects of the moon and breeding them to make fearsome weapons of war. The resulting animals resemble dinosaurs from a nightmare. Sometimes rogues of these breeding experiments escape through the gates to another moon.

The ruins of the Archon are few and far between. Sauroon was a world of vast distances and the largest experiments of integrated ecologies were conducted there. Both the humans and Lizard Kings leave the few areas of Archon technology alone. Living metal was ordered through the gates to

Quaroon to assist in the repairs with few units left upon Sauroon.

The defenses left behind insure these Archon artifacts and outposts are treated as Forbidden Zones with both races giving them wide berth. A few Humans and Lizard-Kings have discovered these Archon outposts and are working to become the masters of them.

Both the humans and Lizard-kings are outcasts of their tribes and bear greater enmity towards their own peoples than the aliens who threaten their species. These interlopers are thought of as sorcerers and shunned by both species. Right now, although they have the power of the Archon artifacts and outposts they are only one being. If they should gather followers or command a wandering tribe, the danger posed by these renegades will increase dramatically.

SILVOON

MOON OF THE EMPEROR TREES

The experiment of the Archon on this moon was to try to strengthen the basic cellulose in many types of trees to make it a material equivalent of aluminum, steel and titanium. They succeeded too well. The trees now have the strength to grow miles in height and have created ecologies of Brobdingnagian forests with men diminished to the proportions of ants.

The cities of men are located in the middle canopy. A group of men will carve into the wood of a tree and cause sap to seep from the wound. This sap is caught and hardened into structures that men can inhabit. Due to the flammable nature of the hardened sap, fire of any kind is anathema to the inhabitants of a city and will get the perpetrator executed on the spot.

Due to this lack of fire, food preservation is rarely used. Instead fresh fruit, nuts and insects are gathered. The insects are shot with arrows envenomed with a paralytic poison that keeps the animal alive but unable to move any muscle. Due to the size of the insects and grubs, several families will buy a paralyzed insect and eat it in a form of feast while the meat is fresh.

Silvoon isn't divided up into continents, seas, mountains and other geographical features—the Emperor Trees dominate all. The type of tree a city is on and the strength of the hardened sap determines the cities' size. The individual trees are treated as islands to independent continents in the minds of the inhabitants. Paths between cities are either by aerial steeds or by twisting interconnected branches. Marking the paths are weirdly colored fungi growing on branches and spaced accordingly to whether the travelers are on foot or flying aerial steeds. Maps are marked in times between the cities, as linear distances are useless in a three-dimensional world of branch and leaf.

Wars are often fought between peoples to gain the most desirable trees and allow the growing of their population to a level allowed by the resources of the master tree.

In these wars flying knights in lacquered armor ride dragonflies and use drop-javelins or arrows against each other. Troops moving along a branch may face spiders and their riders dropping down on thin strands of silk for an aerial assault.

The giant trees have created a cornucopia of food and the insect analogs of the Moons of Kerogo have responded by growing to size of oxen and dinosaurs. Men keep to their arboreal garden-fortresses and rarely venture out into a world of giant spiders, scorpions, centipedes, dragonflies, moths, tiger beetles and other menaces.

Murderous tubeworms lie just below the bark of the gargantuan trees waiting for the approaching footsteps of prey. In a lightening strike they burst out of their hidden burrows and with poison saliva paralyze their prey, dragging it back into the burrow to be eaten at leisure.

The largest animals on this strange world are lizards and birds grown to the size of dragons and rocs. For the inhabitants of Silvoon the only defense is to hide.

The remaining artifacts of the Archon are trapped in the branches of the Emperor Trees. The roots of the trees have crushed the Archon cities upon the surface of Silvoon. Not all have been destroyed. The Archon built their cities off site in one monolithic piece. Parts of these cities have been taken miles above the floor of the forests imprisoned by branches. Others were torn loose of their bases and have had anti-gravity devices activated. They are now floating, empty shells awaiting inhabitants. Savants and adventurers hunt these abandoned cities for knowledge and treasure.

There is next to no Living Metal is upon this moon due to the destruction of most Archon cities and research stations by the roots and branches of the King Trees. The AI's aren't interested in this moon—yet!

BOOK 5:
SUPERSCIENCE &
ARTIFACTS

LEGACY OF THE ARCHON

Archon Cities

The Archon were flyers capable of going weeks without needing water. Fifty miles was a short flight to them to gather things they needed. This caused the Archon to place their main cities in isolated areas. The research stations where humans and other alien species were kept had to be nearer the food and water these species needed.

The cities were set up for flying creatures. Their shape is a long needle with canyons formed by buildings to channel airflow into howling winds. There were areas of dead air too. Building decorations were on the tops of the buildings. No entrances were on the surface of the streets. Keyhole openings with small platforms just below them served the Archon as doors and windows. Often the keyholes were guarded by forcefields to keep pests and weather out. The lower openings were at least thirty feet above the ground. The buildings were often knife like in cross-section. Open interior galleries led to various perches where the Archon worked.

Archon cities don't have streets. Outside of the narrow, wind-gathering canyons; nothing is built on the level of the ground. Building abutting each other leaving nothing between and forming a chaotic post pile to ground anchored species. Wandering in an Archon city is like climbing a rugged mountain chain.

Floors, stairs, ramps and walkways were unknown due to the flying abilities of the Archon. The floor was used to collect dry dung until a scavenger robot would sweep it up and dispose of it to the food growing chambers underground. Below every aerie building was a large chamber used for laying the eggs for young Archon. The temperature and humidity were perfectly controlled in the chambers. There were also miles upon untold miles of tunnels connected to the egg chambers. The twisting and turning of these tunnels make for perfect ambush spots for anyone traveling them.

A mile-tall, undecorated spire rises in the center of every Archon city. It served as a central location for a wing gathering. Archon would fly around it in a chaotic flock; swooping, diving and dodging each other in a mutual celebration of flight and living. This was important to the Archon culture.

These Archon cities contain the intact artifacts from the Age of Miracles. Intact devices, Skyships and weapons can be found in these cities. Living metal infests these cities and is engaged in rebuilding them. Invading humans or aliens, who are discovered, will be treated as vermin by living metal and exterminated.

The research stations were closer to things the experimental species needed. Often they were nestled on the edges of rivers and lakes or by the seas. Each research station was built and optimized to study one question, and that question

alone. Each was devoted to a single species and having the perfect conditions for that species. Not all stations were connected with the questions from the intelligent species. Animals were also experimented upon.

Some Archon cities were torn loose from their foundations by the energies released by the Magicians during their Age of War. The people inside were killed by the energies of the destruction of the cities base. Any others who were left starved to death or died of thirst if they couldn't find Archon Skyships to escape in.

Once in an age men sight these floating artifacts. In the Age of Artificers some of these floating cities were once again inhabited for a time. These floating cities have served as bases for pirates or raiders who plundered the lands below the keel of the cities. In the modern age some serve as bases for the Arrack cloud ships.

Living metal has never found these floating cities, as the city simply wasn't in the same location as in the master files and maps. These floating cities are safe—for now.

If climbing the outside of an Archon building has its dangers then the interior is doubly dangerous. The buildings have inward leaning walls as Archon sanitation simply consists of defecating into the air and letting the dung fall to the floor. Since your downward neighbor may feel insulted by being defecated upon and tear your wings off; all dung falls into space. This leaves ground bound species climbing a wall that is an overhang leaning into space.

Against these walls are control panels, storage spaces, equipment and a host of other technology and treasure. Even more frustrating are the floating islands of controls, machines and equipment that hover in the central shafts of the buildings. Separated from the walls by a good hundred yards they are beyond the leaping ability of all species. This circular gap was to provide the Archon an area to fly to gain speed and spiral up to the exit at the apex of the building. Over the top opening of each building is a mushroom-shaped roof that keeps the rain out and identifies the building.

Adventure Seeds:

There is a legend of a floating city left over from the Age of Magicians with the descendants of the Magicians still inhabiting the city. These descendants have never lost the wonders and science of their distant ancestors and keep aloof from the affairs of the surface dwellers. This, of course, is only a legend.

Dangers of Archon Cities

Due to the high technology and the extreme age of Archon cities there is always danger when entering a city or a building complex in a city. Although there are many desirable things in an Archon site, death waits for the incautious or the unlucky from activating an ancient device.

Analysis rooms are the last place seen by many Archon experiments. Within these horror chambers vivisection often to a microscopic level took place. Anesthetics were not used and the animal or human was slowly dissected over several days while reactions and other parameters were recorded and analyzed.

Anti-vermin refers to any device that is meant to discourage animals or plants from entering an Archon Building. It can also remove or kill any invader depending on its original programming or the damage the intruder is doing.

Auto-cleaning is a feature of buildings to remove dung that falls on the floor and to keep the dust from getting into equipment. It also involves removing trash and disposing of it properly.

Climate control is the thermostats and humidifiers that keep the building comfortable—for the Archon. Often if these controls malfunction they can make rooms or areas freezing cold or baking hot. Saturating the air with water and creating a rainfall in a building are not out of possibility. Air so dry that it sucks moisture out of adventurers has been reported.

Climate control also filters the air and removes any unpleasant smells or allergens from the air. Chemical scrubbers are rather efficient but if climate control detects something too strong to for the scrubbers and masking scents it will call Living Metal from waste control.

Communication equipment/rooms are sections in Archon buildings that are equipped to furnish communication between different section of the same city, continent, world or another moon of Kerogo.

Earthquake protection provides forcefields to lock everything in place during a seismic shift within the unstable crusts of these laboratory moons. The danger is if there is a building collapse or a major shift in equipment then the protective field will be activated until supervisory personnel or Living Metal comes to release the building from the field.

Entertainment was to keep the Archon diverted from the toils of the day and keep the mind fresh for another day. Archon, being alien, had a very different—and often

terrifying—idea of entertainment compared to humans or other aliens.

Forcefields were used to isolate different areas for numerous reasons and served as a detention area if needed. Sometimes they were used to soundproof a section or to provide visual privacy. They also could provide a barrier as strong as a foot of rock to imprison something or someone and serve as isolation in case of a dangerous experiment or an unexpected problem with an experiment.

Meeting rooms were used to communicate information to many different Archon at once. They were areas of debate and often to provide visual displays of an ongoing experiment for discussion and analysis. Meeting rooms could be linked between different cities to allow many experts to view the thing in question and provide their expertise.

Power routing was receiving the broadcast power from a central source and transforming it into usable power for the building and equipment. The most dangerous part of this equipment is the emergency battery backup systems. If disturbed or handled wrong the batteries could discharge causing as much damage as a Death Flash.

Remodeling was a feature of buildings that allowed new experiments to be set up or equipment to be removed or installed. Upon activation it would create new wiring, platforms, rooms and passageways to accommodate the new requirements of the building.

Repair was needed by any created structure especially any that were damaged by earthquake, vehicle crashes or other things that would cause damage or degradation to the building function.

Repair robots will replace anything that is missing but if the same piece of equipment goes missing a few times, Supervisory Living Metal will investigate and recover the missing parts.

Shafts were used where it was too tight a quarters for the Archon to use their wings. These shafts are weightless areas that simply require a push to float over to where the user wanted to go. But when the area opened up enough to fly again the null gravity would shut off and allow the Archon to use its wings again. It also allowed the Archon to maneuver using its wings to slightly push itself.

Sleeping quarters are a force field protected niche where the Archon would rest for a few hours or days depending on the depletion of their resources. These niches had a soporific field where the Archon would immediately be put to somnambulant state until preset conditions of the Archon's body were met.

Humans or other intelligences can be put asleep until they starve to death or die of thirst. Kren ignore these effects.

Theoretical / computer modeling rooms were used to plan experiments and had massive holographic displays and AI support to plan out an experimental program to answer the question sought by the scientists. Anyone caught in these rooms will be subject to virtual reality that seems terrifying real and deadly.

Traffic Control was a method of efficiently routing traffic in Archon cities and helped to prevent collisions and traffic tie-ups. Between many building and complexes were massive tunnels to allow the Archon to fly and goods to move through. Traffic control also guided vehicles through buried thoroughways too.

Characters entering a living city in a skyship will often have the controls disabled as the central controller waits for instructions concerning where to send the skyship. Or it may automatically lock the controls of the skyship to a predetermined route or destination.

Wind generation was necessary to the Archon to allow them to fly more efficiently, especially if the area was narrow and more lift was needed to perform the maneuvers to fly without crashing. These winds can be slight updrafts to howling mini-tornados.

Five Phases of Restoring an Archon City

As Living Metal continues to restore the world of the Archon, it goes through several phases to bring an ancient station back to full functioning. Each of these stages has different types of Living Metal to complete it. When the characters explore the main continents they will always have the unfortunate chance of encountering Living Metal. If they should find Archon ruins then the chances of encountering Living Metal and what type it is can be found below.

Way Stations were simply a place for an Archon to rest for the night or several hours if they were on a journey and not using a skyship. It would normally contain a place for up to 10 to rest and supplies for a week if needed. There was also a distress beacon if there was an injury.

Number of buildings: 1

Outposts were field camps or temporary camps for a group of up to 50 Archon to gather for experiments and field observations. Outposts are fairly common and used when the researchers didn't want the remote viewing provided by Living Metal

Number of Buildings: d4

Research Stations are the main facilities used for the experiments that the moons of Kerogo were first terraformed for. They house the bulk of scientific equipment and the resultant horrors of genetic and environmental manipulation.

Number of Buildings: d10

Small Cities are used a gathering places for the various outposts and research stations. Small manufacturing plants and repair shops allow the outposts and research stations to operate efficiently while not having to maintain facilities on site.

