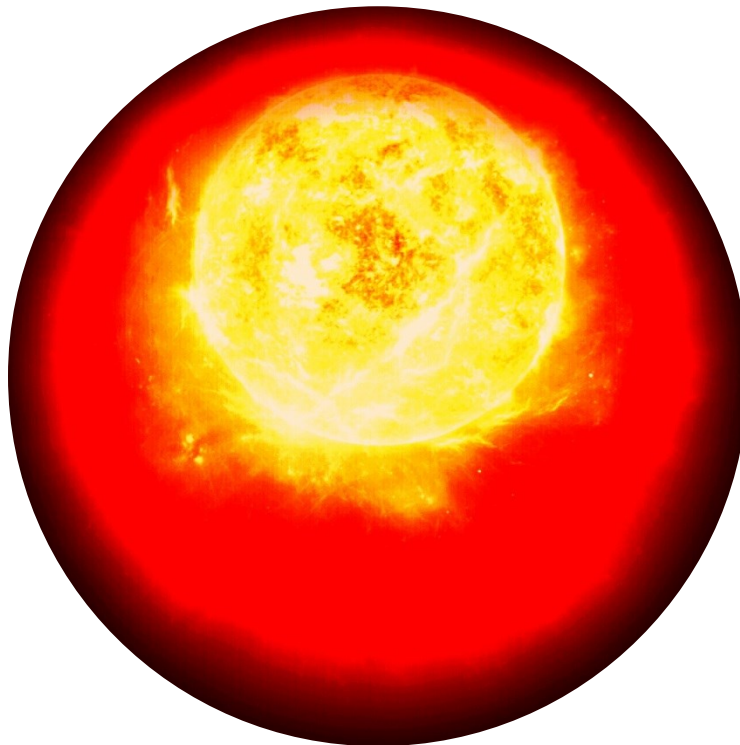


**A SCIENCE-FANTASY
SETTING FOR
PITS & PERILS
BY BRYAN STEWARD**



RED SHIES UNDER BETELGEUSE





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Just what IS Betelgeuse? Well, it is a sum of its parts. Part sci-fi, part fantasy, part western, part world war, part post apocalypse, part survival horror, part comedy, part vengeance, and part habanero juice rubbed in your eye. There you have it! Hope you enjoy, because there's plenty of things for everyone.

CHAPTER ONE:

How to USE THIS BOOK

First and foremost, THANK YOU for buying my book. I'm pretty excited about this setting. It's been crawling around in my brain for a long time, and has evolved into what you hold in your hands right now. Finally the creation can burst open my head and fly around like a deranged moth around this red sun.

Obviously this book is a campaign setting for Pits & Perils, but it can also be used as merely a sourcebook. That being said I would presume that practically everyone reading this book right now at least has a fair amount of role-playing experience. I'm not going to go into the whole "This is your game... Use only what you like..." Chances are is that you've read that a few times before. Am I right? As this book is more geared to experienced role-players I'm going to save you the endless description of rules, and jump right into the meat of the book.

My intention is to supply you with an enjoyable, original setting that you can torment your players with, or if you are a player then that's cool too. Very little in the book has to do with Referee "secrets" or the like except the monster section. To the players I would say PLEASE try to control yourself and avoid the creature section. Everyone has in their minds what orcs, goblins, ogres, dragons, and the like are in RPGs. I purposely steered clear of every tired cliché I could think of, but still give the setting some familiarity like an old friend you haven't seen for twenty years or so. (i.e. nothing named "Death-This, Dark-That, or Blood-Whatever...") Think of it like gamer Christmas, and don't peek.

Oh, I'm rambling... sorry. Here's the meat of the book. Pits & Perils rules are very simple, yet elegant, so I'm not going to burden you with repeating what you already know or can figure out on your own, being role-players with experience like I know you are. I give you the skeleton, some muscle, and lots of narrative because that's what a setting is, right?

Also you will notice entries I titled "Range Reports" throughout the book. These narratives are from the experiences of one of the head Rangers (that I simply and lovingly nicknamed "Red") in the setting. This is done to breathe a little more life into the world of Hokein from one that experiences it on a daily basis. Range Reports will be "orange boxed", so they stand out from the regular text and rules. Also in these reports are many of his sketches made in the field. Game related rules "Crunch" will be in "black boxed", so you know where to look for that considering most of the setting is about the setting, and not the rules.

Let's begin!

RANGE REPORT:

TIME

Considering it takes Hokein roughly twenty-five Earth years to go around our sun Betelgeuse I found it amazing that the Hokeini, and Earthlings were able to devise a new standard calendar. Sure the days on Hokein are the same as that on Earth (24 hours), but the seasons here are so „jacked up“ compared to those on Earth. When we Earthlings first arrived they quickly began to realize this. Each season here on Hokein last approximately six and one-half Earth years. There was no real way for one to count their age in the standard definition of an Earth year since that did not exist here. You would have two one year olds... one from Earth and one from Hokein. One would be one standard Earth year old and the other would be six! Could you imagine trying to buy diapers with that dilemma? Luckily the Hokeini people would be more than cooperative into finding a new system that worked for both of us. The Hokeini people broke down days, and the like into something we could all agree on:

There is a 24 hour day

One Cycle is 30 of these days

There are 10 Cycles in a Period

Each Period is 300 days

Earth weeks (or close to it) are called Quarter-Cycles

Obviously some Earth people did not care too much for this because it made them sound older than what they really were. There was much grumbling by the middle-aged group.

-Red



Your's truly

CHAPTER TWO:

THE SETTING

During the late 20th Century and into the 21st terrorists groups became quite a bit more sophisticated, and time after time very brave men and women around the world would give their all and put them down. It got to a point where these groups became like the hydra of myth. One would be cut down and seemingly two more would take its place to infect the world with their petty hatred. Over time it seemed more and more like the hands that were tugging on the marionette strings were higher and higher up. Funding for these groups seemed to increase dramatically and groups from around the world seemed to become aligned under the same banner. This happened slowly at first, but after about sixty years or so one had trouble denying that some other force was leading this new alliance. The attacks that seemed almost random attacks of opportunity before had become well-orchestrated in later times where hacking raids into government mainframes of the world was now more common than the ages past where some self-professed holy warrior directed out attacks in a bug infested cave somewhere. Yeah, those times were over...

In the early 22nd Century these groups carried the same banner and chanted under the same pledge as a member of Black Star. The mantra of the group seemed to be a genocidal cleansing of the Earth, and this could pretty much only happen one way according to their plans. Black Star had become big, and evidence of their followers could be seen practically the world over. Seemingly anyone could join them if you played by their rules, and committed your life (and those around you) to them. Over the years members were discovered and put on trial. Everyone from local, state, and national politicians, university fraternities, that guy working at the electronics store, that lady down the road that teaches your kid piano, and even that doctor that worked on getting out that ingrown toenail for you last month were found out and added to the list. By the time they were discovered most of them had heard where you and the rest of the people in town had pretty sour opinions of their "Society" and had ways of making you pay if you testified against them. Towards the end practically everyone knew which side of the fence the other person stood on, but many of the upright were too afraid to do anything about it.

All in all, the world had really begun to fill up. Pollution and greenhouse gasses were going off the charts and some very enlightened (and rich) people and spokespeople from the nations of the world finally realized that nothing could be done to slow down the damage that was being done. I mean it's simple, right? Tell the population to quit

breathing out carbon dioxide. Pretty laughable that people a hundred years before were putting the blame on SUVs and the like when it was really the population of the world that was killing it faster. Don't get me wrong... the SUVs had their place in this, but realistically buying a hybrid car wasn't going to turn things around. Black Star had an option to the mess, and they weren't putting it up to a vote. The human race was too sick and uncaring to continue to live, so they would just fix the problem themselves.

At this time in the game Black Star had long been moved from your everyday band of terrorist thugs to a full blown worldwide religious cult. Remember those enlightened and rich people and nations that I told you about? Well, they had another option as well. We build these big freaking ships, and load them up with people and find a new home while the Earth gets time to heal. Heck, yeah it was crazy, and was probably decided on after a few too many drinks. Just crazy enough to work! Let it be known that Black Star has their fingers in practically everything going on with the planet, and with this word about colonizing starting to get out Black Star took action like they never had done before. Initially this started with assassination attempts of higher-ups and top scientists alike, and some of this was successful. After the allied Earth nations went into full tilt on construction of the ships moved to other techniques such as using biological weapons and dirty-bomb nukes in high population areas.

This only seemed to fuel the fire of those building the ships and strengthened their resolve to put Black Star down for good. Easier said than done... Almost the entire world became a war zone, and many of these battles came into urban areas where, as if there were a doubt, Black Star proved it cared little in the way of collateral damage. After a few bloody years it seemed that no matter what happened in the end that the cult would wind up getting what they desired. As the ships were nearing completion a lottery was held that selected millions of people for transport on these craft to a new chance at life elsewhere.

Amazingly enough not everyone jumped at the chance as some of the scholars originally thought they would. What was out there? Where were they going? No one was telling, but astronomers had long been studying the space-ways for a planet that could support life. After accomplishments in space travel lately humanity had been past our solar system only a few times, but the key word they were hanging onto was a few "successful" times. Space travel had become a more common occurrence as well. If NASA wanted to put a space probe past Pluto then they would fly it out there themselves to give it a head start

and be back before sunrise the next morning. Faster than light travel by way of "Bridge" wasn't science fiction anymore, but it still made one queasy, and could give one heck of a hangover if you weren't used to it. Space fold wasn't just a theory anymore... Einstein and Rosen were right... go figure.

Astronomers believed they finally had a winner. Six-hundred and forty light years away in the Betelgeuse system a planet was spotted that astronomers believed would do the trick. The second planet in the system was the target, and B-2 was the designated nickname of the planet in question. It looked good... really good. Given the size of the star and proximity of the planet it would appear that one "year" in B-2's timescale would equal roughly twenty five Earth years. Wow... could we withstand a winter that was approximately six and a half Earth years long? I guess that depends on if you are living in Alaska or Maui? Regardless, it's better than what we have now. The fighting on Earth had almost come to a standstill, and the planet was ravaged.

Early in the year 2136 the winners of the lottery filed into the first colony ship built on Earth. Nothing this large has ever been built on Earth before, and about midway through the construction the engineers realized it first-hand. There were difficulties. These difficulties were ones that shut down the construction for almost another decade. Luckily it was caught early enough, and the following two colony ships were constructed in space. To this day nobody knows if it were Black Star sabotage, or just the natural laws of gravity and physics that delayed the first ship's completion. Honestly, to this day when I write this account nobody cares anymore. The two other "Province" class colony ships were ready for their maiden voyage. Along with the three colony ships a military battle cruiser was also constructed. Many of the Brass were concerned with having most of the military on one ship, and not have better support for the unknown. The requests and opinions were taken into consideration, but there was really no time to do anything further. The time was now. We had to go! The colony ship Arkadios, still in construction on the Earth, had to be left behind to catch up later.

Each colony ship was almost six kilometers in length and half that in width, and could carry upwards to two million people on its decks. The colony ships also carried ten shuttlecraft roughly the size of an old school C-130 (does anyone even remember them?) in its belly. The Cruiser Kerberos was only about a quarter of that size but carried a staggering amount of firepower and twelve smaller recon craft the size of a city bus. The

colony ships Nostos, and Kyrillos along with the cruiser Kerberos departed their home for the red sun. That was 2136...

Twelve cycles later the Nostos arrived in the Betelgeuse system. At first the crew feared they plotted the course too close to the star, but after a few moments of realizing they weren't being vaporized the sheer size of the star became apparent. They were told from the beginning that if the star were placed in the position of our sun that its mass would take up everything in our system to the orbit of the planet Jupiter. Jaws dropped and the crew stared in disbelief at the sheer mass of the star floating in space before them.

Four planets are known to be in the star's system. The star is classified as a Red Super Giant. No telling how many planets it has devoured in its existence. Common knowledge of the star is that it will go Nova in the future. What does that mean to us? Well, that meant we had some time. The cosmic timeline was one that humans often could not comprehend. After a few days observing the planets the crew of the Nostos began to realize they were on their own. The other ships had not arrived as scheduled. Over years of turmoil on home soil the command found little use in panicking or delaying matters further. The roughly five million citizens onboard the enormous Province colony ship Nostos were starting to ask questions. "How much longer 'till we get there?" As if nobody had ever heard that before... Command sent out seven smaller Hermes class recon ships to get Intel on B-2. Reports came back mixed (as we realized it would). Some recon ships reported vast plains and mountainous regions with many lifeforms, and others picked up on inhabitants based on dense population areas. I know some of you are reading this report now saying "of course there were inhabitants...". Hey, we didn't know at the time.

Yes, inhabitants. The recon craft brought back info that could hardly be believed. Humanoids... maybe even Homo sapiens like us. Rough estimate based on multiple global scans over a 168 hour scan of the planet gives us a best guess of 2.5 million sapient inhabitants. There are still some closer to desert areas we have questions about and need more Intel. This works its way out later, but back to the history... Scanners detected the technology level was probably equal to late 1800s — early 1900s Earth equivalents. No satellite, cellular, or radio communication was detected at all. What to do? We send down a diplomatic team to make nice. We looked for the largest population center and hoped to God that we picked the good guys.

The meeting of the two civilizations went better than expected. Hokein is our new home. Astonishingly enough our languages were very close and seemed to be based in Latin. Scientist and scholars are baffled on either side of the cosmos. Glad to know the scientist and scholars on this planet don't really know anything either. Bringing us back to reality is the world of Hokein itself. The new inhabitants grew accustomed to the strange world and cosmic radiation the Super Giant Betelgeuse. Things went well for a long time. We brought peace to our new brothers and sisters. They reached out to us. They taught us about their world, and we taught them about ours. They taught us about their fauna that inhabited their world, from the harmless to the deadly.

It seemed as if the great extinction of the dinosaurs didn't happen here as it did on their world. For one, how on Earth did they as a species grow alongside us? Also... how did the lack of the asteroid that cleansed our planet of Dinosaurs make a world of super-evolved predators? This was probably the future of our world if it was not struck by that asteroid way back when. It's hard to think about that now even being an Earth history scholar like myself. What if the dinosaurs had survived? Wait... and then I get ahead of myself. How the heck do they have dinosaurs here, and much less humans and other sentient species like the Gobs. More into the Gobs a bit later (and their cooking!)... Don't even get me started on "magic". How odd! There is so much to learn here.

Over the next sixty periods we grew accustomed to the strange cosmic radiation, creatures, and red hued sky under the Super Giant Betelgeuse. We all did really well integrating and becoming ONE people. There were many advancements in medicine and technology as we all shared what we knew to benefit the world as a whole. I'm not saying everything was perfect, and who could ever say that in reality. There were issues and difficulties here just like they would be anywhere. We were excited and full of optimism, but we weren't naïve. We grew accustomed to our new lives and our new families. Until one day...

When a ship travels through an Einstein-Rosen Bridge the light around the craft is captured in the bubble that the craft is contained in, and when the craft's journey is over it arrives in a brilliant blinding flash of light which can be seen from the surface of the planet if the ship arrives within 500,000 kilometers or so. No communications had been received from Earth or the other ships in the almost seventy-five years since the Nostos departed its home. On a cool morning late into the summer years of Hokein three of these bright flashes appeared within mere minutes of each other in the orbit of the planet opposite of the Nostos. Upon closer inspection the ships were determined NOT to be the

missing ships from Earth but three strange green and brown ships that scanners detected were almost totally organic. Two larger ships flanked a smaller craft in the middle. All three ships were enormous, but the two larger were about half the size of the Nostos and the craft in the middle was almost the size of the Kerberos. Moments after a shuttlecraft was sent from the Nostos to investigate approximately sixty smaller craft broke from each of the larger ship while roughly twenty broke from the thinner ship. All these ships quickly accelerated towards the surface and while doing so blasted the shuttle with green flashes of energy that ripped it in two and sent it burning up into the atmosphere.

The alien craft, upon breaking into the red hued sky, scattered and began to target population centers with blazing accuracy sending the world into chaos almost instantly. As the attacks commenced upon the surface against the unwary population the three large alien craft slowly stalked the Nostos and seeing no real way to defend itself the command was given to attempt a landing planet side to hope to avoid imminent destruction at the hands of the unknown invaders. The plan by the crew to land was recognized by the invaders and all three ships opened fire upon the Nostos. The human's only defensive options were the close range weapons towards the nose of the ship used to deal with pesky asteroids that might happen to get in the flight path, and with the nose pointed towards the planet in an effort to re-enter and land they would not be of any use today. Needless to say the attackers' strange green energy fired from their weapons cut through the aft and the main engines of the ship causing the Nostos to come in hard on the surface of Hokein below.

A stroke of luck or incredible piloting (or both) managed to cause the enormous ship to cut a huge trench and finally skid to a stop leaving a trail of twisted metal and destroyed landscape in its wake over four miles in length. The three alien ships appeared to gloat almost indifferently as they drifted through orbit above their downed prize. The initial battle was short with surprising few Human casualties. It is unknown why the invaders avoided any confrontation over Gob settlements, but that appeared to be a fact. Perhaps they did not consider them a threat at all, and wasn't worth their time? Still to this day nobody knows for sure. After the initial raid the two larger ships landed and foot soldiers and combat vehicles began to disembark by the thousands. To our surprise they appeared human. Dressed in armor of only earthen colors like browns, greens, and oranges the aliens they were fierce fighters with their strange weapons that spit out the same green energy as their vehicle weapons had been observed doing.

It was very strange in the way they fought. They seemed to be almost emotionless, and very rarely were heard giving verbal orders or the like. They were effective fighters, but seemed to not fight very "intelligently" if you understand what I'm trying to say... many of us have compared their style of fighting to that of the British soldiers during the American Revolutionary Wars all those periods/years ago. They seemed very susceptible to ambush which is how we got our first real face to face encounters with the aliens. Upon capturing a squad (almost too easily...) about three-quarters of a cycle into the conflict we finally got some good Intel into who our enemy was. They appeared mostly human, save for their ears and their eyes. Their ears are slim and come to a point at the top. The nickname "Elf", based on the mythical race name on Earth, came to be used to refer to them once the information began to get out and other fighters began to capture more and more of the invaders.

Once a group of them were captured it was almost as if the rest of their force would just write them off as lost. They were a very eerily quiet and sometimes almost to seem as if they were in a trance. Empty look in their eyes didn't help much either. Let me fill you in on what I just said... their eyes! They have solid black eyes. Yes, much like a shark on Earth. Very creepy is putting it lightly. We tried the old putting a spotlight on them trick when we tried (the futile) interrogation attempts. When the light was moved around and we put them in darkness it was apparent that their eyes change from black in the bright light through a milky solid white in darkness with stages of grays in the middle based on the intensity of the light. We gathered from this that they have the ability to see in darkness as long as even some tiny bit of light can be gathered into their eyes.

One of the aliens was captured one day about two cycles into the invasion that had a pretty substantial head injury. The trance like spaced out behavior of the other aliens was not applying to this guy. Sure, he was still as bizarre and one could imagine, but there was a spark of individuality that was apparent, AND he would talk (not that we could really understand him, but it was a welcome change). Star charts from Earth and Hokein both were given to him to look at, and one day after somehow realizing the commonalities between the two he pointed to a star in the Orion constellation of the Earth chart. A red pinpoint he pointed to then would point to the ground under his feet. Yes, Betelgeuse! He knew where he was. Realizing he knew we understood him he then pointed to another star in the Orion constellation then pointed to himself nodding his head. Rigel.. He had his finger on the star Rigel.

Other “elf”, or I guess I should use the proper term Rigelian for them now, were brought into contact with our new buddy “Head wound Harry”, but the effect he had on them was seemingly breaking the trance like state with them as well. Obviously these prisoners were very important and so they were well taken care of. Six cycles (approximately six Earth months) into the war and we had cracked their language, and discovered that they are ruled by an all controlling Queen with a type of “Hive Mind” stranglehold on the rest of the race. It also appeared that the Queen was not 392 or whatever light years away on Rigel, but HERE on Hokein... or rather above it on the Rigelian cruiser in our orbit. The Rigelians that we have in custody have no idea why they are here on this planet. “Need to know” info for them I guess. I’m assuming this Queen doesn’t give them much news on anything, or choice for that matter.

On the outside the Rigelians were still constantly at battle with our own. Flashes of green energy in the night and sounds of machine gun fire, and even the Arcanists and Astrologers with their magic got involved in the fight. The tide of the war was in no way turning. The Rigelians still held the upper hand and appeared they would soon conquer us all. Almost nine bloody cycles after the Rigelians had arrived some here were talking about maybe surrendering, but seriously none of us knew how that would even be done. We were not soldiers... and I say that in our defense. There were some of us with weapons training, of course, but as a whole we were simple colonists and their descendants. We had weapons, and the native Hokeini over the years had taught us much, but we were still clearly out matched. On one day as the giant sun was setting into the sky two brilliant flashes appeared in the sky above the planet. Many of us hung our heads low and kicked at the dirt as we shook our heads and prayed the reinforcements that the Rigelians just got would just have mercy on us and make it quick, but it wasn’t long after seeing the flashes that the radios sparked to life with voices yelling “They’re here! They’re here!”

The Kyrillos and the Kerberos had finally arrived! It was long years overdue, but the rest of our people had finally arrived. Mere minutes upon arriving, the Rigelian ships opened fire on the two ships long sent from Earth, and almost instantly the Kerberos returned fire and within what seemed to be only a heartbeat crippled the Rigelian Command ship. We finally stood a chance at surviving this, and the Rigelians somehow realized that because that is when they began firing the nukes. During the bombardment approximately fifty to sixty of these warheads managed to hit the surface of the planet. Luckily for us these bombs were much smaller than anything that had been used on Earth, but the damage

was still done that would take much time to repair. The colony ship Kyrillos took light damage and limped its way towards the surface to try to minimize casualties.

The Kerberos advanced on the three Rigelian ships on its own and many of the smaller Rigelian craft were called up to attack the warship in desperation. The smaller craft were swatted away like mosquitoes and many of them crashed back onto the surface of Hokein. The three main Rigelian ships continued their attack on the Kerberos, but the Earth battle cruiser was only interested in the command ship and concentrated all its firepower on it causing it to erupt into a ball of nuclear flame as wreckage and the Rigelians' queer green energy sprayed across the hulls of the other two ships. The Kerberos took a substantial amount of damage itself and sank into the atmosphere to make an emergency landing all the while blasting the smaller attacking Rigelian ships to bits as it fell. As the Earth warship came to a skidding halt the whole world fell still. The trance was broken. The Rigelians shook the cobwebs from their heads and dropped their weapons to the ground. After nine cycles the war was finally over, and with no notice the two remaining Rigelian ships fled the system as quickly as they had arrived stranding almost six million of their very confused people on Hokein without a second thought. That seems like so long ago...

Over the next five periods on Hokein the Rigelians began to group up and settle in the wilderness (typically around their downed craft), and other than a few small skirmishes (usually started over racial differences) they began to integrate to the best of their ability with the humans on Hokein. Integration seemed mostly impossible because to the human mind the Rigelians seemed so alien even though they are physically so similar to us. Even over the years of attempting to fit into society the humans were mostly uncomfortable around their Rigelian friends on a subconscious level. The Rigelians, rejecting their past as they themselves had been abandoned, were aware that the only true viable option for their bloodlines to continue to exist was to interbreed with the humans. The offspring of these (sometimes very bizarre unions) were found to be more compatible and looked at with much less suspicion than their alien parents. Moving on another ten periods it was seen that the Rigelians had made a wise choice. Their offspring with the humans were almost indistinguishable from the native Hokeini and Earth people, and so the future of the Rigelian race on this planet was saved as a matter of speaking.

After this time the world began to rebuild itself and most of the major cities that reigned in the day were destroyed, but also began to rebuild with many conservations. Small towns and villages sprang up everywhere, and ones that were already established, but not hit hard during the war saw their populations and growth explode ten-fold! On the outlying

villages they began to tell of rumors of a possibly friendly race of sturdy looking human-like beings from the mountains. In the stories that portray them they are semi-friendly at worst. The Elder Hokeini natives were well aware of stories of the mountain folk, and with all the reports the witnesses gave the Earth / Hokeini Joint Command classified these beings as Dwarves.

Indeed this misnomer may have been in haste. The "Dwarves" as the Command labeled them were indeed every bit equal in size to the Human population if not a bit more massive. Dimensions taken from afar based these humanoids at an average height of 1.6 meters and 113 kilograms. They tend to wear armor, so we are not sure what percentage of that may be their body structure as opposed to their mean predicted weight. They seem to be very technologically advanced, and when they have excursions outside their cave-like openings they ride what we know as "dirt bikes" and vehicles akin to the "Bradley" fighting vehicle back on Earth. They appear to come out and survey the surrounding area, but only briefly (6-8 hours tops) then they descend back into their caves that appear to collapse upon themselves. To this point we do not know if the entry points in fact collapse or it is merely an Arcanist trick of the mind or some uncanny bending of light that makes these points disappear. We have not sent a team out yet to investigate these anomalies. We are reluctant to do this because of the rumors to give space to the mountain dwellers. It is an old wives tale here, but so were Alien Invaders a tall tale on our Earth... we are still recovering from that one. Perhaps some Rangers can be sent forth to examine? Yes, that came later.

Let's move ahead another twelve periods shall we? Imagine the excitement as a great flash appears in the sky and it is recognized as the Arkadios! The third colony ship has finally arrived. The ones that set forth from the Earth must all be passed, but their ancestors will be joining us soon! Excellent! The last known colony ship from Earth finally arrives! What has taken place on their long journey? The ship broke through the atmosphere and we were ready to welcome our new brothers and sisters from Earth and then we noticed the colony ship was retro-fitted with weapons that were meant only for war. Beams of destruction were burned across our soil wiping out our team of delegates sent to welcome the newcomers. The ship made a destructive pass across the countryside that obliterated most of the new high population centers in the southern hemisphere of Hokein. The initial attack was based on the proposed landing point of the ship where most of our diplomats, politicians, and scientific high thinkers were present and promptly destroyed. Given the feelings about politicians in any age I know most of you have no real concerns

about most of these folk getting eliminated, but as for me I think even if some parlay could have been established it would have saved countless lives, and possibly changed the outcome of what was to come... or maybe not. Our real hope was the Kerebos, and it was lying practically dead on the ground. There was nothing they could have done. Fire a retaliation salvo or two or lie still and repair to join combat after the ship stood a chance? They were just too strong.

The Troy (as they were to be known because of the Trojan War myth of ancient Earth) was way too much for us as we all know. Still, I wonder if we could have done something differently in the beginning. Not only was our colony ship retrofitted for battle, but the "slug-like" Troy also brought their force of mechanized force of aerial fighters, ground based walkers, and their human zombie-like army. They were too much for us all. We had no idea at the time. Were excited to see our ship, but we didn't know what was going on when it hit us.

The Trojan Horse tactic worked. We all shook our heads in mutual confusion and shame for letting such an old tactic work on us. We were supposed to be passed that... we were supposed to be ready! The oldest trick in the book took us down. The Humans, Rigelians, and Gobs fought against an enemy that gave us not a snowballs chance in hell. The Rigelians, and our own kind ran desperately short on supplies and then out of the mountains and the ground of Hokein itself came the Draeger. The Hokeini myth and even our own observations were known to call these the "Dwarves", but they were really no such thing. They were really no smaller than us Humans, but much thicker, and extremely dense and strong. Their help was much appreciated, and praised. They did not so much fight the Troy beside us, but more accurately fought ahead of us. As a unified force we fought this new enemy to a standstill, but after six cycles the Troy still held control of most of the planet, but were really too widespread to be a huge threat even though their patrols caused havoc among many of the out-lying settlements.

Beaten back as they were the Troy still held a threatening stranglehold around Hokein and still had a firm grip on its orbit with the colony ship which has since been called the "Judas". Please forgive me if you think the facts of these battles are glossed over. We still have little to no info on the Troy even in the present. It is not an error of our tactics per se, but many of our scouts do not survive the encounters even unto this day. There is not any short sightedness among those that perished in their discovery of our new enemy. The Rigelians are one thing... the Troy are totally different. We have captured

Troy specimens and they quickly perish and melt into a gelatinous goo minutes into the interrogation. We know almost nothing about these beings even still. We cannot communicate with them. How many cycles has it been now, and we still know almost nothing?

The Troy and the aligned Humans, Rigelians, Draeger and Gobs still battle to this day. The Colony ship held by the Troy remains in orbit and looms like a dragon that hopefully never awakens again in this or any lifetime, or any other lifetime God willing. Pods come to and fro to bring the Troy back and forth, and Heaven forbid we learn the goal of their experiments, and what they have come here for... God forbid. Rumor has it that the Troy have come here to take us all under control, but they are slow to bring this about. They fought hard at first, but after they had a powerful counter attack they pulled back and kept the offensive attacks on the outskirts of civilization. Old ruins and small encampments are attacked and have been beleaguered by Troy forces.

But where does that leave Hokein now? Let us jump ahead another ten periods or so. Most of the larger cities are obliterated. Most were taken out by Rigelians, but most were kept that way by Troy forces. It is very difficult to rebuild when the Troy are pounding down on those outer positions. The Rigelians are settling around their crashed starcraft still. I'm not thinking that is an unwise choice. The Rigelian ships have a sort of bio-mechanical thing going on and trees and wild lands are sprouting up where most of those ships have plummeted into the surface. The Troy seem to leave these areas alone. I am not certain if they are fearful of the seemingly wild growth or just instinctively migrate towards ruined urban areas of former human inhabitation. We still have no clue as to what they are up to or their long term goals with humanity. They seem to enjoy keeping us corralled into certain population centers and not let us expand too far. Perhaps their intent is keeping us in one place to easily wipe us out in the future? No idea. There are still many brave souls that explore the wilds. There are many useful items out there that we can all benefit from. God bless those brave folk. The Troy certainly tend to patrol and inspect ruins that were dwelt in by Humans. Very few Rigelians take to adventure and have the wanderlust of most Humans. The Rigelian / Human hybrids also share in this wanderlust and sometimes attract the attention of the Troy. Primarily the Humans are the target of the Troy's obsession, but the "Helf's" also share their interests. The Humans are tasked with the rebuilding of the civilization. Towns and villages begin to pop up again, but most of the planet still remains in ruins. It is a tough time for the world to rebuild, but God willing we will make a stand.

Across the world many discoveries are being made in the ruins of wasted cities and even ancient catacombs are being found under those former hubs of civilization and in areas even more wild and forgotten than that. Long forgotten treasures and even unbelievable horrors lie in the depths of Hokein. Many parts of the world have adopted feudal systems of government since most of the original infrastructure of the old world is now gone. Most of the major population areas are now heavily walled and their patrols go out to protect the citizens from roaming creatures and the Troy alike. The Troy tend to leave these major population areas alone now and thankfully seems to stick to the ruins and wilderness areas. As it was in the old days of Earth the railroads exist between the major population centers and are essentially the lifeblood of the land.

Technology has taken a few steps back, but that does little to stop the resourceful adventurers or Rangers of the lands, and besides we brought practically every schematic for Earth technology with us, so technically you COULD get a brand new 1957 Chevy that was just made last period. The inhabitants do realize one thing that overhangs them like a dark cloud everyday... our massive sun, Betelgeuse will one day pop and go nova. With no further news from Earth and all the colony ships in disrepair the fate of entire races seems to teeter in the balance. For now though the hardy folk of Hokein look to survival, and leave everything else to the eggheads.

- Vic Arkan

Earth Historian and

Ph.D. Humanity Studies

Hokeini University, Valley of the Sky

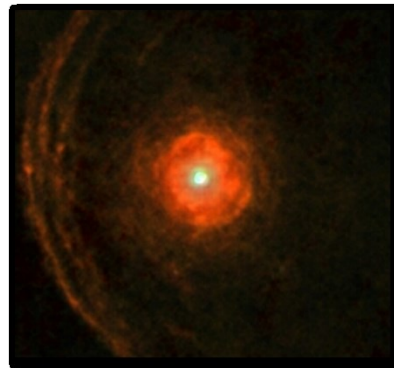
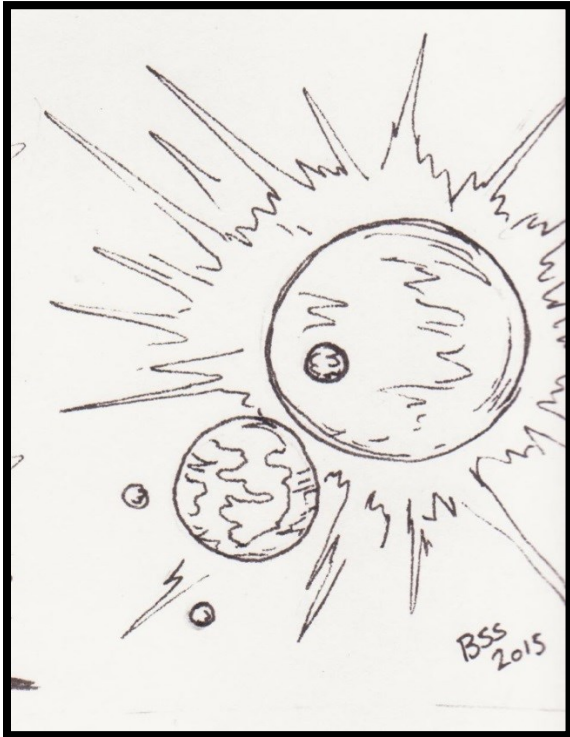


RANGE REPORT:

ECLIPSE OF THE EYE

The "Eclipse of the Eye" happens every seventy-five periods and takes place when the planet called Husk comes between Hokein and the star Betelgeuse giving the creepy appearance of a giant eye in the sky. This eclipse lasts three periods each time. I hear legends that strange things happen during this time. The next eclipse comes around in four more periods, and obviously will be the only one I get to see (considering I live that long). This should be fun!

-Red



Above you have my sketch of what the eclipse more than likely looks like from afar, and also an old picture of how it appeared planet side during the last eclipse.

CHAPTER THREE:

THRIVING WORLD, DYING STAR

Now obviously I am no astronomer, but I feel like it is kind of my place to give you some of the goods on the star anyway. I know a lot of people that snag this book will be like “whaaa...?” Considering this is a “Science-Fantasy” approach for the supplement’s sake you’re going to have to suspend disbelief on some things and what we know here on Earth as science “Fact”. Keep in mind that most of us play games with super heroes, magic, and monsters, giant tentacle waving things living under the ocean driving people crazy or cyborg pirates from beyond the stars I’ll assume we won’t have any problem in doing this. Let’s have fun with it!

Betelgeuse is roughly 640 light years from Earth, and it is big... really BIG. The star is classified as a red supergiant that has rapidly been expanding with a core that is quickly fusing materials up the chain until it reaches iron then goes nova. This will happen “soon” (in the cosmic scheme of things anyway). After the sun goes boom it will leave behind a cute little white dwarf in its place. The star Betelgeuse makes up the right shoulder of the constellation Orion and can be seen well in all areas of the Earth depending on the season that is being experienced at the time. Betelgeuse is also called Alpha Orionis, and it can be seen with the naked eye from the surface of the Earth. Go ahead and go out and take a look. It’s pretty cool! In the northern hemisphere it can be seen late fall through early spring and in the southern hemisphere it can be seen in the summer months.

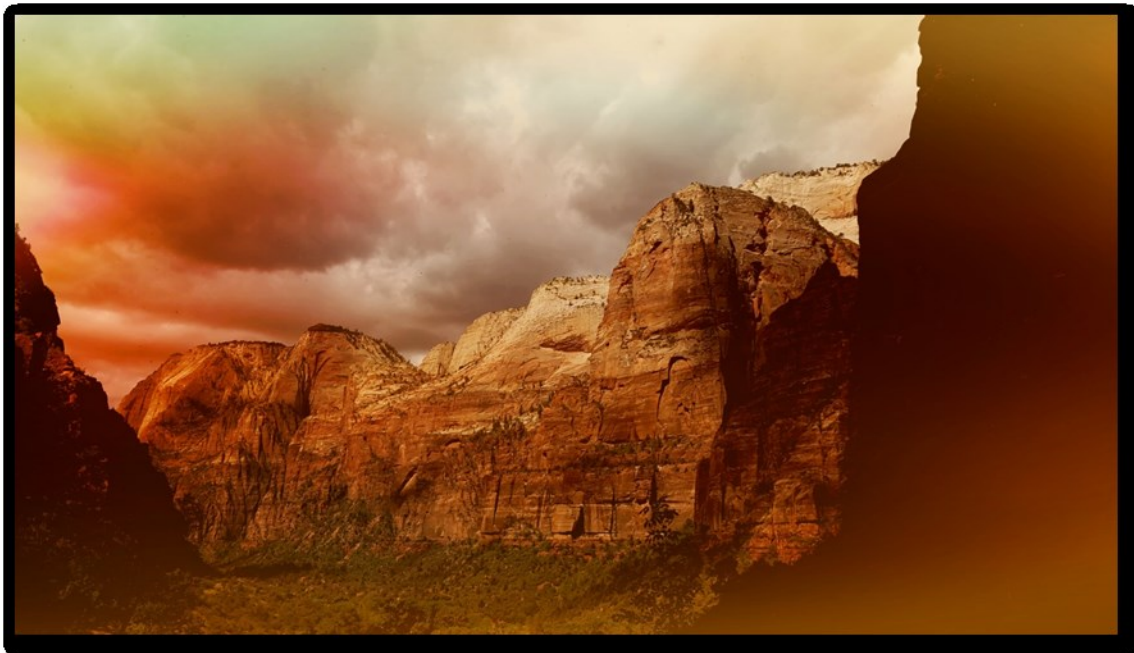
To get a mental image of how large the star is take our solar system and place your finger on the sun then drag it out until you hit the orbit of Jupiter. That is where the mass of Betelgeuse would extend to if it were in our solar system. In reality we are not sure if the star Betelgeuse has any planets in orbit around it, so this is the point in time where we start suspending belief. So in this setting Betelgeuse has four planets surrounding it and the planet Hokein, where this setting takes place, is the second one out. The planet known only as “Husk” is the closest planet to the star and is simply nothing more than a burned up shell. Outside Hokein’s orbit lie two gas giant planets. The closest of these is named “Mazenna” and the last planet in the system is named “Privin”. Hokein is in that “sweet spot” where life can be maintained and even thrive. Hokein is roughly one AU away from the red giant. One Astronomical Unit equals 149,597,871 kilometers. This is the same distance of the Earth to our Sun. Keep in mind how enormous Betelgeuse is, so the time for Hokein to make on full orbital cycle around the star is roughly twenty-five of our Earth years.

As I said before this is the inhabited planet where all the game goes down, and what does that mean for the seasons on this planet? Well, they are long... really long! Each season roughly lasts six and one-half Earth years. Now unless you’re really into skiing then winter is probably really going to suck. Life closer to the poles is just not very feasible in these long winter months, but during the mid-spring nomads travel back there for the summer and leave again late in the fall. It is really amazing what can be grown in that soil. The extended seasons were certainly a large curveball for the Earthlings when they first arrived, but fortunately the size and relative rotational speed of Hokein is similar to the Earth, so

the days are roughly the same at twenty-four hours. Hokein enjoys the same weather patterns as the Earth as well. With the humans' new home being the same 23.5 degree tilt as it is on the Earth then at least these are welcome familiarities. It rains, it snows, it is hot in the summer, cold in the winter. There are tornados, hurricanes, wild fires, thunderstorms, etc... Towards the poles the people have learned to harness the areas of Hokein's awesome geothermal abilities and the inhabitants that live in these areas are wise to stay near them. Hokein really is very similar to Earth, and shares the same beauties.

Hokein has two moons. The larger moon is named "Barago" and the smaller is called "Siym". Rumor among the Arcanist and Astrologers is that Siym is mostly hollow and filled with tunnels, forgotten cities and the like from an ancient unknown alien species. These rumors have never been verified, but if the tight-lipped magical community knew the way that they would actually tell anyone? Yeah, probably not... No known legends or rumors surround Barago, but during the night it does shine brightly while reflecting the red light in the star. Its smaller brother Siym, however, always appears dark in the sky.

The atmosphere on Hokein appears as a myriad of reds, oranges, yellows, and subtle browns. Depending on the seasons and time of day the hue of the sky can shift from tan in the mornings to deep red in the late day. Other prominent colors can be deep purples to gray at night, but most commonly the sky will always have a type of red or orange tint. Retelgeuse pumps out quite a lot of infrared light which causes havoc for items such as Earth made night vision goggles and the sort making them practically useless. That can be pretty lame for night fighting or recon, and it was quickly discovered that the Troy did not suffer this inconvenience.



RANGE REPORT:

SUNRISE AND SUNSET

Sunrise and sunset are quite incredible as you have seen. It looks like a mirror of the planet coming up like a massive red twin on the horizon. The star is so massive that during the day that is practically all you can see in most of the sky.

I understand that on Earth during the rising and setting of the sun that the sun will sit on the horizon and typically be very bright. The thing about here is that it is almost always seen on a given horizon except at midday when it is practically right over head. At that time that is almost all you can see unless you do happen to look at the horizon.

Betelgeuse gives off less visible light than the Earth's Sun did so the brightness isn't quite as intense here as it got there. Obviously, it still is not wise to look into the star no matter what time of day it is, so sunglasses and goggles tend to be very common and necessary here although night vision goggles that rely on infrared light are worthless unless you need to keep papers from flying off your desk or something.

Hours of daylight here are more than that on the Earth. From roughly twelve hours either way on Earth (depending on the season) Betelgeuse gives us almost a full eighteen hours of daylight. This means twelve hours of premium daylight, and three hours on either end of that being the twilight hours. Typical nighttime darkness is generally only six hours long here on average. You get used to it though.

-Red



RANGE REPORT:

SETTLEMENTS

Although Hokein used to be more populated and developed before the wars it has become fragmented and cut off. Most of the main roadways and air travel capacity has been destroyed leaving some cities and towns to have to fend for themselves for some time.

Now thankfully the great wars are all but over the planet can rebuild. Some of the major population centers have been destroyed and others have slowly died off or relocated in the case of being near a „hot zone“.

Amazingly, the world is rebuilding even with a very real threat of the Troy still looming. Many beasts and creatures of all types have been encroaching on human settlements since defenses are limited these days. Many towns, and even cities have built walls around them to protect from hostile enemies. Across the land there are pockets of bandit settlements that occasionally raid undefended towns. This really should be dealt with in order for the rebuilding to work out. We need to hire more Rangers...

