

ADVENTURE MOON: KLYRON



JACOB DE ROSS

Hi there,

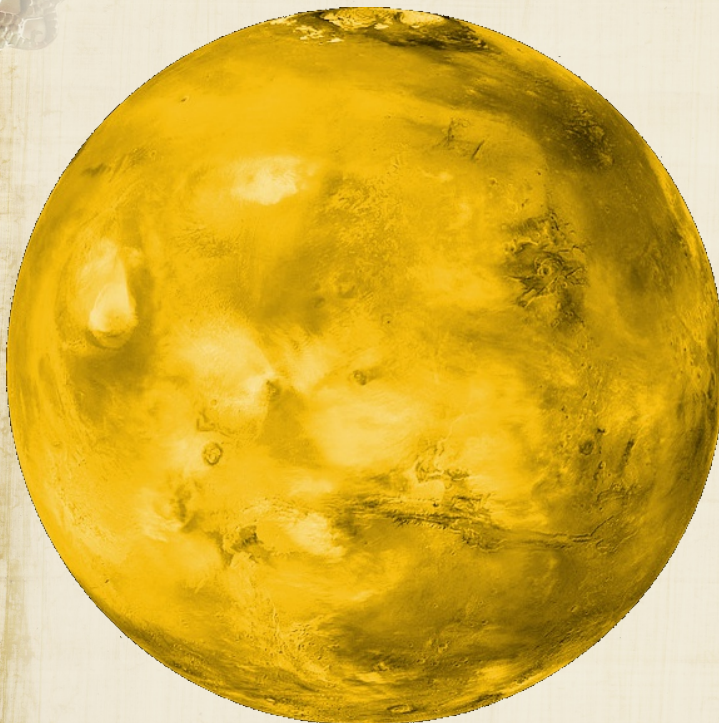
Thanks for picking up Klyron. This document is a proof of concept for a project I'm working on called The Million Moons of Manza. While it's going to be an awesome sword and planet setting, what I'm really excited about is the generator system. Beyond standard things such as treasure generators and planet generators, there are systems for making traps, monsters and more. The end result should allow you to create your own one- or two-page dungeons.

This product is the result of using those generators to come up with a unique moon, its inhabitants, features and more. It's a few pages long because I wanted convey more information, but in my tests I've been able to essentially create one-page wilderness maps, with stats for monsters and encounters, plus maps and flavor text. What I want for you, GMs, is to be able to sit down and come up with an evening's entertainment in 15 or 20 minutes, or even to be able to do it during play.

You can find out more about the project at the Million Moons of Manza Google+ group. One thing I'm really proud of is the fact that you can get a planet, enemy or anything else by making one toss of about three dice (barring the uncommon results that have you rown again on the same table).

Please let us know what you think. This is an early stage of development and I want to create the firmest foundation possible.

Thanks,
Jacob DC Ross



Ruined home to a long-dead civilization, Kyron is one of the fabled Million Moons of Manza. Its harsh desert environment is the tragic result of a devastating civil war fought for reasons forgotten by the last generations in the fight.

Old tales tell of buried city ruins, preserved under sand and filled with all manner of wondrous ancient relics. The same legends also warn of terrifying war machines still scouring the surface in search of a release for their eternal bloodlust.

The adventurers are not the only interested party. Somewhere along the surface a warlord named Raig sends out scouting teams to find the lost compound. If captured, his fort would make an excellent base of operations.

Planet Tags: Desert, Ancient, Fortress, Abandoned

2D6 ENEMIES

- 2 Ancient War Engine (Abandoned Machine)
- 3 Leftover Servitor Bot (Abandoned Machine)
- 4 Serpent
- 5 Reptilian Warrior (Fortress Minion)
- 6 Sirocco Hawk
- 7 Desert Eel
- 8 Scout (Fortress Minion)
- 9 Mad Remnant (Abandoned Survivor)
- 10 Sand Stag
- 11 Scarab Horde
- 12 Raider Warlord (Fortress Boss)

HAZARDS

1-2: Dust Bowl: Patch resembles sand but cannot support a person's weight. Save to avoid it, and STR test to escape. Falling does Adventure Level /3 D6s in damage (save for half). Each round spent inside does D6 -CON modifier damage as you struggle to breathe.

3-4: Dust Storms: Lasts for Adventure Level /2 "turns". Each turn everyone on foot, mounted or above decks on a sky barge has to roll CON to avoid taking D6 -CON modifier damage and an INT roll to avoid getting lost. Success reduces by 1 the remaining turns required for the storm to pass. Sky barges or vehicles suffer Adventure Level /3 D6s (rounded up) of damage on a failed roll.

5-6: Sand Geysers: Occasional eruptions that cause burning and abrasions. Save to avoid 3D6 damage (save for half).

2D6 ENCOUNTERS

- 2 Tough Enemy (Ancient War Engine or create new)
- 3 Old Artwork
- 4 Hazard
- 5 Enemy
- 6 Ancient Cache
- 7 Enemy
- 8 Book in an Ancient Language
- 9 Natural Feature
- 10 Patrol
- 11 Outpost
- 12 Reptilian Warrior

NATURAL FEATURES

1-2: Oasis: Lush area with water and fruit-bearing plant life, plus either an animal or sentient encounter (50% chance to be either).