Number of Buildings: 10+d20

Large Cities were created where more sophisticated equipment could be built and larger information synthesis was accomplished.

Number of Buildings: 50+1d100

Megaplexes were the central point of research on a given continent on a moon. Largely filled with bureaucracy and specialists they were the nexus for information and distribution of supplies.

Number of Buildings: 100+d100

Chances of Encounters

Ruin Type	% Chance	Living Metal	Artifacts
Way Station	01-40	1%	20 %
Outpost	41-65	15%	45%
Research Station	66-80	25%	50%
Small City	81-90	65%	75%
Large City	91-99	90%	100%
Megaplex	00	100%	100%

Phase and Type of Living Metal

Cleaning out of animals and plants

Culling	d4
Ecology	d10
Supervisor	d4

Repair

Construction	d100
Ecology	d8
Fabrication	d20
Manufacturing	d20
Supervisor	d10
Transportation	d10

Refurbishing and Resupply

Fabrication	d20
Manufacturing	d12
Servant	d4
Supervisor	d10
Transport	d10

Preparing Experiments

Ecology	d20
Observer	d6
Scientific	d4
Supervisor	d4

Gathering Specimens

Culling	d4
Ecology	d4
Scientific	d12
Supervisor	d4
Transport	d20

Running Experiment

Observer	d20
Scientific	d12
Supervisor	d4

Other types of Living Metal are at the discretion of the Warlord.

Functionality refers to artifacts and Living Metal that are found by chance, not in repaired Archon Cities. The ruin type will refer to where the artifacts are found. Inert refers to the chance the device will be malfunctioning or dead. Mishap refers to the chance damage will occur if the device is activated. (It is up to the warlord to determine how the damage is done.) Any damage from a malfunctioning device is d20.

For the Inert/Malfunctioning roll a d100 once and if the roll is outside of the numbers below then the device functions normally. Malfunctioning will require the heroes to try to activate the device before damage is rolled.

Ruin Type	Inert	Malfunctioning
Way Station	01-20	21-50
Outpost	01-15	16-40
Research Station	01-10	11-30
Small City	01-05	06-15
Large City	01-02	03-10
Megapolis	01	02-05

Living Metal



Living metal is advanced, Archon robots. Unlike robots of common thinking these are colonies of nanobots, which can link together to perform different functions. For maximum flexibility they have a telescoping skeleton-like structure. This structure can form multiple limbs and/or tools for use. Numerous sensors are linked to this skeleton.

With the capabilities of the skeleton and morphing nanobots, the Living Metal can metamorphose into almost any shape. The nanobots are translucent to a degree. An electrical charge can alter the color of their “skin.”

Although highly sophisticated, living metal is unable to imitate living animals very successfully. To animals they smell wrong. To humans living metal is stiff and mute while acting all wrong for a human or alien.

For all its limitations in imitating a living thing, living metal is excellent at carrying out the orders of its long-dead masters: The Archon.

The Artificial Intelligences (AI's) controlling living metal have realized this limitation. They realize they need human or alien allies and spies—The Cult of Living Metal! These cultists are the living tools of these ancient robots. In exchange, the cultists gain a pound or two of nanobots to mold to tools and other things by their mental commands. The nanobots also serve as assassination tools if the cultist has second thoughts on a mission or is captured.

Another danger of using the nanobots of Living Metal is the energy needed by them. If the living metal cultist uses the nanobots too much the energy drain will cause a chill to the body. In an extreme case the cultist will be frozen into an icy piece of dead meat.

Most Living Metal and the AI's on the moon of Zardoon are engaged in finding parts to restore the AI's on the Moon of Ash thus regaining the Master AI's of the Archon. From there the Master AI's will tell the rest of the Living Metal what to do with the absence of the Archon. This work will occupy hundreds of years but is dangerous to humanity on all the moons.

Living Meal is engaged in rebuilding the ancient outposts and cities of the Archon. To this end any cities from the Age of the Magicians are being torn away from the core of Archon cities. The buildings and artifacts are being rebuilt and stored or returned to working condition. The Archon cities are once again rich treasure troves of artifacts with the guardian demons of Living Metal.

If they are found in the cities, Living Metal will not harm Kren. It will transport them to an ancient reserve. Humans or other aliens it captures it will either kill outright or use them for an experimental series of tests and alterations.

On Aridoon: the Moon of Lost Waters; Living Metal is trying to restore the atmosphere and water. It is almost unnoticeable as comets and water ice meteors fall into the atmosphere. More rainstorms are happening and ancient basins are getting wetter. It is very slight but an observant scientist would notice such things.

Living Metal is now engaged in repairing the accumulated neglect of ages and the depredations of generations of human scavengers. Its focus is no longer on “wild” humans. Rather, it is searching for missing parts for the Master AI's. Living Metal is now searching ancient human ruins to see if the missing parts can be found there

Living Metal's human servants are used to penetrate into the palaces of the Artificers and the defenses they laid to prevent any piece of Archon technology from penetrating their sanctums. The work is slow with many human deaths.

Autonomy: is how much a piece of Living Metal can change its actions due to unusual data coming in to it.

Full: this unit of Living Metal is able to act upon unexpected or changing data it is receiving. It is also capable of initiating actions and forming a plan to carry out its mission.

Semi: either acting alone or as part of a coordinated group, this unit of Living Metal combines the efforts of teamwork with the actions of an individual.

Slave: This unit must receive direction from a Supervisor unit before it can change its actions. It is also unable to initiate actions.

Supervisor: This unit of Living Metal is networked with the other units of Living Metal it is directing. Although it is making decisions for other units it is rarely equipped with tools for the job it supervises.

Sensors: This refers to how the piece of living metal is able to detect the world around it.

- d4 Touch
- d6 Radar
- d8 Sight
- d10 Enhanced Sight with Thermal Imaging
- d12 Hearing, Enhanced sight with Thermal Imaging
- d20 Networked

Tools: to carryout its primary purpose Living Metal must have tools. Each piece of Living Metal will have an assortment available for its use. These tools will be fitted or stored away in the Living Metal. An artificer can salvage them from a deactivated or inert piece of Living Metal and alter them to human or alien usage.

For full information on tools see page 144-147 Artifacts.

Common Types of Living Metal

Construction: is a type of living metal used to create building, dig tunnels or alter the landscape. It is under the supervision of a Supervisor Unit and cannot direct itself.

No. Appearing	1d100
Size	4 + 1d8
Speed	2
Sensors	d6
Autonomy	Slave
Attack Die	nil
Camouflage	nil
Tools	Cutter Death Flash Morpher Plasticizer Welder

Culling: is one of the most dangerous types of living metal. It is designed to kill off a mutant strain or an entire species to prepare the way for another experiment.

No. Appearing	1
Size	3
Speed	10
Sensors	d12
Autonomy	Full
Attack Die	d10
Camouflage	d10
Tools	Animal Call Binoculars Night Eyes Rifle

Ecology: is the unit in charge of maintaining viable ecologies and eliminating threats to them. It can remove plants or animals, start or smother fires and return ecologies to their pre-damage conditions.

No. Appearing	1d4
Size	2 + 1d8
Speed	12 (flying)
Sensors	d12
Autonomy	Full
Attack Die	d6
Camouflage	d10
Tools	Animal Call Binoculars Cutter Death Flash Flame Arrester Night Eyes

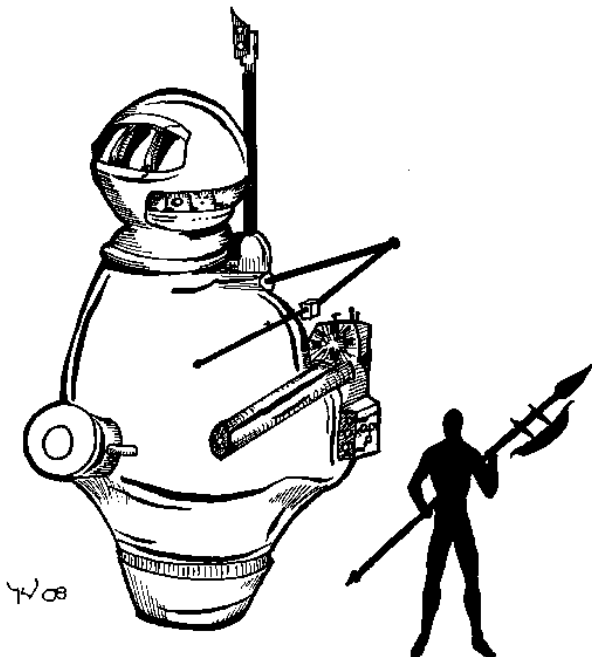
Fabrication: is the type of Living Metal concerned with repair and maintenance of pieces of Archon Technologies. Large numbers of this type of unit have been made for the repair of the numerous Archon ruins found on the various moons of Kerogo.

No. Appearing	1d10
Size	2 + 1d6
Speed	1
Sensors	d4
Autonomy	Semi
Attack Die	d4
Camouflage	nil
Tools	Cutter Morpher Welder

Manufacturing: units of Living Metal are concerned with producing new units of Living Metal, fabrication new pieces of Archon Technology and providing the parts needed by the AI's to rebuild the Archon places and tools upon the moons of Kerogo.

No. Appearing	1d100
Size	1d10
Speed	1
Sensors	d4
Autonomy	Slave
Attack Die	nil
Camouflage	nil
Tools	Morpher Plasticizer Welder

Observer: this type of Living Metal is simply used to observe and measure the results of an ongoing experiment. It is unable to interfere but will report back all things it observes to a Scientific or Supervisor unit.



No. Appearing	1d10
Size	1d6
Speed	7
Sensors	d10
Autonomy	Slave
Attack Die	d4
Camouflage	d10
Tools	Binoculars Communication Glass Night Eyes

Scientific: this unit of Living Metal can be benevolent or a floating horror depending on its mission and the experiment it is involved in.

No. Appearing	1d4
Size	2 + 1d6
Speed	12
Sensors	d12
Autonomy	Full
Attack Die	d6
Camouflage	d12
Tools	Animal Call Binoculars Dazzler Living Harness Night Eyes Pistol Plasteel Net Powered Sled Stunner

Servant: as the name implies this unit was a personal servant to the Archon. It resembles a modern day Kren with a liquid metal coating. Its programming is to keep things in order and to prevent theft or loss of its master's things.

No. Appearing	1d4
Size	3
Speed	4
Sensors	d8
Autonomy	Semi
Attack Die	d4
Camouflage	nil
Tools	Communication Glass Stunner Synthetic Food Vaporteen

Supervisor: are the units of Living Metal that coordinate the Slave and Semi autonomous pieces of Living Metal. They are strictly coordinators and do not have tools to perform other jobs. They are also the ones who must be taken out during an attack by Living Metal.

No. Appearing	1
Size	3
Speed	6
Sensors	d20
Autonomy	Full
Attack Die	d10
Camouflage	d6
Tools	Binoculars Communication Glass Night Eyes Overloader

Transport: goods, materials and personnel must get to places quickly or otherwise and this is the unit of Living Metal designed to do that.

No. Appearing	1d6
Size	2 + 1d12
Speed	6 + 1d8
Sensors	d6
Autonomy	Full
Attack Die	nil
Camouflage	nil
Tools	Plasteel Net Powered Sled

Artifacts

These are the more common pieces of technology left from the Archon and used by the peoples of Zardoon. They are often salvaged from a piece of Living Metal or have been found in an ancient city.

Since they are made for the use of an alien race an artificer must work with a fabricator to make them usable by the race possessing the artifact.

When trying to figure out what the device does, as opposed to someone teaching you, roll the device's challenge die against the character's highest Scholar skill. When the target number is met or exceeded, the character has figured out the device. Each roll represents a week's worth of time spent on the device.

There is also a frustration number that the character can reach and this is a -10 points. If the character reaches this -10 first they have given up trying to figure out the device. They will not try it again until they reach a higher die level in a Scholar skill.

Example: Vigos has managed to find an animal call in the ruins of an Archon outpost. His Artificer die is a d8 while the artifact's challenge die is a d8. Rolling against each other Vigos loses the first round and ends up with a -5. Another bad roll could end up in frustration that won't allow Vigos to attempt again until his Artificer die rises to d10.

Another nine rolls later, Vigos has reached 16 a point past what he needs to figure out the Animal Call. Vigos has taken 10 rolls to figure out the artifact. This results in him spending 10 weeks to figure out the artifact. After these 10 weeks, Vigos can now use the Animal Call.

Alarm; Proximity

3 Helos/2 Hero Points/d6/10 points

Once armed this device will keep anything over a pound from entering an area 30 feet in diameter or within walls. Things already within the safe zone will not set off the alarm. Solid walls—timber, adobe or stone—will not allow the sensors of the proximity alarm to penetrate, so only the room is protected. If the alarm is set off a light will go on and a piercing siren will alert everyone within a half mile.

Animal Call

10 Helos/1 Hero Point/d8/15 points

An animal lure designed to imitate an animal's sound calls perfectly. It is necessary to expose the call to the animal making the sound before it is able to successfully imitate the animal's call.

Area Sterilizer

1 Helo/1 Hero Point/d12/25 points

This device accomplishes the total sterilization of an area, to a microscopic level. The Archon used it to prepare an area for a new experiment or to totally destroy an experiment gone wrong.

Automed

100 Helos/5 Hero Points/d12/25 points

This portable, stretcher-like unit will stabilize a badly injured person (zero points or below) and heal them at a rate of 5 points a day.