-Red



Above is a typical village setting and an elaborate mesa-top city in the Valley of the Sky.

RANGE REPORT

TRAINS

Trains are definitely the lifeline of Hokein just as they were on Earth a few hundred periods ago. With most of the highway infrastructure being destroyed this is most effective way to get things from place to place. Likewise, as they were on Earth the trains here are often attacked by bandits. Luckily most trains are supplied with squads of watchmen to protect the cargo and the passengers alike.

The train lines cross the land and have hubs in all major cities and even in smaller settlements. These trains go across some pretty hostile territory, so some rides can get pretty exciting. Most liners will let you bring weapons on board as long as you have them checked. I'd be careful about any funny business while on board, because I've seen many a bandit get dealt with and tossed out on their heads in some bad country that I wouldn't want to be stranded in.

-Red



Trains on Hokein are very similar to those in 20th century Earth. Considering we use the same designs as those brought over many moons ago most technology would seem very familiar to an Earth resident of those times.

CHAPTER FOUR:

RACES

CHARACTER RACES AND CLASSES WORK DIFFERENTLY IN **BETELGEUSE** THAN THEY DO IN STANDARD **PITS & PERILS**. THE "RACE AS A CLASS" DOES NOT TRANSLATE WELL TO A WORLD WITH MORE TECHNOLOGY THAN THE NORMAL FANTASY SETTING. NOT EVERY RACE CAN BE A CERTAIN CLASS, BUT THERE IS MORE FLEXIBILITY AS I WILL GET INTO LATER IN THE NEXT CHAPTER ON CHARACTER CLASSES. AS WITH **THIEVES IN PITS & PERILS** ALL RACES WILL BE ABLE TO HAVE ONE BASE ABILITY FOR THEIR RACE, AND ONE ROLLED AT RANDOM. (OR CHOSEN BY THE PLAYER AT THE REFEREE.) **BETELGEUSE** PLAYER CHARACTERS ARE ON AVERAGE HARDIER, MORE EDUCATED AND TRAINED THAN THEIR DARK-AGE COUNTERPARTS, AND THIS IS REFLECTED BY ALL CHARACTERS HAVING DUAL ABILITIES THAT MAKE THEM EXCEPTIONAL. THIS DOES NOT HAVE TO APPLY TO **NPC**S, HOWEVER, BUT THEY CAN ALSO HAVE THAT BOOST IF THE REFEREE DESIRES.



Gaming dice from Earth also made the smooth transition to Hokeini as many other things have.

Humans:

How easy is this? We all know humans. They are us and we are them. Even this standard is true for the Hokeini natives. Native Earthlings are not able to use Magic, as the Hokeini are, but the Earth/Hokeini descendants will be able to use magic with no issues. Not too much else to say about humans.



Engineered Humans:

Ok, here we can shake it up a little. For the sake and ease of the game "Engineered Humans" are clones. These clones are sterile and not able to reproduce. They were primarily bred for use as soldiers, and like the Rigelians they seem very intelligent, but not always as adaptable as the traditional human. They are practically like us in every way, but something seems to be lacking as far as personality goes. They seem to "space out" from time to time, but this does not seem to be detrimental in their life, and they are still very loyal to their friends.

During the war with the Rigelians a few examples came up that the "Toobers" (slang for the Engineered Humans) and the "Elves" fought alike in many ways. All Engineered Humans were onboard the Kerebos and no more are being created. Their numbers have dwindled as result of the wars, and it is

estimated that only about four thousand or so are still alive today. In the military that came with the Kerebos the Engineered Humans made up about fifteen percent of the active force and were typically separated into their own platoons, and not mixed with the human troops.

That being said, the “Toobers” are much like their creators save that little spark of something that makes humans so unique. This little lack of a spark also makes the breed unable to harness magic or psionics in any form, but also makes them invulnerable to magical or psionic mind affecting abilities that are targeted at them.

Engineered Humans have a life span of approximately one-hundred periods, but with their genetic make-up even an Engineered Human eighty period old would have the body of a forty period old human.



The practice of creating engineered humans for war is a thing best left in the past. A good amount of these created previously still live today, but it is deemed unethical and unwise to continue the practice of creating new specimens.

RANGE REPORT:

VALLEY OF THE SKY

People that know me often joke that I have no home... well, maybe some cave somewhere. Truth be told I DO have a really nice home in the Valley of the Sky. Granted I don't make it there very often, but I do my best to get back for some RR occasionally. I'm betting I have about six months of magazines and mail piled up at the post office just waiting my return.

Anyway, the valley is a really nice place to be. It's an arid region, but has some great rivers and lakes for fishing. Lots of wind in the area though, and sometimes the occasional dust storm kicks up so keep your goggles handy. There isn't much at all to block the view of the mountains that surround the valley. For the most part the valley is a safe place. As much as I have to deal with all types of critters in my "job" it's nice to go home every once in a while and not be worried about my house being trashed by a hungry T-Rex. There is a pretty respectable population in the valley, and it seems to be growing all the time. The Troy leave us alone here for the most part, and that's nice too.

-Red



A large city sits on top of that Mesa. That's where I call home most of the time, or just where I get my mail.

Draequer:

Based on the word Draegerman which is German meaning “a miner, usually a member of a special crew, trained in underground rescue work and other emergency procedures.”

The Draequer are an ancient possibly predating the Gobs, Humans, and even the Rigelians. They live deep inside Hokein, and are VERY vigilant in protecting all entrances into their underground world. It is rumored that the inside of Hokein is a mirror of the mythical “Hollow Earth” like back home. Only the Draequer know this for sure and they guard their speech of their home just as they guard the entrances. They work well with Humans, and Gobs, but Rigelians have not gained their full trust yet. However the Rigelian / Human hybrid offspring are looked at with much less suspicion.

The Draequer on average are about 1.6 meters and roughly 113 kilograms. They are stocky and very solidly built. On average they are more resilient and longer lived than humans being up to 250 — 300 periods. This lifespan is almost triple in regards to human life span. Draequer males are typically fond of thick, full beards and shaved heads. Almost as common as the previous the males also enjoy sporting Mohawks, and impressive handlebar moustaches. Draequer women are roughly the same height as the males, but thinner in build. They typically wear their hair in braids.

Draequer use their many life experiences to their benefits, and to those of their comrades. They make great leaders and even humans and Rigelians look to them in times of emergency. They have a great deal of mining and war machines, and very fond of treads, massive cannons, extravagant drill apparatus, and the like on their vehicles. They are stellar mechanics and are naturals when fixing their own technology. Apart from repairing their machinery they are very intuitive and can modify and rig these machines for various circumstances.

Draequer are powerful fighters, and strong tacticians. Specially trained teams of Draequer are experts of infiltration and night-fighting. During these night excursions they frequently use specially designed “Mole” vehicles to slip behind the lines, or can be used a form of quick escape if needed. They were equally comfortable with a battle axe or an assault rifle while in combat. They tend to prefer ballistic weapons to energy weapons, typically using the latter as modified cutting or mining tools. A special gleam comes to a Draequer’s eye when they get to play with flamers.



Possible abandoned Draequer tunnels discovered many periods ago. The Draequer neither confirm or deny that they are of Draequer construction.



Typical Draeger adventurer.

RANGE REPORT:

THE DRAEGER

The amazing thing about the Draeger is that they have lived primarily underground for thousands of years without those dwelling on the surface even knowing about it. Of course there were rumors throughout the ages, but like Bigfoot and Nessie sightings on Earth all those years ago, but they were never taken seriously.

The Draeger are very similar to us Humans in many ways to us Humans. They are rumored to live inside the planet in some „Hollow Earth“ type environment, but don't go looking for it. If you ask a Draeger about the subject then chances are they will just laugh and say they were „hatched from a rock.“ Lucky for us they are not a myth because without their help there is no way would survived the war with the Troy.

Every Draeger I've ever met has been funny. They have a great sense of humor and are tough as nails. That's a good combination to have when you have one by your side. They don't seem impulsive at all. They are quick thinkers weigh each decision carefully to make the wisest choice in practically everything they do. They are great tacticians and are loyal friends. I would love to have a Draeger watching my back, and to be honest a couple of my Draeger comrades have saved my bacon a couple times.

They have some incredible machines, and probably the most rugged, practical tanks and transports ever made. I'm particularly fond of their dirt bikes. Love em!

-Red



Possible ancient Draeger construction



Contrary to popular belief, the Draeger have quite a sense of humor.

Rigelians:

From the blue star Rigel the alien Rigelians came to Hokein for war. The Rigelians have a sort of "hive mind" when their Queen is near. (Keep in mind the Queen in this setting at the time being is dead, so the hive mind no longer applies to this race here.) This entry will only be describing the Rigelians left behind as Player Characters or Non-Player Characters.

Rigelians are very similar to humans on a physical level. They are essentially the same height and build as humans on average, but very few ever have a stocky build. The facial structure is often more exaggerated than that of a human. These features include pointed ears, and slightly pointed noses. Their cheek bones tend to be more pronounced as well as their chins. Their eyes are the most bizarre feature of the race. Rigelian eyes shift from blank white in the darkness to solid black in daylight with varying shades in between for light that is not either extreme. (For example their eyes would be gray at dusk.) These strange eyes let them see equally well in darkness as they do in the day as long as even a tiny bit of light exists around them. (Another example being a Rigelian in a large room with only a single candle would be able to see normally, but sealed in a room with zero light would render them totally blind.)

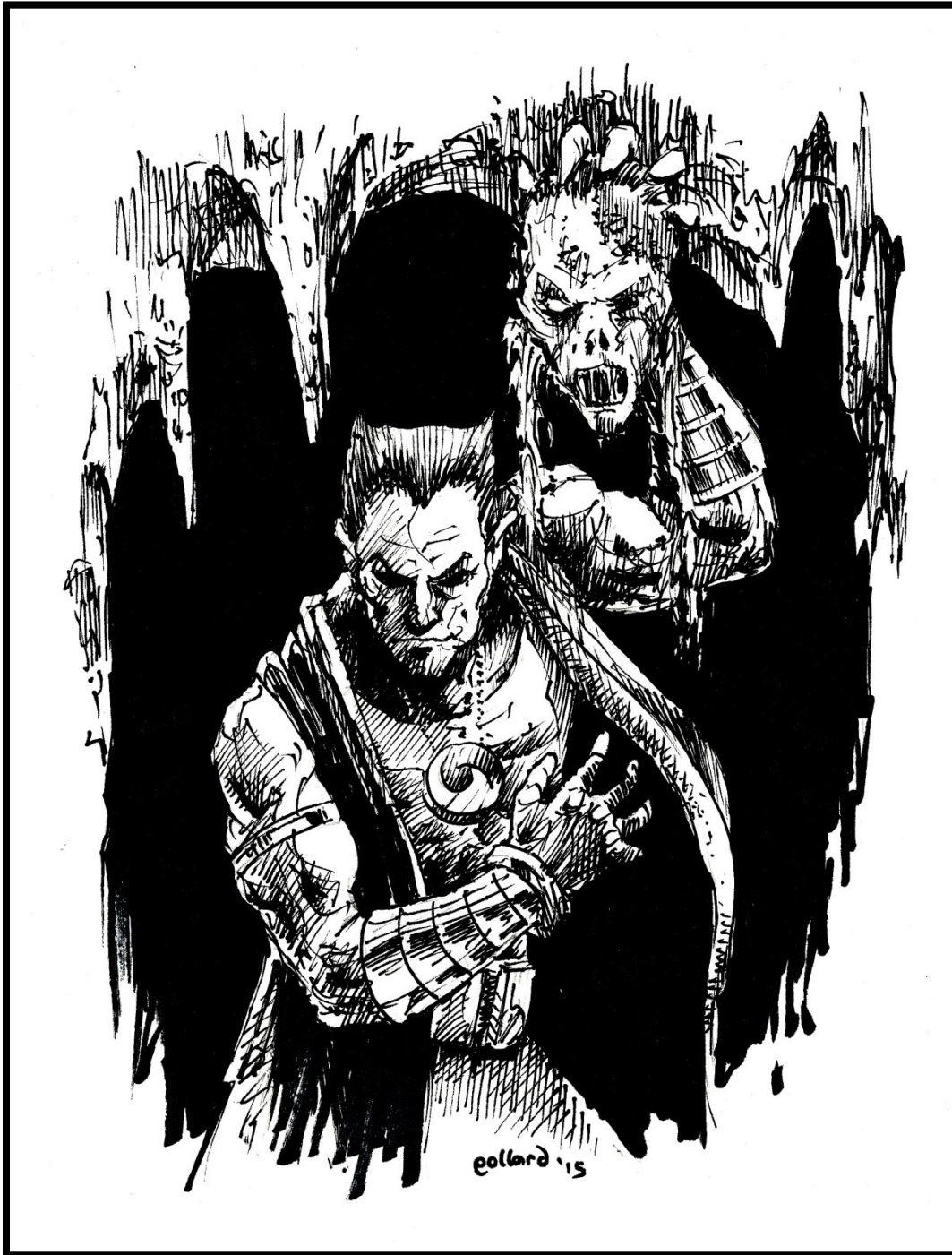
The Rigelian mind is a completely foreign thing compared to the Human, Draeger or Gob mind. It is difficult to classify them as being "good" or "bad" per se... they seem to just go right down the middle. It may be hard to explain, but not much of anything from either side can sway their alien minds. They are, for lack of a better term, amoral and unpredictable, but as stated it is difficult to classify their thoughts or actions. They almost transcend the human definitions of good or evil, but they are very loyal to their compatriots, and not prone to violence unless forced.

They are talented in the harnessing of cosmic energy in the form of magic as we know it. They find the human sense of humor very strange and they do not understand it no matter how long they ponder on the subject. Also, they do not understand the human conscience.

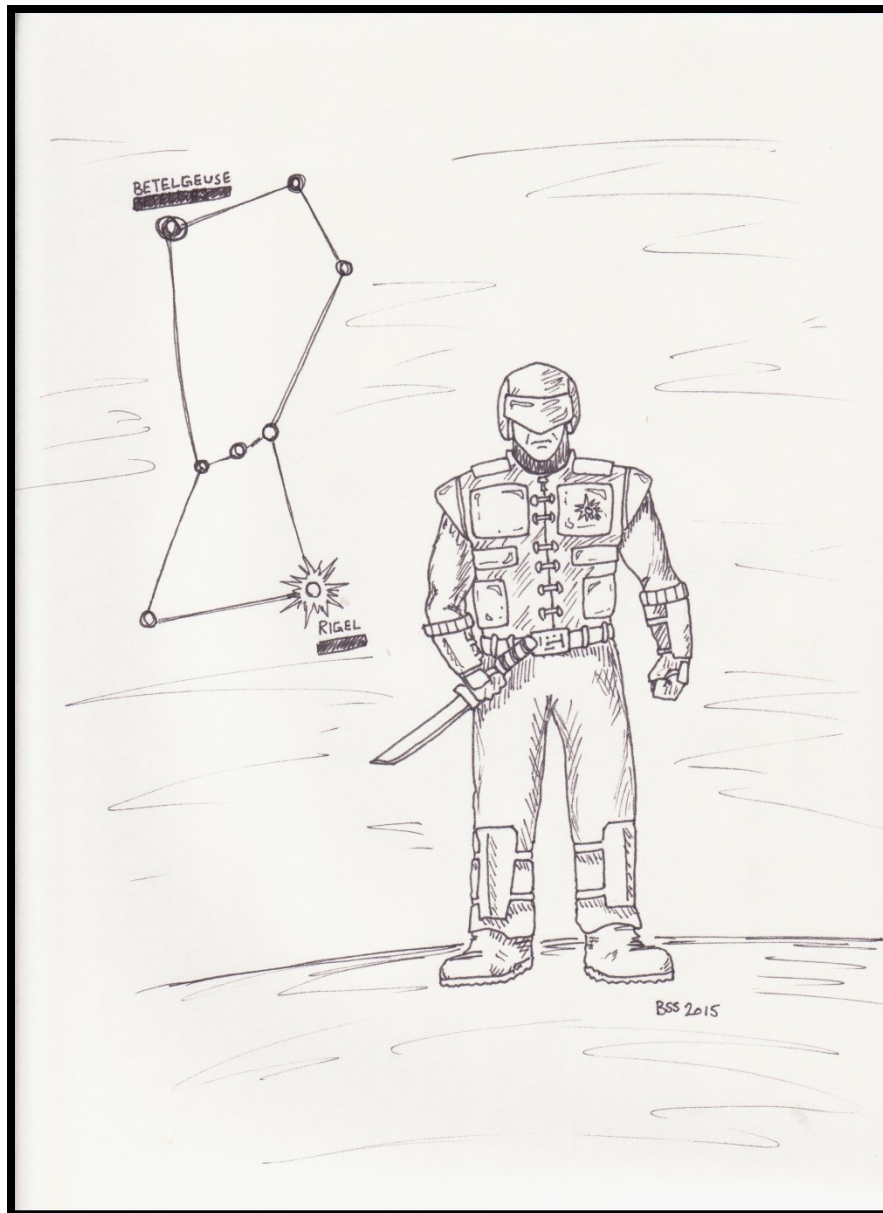
Rigelians seem to connect with nature in an uncanny way, and some people swear when they see one speak to a tree the tree will sway and seem to answer. Perhaps this is mere wind blowing and the overactive imagination of the witness at work, but stranger things have been witnessed on this rock. They tend to be silent most of the time and seem as if they are just soaking it all in, and it can be a real shock when they choose to speak because it is more than likely the perfect thing to say at the perfect time. They show very little emotion, and rarely talk about "feelings" to even those of their own race. Rigelians are extremely intelligent on average, but can be very lacking in the ways of common sense and charisma. This is one of the main reasons they did so poorly in the war even with all their superior numbers of soldiers and advanced technology, and honestly all of us are thankful for that minor detail. Perhaps it is the lack of an ability to adapt quickly to situations that cost them dearly in the end.

After the death of their Queen and their abandonment at the end of the war by their own people the Rigelians here on Hokein realized the only way for their race to carry on here was to interbreed with the Human population. Fortunately the hybrid offspring do not share the same pitfalls as their parents.

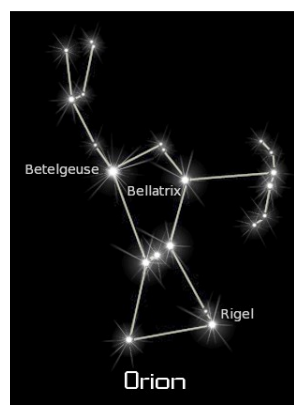
Rigelians use a strange sort of plant-based bio-technology for their weapons and machinery. These items are created to be in tune with Rigelian physiology and will only work in their hands. They can use Human, or Draeger technology, but they do prefer their own instead and are uncomfortable with foreign technology at best. Rigelians typically live approximately 500 to 600 periods and they seem to become more reclusive as they age.



Rigelian Spell Caster cleaning out some Troy trash.



Rigelian Battle Armor





Rigelian eyes: Black in the light, and White in darkness.

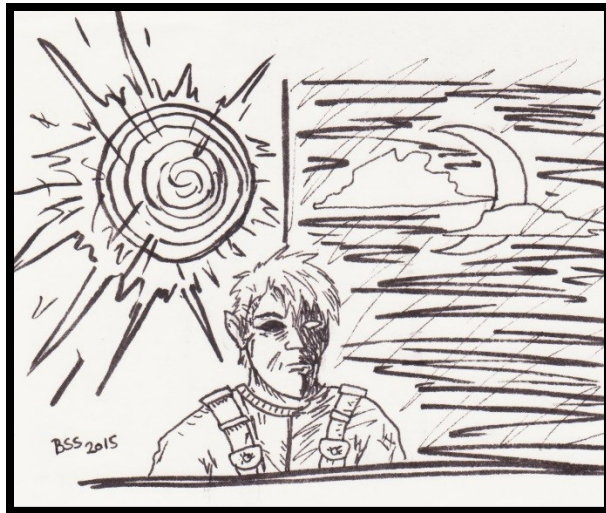
RANGE REPORT:

RIGELIANS

I've come across a lot of people in my time as a Ranger, but none have kept me guessing the way Rigelians do. A few short decades ago they came to this planet in a very non-friendly way. To this day nobody knows why and with the Rigelian Queen dead most of the Rigelians seem to have that spot blanked from their minds. If some old Vet starts to bring up the war around them the only response he will probably get is a quick glance then look away as if they don't know or just don't care what he is talking about. I have a few Rigelian friends, and I've asked them about it, but I never got an answer so I just gave up. Rigelians certainly don't talk much, and when they do they don't say much either. Most just regard you with those black eyes and give a nod or a two word reply. I have literally wasted so many good jokes on my Rigelian friends... I just don't get it.

I'm sure you're aware how much they love the outdoors, but they never seem to let any sight, no matter how spectacular, get them worked up. I'm not kidding. It could be the most awesome sunset over the most tranquil waterfall, and not so much as even a shrug. I know they have a special connection with nature, but it seems so bizarre not to be like „WOW!!!!“ sometimes out here. The only real emotional glimpse I ever saw was when I and one of my comrades came to the edge of a flattened and desolate „hot zone“. He just stared at it quietly for a couple minutes before he said „My people did this...“ The way he said it, and the way he let it trail off I wasn't sure if he was asking a question or not. I sighed uncomfortably, but right as I began to open my mouth and say something about it he had already turned around and was heading back down the path.

-Red



Rigelian Sniper



Human / Rigelian Hybrids:

These “Helfs”, as they are typically called, enjoy many of their Human parents’ abilities as the Human genes seem to be dominant about 90% of the time. They appear as a normal Human, but are typically given to slim build and have ever the slightest point to the ears. It is very difficult to tell the Helf from your average Human, and sometimes a Helf can live for many cycles before anyone finally realizes their genetic stock. This never seems to be an issue as the Humans, Draeger and Gobs welcome them readily. It is believed that a Helf lifespan may be up to 200 periods, but this is speculation since we are still at least a century away from even being able to observe that.

One small advantage from their Rigelian heritage is that Helfs may use Rigelian equipment with little difficulty whereas no Human, Draeger or Gob can.

RANGE REPORT:

HELFS

Perhaps it is some peoples grudges and prejudice that makes the Helf somewhat suspicious. It is already established that the Rigelians suffered from sort of hive-mind domination while their Queen was around. There is no way of knowing if a Helf would be subject to the same thing. Nobody knows if a new Queen is born after the old one dies, and if so would she have the same power? Are we harboring a potential enemy? The Rigelians here don't and won't talk about it which makes things seem a little „fishy“ to a lot of us. Maybe subconsciously the Rigelians are aware of this and that is why they are interbreeding with us Humans to remove that defect? Could they intentionally be doing this to break the future Queen's hold on them as well as further their race in some degree?

All that being said, I believe the Helfs are a magnificent legacy. All the strengths and possibly not the downfall that plagues the Rigelian race and even those of the Human parents are enjoyed by this new generation. Most can easily operate Rigelian equipment with almost no learning curve at all. I hope my Rigelian comrades will forgive me for saying that their offspring actually have PERSONALITY. They get my jokes, which is awesome, but now I wish they could explain them to their parents. Ha!

-Red

Gobs:

Gobs, or Goblins as they are sometimes called, are a small statured race that typically dwell in the foothills or in the plains. On average a Gob of either sex will be roughly 1.5 meters in height. They are primarily slim in build weighing around 22 kilograms. As Gobs age into their senior years they tend to get potbellied and less active. (Don't we all?) Goblins have greenish, or brown skin tones, and there are rumors that circulate around every so often of a type of "feral" Goblin tribes having blue hued skin tones, but these reports are very rare. The Gobs share mostly human features save larger pointed ears and elongated noses. Another advantage to the Gob physiology is that they are very resistant to radiation.

Gobs live in tight-knit villages that contain roughly 500 to even 1000 in population. These villages tend to not get any larger than this, and the villages around the poles of Hokein tend to be smaller in number and nomadic. If population starts to creep up towards the maximum the village can contain multiple families will branch out to form a new village elsewhere, but very close ties will be held to their former friends.

Overall, the Goblins are a peaceful race and enjoy farming, fishing and playing cooperative sports of their own design like "Pudlump", "Who's the Mook?" and "Three-legged blind fold shovel toss" just to name a few. Most Gobs are trained in self-defense. They are also trained in the arts of stealth and camouflage. They certainly do excel at stealth and much prefer that over hand to hand combat because of their size.

Gobs enjoy the simple life, and they wear simple clothing, eat simple meals, and live in simple homes. Almost nothing in their lives is extravagant. For example, envision a human pirate from the days of old. They may have flashy clothing, gold teeth, rings on every finger, frilly hat and jacket, and a custom made pistol with engraved grip. Sound about right? Got it? Ok, now a Gob pirate, on the other hand would probably wear a t-shirt, jeans, an old broken in pair of shoes, and a pistol with a duct tape covered grip. Ok, maybe a patch... maybe.

Also, Gobs don't care too much for technology (except for gyro-copters... they LOVE gyro-copters!) They do love to adventure from time to time though they mainly do so for treasures that would help the village as a whole, or for their own meager personal collections that may never again see the light of day. Most Gobs are closet pack-rats, however they are generally not kleptomaniacs. They have a great amount of respect for Humans and the Draeger, and for the most part that respect is mutual. Gobs are still on the fence when it comes to the Rigelians though. They lost many of their own people in the war against the "elves", so even now they are not very open with them or trusting. The Rigelians don't exactly help with this because of their uncharismatic and unapproachable behavior, but that is another story. Gobs are typically overlooked as far as charisma goes mostly because of their size and non-imposing demeanor around the bigger folk. Gobs have a lifespan equal to that of a Human.

RANGE REPORT:

GOBS

Out of all the civilized peoples on Hokein the Goblins are probably the ones I'm going to go live with when I retire. Being not quite as technologically advanced as the Draeger, Humans, or Rigelians the Gobs still do very well with what they have. If suddenly every bit of technology were to disappear from the world they would fare the best out of everyone.

Goblins are great farmers, great cooks and great people just to hang out with. If you're lucky enough to be in one of their villages during their festival times you'll never want to leave. Don't let their small size fool you. The Gobs are very talented in the art of stealth and hiding. They say they this is used for sneaking up and pranking us bigger folk (it's true). A Goblin friendship is a very desirable thing to have, so if you have Gob friends then consider yourself blessed.

A word to the wise: If you are ever in the village during Harvest Festival and they ask you to play a game of „Rabogamudo“ you will want to go second. Trust me...

-Red



A typical Gob hut



An uncomfortable Gob adventurer "playing the part" for a photo op.

RANGE REPORT:

RED PRAIRIE

Red Prairie is the ancestral home of the Goblin people. Lying close to the equator, this stretch of land is very warm and fertile and used by the Gobs for their benefit. Not much else to say about it really. If you are going there for an „adventure“ then you're barking up the wrong tree. On the other hand if you go there looking for food and hospitality then you're in luck!

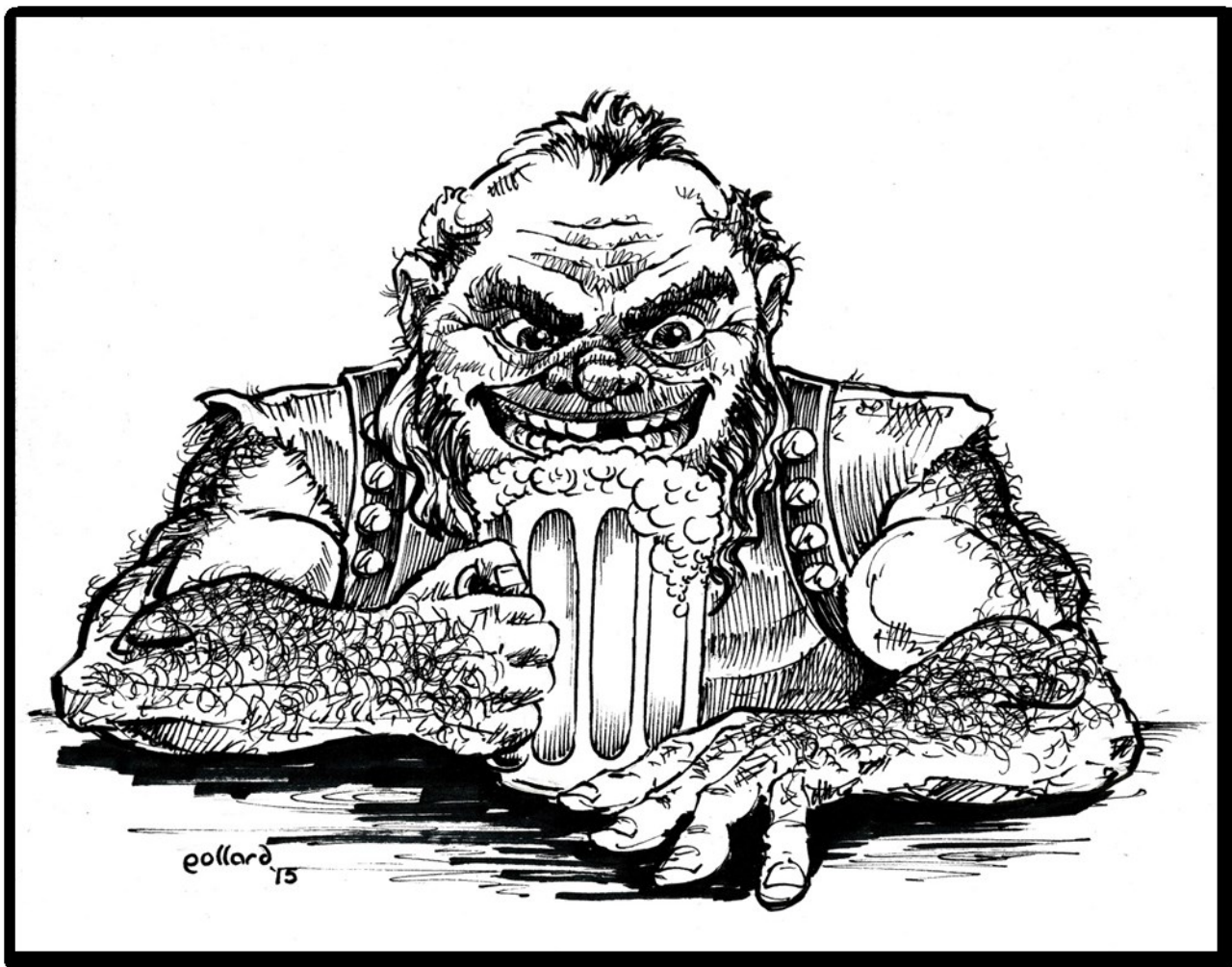
Most of the prairie is inhabited, so there isn't really many places for critters to hid and cause problems. The plants here are rich in „Rekwen“ which is, for lack of a better terms, is a red version of chlorophyll. Some of the plants with this type of chlorophyll are found throughout the world, but this whole land is teeming with it which is how it got its name.

Rigelians tend not to like this area. I guess all the red plants make them uncomfortable. Who knows... It is especially good to visit during the Gobs „Cross cart racing“ where they race in homemade carts and use dog teams from one side of the prairie to the other. They do this every period. It's a blast, and I recommend going to watch.

-Red



Goblin Farmer much more comfortable with his surroundings than in adventurer gear.



RACIAL ABILITIES AND LIMITATIONS ARE AS FOLLOWS:

(STANDARD PITS & PERILS CHARACTER CLASSES WILL BE USED HERE FOR FAMILIARITY, BUT TRANSLATED INTO BETELGEUSE EQUIVALENTS IN THE CHAPTER ON "CLASSES".)

HUMAN: CAN BE OF ANY CHARACTER CLASS AND SELECT EITHER TWO ABILITIES RANDOMLY OR CHOSEN BY THE PLAYER AT THE REFEREE'S DISCRETION.

ENGINEERED HUMAN: CAN ONLY BE OF THE FIGHTER OR THIEF CLASS. CANNOT TAKE WISDOM OR CHARISMA ABILITIES, AND SUFFER A -1 PENALTY TO ALL ROLLS FOR ACTIONS BASED ON THESE ABILITIES. IMMUNE TO MIND BASED SPELLS, OR PSIONIC POWERS TARGETING THEM. CANNOT USE MAGIC.

DRAEGER: CAN BE OF ANY CLASS EXCEPT MAGICIAN (THE REASON WHY WILL BE DETAILED IN THE "MAGIC" CHAPTER.) A DRAEGER CAN CHOOSE ANY ABILITY EXCEPT INTELLIGENCE OR DEXTERITY. THEY RECEIVE A +1 TO ANY ROLL BASED ON A MECHANICAL NATURE.

RIGELIAN: RIGELIANS ARE ALLOWED TO BE FIGHTERS, MAGICIANS, OR THIEVES. THEY ARE NOT PERMITTED TO TAKE CHARISMA OR WISDOM AS ABILITIES AND ACTUALLY SUFFER A -2 PENALTY FOR ALL CHARISMA BASED ROLLS AND A -1 PENALTY FOR ALL ROLLS BASED ON WISDOM. THEY CAN USE RIGELIAN EQUIPMENT WITH NO DIFFICULTY, AND HAVE NIGHT VISION EQUAL TO THAT OF VISION DURING THE DAY. ALL RIGELIANS ARE NEUTRAL.

HELF: THESE HUMAN / RIGELIAN HYBRIDS ARE ALLOWED TO TAKE ANY ABILITY AND ARE ABLE TO CHOOSE ANY CHARACTER CLASS EXCEPT FOR THE CLERIC. THEY ARE PERMITTED TO USE RIGELIAN EQUIPMENT WITH NO ISSUE ON A ROLL OF 1-4 ON A DIE, BUT OTHERWISE THE ITEM WILL NOT BE IN TUNE WITH THEIR RIGELIAN NATURE AND BE USELESS TO THEM.

GOB: CAN ONLY BE PERMITTED TO CHOOSE FROM FIGHTER, THIEF, OR SAVANT CLASS. THEY ARE NOT ALLOWED TO HAVE THE ABILITIES OF STRENGTH OR INTELLIGENCE. GOBS RECEIVE A +1 TO ANY ROLL INVOLVING THEIR STEALTH OR CAMOUFLAGE TESTS. THEY ARE IMMUNE TO RADIATION LEVELS 1 AND 2, AND SUFFER LESSER AFFECTS FROM THE HIGHER RADIATION LEVELS. (THIS WILL BE DETAILED IN THE CHAPTER ON "RADIATION DANGERS")

RANGE REPORT:

HOLLOW WORLD?

There have been rumors for many periods that Hokein is hollow and a totally different world is on the interior. Back on Earth they had legends similar to this as well called „hollow world theory“. I'm guessing it's kind of the same thing.

To my knowledge nobody has ever been to check and returned. I'm pretty sure the Draeger know for sure, but they are very secretive about their land. From what I hear, known entrances to the depths of the world are guarded heavily by the Draeger. Heck, we did not even know about the existence of the Draeger until after I was even born.

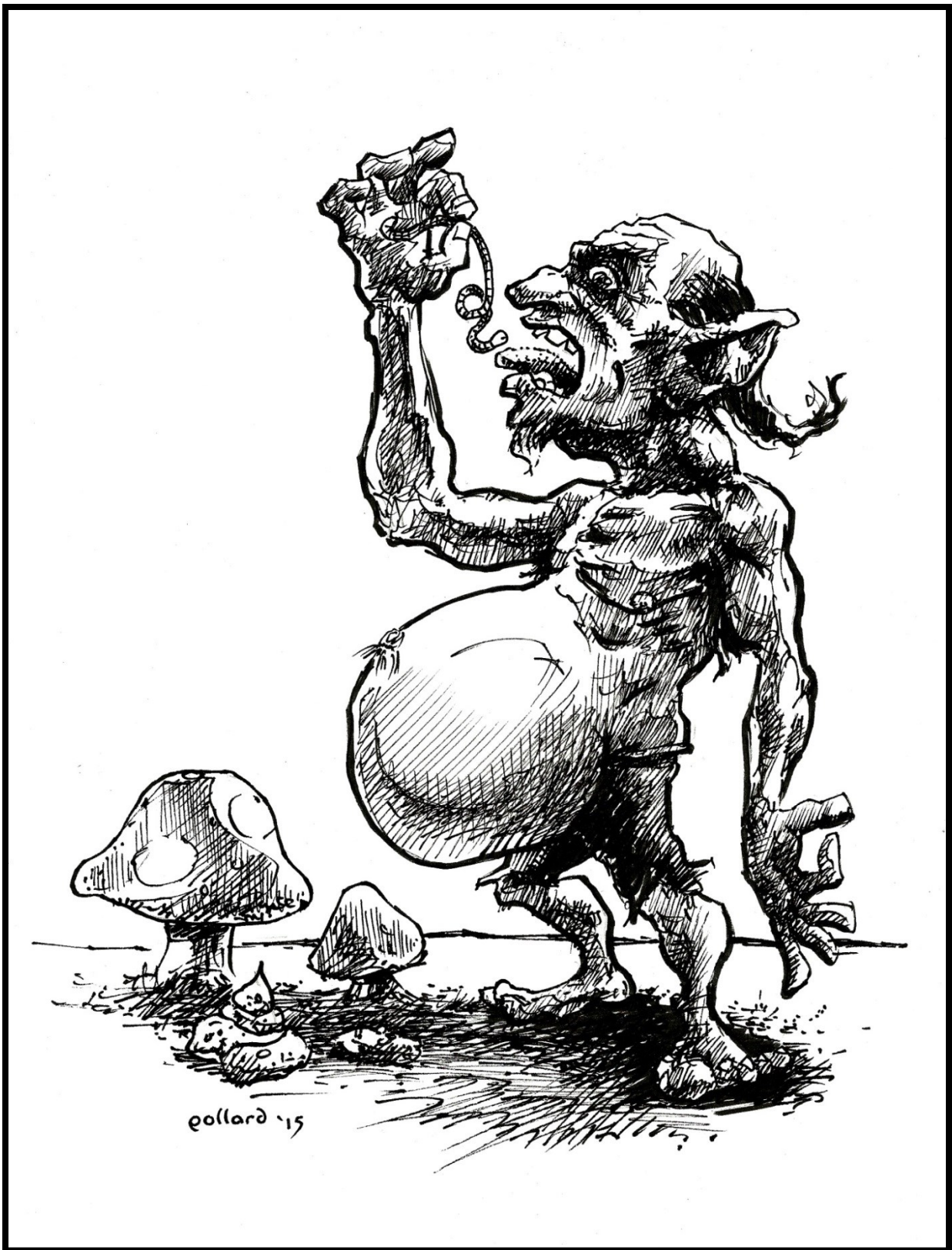
So this is what I get out of the whole thing:

1. If it's true then only the Draeger know.
2. If the Draeger know then they aren't telling.
3. Why even risk it?

-Red



An entrance to a Hollow World?



The much rumored "Blue feral Gob"?

CHAPTER FIVE:

CLASSES

It may be a little difficult to jump right into character classes until we talk about what "Side" the character is on. In classic **Pits & Perils** the character chooses a "Side", and this can be either: Law, Neutrality, or Chaos. In the **Betelgeuse** setting we have technically the same thing except we use different terms to better match the feel of the setting. It is quite simple really because your chosen side will then go on to give you the class title.

LAW	BECOMES	ORDERLY
NEUTRALITY	BECOMES	ON THE LEVEL
CHAOS	BECOMES	UNRULY

The Side / Class Titles are optional, but become helpful when adding some life in the game. For instance:

"Oh, John? Yeah, I know him. He's a neutral fighter."

Now compare that to:

"Oh, John? Yeah, I know him. He's a drifter that's on the level."

There is no real change as far as rules are concerned, but is used for flavor in the setting.

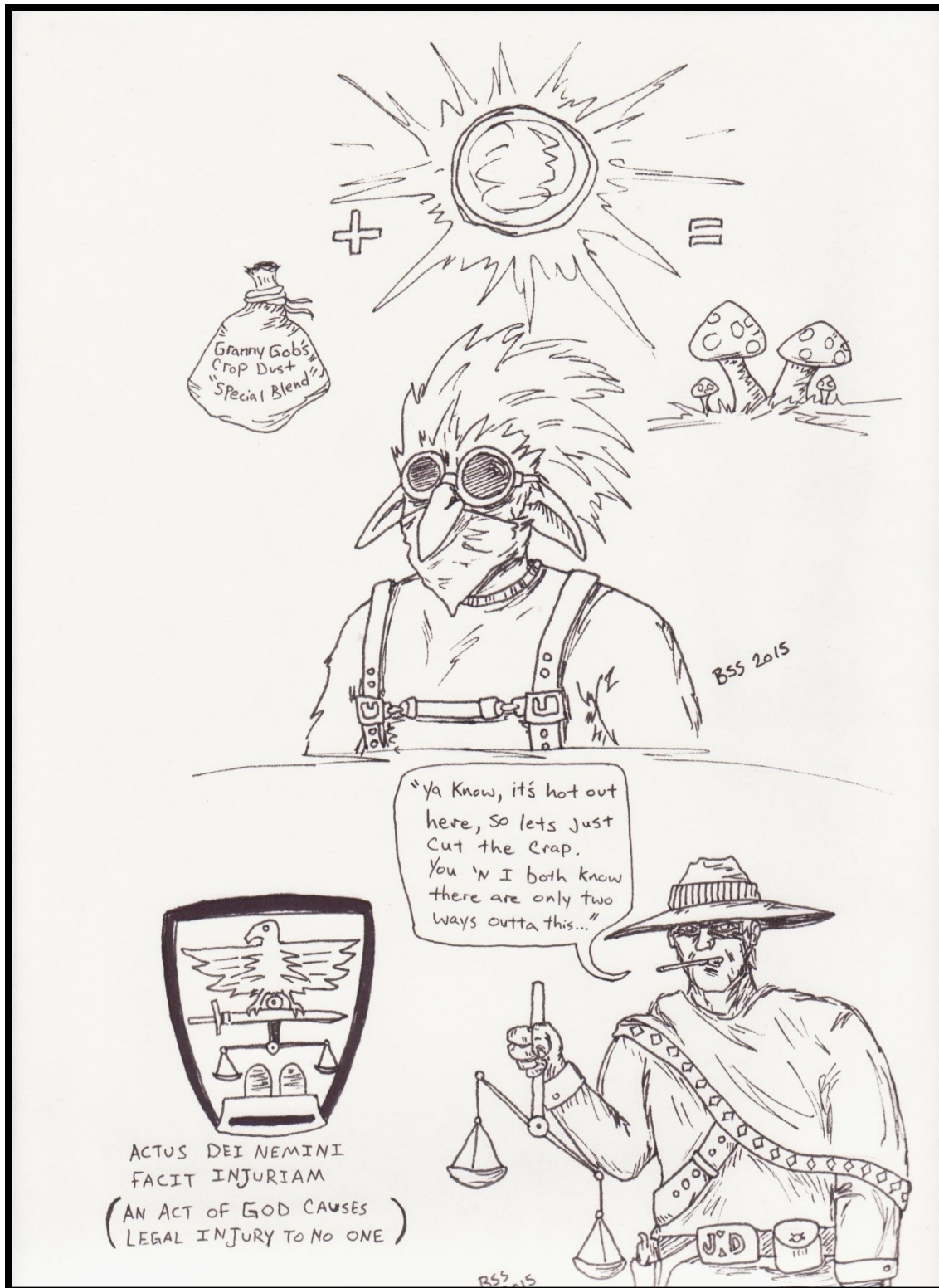
Now on to the classes for the setting! Following is a chart based on standard **Pits & Perils** classes and sides and how they translate to classes of the **Betelgeuse** setting. Keep in mind there are no actual rule changes with these translations save the Cleric which will be detailed soon in this chapter. There is no equivalent for the Monk character class in **Betelgeuse**, so they were simply dropped from the list. However, they could be easily plugged back in by the Referee that wishes to use the class.