3-4: Grand Mesa: A towering vertical rock formation with a flat top. Climb it to find out what's at the peak (or fly). Climbing takes a STR roll and a CON roll to accomplish (failing the STR roll does 1D6 damage, failing the CON roll does Adventure Level /4 D6s (rounded down, minimum 1) damage). Find either a clue to start your choice of Quest, or items (with a +2 points bonus),

5-6: Salt Flat: A barren swath of cracked ground rich with minerals. Scholarly or survivalist types can create a one-use healing item that heals their WIS modifier in D6s HP.

ADVENTURE LEVEL: Any effect that references Adventure Level refers to the average level of all party members.

ENCOUNTER DETAILS

Ancient Cache: Single-use weapons or healing items with a maximum assigned point value of Adventure Level /2.

Book in an Ancient Language: Scholarly types can study it to gain +1 points for the next items found.

Old Artwork: Scholars can study it to learn more about the planet, +1/-1 on next Encounter Roll, valuable for sale.

Patrol: Meet Adventure Level x1.5 HD Fortress enemies.

Small Outpost: Adventure Level x2 HD Fortress enemies, 2 in sky chariots, fuel and food, may avoid if party successfully makes DEX rolls.

ITEM GENERATOR

Items give you Adventure Level /2 (rounded up) objects that are either single-use weapons, single-use health restoration or single-use objects used to overcome traps. You get a total of Adventure Level points to assign to these items. Points assigned to weapons become D6 damage, points assigned to healing items become D6 restored HP when used and points assigned to items used to overcome traps become +1 bonuses towards the roll used to avoid traps. Items can have up to Adventure Level /3 (rounded up) points assigned.

VEHICLES

Sky Chariot: HP 15, AC 5 [14], Speed 8, Targeting +1, Weapons: Pilot-Linked Rotary Gun, 2D6 Damage, 8 Range.

This handy hovering vehicle has room for a driver and a passenger. It's open from about the waist up. The driver can shoot and move in the same turn.

Sky Barge: HP 75, AC 6 [13], Speed 10, Targeting +1, Weapons: 3 Swivel Cannons, 2D6+2 Damage, 10 Range.

The first sky barges were actually converted sailing ships, with Inferno Opal reactors placed within the aft decks and jet thrusters on either side. Any sky barge with masts and sails or oars and rowers is seaworthy, though any barge can also lightly fire its jets to move through the water. Due to the fact that a thin, but breathable atmosphere extends all the way to each of Manza's Million Moons (don't worry about the science, this is sword and planet, after all), sky barges have open top decks.

These vehicles are made of wood (sword and planet, remember?) while their wings are metallic. The standard design has enough room for the pilot and 7 passengers. The pilot controls the barge by means of a ship's wheel on the aft deck (once again, sword and planet). Pushing or pulling the wheel forward or back controls the pitch, spinning the wheel controls yaw and an inset smaller wheel controls roll. Pilots, and anyone on deck, use carabiners and tethers to stay aboard if the barge flips over, and the pilot also clamps her feet into locks in front of the wheel.

A sky barge's reactor has power to make it from Manza to any moon or back, or from any moon to any other moon in about a day. The reactor needs to cool down after landing (about 8 hours of sunlight. They can fly throughout the daylight hours while on a planet's surface, and for three hours in the dark. It requires half a kilometer of space to land and a quarter kilometer to take off.

Adult Desert Eel: HD 6, To-Hit +, AC 14, ST 14, Standard Attack (1x per round at 2D6 damage), Speed 8, Morale 10.

The adults are more docile than the juveniles. You can find them at almost any oasis. If you can entice them with food it takes a day to tame an adult desert eel as a mount, or if you capture it it takes three days. While they can technically take advantage of the juvenile's Burrow Ambush ability, you don't want to be riding one when it goes under the sand. The eel can make an attack independent of its rider.

ENEMIES

Ancient War Engine: 12 HD, +6 To-Hit, AC 8 [11], ST 10, Fast Attacks (2x per round at 1D6 damage each), Speed 6, Morale 10. Special Ability: Penetrating: Each attack ignores the first 4 points of damage-negating effects its target possesses.

Desert Eel: 6 HD, +3 To-Hit, AC 14 [5], ST 17, Fast Attacks (2x per round at 1D6 damage each), Speed 6, Morale 10. Special Ability: Burrow Ambush: If all players fail a Saving Throw to detect the Desert Eel, it gets a free round to attack at the beginning of combat.

Leftover Servitor Bot: 4 HD, +2 To-Hit, AC 15 [4], ST 18, Average Attacks (1x per round at 2D6), Speed 6, Morale 9. Special Ability: Mechancial: No need to breathe, immune to poison and mind control. Cannot heal except by special repair abilities. Created by the original inhabitants. Can be scrapped for parts

Mad Remnant: 8 HD, +4 To-Hit, AC 12 [7], ST 15, Standard Attack (1x per round at 2d6 damage), Speed 6, Morale 8 Special Ability: Force Shield: Invulnerable to kinetic damage (blades, arrows, bullets, etc.). The first Mad Remnant defeated on this planet drops a device that homes in on an ancient site with a technological artifact as treasure.