Battery

2 Helos/1 Hero Point/d4/5 points

Artifacts recharge slowly by the shifting magnetic fields of Zardoon and the charged particles from the gas giant Kerogo. With these small devices an Archon artifact can be recharged instantly to full function.

Binoculars

20 Helos/1 Hero Point/d4/5 points

A roof prism arrangement of lenses allowing the character to see objects with more detail than would be normal at that range.

Camera

2 Helos/1 Hero Point/d8/15 points

A digital device used to preserve moving or still images and transfer them to a viewing screen. The camera takes pictures in all spectra and the viewing screen will show any of those wavelengths. Computer enhancement will bring out dimmer parts to show them in better sharpness and definition.

Communication Glass

200 Helos/ 3 Hero Points/d8/15 points

A disk of glass a foot and a half in diameter that allows for communication (audio and visual) between two distantly separated points. Two glasses are necessary to establish a link.

Note: Only usable on the same world.

C-thru

10 Helos/2 Hero Points/d8/15 points

An extremely useful device allowing the user to see on the other side of wall, like a picture formed by an x-ray. It takes five minutes to get an image and any moving object is a ghost at best on the image screen.

Cutter

25 Helos/2 Hero Points/d8/15 points

This hand-held device is capable of cutting through anything up to a foot thick.

Dazzler

20 Helos/2 Hero Points/d4/5 points

When activated this device gives out an intense burst of light and noise. This effect causes people within the same room or 30-foot radius to become unable to do offensive actions for 1d6 minutes.

Fortitude at d12 to ignore effects

Death Flash

500 Helos/3 Hero Points/d4/5 points

A bazooka-like device that can shoot out lightening bolts of enormous, destructive energy. Although powerful the device has only 3 discharges until it must self-recharge for a week's time. The range is 30 yards and damage is 100 points without modifiers for size.

Distress Beacon

1 Helo/1 Hero Point/d6/10 points

This device is for an injured Archon to call to others or Living Metal for a rescue or help. It will summon Living Metal within d12 hours.

Dura-Lantern

30 Helos/2 Hero Points/d4/5 points

This artifact is a hand-held lantern that never needs to be refueled. The light can be used to illuminate a 100' radius circle or a 300-yard beam.

Ear; Long Distance

5 Helos/3 Hero Points/d6/10 points

Hearing a whisper at 100 yards or a conversation at 500 yards is the ability of this artifact.

Flame Arrester

100 Helos/2 Hero Points/d6/15 points

This device interrupts the chemical reaction of a fire. It can interrupt flames and absorb the energy in a 100' diameter circle. After that it must discharge for a day unless it is hooked to another device that needs to recharge.

Floater Pack

150 Helos/2 Hero Points/d6/10 points

This backpack allows the wearer to float in the air or to descend to the ground gradually. The pack is good for 24 hours of continued use then it takes a full day to recharge.

Only useful to size 10

Freeze Tubes

25 Helos/3 Hero Points/d10/20 points

This isn't suspension but rather a full freezing of the specimen for later research. It is instantaneous and doesn't allow ice crystals to form. The tube also contains heating elements that will thaw a specimen instantaneously.

Gravity Control

10 Helos/2 Hero Points/d6/10 points

This device is used to make a target weightless or have negative weight (fall upwards) to allow it to be collected. It can handle up to a ton of weight and the effects are instantaneous. The range is 30 yards and should be handled as a challenge for a rifleman.

Inertial Compass

7 Helos/1 Hero Point/d4/5 points

This device can be set to a certain point on the world and then it will always point to that location and give an approximate distance (usually within 10%.)

Invisibility Field

20 Helos/2 Hero Points/d4/5 points

This field bends light around it allowing a small area to be out of sight. The area affected is roughly 6 foot in diameter and as tall as a man.

Note: it doesn't affect smell or any mental powers.

Living Harness

45 Helos/1 Hero Point/d6/10 points

This artifact is a pseudo-living glob of protoplasm attaching a character and an anchor point. The harness can hold up to 500 pounds and lengthen to 100 feet.

Medical Stations/Dissection Station

50 Helos/4 Hero Points/d12/25

These stations are not for healing but rather dissection and implantation or removal of objects. These stations are often in the possession of the Cult of Living Metal. The cultists use them to implant Archon devices in their bodies.

Microscope

15 Helos/2 Hero Points/d6/10 points

An optical arrangement of lenses that magnify to 10X, 25X and 100X. It contains an internal light that can be tuned to the infrared, visible and ultraviolet range of the spectrum.

Microscope; Electron

25 Helos/2 Hero Points/d10/20

A microscope that is able to see much finer detail than ordinary light microscopes.

Morpher

50 Helos/1 Hero Point/d20/50 points

This is a casting and forging unit that will take raw material, and without losing structural integrity, alter its form into the desired end result. The weight limit able to be transformed as a single unit is 100 pounds. Multi-unit parts can be built slowly but steadily.

Night Eyes

25 Helos/1 Hero Point/d8/15 points

Low light goggles coupled with infrared to allow the viewer to see in darkness like it was daylight. These goggles eliminate the range modifiers associated with night and anything but total darkness. The unit has a built-in flash suppressor.

Omni Eye

100 Helos/5 Hero Points/d12/25 points

This allows an operator to see anywhere on the surface of Zardoon. Taking d4 hours to set up it will allow the observer to see a roughly room sized area and what is happening there. It is one of the most desired and feared spy devices on the moon.

Omni Map

50 Helos/3 Hero Points/d8/15 points

This map contains all the details of the surface of Zardoon and can be called up to any scale. The best and worse feature of it is that it only contains information from the time of the Archon and hasn't been updated since.

Overloader

75 Helos/3 Hero Points/d4/5

This device works to short out Living Metal. The total time the Living Metal hit are inert is 1d6 hours. Range—100 feet

Pistol

100 Helos/3 Hero Points/d6/10 points

This is a hand-held weapon capable of killing targets at a distance. This weapon uses a beam of heat to burn holes into a target.

Note: see skills section for challenge die (pg.16)

Plasteel Net

10 Helos/1 Hero Point/d4/5 points

A net woven from unbreakable and uncutable ropes used to capture various experimental animals and immobilize them.

Plasticizer

15 Helos/1 Hero Point/d4/5

This device is capable of taking organic material and turning it into a plastic, clay-like medium. This plastic will harden in four hours and be as tough as dense hardwood. The device will produce one pound/quart of material in one hour.

Powered Sled

30 Helos/1 Hero Point/d4/5

A 10' x 5' platform with null-grav circuits that allow the sled to hold up to a ton of material and still float frictionless a foot above the ground. Remember that the laws of inertia still apply.

Rapid Recharger

15 Helos/1 Hero Point/d6/10 points

Normally Archon devices can take up to 6 weeks to recharge back to their full potential. This device recharges them in 1 minute.

Rifle

500 Helos/3 Hero Point/d6/10 points

This artifact is a two-handed weapon using a massive slug of metal to cause shock and concussive damage to its target.

A Morpher unit must manufacture ammunition for the rifle. The number of rounds able to be carried in the rifle is 10.

The challenge die for the rifle is in the skills section (page 16, Marksman.)

Stone Caster

5 Helos/1 Hero Point/d6/10 points

This heating and casting unit simply makes smooth sheets of rock from dirt or sand or rock fragments. It was often used to make temporary shelters or to emplace equipment with a solid base and/or a shelter. It can make a shelter for 5 men in a half hour.

Stunner

50 Helos/2 Hero Points/d4/5 points

This is a device to take specimens alive and return them to the labs unharmed.

Use a d20 Challenge Die against highest Physical Skill to remain conscious.

Note: use Pistolero skill for this (page 16.)

Suspension Chambers

10 Helos/1 Hero Point/20 points

When a specimen is needed to be intact from the field this device was used. It was also used to store the specimens until a researcher was prepared to retrieve them.

Note: there is a rumor that some of these Suspension Chambers have things still stored from the Age of Miracles.

Synthetic Food

10 Helos/1 Hero Point/d6/10 points

This device can synthesize food for 10 active fighting men. The resulting food can be synthetically flavored but isn't gourmet by any means of measurement.

Synthetic Life

50 Helos/3 Hero Points/d20/50 points

Sometimes the Archon didn't want to modify a species they were working upon to test a theory. They would build the species from the molecular level up. Animals or plants from this device don't have a youth or childhood phase but are created in their adult phase and then placed as needed. Artificial memories are often used to have the specimen function as the Archon wished.

Note: It is not unknown for the humans or alien species to be built by this machine.

Vapordeen

15 Helos/1 Hero Point/d4/5 points

A canteen is used to draw moisture from the air. The maximum amount per day is 2 gallons. If the insulating sheath is removed, the Vapordeen can be used as a cold compress.

Note: the amount of humidity in the air will affect the amount of water in the Vapordeen. Deserts will usually draw four quarts per day while swamps will often produce twenty quarts per day.

Watch & Recorder

10 Helos/1 Hero Point/d10/20 points

This is a simple combination device of timekeeper and a verbal notes recorder. It also has the ability to take still photographs.

Weather Control

200 Helos/3 Hero Points/d20/50 points

This is a fixed location device that will alter precipitation to an area 100 miles in diameter. It was often used to dry out an area to make it more comfortable to the Archon but it could also be used to make a desert into a swamp.

Welder

35 Helos/2 Hero Points/d8/15 points

This is a device that liquefies, melts together and joins various materials including: wood, plastic, leather, flesh, stone and metal. The welded area is 1 inch maximum for width and a foot in depth.

It is used for everything from mending broken wheels and fusing together stone blocks to reattaching severed limbs.

Wireless Power

50 Helos/3 Hero Points/d10/20 points

Another fixed location device that kept Archon cities running and their devices charged.

Archon Skyships

The Archon were flyers but they didn't want to fly everywhere they wanted to go. They built ships that nullified the gravity of the moons and floated above the surface of the earth. These skyships allowed the Archon to travel great distances to reach far destinations. This allowed them to avoid the radiation build up from using the teleporters.

These ships had a few compartments and perch/seats for the Archon. After the Archon were destroyed, the Magicians of that distant age discovered and modified the ships for their own use. The ships were built up with exotic woods, plastics and metals. Human craftsmen turned the Archon skyships into beautiful ships fit for human use. These ships, although scattered and often hidden, have endured over the millennia to be used by the present day inhabitants of Zardoon.

The ships are capable of flying for an infinite amount of time and never need to refuel. They are also very rugged and will shrug off most damage. The lightening guns of the Archon will cause the systems within them to malfunction. If the ships are dealt enough damage they will go inert and only float at the altitude they went inert at. This is the time the skyship is boarded by its enemies and a hand-to-hand melee takes place for possession of the disabled skyship. The damage to the ship will be recovered at the rate of a point an hour.

In the Modern Age most cities have a small aerial navy consisting of captured and/or discovered skyships. Anyone finding a skyship will find the rulers of their city interested in purchasing the skyship. If they are unable to buy the skyship outright, they will remind the characters that in times of emergency they will become part of the cities' aerial navy and subject to military conscription

Random Skyship Encounter

At times the warlord will need to have encounters in the air and the chart below will show what size of Skyship is encountered.

Skyship Size	Percentage Chance
1 man	01-50
5 man	51-75
10 man	76-85
25 man	86-95
50 man	96-99
100 man	00

Speed

The mass of the skyship determines how fast the ship can be flown. The speeds can be pushed past the safe limits built into the skyship but they will cause a challenge die check against the pilot's skill. This skill check will be once an hour for clear flying or once per maneuver for difficult or stunt flying.

Cruise Speed	Challenge Die				
	d4	d6	d8	d10	d12
100	120	140	160	180	200
120	144	168	192	216	240
140	168	196	224	252	280
160	192	224	256	288	320
180	216	252	288	324	360
200	240	280	320	360	400

Capacity: refers to how many humans the sky ship can carry and the cargo capacity with this number of passengers and crew.

Load versus Speed: Overloaded sky ships are degraded in performance.

Load	Effect
Double	½ speed and altitude
Triple	1/10 speed and altitude
Quadruple	unable to move or lift

Altitude by Skyship Type

The lower surface area of the ship determines maximum altitude. These are the maximum height allowed by a ship's size. Normally weak forcefields keep the atmospheric pressure normal and the temperature at comfortable levels to protect the crew from the dangers of higher altitudes.

Skyship Size	Maximum Altitude
1 man	3 miles
5 man	3 miles
10 man	3 miles
25 man	4 miles
50 man	4 miles
100 man	5 miles

Combat

Use Pilot of the Target versus Gunner skill of the Aggressor to determine damage taken by the target.

Damage/Degradation: of Sky ships is caused by Archon weapons, as no other weapons are powerful enough to damage the material the Archon used. When a sky ship loses half of its points, it is reduced to half speed; the weapons remain at the same capacity. When the points reach Zero, the sky ship goes inert and can only float at the altitude it is at.

If a ship receives damage equal to twice its base size below zero, it will liquefy and fall out the sky in a silver rain. After a Kerogo month, the individual droplets will begin to seek each other out and reform into a base Archon Skyship. The destroyed human parts will be left behind to rot. The reconstituted ship will then return to where its original base was during the ancient times when the Archon lived.

There are legends of terminals full of reformed Archon skyships awaiting the lucky discoverer.

Guns: During the Age of Magicians, the transportation of the Archon was converted to war purposes and weapons (Lightening Guns) were secured to the skyships for offensive capacity. Although every lightening gun gives 100 points damage the range they can reach varies into five classes.