	SIDE:	ORDERLY	ON THE LEVEL	UNRULY
CLASS:				
CLERIC		JUDGE*	*	*
FIGHTER		RANGER	DRIFTER	HIGHWAYMAN
MAGICIAN		ARCANIST	ASTROLOGER	SORCERER
THIEF		RUNNER	SCAVENGER	BANDIT
SAVANT		PRETERNATURAL	PSYCHOGENIC	PSYCHER

***ALL JUDGES ARE ORDERLY**

JUST A LITTLE NOTE ON CLASSES AND EQUIPMENT / ARMOR / WEAPON LIMITATIONS: THERE ARE NO limitations, SO KNOCK YOURSELF OUT AND GET CRAZY. OTHER THAN THAT (AND THE JUDGE WHICH I WILL GET TO IN A MOMENT) ALL CLASSES WILL BEHAVE AND HAVE ABILITIES / EXPERIENCE PROGRESSION CHARTS, ETC... JUST AS STANDARD IN PITS & PERILS.





A Goblin crop-duster dreaming about this season's yield and below him a Judge with a badge.

THE JUDGE:

AS THERE ARE NO TRUE UNDEAD IN THE BETELGEUSE SETTING THE NORMAL CLERIC CLASS TAKES A HIT ON ONE OF THEIR MAIN ABILITIES DEALING WITH TURNING THE UNDEAD. A JUDGE OF 9TH LEVEL AND BEYOND WILL STILL RETAIN THEIR RESURRECTION ABILITY, AND IT WILL FUNCTION AS IT WOULD IN STANDARD PITS & PERILS. ALSO THEY WOULD USE MIRACLES AS NORMAL. HERE IS HOW TO MAKE UP FOR THAT MISSING ABILITY OF THE STANDARD CLERIC. JUDGES FOLLOW THE BELIEF OF THE ONE GOD WHICH IS THE EPITOME OF ORDER ITSELF, AND THIS BEING SAID ALL JUDGES ARE ON THE SIDE OF THE ORDERLY. JUDGES, ACROSS THE BOARD, ARE WELL RESPECTED ON HOKEIN. EVEN MOST OUTLAWS AND BANDITS RESPECT THE JUDGES (OUT OF FEAR), REGARDLESS IF THEY WANT TO ADMIT IT OR NOT. TO ILLUSTRATE THIS THEY HAVE THE FOLLOWING ABILITY:

ORDER:

AN NPC WILL BE HARD PRESSED NOT TO OBEY "REASONABLE" COMMANDS OF A JUDGE. THE CHARACTER BEING THE TARGET OF THIS ABILITY WILL REQUIRE A SAVE VS THE COMMAND. UP TO TWO NPCs CAN BE TARGETED BY THE ORDER FOR EACH LEVEL THE JUDGE OBTAINS. (I.E. A LEVEL 3 JUDGE CAN ORDER SIX TARGETS) FOR EVERY THREE LEVELS OF THE JUDGE SUBTRACT -1 FROM THE TARGET'S SAVE ROLL. FOR EVERY THREE LEVELS OF THE TARGET ADD A +1 TO THE SAVE ROLL. EACH TARGET WILL MAKE AN INDIVIDUAL SAVE. NO "GROUP" SAVES WOULD BE PERMITTED IF MULTIPLE TARGETS ARE PRESENT. AS LONG AS THE JUDGE IS NOT TAKEN BY SURPRISE THE ORDER ABILITY ALWAYS HAS THE INITIATIVE.

FOR EXAMPLE: A 4TH LEVEL JUDGE ENCOUNTERS NINE BANDITS WHICH ARE ALL LEVEL ONE. THE JUDGE ORDERS THEM ALL TO DROP THEIR WEAPONS. EIGHT OF THE BANDITS WILL MAKE A SAVE AT A -1 PENALTY WHILE THE NINTH BANDIT WILL BE UNAFFECTED.

THESE COMMANDS THAT CAN BE "ORDERED" MUST BE DUTY RELATED COMMANDS ONLY. SOME EXAMPLES ARE: "STAND DOWN!", "DROP THE GUN!", "LET THE KID GO!", AND "COME OUT WITH YOUR HANDS UP!" COMMANDS SUCH AS ONES THAT WOULD MAKE THE NPC COMMIT BODILY HARM TO THEMSELVES OR OTHERS WILL NOT BE FOLLOWED. NOR WILL COMMANDS LIKE "MAKE ME A CHEESEBURGER!" BE FOLLOWED AND THUS WOULD REQUIRE NO SAVE.

TYPICALLY THIS ABILITY WOULD ONLY BE ABLE TO BE USED ONCE PER ENCOUNTER AT THE REFEREE'S DISCRETION. JUDGES ARE A STRICTLY ORDERLY CLASS, AND ABUSE OF THE POWERS OR UNRULY ACTS WILL NOT BE TOLERATED, AND DOING SO WOULD STRIP THE JUDGE OF THEIR POWERS UNTIL REDEMPTION COULD BE OBTAINED. THE REQUIREMENTS OF THE REDEMPTION ARE UP TO THE REFEREE TO DECIDE ON. UNTIL THE TIME THAT REDEMPTION CAN BE OBTAINED THE JUDGE WOULD CARRY THE SAME GAME STATS MINUS ANY SPECIAL ABILITIES.

RANGE REPORT:

GOVERNMENT AND JUDGES

Across the world of Hokein there are many types of Government (just as there was on Earth) For the most part Democracies and Republics are the most common since that is what most of the population stemmed from at one point or another. Most common are regional Governors that hold the positions of power along with the equally powerful legislative and judicial branches.

Other parts of the world that are mostly cut off from the rest have Mayors controlling the smaller areas. These Mayors tend to submit to anyone stronger than themselves, but most are pretty legitimate leaders.

There are areas where dictators and tyrants try to rise up and take over, but these are typically quickly overthrown either by the citizens or sometimes by travelling Judges. Judges do not work for any nation or government. They have a higher calling from God himself and most people respect that and do not cause trouble.

For the most part if there is a problem area and a Judge and his posse come through then nine times out of ten the issue will be cleared up when the Judge takes his leave, and what will be left in his wake is peace... and that comes one way or another.

-Red



CHAPTER SIX:

MAGiC

RANGE REPORT:

MAGiC STUFF THAT I DON'T UNDERSTAND

What is magic and what is its source? I really can't answer that one. Personally, I have no idea in the slightest. I know when the Earthlings arrived they could not use it, and did not even know about it. Native Hokeini have the ability though, and since practically everyone that was an Earth native has passed on by this time it is being seen that Earth/ Hokeini descendants have been able to practice the art with no difficulties.

The Rigelians also can practice magic, but Gobs and Draeger do not seem to have the ability. I have not seen any other creatures so far on the planet that can harness these powers. The Judges are able to perform miracles, but please do not insult one and ask them about „magic“.

One that can practice magic, be it from any school of thought (the Arcanist, the Astrologer, or the Sorcerer) will say only that such power comes from the cosmos and will either be silent, or completely blow your mind away with all this jabbering of jargon way above our heads.

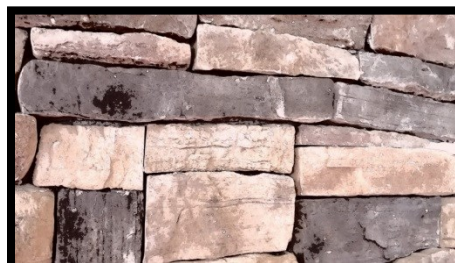
I hate to stereotype, but most I have seen are a bit eccentric, dressed oddly and cleanliness is usually NOT a priority. Like I say, I'm not one to stereotype, but try not to stand downwind.

-Red

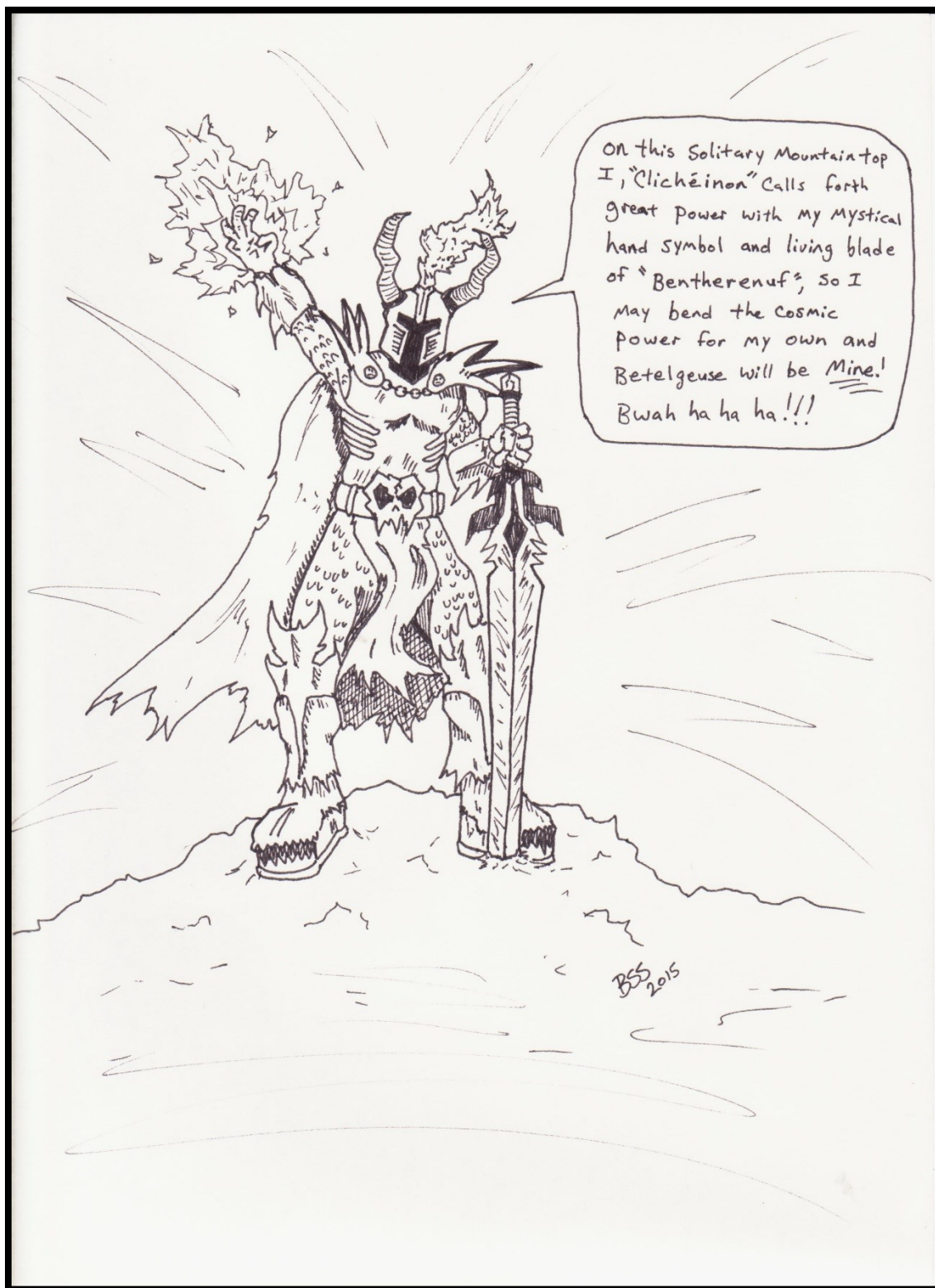
MAGiC AND PSIONIC POWERS WORK OUTSIDE IN THE COSMIC RAYS OF BETELGEUSE. NIGHT DOES NOT AFFECT THIS ABILITY, BUT BEING UNDERGROUND PUTS A HARD STOP ON ALL MAGiC AND PSIONIC POWERS RENDERING THE SPELLS OR POWERS WORTHLESS. BEING INSIDE STRUCTURES BUILT ON THE SURFACE WITH NO OUTER PORTAL TO LIGHT (I.E. WINDOWS, SKYLIGHTS, OPEN DOORS) RENDERS ALL SPELLS AND POWERS TO HALF THEIR NORMAL EFFICIENCY. MOST MAGiCIANS WORTH THEIR SALT HAVE TOWERS BUILT OF RARE HOKEINIAN STONE THAT ACTUALLY ENHANCES THE COSMIC ENERGY COLLECTED BY IT SO THEIR SPELLS HAVE FULL AFFECT INSIDE THEIR ABODES.



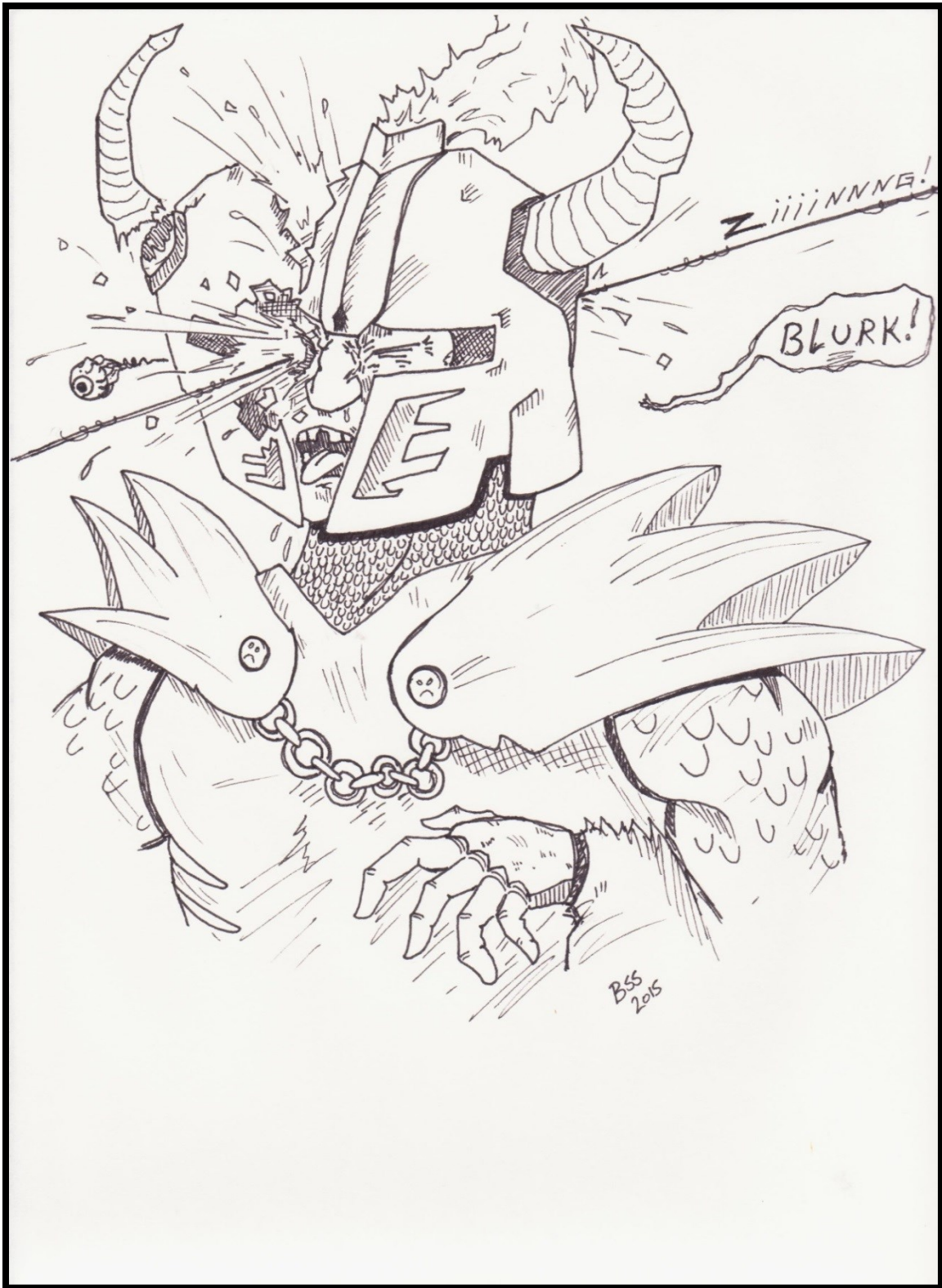
Stinky spell casters



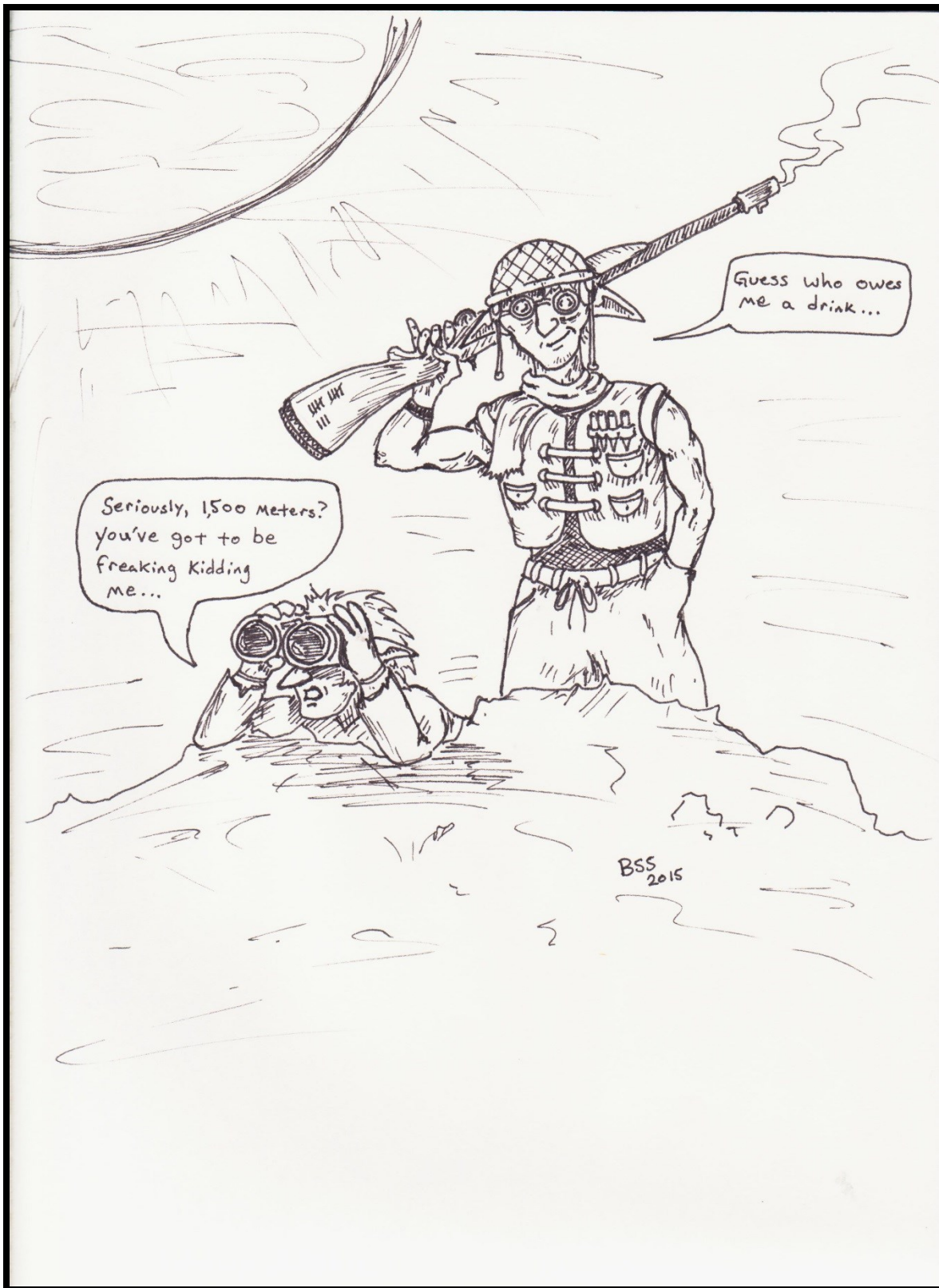
An example of a spell caster's tower and the special stone they use for its construction.



A powerful spell caster bent on world domination summons cosmic energies to do his bidding.



Only to find out that a 7.62 bullet is more than a match for his powers.



The world is saved, and a Gob gets a free drink for a job well done.

NEW SPELLS:

NAME	DURATION	RANGE	SPECIAL EFFECT
*BLIP	30 MINUTES PER LEVEL	10 METERS PER LEVEL	MOTION DETECTOR. ANY SIZE CAN BE DETERMINED BY THE CASTER FROM 1 KG ONWARDS.
*BURN	INSTANT	5 METERS PER LEVEL	CAUSES FIRE DAMAGE. ONE DIE OF DAMAGE. SAVE FOR HALF DAMAGE. MAGICAL FIRE PENETRATES NORMAL ARMOR.
CHEF	INSTANT	1 METER	MEAL AND DRINK FOR ONE PERSON PER LEVEL. MEAL WILL SUSTAIN FOR 24 HRS.
*CHEM	INSTANT	SELF, OR TARGET	RESIST CHEMICAL DAMAGE FOR 1 HOUR PER LEVEL.
CLAP	INSTANT	10 METER RADIUS	STUNS SURROUNDING BEINGS. DEAF FOR 2D6 HOURS OR TARGETS WITH HEARING PROTECTION NOT AFFECTED. SAVE ALLOWED.
CLAW	LEVEL X 2 IN ROUNDS	SELF	CHARACTER GROWS TALONS FOR COMBAT. CAN REND PERSONAL ARMOR IN ONE ATTACK, AND VEHICULAR ARMOR IN TWO ATTACKS.
CORK	LEVEL X 2 IN HOURS	TOUCH	PLUGS 1 METER HOLE PER LEVEL. CORK IS AIR TIGHT AND WATER TIGHT.
*EYES	LEVEL X 2 IN HOURS	SELF	SEE IN DARK, MAGNIFICATION X 10. USABLE IN ALL TYPES OF LIGHT.
FRAG	INSTANT	10 METERS	2 HITS PER LEVEL, STUNS FOR 1D6 RDS CREATURES OVER 6 LEVELS ARE NOT AFFECTED BY THE STUN.

GASH	LEVEL x2 IN ROUNDS	TOUCH	REND MATERIALS WITH BARE HANDS. MAGICAL ALLOYS NOT AFFECTED. CAN SLICE INTO 1 INCH PER LEVEL OF CASTER. 1d6 DAMAGE IF USED AS ATTACK.
HAUL	1 HOUR PER LEVEL	SELF, OR TOUCH	INCREASES LOAD BEARING 10 TIMES NORMAL.
*HEFT	30 MINUTES PER LEVEL	SELF, OR TOUCH	INCREASES WEIGHT OF OBJECT UP TO 10X. INCREASES BURDEN SUBSTANTIALLY. IF TARGET CAN RESIST AND IF SUCCESSFUL SAVE IS MADE THE TARGET IS IMMUNE.
*LEG2	1 HOUR PER LEVEL	SELF, OR TOUCH	ABLE TO RUN UP TO 60 KPH PER HOUR. AFTER THE SPELL EFFECT IS OVER THE TARGET MUST EAT AT LEAST 2 MEALS IN ONE HOUR OR SUFFER 1d6 HITS AS BODY GOES INTO SHOCK.
*LOL2	2 ROUNDS PER LEVEL	TOUCH	MAKES TARGET GIGGLING BUFFOON. UNABLE TO DEFEND THEMSELVES AND -2 PENALTY ON COMBAT AND SKILL ROLLS. SAVE ALLOWED.
*MELD	1 ROUND PER LEVEL	TOUCH	MENTALLY MELD WITH TARGET. UNWILLING TARGET GETS SAVE.
*MELT	INSTANT	1 METER PER LEVEL	DOES GREAT DAMAGE TO METAL OBJECTS. SERIOUSLY COMPROMISES FERROUS OBJECTS AND VEHICLES UP TO 900 KG (INCLUDING ARMOR). 2 DICE OF DAMAGE IF USED AS ATTACK.
PEEL	INSTANT	TOUCH	STRIPS LAYERS OFF TARGET. ARMOR OR 1d6 HITS. ABLE TO STRIP LAYERS OFF ANYTHING TARGETED. SKIN, POLYMER OR METAL.

*PUNT	instant	SELF OR TOUCH	POWERFUL KICK 5x MORE EFFECTIVE. CAN DO ONE DIE DAMAGE IF USED AS ATTACK.
RACK	1 HOUR PER LEVEL	SELF	INVISIBLE SHELVING THAT FOLLOWS CHARACTER. RACK CAN HOLD 100 KG PER CASTER LEVEL.
*RAD2	instant	SELF OR TARGET	RESIST RADIATION DAMAGE FOR 1 HOUR PER LEVEL.
REKT	instant	TARGET WITHIN 10M	CAUSES MINOR MECHANICAL FAILURE. TAKES 2D6 ROUNDS TO REPAIR WITH TOOLS, AND 2D6 HOURS TO REPAIR WITHOUT PROPER TOOLS.
ROPE	1 HOUR PER LEVEL	TOUCH	CAUSES LENGTH OF STRING TO BECOME STRONG ROPE 20 TIMES THE LENGTH.
RUST	instant	TOUCH	CAUSES IRON OR ALLOY TO CORRODE. AFFECTS 50 KG PER LEVEL OF CASTER.
SAIL	24 HOURS PER LEVEL	ONE CRAFT	PRODUCES WIND FOR SAIL BOATS. CAN SAIL AGAINST NORMAL WINDS / CURRENTS AT SAME SPEED THE CRAFT WOULD NORMALLY GO WITH THE WIND IN THE SAILS.
*SLIM	1 HOUR PER LEVEL	SELF OR TARGET	FLAT STANLEY! FIT THROUGH CRACKS. IF AIR CAN PASS THROUGH THEN SO CAN THE TARGET.
*SORE	2 ROUNDS PER LEVEL	TOUCH	SORENESS AND CRAMPING. -2 PENALTIES TO EVERYTHING. EVEN LYING DOWN FOR A NAP IS TOO DIFFICULT. SAVE ALLOWED.
TARP	1 DAY PER LEVEL	WITHIN REACH	CREATES 5m x 5m TARP PER LEVEL

***Toss**

instant

SELF OR TARGET

INCREASE BASE THROWING RANGE BY 50M. WEIGHT IS LIMITED TO 5 KG PER CHARACTER LEVEL.

*** CAN BE USED BY SAVANT (PRETERNATURAL, PSYCHOGENIC, PSYCHER) CLASS AS WELL.**

THESE SPELLS ARE UNIQUE TO BETELGEUSE, AND ARE AVAILABLE IN ADDITION TO THOSE IN THE STANDARD PITS & PERILS RULE BOOKS. ADDITIONAL SPELLS GAINED ARE DONE SO AS THE GUIDELINES STATE IN THE CORE RULE BOOKS PREVIOUSLY MENTIONED.

RANGE REPORT:

PSYCHICS

For the most part I thought magic was pretty strange because it lets people harness cosmic energy and what-not, but psychics are so much more unusual to me. They use their minds to do some really weird things. It seems to be a lot like magic to someone almost completely ignorant on the subject like myself.

I have seen only Humans having psychic powers and it seems like the native Earthling and Hokeini natives are equally able to have these powers. (That being said, it is still VERY rare!) As with those that use magic it seems that these psychics have mannerisms that set them apart from the rest of us „normal“ folk.

Psychics seem to have predispositions toward being OCD (obsessive compulsive disorder), „Scatterbrained“, introverted, and even just zoning out for long periods of time. Very strange... I met one a few years ago and as I talked to him I thought to myself “what a weirdo”. He then stopped talking mid-sentence and said. “I heard that”

OOPS!

-Red

CHAPTER SEVEN:

THE DANGERS OF RADIATION

The Six Rad levels are as follows and they all require a Constitution Save for ease of play.

LEVEL 1: **SAVE OR OPERATE AT -1 PENALTIES AND -2 HITS.**
LASTS 2D6+1 DAYS AFTER EXPOSURE ENDS.
IF SAVE IS MADE THEN CHARACTER IS UNAFFECTED.
GOBLINS AUTOMATICALLY UNAFFECTED.

LEVEL 2: **SAVE OR OPERATE AT -2 PENALTIES AND -4 HITS.**
LASTS 3D6+4 DAYS AFTER EXPOSURE ENDS.
GOBLINS AUTOMATICALLY UNAFFECTED.

LEVEL 3: **SAVE OR OPERATE AT -3 PENALTIES AND -6 HITS.**
LASTS 4D6+9 DAYS AFTER EXPOSURE ENDS.
IF SAVE IS MADE THEN USE LEVEL 2 PENALTIES.
GOBLINS THAT MAKE SAVE ARE UNAFFECTED.
GOBLINS THAT FAIL USE LEVEL 1 PENALTIES.

LEVEL 4: **SAVE OR OPERATE AT -4 PENALTIES AND -8 HITS.**
LASTS FOR 5D6+14 DAYS AFTER EXPOSURE ENDS.
IF SAVE IS MADE USE LEVEL 3 PENALTIES.
GOBLINS THAT MAKE SAVE USE LEVEL 1 PENALTIES.
GOBLINS THAT FAIL SAVE USE LEVEL 2 PENALTIES.

LEVEL 5: **SAVE OR DEATH**
LASTS 6D6+20 DAYS AFTER EXPOSURE ENDS.
IF SAVE IS MADE USE LEVEL 4 PENALTIES.
GOBLINS THAT MAKE SAVE USE LEVEL 2 PENALTIES.
GOBLINS THAT FAIL SAVE USE LEVEL 3 PENALTIES.

LEVEL 6: **DEATH – NO SAVE.**
DEATH OCCURS IN 1D6 HOURS.
GOBLINS THAT MAKE SAVE USE LEVEL 3 PENALTIES.
GOBLINS THAT FAIL SAVE USE LEVEL 4 PENALTIES.

RANGE REPORT

Hot ZONES

These are just what they sound like for the most part. These are the zones that got hit by the Rigelian nukes during the war and killed off most life in thirty kilometer radius at the detonation points. It is estimated that approximately fifty to sixty of the warheads were used towards the end of the war (possibly when the Rigelian Queen realized that defeat was a very real possibility). This was roughly forty years ago as I write this today, and while these areas are still deemed as „hot“ for some reason they are not as potent as such an area would be on Earth in the same circumstances.

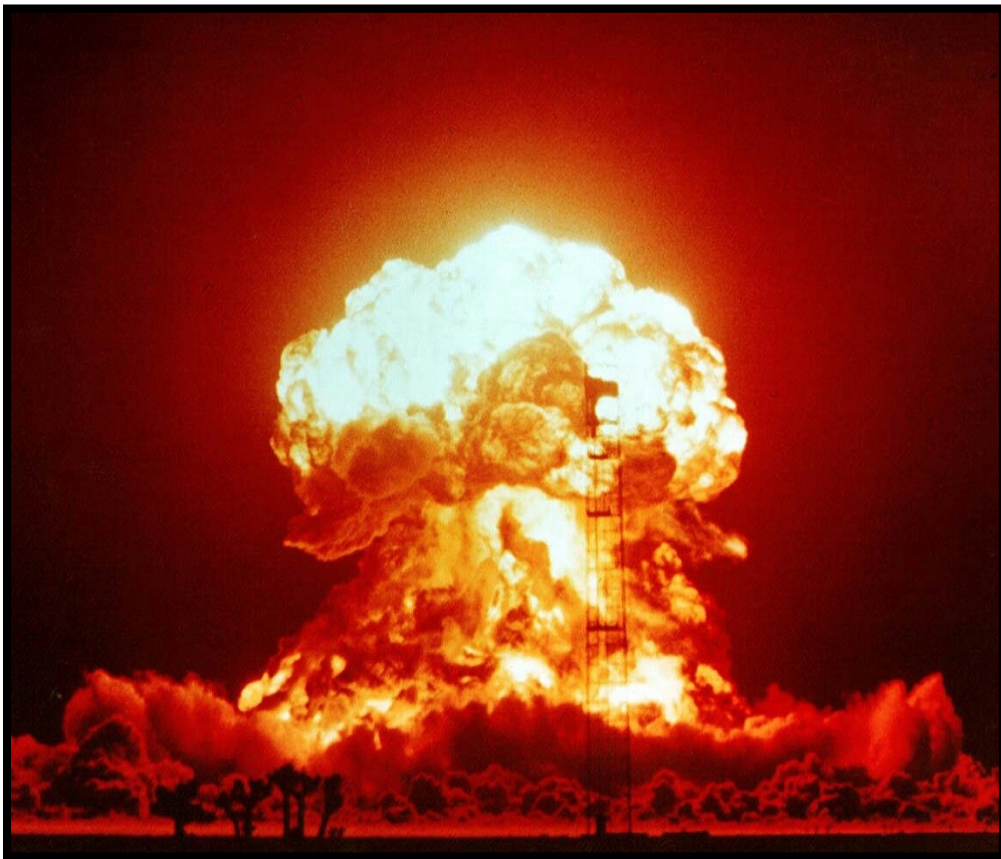
I'm no scientist... I have no real educated guess, but I wonder if this has something to do with the cosmic radiation that hits the planet on a regular basis by our sun? Most beings cannot go long in these zones without getting really sick.

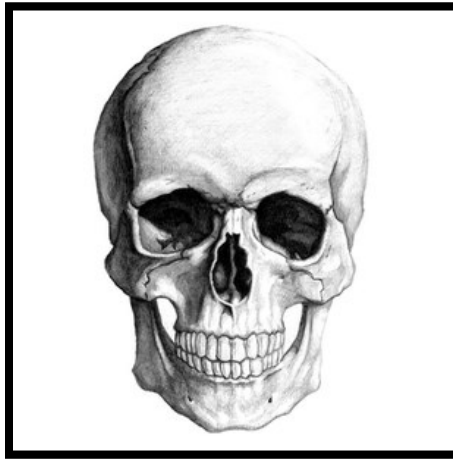
Gobs like to trek there to get radioactive rocks to use in their gardens. Sounds funny, huh? Gobs are very resistant to radiation, so there are no reports of the Goblins getting radiation sickness that I have ever heard. These hot zones have caused mutations in the flora and fauna though. Seriously! Biggest carrots I've ever seen in my life! Most of the mutations to the wildlife end in death, but for some reason dinosaurs seem to thrive because of it, and it breeds some really nasty creatures. There is definitely more than one reason to use caution around these areas.

-Red



Most mutations aren't what you would expect... no wall crawling abilities or turning green with rage.





***** Optional*****

RED JACK:

RED JACK IS A RARE DRUG THAT, WHEN TOLERATED, AND IN COMBINATION WITH THE RED STAR'S RADIATION CAN SOMETIMES MUTATE THE USER INTO HIDEOUS PROPORTIONS. THERE IS A 3 IN 6 CHANCE THAT IT WILL STRAIGHT UP KILL THE USER ON THE FIRST HIT IF THEY ARE HUMAN, AND 4 IN 6 CHANCE IF THEY ARE GOBS. DRAEGER AND RIGELIANS WILL BECOME VERY ILL FOR 1d6 DAYS AFTER TAKING AND WILL DIE FROM THE SICKNESS HALF THE TIME. HUMANS THAT CONSISTENTLY TAKE THE DRUG FOR EVERY WEEK FOR 1d6 MONTHS, AND TOLERATE IT MUTATE AND BECOME HULKING, AND MENTALLY UNSTABLE MONSTROUS CREATURES.

GOBS WILL GROW AND MUTATE AS WELL, BUT THEIR MINDS SEEM TO BE MORE INTACT. THE TRANSFORMATION GENERALLY TAKES 1d6 MONTHS AND IS EXTREMELY PAINFUL. AFTER 30 DAYS WITHOUT THE DRUG THE USER HAS A FIFTY PERCENT CHANCE OF DYING EACH WEEK UNTIL MORE OF THE DRUG IS TAKEN OR THE DRUG IS FINALLY ELIMINATED OUT OF THE BODY AFTER SIX MONTHS MAKING THE USER A PHYSICAL WRECK.

CHAPTER EIGHT:

CURRENCY AND EQUIPMENT

While the people of Earth had their own universal currency of credits both on Earth and carrying over for use on the colony ships it did little good when trading with those of Hokein. Shortly after integrating with the native Hokeini people those from Earth transitioned to using the common system already in place by the native population.

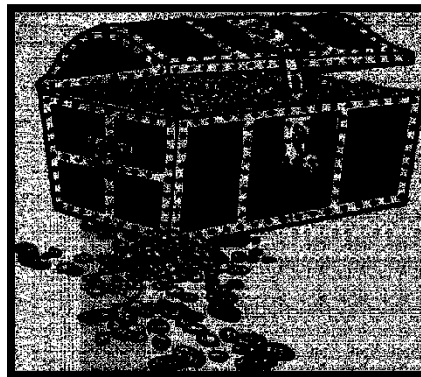
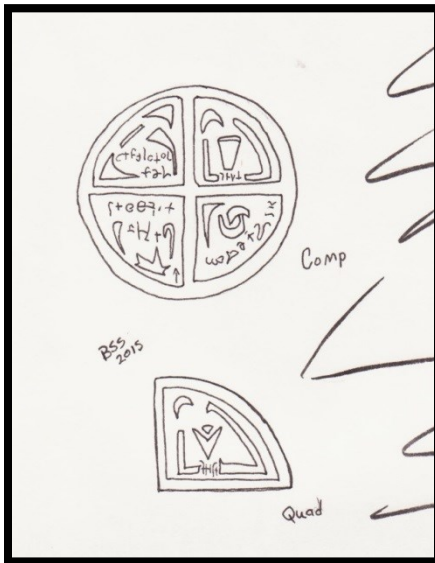
The main unit of currency on Hokein is called a "Comp." The Comp is a synthetic ceramic type disc about the size of an American fifty cent coin. The disc is scored in a cross pattern and can be broken into four "Quads." These discs are incredibly hard to counterfeit and uses many inlaid materials and is color coded to show date and place of manufacture. A Comp is roughly worth \$10, and Quads are obviously \$2.50 each in Earth currency.

Common sense would tell one that not too many older Comps would still be in one piece, so older marked discs that are whole will be scrutinized carefully before a transaction will be completed.

-The Gobs use the Comp as well as their own bartering system.

-The Rigelians have no form of currency, but have adopted the Comp.

-The Draeger use Comps when dealing with Humans, or the other races, but deal with their own currency of coins of Gold and Silver when dealing with their own people. The gold piece is worth four Comps, and a silver piece is worth one Comp. Obviously these coins are hard to come by.



the Comp and the Quad. If you're lucky you might find a chest of those gold things too...

RANGE REPORT:

MY KALASHNIKOV

Some things just stand the test of time better than others. Certain items that held up to this test were brought on board the colony ships and the Kerebos, so they could be replicated on our new home. My Kalashnikov, that has been passed down from my Great Grandfather, is one of those things that is rugged and fairly easy to produce. We lost a lot of our capability to produce items of higher technology with the wars and the damages to our factories. This rifle has saved my butt SO many times, and I'm so thankful for my forefather to have brought it along with him.

The Kalashnikov is a breeze to maintain and ammunition is in pretty good supply (I can't say that for all models of firearms today.) I DO love my AK! My Father would tell me stories as a kid that we were related to Aleksei Kalashnik somewhere way down the family tree. My Mother on the other hand would tell me that I was descended from Theodore Roosevelt, so I guess it depends on who you listen to. Now, I'm not sure how true any of that is, but I like to believe it is.

-Red



Ain't it a beauty?



Some Adventurers throw fireballs, but I throw these.





JUST TO MAKE MATTERS EASY FOR EVERYONE, AND NOT REPLICATE LARGE LISTS OF ITEMS, LET US START OFF BY MENTIONING THAT EQUIPMENT LISTED IN *PITS & PERILS* IS ALSO AVAILABLE IN THE *BETELGEUSE* SETTING. NOW THIS SOUNDS GREAT, BUT IT COMES WITH ONE CATCH BEING ARMORS AVAILABLE IN THOSE BOOKS MAY NOT BE SO COMMON HERE. MOST OF THESE WILL BE PRETTY IMPRACTICAL AND RARE. MOST ARMORS USED IN *BETELGEUSE* WILL BE PIECEMEAL ITEMS OR MORE MODERN RIOT ARMOR OR FLAK VESTS, HELMET, ETC...

THERE WILL BE THREE TYPES OF ARMOR AVAILABLE AND NO MATTER WHAT THEIR MAKE-UP IS THEY WILL PROVIDE THE SAME PROTECTION. THESE FALL UNDER THE FOLLOWING CATEGORIES:

LIGHT – WILL PROTECT AGAINST ONE HIT

MEDIUM – WILL PROTECT AGAINST TWO HITS

HEAVY – WILL PROTECT AGAINST THREE HITS

WEAPONS WILL ALSO COME STANDARD AS PER *PITS & PERILS* RULES WITH THE FOLLOWING CLARIFICATIONS. IMPROVISED WEAPONS WILL BE SCALED BECAUSE OF THEIR SIZE. GOT A HOMEMADE SHANK? IT WILL COUNT THE SAME AS A NORMAL ONE-HANDED MELEE WEAPON. YOU SWINGING A SHARPENED DISC FROM A TRACTOR STRAPPED ON A POST? THEN ADD THE +1 BECAUSE IT COUNTS AS A TWO HANDED WEAPON. SIMPLE ENOUGH? REFEREE OBVIOUSLY, WILL USE THEIR BEST JUDGEMENT ON THESE ITEMS.