Range of Guns in Miles

Letter	A	B	C	D	E
Miles	1	2	3	4	5

Symbols:

C	single gun
BB	double gun
A/A	2 guns on one facing

Skyships versus other Vehicles: is different by a factor of 10. Maneuver number still applies but the hexes crossed will be 10 for each movement. Facings turned will remain the same. Skyships are simply much faster than anything else on the Moons of Kerogo.

Arrack Kites maneuver at the lower rate

Archon Skyship Descriptions

1-man Skyship

50 Helos/5 Hero Points/d10/50 points

This is the most common type of Skyship left over from the Archon. It is capable of carrying one person at the speed listed and two people at half speed. No weapons are carried.

<i>Altitude</i>	<i>3 miles</i>
<i>Speed</i>	<i>200 mph / 6 hexes</i>
<i>Capacity</i>	<i>1 person + 20 pounds</i>
<i>Maneuver</i>	<i>7</i>
<i>Base Size</i>	<i>2</i>
<i>Points</i>	<i>10</i>
<i>Liquefy</i>	<i>-4</i>

5-man Skyship

100 Helos/6 Hero Points/d10/10 points

This Skyship is capable of carrying a small party of adventurers. It carries a bow gun (A)

<i>Altitude</i>	<i>3 miles</i>
<i>Speed</i>	<i>180 mph / 5 hexes</i>
<i>Capacity</i>	<i>5 people + 100 pounds</i>
<i>Maneuver</i>	<i>6</i>
<i>Base Size</i>	<i>10</i>
<i>Points</i>	<i>50</i>
<i>Liquefy</i>	<i>-20</i>

10-man Skyship

200 Helos/7 Hero Points/d10/20 points

This Skyship is capable of extended patrols of several weeks. It has space under decks for the crew to sleep and stay out of bad weather. It carries a bow (B) and a stern gun. (A)

<i>Altitude</i>	<i>3 miles</i>
<i>Speed</i>	<i>160 mph / 4 hexes</i>
<i>Capacity</i>	<i>10 people + 250 pounds</i>
<i>Maneuver</i>	<i>5</i>
<i>Base Size</i>	<i>20</i>
<i>Points</i>	<i>100</i>
<i>Liquefy</i>	<i>-40</i>

25-man Skyship

500 Helos/8 Hero Points/d10/30 points

The smallest Skyship capable of exploration over vast areas, it has enclosed cabins and bunk areas along with a galley and kitchen. Its crew can do limited maintenance on the ship. It carries a bow (C) and a stern gun (B) along with a pair of anti-personnel guns.

<i>Altitude</i>	<i>4 miles</i>
<i>Speed</i>	<i>140 mph / 3 hexes</i>
<i>Capacity</i>	<i>25 people + 1,000 pounds</i>
<i>Maneuver</i>	<i>4</i>
<i>Base Size</i>	<i>50</i>
<i>Points</i>	<i>250</i>
<i>Liquefy</i>	<i>-100</i>

50-man Skyship

1,000 Helos/9 Hero Points/d10/40 points

This is the extended exploration Skyship or Destroyer of aerial nations. Its cruising range is effectively unlimited and the crew handles its maintenance. It is outfitted for scientific missions. It carries a double bow gun, (DD) a single stern gun (C), two side guns (B) and four anti-personnel guns.

<i>Altitude</i>	<i>4 miles</i>
<i>Speed</i>	<i>120 mph / 2 hexes</i>
<i>Capacity</i>	<i>50 people + 2,500 pounds</i>
<i>Maneuver</i>	<i>3</i>
<i>Base Size</i>	<i>100</i>
<i>Points</i>	<i>500</i>
<i>Liquefy</i>	<i>-200</i>

100-man Skyship

2,500 Helos/10 Hero Points/d10/50 points

This is the largest ship found in the skies of Zardoon although larger ships are rumored to be found on other moons. It carries a double bow gun (EE), a double stern gun (CC), four side guns (D/D) and six anti-personnel guns.

<i>Altitude</i>	<i>5 miles</i>
<i>Speed</i>	<i>100 mph / 1 hex</i>
<i>Capacity</i>	<i>100 people + 10,000 pounds</i>
<i>Maneuver</i>	<i>2</i>
<i>Base Size</i>	<i>200</i>
<i>Points</i>	<i>1,000</i>
<i>Liquefy</i>	<i>-400</i>

TABLES

Skill Groupings

Combat

Archer
Atlatl
Axe Man
Blade
Gunner
Marksman
Pistolero
Pitcher
Pugilist
Spearman
Swordsman

Craftsman

Carpenter
Cook
Mechanic
Navigator
Prospector
Sailor
Teamster

Physical

Acrobat
Climber
Fortitude
Jumper
Runner
Strongman
Swimmer

Scholar

Artificer
Doctor
Mapmaker
Pilot
Researcher
Theologian
Veterinarian
Writer

Social

Diplomat
Haggler
Interrogator
Leader
Lover
Orator

Stealth

Ambusher
Burglar
Con Man
Escape Artist
Gambler
Lip Reader
Pickpocket
Skulker
Torturer

The Arts

Actor
Dancer
Hypnotist
Magician
Musician
Sculptor
Singer

Wilderness

Fisherman
Forager
Hunter
Rider
Roper
Scout
Tracker

Campaign

Mental Powers

Illusionist
Mentalist
Mind Reader
Object History
Scrying
Seeker

Challenges to Skills general chart

- d4 This is a level of skill from pure instruction. A persistent amateur could figure out how to do this task.
- d6 At this level the person is able to handle most situations calling for the use of this skill.
- d8 This level calls for a knowledgeable hand for a difficult task using this skill.
- d10 Even with extensive knowledge and skill the outcome of this challenge is in doubt.
- d12 Near impossible for the trained. Often a Master of the skill is thwarted by this difficult a challenge.
- d20 Impossible for all practical intents and purposes. There is only the slimmest chance of success and failure has serious consequences.

Renown

Points

10
20
40
80
160
320
1000

Renown

Neighborhood Tavern
Section of City
Home City
Home Land
Continent
Across the World
Legend

Influence

Owner of Tavern
Local Guards
Nobility
Local King
Foreign Kings
Any Ruler
Multi-Moon

LOVE & ROMANCE, SEX & BABIES

Love

Difference in Social Stratum

Modifier	Social Status Difference
+15	0
+10	1
+5	2
0	3
-5	4
-10	5
-15	6

Personal Beauty

Modifier	Description
-15	Repulsive
-10	Ugly
-5	Unpleasant
0	Plain
0	Average
0	Pleasant
+5	Attractive
+10	Good Looking
+20	Stunning
+30	Godlike

Years Difference in Age

Modifier	Age Difference
+10	5
+5	10
0	15
-5	20
-10	25
-15	30+

Skills Matching: +1 for each matching skill

Romance

Age	Points to Conquer	Points to Loathing	Personal Celibacy
Teenager	10	-5	d4 A token of affection
Twenties	20	-10	d6 Long hours spent together
Thirties	30	-15	d8 Rescue a woman from Danger
Forties & Beyond	40	-20	d10 Defend a woman's honor or reputation
			d12 Saving a woman from death or defilement
			d20 Potentially sacrificing one's life for the woman.

Add the Social Stratum number of the Desiree to the Points to Conquer

Sex

Babies

Add modifiers and roll less than the calculated number on a d100

Modifier Circumstance

+5 per diff.	Desiree is of a lower Social Class
-5 per diff.	Desiree is of a higher Social Class
+10	Desiree is on drugs or drunk
+5	Desiree is Younger
-5	Desiree is Older
-15	Desiree is Female
+10	Desiree is Male

Modifier Circumstance

+20	Woman is in teenaged years
+15	Woman is in 20's
+5	Desiree is suffering from Mental Shock
+0	Woman is in 40's
+10	Man is in teenaged years
+9	Man is in 20's
+8	Man is in 30's
+7	Man is in 40's
+6	Man is in 50's
+5	Man is in 60's
+4	Man is in 70's +
+5	Healthy
+5	Well Fed
+10	In a Marriage or Mated Pair
-5	Physical or Mental Stress
-10	Wounded
-5	Sick
-20	Running Fever
-10	Rape

Combat Encounter Ranges

Initial Range	Area Description	Base Size	Wounds	Stun	Death
1d4 yards	Building Interiors & Jungle	1	5	3	-2
		2	10	5	-4
4+1d10 yards	City Streets & Caverns	3	15	8	-6
		4	20	10	-8
3d12 yards	Forests, Hills & Swamps	5	25	13	-10
		6	30	15	-12
10+4d100 yards	Mountains, Plains & Rivers	7	35	18	-14
		8	40	20	-16
1d4 miles	Desert, Glaciers/Ice Fields, Near Shore, Sea, Semi Arid & Steppes	9	45	23	-18
		10	50	25	-20
		11	55	28	-22
1d20 miles	Aerial	12	60	30	-24

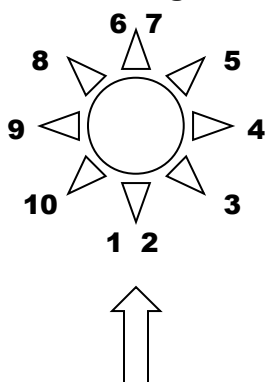
Combat Challenge Die Ranges

(All ranges are in Yards)

	Archer	Atlatl	Axeman	Blade	Gunner
d4	1—50	3—20	1—3	1—3	10—500
d6	50—100	20—40	3—6	3—6	500—1000
d8	100—150	40—60	6—9	6—9	1000—1500
d10	150—200	60—80	9—12	9—12	1500—2000
d12	200—250	80—100	12—15	12—15	2000—2500
d20	250—500	100—200	15—30	15—30	2500—5000

	Marksman	Pistolero	Pitcher	Spearman
d4	1—100	1—5	1—5	1—10
d6	100—200	5—10	1—10	10—20
d8	200—300	10—15	10—15	20—30
d10	300—400	15—20	15—20	30—40
d12	400—500	20—25	20—25	40—50
d20	500—1000	25—50	25—50	50—100

Scatter Diagram



Direction of Fire

Darkness

Kerogo	heavily overcast day
Twilight:	-1 die level
Kerogo Night:	-1 die level
True Night:	-2 die levels

Weapon Lengths:

Length	Description
3	Spear or Polearm Weapons
2	Sword or Axe
1	Knife or Hatchet

Combat Step by Step

- Determine Range of Encounter
- Determine if Surprise is possible
- Use ranged weapons (if range permits)
 - Area Saturation Fire
 - Individual Targets
- Close distance to use hand to hand weapons.
- Fight until all die levels are lost
- Attempt retreat
- Death or defeat of opponents
- Pursuit of opponents or retreat
- Treat Wounds
- Burn or bury Dead

Wounding:

Skill Die	Full	-1	-2	-3	-4
d12	Master	--	--	--	--
d10	Excellent	Master	--	--	--
d8	Competent	Excellent	Master	--	--
d6	Adequate	Competent	Excellent	Master	--
d4	Pathetic	Adequate	Competent	Excellent	Master

Healing

Conditions	Points per Day
Rest & Medical Care	2
Rest without Medical Care	1
Wilderness Conditions	½
Forced March or Physical Stress	0

Destroying an Object

Points	Description
1	Cloth, Flesh
3	Bone, Shell, Wood
5	Stone
10	Metal
25	Archon Material

Detecting Poisons

Doctor, Stealth or Wilderness Skills

Die Type	Poison Description
d4	Injected by Fangs, Pungent Gas
d6	Ingested and/or Quick Acting
d8	Odorless Gas, Saliva in Bite
d10	Delayed (1-20 hours)
d12	Slow (2-20 days to affect victim)
d20	Long Term Cumulative

Searching

Die Type	Description
d4	Open or in Plain Sight
d6	Partially Overgrown or Concealed
d8	Camouflaged
d10	Overgrown or Concealed
d12	Buried or Hidden

Environmental Hazards

Acid/Alkaline: 1d4 per round

Avalanche:

Rock: 1d100

Snow: 1d20 + Suffocation damage

Crushing: 1d10 per 100 pounds per 10 feet dropped

Dehydration: 1d10 per day

Disease:

d20	Virulence	Number of Days
1-3	d4	2
4-12	d6	4
12-16	d8	6
17-19	d10	8
20	d12	10

Note: roll once for each column

The symptoms can include 2 – 3 of the items below.

1. Chills
2. Fever
3. Skin Rash
4. Diarrhea
5. Nausea
6. Delirium
7. Severe Headaches
8. Skin Color Changes
9. Hair Loss
10. Vomiting

Drowning: 10 rounds + Highest Physical die

Earthquake: 1d6

Explosion: 1d100

Falling: 1d10 per 10 feet fallen

Fire & Heat Damage:

- d4 A torch or boiling water.
- d6 A campfire of wood.
- d8 The fire of a forge.
- d10 A burning building
- d12 Thermal Spring Immersion, Geyser
- d20 A forest fire
- d100 Volcanic Fire/Lava

Freezing: d20 per hour exposed

Impact: Apply 1d8 damage per 10 pounds.

Lightening: 1d100

Radiation Storm: 1d4 per hour exposed

Smoke: 1d4 per round

Starvation: One wound level per month

Suffocation: 10 rounds + Highest Physical die

Sun Stroke: 1d8 per hour

Tornado:

1d10 Result

1	No Harm
2	1d10 damage
3	Carried 1d10 miles distance from point of contact. Use thrown scatter diagram to decide direction.
4	Carried 1d100 miles distance from point of contact. Use thrown scatter diagram to decide direction.
5	2d10 damage
6-10	Destroyed

Traps:

Deadfalls (2d20)

Impaling (1d20)

Pits (1d10 per 10 feet)

Snares (1 on a d8 apply suffocation damage)

Volcanic Eruption: *See Fire & Heat Damage*

Winds/Storms: 1d6 per hour

Travel Times

This general table assumes ten hours of travel and ten hours of rest and necessities.

Ecology	Miles per Day (Walking, Cart or Wagon)	Weather Condition	Effect on Travel
Cavern	2+1d6	Clear	No Effect
Desert	6+1d20	Fog	½ of distance
Forest	3+1d8	High Winds	¾ of distance
Hills	2+1d8	Mist	¾ of distance
Jungle	1d8	Light Rain	No Effect
Lakes, Rivers	10+1d20	Rain Storm	½ of distance
Mountains	1d4	Heavy Storms	1/10 th of distance
Near Shore	2+1d10	Snow	¼ of distance
Plains	5+1d10	Ice	1/20 th of distance
Road	10+1d12		
Sea	2d100		
Semi-Arid	4+1d12		
Swamp	1+1d6		
Trail	5+1d8		
Tundra	2+1d4		
Woodlands	4+1d12		
Aeroship	3d100		
Seaship	2d100		
Shivet	(number above) x 3		
Dactyl	3d100		
Loper	(number above) x 1.5		
Archon Skyships	See Artifacts Section		

Predicting Weather

Die type	Terrain Description
d4	Artic, Desert, Jungle
d6	Plains, Semi Arid, Tundra
d8	Sea, Woodlands
d10	Forest, Swamp
d12	Volcanic
d20	Mountains, Near Shore

Weight Carried

Load Type	Weight x Base Size	Time Carried
Normal	10	all day
Double	20	5 hours
Triple	30	hour.
Quadruple	40	ten minutes.

Animal Aggression

Roll	Result	Modifiers		Attack Type	
6	Stands Ground	Wounded	+1	Ambush	Simultaneous
6-	Runs Away	Alone	+1	Charge	1 round
6+	Attacks	Group	-1	Chase	1d4 rounds
		Unconscious	+1	Swarm	1d6 rounds
		Size Difference	+/- base size diff.	Trap	-1 round
		Vehicle	-2		

Animal Speeds

Die Roll	Running	Swimming	Flying	Burrowing
1	5	2	10	1
2	10	5	20	2
3	15	7	30	3
4	20	10	40	4
5	25	12	50	5
6	30	15	60	6
7	35	17	70	7
8	40	20	80	8
9	45	22	90	9
10	50	25	100	10
11	55	27	110	11
12	60	30	120	12
13	65	32	130	13
14	70	35	140	14

Note: Normal walking speed is the animal's base size in miles-per-hour.

Societies

Danger to Outsiders

10-20	A friendly and open society reminiscent of Ancient Polynesia that welcomes outsiders.
21-30	Most social gaffs will be treated with laughter.
31-40	A teacher will be attached to the characters to teach them the proper way to do things.
41-50	Major social gaffs will cause the characters to be avoided
51-60	A few minor social gaffs are acceptable but major ones will get the characters ostracized or expelled.
61-70	Any social gaffs will get the characters banished.
71-80	A false move will get the characters imprisoned.
81-90	A false move will get the characters executed.
91-100	Identities as outsiders are better hidden if the character wants to see the next day.

Social Stratum

Social Stratum	Description	Social Stratum	Description
0	Outlaws, Bandits, Orders of Evil	5	Merchants, Ship Owners
1	Slaves, Savages	6	Minor Nobility, Diplomats
2	Unskilled Laborers, Villagers	7	Extended Ruling Family
3	Foragers, Hunters, Fishermen	8	Temple Priestesses, Heads of Orders
4	Craftsmen, Soldiers, Sailors		

NPC's

Belligerence

CAT Score

% die	die type	Description	Examples	1d10	Courage	Ability	Trustworthiness
01-24	d4	Coward	Women & Children	1	Coward	nil	Traitor
24-50	d6	Pacifist	Elders, Merchants	2	Nervous	d4	Betrayer
51-75	d8	Average	Craftsmen	3	Nervous	d4	Indifferent
76-85	d10	Irritable	Thugs	4	Calculating	d6	Indifferent
86-95	d12	Hostile	Guards	5	Average	d6	Fickle
96-99	d20	Attacker	Enemy Soldiers	6	Average	d6	Neutral
00	d100	Insane	Beast Cultists	7	Bold	d8	Loyal
				8	Brave	d8	Steadfast
				9	Fearless	d10	Doglike
				10	Reckless	d12	Fanatic

6+ on a die roll indicates an attack, betrayal or lie.

Wilderness Encounter Tables

Aerial

Travel Distance As per Vehicle Encounter Frequency 20 hours Encounter Range 1d20 miles

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-35	1d10	Phenomena	Cigna	Puffer Wood	Cross Winds
2	Fog	36-40	1d4	Phenomena	Dactyl		Downdraft
3	High Winds	41-70	1d100	Phenomena	Ruwaa		Hail
4	Mist	71-75	1d12	Phenomena	Rith		Icing
5	Light Rain	76-80	1d4	Plant			Lightening
6	Rain Storm	81-90	1d6	Plant			Thunderhead
7	Heavy Storm	91-95	1d6	Animal			Tornado
8	Snow	96-97	1d4	Animal			Windshear
9	Ice	98-00	1d12				
10							
11							
12							

Artic

Travel Distance 1d10 Encounter Frequency 10 hours Encounter Range 1d4 miles

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-50	1d100	Phenomena	Cave Bear		Animal Trap
2	Fog	--	--	Phenomena	Cave Lion		Cold Snap
3	High Winds	51-75	1d100	Phenomena	Mammoth		Crevasse
4	Mist	--	--	Phenomena	Wooly Rhinoceros		Native(s)
5	Light Rain	--	--	Plant			Northern Lights
6	Rain Storm	--	--	Plant			Open Water
7	Heavy Storm	--	--	Animal			River
8	Snow	76-95	1d100	Animal			Snow Bridge
9	Ice	96-00	1d20	Animal			Weak Ice
10				Animal			White Out
11							
12							

Cavern

Travel Distance 2 + 1d6 Encounter Frequency 10 hours Encounter Range 4 + 1d10 yards

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-95	1d100	Phenomena	Cave Bear	Suku	Bridge
2	Fog	--	--	Phenomena	Cave Lion	Phosphor	
3	High Winds	--	--	Phenomena	Nuel	Cactus Patch	Cave in
4	Mist	96-00	1d4	Phenomena	Tagnar		Cathedral
5	Light Rain	--	--	Plant			Crevasse
6	Rain Storm	--	--	Plant			Minerals
7	Heavy Storm	--	--	Animal			Phosphorescence
8	Snow	--	--	Animal			Pool
9	Ice	--	--	Animal			River
10				Animal			Wall
11							
12							

Desert

Travel Distance 6 + 1d20

Encounter Frequency 20 hours

Encounter Range 1d4 miles

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-90	1d100	Phenomena	Carpfal	Cactus	Bad Water
2	Fog	--	--	Phenomena	Letis		Cactus Patch
3	High Winds	91-99	1d20	Phenomena	Tergat		Circling Flyers
4	Mist	--	--	Phenomena	Zoota		Drum Sands
5	Light Rain	--	--	Plant			Dust Bowl
6	Rain Storm	00	1d100	Plant			Mirage
7	Heavy Storm	--	--	Animal		Poisonous Plant/Animal	
8	Snow	--	--	Animal			Sand Collapse
9	Ice	--	--				Sand Storm
10							Waterhole
11							
12							

Forest

Travel Distance 3 + 1d8

Encounter Frequency 4 hours

Encounter Range 3+1d8 yards

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-50	1d20	Phenomena	Cave Bear	Aldo	Animal Territory
2	Fog	51-55	1d6	Phenomena	Kraet	Stot	Animal Trap
3	High Winds	56	1d12	Phenomena	Nuel		Fog
4	Mist	57-60	1d6	Phenomena	Phycops		Gully
5	Light Rain	61-70	1d10	Plant	Rith		Native(s)
6	Rain Storm	71-95	1d20	Plant	Scorpee		Path
7	Heavy Storm	96-00	1d12	Animal	Shiv		River
8	Snow	--	--	Animal	Shivet		Ruins
9	Ice	--	--	Animal	Tagnar		Tree Falling
10				Animal	Teris		Violent Storm
11				Animal	Wild Arrack		
12				Animal			

Jungle

Travel Distance 1d8

Encounter Frequency 4 hours

Encounter Range 1d4 yards

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-10	1d12	Phenomena	Anaconda	Aldo	Disease
2	Fog	11-20	1d6	Phenomena	Jarl	Stot	Flood
3	High Winds	21	1d4	Phenomena	Rith		Gully
4	Mist	22-30	1d10	Phenomena	Shiv		Insect Swarm
5	Light Rain	31-50	1d12	Plant	Wild Arrack		Native(s)
6	Rain Storm	51-80	1d20	Plant			Path
7	Heavy Storm	81-00	1d8	Animal			River
8	Snow	--	--	Animal			Ruins
9	Ice	--	--	Animal			Tree Falling
10				Animal			Violent Storm
11				Animal			
12				Animal			

Mountains

Travel Distance 1d4 Encounter Frequency 20 hours Encounter Range 10 + 4d100 yards

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-25	1d10	Phenomena	Cave Bear	Nua	Abandoned Mine
2	Fog	26-30	1d4	Phenomena	Cave Lion		Avalanche
3	High Winds	31-50	1d100	Phenomena	Cigna		Cold Snap
4	Mist	51-55	1d4	Phenomena	Dactyl		Crevasse
5	Light Rain	56-60	1d10	Plant	Golph		High Winds
6	Rain Storm	61-70	1d10	Plant	Loper		Ice
7	Heavy Storm	71-80	1d20	Animal	Mammoth		Overhang
8	Snow	81-90	1d6	Animal	Merlo		Path
9	Ice	91-00	1d20		Renlar		Rock Slide
10							Violent Storm
11							
12							

Near Shore

Travel Distance 2 + 1d10 Encounter Frequency 4 hours Encounter Range 1d4 miles

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	10-25	1d8	Phenomena	Chaturro		Animal Trap
2	Fog	26-35	1d6	Phenomena	Dirka		Breeding Ground
3	High Winds	36-40	1d20	Phenomena	Ruwaa		Fog
4	Mist	41-50	1d20	Phenomena	Toshee		Poisonous Animal/Plant
5	Light Rain	51-75	1d12	Plant			Red Tide
6	Rain Storm	76-90	1d6	Plant			Reef
7	Heavy Storm	91-00	1d20	Animal			Rip Tide
8	Snow	--	--	Animal			Tidal Bore
9	Ice	--	--	Animal			Violent Storm
10				Animal			Wreck
11				Animal			
12				Animal			

Plains

Travel Distance 5 + 1d10 Encounter Frequency 10 hours Encounter Range 10 + 4d100 yards

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-75	1d100	Phenomena	Carn. Kangaroo	Nua	Abandoned Camp
2	Fog	76	1d4	Phenomena	Cave Lion		Animal Territory
3	High Winds	77-85	1d20	Phenomena	Cigna		Animal Town
4	Mist	86	1d6	Phenomena	Dire Wolf		Gully
5	Light Rain	87-88	1d6	Plant	Ground Sloth		Herd
6	Rain Storm	89-93	1d10	Plant	Loper		Prairie Fire
7	Heavy Storm	94-95	1d4	Animal	Phycops		River
8	Snow	96-99	1d20	Animal	Plog		Stampede
9	Ice	00	1d20	Animal	Renlar		Tornado
10				Animal	Sabertooth Lion		Violent Storm
11					Tergat		
12					Wooly Rhinoceros		

Rivers & Lakes

Travel Distance 10 + 1d20

Encounter Frequency 4 hours

Encounter Range 10 + 4d100 yards

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	--	--	Phenomena	Balint		
2	Fog	--	--	Phenomena	Chaturo		
3	High Winds	--	--	Phenomena	Dirka		
4	Mist	--	--	Phenomena	Toshee		
5	Light Rain	--	--	Plant			
6	Rain Storm	--	--	Plant			
7	Heavy Storm	--	--	Animal			
8	Snow	--	--	Animal			
9	Ice	--	--	Animal			
10				Animal			
11				Animal			
12				Animal			

Note for weather use the surrounding ecology or is the body of water is large use near shore or sea.