RANGE REPORT:

DRAEGER BIKES

It is no secret for anyone that knows me that I LOVE dirt bikes. They really are perfect for small one man operations like when I head out into the wilds. I'm really not that easy on them so sometimes they fail on me when I need it most. One day I had an angry Flattener staring me down while I tried to crank this old bike in vain. Needless to say I hot-footed it out of there while the Flattener lived up to its name while I stomped my bike to bits. Ugh!!!

So when I was able to help out a small team of Draeger one day one of them offered me his bike for my trouble. I almost wet myself! I had been so jealous of them for having these things for years while I rode around on my smoking wreck. I will tell you one thing about the Draeger bikes is that they are certainly not pretty, but Man are they ever rugged! It has wide tires, and a pretty decent cargo capacity. They are pretty hefty and strong too, and has taken some hard knocks and keeps on going. Try to catch me now! Yeah, I'm looking at you, angry Flattener.

I hear that the Draeger are not normally known for parting with their property, so I feel very honored to get this amazing machine. Now if you will excuse me I'm going to go give it a hug.

-Red



My bike, and my little pooch “Rex” catching some Zzzzzz’s in the shade after a long days run.

OBVIOUSLY THERE ARE DIFFERENT TYPES OF FIREARMS AVAILABLE IN BETELGEUSE, BUT FOR EASE OF THE RULES THERE ISN'T MUCH DEVIATION FROM THE DAMAGES OF NORMAL WEAPONS AVAILABLE IN PITS & PERILS, SO THEIR INCLUSION WILL BE PRETTY STRAIGHT FORWARD.

FOLLOWING ARE DIFFERENT CATEGORIES AND THE MODIFIERS THAT ARE USED FOR EACH TYPE OF FIREARM:

SMALL CALIBER +1 DAMAGE

LARGE CALIBER +2 DAMAGE

SEMI-AUTOMATIC +1 to hit (1-3 ROUNDS WILL BE EXPENDED / IF FIRED ONCE THEN THERE IS NO BONUS)

FULLY AUTOMATIC "ROCK N ROLL" +2 to hit (2D6 ROUNDS WILL BE EXPENDED)

PROPER SIGHTS: NEGATE RANGE MODIFIERS FOR RIFLES

EXTRA ROUND USED TO AIM +1 to hit

IF A CHARACTER HAS THE DEXTERITY ABILITY THEY RECEIVE +1 to hit (DOUBLE DEXTERITY ABILITY STILL ONLY COUNTS AS A +1)

ARMOR PIERCING ROUNDS DO AN EXTRA +1 HIT TO DAMAGE, BUT ARE ONLY AVAILABLE IN LARGE CALIBER ROUNDS. ARMOR PIERCING ROUNDS DO EXACTLY WHAT THEY SAY THEY DO. THEY IGNORE ARMOR. IF A CHARACTER HAS 12 HITS AND TWO OF THOSE ARE FROM ARMOR, THEN DISREGARD THE EXTRA TWO AND TREAT THE CHARACTER AS IF THEY WEAR NO ARMOR AND ONLY HAVE 10 HITS.

GRENADES DO 2D6 HITS WITHIN 5 METER RADIUS AND 1D6 HITS BEYOND THAT UP TO 15 METER RADIUS.

SMALL GAUGE SHOTGUNS ARE +1 to hit AND +1 to DAMAGE.

LARGE GAUGE SHOTGUNS ARE +1 to hit AND +2 to DAMAGE.

SMALL HAND-HELD ENERGY WEAPONS* ARE +1 to DAMAGE.

LARGE HAND-HELD ENERGY WEAPONS* ARE +2 to DAMAGE.

***BOTH OF THESE ARE VERY RARE, AND BECOMING INCREASINGLY MORE SO OVER TIME.**

FLAMERS DO +1 to hit AND +1 to DAMAGE. THEY ALSO AUTO HIT FOR THE NEXT 1D6 ROUNDS WHILE THE TARGET IS IN FLAMES, BUT ONLY 1 HIT OF DAMAGE IS SUSTAINED IN THESE ROUNDS.

BABY NUKES AND DEMOLITION CHARGES DO 4D6 HITS OF DAMAGE IN A 10 METER RADIUS, 2D6 HITS UP TO 20 METERS AND 1D6 HITS UP TO 30 METERS. STAND BACK!!!

THESE MODIFIERS CAN BE USED CUMULATIVELY. THEY CAN BE VERY LETHAL SO THEY ARE TREATED AS SUCH.

RANGE MODIFIERS (+ to hit) FOR FIREARMS*:

POINT BLANK +1

SHORT RANGE N/A

MEDIUM RANGE -1

LONG RANGE -2

***ALL FIREARMS HAVE DIFFERENT RANGES, SO CONSULT THE APPROPRIATE LISTING FOR GIVEN RANGES.**

IMPORTANT NOTE ON BONUSES TO HIT AND DAMAGE: IF A NORMAL HIT OCCURS THE WEAPON WILL DO NORMAL DAMAGE REGARDLESS IF THE BONUSES TO HIT EQUAL TWELVE OR MORE. ONLY ON A NATURAL ROLL OF TWELVE ON THE DICE WILL THE EXTRA POINT BE DONE AS PER NORMAL PITS & PERILS COMBAT RULES.

EXAMPLES:

DALE HAS A 45 ACP CALIBER HANDGUN. IT IS A SEMI-AUTOMATIC SO IT CAN FIRE QUICKLY DURING THE ROUND. HE ROLLS TO ATTACK WITH HIS +1. HE ALSO ROLLS 1d3 AND SEES THAT HE EXPENDED 2 ROUNDS DURING THE ATTACK. DALE ROLLS AN 11 TO ATTACK. 1. HE GETS AT +1 TO HIT FOR A SEMI-AUTOMATIC. HE GETS A +1 TO HIT FOR BEING POINT BLANK. DALE ROLLS A MODIFIED 13 SO HE DOES BASE DAMAGE + MODIFIERS, OR +1 FOR HAVING A LARGE CALIBER. THE EXTRA +1 TO DAMAGE COMES FROM THE HIGH CALIBER, BUT NOT FROM THE ROLL OF 12+ TO GET A +1 DAMAGE. IF DALE ROLLED A NATURAL 12 "BOX CAR" HE WOULD HAVE A +3 TO DAMAGE, AND NOT THE +2 THAT HE PRODUCED WITH THE ROLL.





RACIAL SPECIALIZED EQUIPMENT

Draequer:

The Draequer have some pretty amazing machines. Living inside the planet, like they do, they have little use for any flying machines. However, the Draequer on the whole are more technologically advanced than the Humans on Hokein. Obviously, they have no ships for interstellar travel, but their digging machines and treaded war machines are second to none. This brought up a question with the surface dwellers. Why would the Draequer, which no one on the surface had ever really seen before the Troy invasion, have all these war machines? Were they planning an invasion on the surface? This question was brought forth, and adamantly denied, but does that mean the Draequer fight their own unknown enemies inside the planet? That question went unanswered even to this day. Other than flying machines all others in the vehicle section are available with their own Draequer designs. They do and can build “Mag Lift” vehicles, but they much prefer wheels and treads. Draequer vehicles will have the same base stats as normal vehicles, but will always have the modifications of “extra torque” and “extra armor” built in. Most of these vehicles will have at least one “weapon hard point” as well. Non-Draequer will very rarely have access to Draequer vehicles. Slim and none... that’s about the chance of it occurring. Draequer have the following specialized vehicles, but it nowhere limited to this list (those can be created at the whim of the Referee):

Treaded Drilling Machines - Mini-mole & Big-mole
Tank - Sgt. Gerber

Rigelian:

The Rigelians use an alien type of bio-mechanical technology. Most of these can only be used by Rigelians and their hybrid offspring. The technology is created to be in tune with the Rigelian physiology. The Rigelians have the technology for interstellar travel, but those stranded on Hokein are just that. Stranded! The only known Rigelian ships now on Hokein are crashed relics that the race builds their settlements around. The craft themselves are inoperable, but still can be used to power the settlements surrounding the relic. Rigelians have most of the same vehicles that the Humans have, but are all constructed using the same bio-mechanical make-up of their ships and weaponry. All Rigelian vehicles have base stats as per Human vehicles, but will always have the following modifications “extra speed” and “extra fuel capacity”. Most of these vehicles will have a “weapon hard point” as well because they did

come here for war and not sightseeing. Bio-mechanical equipment of the Rigelians are plant-based. On Rigel the weapons and vehicles were very powerful and self-regenerating, but under the skies of Betelgeuse this ability is severely impaired.

Rigelians have the following exclusive vehicles, which again is not limited to the following examples:

Small armored personnel carrier - Zenith

Mag-Lift bike - Skimmer

Small attack plane - Spectro

RANGE REPORT:

RIGELIAN STUFF

Alright, pretty much everyone knows how odd Rigelians can be. Heck, I've known some Rigelians for twenty years or so, and I still can't figure them out. This might be a mutual feeling though... who knows.

It seems like the large majority of their weapons, vehicles, and even their ships are made up of some type of bio-mechanical technology. I'm not saying their guns shoot acorns or anything like that, but honestly that might not be too far from the truth. I've asked a couple that I know about it, but they just looked at me then looked away again without a word. Yeah... thanks for the help, guys. I do know one thing though, I found an „E1f“ rifle one time and I could not, for the life of me, figure out how to get that thing to work. Only Rigelians can operate them because as soon as I set it back down and sighed real hard my Rigelian buddy came over held it to his shoulder and blasted the baked beans can I had set up for target practice about 25 meters away. He simply handed it back to me and said „it works“ then turned and walked away. I would bet 100 Comps that he was grinning when he had his back turned to me. I'll never know, but that is just my feeling. Knucklehead...

The same thing goes for operating all their vehicles and equipment. Only Rigelians can operate them. Maybe it's something to do with their genetic make-up? It is really strange when you find a crash site for their ships because the trees start to spring up all around in a huge radius (at least ten or so kilometers). The Rigelians build their villages around these sites, and seem to really thrive. Rumor has it that their hybrid young can also use these items with little difficulty.

If you find a Rigelian rifle lying around you might as well leave it unless you know one with a birthday coming up.

-Red

Gobs:

The Goblins are not very technologically advanced, and do not make their own vehicles. They are quite fond of Gyrocopters though and some of the smaller planes and dune buggy type vehicles. They retrofit Human designs and usually can make them faster, and better suited for smaller pilots. These vehicles will be relatively the same stats as the normal machines, but at least half will have the “extra speed” modification. Vehicle “weapon hard points” are not used, but they can modify these points to hold fertilizer to dust their crops with.

RANGE REPORT:

GOB COOKING

If you've never had Goblin cooking I would certainly suggest in doing so. Many adventuring groups I have encountered through my years as a Ranger have employed one or two Gobs just to hang out at camp and fix some grub for the weary party members. One of the fun things I have learned about Goblin cooking is that they grind up radioactive rocks and such and put them on their crops.

Gobs are highly resistant to radiation as most people know, so I never thought I could partake on their cuisine on my journeys for quite a while. Many have assured me that the cooking techniques they use (which remain a secret) eliminates the radiation somehow. I have no idea in how they go about doing this, but I do know that my Geiger counter does not lie.

Now, I would not recommend going out to their garden to help them pick tomatoes, or just chowing down on their unprepared food because that may land you in a hospital really quick. Seriously though, their food is incredible, and they are very hospitable and quite happy to cook for a group of friendly travelers. I know it may not be a problem complimenting them on a job well done, but I'll suggest that you don't hold back on your praises. This is certainly a great source of pride for them as a race, but just don't ask Granny Gob for her recipe book. That is a secret!

-Red



With Grandma Gob's cooking you will never need one of these. An extra napkin may come in handy though...

THE DREADED EQUIPMENT list!*

Everything listed in Pits & Perils + the following. Obviously, I am not going to re-list everything from the Pits & Perils books because honestly that would be kind of pointless.

*prices will be average prices. The simple rule of supply and demand is alive and well.

All prices are listed in Comps and Quads. Prices in the core books are listed in gold pieces, but this is a simple conversion. Keep in mind that one gold piece (as the Draeger use) is equal to four Comps, so if a suit of plate mail in the rule book is 50 gold then simply multiply that by four and you come up with the suit costing 200 Comps.

Abbreviations will be used for the denominations of Cash'ola as follows:

C = Comp

Q = Quad

I took the liberty to list the miscellaneous equipment in alphabetical order. Vehicles and Weapons / Armor are given in separate listings for ease of use. Most of these items are self-explanatory, so no use bogging down the pages with descriptions of mundane items. Important and relevant notes will be given when needed for certain items, however. By all means this list is NOT exhaustive. The Referee is free to add as they see fit because I'm sure I've overlooked a few obvious items. So, best bet is grab an outdoors, survivalist, or military surplus catalog to fill in any gaps. (Most of these catalogs are all generally free if you go to the company website and simply request one)

The application is similar when it comes to firearms. Obviously, I have no room to make some massive listing of the multiple types of firearms. I'm going to give you a general category, and if you get your hands on a gun magazine it would be easy to pattern it after one that you find and like. This takes into consideration, weight, number of rounds, magazines or stripper clips, etc... there are a couple of really good firearm magazine publishers that produce an "annual" around the first of each year, and they have TONS of examples and relevant information such as range, ballistic tests on certain types of ammo, etc... they usually run about \$10 and are actually VERY useful if you are playing an RPG with firearms included. I recommend snagging one when you see it in the grocery store or wherever.



Miscellaneous Equipment:

20 liter fuel canister (heavy duty plastic or metal)	2 C
20 liter water canister (heavy duty plastic or metal)	2 C
Ammo bandolier	1 C
Ammo can	1 C
Aquatic gear	from 3 C to 300 C
Armored boots	8 C
Basic backpack	2 C
Binoculars can range from	from 2 C to 20 C
Camo netting large (typically 15x15 meters)	10 C
Camo netting small (typically 5x5 meters)	4 C
Camp cooking kit	5 C
Canteen kit	2 Q
Chemical kit (contains remedies for many types of chemical poisoning — 2 uses)	5 C
Chronometer	from 1 C to 10 C
Cold weather gear (personal gear)	20 C
Communicator	3 C
External memory (holds roughly 168 terabytes of information)	5 C
Filters for gas mask (each one lasts roughly 60 minutes)	2 C ea
Fire starter (typically magnesium)	2 Q
Flashlight	2 C
Fuel for lantern (typically 1 liter of Kerosene)	2 Q
Gas mask	6 C
Geiger counter (range of 10 meters)	20 C
Ghille suit	25 C
Lantern	3 Q
Medical kit (five uses — can help heal at double normal rate)	2 C
Mountaineering gear (personal gear)	30 C
One man tent	2 C
Palm-sized computer or tablet (wireless connectivity)	40 C
Para cord per 30 meters	2 Q
Parka	2 C
Personal laptop computer (wireless connectivity)	40 C
Poison kit (contains poison remedies and anti-venoms — 3 uses)	5 C
Radiation kit (contains radiation remedies and meds to counter sickness — single use)	5 C
Rangefinder	15 C
Rations (per each day's worth of meals per individual)	1 C
Rechargeable batteries (per rechargeable pack for one item)	2 C
Rope per 15 meters	1 C
Six man tent	10 C
Snow shoes	12 C
Solar batteries (per rechargeable pack for one item)	2 C



Armor, Weapons, and other Combat items:

Light armor	10 C
Light armor patchwork*	5 C
Medium armor	30 C
Medium armor patchwork*	15 C
Heavy armor	50C
Heavy armor patchwork*	25 C
Riot shield	10 C
Riot helmet**	10 C

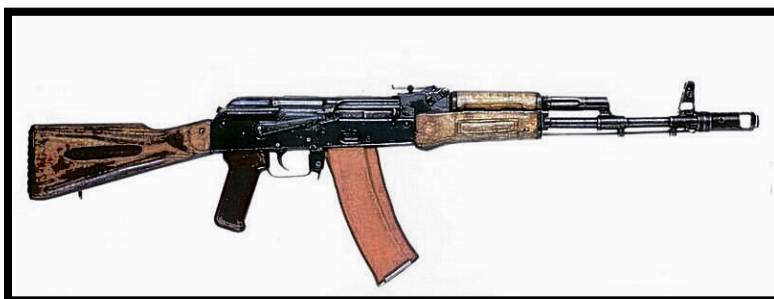
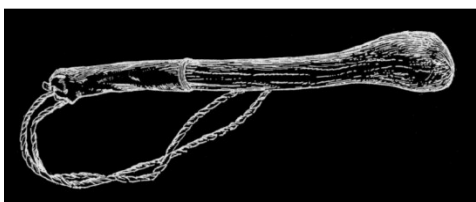
*** A NOTE ON PATCHWORK ARMOR. YES, THEY ARE CHEAP, BUT WILL NOT BE EFFECTIVE VS AREA OF AFFECT ATTACKS LIKE FLAMERS, GRENADES, ETC...**

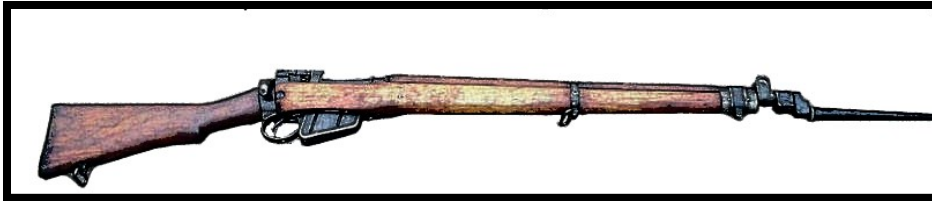
**** A NOTE ON HELMETS. THE SAME IS TRUE LIKE ON THE AREA OF AFFECT ATTACKS VS PATCHWORK ARMOR. WHAT GOOD IS IT IF YOUR BODY IS INTACT, BUT YOUR HEAD RESEMBLES PINK MASHED POTATOES? PLEASE WEAR A HELMET.**

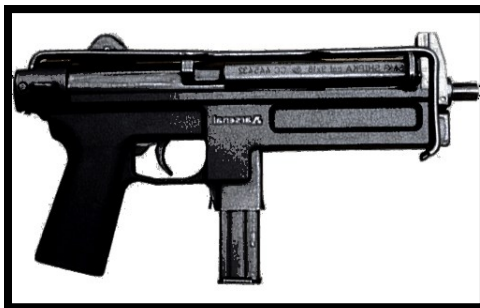
Handgun concealable small caliber (semi-automatic or revolver)	30 C
Handgun concealable large caliber (semi-automatic or revolver)	50 C
Handgun medium frame small caliber (semi-automatic or revolver)	35 C
Handgun medium frame large caliber (semi-automatic or revolver)	50 C
Handgun large frame large caliber (semi-automatic or revolver)	60 C
Rifle bolt small caliber	15 C
Rifle bolt large caliber	80 C
Rifle semi-automatic small caliber	50 C
Rifle semi-automatic large caliber	110 C
Rifle fully automatic small caliber	90 C
Rifle fully automatic large caliber	150 C
Sniper rifle — bolt	140 C
Sniper rifle — Semi-automatic / Dragunov style	160 C
Shotgun small gauge — pump	20 C
Shotgun large gauge — pump	50 C
Shotgun small gauge — breakaway	15 C
Shotgun large gauge — breakaway	20 C
Shotgun small gauge — semi automatic	120 C
Shotgun large gauge — semi automatic	200 C
Shotgun small gauge — double barrel breakaway	25 C
Shotgun large gauge — double barrel breakaway	60 C
Frag grenade	3 C
Incendiary grenade	3 C
Smoke grenade	2 C
Tear gas grenade	2 C
Flash grenade	2 C
Grenade launcher	15 C
Grenade launcher accessory for rifle	12 C
Rpg — high explosive	12 C
Rpg — incendiary	14 C
Rpg — smoke	11 C
Flamer	20 C
Demo charge	8 C
Energy weapon / handgun — small	180 C
Energy weapon / handgun — large	250 C
Energy weapon / rifle — small	300 C
Energy weapon / rifle — large	500 C
Baby nuke	500 C
High Power Sights for rifle	30 C
Low Power Sights for rifle	20 C
Bayonet	3 C
Extra magazines for most firearms	2 C

Ammunition:

Handgun — small (per 100)	3 C
Handgun — large (per 50)	4 C
Rifle — small (per 50)	3 C
Rifle — large (per 20)	5 C
Rifle — large armor piercing (per 20)	8 C
Power cells for energy weapons (100 rounds per cell)	10 C







QUICK AND DIRTY RULES FOR VEHICLES

FOR THE MOST PART EACH VEHICLE WILL HAVE THE FOLLOWING STATISTICS:

SPEED - EACH POINT OF SPEED WILL EQUAL 50 KPH IN SPEED.

POWER - EACH POINT WILL EQUAL A ROUGH ABSTRACT OF AVAILABLE TORQUE AND HORSEPOWER (1pt=100 HP).

DURABILITY - EACH POINT WILL EQUAL 10 HITS. MOST NORMAL WEAPONS WILL DO LITTLE TO NO DAMAGE TO VEHICLES. ARMOR PIERCING ROUNDS, AND SOME LARGE CALIBER ROUNDS (TO THE REFEREE'S DISCRETION) WILL DO NORMAL DAMAGE, AND ANY WEAPONS THAT DO XD6 DAMAGE WILL DAMAGE THE VEHICLE IN THAT NUMBER OF HITS. WEAPONS FROM VEHICLE HARD POINTS WILL DO DAMAGE AS DETERMINED BY DIE ROLL. MOST PERSONAL SIZE VEHICLES CAN GET RIPPED TO SHREDS BY NORMAL DAMAGE, SO ALSO KEEP THAT IN MIND.

FUEL CAPACITY - ABSTRACT NUMBER BASED ON FUEL CONSUMPTION AND ENGINE EFFICIENCY. 1 POINT WOULD EQUAL 100 KM RANGE.

CARGO CAPACITY - ABSTRACT NUMBER BASED ON SIZE OF VEHICLE. EACH POINT WILL GIVE CAPACITY OF 150 KG IN SMALL VEHICLES, 300 KG IN MEDIUM VEHICLES AND 1000 KG IN LARGER VEHICLES.

THESE STATS WILL BE VERY ABSTRACT AND GIVEN VALUES FROM 1 TO 6. THERE IS NO REAL REASON TO GET INTO MUCH DETAIL WHEN PLAYING THIS GAME. A VEHICLE WILL BE UNDERSTOOD TO DO NORMAL TASKS SUCH AS DRIVING, FLYING, HAULING CARGO, ETC... WITHOUT ANY ROLL REQUIRED. UNDER EXTREME CIRCUMSTANCES A VEHICLE WILL POSSIBLY HAVE TO PULL ITSELF THROUGH A MUDDY PIT OR SURVIVE A ROLL-OVER OR OTHER CIRCUMSTANCES THAT WILL CAUSE DURESS AND STRAIN ON THE VEHICLE. NOW IS WHERE WE ROLL AGAINST A DIFFICULT SITUATION. JUST AS IT IS FOR CHARACTERS IN PITS & PERILS THE DIFFICULTY TO BEAT WILL BE DETERMINED BY ROLLING 2D6. FOR CHARACTERS A NORMAL DIFFICULTY TO BEAT WOULD BE A RESULT OF A 7 OR A 9 ON THE DICE. WHAT WE WILL BE DOING WITH VEHICLES IS ALMOST THE SAME. START WITH A BASE OF 12 AND SUBTRACT THE VEHICLES STATISTIC FROM THAT TO COME UP WITH THE DIFFICULTY. MAGIC AND MAGICAL WEAPONS WILL DAMAGE VEHICLES AS NORMAL.

EXAMPLE: FREDERICK USES HIS MAGICAL SWORD THAT HAS A +2 BONUS AGAINST THE APC THAT IS RUSHING HIM. HE SWINGS AND HITS WITH A ROLL OF 11. FREDERICK DOES 3 HITS IN DAMAGE TO THE VEHICLE. THE SAME HOLDS TRUE WITH A BOLT SPELL OR THE LIKE. THE DAMAGE ROLLED DOES THE SAME DAMAGE TO THE VEHICLE AS IT WOULD AGAINST A NORMAL OPPONENT.

FOR EXAMPLE: YOU TAKE A TURN TO SHARP AND CAUSE A ROLL-OVER WHILE DRIVING YOUR CAR THAT HAS A 3 IN DURABILITY. SO TAKE THAT STAT FROM 12 (A ROLL OF 12 ALWAYS SUCCEEDS), AND YOU GET A TARGET ROLL OF 9. NEXT ROLL 2D6, AND IF THE RESULT IS 9 OR HIGHER THE CAR SURVIVES THE ROLL-OVER AND GOES ON TO DRIVE ANOTHER DAY. THE CAR LOOKS LIKE A ROLLING JUNK HEAP, BUT IT SURVIVES. IF A RESULT OF 8 OR LESS IS ROLLED THE VEHICLE IS TRASHED, AND MUST BE REPAIRED.

ANOTHER EXAMPLE: A TRUCK WITH A POWER OF 4 GETS BOGGED DOWN IN THE DEEP MUD. THE DRIVER ROLLS 2D6 AND GETS A RESULT OF 6 WHEN THE TARGET NUMBER WAS 8. THE TRUCK IS STUCK. KEEP IN MIND THAT ROLLS WILL BE REQUIRED FOR EXTREME SITUATIONS, NOT RUNNING THROUGH A NORMAL MUD PUDDLE. THIS EXTREME SITUATION IN THIS EXAMPLE WOULD BE EQUIVALENT TO NEAR HIP DEEP MUD. TRY A WENCH!

VEHICLE OPTIONS:

EXTRA SPEED – ADDS AN EXTRA 24 KPH TO SPEED.

EXTRA ARMOR – WILL ADD 5 EXTRA HITS PER POINT OF ARMOR.

EXTRA POWER – IT'S JUST WHAT IT SOUNDS LIKE.

WENCH – GETS YOU OUT OF A JAM. (ADDS +3 TO POWER ROLL IF STUCK)

EXTRA CARGO – ADDS 20% FOR EACH POINT ADDED BASED ON VEHICLE SIZE AND CAPACITY.

SPARES – MOST VEHICLES NEED A SPARE TIRE.

MAINTENANCE KIT – HANDY IN A PINCH TO REPAIR VEHICLES ON THE FLY.

EXTRA FUEL CAPACITY – EACH POINT ADDS EXTRA 80 KM TO RANGE.

WEAPON HARD POINTS – EACH HARD POINT ALLOWS THE MOUNTING OF ONE HEAVY WEAPON.

HARD POINT WEAPON EXAMPLES:

LIGHT MACHINEGUN – 1D6 HITS IN DAMAGE PER ATTACK

MEDIUM MACHINEGUN – 2D6 HITS IN DAMAGE PER ATTACK

HEAVY MACHINEGUN – 4D6 HITS IN DAMAGE PER ATTACK

LIGHT CANNON – 3D6 HITS IN DAMAGE PER ATTACK

MEDIUM CANNON – 5D6 HITS IN DAMAGE PER ATTACK

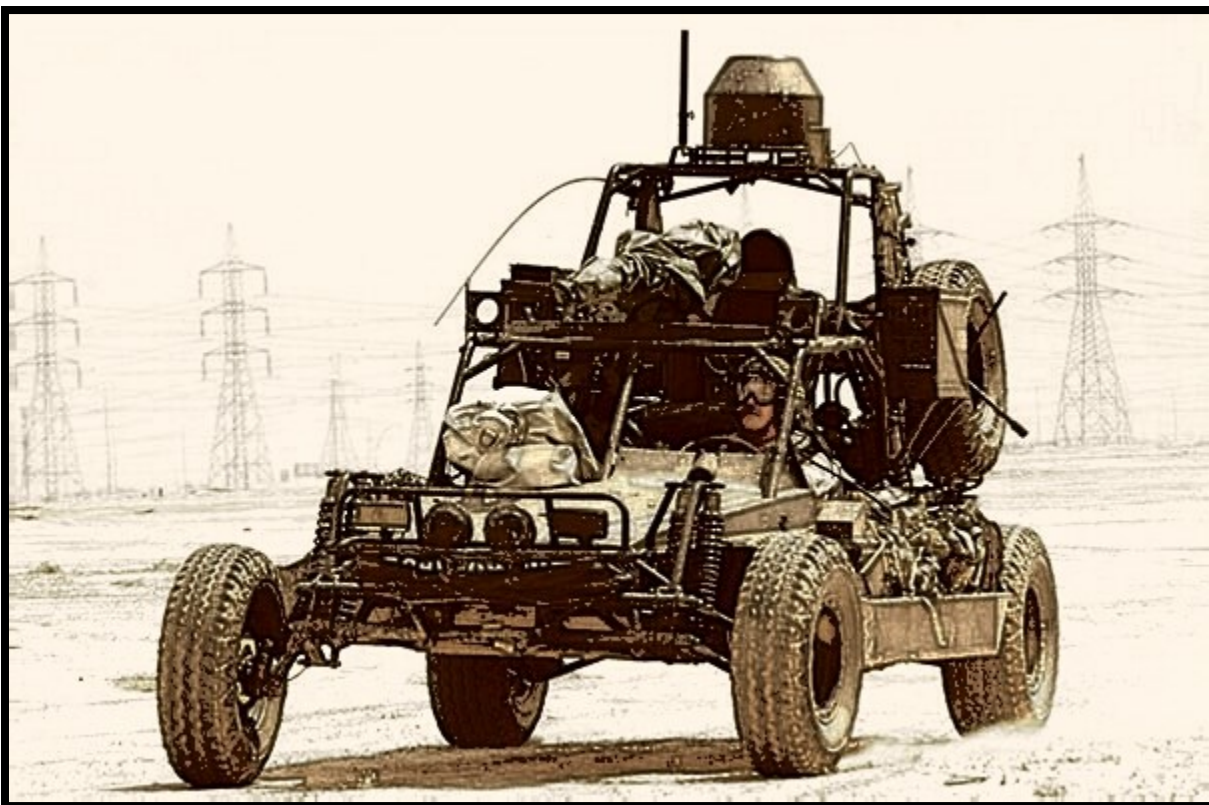
HEAVY CANNON – 8D6 HITS IN DAMAGE PER ATTACK

LIGHT MISSILES – 4D6 HITS IN DAMAGE PER ATTACK

MEDIUM MISSILES – 8D6 HITS IN DAMAGE PER ATTACK

HEAVY MISSILES – 12D6 HITS IN DAMAGE PER ATTACK

OBVIOUSLY MOUNTED HEAVY WEAPONS DO MASSIVE DAMAGE, BUT THESE ARE NOT ALL THAT GOOD TO USE AGAINST SMALLER MOVING TARGETS LIKE CREATURES. THE WEAPON USED IN THIS WAY WILL HAVE A -2 PENALTY TO HIT UNLESS TARGET IS UNABLE TO MOVE OR DEFEND ITSELF.





VEHICLES:

AVERAGE Stats

PERSONAL VEHICLES

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARD POINTS
BIKE	4	2	1	4	1	0
TRIKE	2	2	2	3	2	0
QUAD	2	2	2	3	3	0
MAG lift	4	1	1	4	1	0

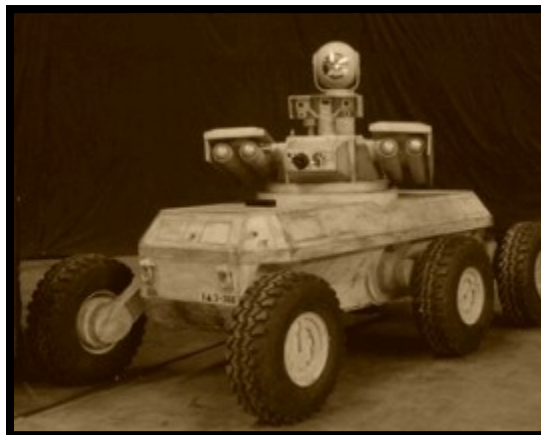
AUTOMOBILES

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARD POINTS
Small Auto	3	2	2	4	2	0
Medium Auto	3	2	2	3	3	0
Large Auto	3	3	3	3	4	0
Mag Lift Small Auto	4	2	2	5	2	0
Mag Lift Medium Auto	3	2	2	5	3	0



ALL-TERRAIN VEHICLES

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARD POINTS
Small ATV	3	2	2	4	2	0
Medium ATV	3	2	2	4	3	0
Large ATV	3	3	3	3	4	0



TRUCKS

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARD POINTS
SMALL TRUCK	3	2	2	3	3	0
MEDIUM TRUCK	3	3	3	3	4	0
LARGE TRUCK	2	4	4	2	5	0
MAG Lift SMALL TRUCK	4	2	2	5	4	0
PERSONNEL TRUCK	2	2	3	3	4	0



RECREATIONAL VEHICLES

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARD POINTS
SMALL RV	2	2	3	3	4	0
MEDIUM RV	2	2	4	3	4	0
LARGE RV	2	3	4	2	4	0





CARGO TRUCKS

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARD POINTS
SMALL CARGO TRUCK	2	3	3	3	4	0
MEDIUM CARGO TRUCK	2	3	4	3	5	0
LARGE CARGO TRUCK	2	5	5	3	6	0



TANKS

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARD POINTS
SMALL APC	3	3	3 (+ 2 EXTRA ARMOR)	3	3	1 LIGHT MACHINEGUN
MEDIUM WHEELED OR TRACKED TANK	2	4	4 (+3 EXTRA ARMOR)	3	3	2 MEDIUM MACHINEGUN AND LIGHT CANNON
LARGE TRACKED TANK	2	4	5 (+4 EXTRA ARMOR)	2	2	3 MEDIUM MACHINEGUN, MEDIUM CANNON AND LIGHT MISSILE LAUNCHER
SUPER HEAVY TRACKED TANK	2	5	6 (+4 EXTRA ARMOR)	2	2	4 HEAVY MACHINEGUN, LIGHT MACHINEGUN, HEAVY CANNON AND LIGHT MISSILE LAUNCHER



Boats

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARD POINTS
SMALL MOTOR BOAT	1	1	1	3	2	0
MEDIUM MOTOR BOAT	1	2	2	3	2	0
LARGE MOTOR BOAT	1	2	2	3	3	0
SMALL POWER BOAT	2	1	1	4	1	0
SMALL SUBMERSIBLE	1	1	2	3	1	0
MEDIUM SUBMERSIBLE	1	2	3	3	2	0
LARGE SUBMERSIBLE	2	2	4	4	4	0

HELICOPTERS

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARD POINTS
GYRO- COPTER	2	1	1	4	1	0
SMALL HELICOPTER	2	2	2	4	2	0
MEDIUM HELICOPTER	2	2	3	4	2	0
LARGE ATTACK HELICOPTER	3	3	4 (+2 EXTRA ARMOR)	4	2	3 HEAVY MACHINEGUN AND TWO LIGHT MISSILE LAUNCHERS

PROPELLER AIRCRAFT

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARD POINTS
SMALL PROP PLANE	3	2	2	4	3	0
MEDIUM PROP PLANE	4	3	3	4	5	0
LARGE PROP PLANE	5	4	4	5	6	0

Jet Aircraft

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARD POINTS
MEDIUM Jet PLANE	4	3	2	3	2	0
LARGE Jet PLANE	5	3	3	3	3	0
FIGHTER Jet	6 (+3 EXTRA SPEED)	3	4 (+2 EXTRA ARMOR)	4	1	4 TWO LIGHT MACHINEGUNS AND TWO LIGHT MISSILE LAUNCHERS

Prices: (NFS = Not For Sale) As usual these prices are average. Military vehicles are very rare!

Bike	1000 C
Trike	1300 C
Quad	1500 C
Mag Lift Hover-Bike	2500 C
Small Auto	1200 C
Medium Auto	2000 C
Large Auto	2800 C
Mag Lift Small Auto	6000 C
Mag Lift Medium Auto	8000 C
Small ATV	1200 C
Medium ATV	1500 C
Large ATV	2200 C
Small Truck	1600 C
Medium Truck	2400 C
Large Truck	3400 C
Mag Lift Small Truck	6200 C
Personnel Truck	3000 C
Small Cargo Truck	3200 C

Medium Cargo Truck	4000 C
Large Cargo Truck	6600 C
Small RV	4000 C
Medium RV	6000 C
Large RV	9000 C
Small Tank (APC)	NFS
Medium Wheeled or Treaded Tank	NFS
Heavy Treaded Tank	NFS
Super-Heavy Treaded Tank	NFS
Small Motor Boat	800 C
Medium Motor Boat	1200 C
Large Motor Boat	2000 C
Small Power Boat	3200 C
Small Submersible	6400 C
Medium Submersible	9600 C
Large Submersible	16,000 C
Gyrocopter	400 C
Small Helicopter	2400 C
Medium Helicopter	5200 C
Large Attack Helicopter	NFS
Small Prop Plane	7500 C
Medium Prop Plane	12,000 C
Large Prop Plane	20,000 C
Medium Jet Plane	26,000 C
Large Jet Plane	46,000 C
Fighter Jet	NFS

PRICES FOR UPGRADES:

PRICES FOR THE FOLLOWING UPGRADES ARE ABSTRACT AND WILL HAVE DIFFERENT COST RANGES DEPENDING ON HOW SMALL (OR LARGE) THE VEHICLE IS.

FOR A SMALL VEHICLES USE THE BASE PRICE PER LEVEL UPGRADED, FOR MEDIUM VEHICLES DOUBLE THAT COST AND FOR LARGE VEHICLES DOUBLE THE COST OF THE MEDIUM COST. THERE YOU HAVE IT!

KEEP IN MIND THAT THE UPGRADES WENCH, SPARES, AND MAINTENANCE KIT DO NOT HAVE "LEVELS", BUT JUST ARE WHAT THEY ARE. THEY STILL VARY IN COST BETWEEN THE VARYING SIZES OF VEHICLES, SO THOSE PRICES CHANGE.

Extra Speed	100 C
Extra Armor	80 C
Extra Power	100 C
Wench	25 C
Extra Cargo	25 C

Spares

10 C

Maintenance Kit

20 C

Extra Fuel Capacity

15 C

RANGE REPORT:

WRECKAGE

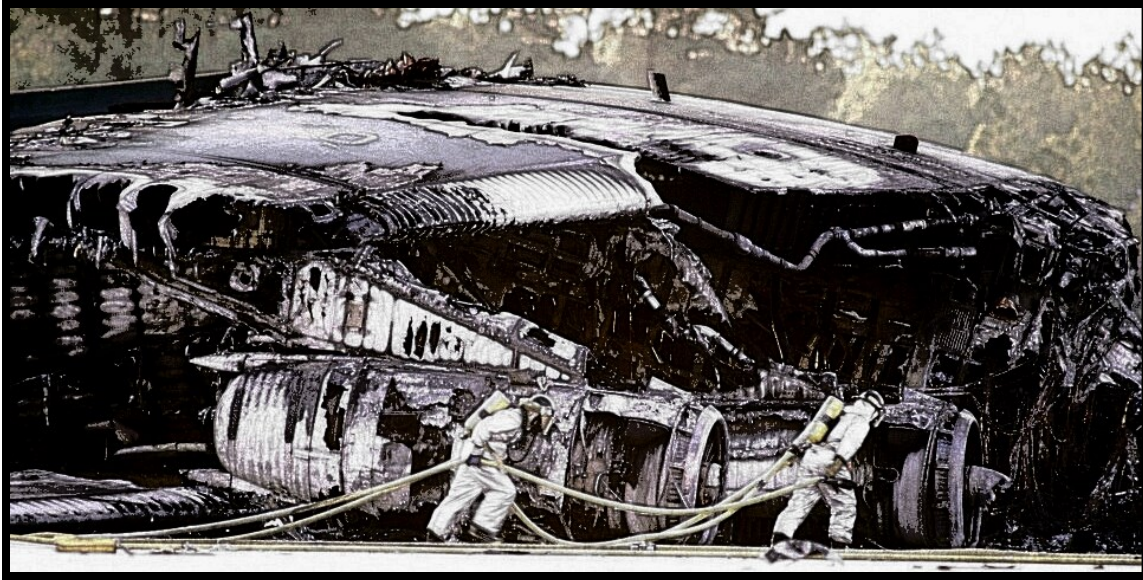
There are many crashed Rigelian ships on the planet. Some crashed into the oceans never to be seen again, but there are at least twenty-five to thirty ships that crashed on the surface. Thick forests began to grow around the crash sites (something that has to do with the bio-mechanical make-up I assume). As I have stated before, most Rigelians will build around these sites.

The wreckage of the Earth warship, „Kerebos“ is off limits to practically everyone. Rumor has it is that they are trying to repair it to deal with the ever present Troy threat. The „Nostos“ supposedly is operational, but did take pretty heavy damage, so any type of flight would be impossible. The „Kyrillos“ remains moderately damaged, but is still mostly operational. All three of these ships remained grounded and probably will remain that way for many more periods.

The „Nostos“ acts as a Human capital for the most part and is where most government officials meet, and call home. A major University is also housed within its hull. The third colony ship nicknamed the „Judas“ remains in orbit and is still controlled by the Troy. Periodically it still drops pods of Troy on the planet just to keep us on our toes and cause trouble. How annoying...

-Red





CHAPTER NINE:

THE TROY



Obviously not much is known about the Troy. To this point they have not communicated in any way except for violence. They resemble thick caterpillar about one meter in length with a head that somewhat resembles that of a Human. Their faces are malleable and this comes in handy for them because they use this to imitate a Human face. Their colors range from gray, pink, to brown. This is never a uniform color because most are splotchy with all three disgusting colors. Ok, so that's great... space slugs with Human heads.

They have a horrifying ability to capture Human bodies for their own use. They immobilize the victim with a type of hypnotic ray from their eyes and while the victim is stunned the Troy will bite off the head, swallow that, and then crawl into the body poking their heads from out of the neck of the victim. Once the Troy has joined with the dead man's body they will use it as a ghastly vehicle.

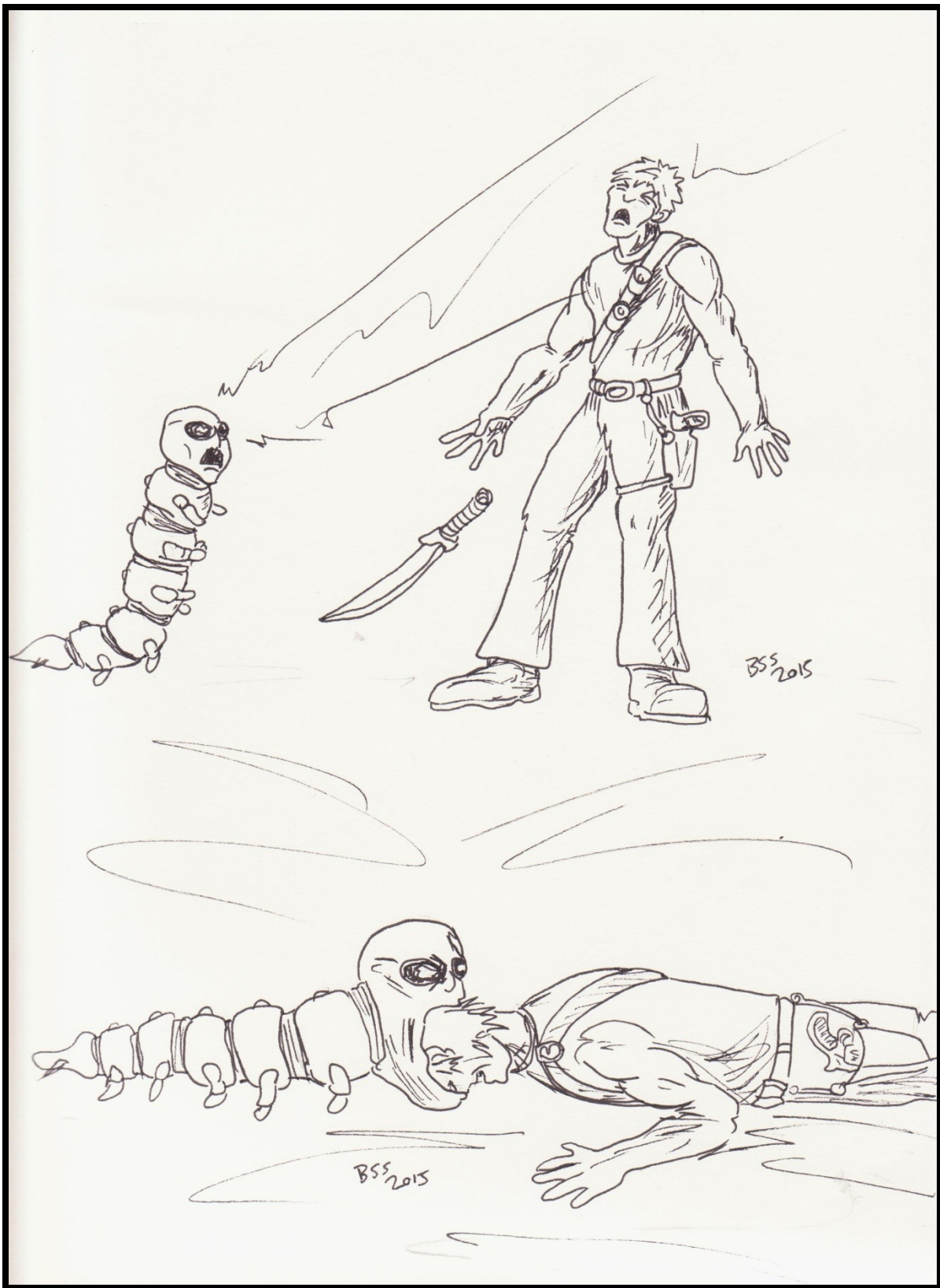
They are not able to vocalize anything except for an ear splitting shriek at times especially when living prey is spotted. So, even though they can march around in Human bodies the ruse has its limitations and has obvious limits of vocalization and recognition as a Troy head within a range of ten meters or so. These Human shells only have a span of a few days, before they are unusable and truly a disgusting sight to behold.

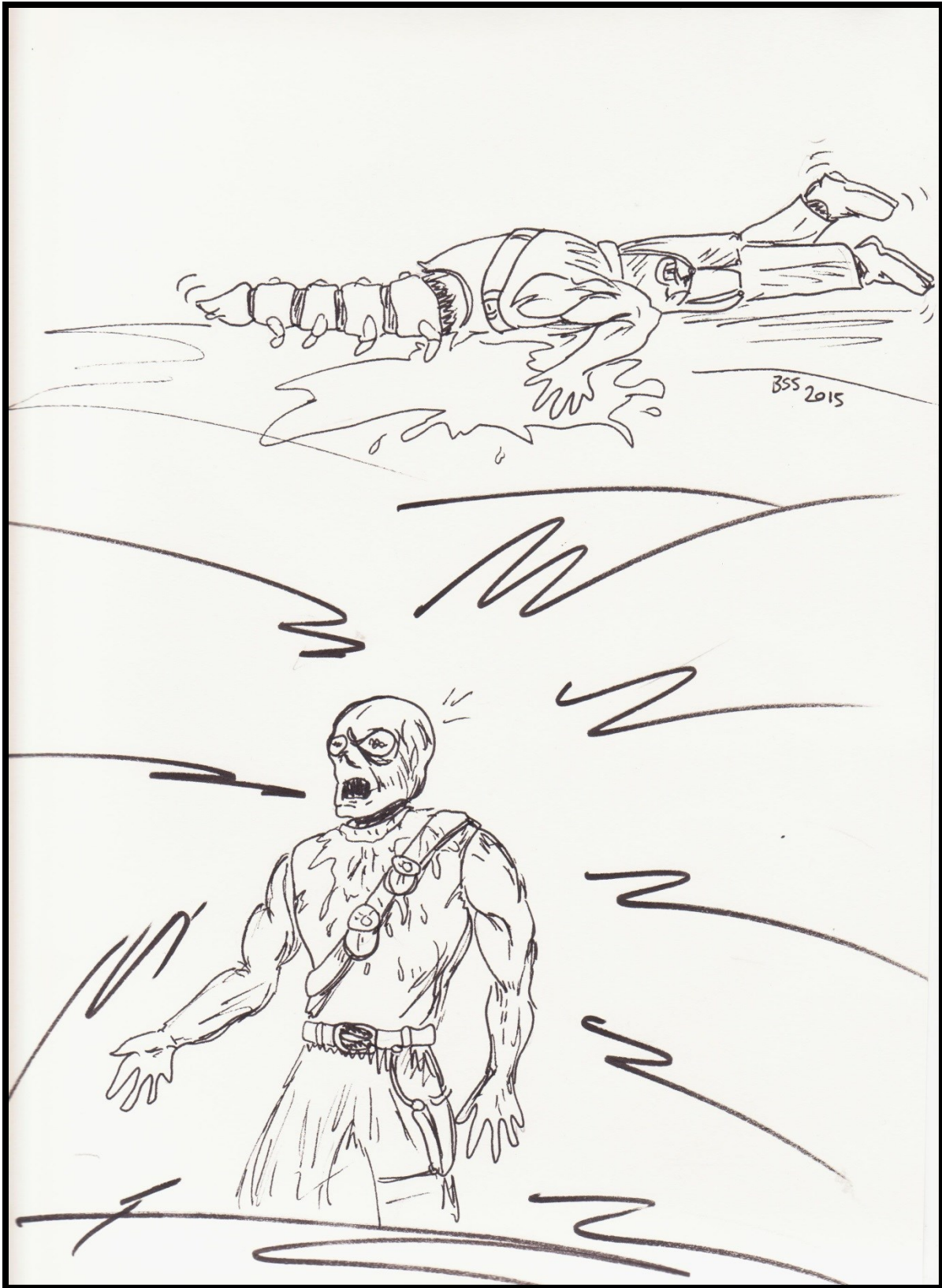
EACH HUMAN SHELL USED WILL LAST FOR 4-6 DAYS.

Another ability of the Troy is to make slaves of Humans and turn them into a sort of living dead zombie like creature we have called "Shamblers". This creature will retain none of their former selves, and personality, but act simply as slaves. Draeger, Rigelians, Hells and Gobs are immune to these abilities of the Troy, but it is contagious to Humans. This virus is transferred by bodily fluids, and sets up the victims brain to be totally obedient to their Troy masters. Those killed by a zombie become a zombie. You know the drill!

TROY SHAMBLERS ARE NOT TRUE UNDEAD AS THOSE MOST OF US ARE USED TO.

These shamblers pretty much hate all life, but they prefer to chase and eat humans. They are able to open doors, take stairs, lie in wait to ambush, and other basic actions, even though most people underestimate them because of years and years of Horror movies from Earth that were brought along with the colonists. They are dangerous and deadly, so use caution.





RANGE REPORT:

THE COMING OF THE TROY

Sixteen periods ago (as I write this) when the „Arkadios“ brought those parasites to Hokein I was out in the field. I quickly saw the evidence of these aliens though even though I was so geographically removed from the incident. They came in with a flood at first using their aerial fighters (called Fronds) drop pods with these nasty creatures in them around the population centers on the planet.

Just by looking at them you wouldn't think they would be much of a threat, but that is where we goofed up... BAD. We unwisely underestimated them, and we paid the price. Considering they took over an entire colony ship and changed all those onboard into zombie like creatures I think we should have taken them more seriously when they initially attacked. I know that was a regret that most officials still dream of every night even periods later. As far as I know only a few have been captured and those that did died almost instantly and melted into goo that does us no good to study.

-Red

The Troy finally got beaten back to a standstill when the Draeger joined the fight, but they still have an impressive and ever lingering presence on Hokein. They tend to not go near high population centers at this time, but in other areas they are very active. These things are best to be avoided and taken out without hesitation at long range.

The Troy control their captured victim's body by using thousands of tiny fibers from their bodies, to invade organs and nerve centers of the host therefore becoming the brain for the morbid vehicle. Forcefully removing a Troy from a Human host seems to be unbelievably excruciating to them and most die immediately from the experience. In addition to the Human hosts used that used by the Troy they also employ an Exo-Skeleton like frame, small aerial fighters, and unusual six legged walkers that stalk the world.

The Troy have a distinct smell about them akin to the smell of mold or mildew. It is not an incredibly strong smell, but the average person can detect a Troy at roughly five meters or so on smell alone. Only a few specimens have been captured to study but did not last more than a few hours. After their death they quickly decompose into a puddle of disgusting goo. This decomposition takes about twenty-four hours tops to complete. No one knows why the Troy came or what they want in the first place, and any time to be able to study them would be beneficial to everyone.

As stated before the Troy have an ability to immobilize Human targets with this gaze attack. This attack form will last long enough for the alien to make its way to the victim, and like a snake, the Troy will swallow the victims head and bite it off at the neck. After this the Troy will wriggle into the victim

and project its tendrils to control the corpse. The Troy controlling the Human body will then force its head from the body's neck hole and begin to meld its head to imitate the victim to the best of its ability. The Troy have no hair and cannot grow it to imitate the host, so the malleability of the Troy's face may be instinct more than them trying to use it as a façade.

This ability is used primarily to use the corpse as a vehicle since the Troy are very slow moving while wriggling around like a disgusting caterpillar. The host body will be used up as long as it can before it decays beyond use. After this time the Troy will seek out a new host. While in the host body the Troy is able to use weapons and equipment as a Human could, but there is a pretty sizable learning curve since it is not their own technology. Most technology is not useful to them but weapons and simple items are acceptable to use with little effort. Only Troy outside their Human hosts are able to use their Exo-skeletons, fighters or walkers.

RANGE REPORT:

MORE OBSERVATIONS ON THE TROY

I never get used to seeing these things. The first time I ever saw one of these parasites „inhabit“ a Human host I was so terrified that all I could do was stand there and watch. That was roughly sixteen periods ago, and they still creep me out. I've gotten more used to putting them in my rifle sights and taking them down from afar though. If you can pop one a couple of times they go down pretty quick. They are a mushy delicate race, but that doesn't seem to keep them from causing us havoc. I'm not so certain how far their evil eyes reach out, and I don't want to find out the hard way. I've seen it take someone down at about ten meters before, so I know this is not a safe distance.

For those of you that haven't had the misfortune of seeing them in action yet they are nasty pink, brown and grayish mottled caterpillars about one meter in length with a vaguely human-like head with limited features save the big empty eyes that sometimes shine in the dark like an animal's would. After they use their stare attack a human will be immobilized and collapse. The Troy will then stretch out its jaw and envelop the human head. They swivel back and forth working the head free from the body. After the head is off they crawl into the body and after a few minutes the Troy will push its head through and the body will stand and walk around under control of the Troy like a sort of grotesque vehicle.

Many filaments are ejected from the Troy's own body into the human host to control the corpse. Ripping a Troy from a human host will almost always kill the Troy instantly, and it must be extremely painful for them because they let loose a horrid shriek when it happens. If ripping them out doesn't do the deed then putting your boot through its head afterwards generally does the trick. Trust me on that one!

-Red



Dealing with a Troy in a very painful way.

RANGE REPORT:

YET MORE TROY OBSERVATIONS!

To my knowledge the Troy have never tried to communicate with us here on Hokein except by violence. I'm not so sure that anyone knows what they want, where they are from, or even what their real name is. I will give them one thing though and that is that they are intelligent and cunning.

How did they take over an entire colony ship? How did they intercept that thing and overpower all those people on board the craft? How does their major nasty abilities revolve around affecting Humans and no other sentient race here on Hokein?

I have heard from others (having never experienced it myself) that after they are hit with that weirdo stun ray, and are somehow saved from the gruesome fate of being driven around like a corpse vehicle that strange things embed themselves in their brains that are impossible to shake. Immediately as the event happens the victim sees flashes of images in their minds. These visions that have been reported are images of swampy bogs, underground tunnels, strange honeycomb structures dripping with slime, grotesque bloated writhing worms, fires, piles of human bodies, an odd black alien looking satellite orbiting the Earth (this one is actually reported with great frequency), web covered cocoons hanging from cavern ceiling, hordes of shamblers with blank faces, maggot like creatures that changes their heads to those of humans, a massive bloated Troy over 20 meters long with a head like a giant pulsing brain, and the list goes on and on. The visions seem to last only a few minutes as the victims are under the spell of the Troy influence, and none of these images have to do with anything pleasant.

This event always seems to leave the victims with a form of PTSD that has them fearful, insomniac, and repulsed by any image or sight of a worm, or grub like creature. Dang... I'd almost rather them eat my head!

-Red

TROY

	Attacks*	LEVEL	MOVE	SIDE	SIZE	# APP	TREASURE
TROY	1*	2	3M	U	S	1d6	N/A
TROY-Host	2*	3	15M	U	M	1d6	I
SHAMBLER	1*	2	6M	U	M	2d6	I

* INDICATES SPECIAL ATTACK FORMS ALSO PRESENT. SEE DESCRIPTION FOR DETAILS.

TROY IMMOBILIZATION RAY HAS A RANGE OF TEN METERS AND UNLESS A SUCCESSFUL SAVE IS MADE THE VICTIM WILL BE IMMOBILIZED FOR 2D6 ROUNDS. KEEP IN MIND THAT THIS ATTACK ONLY AFFECTS HUMANS. ALL OTHER RACES ARE IMMUNE.

SHAMBLERS ACT AS PLAGUE ZOMBIES IN PITS & PERILS PAGE 43, HOWEVER THE VIRUS IT CARRIES IS TRANSMITTED BY BODILY FLUIDS AND HAS A NEAR IMMEDIATE PNEUMONIA EFFECT ON THE VICTIM MAKING THEIR LUNGS FILL WITH INFECTED FLUIDS THEREBY MESSILY KILLING THE VICTIM. THE REANIMATED DEAD TEND TO SALIVATE A LOT DUE TO THIS, AND CAN SPREAD THE VIRUS MORE EASILY THIS WAY. ONLY HUMANS BECOME SHAMBLERS AFTER THEY DIE. ALL OTHER RACES AFFECTED BY THE VIRUS DIE AND STAY DEAD.

CHAPTER TEN:

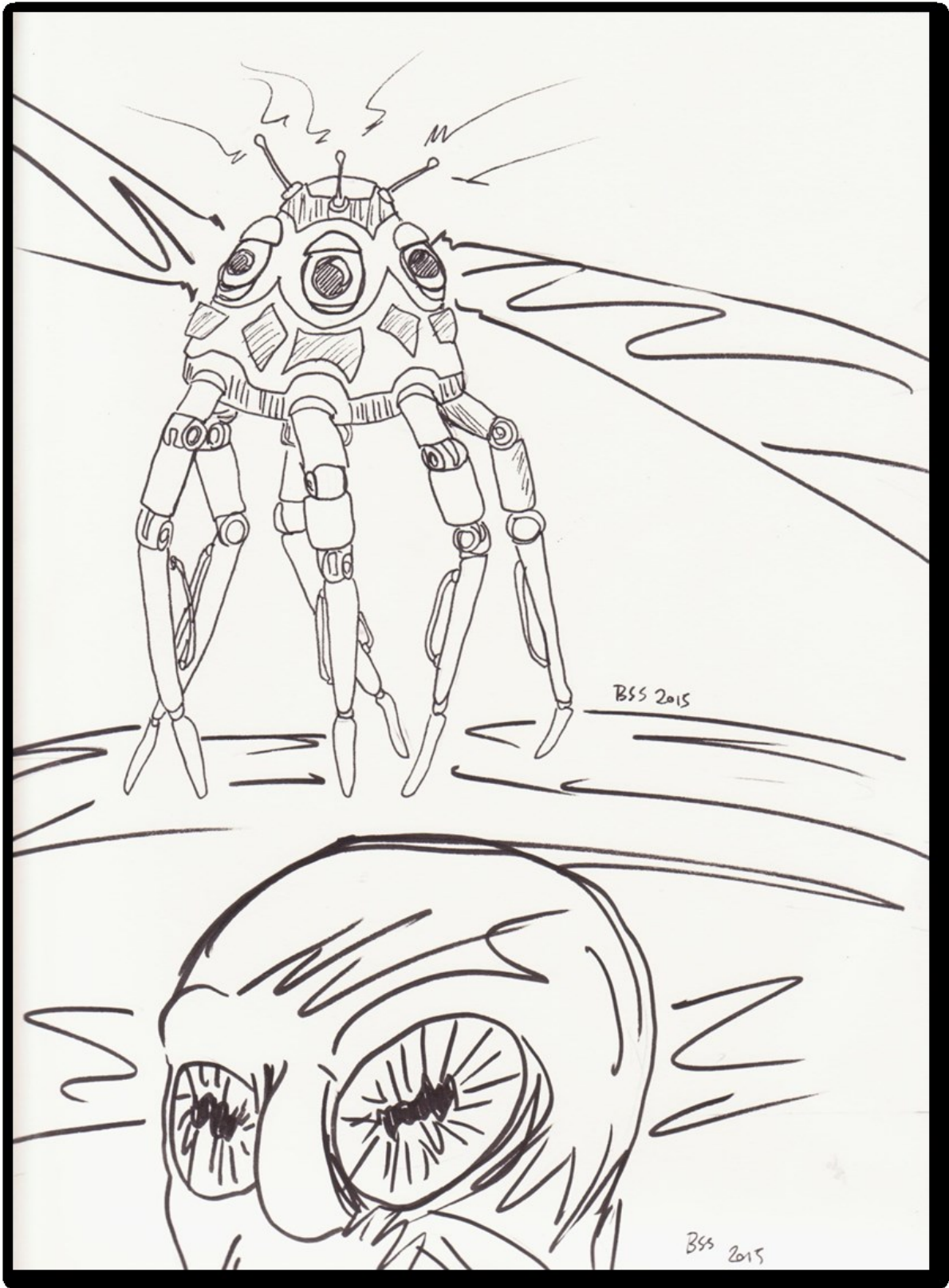
TROY VEHICLES

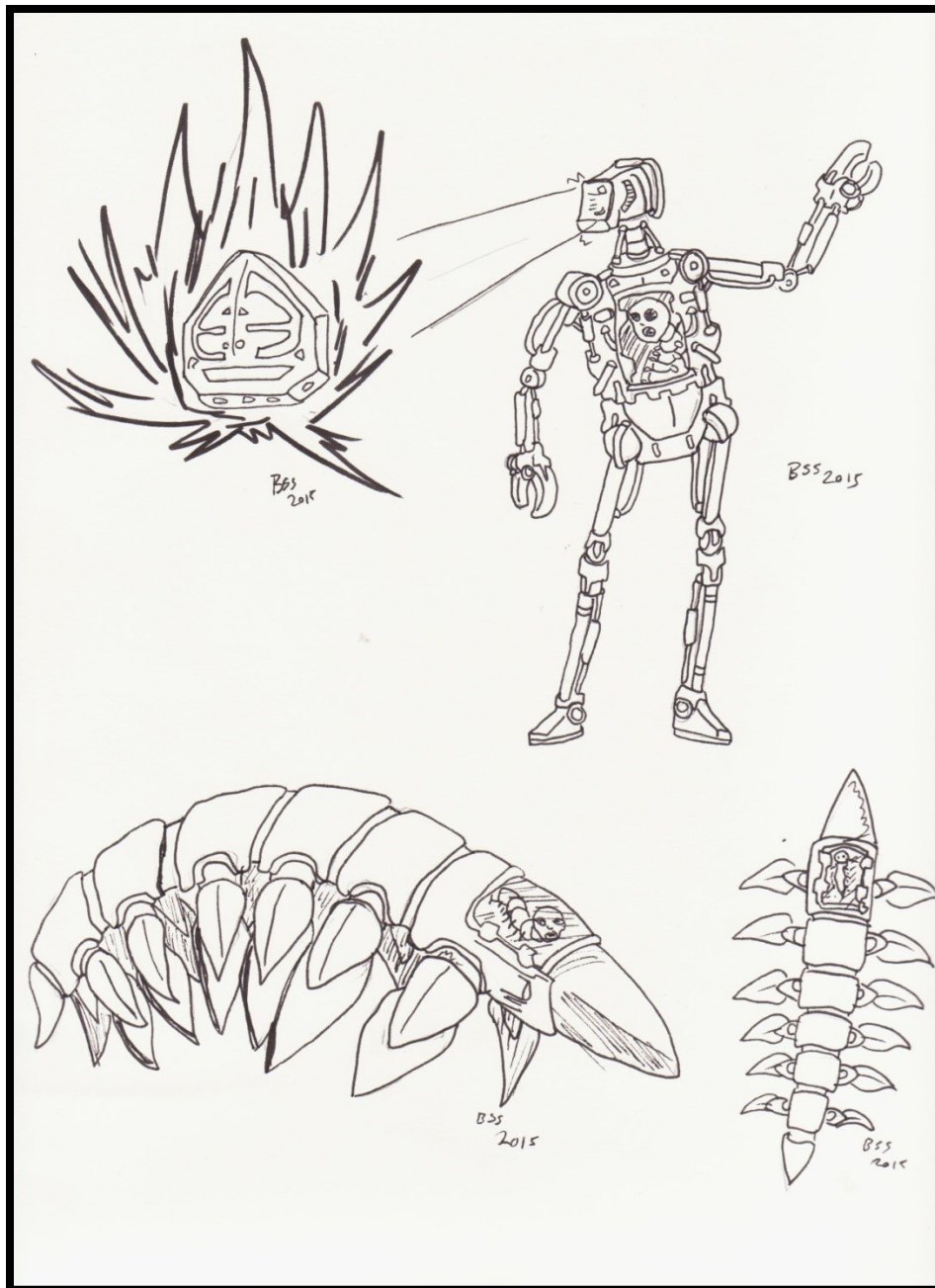
Frame: At two meters tall the vehicle can appear slow and plodding, but can run at the normal human rate when it needs to. The Frame has a nipper on the end of each arm, and a heat ray mounted on its head. The nippers are not really suited for combat, but can be used if desired by the Troy pilot. The heat ray is the primary weapon for the vehicle and can be swiveled to point in any direction (except down). The heat ray has a range of approximately twenty meters and is thin enough only to be used on one target at a time. The attack, if successful does 1d6 hits in damage to the target. Vehicles take this damage as normal as well and can certainly strip some layers off of practically any vehicle it is fired upon. Inside the torso of the vehicle a liquid filled vat is used to house the Troy pilot. This tank is armored a bit, but certainly not impervious. The suit does not have any sensors, special vision or the like, but inside the tank the Troy has complete freedom of movement and can react and move more freely than they could on land giving them a good range of vision, and does not hinder combat.

Fronnd: Roughly three meters in length the Fronnd is the Troy's only known flying machine (save the drop pods they use). The Troy pilot is held in a fluid filled capsule, or container, like that of the Frame. This vehicle does not have any type of specialized vision or sensors as we can tell, but it does use front mounted search lights that can span a 90 degree arc in front of the flyer. The Fronnd also has two heat ray weapons forward mounted. These weapons can fire only straight forward, and cannot be adjusted. This may seem like a disadvantage, but the Fronnd is so agile and quick that it makes firing these weapons at any intended target very possible. They also have a manta ray like pattern of movement, and this coupled with the agility and speed of the vehicle make it a target that is very difficult to hit. The Fronnd is only aerial as we have seen and we do not believe the vehicle is submersible as its ray type movement would give one to believe. We have clocked the Fronnd at speeds of 320 kph, and they seem to be grouped in squads of three to five.

Sticks: This conical shaped pod walker has six legs and stands at a full height of six meters. It also has six eyes placed evenly around the pod. Each eye seems to be able to see in total darkness, and if that weren't bad enough there is also a spotlight and heat ray weapon mounted around each eye. Three Troy work in unison from individual protected capsules held inside the main body. The walker can run at a full speed of 160 kph, and is a feared implement of the Troy arsenal to be sure.

Pods: The Troy also use small drop pods to carry their forces to the surface (usually in tight areas). These pods have no combat capabilities and can carry up to six Troy, or three Troy in host bodies, or four Shamblers or one Frame. One Pod can be carried by a Fronnd, but it almost halves its speed and maneuverability. Typically, a Pod that is hit by significant weapon fire will be destroyed thereby killing any Troy on board.





TROY VEHICLE Statistics

	SPEED	POWER	DURABILITY	FUEL	CARGO	HARDPOINTS*
FRAME	1	1	2	6	1	1
FROND	6	2	2	6	2	2
STICKS	2	2	3	6	1	6

* ALL TROY VEHICLE HARD POINTS COME IN THE WAY OF HEAT RAYS

RANGE REPORT:

TROY VEHICLES

There are three types of Troy vehicles that we are aware of. First up we have the exo-skeleton human sized walker that we nicknamed „Frame“. Think of this as a Troy aquarium with humanoid limbs. The container housing the Troy pilot is in the torso area of the frame. It is a see through housing filled with some type of nutrient bath or something of the sort and the Troy squirms around inside unhindered. From what I have experienced this „Frame“ can run at a pretty good rate of speed equal to that of a Human with no load weighing them down. The Troy do not seem to be able to use their weirdo ray while in the tank though (which is awesome!). Hand to hand combat seems to be pretty limited. Strength appears to be that of a normal Human, but this sucker has some kind of nasty heat ray that it fires from its „head“. Nasty!

The second of these blasted machines is a flying vehicle we call a „FronD“. This craft is roughly three meters long and along each side run a row of these leaf-like projections. The leafy protrusions are about half a meter long and are almost shaped like a spade. This flexible bodied craft seems to move through the air like a manta ray would swim through the water. They are very agile and pretty darned fast as well. The „FronD“ has a forward mounted searchlight and two of those nasty heat rays that also point forward. The light can be moved to cover a 90 degree area in the front, but the weapons can only fire straight ahead. Like the vehicle we call „Frame“ the Troy piloting this is in the same type of fluid filled tank mounted towards the front.

Third, we have this insane looking „war of the worlds“ looking pod with six long stilt-like legs. It has been nicknamed „Sticks“ for obvious reasons. It moves pretty quickly on these legs, so do not underestimate it! There are six „eye“ structures surrounding the pod. Each eye has a searchlight and a heat ray built in to it. These rays, lights, and eyes can all be pointed at different targets surrounding the walker, so it is impossible to blindside it. I have seen three of these „eyes“ target and fire at a single target at a range of about twenty meters, but you would think the closer you got the harder it would be for all three to target the same enemy. Maybe it could fire two, but I don't want to find out. I personally took one of these suckers out with an RPG one time. When I inspected the wreckage I noticed that there were three Troy piloting it inside the familiar tanks. They were all three dead when I pulled the tanks from the rubble. Sweet!

On a side note... I know some of you may think the Troy vehicle names are corny and foolish, but seriously, why would we call them anything cool when they are such a pain in the butt?

-Red

CHAPTER ELEVEN:

CREATURES

MOST CREATURES FROM PITS & PERILS CAN SIMPLY BE RESKINNED, AND BROUGHT OVER WITH ALMOST NO WORK INVOLVED FOR THE REFEREE. REMEMBER THAT THERE ARE NO TRUE UNDEAD HERE IN BETELGEUSE. KEEP IN MIND THAT THESE ARE MAINLY HUMANS DOING THE NAMING OF THESE BEASTS, SO SOMETIMES THEY CAN FOLLOW MYTHICAL MODELS WITH NO ISSUE. OBVIOUSLY ADDING HITS TO MAKE THE CREATURES TOUGHER OR HAVE MORE ARMOR IS A SIMPLE WAY TO DO THIS, AS WELL AS ADDING AN ATTACK TO MAKE THE CREATURE FASTER, OR THE REVERSE OF THESE EXAMPLES CAN ALSO BE TRUE. MOST NORMAL ANIMALS FOUND ON EARTH WILL HAVE A HOKEINI COUNTERPART, SO THE REFEREE'S JOB GETS EVEN EASIER KEEPING THIS TIDBIT IN THEIR ARSENAL. MOST NAMES GIVEN TO CREATURES NATIVE TO HOKEIN ARE GIVEN SLANG NAMES. THERE WASN'T REALLY A PROPER CATALOGING OF ANIMALS HERE. NOBODY EVER SAW THE USE OF IT. BEFORE I GET INTO CREATURES THAT ARE EXCLUSIVE HERE IN BETELGEUSE, I'LL GIVE YOU A LIST OF THOSE FROM PITS & PERILS THAT ARE A PERFECT FIT. I PURPOSELY DID NOT INCLUDE ANY CREATURES FROM INFERNAL REALMS BECAUSE I DID NOT THINK THEY FIT WELL INTO THE BETELGEUSE SETTING CONSIDERING THAT BOOK'S SUBJECT MATTER.



Looks peaceful enough, right? Has to be a safe spot...



Hey, this place looks pretty safe too...

PITS & PERILS*

APE
BAT
BAT, GIANT
BEAR
BOAR
CROCODILE
FLYTRAP
FUNGi
GHOUL
HORSE
HORSE, PONY
HORSE, WAR
JELLY
LION
LIZARD, GIANT
MULE
RAT
RAT, GIANT
RAVEN
RHINOCEROS

FEAR! FIRE! FOES!*

ARMY ANT
BRONTOSAUR
DRAT
HORNWORM
HYDRA
KRAKEN
LAKE MONSTER
PTEROSAUR
RAM
ROBOT
SABERTOOTH
TYRANNOSAUR
WENDIGO
Yeti

***ALL OF THESE CREATURES CAN BE BROUGHT OVER WITH NO ADJUSTMENTS.**

RANGE REPORT:

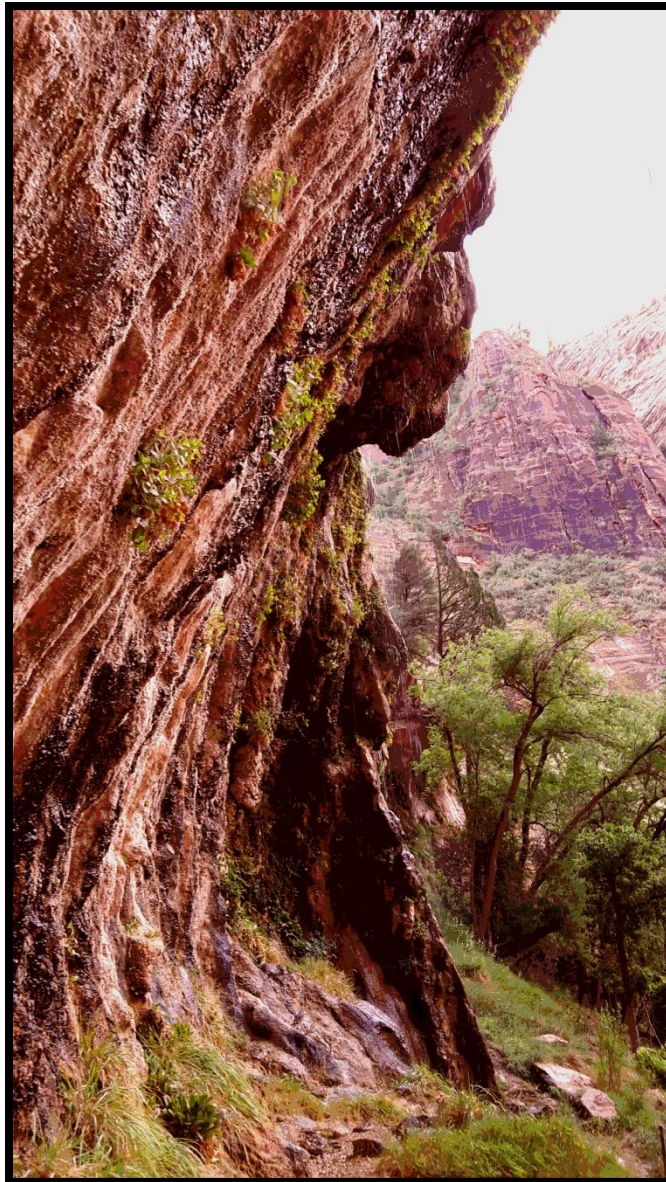
CREATURES GREAT AND SMALL

I became a Ranger about two years shy of the Troy invasion. I was born here on Hokein, as were both of my Parents. My Grandparents, however, were both born on Earth and came over of the Nostos. Very few people that were born on Earth are still with us today, but luckily the great minds that came over on the colony ships brought practically every shred of info they had from Earth with them. This info covered the planet, solar system, animals, plants, and even cultural things like movies, music and books. Yes, I have seen the 1933 Frankenstein film. It's one of my favorites!

Many animals native to Earth were also brought to Hokein in one form or another. Many of these came in the form of pets, and some came preserved in great freezers full of DNA that were successfully cloned and integrated into the world after we arrived. Now, obviously I was not on Earth to see these animals in their home environments, but being a Ranger takes years of study in the library AND out in the field, so I have come to learn a lot in my time. I graduated as a Ranger from Hokeini University at age 26 and have been in the field ever since. I have come to see many places and many odd things.

It amazes me how the animals of Earth really took hold here on Hokein and flourished. Many have successfully interbred with native species to make some very unique animals. It is odd to me that Hokein is so much like the Earth in many ways. The animals here are very similar as well as us Humans. Kind of makes you wonder which one came first between the planets and how our paths had crossed in the past, because that is arguably the most logical thing that must have happened for us all to be so much alike. Things here are really similar, but somehow different in its own little way. What would Earth had been like if the asteroid did not kill off all the dinosaurs eons ago? Would it be like Hokein?

-Red



NOW COMES THE CREATURES EXCLUSIVE TO HOKEIN. THEY ARE SET UP ALPHABETICALLY WHERE EACH CREATURE IS GIVEN A SHORT DESCRIPTION AND POSSIBLE "RANGE REPORT" IF THERE IS ANY ADDITIONAL HELPFUL INFORMATION CONCERNING THE CRITTER. IMMEDIATELY FOLLOWING THIS THE CREATURE DESCRIPTION WILL BE GAME STATISTICS IN THE SAME FORMAT AS IS IN PITS & PERILS. PLEASE NOTE THE MOVEMENT RATE IS IN METERS AS WITH THE REST OF THE BOOK. ALSO NOTE "SIDE", AND "TREASURE" IS USING BETELGEUSE EQUIVALENTS. O = ORDERLY, L= ON THE LEVEL, U = UNRULY TREASURE WILL BE EXPLAINED FURTHER IN THAT CHAPTER. WATCH OUT FOR THE LOW FLYING MONKEY BATS!

RANGE REPORT:

DINOSAURS

I know from what I have studied about Earth that the Dinosaurs there were all killed off by something. (Most likely the asteroid theory is correct, but I guess it really does not matter now). As you know Earth and Hokein are a lot alike, and that includes the Dinosaur population, but only here they did NOT get killed off. In fact here on Hokein the Dinosaurs have adapted so well that they pretty much remain the most resilient form of life here, and arguably the apex predator. With much study done on these beasts that could not happen on Earth they are found to not be „true“ reptiles at all, but a class completely unique unto themselves.

Most of the herbivores have been culled out since the past, but the carnivores just keep adapting and are much more intelligent than any book from Earth gives them credit for. The species here on Hokein range from the very small (size of domesticated cat) to the extremely large and dangerous with a perfect example being the Stegoceratops Rex, or loving known around here as plainly „the Devil.“

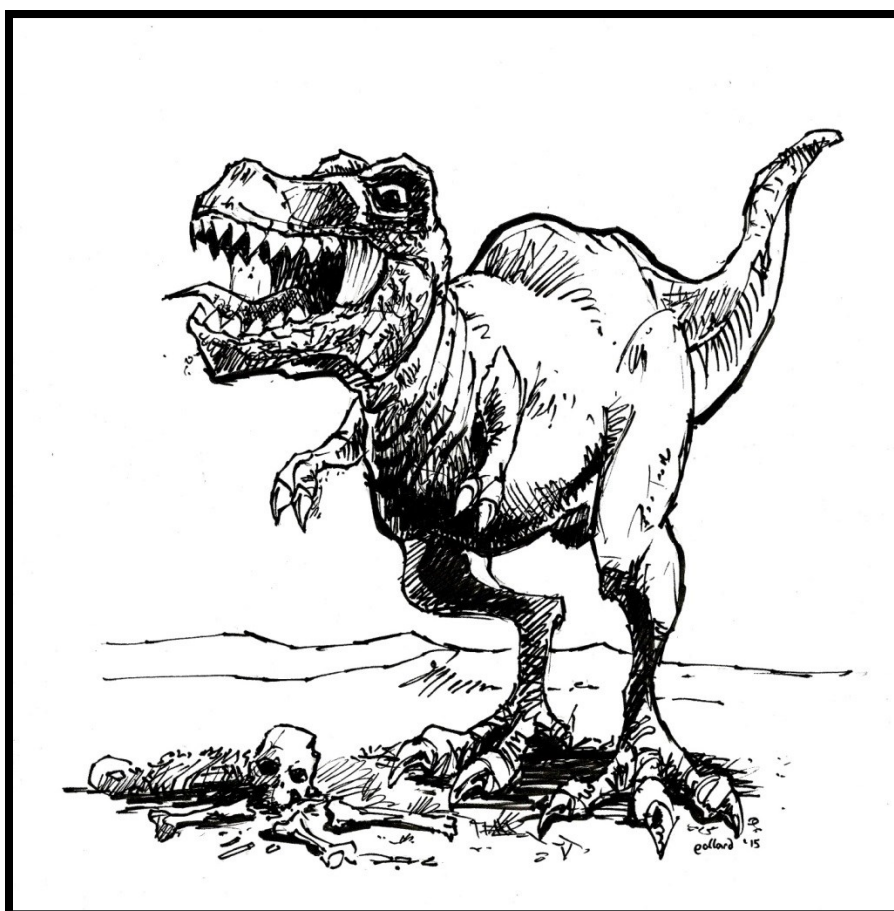
Use caution and always try to be aware of your surroundings out in the field as most are flawless stalkers. Other examples of highly dangerous breeds are the Ramhead Sampos. The Sampos has a devastating head-butt that they augment by a quick charge, but they also have a humorously tiny mouth. They seem to realize this as well because they are so frustrated while they eat and have notoriously bad tempers. Just because they can't really put a bite on you doesn't mean they can't flatten you with that nasty dome.

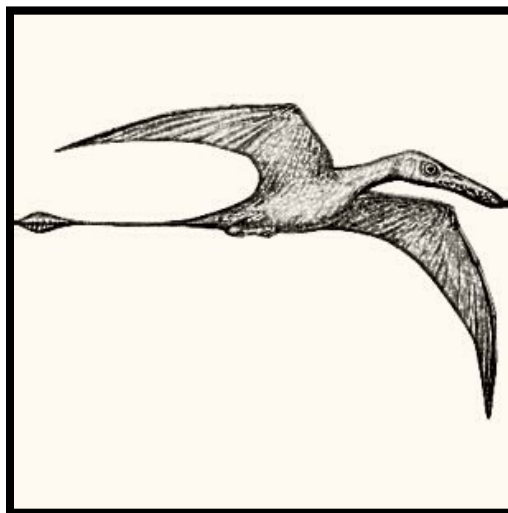
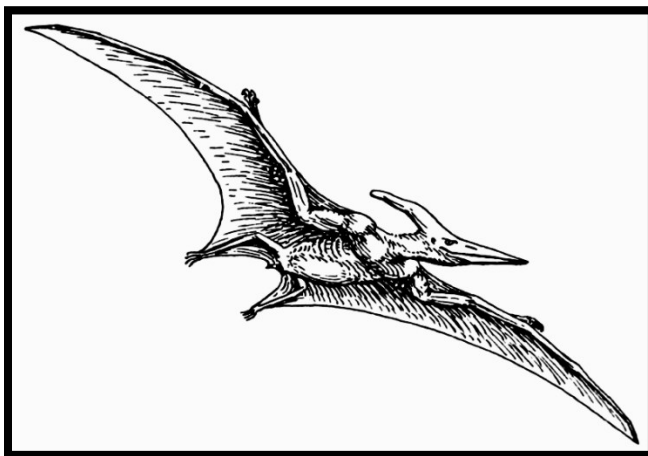
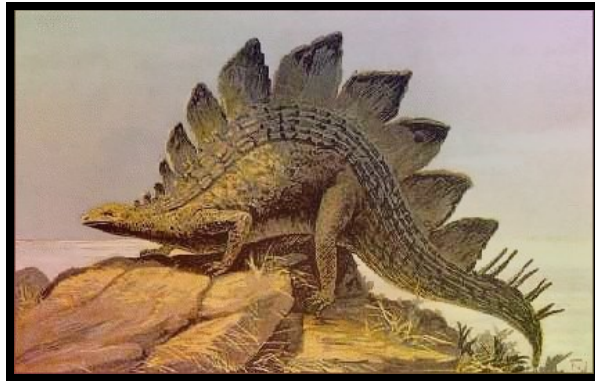
Believe me, I'm not even kidding about that Stegoceratops Rex... Nasty!