Sea

Travel Distance 2d100

Encounter Frequency 20 hours

Encounter Range 1d4 miles

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-40	1d100	Phenomena	Dirka		Animal Breeding Area
2	Fog	41-45	1d20	Phenomena	Hifecean		Calm
3	High Winds	46-65	1d20	Phenomena	Hork		Dense Fog
4	Mist	66	1d4	Phenomena	Nareal		Floating Wreck
5	Light Rain	67-70	1d6	Plant			Hurricane
6	Rain Storm	71-85	1d10	Plant			Sargasso
7	Heavy Storm	86-99	1d12	Animal			Storm
8	Snow	--	--	Animal			Upwelling
9	Ice	00	1d4				Vessel
10							Water Spout
11							
12							

Swamp

Travel Distance 1 + 1d6

Encounter Frequency 4 hours

Encounter Range 3d12 yards

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	10-30	1d10	Phenomena	Balint	Stot	Bog
2	Fog	31-60	1d100	Phenomena	Chaturo		Disease
3	High Winds	--	--	Phenomena	Fobarg		Fast Current
4	Mist	61-75	1d20	Phenomena	Gorka		Insect Swarm
5	Light Rain	76-80	1d12	Plant	Shivet		Marsh Gas
6	Rain Storm	81-95	1d20	Plant			Muddy Ground
7	Heavy Storm	96-00	1d6	Animal			Native(s)
8	Snow	--	--	Animal			Quicksand
9	Ice	--	--	Animal			Rising Water
10				Animal			Violent Storm
11				Animal			
12				Animal			

Semi Arid

Travel Distance 1 + 1d6

Encounter Frequency 10 hours

Encounter Range 3d12 yards

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	10-90	1d100	Phenomena		Nua	Bad Water
2	Fog	--	--	Phenomena			Fire
3	High Winds	91-95	1d20	Phenomena			Flash Flood
4	Mist	--	--	Phenomena			Gully
5	Light Rain	--	--	Plant			Insect Swarm
6	Rain Storm	--	--	Plant		Poisonous Plant/Animal	
7	Heavy Storm	96-00	1d6	Animal			Salt Flat
8	Snow	--	--	Animal			Tangle Brush
9	Ice	--	--	Animal			Violent Storm
10				Animal			Waterhole
11							
12							

Tundra

Travel Distance 2 + 1d4

Encounter Frequency 10 hours

Encounter Range 1d4 miles

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-35	1d100	Phenomena	Cave Lion		Abandoned Camp
2	Fog	--	--	Phenomena	Mammoth		Animal Territory
3	High Winds	36-55	1d20	Phenomena	Tergat		Bog(s)
4	Mist	--	--	Phenomena	Wooly Rhinoceros		Grave Site(s)
5	Light Rain	--	--	Plant			Herd
6	Rain Storm	--	--	Plant			Native(s)
7	Heavy Storm	--	--	Animal			Northern Lights
8	Snow	56-85	1d100	Animal			Pingos
9	Ice	86-00	1d12	Animal			River
10				Animal			Snowstorm
11							
12							

Woodlands

Travel Distance 4 + 1d12

Encounter Frequency 4 hours

Encounter Range 3d12

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-40	1d100	Phenomena	C. Kangaroo		Animal Territory
2	Fog	41-45	1d4	Phenomena	Cobra		Animal Trap
3	High Winds	46-55	1d6	Phenomena	Fero		Fire
4	Mist	56-65	1d12	Phenomena	Ground Sloth		Fog
5	Light Rain	66-80	1d20	Plant	Phycops		Heavy Brush
6	Rain Storm	81-95	1d12	Plant	Rith		Native(s)
7	Heavy Storm	96-00	1d6	Animal	Teris		Path
8	Snow	--	--	Animal	Wolf Men		River
9	Ice	--	--	Animal	Wombat, Giant		Ruins
10				Animal			Violent Storm
11				Animal			
12				Animal			

Volcanic

Travel Distance 1d8 Encounter Frequency 20 hours Encounter Range 1d100 yards

Number	Weather	%Chance	Duration	Encounters	Animal	Plant	Phenomena
1	Clear	01-70	1d100	Phenomena			Cave
2	Fog	--	--	Phenomena			Crevasse
3	High Winds	76-98	1d12	Phenomena			Fumaroles
4	Mist	--	--	Phenomena			Hot Ground
5	Light Rain	--	--	Plant			Hot Springs
6	Rain Storm	--	--	Plant			Minerals
7	Heavy Storm	99-00	1d6	Animal			Mud Pits
8	Snow	--	--	Animal			Poison Gasses
9	Ice	--	--				Sulfur Deposits
10	--	--	--	--	--	--	Volcanic Glass
11							
12							

Fog

1d100 Maximum distance seen

01-05	1 yard
06-25	3 yards
26-75	10 yards
76-95	30 yards
96-00	100 yards

Ruins

1d100 Origin of Ruins

01	Archon
02-25	Age of Magicians
26-00	Age of Artificers

Grave

(roll % chance across row)

Age of:	d100	Artifacts	Grave Goods	Value	d100
Modern	01-50	01-05	01-25	d10	01-05
Artificers		51-75	01-10	01-50	d20
Wandering		76-85	01-25	01-15	d8
1000 yr War		86-95	01-05	01-20	d20
War	96	--	01-25	d4	60-79
Magicians		97-99	01-75	01-00	d100
Exodus	00	01-50	01-10	d10	95-00

Minerals

(roll once for each column)

Value	Weight	Extraction	
0.5	0.1	loose	
06-15	1	0.5	d4
16-35	10	1	d6
36-59	25	2	d8
50	5	d10	
80-94	75	10	d12
100	25	d20	

Societies

Danger to Outsiders

Carathoreka	58	Chon	100	Halosareka	67
Loludochereka	66	Muratareka	95	Oa	39
Polosareka	45	Remodareka	54	Sekareka	27
Ut	63				

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Quick Tables for City Encounters

Ghetto	Warehouse/Docks	Market	Craftsman District
1 Thugs	1 Sea Eagle	1 Beggar	1 Azure Amazons
2 Prostitute	2 Dray Beast & Wagon	2 Pickpocket	2 The Circle
3 Beggar	3 Foreigners	3 Gatherer	3 Noble Lady & Guards
4 Street Urchin	4 Water Seller	4 Food Seller	4 Merchant & Guards
5 Huckster	5 Caravan	5 Water Seller	5 Workers
6 Playing Children	6 Messenger	6 Servant	6 Playing Children
7 Madman	7 Loose Riding Animals	7 Sailors	7 City Guards
8 Council of Er	8 Pathfinder	8 Soldiers	8 Priestess
9 Local Gang	9 Merchant & Guards	9 Smuggler	9 Funeral Procession
10 Beast Cultists	10 City Guards	10 Street Urchin	10 Living Metal Cultists

Merchants	Nobility	Temple
1 City Guards	1 Noble & Retinue	1 Temple Guards
2 Merchant & Guards	2 Public Beheading	2 Priestess
3 Foreigners	3 Work Gang	3 Temple Procession
4 Playing Children	4 Soldiers	4 Workers
5 Loose Riding Animals	5 Messenger	5 Marriage
6 Messenger	6 Servant	6 Funeral
7 Servant	7 Noble Lady & Guards	7 Shadow Master
8 Marriage	8 Consort of the Viper	8 Messenger
9 Revelers	9 Assassin	9 Servant
10 Disciple of Kerogo	10 Young Bravos	10 Temple of Eos

Social Stratum:

Social Stratum	Description	Social Stratum	Description
0	Outlaws, Bandits, Orders of Evil	5	Merchants, Ship Owners
1	Slaves, Savages	6	Minor Nobility, Diplomats
2	Unskilled Laborers, Villagers	7	Extended Ruling Family
3	Foragers, Hunters, Fishermen	8	Temple Priestesses, Heads of Orders
4	Craftsmen, Soldiers, Sailors		

Orders of Good

Azure Amazons:

+ 20 for Mental Powers rolls.

Novice: d6 Swordsman, Mental d4

Veteran: d8 Swordsman, d6 Archer, Mental d6

Master: d10 Swordsman, d8 Archer, Mental d8

Starting Items for Group Members:

Weapon (s), Ceremonial Garb, Weather Cloak

The Circle:

Novice: d8 Weapon Skill, d4 Rider

Veteran: d10 Weapon Skill, d6 Rider

Master: d12 Weapon Skill, d8 Rider

Starting Items for Group Members:

Weapon, Riding Animal, Rations

Disciples of Kerogo

Novice: d6 Artificer, d4 Writer

Veteran: d8 Artificer, d6 Writer

Master: d10 Artificer, d8 Writer

Starting Items for Group Members:

1 Artifact, 1d4 Books

Pathfinders:

Novice: d6 Spearman or Archer

Veteran: d8 Spearman or Archer, d6 Tracker

Master: d8 Spearman or Archer, d8 Tracker

Starting Items for Group Members:

Bow & Arrows, Spear, Field Gear

Sea Eagles

Novice: d4 Pilot, d6 Swordsman

Veteran: d4 Navigator, d6 Pilot, d8 Swordsman

Master: d8 Navigator, d8 Pilot, d8 Swordsman, d6 Leader

Starting Items for Group Members:

Weapon, Maps, Map Maker Tools

Temple of Eos:

Novice: 2 Mental at d4

Veteran: 3 Mental at d6

Master: 3 Mental at d6, 1 Mental at d10

Starting Items for Group Members:

Scrying Tokens—if applicable.

Cults of Evil

Assassin's Brotherhood:

Novice: d6 Skulker, d6 Swordsman, d4 Ambusher

Veteran: d8 Skulker, d8 Swordsman, d6 Ambusher

Master: d10 Skulker, d8 Swordsman, d10 Ambusher

Starting Items for Group Member: Sword, Night Black

Makeup, Rope and Poison 1d6/6

Beast Spirits:

Starting Items for Group Members: None

Consorts of the Viper:

Novice: d8 Dancer, d6 Lover, d4 Singer

Veteran: d10 Dancer, d8 Lover, d6 Singer

Master: d8 Hypnotist, d10 Lover, d8 Orator, d8 Singer

Starting Items for Group Members:

Personal Attendant, Royal Clothing and Face Paints

Council of Er:

Novice: d6 Artificer, d4 Researcher d4 Writer

Veteran: d8 Artificer, d6 Researcher d6 Writer

Master: d10 Artificer, d8 Researcher d8 Writer

Starting Items for Group Members: 1d4 Artifacts

Cult of Living Metal:

Novice: d6 Artificer, d4 Doctor, d8 Writer

Veteran: d8 Artificer, d6 Doctor, d8 Writer

Master: d12 Artificer, d10 Doctor, d8 Writer

Starting Items for Group Members: 1d4 Artifacts, Travel clothing.

Artifacts that can be used in a cultist include:

d20	Artifact Name
1	Battery
2	Binoculars
3	C-thru
4	Communication Glass
5	Cutter
6	Dazzler
7	Distress Beacon
8	Ear, Long Distance
9	Flame Arrestor
10	Floater Pack
11	Gravity Control
12	Invisibility Field (1 wound point per minute)
13	Living Harness
14	Night Eyes
15	Omni Map
16	Overloader
17	Rapid Recharge
18	Stunner
19	Wireless Power
20	Watch & Recorder

Shadow Masters:

Novice: d6 Diplomat, d4 Hypnotist, d8 Orator

Veteran: d8 Diplomat, d6 Hypnotist, d8 Orator

Master: d10 Diplomat, d6 Hypnotist, d10 Orator

Starting Items for Group Members: Communication Glass, Noble Clothing

Living Metal

Sensors

d4	Touch
d6	Radar
d8	Sight
d10	Enhanced Sight with Thermal Imaging
d12	Hearing, Enhanced sight with Thermal Imaging
d20	Networked

Archon Skyships

Random Skyship Encounter

Skyship Size	Percentage Chance
1 man	01-50
5 man	51-75
10 man	76-85
25 man	86-95
50 man	96-99
100 man	00

Altitude by Skyship Type

Skyship Size	Maximum Altitude
1 man	3 miles
5 man	3 miles
10 man	3 miles
25 man	4 miles
50 man	4 miles
100 man	5 miles

Speed

Cruise Speed	d4	Challenge Die		d10	d12
		d6	d8		
100	120	140	160	180	200
120	144	168	192	216	240
140	168	196	224	252	280
160	192	224	256	288	320
180	216	252	288	324	360
200	240	280	320	360	400

Load versus Speed: Overloaded sky ships are degraded in performance.

Double Load = ½ speed and altitude

Triple Load = 1/10 speed and altitude

Quadruple Load = unable to move or lift

Combat

Use Pilot of the Target versus Gunner skill of the Aggressor to determine damage taken by the target.

Range of Guns in Miles

Letter	A	B	C	D	E
Miles	1	2	3	4	5

Symbols:

C	single gun
BB	double gun
A/A	2 guns on one facing

ADVENTURE ONE:

SECRET OF THE ARTIFICER'S TOWER

Background: A group of fleeing Heneka warriors, from a defeated army, has found a tower from the Age of Miracles. A Researcher and his daughter are living in the tower and are held captives by the renegade warriors. The two are prisoners and unable to escape. An uneasy truce keeps the warriors from killing the researcher and raping his daughter.

The renegade warriors have taken to a life of raiders and are preying on the villages using the Researcher's Archon skyship. They raid for supplies and women and keep the villages in fear of their return.