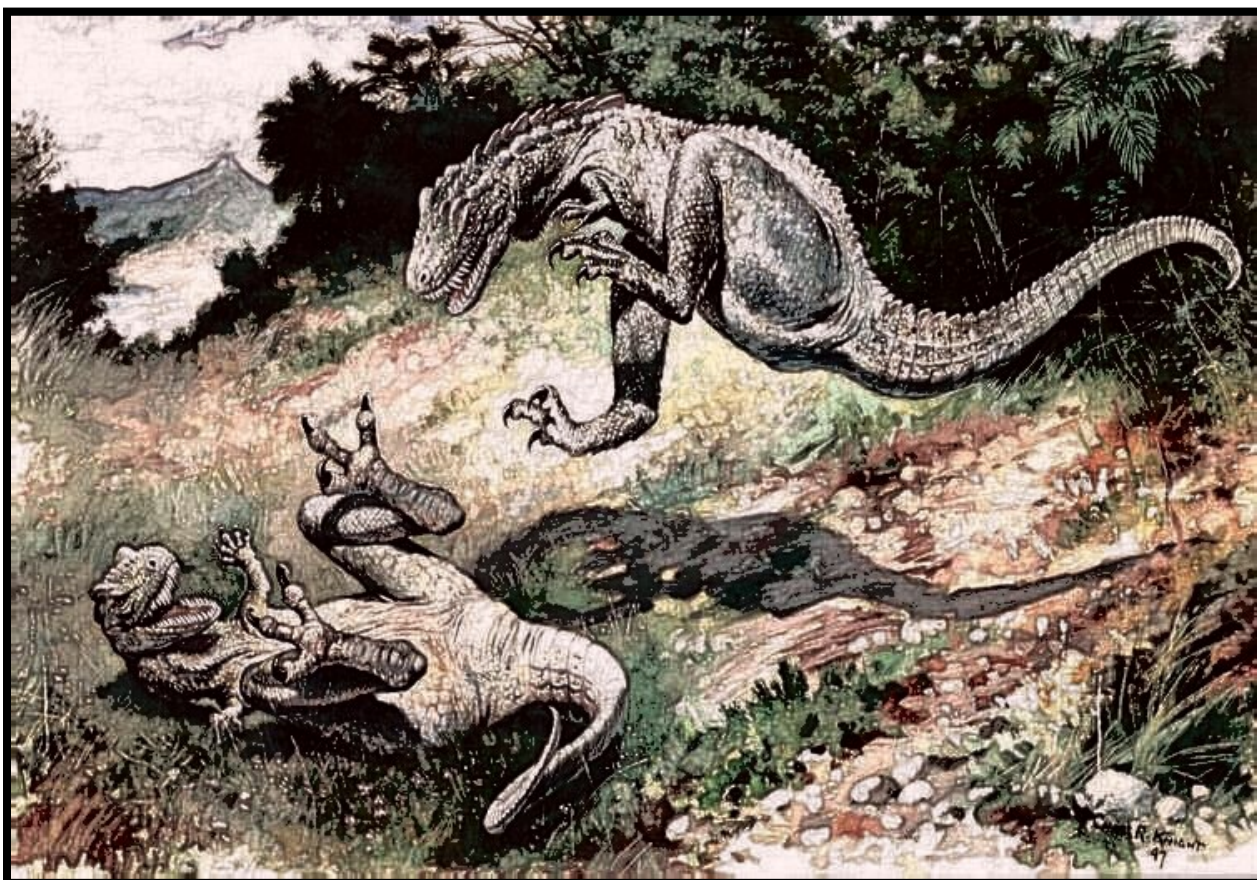
-Red



Hey, somebody was nice enough to leave a dino crossing sign here. Did Barney get the memo?







If you see this then it's pretty cute.



If you see this then run like heck!

Amadera:

Highly evolved species of raptor that developed many humanoid like qualities over the many generations. They live in small villages in very remote parts of the world. To them, anything without scales is looked at with great suspicion or food, and sometimes BOTH. They are able to domesticate most types of reptiles and seem to have a mental control over them. They fight with crude weapons or with their formidable teeth and claws. It is not uncommon to see their chief riding a great lizard. (author note: this does not include dinosaurs as those creatures on Hokein are not “true” reptiles)

AMADERA

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	2	9M	L	M	2D6	H

Blister Back Frog:

This large two meter long frog is found in the murkiest nastiest swamps on the planet. Its skin is black or green but covered with red, or orange spots. The frog has contagious sores on its back that can be spread to any opponents that has bodily contact with the beast. A successful save will resist the plague. If the frog is attacked there is a 50% chance that the blisters will burst and the opponent will be sprayed with the acidic pus and gore. A save will be required to dodge this goo. If a character contracts this affliction they will take one hit in damage per day that cannot be healed by normal means. Unless this is treated it is certain death for sure.

BLISTER BACK FROG

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
2	4	6M	L	M	1D6	I (LAIR)

Blue Gill Shark:

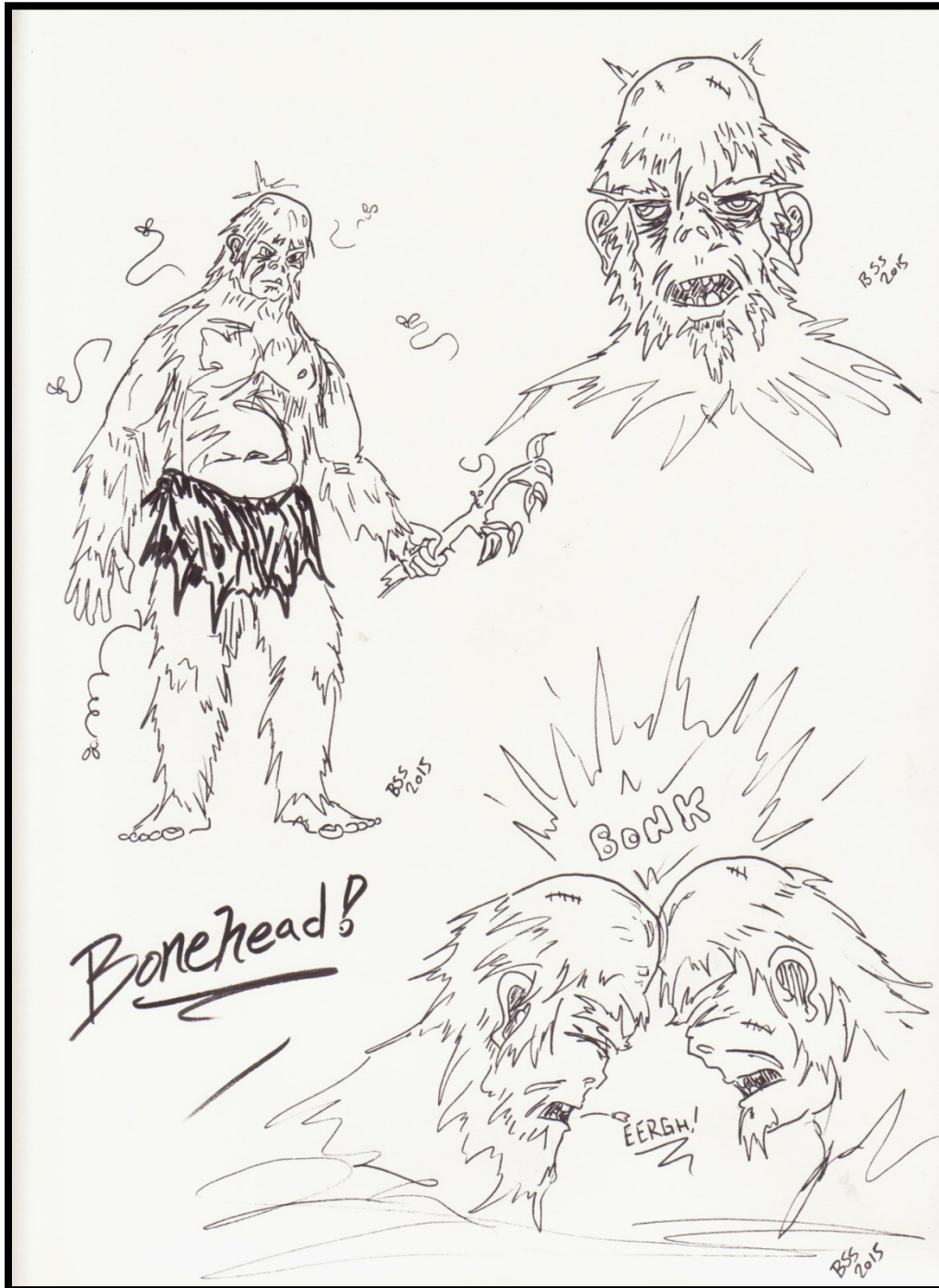
For the most part there is nothing really special about this shark except for their speed in the water. They typically only grow up to a meter in length, but this enables them to swarm near the shores and shallow waters. They attack in groups of up to twelve, and will have a +2 to initiative because of their quickness.

BLUE GILL SHARK

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	I	9M	L	S	2D6	N/A

Boneheads:

Once a successful attack is made by the Bonehead it is considered to have grabbed its opponent. The opponent must make a successful save or the Bonehead will automatically hit with the head-butt on the next round doing 1d6 hits of damage.



RANGE REPORT:

BONEHEADS

Yeah, I know what you're thinking... „I know a few of these!“
Anyways, they don't call them Boneheads because they are stupid, but I guess they could. These guys are primitive and none too bright to boot. These throwback humanoid use their colossal domes to head-butt each other during duels. Seriously! I kid you not! They square up, and take each other by the shoulders and slam noggins until one or the other falls out with a massive headache. Wow...

Boneheads are vegetarian, but can also be very aggressive. I saw one of these things grab some poor schmuck one time and completely obliterate his head with one slam. He was stone dead before he even hit the ground. I have encountered these creatures mostly in the hilly areas and are more common around lakes and smaller river areas. They seem moderately intelligent, and have their own language made up of mostly grunts, hoots, and barks.

Boneheads are roughly three meters in height, and seem to live mostly on berries, aquatic foliage, and also have been known to raid a garden or two without hesitation. If you encounter one and they are being aggressive enough for you to have to defend yourself then do NOT aim for the head. I have seen them take a shot to the dome and just shake it off. Usually after this happens then they get mad.

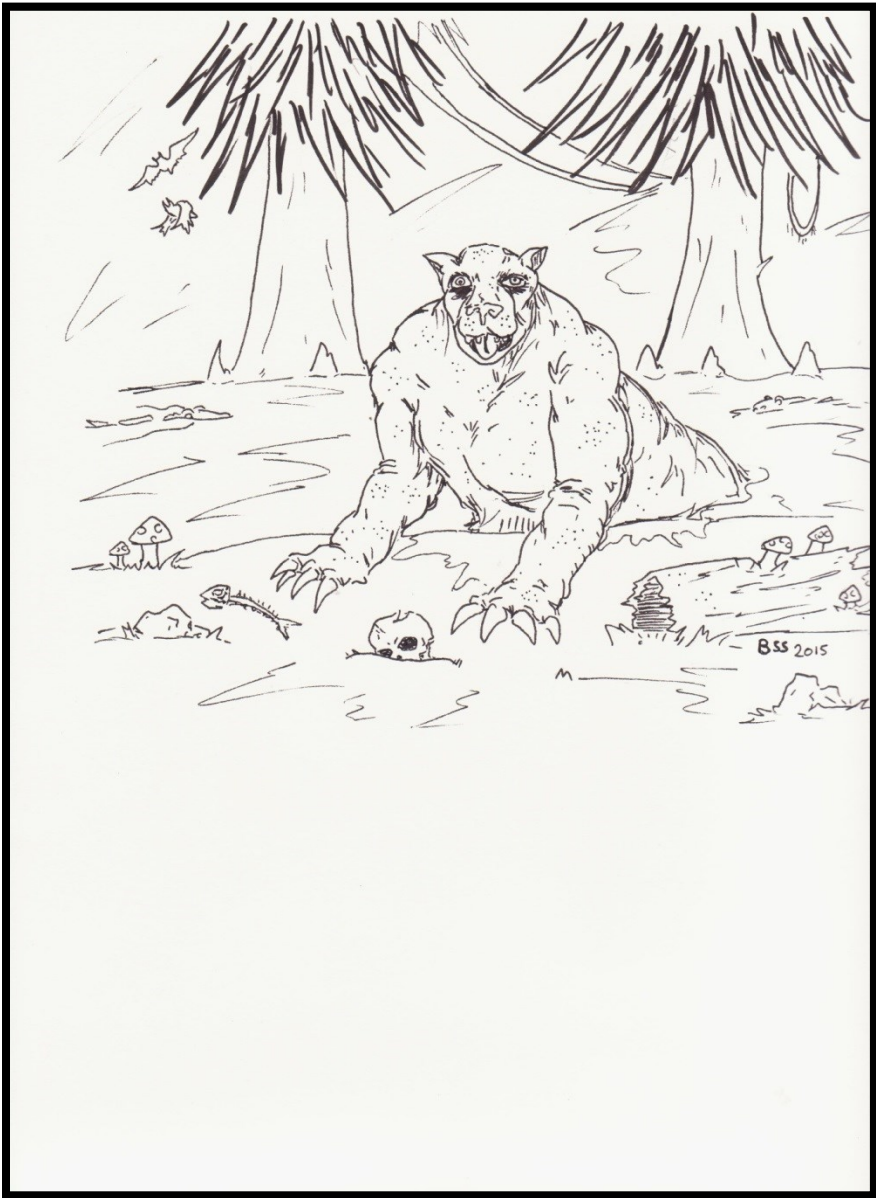
-Red

BONEHEADS

Attacks	Level	Move	Side	Size	# Appearing	Treasure
2	4	12M	L	L	1d6	H

Bronto-Bear:

Massive polar bear sized bear that dwell in semi marshy lands. The Bronto-Bear is brown skinned and hairless. On top of that they have a very nasty skin condition, and bodily contact or bites can spread it to another. Scaly, blistering, red, infected sores will affect the victim in 1d6 days unless a save is made. This condition is very painful and contagious. The creature likes to submerge itself up to the nose in murky water and wait for ambush. They are fierce and disgusting opponents.



BRONTO-BEAR

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
3	5	6M	U	L	1-3	1 (LAIR)

Canis Infernus:

Large aggressive hounds resembling an Earth Mastiff with flame orange hair and common to have white patches as well. Their thick shaggy fur on their upper part of their body around neck and head protects from bites while in a scrap. They have a very powerful bite and strong teeth that can rend most thick hides and even some armor easily. They are mostly found in grasslands and temperate wooded areas. They cannot be domesticated.

CANIS INERNUS

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	4	ISM	U	L	1d6	I (Lair)

Crab Tree:

A misnomer if there ever was one. The Crab Tree is neither plant nor Crustacean. In fact it is a large flightless bird! It uses its mass of willowy feathers to puff out and then pulls one leg and its head down into the camouflage that is its body. On casual observation it appears as a shade tree that is roughly six meters in height, and once its prey is close it springs the surprise and attempts to attack with its sharp beak. They will not attempt to attack groups of three or more persons and once the unwary visitors rest themselves underneath the shade the bird will flee the scene leaving only people with confused looks on their faces and no shade to speak of.

CRAB TREE

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	3	ISM	L	L	I	I (Lair)

Crimson Lotus / the Red Dead:

Red Lotus flowers (duh...) that have a very sweet fragrance that lures victims in from up to twenty meters away. The victims of this ability will be able to make a save twice. One save is allowed initially on smelling the fragrance and another once the character is ten meters away. If either save is made then the spell is broken and the character shakes off the feeling. Peach like fruit hang from the vines amid the large red flowers, and if the character was not able to make the save they will be compelled to eat the fruit. Once the fruit is eaten the victim will be infected with the seeds of the plant. This turns the consumer's skin to a light crimson color within a few minutes and the victim will be under control of the plant thereby becoming a Red Dead. The Red Dead act as zombies per Pits & Perils page 43. These Dead will be able to go out to a max of fifty meters from the plant to capture new victims if the fragrance alone is not sufficient. A new plant will burst through the host in 3d6 days and use it as compost where the body drops.



CRIMSON LOTUS

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	I	N/A	L	L	1d6	I

RED DEAD

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	I	6M	L	M	1d6	I

RANGE REPORT:

FARKS/ FARKLINGS/ FARKLINGERS

Farks, and the rest of the family are very shaggy, hairy creatures. They are a strange breed of critter, and took me a long time to understand what was going on in the species as opposed to what we thought even ten cycles ago. Farks are large and nearly three meters tall. Farklings are almost one meter tall, and the little guy called the Farklinger is only about one-half a meter in height. Now originally we thought the Farks were the adults, Farklings were the children and Farklingers were the babies, but we were SO wrong.

Each time a Fark is born they come forth as twins, so with this in mind you would think there would be double the amount of Farks running around. The Fark and the Farkling ARE twins. One keeps growing to full size, and the Farkling stops growing at about the one meter mark. You will often see a Fark in the wild with the Farkling in the Fark's marsupial type pouch. Can you see how we had this all wrong? They are indeed siblings as it turns out and it seems they share a type of telepathic bond.

All three varieties are shaggy and have very nasty teeth and paw like hands. They range in colors from white to black, but a rusty red color is the most common. Farklings will have the same coloration as their full grown sibling. They seem to be pretty intelligent, and share a language between the species, but obviously the Farks and Farklings don't seem to need to have to verbalize their communications. Amazingly enough as fierce looking as the pair seem they are actually pretty peaceful.

The Fark/ Farkling pair generally have a life span of about sixty periods. The two seem to be tied extremely closely, and if one of the two happens to die the other will become ill and die within a quarter cycle. If the Fark dies first the Farkling will typically dig a hole to crawl into and wait for death. It will not come from the hole even to drink or eat. It's a pretty sad sight to behold, and there is nothing one can do to lure out the grieving Farkling. If the Farkling happens to die first the Fark will go into a fevered rampage killing everything it can get its paws on until its heart finally explodes. If a Fark/ Farkling pair die of old age they will expire at the same time.

This brings us to the strange case of the Farklinger. If a sibling happens to die during childbirth the survivor remains in the pygmy state and it is quickly recognizable that its mind is consumed by madness as it seems to have both minds in one body. This drives the Farklinger insane and becomes extremely savage. Life span for the Farklinger seems to be very short since they seem to be mad enough to attack anything they see no matter how outmatched they are.

-Red

FARK

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
3	S	9M	L	L	1d6	H

FARKLING

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
3	2	ISM	L	S	PER FARK	H

FARKLINGER

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
3	3	ISM	U	S	1	1 (LAIR)



Fehtekie:

The Fehtekie are large tropical flightless bird of many colors. These birds are common in tropical islands of the south-seas, but seem to have been introduced to other places on Hokein recently. They are very fast runners and have been domesticated and ridden by Gobs living in these locations. They have a very sharp and powerful beak, but are only aggressive if near nest, chicks or mate.

FEHTEKIE

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	2	ISM	O	M	2D6	I (LAIR)

Flattener:

This large herbivore dinosaur has large armor plating covering its head and neck. It lacks the horns of most other breeds in the ceratopsian family, but makes up for them by trampling its victims with massive armored feet. The beast will perform a charge attack then while the target is knocked down and stunned (a save must be made to avoid the stun) it will begin to trample doing 2d6 hits unless a save vs the stun is made and then the victim only receives 1d6 hits in damage as they try to roll out of the way of the stamping feet.

FLATTENER

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	6	I2M	L	L	2D6	N/A

Float Fish (Silent But Deadly):

A successful save will counter the paralyzing gas.

RANGE REPORT:

Float Fish

Get this... I heard about these from a couple of Gob villages, but had never seen one. The Goblins nicknamed them Silent But Deadly, or S.B.D. Yeah, the Gobs have a strange sense of humor alright.

Initially I didn't find one, but it found me! I was stalking out a group of War Pigs in this valley and I heard a soft wooshing sound above me. Before I knew it I was in this greenish gas cloud. Luckily I had a gas mask on from dealing with the smell of the War Pig camp and their aroma of their detestable cuisine. I rolled out of the cloud and looked up to see this massive jellyfish about two meters in diameter and all of its whip like tendrils reaching out to get me. I flipped the safety on my Kalashnikov and fired about half a magazine into it. Goo and slime went everywhere and it tilted to the side and crashed down with a splat on a nearby rock. It wasn't moving when I got up and trained my rifle on it.

At that time a warning siren sounded from the War Pig camp, so I hopped on my bike and made myself scarce. Back at the Gob village I was speaking to a few of them about my encounter, and they let me know how lucky I was not to breathe in the gas. Evidently the gas has paralytic properties, and on its tendrils are wicked stingers. I did get lucky! That thing could have had me for lunch.

-Red

Float Fish

Attacks	Level	Move	Side	Size	# Appearing	Treasure
1 or 4	3	6M	L	L	1d6	N/A

Gamma Shell Turtle:

The Gamma Shell Turtle inhabits saltwater for most of its long life, but comes into freshwater lakes to breed and just to “get away from it all.” The shell of the turtle can grow up to three meters in length and is covered by thick course spines and rigid jagged growths. The shells of the newly hatched are perfectly smooth, however and take a few years to obtain the haggard appearance of the adult specimens. They are not aggressive, but will defend themselves without hesitation. They resemble an Earthen alligator snapping turtle, and have sharp beaks and claws. They lay their eggs in or near radioactive hot zones, and in fact are very resistant to radioactivity themselves. They do not radiate themselves, but do carry small bits of residue for a couple of days after leaving the area. This residue isn’t strong enough to cause any harm to those that come into contact with them though.



GAMMA SHELL TURTLE

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	6	6M	L	L	1 - 3	N/A



Ghillie Gorilla:

Camouflage is second to none. Can surprise victims on a roll of 1-4 on d6.

RANGE REPORT:

GHILLIE GORILLA

What a great nickname for this thing. It being named after the Ghillie Suit is very appropriate. When I first encountered one of these it was hunting myself and three scouts in training through the forest about 120 kilometers from my home town in the Valley of the Sky. I was aware of something shadowing us for a kilometer or two, but whenever I stopped to look and try to catch it off guard I saw nothing at all.

I was traveling with three scouts and suddenly the one in the rear got tackled by this beast. It was extremely shaggy and it seemed to shift in colors even as it attacked. After taking 15 to 20 rounds this thing finally slumped over the injured scout and died. Luckily it was a big enough target that we didn't have to worry too much with hitting our buddy. (I think I might have put a hole through his lucky hat though... don't tell!)

Just mere seconds after the beast died its shaggy coat turned a dull gray color. I was completely floored at what a perfect camouflage this thing had, and maybe more so on its ability to remain absolutely still and not be spotted by even the four of us. These creatures are highly aggressive and skilled hunters. This one weighed in around 350 kilograms and had arms that were bigger than my legs. I don't know of them being in any other habitat other than temperate forests, but that doesn't mean that you shouldn't still be careful out there.

-Red

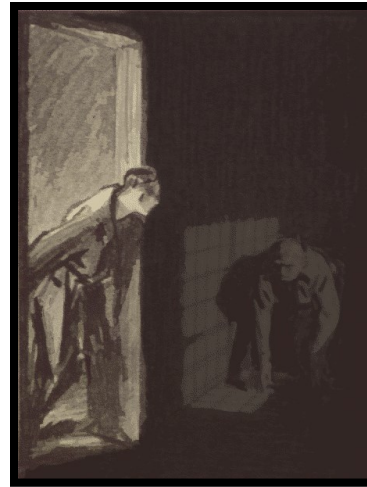
GHILLIE GORILLA

Attacks	Level	Move	Side	Size	# Appearing	Treasure
3	5	12M	U	L	1	1 (Lair)

Ghouls:

As per Pits & Perils page 35, but further information must be shared in "Range Report."

A victim being bitten by a ghoul or getting bodily fluids exchanged in any way must make a save or become infected therefore becoming a ghoul in 1d6+2 days.



RANGE REPORT:

GHOULS

It's these things that really freak me out. I can handle dinosaurs, bandits, giant beasts, etc... but these things give me the creeps! As far as we know these were once normal people like you and me, but they've been twisted and mutated by a mix of cosmic radiation and Rigelian nukes. They tend to dwell in the „Hot Zones“ around the world, but come out regularly in packs to raid. They look like classic zombies in the fact that their skin peels and their gums and lips recede to show their gnarly teeth.

*Their clothes are seen rotting off of them or are left in rags, but for the most part that we can tell these creatures are in fact **LIVING**. The radiation has also twisted their minds to the point of making them completely savage. They are not cannibalistic in the fact that they eat each other, but will pursue living flesh without tiring.*

It does seem that this condition is contagious. We don't know yet if it is a type of virus that they carry or possibly their own mutated cells getting into the wounds of their victims that acts as a type of cancer eating away the body and mind so it can replicate itself. Generally this takes about a quarter of a cycle to take place. Once the symptoms start to show the subject will usually flee to a „Hot Zone“ and seek out its own kind. The radiation from these blasted zones seems to give them an unnatural longevity as well. Yuck...

-Red

GHOULS

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
3	2	12M	U	M	2D6	1 (LAIR)

Green Tail Gretch:

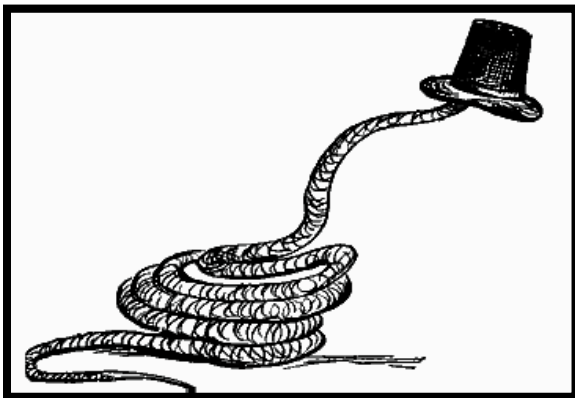
The Gretch is a large semi-aggressive tree dwelling lizard that inhabits temperate woodlands. It has a brown body with tan underbelly, but its tail is always a moderate shade of green. The lizard has some chameleon-like abilities, but always still manages to stick out like a sore thumb. They can reach three meters in length but almost half of that length is in their tail. They typically won't attack anything man sized or bigger, but they sure do have a hankerin' for wild pig.

GREEN TAIL GRETCH

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
1	3	9M	L	L	1-3	1 (LAIR)

Heverling's Asp:

Also called the "boot asp." This snake is only about half a meter in length but is very deadly. It likes to hide in freshly removed boots, or crawls into sleeping bags and such to share the warmth. It is harmless enough if it is noticed and dumped out or kicked away. A save will have to be made to notice the asp hiding in the victim's belongings. If found it will flee quickly with no trouble, but if it is not noticed and gets a foot on top of it or some unlucky sap rolls over on it in their bag it will deliver a very deadly bite that does 3d6 hits in damage. After delivering the bite it will slither off quickly and be gone in seconds.



HEVERLING'S ASP

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
1	1	3M	L	S	1-3	N/A

Hooded Dragon:

Can spit poison up to twenty meters away. Successful save is required to avoid. Poison will do 2d6 hits of damage on contact with the skin.

RANGE REPORT:

HOODED DRAGON

HOLY CRAP!!! You shouldn't even get me started on these things! It's like a ten meter long lizard isn't bad enough! I was heading in this system of caverns with three native guides in my early years. We went through many rooms, halls, corridors, and finally it emptied out into this large open area and this Son of a Gun rushes out and puffed his neck like a Cobra. Scared us all half to death! As we ran it spit poison at us at least twenty meters away! I could have sworn I heard it „sizzle“ as it hit the rocky outcropping beside me. Needless to say we hauled tail out of there. We all made it out alive, but I'm not so sure how our underwear held up with the encounter.

I would seriously love to observe this creature more, but like a viper they have heat sensing pits, and legs that carried it a lot faster than we would have liked. I think that wicked tongue flicking around is better for them than all five of our senses are for us. Like I say, I would really love to observe them more, but they are just way too dangerous. I would avoid them at all costs!

-Red

HOODED DRAGON

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
1 OR 3	8	12M	U	H	1	1 (LAIR)



Hork:

Symbiotic slime that inhabits stomachs of large (mostly herbivore) dinosaurs. This parasite causes insanity and sores on the body as it grows off of its host. After the host dies an agonizing death the slime leaves the host to find an aquatic location to reproduce by budding into up to one-hundred more organisms. They move around in a slopping wet way and makes a “Horking” sound as they flop their disgusting mass along the ground. Outside of the host animal the Hork acts as a Jelly as found in Pits & Perils on page 36.

HORK

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
1	5	3M	L	L	1	N/A

Illin:

The Illin is a very large and powerful wild hog that can grow up to three meters in length and have wicked tusks. The larger of the species are solitary, but the smaller examples will still have a pack mentality and roam in groups of up to twelve. Their green coarse hair helps hide them in the grasslands they inhabit and are often trained by War Pigs for use as pets or guard animals. Do not eat one because they are full of parasites.

ILLIN

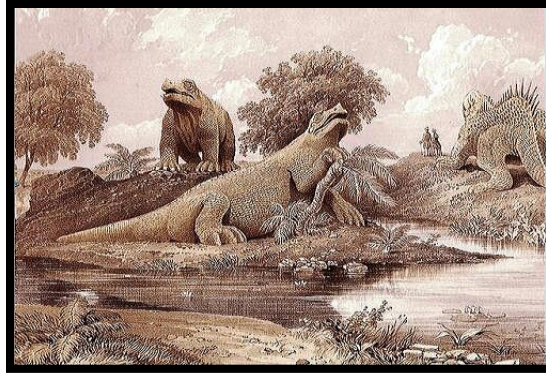
Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
2	4	12M	U	L	2D6 OR 1	N/A

Land Dragon:

The land dragon is a large mutated Komodo dragon type monstrosity. In its mouth and saliva it carries a highly potent bacteria that can cause serious infections and disease, and can kill a normal human within a few days. They are very aggressive, and the bacteria they carry poisons and distorts their own minds as well. They can grow up to eight meters in length and likes to sun itself when it's not being cranky. They have dark brown scaly hide with a yellowish-gray underbelly.

LAND DRAGON

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
3	6	9M	U	L	1 – 3	1 (Lair)



Lottner Vampire:

Can stalk prey and surprise them 50% of the time. Totally fearless, and will fight to the death.

RANGE REPORT:

THE LOTTNER VAMPIRE

Vampires! All those stories from hundreds of years ago, and all those archived movies from back in the day will certainly not prepare you for this. On a side note... How on Earth does a vampire that is supposed to sleep in a coffin filled with his own grave dirt in some old musty castle or mansion never get dirty? Seriously? Have you ever seen a movie with a dirty vampire? Ok, I'm getting off track here. Back to the real thing! Throw away the garlic. Holy water would just get it wet. Maybe keep the wooden stakes because one of those through the heart would kill anything. Duh!

I really do wonder if these may be an offshoot from the Ghouls? Seems like the radiation did a number on these creeps too. I guess they would look silly if you weren't so terrified of them. Very pale skin, totally hairless, red eyes, twisted jagged buck teeth. Yeah, maybe not so silly after all. They certainly are nocturnal, and usually solitary hunters, although I have encountered groups of three before. Not quite sure what that means other than trouble. Based on other reports I have heard they are very rarely seen in packs which is totally the opposite of the Ghouls.

They are very ferocious fighters, and totally savage! They can be totally silent as they stalk as I have experienced. I had a slug out with one a few periods ago, and it was scary. It let loose a gurgling roar as it rushed me, and it was on me before I could get my gun raised. Barely keeping its snapping jaws away from my face I was able to get my knife into it a few times. I swear it felt no pain at all, or if it did it wasn't letting on. I managed to throw it off and scramble to my feet and pull my sidearm. It snarled again and charged me as I put four rounds into it. It was in mid-stride when it died and fell at my feet. I don't even think it realized it had died.

-Red



LOTTNER VAMPIRE

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
3	5	12M	U	M	1-3	1 (LAIR)

Macker:

This bizarre creature resembles a medium sized thin muscular sheet that inches along and camouflages itself on cavern or cave floors. The Macker likes to lie in ambush in very shallow pools and wait for prey to walk through or come for a drink so it can snap up around them and suffocate the victim. They tend to be closer to any entrances where food is more plentiful. A successful save must be made to break free, but the Macker does not stop that easily. It will continue to fight the prey until either the victim or the Macker succeeds three out of five times. If a victim is enveloped they may not use weapons unless they had a small one in hand at the time of the ambush. A knife or a handgun will be permitted, but the chances on hitting themselves with the handgun is 50% if the attack on the Macker is unsuccessful.

MACKER

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
1	3	3M	L	L	1	1

Man-Tis:

These are eerily humanoid like giant insects that inhabit tall tree hives in deep forests. The hives are populated by members numbering from twenty to up to sixty Man-Tids. They have specially developed blade like forearms and wings that can carry them for slow clumsy flights for short periods. They are at least semi-intelligent and seem to communicate by pheromones and faint electrical impulses picked up by their antennae.

MAN-TIS

Attacks	LEVEL	MOVE	Side	Size	# APPEARING	TREASURE
2	2	ISM	U	M	2 - 7	H

Maven:

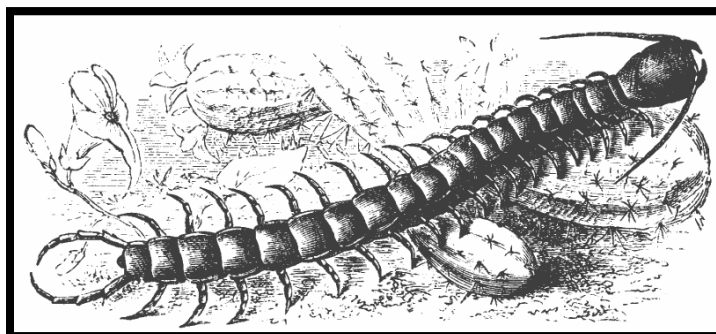
The Maven is a large and very intelligent species of Raven with bright multicolored feathers. When Mavens are born they are black for the first two periods or so and then their feathers begin to take on bright shades of greens, blues, yellows, and even reds. They are typically not of any one singular color, but will consist of three or more of these bright hues. Some black feathers are still retained on the wings. Female coloration tends to be more muted in regards to the males, as it is in almost every species of bird. The Maven is 100% immune to magic. They also like to collect shiny things.

MAVEN

Attacks	LEVEL	MOVE	Side	Size	# APPEARING	TREASURE
1	2	3M / ISM	0	M	2D6	H

Megapede:

This is just what you would imagine it sounds like. The Megapede is a nasty five meter long poisonous centipede. They are typically found in forests and places with ample supply of decaying vegetation to hide in. the Megapede's poison does 1d6 damage in hits.



MEGAPEDA

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	3	12M	L	L	1d6	I (1AIR)

Monkey Bat:

A funky magical cross between a monkey and a bat. Yep... just what it sounds like.

RANGE REPORT:

MONKEY BATS

Ohhhh... the Monkey Bat. Where to begin? These curious little guys aren't aggressive (unless you are a piece of fruit), but they are extremely mischievous. You know how monkeys will steal things from your backpack when you aren't looking? Yeah, these guys do too, but they can FLY! Yeah, kiss that flashlight goodbye. They seem to have really good vision, but can operate at night equally as well because of the use of their sonar. How in the world did these things ever come into existence in the first place?

They do enjoy forests and surrounding areas. They appear just as you think they would, being a small monkey with large ears and bat wings. They are sometimes seen sleeping during the day hanging from limbs by their prehensile tail. They are pretty annoying at times, but I'm not going to lie and say they wouldn't be cool to have as a pet.

-Red

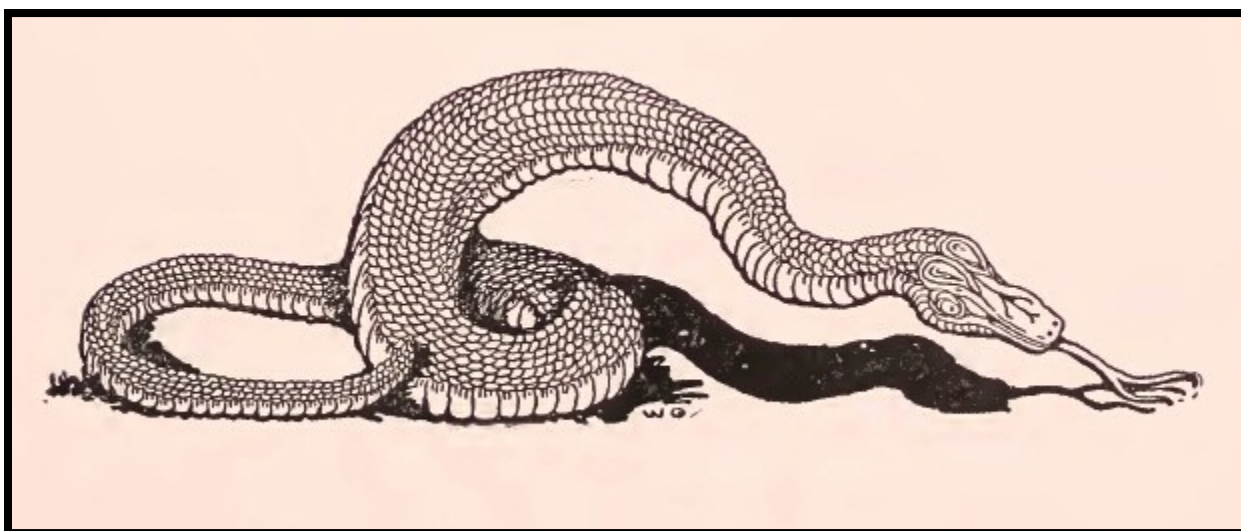
MONKEY-BAT

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	I	9M / 12M	U	S	1 - 3	H



Pale Noosh:

The Noosh is a sickly yellow and white constrictor snake that can grow up to six meters in length, but examples of three to four meters are the most common. The snake is incredibly strong and any victims must make two saves in a row to break free of the Noosh's grasp. After six rounds of fighting if the victim has not made two saves in a row they are crushed and the Noosh gets to enjoy its meal. Smaller creatures, including Goblins, must make three saves in a row to break free.



PALE NOOSH

Attacks	LEVEL	MOVE	Side	SIZE	# APPEARING	TREASURE
I	4	6M	L	L	I	I (LAIR)

Rad-Arach:

Large, mutated nocturnal spiders that faintly glow in the dark. They inhabit grasslands and desolate areas. They build trap door burrows to surprise ambush their prey. They radiate radioactivity in a five meter radius with level 3 intensity. They have a nasty poisonous bite to boot as if the rads and fangs weren't enough. More than one Rad Arach ambush has been thwarted by a lucky Geiger counter reading at the right time. The poison bite of the Rad-Arach does 2d6 damage in hits.



RAD-ARACH

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	3	ISM	U	L	1-3	I (LAIR)

Radiant (Fire Ant):

These are large rust colored ants that grow up to about half a meter in length. They excrete a combustible fluid from their abdomens and can also spit this fluid up to four meters away with good precision. The fluid is sticky and combustible when exposed to oxygen. A successful roll to save will need to be made to avoid this attack, and it can be made every other round for up to 3 uses per day. The heat these ants generate are two-fold. The chemical reactions going on in the ants body, and let's not forget that they will more than likely burst into flames from the abdomen excretions when agitated. If a being is within melee range from these ants they will need to make a save each round or take one hit of heat and fire damage. They have been encountered in groups of up to twelve in number, and otherwise they seem to act as normal ants would.

RADIANT

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	2	I2M	L	M	3D6	I (LAIR)

Ramhead Sampo:

This mutated dino is always aggressive and always hungry. It is bipedal and has very powerful legs which it uses to perform a devastating charge attack with its battering ram-like head. Its mouth is too small for an effective bite attack, but once prey is knocked prone and stunned (unless a save is made) the Sampo can then rip the victim apart with their talons. A successful charge attack does 1d6 hits of damage.

RAMHEAD SAMPO

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
1 OR 2	6	12M	U	L	1 - 3	1 (LAIR)



Red Bellied Slug:

Large thick bodied slugs that dwell in underground caves and caverns. They are also very rarely found in dark swamps. They have gray bodies that grow up to four meters in length, and have an almost glowing red underbelly. Their body generates great body heat and they can spit digestive acid up to ten meters away doing 1d6 hits in damage unless a successful save is made to dodge. They are always hungry.

RANGE REPORT:

RED BELLIED SLUGS

Disgusting...

-Red

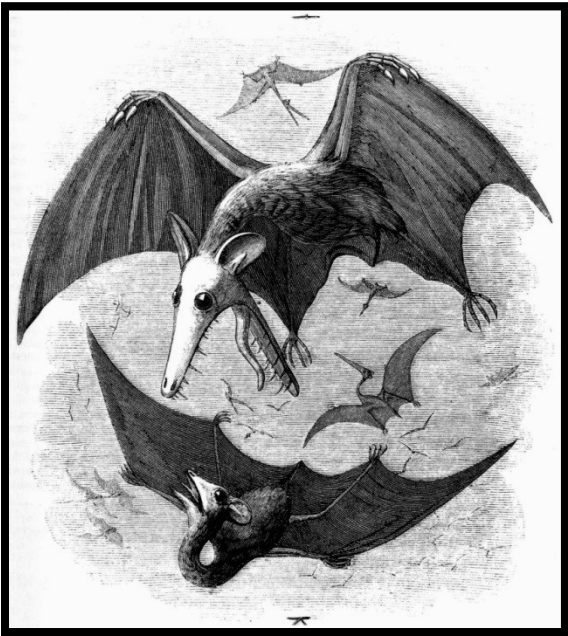
RED BELLIED SLUG

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	3	3M	L	L	1d6	I (Lair)*

* MOST TREASURE (if ANY) WILL MORE THAN LIKELY BE DESTROYED BY THE CREATURES ACID UNLESS THE ITEM HAPPENS TO BE MAGICAL.

Red Eye Raptor:

Massive Red eyed Mutated avian with night vision.



RANGE REPORT:

RED EYE RAPTORS

Red Eye Raptors seem to be pretty equivalent to a mixed up mutated avian. They prefer to nest in mountainous areas, and raise their young here as well. They typically have about a six meter wingspan when they are adults and weigh just a little over 60 kilograms. Obviously, they got their name because their eyes are indeed RED.