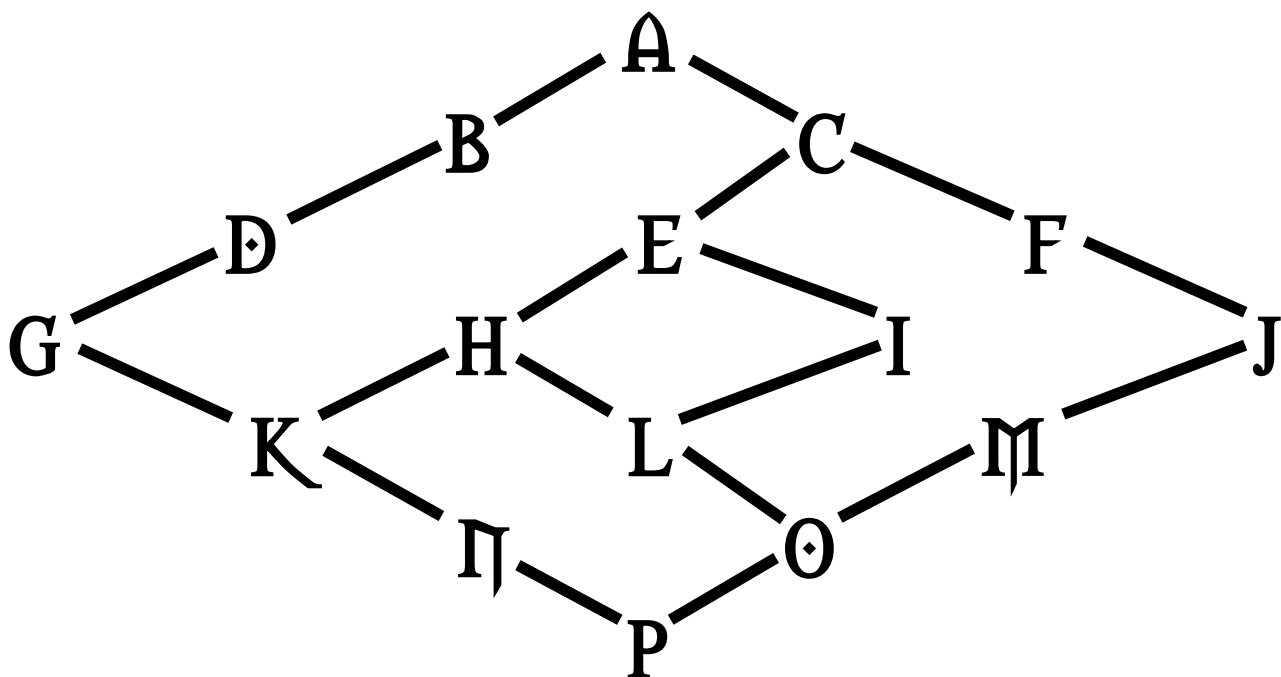
Major Goal: Destroy the Bandits

Minor Goals:

Rescue Artificer and Daughter

Return Sister to Tribe/Avenge Father

ADVENTURE CONTROL



A: The player characters return to their home village from the a victorious army. They are going to the village's Festival of the Three Moons. As they travel up river they witness an attack on the village by armed men in an archon skyship. As they arrive to help the bandits take off with 2 village girls as captives. One of the characters will recognize his sister as one of the kidnapped woman. To further compound his grief, he finds that his father tried to defend his daughter and was hacked to death by Heneka axes.

The player characters recognize a lost weapon as one used by the army they helped to defeat. The villagers tell the characters that the skyship always comes from and leaves to the southwest of the village. Later, a lone hunter says he saw it going to the north.

It is their duty to their tribe to destroy the bandits and get the women back. A choice not to will get them banished.

If the characters choose to go southwest to to **B**
If the characters choose to go north go to **C**

B: During the trailing through the jungle the player characters are attacked by a jarl, an ambush type of predator. It will choose the weakest of the player characters to attack or the one separated farthest from the group. The reactions will be simultaneous.

Jarl

Ecology	Jungle
Cycle	Twilight, Kergo Night, True Night
Diet	Carnivore
Aggression	d10
No. Appearing	1
Size	3 (15 wound points)
Speed	4
Attack Type	Ambush: Drop from Above

This is one of the medium predators of the King Trees. It is an ambush hunter and usually targets prey smaller than itself. It is fully capable of gliding and some short flight to reach another tree branch.

Continue to **D**

C: The next day, the PC's are going through the jungle when they spot a solitary woman bathing in a creek. As they are distracted the Warriors (45) **Spearmen d6** of a strange village surround them. Any false move by the PC's will get them attacked.

The villagers think the PC's are the bandits who have been raiding them and want to kill them immediately. The PC's will have to try to talk themselves out of the situation.

Leader or Orator @ d8

If Successful, go to Incident **F**

If Failure, go to Incident **E**

A draw means the villagers will return the group to the village, under guard but not imprison them.

D: During a thunderstorm, the player characters will take refuge in some ancient ruins. In the shelter they find they will discover the skeletal remains of one of the bandits. By the metal remaining (gold) and weapons (rusted) they will know the skeleton is one of the defeated army that fled. If they search the remains, the PC's will find an ancient type of key in the rotted remains of a pouch. This key opens the bottom door of the Artificer's tower.

Go to **G**

E: If the PC's fail to convince the natives or they try to fight they will be captured, stripped of weapons, brought back to the village and imprisoned in a cave with a wooden grate on the front and two guards. The natives are awaiting the coming of true night to kill the PC's and have their souls lost into the darkness of true night.

There is a hole towards the back of the cave that has a slight breeze with fresh air coming through it. There is also discarded junk upon the floor including a mortar stone that can be used to enlarge the hole.

If the players find these items and put them to use go to **I**
If they don't go to **H**

F: The PC's are welcomed into the village as allies against the bandits. A celebration is held in their honor and welcomes them as new members of the tribe. During the celebration a local beverage (popo) is served and will cause 1d10 worth of wounds to the characters from its effects. They will recover the next afternoon.

The villagers will tell the characters of the Magician and his daughter in the "Hut of the Sky." They will relate how the bandits came and the two were not seen again, but the bandits were using their skyship.

A group of 50 warriors will accompany the PC's to the tower.

Go to **J**

G: As the thunderstorm continues the players will notice that water is draining down a hole in the stones of the ruined floor. Glancing down after the storm they will notice an artifact lying between the rocks of the cave. To go down and retrieve the artifact (a pistol) will be Climber @ d6 to avoid a fall and twisting one's leg (¼ movement rate.)

They will be seen by the bandits in their skyship when the thunderstorm ceases.

Go to **K**

H: If the PC's are unable to find the hole or are caught enlarging it, the skyship will attack during the next Kergo Night. The guards will be killed and the grating smashed open. The PC's will have a day's head start before the natives will track them with vengeance in their minds.

Go to **L**

I: After a few hours the PC's will discover a head-sized hole in the back of the cave. A search will reveal a stone that is much harder (mortar stone) that can be used to enlarge the hole to where humans can slip through. This will take 1d6 hours.

The hole will lead to another cavern with a small stream flowing through it. A slight current will tell the PC's where to go.

Go to **L**

J: A native girl will try to seduce the best looking of the Vigoka male characters. She is Social Stratum 1.

Modifier	Circumstance
+5 per diff.	Desiree is of a lower Social Class
-5 per diff.	Desiree is of a higher Social Class
+10	Desiree is on drugs or drunk
+5	Desiree is suffering from Mental Shock
+5	Desiree is Younger
-5	Desiree is Older
-15	Desiree is Female
+10	Desiree is Male

If the character is successfully seduced he will have picked up a wife unknowingly. Olura is a fine woman and will make any man a good wife although she is very naïve about the world outside of the village. The reason she has not been able to get a husband so far is because of her father who is an overbearing ass. She will want to get as far away from him as possible.

The Warlord can use the father as recurring NPC and a problem every time he shows up.

Go to **M**

K: Taking over skyship

Go to **N**

L: The Players have a slight start and are chased to the Artificer's Tower by the natives. The natives are spearmen d6 and there should be skirmishes the entire way.

Go to **O**

M: After a day's journey, the PC's see the Magician's tower in the distance. When they reach it, they observe the forest's have been cleared back to a distance of 50 yards. A pair of sentries patrols a balcony skirting the second floor. A short observation will show them to be on a fixed time to walk around it. In the time they are not in sight, a man can make a dash to the base of the tower and into a shadowed area.

Go to **O**

N: Attacked by Dactyl during the midpoint of the journey.

Dactyl (Pterodactyl Dragonfly)

Ecology	Mountains
Cycle	Day
Diet	Omnivore
Aggression	d8
No. Appearing	2
Size	7 (35 wound points)
Speed	12
Attack Type	Charge & Camouflage

This huge flier is native to the mountain ranges of Zardoon. If it is captured when it is young and armored plating cut away, it can serve as a mount for up to two people.

Go to **P**

O: A Tagnar makes its lair in the shadowed area of the tower and is feeds on garbage the bandits throw down into the area. On occasion an uncooperative woman is thrown to the beast.

Tagnar (Scorpion-Tiger)

Ecology	Caverns, Hills, Forests
Cycle	Twilight, Kergo Night, True Night
Diet	Carnivore
Aggression	d10
No. Appearing	1
Size	7 (35 wound points)
Speed	3
Attack Type	Ambush
Poison	1d6/4

If the PC's dash to the tower's base without trying to observe the area for an hour they will surprise the Tagnar and will give themselves one free round. If they fight the Tagnar the sentries will be attracted to the noise. Luring it away with carrion is the best idea.

Go to **P**

P: A door confronts the PC's and will need **50 points of damage** to open it attracting other bandits in the tower. Women will start wailing if they hear the door being forced as they think it is the Tagnar trying to get them. If the PC's still have the key from the skeleton in Incident C they can enter the tower without having to force the door.

The character's sister and the other village girls will be found here. Their condition is up to the Warlord.

If the players have taken over the skyship and found the tower they may begin at the landing stage and work their way downward to the character's sister.

THE ARTIFICER'S TOWER

This tower was placed during the Age of Magicians to mine out certain ores found in the mountains. The tower is Archon in origin and was originally hollow with Archon perches throughout by any workstation or instruments. The Magicians laid in wood and plastics to make floors and ladders for the different levels. If the natives set the tower on fire, only the materials from the Age of Magicians will be destroyed. The Archon core is impervious to the minor damage a fire can produce.

Note all Henaka Bandits will have Wound Points of 20.

1st Floor: Is where the women, supplies and treasure are kept along with any odds and ends. Food is prepared on this level and brought up to the bandits. Any caterwauling by the women will bring two bandits down from the 2nd floor to investigate.

Swordsmen d6
Spearman d8

2nd Floor: Is where the officer's quarters and barracks of the bandits are located. Within are three sleeping bandits in the barracks and two sleeping officers in the officers' quarters. The lounge is an open area with several games in evidence and some snacks of fruit upon the tables.

The captain of the group of bandits is with the raiders and his quarters are locked. Within will be found keys to every part of the tower including the 3rd floor

Officers:
Swordsmen d4, Leader d8
Swordsmen d8

Bandits:
Axeman d8
Axeman d6
Spearman d6

3rd Floor: This is the floor where the Artificer and his daughter are being held and allowed to carry on their work.

The **Archon Control Panel** is constantly feeding in information of the external conditions surrounding the tower. It will allow the PC's to see the natives coming if they alienated the tribe.

Artificer's Bedroom: The Artificer: Rolago and his Daughter: Alasa, are sleeping in their **locked room** any attempt to break in their door will be met with shots after the perpetrators are warned their captain will gut them like the last man who tried to force his way in.

Artificer: Artificer d10, Pistolero d6
Daughter: Singer d8, Orator d4

The Corner Room is used as an office to display and organize the data the Artificer is getting from the tower's instruments. He is also working upon the question of what the original purpose of the tower was.

The Storage Room is used for the Artificer's original instruments, books and his gold. The gold is hidden and the bandits are unaware of its existence.

4th Floor: This is the hanger for the skyship and has tools for its maintenance and for modification if needed. The door for the hanger automatically opens for the entry and exit of the airship. On the other side of the hanger are the materials to make the bandits' firebombs and a small armory of weapons the bandits have collected.

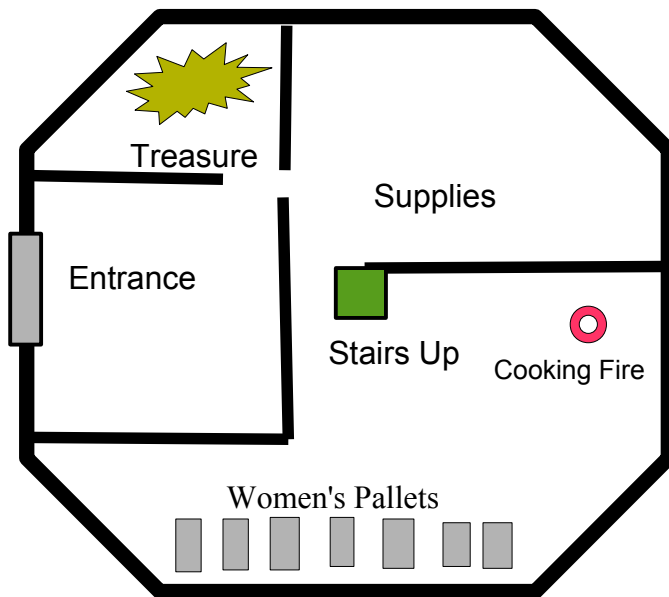
There is also a ladder leading to the roof and the sensor dome up there. It is not possible to enter the dome without keys and the bandits have none.

Bandit Captain: Leader d10, Swordsman d10

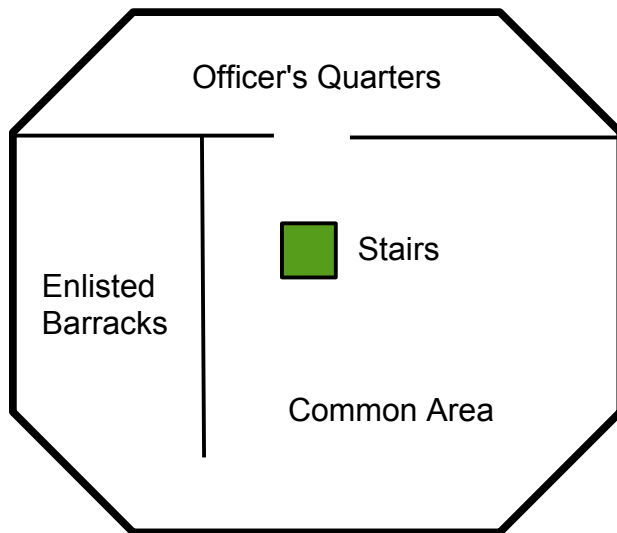
Bandit Lieutenant: Leader d4, Pilot d6, Swordsman d6

Bandits: Spearmen d6, Archers d4, Pitchers d8

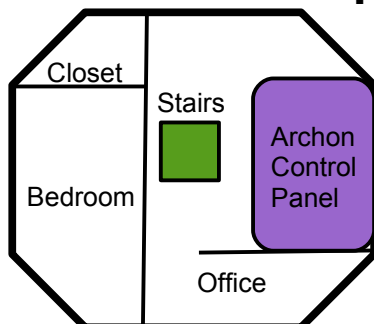
Aftermath: The Artificer and his Daughter will return to Oa after this and will seal the tower against intruders. They will take the skyship with them. They will be inclined to help the PC's in the future by giving advice and council. There is also a chance of romance between one of the PC's and Alasa; this may provide artifacts for use from the Artificer.



First Floor

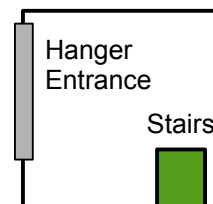


Second Floor



Third Floor

Skyship Hanger



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ADVENTURE CONTROL SHEET

Incident Flow Chart

The Incident Flow Chart is a large rectangular box containing 15 empty oval shapes arranged in a diamond pattern. The pattern consists of one oval at the top, two in the second row, three in the third row, four in the fourth row, three in the fifth row, two in the sixth row, and one at the bottom.

Time

Weather

Outside Events

Background of Adventure:

PLANETS OF PERIL CHARACTER SHEET

Combat Skill		Stealth Skill	
d4 d6 d8 d10 d12	00000 Archer 00000 Atlatl Man 00000 Axe Man 00000 Blade 00000 Gunner 00000 Marksman 00000 Pistolero 00000 Pitcher 00000 Pugilist 00000 Spearman 00000 Swordsman	d4 d6 d8 d10 d12	00000 Ambusher 00000 Burglar 00000 ConMan 00000 Escape Artist 00000 Gambler 00000 Lip Reader 00000 Pickpocket 00000 Skulker 00000 Torturer
Craftsman Skill		The Arts Skill	
d4 d6 d8 d10 d12	00000 Carpenter 00000 Cook 00000 Mechanic 00000 Navigator 00000 Pilot 00000 Prospector 00000 Sailor 00000 Shipbuilder 00000 Teamster	d4 d6 d8 d10 d12	00000 Actor 00000 Dancer 00000 Hypnotist 00000 Magician 00000 Sculptor 00000 Singer
Physical Skill		Wilderness Skill	
d4 d6 d8 d10 d12	00000 Acrobat 00000 Climber 00000 Fortitude 00000 Jumper 00000 Runner 00000 Strongman 00000 Swimmer	d4 d6 d8 d10 d12	00000 Fisherman 00000 Forager 00000 Hunter 00000 Rider 00000 Roper 00000 Scout 00000 Tracker
Scholar Skill		Mental Powers	
d4 d6 d8 d10 d12	00000 Artificer 00000 Doctor 00000 Mapmaker 00000 Researcher 00000 Theologian 00000 Veterinarian 00000 Writer	d4 d6 d8 d10 d12	00000 Animal Domin. 00000 Illusionist 00000 Mentalist 00000 Mind Reader 00000 Object History 00000 Seeker
Social Skill		Campaign Skills	
d4 d6 d8 d10 d12	00000 Diplomat 00000 Haggler 00000 Interrogator 00000 Leader 00000 Lover 00000 Orator	d4 d6 d8 d10 d12	00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____

NAME: _____

PICTURE OF CHARACTER

Hero Points: _____ Used: _____

Renown _____

Race: _____ Sex: _____

Home City/Area: _____

Personal Beauty _____

Social Stratum _____

Base Size: _____

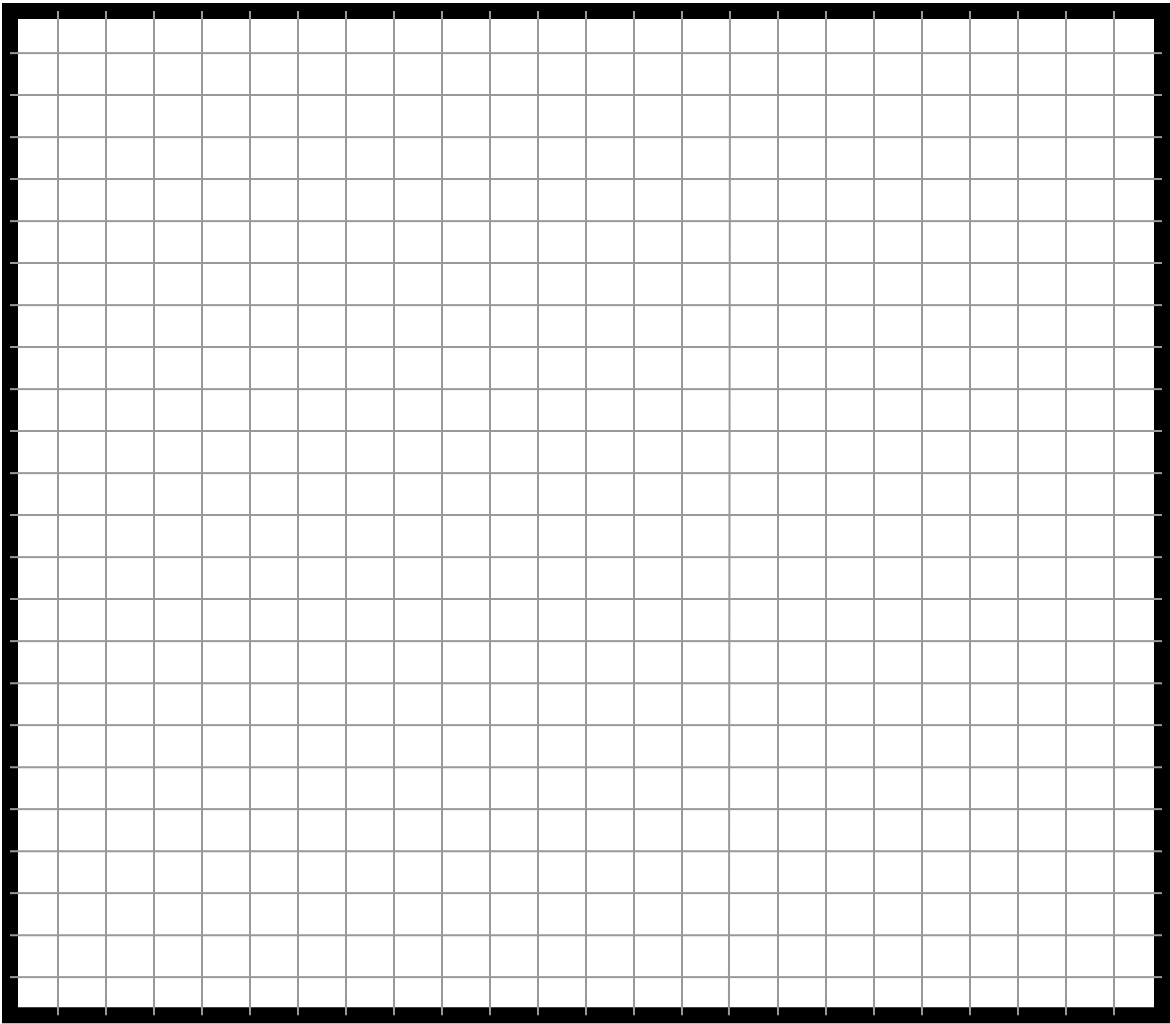
Total Points: _____

Wound Points: _____

-1dl -2dl -3dl -4dl -5dl

Equipment:

Mount/Vehicle:



Key to Map:

SINGLE NPC CARDS

Name		Purpose		
Race	Sex	Affiliation		
Skills		CAT Score		
d4	d6	d8	d10	d12
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
Base Size		Wounds		
-1dl	-2dl	-3dl	-4dl	-5dl
Special Notes:				

Name		Purpose		
Race	Sex	Affiliation		
Skills		CAT Score		
d4	d6	d8	d10	d12
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
Base Size		Wounds		
-1dl	-2dl	-3dl	-4dl	-5dl
Special Notes:				

Name		Purpose		
Race	Sex	Affiliation		
Skills		CAT Score		
d4	d6	d8	d10	d12
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
Base Size		Wounds		
-1dl	-2dl	-3dl	-4dl	-5dl
Special Notes:				

Name		Purpose		
Race	Sex	Affiliation		
Skills		CAT Score		
d4	d6	d8	d10	d12
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
Base Size		Wounds		
-1dl	-2dl	-3dl	-4dl	-5dl
Special Notes:				

MULTIPLE NPC CARDS

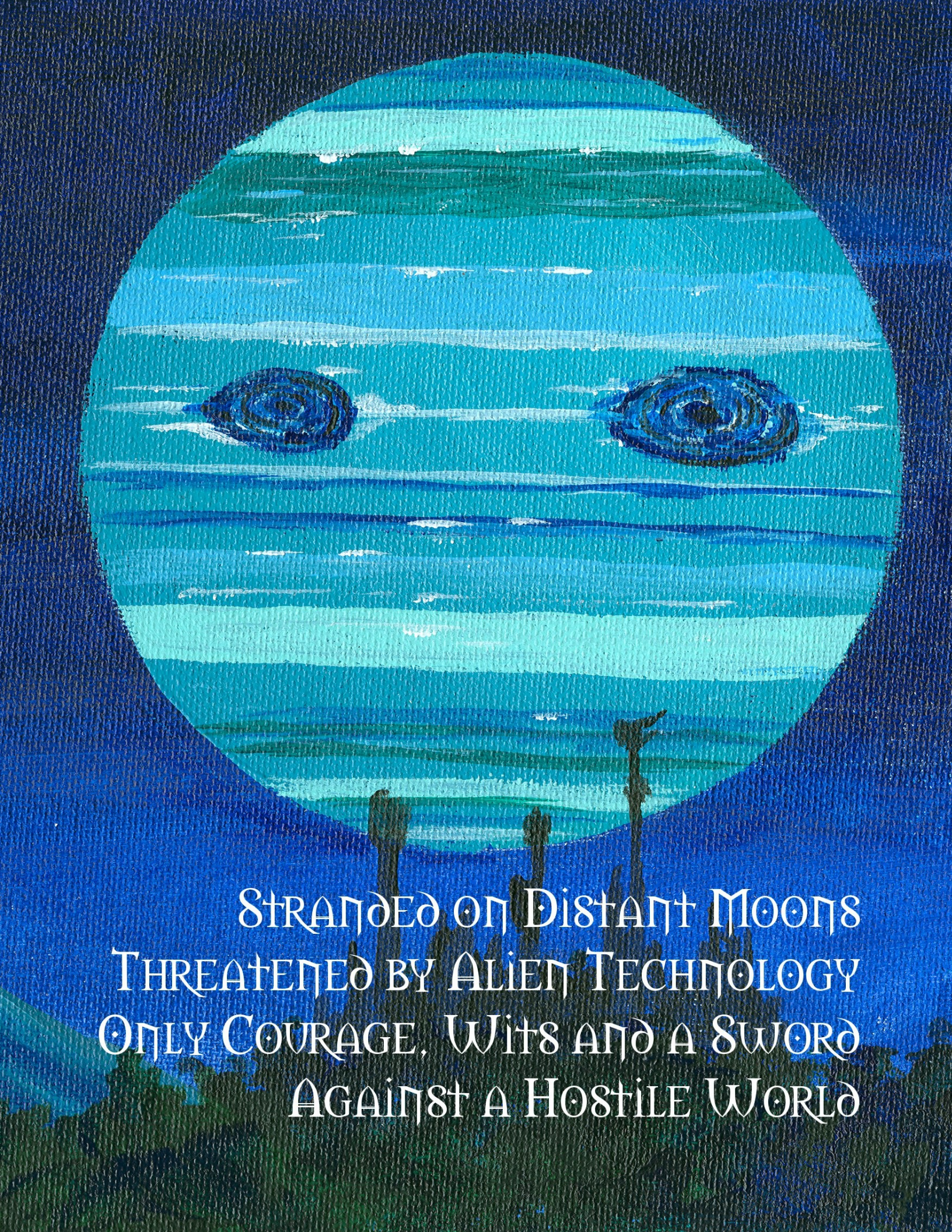
Affiliation		Purpose	
Race	Sex	Belligerence	
Skill:	Base Size	Wounds	
d4 d6 d8 d10 d12		-1dl	-2dl -3dl -4dl -5dl
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
Special Notes:			

Affiliation		Purpose	
Race	Sex	Belligerence	
Skill:	Base Size	Wounds	
d4 d6 d8 d10 d12		-1dl	-2dl -3dl -4dl -5dl
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
Special Notes:			

Affiliation		Purpose	
Race	Sex	Belligerence	
Skill:	Base Size	Wounds	
d4 d6 d8 d10 d12		-1dl	-2dl -3dl -4dl -5dl
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
Special Notes:			

Affiliation		Purpose	
Race	Sex	Belligerence	
Skill:	Base Size	Wounds	
d4 d6 d8 d10 d12		-1dl	-2dl -3dl -4dl -5dl
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
0 0 0 0 0			
Special Notes:			

This image shows a single page of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



STRANDED ON DISTANT MOONS
THREATENED BY ALIEN TECHNOLOGY
ONLY COURAGE, WITS AND A SWORD
AGAINST A HOSTILE WORLD