They seem to have incredible vision at night, and use this to their advantage to silently dive-bomb their prey. They tend to eat their victims whole, or at least snap them into manageable pieces with their sharp beaks. Their mouths are not meant for chewing as you can imagine, and they are nearly silent flyers. Beware!

-Red

RED EYE RAPTOR

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
1 OR 2	3	3M / 15M	L	L	106	1 (Lair)

Red Head Squawker (Devil's Dinner bell):

These annoying avians are also called the "Devil's Dinner bell" because of their near symbiotic relationship with the "Devil" itself, the Stegoceratops Rex. These birds are just the tiniest bit bigger than a seagull and even more unnerving. They are covered in all white feathers, but their heads and beaks are almost always stained red with blood from their gruesome feasts. The birds are non-combative, but they still seem to find themselves on the wrong end of a bullet.



RANGE REPORT:

RED HEAD SQUAWKER

The dreaded Devil's Dinner Bell! These things are so annoying, but honestly they have saved my butt a couple of times. They have a strange relationship with the nasty Stegoceratops Rex. The Squawkers seem to fly ahead to locate a meal then once that is found they start their infernal noise making. If you've never heard it the thing sounds like a cross between a dolphin and a turkey getting strangled. Anyway... actually it's pretty terrifying the first time you hear it because it sounds like someone crying out „Help! Help!“

They call out when a potential meal is near and the Rex follows the sound and makes the kill. The Rex is a very messy eater, so this works out really well for the Squawker as you can see. If you're smart you will get out of there fast when you hear them before trouble finds you. For the most part you will have up to five to ten minutes before the Rex thunders into the area after hearing the birds. Do what you can to get a head start on that big creep. You know that the Rex has to wonder why these critters spoil about half of his potential meals by making all that racket, and they tend to always fly just out of his range. They are smart little annoying suckers!

-Red

RED HEAD SQUAWKER

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	I	3M / 15M	U	S	3D6	N/A

Rib Collector:

Strangely human like hairy humanoids that live in the hills and lower points of mountains in caves or crudely constructed huts. They are found in many different environments and their coat color reflects their surroundings. They range from dirty white to dark brown and pretty much any flavor in the middle as well. They sport canine like teeth and always have one eye a different color than the other. For example: brown / green, or blue / hazel, etc...

Once an intruder enters their territory they will stalk them or just plan an ambush depending the situation. They start out at about twenty meters throwing rocks at their opponents then close in to give into melee with crude spears and clubs. They are incredibly vicious and relentlessly attack those in their territory. They tend to fight to the death and leave no one alive. They take grisly trophies from their victims to decorate their walls of their abodes.

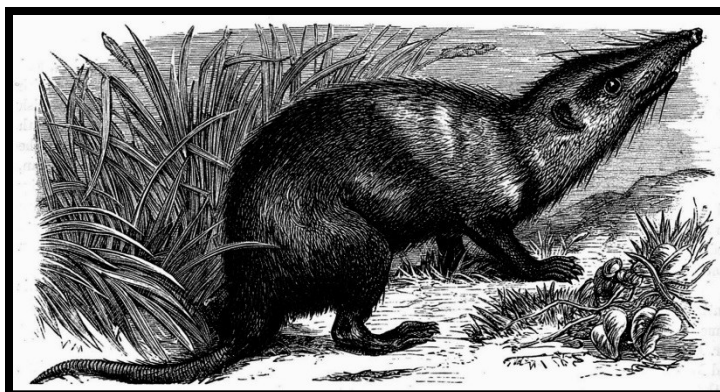


RIB COLLECTOR

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
3	4	12M	U	M	2D6	H

Rik Rat:

Also known as the "Tyrant Rat." The Rik Rat is a large sewer, or marsh dwelling rat. This monster of a rat has black matted fur and red shining eyes. They are incredibly aggressive and carry diseases and such that make rabies look like your best friend. These rats have a type of domineering hold on normal rats and will lead them to attack and wildly swarm without fear. The Tyrant can lead up to sixty-six normal rats to their doom at a time, but if the Rik Rat is killed the normal rats hold will be broken and all will immediately flee the area.



Rik Rat

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
1	2	12M	U	S	1	1 (Lair)

Ring Tail:

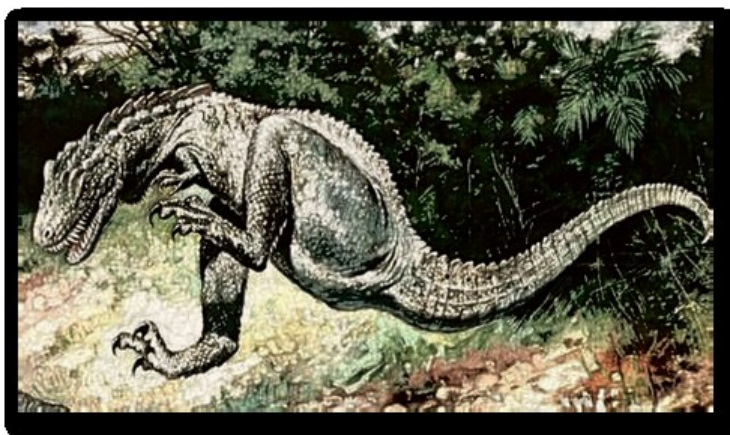
A coyote type canid with raccoon type rings on their long tails. They hunt and travel in packs and are of above average intelligence. When situations call for silence the Ring Tail will “puff” out the hair around each ring in segments to silently communicate with each other. They have very good senses and can see very well in darkness. They are very protective of their packs.

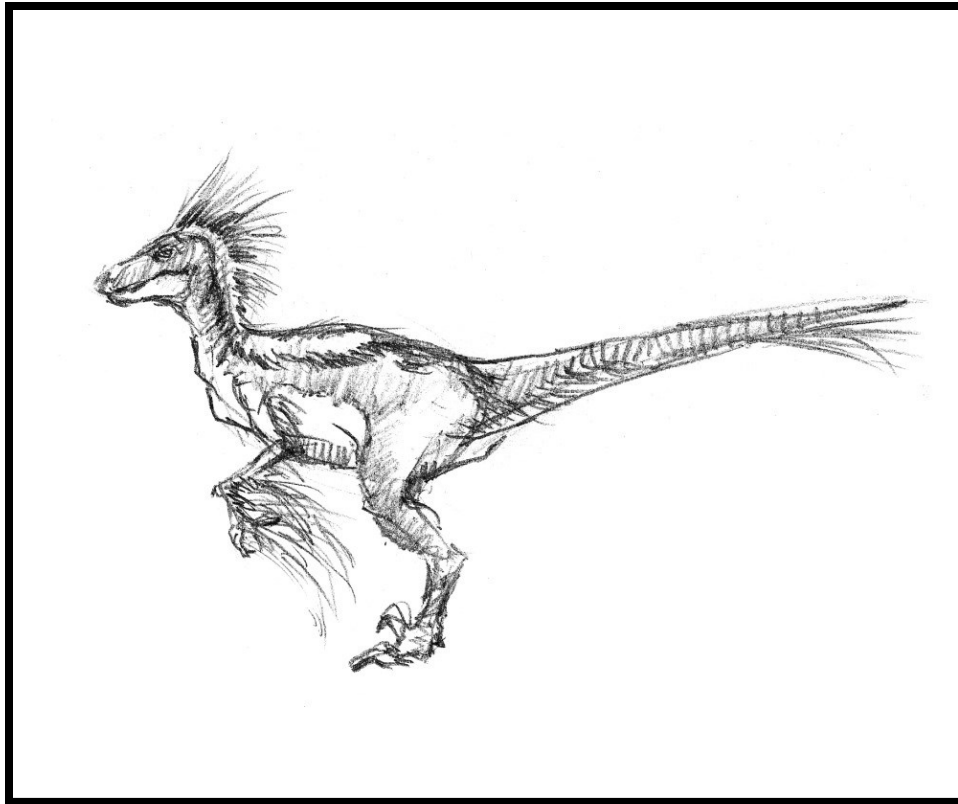
Ring Tail

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
1	2	15M	O	M	4D6	1 (Lair)

Ripsaw Rex:

Highly evolved descendant of the velociraptor.





RANGE REPORT:

RIPSAW REX

Good Ol' Ripsaw. Two and a half meters of perfected dinosaur evolution at work. Nasty claws on their hands, talons on their feet, and brains in their skulls. They are fast, smart, and deadly. They are at home in the forests, and their camouflaged feathers certainly are a benefit when stalking their prey. They typically hunt in packs of five. How they learned how to count to five with only three fingers on each hand is anyone's guess. Usually one will lead in the front and be point. Then within about five seconds after one more will attack on either side, and the two that flank on the far ends will run ahead then double back to cut off any escaping prey or to support the main attack.

They do take excursions to tall grasslands to hunt as well, but are most common in the forests. I'm assuming these things can top out at speeds of about 90 to 100 kilometers per hour. Obviously they can't hit this kind of speed in the forests because of all the foliage, but on the grasslands they can really go full tilt. Their agility running through the forest is unmatched. They hop over logs, bound around trees and never break stride. I feel sorry for anyone in their sights while on their home turf, because we stand zero chance against these apex predators. The only reason I don't put them above the Stegoceratops Rex on the food chain is because of size. Ripsaw has them beat many times in brains though, so I may need to rethink that a bit.

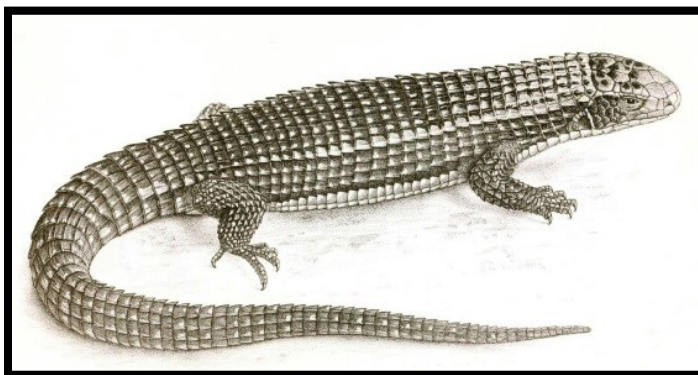
-Red

RIPSAW REX

Attacks	LEVEL	MOVE	Side	Size	# APPEARING	TREASURE
3	5	ISM	L	L	5	1 (Lair)

Sand Fleet:

Sand Fleets are pale scaled frilled lizards that burrow into desert sands to wait in ambush, and to keep moderately cool in the desert heat. They are lightning fast and swarm their victims in groups of up to eighteen members. They prefer to stay close to any oasis they can find, and are quick to flee back to their tunnels under the sand if they are outmatched. An Alpha member will lead the group and they can be identified at the time they hatch by the rust red spine running down their backs.



Sand Fleet

Attacks	LEVEL	MOVE	Side	Size	# APPEARING	TREASURE
I	I	ISM / 3M	L	S	3D6	I (LAIR)

Sand Squid:

Large cephalopod like creature with rough knobby hid that burrows into loose sand and traps its prey by making sinkholes with its tentacles. A save is required to break free from the squid's grasp, or the effects of the sinkhole. Once constricted the victim is pulled in so the squid can deliver a bite with its strong beak. The squid can constrict up to four victims at one time, but obviously only one can be pulled in for a bite per round.

SAND SQUID

Attacks	LEVEL	MOVE	Side	Size	# APPEARING	TREASURE
4 OR I	7	6M	L	H	I	I (LAIR)

Saw Tooth:

Ten meter long aquatic dinosaur that resembles a very thick crocodile with flippers instead of teeth. It can swallow its prey whole, but many times seems to enjoy chopping them up with its nasty jagged teeth. Its nasty bite (if it chooses to use it) does 2d6 hits in damage. It lives in large freshwater lakes that empty out to the sea. They can survive in saltwater, but certainly prefer the fresh any day. They can swim up to shore and flop around on land for a while, but this seriously hinders the creature's potential as a predator.



Saw Tooth

Attacks	Level	Move	Side	Size	# Appearing	Treasure
I	10	12m / 3m	L	H	1 - 3	N/A

Shades of Husk:

Shades of Husk are the leftover magical and cosmic residue from the magicians that perished on the planet Husk many eons ago. These energies have since settled on Hokein in ghost-like forms. They cannot communicate, and retain no prior intelligence although they can cast spells as 10th level Sorcerers. They are incredibly rare and highly dangerous. They tend to roam old ruins and desolate areas. They can be harmed only by magic.



SHADES OF HUSK

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	10	ISM	U	M	1	N/A*

*** THEY DO NOT COLLECT TREASURE PER SE, BUT MANY AREAS THEY INHABIT DO CONTAIN RELICS AND SOME OF GREAT MAGICAL POWER SINCE THEY ARE SEEMING DRAWN TO THAT.**

Shimmer Wing:

The Shimmer Wing is a great pterodactyl that can use its uncanny scales to bend the light around them. At higher altitudes this ability causes the creature to become invisible, but when it swoops down to ambush their prey the wings begin to shimmer with the prismatic light and will confuse and dazzle their victim unless a save is made. If the save fails the Shimmer Wing will be able to attack first and the victim will be able to do nothing that round but rub their eyes and stumble around a bit with vertigo. The effect passes in the next round, but the victim will automatically lose initiative. On the third round combat will go as normal. If the Shimmer Wing takes to the sky again the opponent will be ready for the stunning ability and no save is needed to resist the ability.

SHIMMER WING

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	4	3M / ISM	L	L	1 - 3	1 (LAIR)

Shiver:

The Shiver is a very hairy, pale, cold dwelling spider. It cannot spin webs but has specialized pads on its feet that allow it to walk swiftly and surely on the ice. It can grow up to two meters in length, and are solitary hunters. They like to lair up in ice caves or glacial crevices. Their poison does 2d6 hits in damage and they are almost always hungry.



SHIVER

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	4	12M	U	M	1	1 (LAIR)

Snap Mouth Squirmer:

Large twenty-five meter long segmented worms that can inhabit caverns or even swamp lands. They have an incredibly sticky whip-like “tongue” that can dart out at an eight meter range. After the appendage has struck a victim it quickly retracts it and the victim into its toothy maw. The “tongue” does not have to be used for the creature to bit, but using the tongue gives a +2 bonus to the creature’s initiative if used that round to attack. A successful save must be made to break free of the sticky appendage.

SNAP MOUTH SQUIRMER

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	8	9M	U	L	1 - 2	1 (LAIR)

Snap Trap:

Carnivorous aquatic plants that live near ponds and lakes. They are not found near moving water such as rivers and creeks because their roots do not take a great hold in the soil and will more than likely be washed down stream. They are able to snag victims up with their movable limbs and rend and tear them with great strength. If this does not seem to be doing the trick the plant will grab the victim and attempt to hold them underwater to drown them. They detect movement by special fibers and feelers above and below the water that detect motion and warmth. Their first attack is typically inaccurate suffering a -2 penalty to hit, but then can strike with normal chances thereafter.

SNAP TRAP

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
2	5	N/A	L	L	1-3	1

Spitter Kitty:

Large mutant (or magical?) puma sized feline / fish crossbreed with red scales and sometimes black Bengal like stripes. They are very fast and stealthy. They typically live around running water near mountains and hilly areas and are at home on the narrow jagged rocks. They are able to spit a bacteria filled glob of mucus and saliva up to five meters away blinding a target with a successful hit. (Save is required to avoid on successful attack). If the victim survives the impending attack they still may get a nasty infection a few hours later if the spit makes it into eyes, nose, mouth or open wound (i.e. a bite from the beast, for example). They can use both fore claws and bite in attack, or can pounce and rake with back claws. They are very fond of Goblin Flesh.



Spitter Kitty

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
3 OR 1	3	ISM	U	M	1-3	1 (Lair)

Stegoceratops Rex:

The “Devil.” himself. Be it a freak of genetic engineering or just a terrifyingly random mutation over the many generations, this beast takes the most frighteningly nasty characteristics from a handful of very successful dinosaurs and mashes them all together, and then grown to enormous proportions. Imagine the jaws and killer instinct of the Tyrannosaurus Rex, the tail spikes and dorsal plates of the Stegosaurus, and the armor plating and wicked horns of the Triceratops. Special attacks can come in the form of stunning charging ram, spiked tail, trample, etc... this thing is a monster and the Referee is encouraged to play it up the way they see fit. Measuring up almost ten meters in height and tipping the scales in weight over a Draeger tank the Devil can rise up to survey the area, or drop to all fours and run at speeds at almost 120 kph. Shares an almost symbiotic relationship with the Red Headed Squawkers, and when you hear them calling you know that death isn’t very far behind.

STEGOCERATOPS REX

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
Up to 4	IS	ISM	U	H	1	N/A



Stripper Fish:

Twenty meter long saltwater Catfish type fish that swims up to prey and sucks in great volumes of water and inflates like a puffer fish. This fish has many rows of razor sharp baleen type teeth that slices the prey into bits as they are sucked into the fishes waiting maw. This devastating attack does 2d6 hits. Luckily this type of fish is rare up towards the surface since most fish of its kind are bottom feeders.

STRIPPER FISH

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	7	9M	L	H	I	N/A

Torch Fly:

Large fly one-half meter in length that can cause its abdomen to glow like a firefly. They are carnivorous, and their bite can cause paralysis unless a save is made. If a victim is paralyzed the fly will lay its eggs in the hosts body. The eggs will be incubated by the host until they finally hatch in 1d6+6 days and kill the host as the young eat their way out. A cure spell can kill the eggs, but until then the victim will be in extreme pain and very ill until the hatching occurs. Torch Flies are very clumsy flyers, but can attain fairly high speeds. They make a tremendous amount of noise as their wings beat through the air, and sometimes they are totally fine with ramming into their prey on ambush. A save must be made on the ramming attack or the victim will be knocked prone and automatically lose initiative to the fly the next round.

TORCH FLY

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	3	3M / 9M	U	M	1d6	N/A

War pigs:

War Pigs have no ability to harness magic or use mental powers as a psionic would.



RANGE REPORT:

WAR PIGS

Pigs that love to fight! Did I mention they are humanoid pigs? Yeah... what the heck? Highly competitive, highly aggressive, not friendly to Humans, heck they aren't friendly to anything. They are fierce fighters, but pretty dimwitted as a whole.

They are fond of dirt bikes, dune buggies, and any other type of fast vehicle they can salvage. Brutish melee weapons are favored over ranged weaponry it seems. They do seem to have at least average intelligence, but testosterone overload and lack of self-control is usually their downfall. I have seen more than one of them drop their gun and leave a perfectly good spot of cover to bull rush with their sword and get gunned down before they take five steps.

They roam in smallish bands and raid travelers and sometimes even trains. Their villages are usually pretty well hidden, but the smell sometimes gives them away. I think tribe on tribe in-fighting caused more deaths than us trying to fight them off. Seriously, if they could get it together for any amount of time I really think they could take over the world. Lucky us!

-Red

WAR PIGS

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	2	12M	U	M	3D6	P, H

Webbed Engrin:

This variety of Engrin is a large bat that sprays a web like substance from a specialized gland under its tongue. The wingspan of this creature can reach up to four meters, and they are nocturnal and able to use sonar as all other bats. They typically will not attack anything man-sized, but Gobs might just be on the menu.

WEBBED ENGRIN

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	2	12M	L	L	2D6	1 (Lair)

Werewraith:

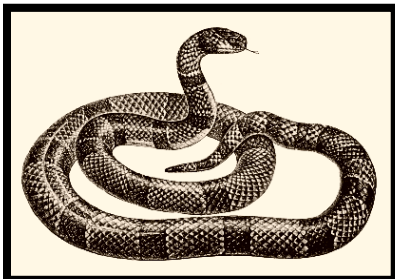
During the day these creatures are seen as glowing balls of negative magical energy, but during the night hours they take on the shape of a ghost-like entity. They are not ghosts or spirits in anyway, but just the manifestations of negative energy given shape, and when the sun sets they are free to roam in their true form. During the day they are harmless and typically will stay in desolate areas. At night they are seen as a partially translucent animal-human shape with only head, torso and arms. No legs can be seen because the torso tapers down into a fine luminescent mist. They float quickly through the air and can drain life-force from their victims with a touch. (This does damage as a normal melee attack would). They also emit intensity level two radiation in a two meter radius. These are creatures of energy of energy and magic, so only spells and magical items will affect them.

WEREWRAITH

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	4	ISM	U	M	1-3	N/A

Whip Snake:

The Whip Snake is a long slender poisonous green viper that hides in low lying trees in temperate forests. They will be very aggressive and attempt to bite anyone in range of their quick strike. They always attempt to eat everything they kill, and it seems that they have no idea that their eyes are bigger than their stomachs. Their poison does 1d6 damage in hits and they usually grow to about four meters in length.



WHIP SNAKE

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
I	I	3M	L	S	1-3	N/A

Whipper Snapper:

Large crocodile akin to those in the Nile river on Earth. They have longer and more tapered tails than normal and can use this agile appendage to really knock prey for a loop. After knocking their opponent off their feet they will be momentarily stunned unless a save is made. While the victim attempts to recover they quickly rush in to finish the job with their gnarly teeth.

WHIPPER SNAPPER

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
1 OR 2	5	9M / 6M	L	L	1d6	N/A

White Crested Winslow:

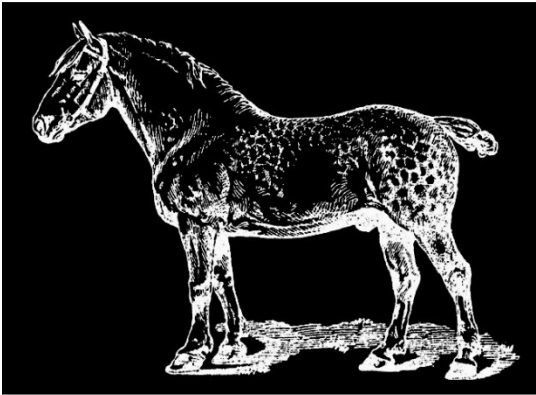
This great and powerful horse is seen as the loyal steed of choice to Orderly heroes. They are very stubborn and will attempt to attack and flee those who are Unruly. When their hooves are shod with specially made shoes they are able to attack and do damage with up to a +2 bonus.

RANGE REPORT:

WHITE CRESTED WINSLOW

Yeah, right... Steed of choice if there aren't any Draeger dirt bikes around.

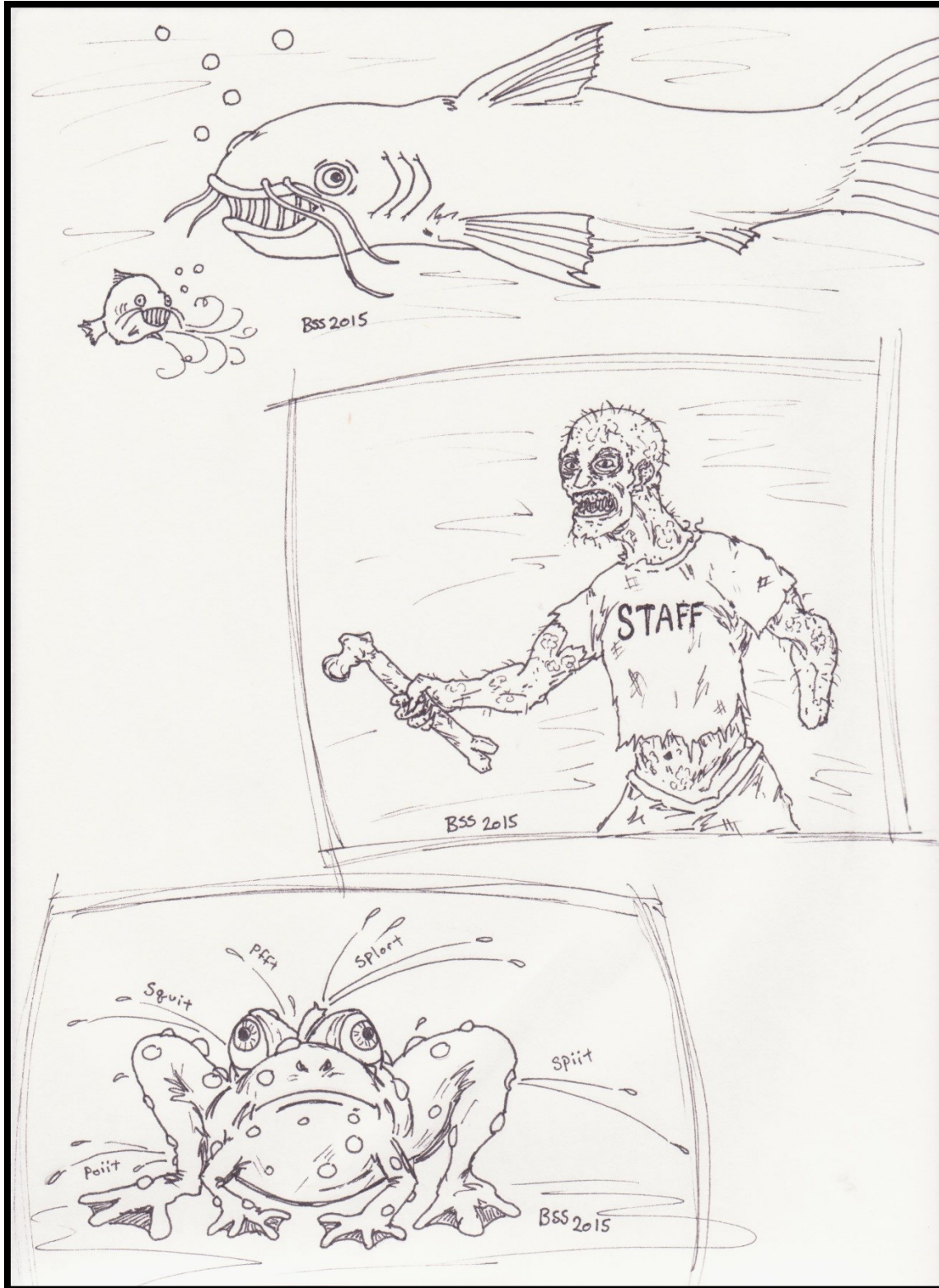
-Red



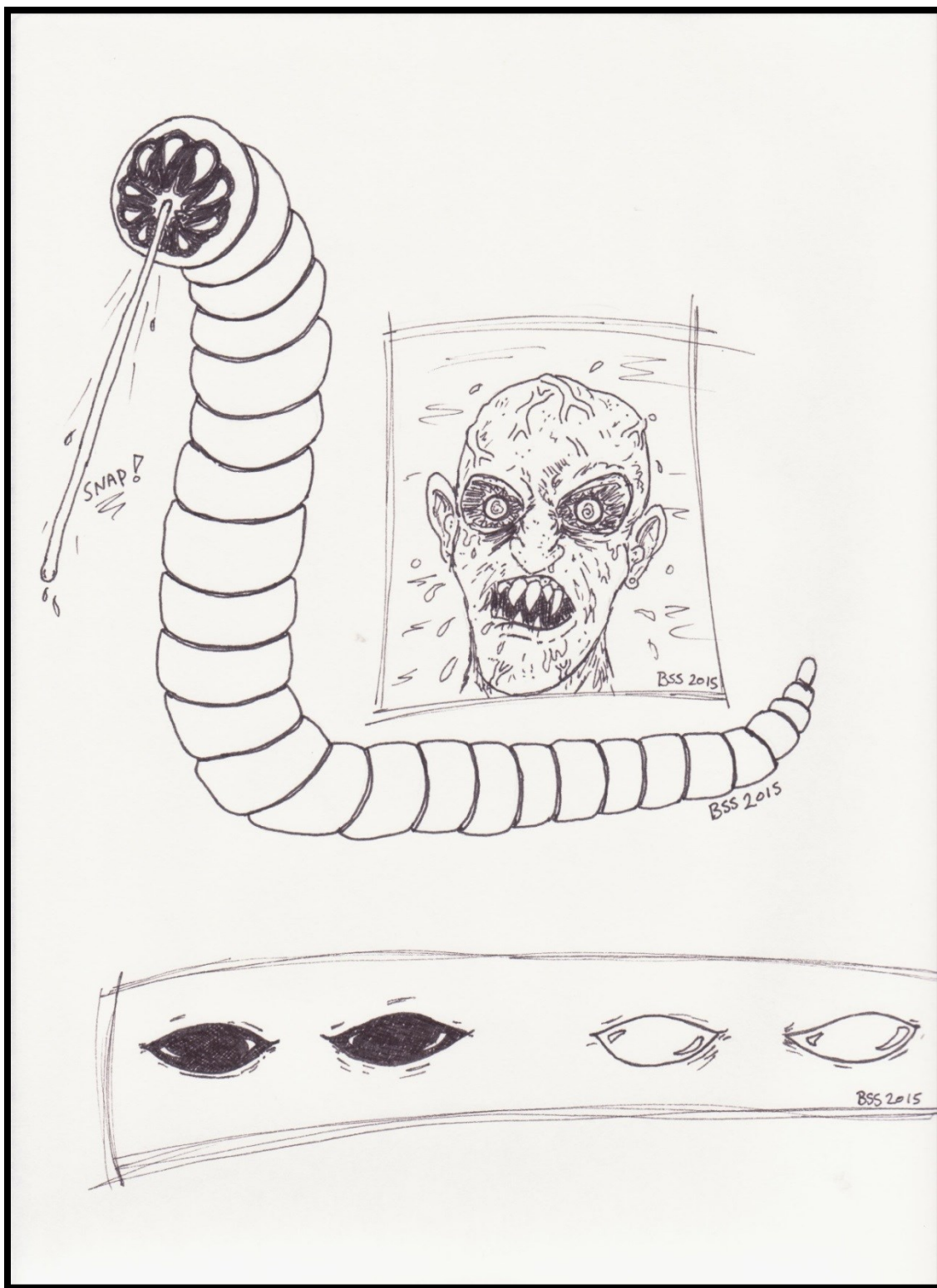
WHITE CRESTED WINSLOW

Attacks	LEVEL	MOVE	SIDE	SIZE	# APPEARING	TREASURE
2	4	15M	0	L	2d6	N/A

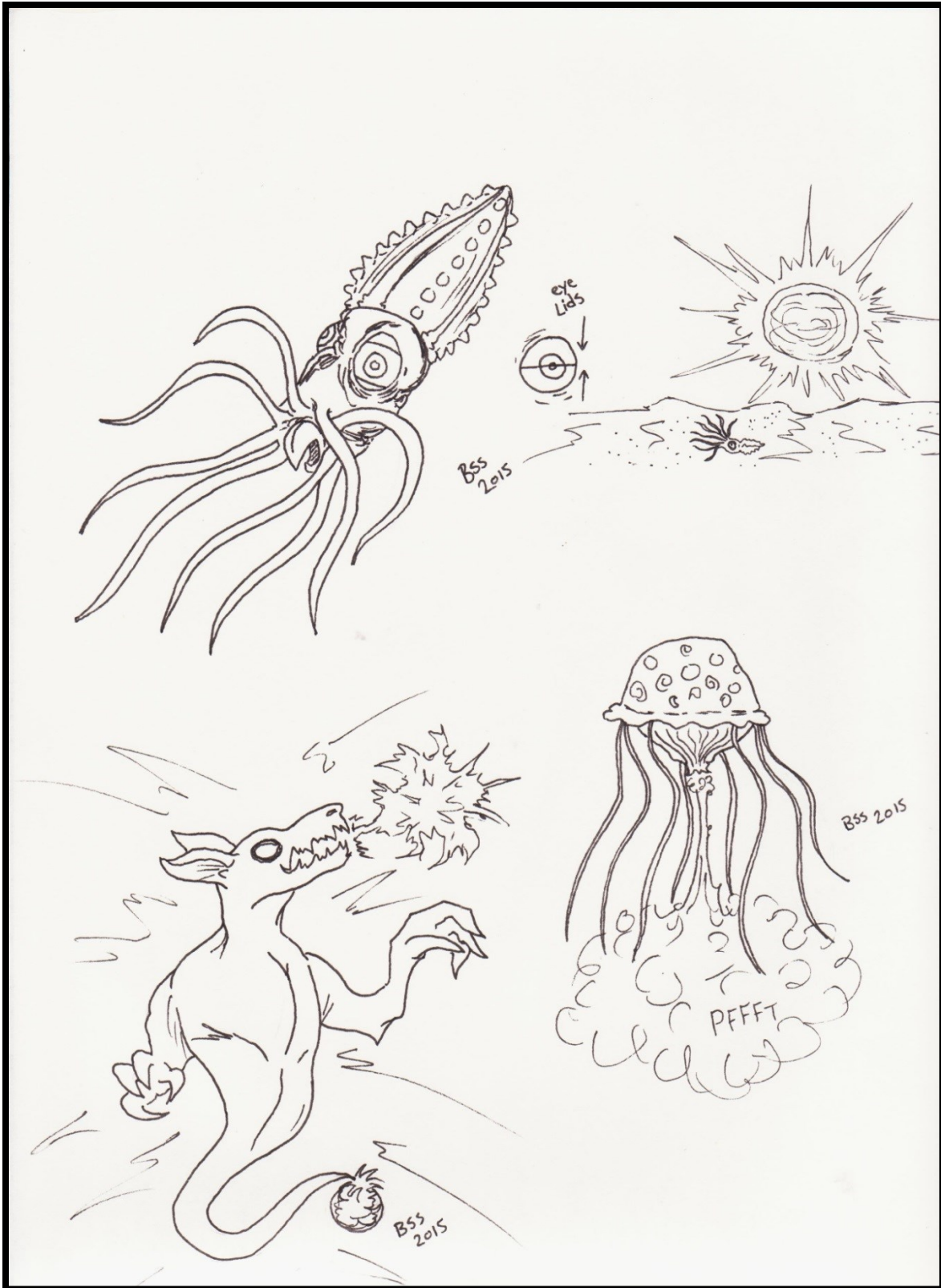
CREATURE FEATURE GALLERY



Stripper Fish, Ghoul, Blisterback Frog



Snap Mouth Squirmer, Lottner Vampire, Rigelian eyes.



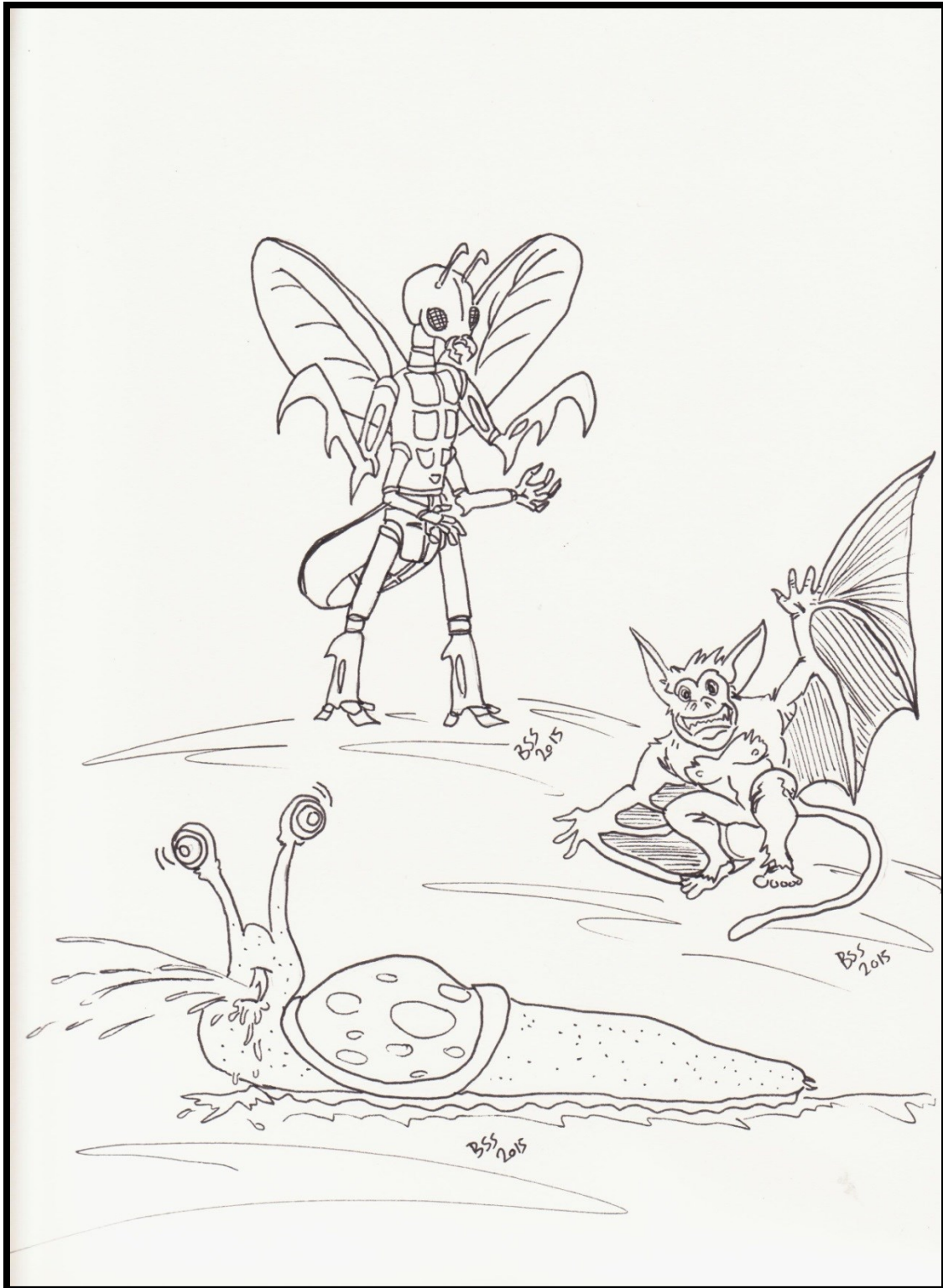
Sand Squid, Were Wraith, Float Fish.



Torch Fly and Victim Ghillie Gorilla.



Ripsaw Rex attack plan, Flattener, Macker, Radi-ant.



Man-tis, Monkeybat, Red Bellied Slug.



Rad-Arach, Snap Trap.

Mutant Dinosaur Randomizer Extravaganza!

Every adventurer should think twice about tangling with a Dino. It's just the smart thing to do.

Roll 2d6 for each category and consult the tables provided.

Size:

2-4	Small (Level 1-3)
5-7	Medium (Level 4-6)
8-10	Large (Level 7-9)
11-12	Huge (Level 10-12)

Diet:

2-3	OMNIVORE
4-5	CARNIVORE
6-7	HERBIVORE
8-9	CARRION
10-11	CANNIBAL
12	RADIATION (ABSORBS RADIATION FOR SUSTENANCE. IMMUNE TO RADIATION DAMAGE.)

Appearance:

2-3	WINGED
4-6	ALL FOURS
7-8	BIPED
9-10	MODIFIED BIPED (ABLE TO DROP TO ALL FOURS TO RUN)
11	SWIMMER
12	LEGLESS

Hide:

2-3	SHARK-LIKE
4	SMOOTH
5-6	FEATHERED
7-8	COURSE/ ROUGH
9-10	SCALY
11	FURRY
12	THICK SHAGGY HAIR

Coloration:

2	Spotted
3-4	Bright / Brilliant
5-6	Striped
7-8	Muted Earth-Tones
9-10	Painted
11	Calico
12	Luminescent

Improved Defenses:

2	<u>Armor Plating</u> (Reduces damage done by one hit. If only one hit in damage is done then reduce to zero.)
3-4	<u>Extra Thick Hide</u> (+5 hits)
5	<u>Chameleon</u> (50% effective)
6-7	<u>Spines</u> (Attacker takes 2 hits unless save made in melee. Can be fired up to 3 meters, and can be used 3 times before they must be re-grown.)
8	<u>Poison</u> (Intensity level 1 - 3d6)
9-10	<u>Dorsal Plates</u> (Flush with color to intimidate* for 1d6 rounds. Save negates)
11	<u>Confusion</u> (Confuses** for 1d6 rounds. Save negates)
12	<u>Spikes</u> (Attacker takes 2 hits in melee combat. No save)

* Intimidation causes opponent to automatically lose initiative, and attack at -2 penalty. Affects all enemies in melee range.

** Confusion causes opponent to stand in a stupor, and not be able to attack or defend. If the affected opponent is attacked the trance is broken. Affects all in melee range in the forward arc of the creature.

IMPROVED ATTACKS:

2	<u>CLAWS</u> (+1 ATTACK PER ROUND)
3	<u>BITE</u> (+2 DAMAGE PER BITE ATTACK)
4	<u>TALONS</u> (+1 ATTACK PER ROUND AT +1 DAMAGE IF ATTACKER CAN OVERCOME*** THE TARGET)
5	<u>SPIKES</u> (DOES 1d6 HITS OF DAMAGE IF TARGET IS OVERCOME***)
6	<u>CLUBBER</u> (REAR ATTACK. MASSIVE TAIL BLUDGEON DOES +2 DAMAGE AND WILL KNOCK PRONE AND STUN TARGET FOR 1d6 ROUNDS UNLESS SAVE IS MADE.)
7	<u>HORNS</u> (+3 HITS IN DAMAGE IF CHARGING HEADBUTT IS SUCCESSFUL)
8	<u>TRAMPLE</u> (1d6 HITS IN DAMAGE UNLESS SAVE IS MADE, 2d6 HITS IF ATTACKER IS LARGE OR HUGE)
9	<u>RAMMER</u> (+1 HIT IN DAMAGE, AND WILL KNOCK PRONE AND STUN FOR 1d6 ROUNDS UNLESS SAVE IS MADE)
10	<u>PROJECTILE SPIKES</u> (CAN FIRE UP TO 5 METERS AWAY FOR 1d6 HITS IN DAMAGE. THIS CAN BE DONE 3 TIMES, AND THEN THEY MUST RE-GROW.)
11	<u>POISON SPIT</u> (5 METER RANGE WITH INTENSITY LEVEL OF 1 - 3d6.)
12	<u>TAIL SWAT</u> (REAR ATTACK THAT WILL KNOCK TARGET PRONE AND STUN FOR 1d6 ROUNDS UNLESS SAVE IS MADE.)

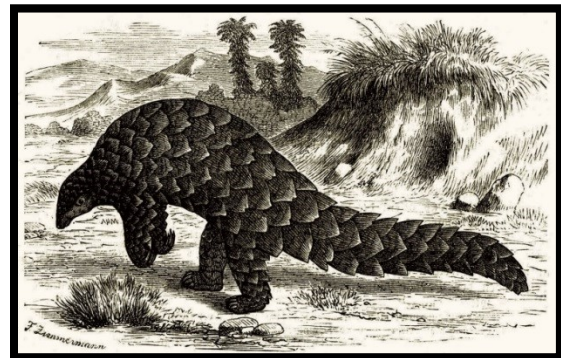
*** OVERCOME IS ESSENTIALLY IF THE ATTACKER IS ON TOP OR ABLE TO SOMEHOW PIN THE TARGET UNDERNEATH THEM TO BRING FOOT ATTACKS TO BEAR.

2 in 6 CHANCE FOR ONE MISCELLANEOUS ABILITY, 1 in 6 CHANCE FOR TWO SUCH ABILITIES:

2	<u>IRRADIATED</u> (CONSTANTLY RADIATES INTENSITY LEVEL 1d6 IN RADS IN A 3 METER AREA AROUND THE DINO)
3	<u>WEBBING</u> (ABLE TO SPIN AND SHOOT WEBS AS A SPIDER. CAN SHOOT THEM UP TO 5 METERS AWAY. SAVE REQUIRED TO BREAK FREE.)
4	<u>BURROWER</u> (DIGS SOME PRETTY SWEET TUNNELS TO USE AS AMBUSH SITES OR JUST TO HIDE FOOD IN.)
5	<u>COMBUSTIBLE EXCRETIONS / SALIVA</u> (FLAMMABLE EXPECTORANT DOES 1d6 HITS IN DAMAGE, AND DECREASES BY 1 HIT EACH FOLLOWING ROUND UNTIL EXTINGUISHED. ATTACKER TAKES 2 HITS IN DAMAGE WHILE IN MELEE RANGE UNLESS SAVE IS MADE.)
6	<u>REGENERATION</u> (ABLE TO SLOWLY REGROW LIMBS, AND TAIL.)
7	<u>INCREASED INTELLIGENCE</u> ("CLEVER GIRL...")
8	<u>OPPOSABLE "THUMBS"</u> (ABLE TO MANIPULATE OBJECTS WITH PRIMITIVE "HANDS")
9	<u>ACID SPIT</u> (CAN SPIT ACID 5 METERS IN RANGE DOING 1d6 DAMAGE UNLESS SAVE IS MADE TO AVOID.)
10	<u>NIGHT VISION</u> (OPERATES AT NORMAL VISUAL RANGE OF THE BEAST)
11	<u>IMMUNE TO MAGIC</u> (NO SAVE NEEDED. MAGICAL WEAPONS DO NORMAL DAMAGE WITHOUT MAGICAL BONUS.)
12	<u>RUNNER</u> (INCREASE NORMAL RUNNING SPEED BY 50%. THIS DOES NOT MEAN THE DINO IS MORE AGILE, BUT JUST FASTER. WATCH OUT FOR THAT LOG!!!)

AUTHOR'S NOTE: DINOSAURS ARE SUPPOSED TO BE NASTY, AND EVEN MORE SO ARE MUTANT DINOSAURS. THEY SHOULD BE TERRIBLE, AND FEARSOME CREATURES THAT MAKES MOST OTHER THREATS PALE IN COMPARISON. FEEL FREE TO TAKE SPECIALIZED DINOSAURS FROM THE CREATURE LISTINGS, AND MUTATE THEM. WHAT IS THE ONLY THING WORSE THAN A STEGOCERATOPS REX?

A MUTANT STEGOCERATOPS REX!!!



CHAPTER TWELVE:

TREASURE

Author's Rant:

Okay, here's where I go off the bunny trail for a while. Personally, I do NOT like random treasure charts at all. I've never liked them even from my beginnings of playing that other game thirty years ago. People that play with me know that every time I say "Hey, I'll give that chart another chance." and roll up to see what's in a chest or pile of loot the result is usually met by a unanimous "What the heck?" by me and the players alike. So, what do I do? Simple... I dump them and either will plan it in advance or just make up something on the fly.

I look at it like this... We, as individuals don't horde every little trinket and bauble we can find in our homes do we? Well, I guess you could argue that some people do, but I digress. We don't stop and pick up every penny, or nickel we see on the ground, and we don't horde up a collection of things that don't interest us even if they are "worth" something. Typically we will collect what we like, and what is useful. If an item does not fall into this category, we will either sell it or trade it to obtain an item we deem useful or interesting to us. Different strokes for different folks, right?

I don't see games as being any different, so I will not bombard you with table after table of seemingly random, and sometimes useless items. Sure, sometimes the characters will run across things that make them scratch their heads, and probably toss the item down in favor for something else even though it might be worth some cash. That's the idea though. A monster that happens to love sparkly things might easily pass over the pimped out sniper rifle in favor of a metallic five gallon bucket just because that item is what the critter is interested in.

Bottom line is that a war like race like the War Pigs, will not have built up a pile of gold pieces or Comps in their home. Why? How the heck would they use it? Nobody wants to trade with them, and certainly nobody wants them near their town. The War Pigs aren't completely dense, so nine times out of ten they will leave the stash of cash and load up on bolts of fabric, tools, weapons, and other items that THEY would use. If I, as a Referee, sent a group of players into a War Pig camp they would not walk out with any cash (except for the incidental coin lying here or there), but would probably strut out with a sweet gun or dune-buggy. You follow me? I hope I'm making sense. Obviously the treasure charts in Pits & Perils can still be utilized, but in the Betelgeuse setting you will find that they will have to be tweaked quite a bit.

I personally feel that the Referee should tailor the loot to their game, and do so logically based on the type of creatures or sites that might be plundered. Still, with this in mind there deserves to be at least a little bit of chance involved, but I don't feel it is right to make everything a total crap shoot.

Types of possible loot for Creatures:

As you see in the previous chapter on Creatures the notations for “Treasure” are not the norm that you will find in Pits & Perils.

H = Hoarders

The Hoarder will always accumulate the loot in their lair or other suitable hiding spot. These will be the intelligent type of treasure seeker. They will collect what is useful or things that they are interested in for personal collections and such. Examples for this is practically every intelligent race that stockpiles useful items, and even creatures like Mavens, or Rib Collectors that like to collect things that they find enjoyable.

I = Incidental

The Incidental is the creature that just happens to have treasure or something useful on their bodies. They may not realize it or even know what it is used for. A perfect example of this would be a Red Dead that happened to have some Comps in their pocket or even an assault rifle slung on their back that they have no ability to use, or even the knowledge that it is on their person.

I (lair) = Incidental in Lair

Incidental in lair commonly comes about when a creature drags a victim back to their lair to eat them. The critter strips off all the possible armor, and items from their catch so they can get to the tender parts underneath. Sometimes the critter pushes the items out of the entrance of their lair, and sometimes they just use that suit of riot armor as a comfy bed while they digest its previous owner. Sometimes these items could be damaged, and sometimes they are perfectly fine.

P = Personal

Personal means just that. This is the loot that the critter carries with them that they find useful. A perfect example of this would be a War Pig and his rifle, and rations, etc... The possessor carries the items for a purpose, and these will be ones that are easily portable and usable by the being.

n/a = Not Applicable

The creature in question cares nothing for treasure or loot of any kind. They ignore it, and never give it a second thought. Most animals and creatures without stable lairs will fall into this broad category.

The Loot Generator:

(Okay okay, so it's technically a random treasure chart, but we still must leave at least SOMETHING to chance, right?)

Roll 2D6 AND CONSULT FOLLOWING TABLE*

2	<u>USELESS, AND WORTHLESS.</u> (MIGHT BE WORTH A COUPLE OF QUADS TO SOMEBODY SOMEWHERE... MIGHT BE IS THE KEY WORDS HERE.)
3-4	<u>USELESS, BUT SEMI-VALUABLE.</u> (LOOT IS WORTH UP TO 20 COMPS, BUT DO YOU REALLY FEEL LIKE CARRYING IT ALL?)
5	<u>USELESS, BUT VALUABLE.</u> (LOOT IS WORTH FROM 50 TO 100 COMPS.)
6	<u>USELESS, BUT VERY VALUABLE.</u> (LOOT IS WORTH FROM 500 TO 1000 COMPS.)
7-8	<u>USEFUL, BUT IN POOR SHAPE.</u> (CAN INCLUDE WEAPONS, AND ARMOR THAT NEED SOME TLC, VEHICLES WITH DAMAGE, OR SMALL AMOUNTS OF AMMUNITION, ETC...)
9-10	<u>USEFUL, AND IN GOOD SHAPE.</u> (CAN INCLUDE WEAPONS, ARMOR, VEHICLES THAT MIGHT JUST BE OUT OF GAS, GOOD STOCKPILES OF AMMUNITION, MED KITS, ETC...)
11	<u>VERY USEFUL, AND JUST WHAT YOU NEEDED!</u> (WHEN YOUR GROUP IS RUNNING ON EMPTY THIS IS JUST WHAT THE DOCTOR ORDERED. CAN BE FULLY FUNCTIONAL, AND LOADED VEHICLES, WEAPONS STASHES WITH PLENTY OF AMMO, STOCKPILED MEDICAL SUPPLIES, A PLATE OF NACHOS WHEN YOU'RE REALLY CRAVING NACHOS! YOU GET THE IDEA. "WE'RE GOING TO NEED A TANK TO GET OUT OF HERE..." "HEY, MAJOR! LOOK WHAT I JUST FOUND!"
12	<u>USEFUL, AND MAGICAL.</u> (CONSULT PITS & PERILS MAGICAL TREASURE LISTS. HEY, WHAT DID YOU EXPECT?)

*** SOME LOOT STASHES ARE BIGGER THAN OTHERS, SO KEEP THAT IN MIND WHEN YOU ARE ROLLING AND DON'T BE AFRAID TO ROLL UP TO THREE OR FOUR TIMES TO ACCUMULATE LARGER HORDES. NOT ALL ITEMS ROLLED WILL BE USEFUL HOWEVER, BUT USE YOUR BEST JUDGEMENT AS A REFEREE ABOUT THE TYPES OF ITEMS THEY CONTAIN. MAKE YOUR PLAYERS WORK FOR WHAT THEY GET, BUT IT'S PERFECTLY FINE TO THROW THEM A BONE EVERY ONCE IN A WHILE TOO.**

RANGE REPORT:

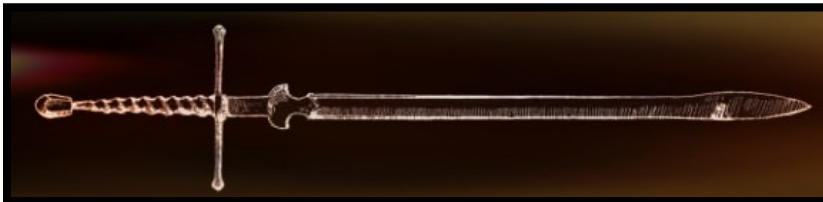
MAGICAL ITEMS

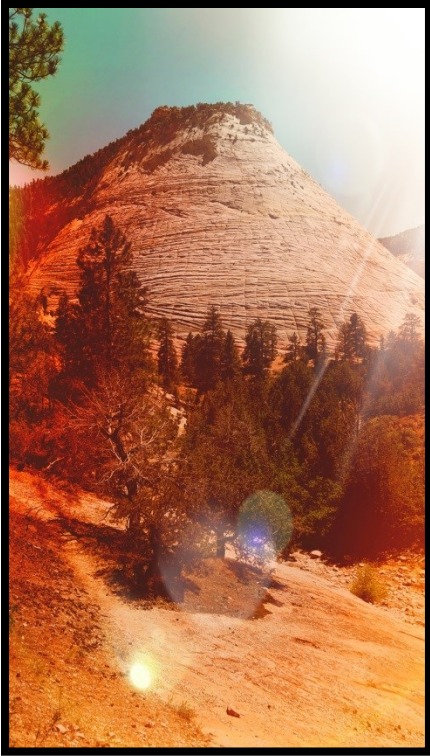
One thing that this (often smelly) group of magic using individuals can do is fashion magical items. I assume they do this by harnessing the same cosmic energies that they use to work their spells and place it into different items. I have seen magical sticks that can shoot lightning bolts or fire at the will of the user. Amazing to say the least!

I have seen swords and other weapons so sharp and destructive to metal or stone you would think they were slicing through Gob-berry butter with a hot knife. These items are not affected by rust or tarnish. I have found some in ruins under the surface that had to been over one thousand periods old. The magic enchantments are able to be placed on suits of armor, clothing, or practically any other random items are almost unimaginable and very powerful.

These items are extremely rare and should be handled with caution. I was once given an elixir that almost instantly healed me from a gunshot wound from a War Pig encounter I received defending the Red Prairie. I should have died from that wound! I need to get my hands on more of that stuff!

-Red







Ancient ruins abound in Hokein, so adventurers are free to explore and face these dangers if they wish, or can leave them to more prepared groups.

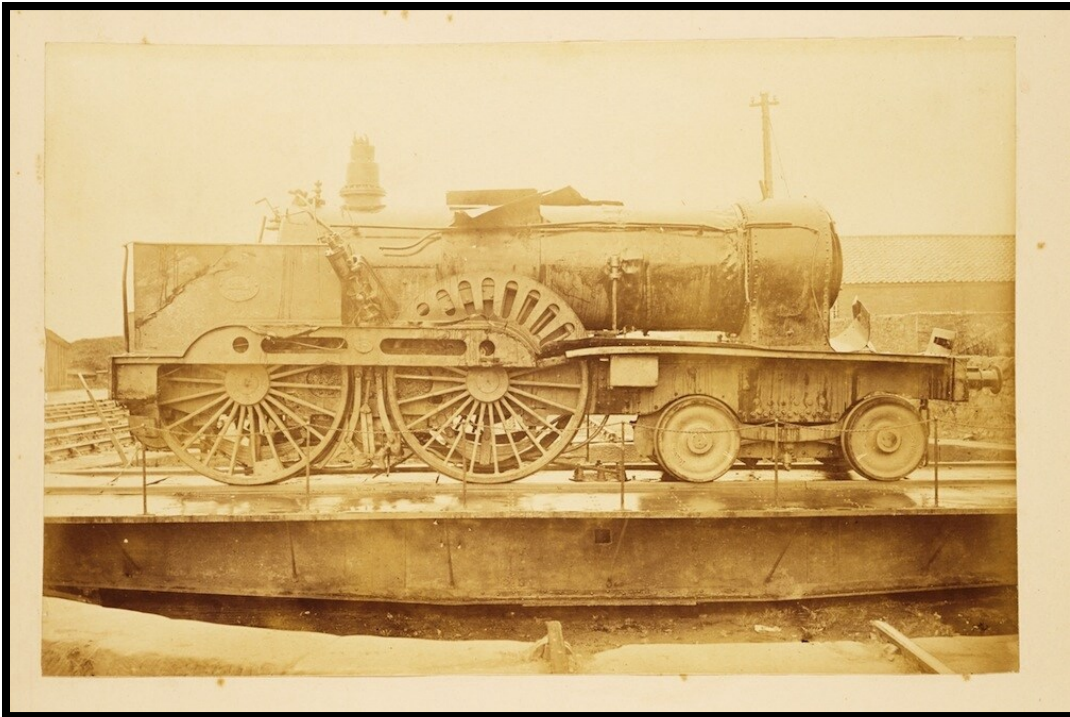
CHAPTER THIRTEEN:

ADVENTURE IDEAS AND OPTIONAL RULES

Listed below are some example plots that can hopefully help the Referee to springboard into full-blown adventures in the Betelgeuse setting.

Protect the Rails:

Protect the rail lines headed cross country from saboteurs. These can come in the form of Human or War Pig gangs, a rogue Rigelian group whose minds were shattered during their defeat, or even a detachment of Troy trying to shut down vital supply lines.



Defend the Village:

This can either be the characters home base, or a village they are hired to protect. This village should ideally be located out in the boonies and the population are either not armed or otherwise physically incapable of defending themselves. Protect them from looting bandits, Troy, or even a pack of raiding Dinos.

Scavenger Hunt:

A group of scientists or even Arcanists are looking for specific ingredients to help them develop a cure for a bothersome disease, or cosmic ailment. Sounds easy enough, right? Now, what if these ingredients are only found deep in the black marshes, or in the middle of a monster haunted forests?



Rescue Mission:

There's been a kidnapping of a prominent personality, or someone has fallen behind War Pig or Troy enemy lines and they have information vital to the Hokeini Expedition Force. They hire you (or assign you if you work for them) to bring them back. Do you sneak in for a night mission, or go in guns blazing?

Scout the Wilds:

There are areas on this world that civilized folk have never been to. What waits in the wilds? What possible ruins could you uncover? What treasures lie beyond the lines of the known world? Some could possibly be "Hot Zones" overrun by who knows what. The spirit of adventure calls you. Check it out! You might just get a mountain named after you, or a nice bronze memorial.



Recover the Goods:

Somebody dun stole your stuff! Who took it? What was it? When did it happen? Where did they run off to? Is it really that important anyway? But look! They were careless enough to leave a trail. Aren't you at least a bit curious?



“Sha sha sha shaaaa shaaa...”

Biker theme from 1970s Earth Movie.

Raiding Party:

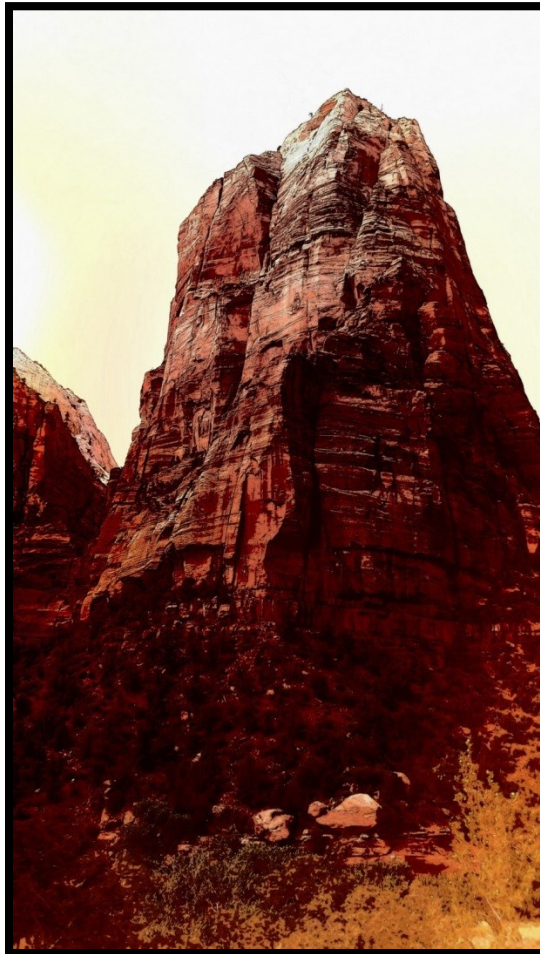
An enemy group of War Pigs, bandits, or even the Troy have been busy building up a base a little too close for comfort. You're the welcome wagon. Time to ask them to relocate.

Sabotage:

The Troy have something going on in the mountains close to a nearby city. It is some odd type of domed structure that has never been encountered before. Make sure it's never encountered again!

Escort:

No, this isn't THAT kind of mission... So, there's this guy, right? He's super rich and super bored with his life. He's wanting to back to Credis Peak. It's a place he went as a young man, and now at the end of his days he wants to return there to die in peace. He's willing to pay you handsomely to take him back there. Along the journey he tells you of his adventures there back in the day, and all the danger and creatures he fought along the way. Just keeps getting better and better doesn't it? Did I mention that he's 96 periods old and can barely walk?



Demolition:

Out in the outer rim villages an old monument to an ancient god named Baala just got torn down. After dispersing the rubble to get rid of the bad vibes of the place they discover a hidden doorway heading underground.



Tag:

Seriously... there are WAY too many curious zoologists in the capital city. They just got a big grant to study some of the world's Dinosaur populations. Dr Pan wants to track the movements of the Stegoceratops Rex. Now you just need to tag one.

Supply Run:

A seismic survey center up north needs some equipment to get them through the LONG winter approaching. Their last shipment went missing, and they believe those pesky War Pigs may have gotten their hands on it. They are still in need of supplies for the winter, so not wanting to take any chances the Institute wants to hire you to make sure it gets to its destination. Dr Philbotty at the survey center claims he had over 100 Earth years of MAD Magazine in that last shipment the War Pigs stole, and he'll pay you extra to get those back to him. Hey, it's going to be a long winter and he needs something to read.

Explore the Ruins:

Somebody out west in the Mendali Desert discovered an ancient tomb with Rigelian markings. Wait... Rigelians haven't been here that long! Might be worth a look, and the Expedition Force is certainly interested. A prominent Rigelian scientist is coming along for the ride. Wonderful...



Bounty:

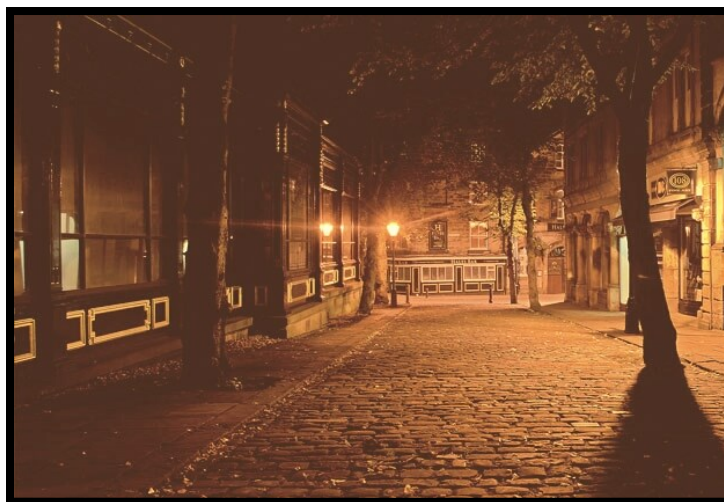
The village of Camaroon is sick and tired of this recent arrival of the Red Headed Squawkers. Actually, they should be terrified! Where the “Dinner Bells” are the “Devil” isn’t very far behind!

Reinforcements:

A group of Troy are giving a group of HEF soldiers a heck of a pounding, and back-up won’t be there in time. This may seem like a simple run and gun support mission until a pirated shuttle from the “Judas” crashes in the middle of the combat. There are survivors, and some of them are actually HUMAN! What’s going on?!

The Ripper:

Welcome to Salt Flats, population ~~872-871-870~~, ... somebody is systematically offing people during the seasonal festival. That can’t be good for the picnic!



Medical Mission:

A new magical formula has been developed by an Arcanist in a neighboring township. No, being an eccentric lot, he cannot just write down the formula, or concoct the cure and send it with you. He demands to be brought to the village of Vanin to cure the village. Upon the journey he knocks his luggage off the vehicle and some items fall out that appear to be diabolic in nature. He quickly and nervously stuffs them back into his bag, but you saw it and he knows you did. Now he won't look at you, but mutters things under his breath. Did he just whisper your name?

Waterin' Hole:

Thar is a posse of War Pigs pollutin' the local water supply with their camp up the creek. Water ain't supposed to burn like that! Lassie, run and fetch Farmer Lou, and see if'n we can get our hands on some of his dynamite. This here is gonna be fun!



A Rose by Any Other Name:

That's no rose! That's a mushroom! A three meter tall mushroom! Heck, it's a whole cavern full of them! Have you ever seen the Gobs act this way? And what's up with the pumpkin masks?

Robot Rampage:

An experimental robot has gone rogue that was built by a Draeger Engineer named Silas. He shakes his head and realizes he goofed on the programming of the metallic monster. Unfortunately this isn't the type of robot that spins in a circle waving its arms around yelling "Danger! Danger!" Nope, this one has guns... Silas said he was sorry.

Race:

You got it! It's a car race across the Valley of the Sky. To some of the racers the rules are optional, but losing is not.

Where Did That Come From?:

A freaky black ziggurat like the one in the Bone March Dunes just pushed its way out of the mud in Kuum Marsh area. Legends and rumors of the Bone March are starting to be spread from village to village in the outer rim areas near the marsh. The HEF is getting nervous. It really needs to be checked out because if that were to happen here then the Troy would seem like cuddly teddy bears.

Slashing Tires:

Somebody keeps vandalizing all the construction rigs down by the Jovan River. Sure there are War Pig tracks and even their modified rifles have been seen there. It's really odd that the captured Pigs keep denying it. They usually love taking credit for things, even things that they didn't even do.

Squatters:

A group of Boneheads found a crashed Rigelian relic that keeps them dry in the rain. Leaky power plant inside appears to have turned them into ghouls. Wait a minute... three meter tall, hulking, glow in the dark ghouls? Yep! You're welcome!

Inheritance:

A strange hermit known only as "Uncle Bump" has died and tales say he had a huge stash of hidden treasure in Rem Forest. Rumors are that he got really sick before he died. Oddly enough local farmers have begun losing livestock, and even Nolan, and Cecil down the street have become ill. Break out the SARS masks...

New Sheriff in Town:

Welcome to the peaceful town of Blue Hills. This town has been plagued over the years by an outlaw group of biker bandits known as the "Green Hands." There's a new sheriff in town, and this "law man" seems to have just made a deal that is really bad for local business.

Diplomats:

The group is "volun-told" to go on a diplomatic mission to a group of Rigelians deep within a withering forest. Can the groups work together long enough to find out the cause and end the blight?

They Said it Was a Weather Balloon?:

Yeah, that is what somebody said. Something crashed in an outlying town named Shooter's Creek. What it was and who was on it we don't know. The Troy want to know about it too. As a matter of fact they are headed there right now!



OPTIONAL RULES:

THE RED POOL:

AT THE START OF EACH SESSION SIX RED DICE ARE PLACED IN THE CENTER OF THE TABLE. THESE ARE DISTRIBUTED TO THE PLAYERS IN THE FOLLOWING WAY:

- ONE GOES TO THE FIRST PLAYER TO GAIN INITIATIVE**
- ONE GOES TO THE FIRST PLAYER TO BE INJURED**
- ONE GOES TO THE FIRST PLAYER TO SUCCEED IN A NON-COMBAT ROLL**
- ONE GOES TO THE FIRST PLAYER TO SUCCEED IN A COMBAT ROLL**
- ONE GOES TO THE FIRST PLAYER TO FAIL A NON-COMBAT ROLL**
- ONE GOES TO THE FIRST PLAYER TO FAIL A COMBAT ROLL**

(AS YOU CAN SEE THIS MEANS ONE PLAYER WILL AUTOMATICALLY GET TWO DICE PRACTICALLY FROM THE STARTING POINT)

THESE DICE MAY BE USED AS AN EXTRA BOOST TO A ROLL THAT SEEMS CRUCIAL TO THE PLAYER AND WHEN FAILURE OF SUCH ROLL WOULD BE DETRIMENTAL TO THE CHARACTER OR GROUP. UPON GETTING THE RESULT OF A NORMAL ROLL THE PLAYER MAY ROLL THE RED DIE AND ADD IT TO THE RESULT OF THE NORMAL ROLL, AND OBVIOUSLY, MOST OF THE TIME THIS ROLL WILL RESULT IN SUCCESS WHEN THE POSITIVE OUTCOME WOULD INDEED BE FAVORABLE. AFTER THE DIE IS USED IT IS RETURNED TO THE REFEREE AND IS REMOVED FROM THE SESSION.

THERE IS ONE POTENTIAL CATCH, HOWEVER... IF A RESULT OF "1" IS ROLLED ON THE RED DIE THE ACTION OR SAVE AUTOMATICALLY FAILS AND THE DIE IS GIVEN TO THE REFEREE TO USE AS THEY SEE FIT AGAINST THE PLAYERS. LIKEWISE, THIS MAY ONLY BE USED ONCE PER DIE GIVEN TO THE REFEREE, BUT IF A RESULT OF A "1" IS ROLLED THE ACTION OR SAVE FAILS AND THE DIE IS REMOVED FROM THE SESSION.

IF THE DIE IS NOT NEEDED IN THE SESSION IT MAY BE CARRIED OVER BY THE PLAYER OR REFEREE TO THE NEXT SESSION, AND WHEN THE NEXT SESSION ROLLS AROUND THE NUMBER OF DICE IN THE CENTER OF THE TABLE IS EQUAL TO SIX MINUS THOSE THAT ARE HORDDED. THE DIE CAN ALSO BE DONATED TO ANOTHER PLAYER IN THEIR TIME OF NEED BY ANOTHER PLAYER WHO POSSESSES IT.

THIS RULE CAN REFLECT A STREAK OF LUCK BY THE CHARACTER OR PARTY, OR SYMBOLIZE THEIR LUCK RUNNING LOW IN THE CASE OF THE REFEREE USING IT AGAINST THE PLAYERS.



RED ROCK ROUNDABOUT:

GO OUT AND FIND YOURSELF A REALLY COOL CHUNK OF RED ROCK. LAVA ROCK WORKS WELL IN THIS INSTANCE. THE MORE GNARLY LOOKING THE ROCK THE BETTER! THIS ROCK STARTS OFF WITH THE PLAYER TO THE RIGHT OF THE REFEREE, AND MOVES COUNTER CLOCKWISE AS IT IS PASSED ALONG AFTER USE. (THIS INCLUDES POSSESSION BY THE REFEREE FOR USE BECAUSE PLAYERS SHOULDN'T GET TO HAVE ALL THE FUN!)

THE POSSESSOR OF THE ROCK GAINS A +2 BONUS ON THEIR ROLL REGARDLESS IF IT IS IN COMBAT OR NON-COMBAT SITUATIONS. (THIS DOES NOT INCLUDE INITIATIVE ROLLS OF ANY KIND). INSTEAD OF USING THIS AS A BOOST FOR AN ACTION RELATED ROLL THE PLAYER OR REFEREE MAY USE IT TO SHRUG OFF ONE HIT IF THEY HAVE BEEN INJURED. EITHER ONE OF THESE BENEFITS **MUST BE USED, AND HAVE THE ROCK PASSED UNLESS THE PLAYER DID ABSOLUTELY **NOTHING** THAT ROUND. AFTER ANY OF THESE BENEFITS ARE USED THE ROCK IS PASSED ALONG AT THE BEGINNING OF THE NEXT ROUND.**



RANGE REPORT:

RED VALLEY

Not to be confused with Red Prairie in any way! Totally different. Trust me on that one. I went through here on my way to see the Bone March. I found out there was nothing „red“ about the valley, but it seems that it received its name from all the battles that have been fought there before this continent took a backwards turn and went feral.

It seems that most of the natives on the continent avoid the valley. (Probably for superstitious reasons.) I was lucky enough to find a few guides to take me through, but even though they said they didn't buy into the centuries old lore I still caught them looking over their shoulders throughout the trek. Heck, I even found myself doing the same thing after a while.

Needless to say I really didn't see anything out of the ordinary, but I found out that legends speak of underground labyrinths and catacombs that „unclean tribes“ come up from to steal men away. I never saw any entrances to anything during the trip, and the guides denied knowing any whereabouts of like portals. Of course we never saw any of the Draeger entrances into the underworld either, but I guess that's something to look for in the next trip.

-Red



RANGE REPORT:

BONE MARCH DUNES

There is a mountain range north of Red Valley called the „Broken Spine“. You may already know this I'm sure, but do you know what lies beyond that? They say the dunes that lie beyond the range were once a paradise many many periods ago. The whole continent is cursed according to legend, and rightly so because there are no civilized groups of people living there. Savage tribes sparsely dwell there and worship strange idols while eating most adventurers and rival tribes. It is whispered that those that die there in the past and even in the present become part of the „Bone March“.

The Bone March is very hard to explain considering there is no natural or scientific reason for it. There is a great obsidian ziggurat that protrudes in the center of the dunes known as the „Dark Heart of Lorch“. I hear the legends say that Lorch is named after a (fictional?) dark god of times not remembered. I have heard two legends involving the structure itself. The first one is that the heart of the god itself is kept inside the structure, and the other legend suggests that the structure itself is the heart.

I've only been to this continent twice in my time as a Ranger. The first time I never even made it to the dunes, which I thought was actually pretty good since the Rigelians or the Troy never reportedly stepped foot (or whatever it is the Troy have) on the continent. The second time I went I managed to get much more information. That time I crossed over the mountains and then down to the dunes I went and saw the March in all its horrible glory. I couldn't believe what I was seeing. There must have been hundreds of thousands of walking corpses that timelessly walked the perimeter of the area surrounding the ebony ziggurat. The bodies seem to be in many different states of decay and their clothing and armor were obviously from many different eras in time. According to legend everyone that dies on the continent becomes a part of the March and long ago there were many wars fought here on this land, so the March obviously was swollen with those unfortunate ones. The dry conditions and the sunlight of the dunes helped preserve and nearly petrify the bodies through time. I watched them in awe for hours without notice, but I began to feel uneasy about the whole thing and decided not to press my luck any further. I never went back after that... that was five periods ago.

-Red



RANGE REPORT:

REVELATION OF THE TROY

As I write this the Troy are still lingering, and the information I discovered during my time as a Ranger that connected them to the Black Star group on Earth so long ago. That was a day we should all remember, and it was so much of a shock to all of us to find out that the Troy had been on Earth that whole time. Their influence here is luckily not upon the people as it was there, and I pray for their defeat in the near future. I do know we are trying diligently to repair the colony ships and the Kerebos to hopefully deliver the final blow to those parasites, because if we try to leave again I know they would just follow us with all their wrath. I somehow doubt they would let us leave so easily. We'll just have to keep giving them hell I guess.

-Red

RANGE REPORT:

THE WAY it is

Colonel Schneider,

Well, that's the look of things out here. I know I started these entries just to kill time, but I hope they can be utilized by other expeditions and other Rangers to prepare for their own missions. Maybe encouraging them to do the same might be a good idea as well since I can't be everywhere at once you know, and I wouldn't mind seeing what the rest of the team encounters along the way. Can you believe my retirement is quickly upon me? Twenty-five periods with the Expeditionary Force seem to fly by. (Well, most of it anyway.) With the Troy finally gone hopefully you'll be able to do the same, so we can catch up on all those games of poker we've been talking about for all these periods.

I hope Angie and the kids are doing well. Tell Mason I haven't forgotten about taking him out to see the Flattener herds when I get back into town. Let Andrew know that he owes me a beer. I'm headed back out to see what I can make of this Bone March thing. It really is the strangest thing on this rock. I'll send more reports along the way when I can find an outpost.

See you soon.

-Red



EPILOGUE:

REMEMBERING EARTH

As of the time I write this all that were born on Earth, and even born on the colony ships will be long passed on. Many people were no doubt left on Earth, and we have no idea how they are faring, or if they still exist. Has the Earth been healing, or is it worse off now than when our parents and grandparents left it? We all know that one day our star will go nova and destroy itself along with this world. Obviously we have a lot of time left (in our understanding of time) before that happens, but still the thought is sobering. I will have been gone many years by that time, and I hope that there is peace here for many generations before that, and our descendants can find a way to get everyone here to a new home just as they did on Earth many periods ago.

Obviously none of us here now were born on Earth, but there is this visceral longing to return to the home of our ancestors. Those of us that are descended from them all feel it, and it is unexplainable. The sad thing is that even if we left today I still would not make it in time. It has been nearly thirty years since I wrote my last "Range Report" for the Expeditionary Force. I am very satisfied with my life and all I got to experience during my time in the field, and have no regrets. I do, however, long for a planet I will never see, and that is the one hole in my soul I have not been able to fill. I try not to dwell on it, but sometimes I find myself lost in thought about it on sleepless nights. The Troy have been defeated, and the last periods of my life has been one of peace that I am very thankful for. I pray that one day our descendants will one day be able to return home, but until then I will dream.

Peace to you all.

*-Abram "Red" Roosevelt
Hokeini Expeditionary Force Ranger, Retired*



END

Red Skies Under Betelgeuse (C) 2015, Bryan Steward
Black Paperclip Games



PLAYER NAME: _____

CHARACTER NAME: _____

GENDER: _____

RACE : _____

AGE: _____

CLASS: _____

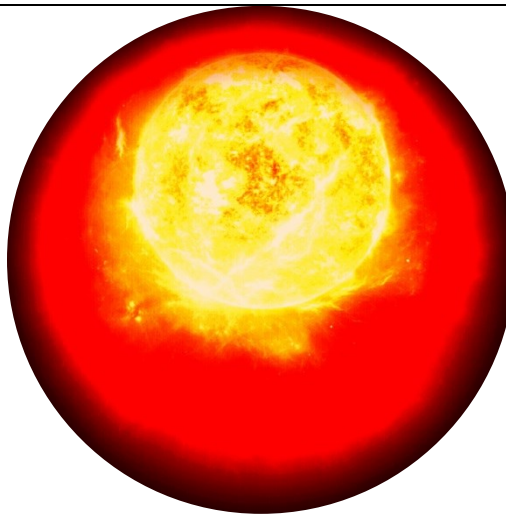
LEVEL: _____

EXPERIENCE: _____

SIDE: _____

RED SKIES UNDER BETEUSE

Distinguishing Characteristics / Appearance:



Abilities:

(Circle appropriate Stats)

STRENGTH

DEXTERITY

INTELLIGENCE

WISDOM

CONSTITUTION

CHARISMA

Hit Points: _____

ARMOR: _____

Total Hits: _____

ARMOR WORN: _____

MOVEMENT: _____

SPELL / Faith Points: _____

SPECIAL ABILITIES:

EQUIPMENT / GEAR:

WEAPONS / AMMUNITION:

CHARACTER SKETCH

SPELLS:

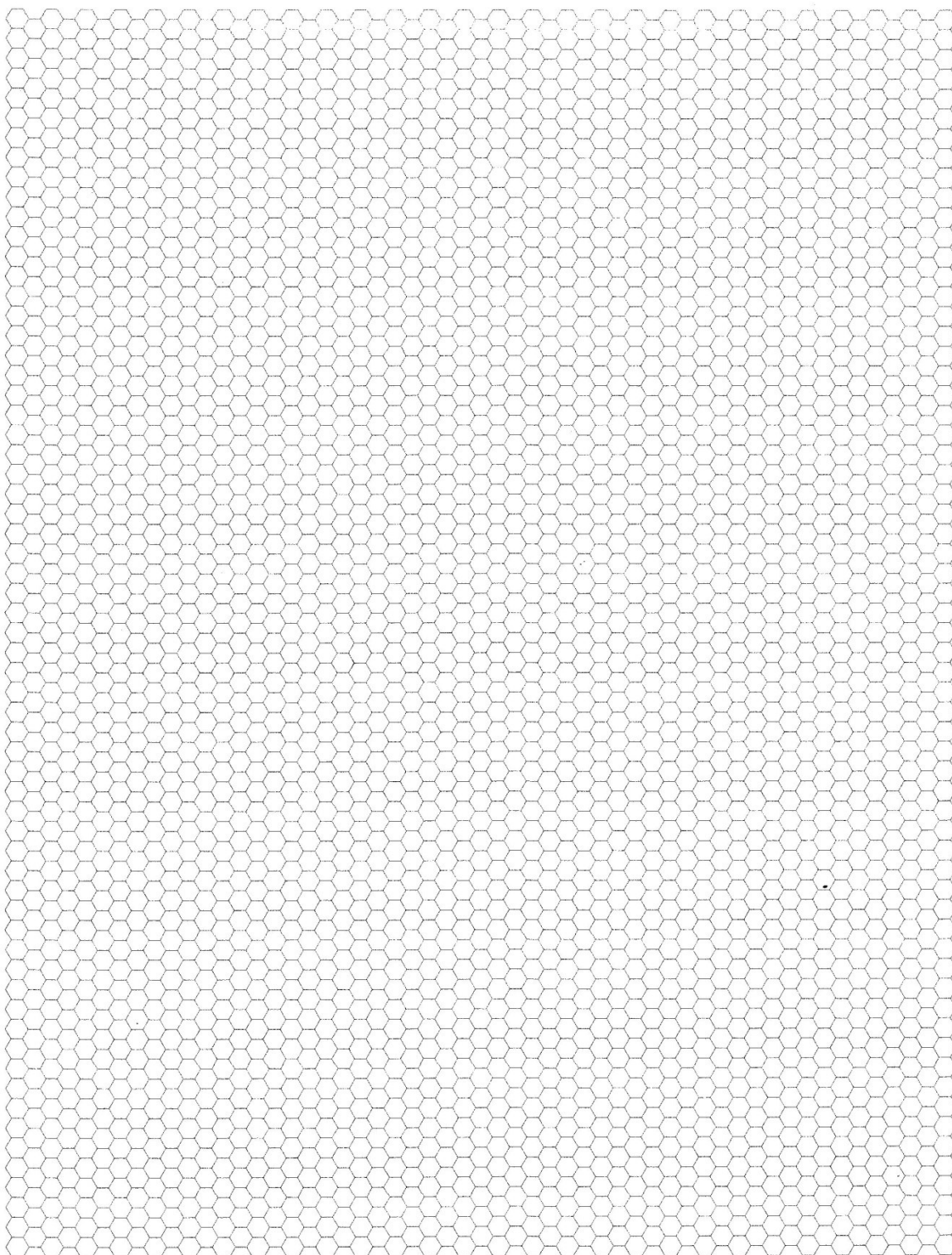
LOOT:



HOKEIN NORTH EASTERN HEMISPHERE POINTS OF INTEREST:

EACH HEX IS ROUGHLY EQUAL TO 60 KM

- A – BONE MARCH DUNES**
- B – VALLEY OF THE SKY**
- C – CREDIS PEAK**
- D – MENDALI DESERT**
- E – REM FOREST**
- F – CAMAROOON VILLAGE**
- G – RED PRAIRIE**
- H – RED VALLEY**
- I – SALT FLATS**
- J – VILLAGE OF VANIN**
- K – BLACK SANDS**
- L – BLUE HILLS**
- M – BLACK ZIGGURAUT OF LORCH**
- N – JOVAN RIVER BED**
- O – SHOOTER’S CREEK**
- P – GILLIS MOUNTAIN**
- Q – KUUM MARSH**
- R – BROKEN SPINE MOUNTAIN**
- S – KORBINO WASTES**
- T – DALE’S LONG HIKE**
- U – BOYD’S LEGACY**
- V – HOOK ISLAND**
- W – ZACH’S DROP**
- X – REMY’S VALE**
- Y – NATE’S LAST LOOK**
- Z – RED SPIKE MOUNTAIN**



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