Scout: 3 HD, +2 To-Hit, AC 17 [2], ST 19, Precise Attack (1x per round at 1D6+2 damage), Speed 6, Morale 8. Special Ability: Burrow Ambush: If all players fail a Saving Throw to detect the Scout, it gets a free round to attack at the beginning of combat.

Raider Warlord: 15 HD, +8 To-Hit, AC 5 [14], ST 5, Savage Attack (1x per round at 3D6 damage), Speed 6, Morale 11. Special Ability: Flamethrower: Targets have to save when hit or take 1D4 damage in the round after being hit by the Raider Warlord. Leader of the Fortress. Besting them in single combat nets you control of the Fortress.

Reptilian Warrior: 8 HD, +4 To-Hit, AC 12 [7], ST 15, Fast Attacks (2x per round at 1D6 damage each), Speed 6, Morale 8. Special Ability: Regeneration: Regains 2 HP per round.

Sand Stag: 2 HD, +1 To-Hit, AC 18 [2], ST 19, Fast Attacks (2x per round at 1D6 each), Speed 6, Morale 8. No special abilities. A game animal with nutritious meat.

Scarab Horde: 8 HD, +4 To-Hit, AC 12 [7], ST 13, Savage Attacks (1x per round at 3D6), Speed 6, Morale 9. Special Ability: Swarm: No hit can remove less than 10% of the Scarab Horde's HP.

Serpent: 2 HD, +1 To-Hit, AC 18 [2], ST 19, Average Attack (1x per round at 2D6), Speed 6, Morale 9, Special Ability: Poison: Targets of successful attacks must Save or take 1D6 damage per round for 4 rounds.

Sirocco Hawk: 4 HD, +2 To-Hit, AC 16 [3], ST 19, Fast Attacks (2x per round at 1D6 damage each), Speed 6, Morale 7. Special Ability: Flying: Can divebomb without being vulnerable to melee attacks.

The Last King: 14 HD, +7 To-Hit, AC 5 [14], ST 6, Savage Attack (1x per round at 3D6), Speed 6, Morale 11. Special Ability: Swfit: +1/-1 AC (already factored in).

QUEST: ABANDONED COMPLEX

After any member of the original population (or one of their robots) drops clues to an ancient site (25% chance on any encounter), navigate by rolling and resolving encounters until you deal with a number equal to the Adventure Level, and generate an adventure site. A successful INT roll made after each encounter on the way to the Abandoned site reduces by 1 the number of encounters you have left to roll.

The Abandoned Complex has a number of rooms equal to Adventure Level +2. After defeating the Boss you gain two treasures worth the Adventure Level +3. It can be a light, medium or heavy weapon with points spent on a 1-for-1 basis to provide +1 To-Hit or +1D6 damage rolls. If you opt for light, medium or heavy armor spend points on a 1-for-1 basis to gain +1 AC, -1 damage per hit or -1 to any armor use penalties.

1D10 ENCOUNTERS

- 1 Item
- 2 Item
- 3 Trap
- 4 Leftover Servitor Bot
- 5 Leftover Servitor Bot and Trap
- 6 Leftover Servitor Bot and Item
- 7 Trap and Items
- 8 Mad Remnant, Trap and Items
- 9 Mad Remnant
- 10 Ancient War Engine

BOSS

The complex is guarded by The Last King of Klyron, an insane despot who launched his empire's entire arsenal on the final day of the war that destroyed his people. This madman then laughed himself nearly to death before his chamber's apparatus put him into a deep sleep, where he's remained for the last 10,000 years.

This is a brutal melee, as the King fights with everything he has, right up to death. Each swing of his two massive obsidian khopesh is enough to mow down lesser men, including truly unfortunate PCs. They have a monomolecular edge that ignores 2 points of armor. The hooked design allows the wielder to catch incoming sword swings (treat each blade as both a sword and shield for rules purposes). These swords make excellent prizes for capable warriors.

If you run from the Last King he'll follow you untiringly. This can be a good strategy if he's proving too much for you to handle. Simply run back to your Sky Barge or Sky Chariots and start shooting.

With his dying breath the King presses a series of panels on his gauntlet and cries out with a terrible shrieking and clicking. Any scholars or sages in the group can translate his words as "Call in the fleet!" Whatever this means is a story for another day...

1D6 TRAPS

- 1-2: Roll WIS to avoid kinetic damage and getting knocked into a chute that sends you back to the first room.
- 3-4: One party member must defend the party's actions by rolling CHA. Fail and everyone takes fire damage.
- 5-6: Roll WIS to keep from activating a cold sleep chamber and taking damage from the vented frigid gases. The chamber contains a Mad Remnant.

Trap damage is Adventure Level /3 (round to nearest whole number, minimum 1) D6.

HACKING THE DUNGEONS

If you want to go with a more traditional route, you can create a dungeon map first, then search for the Boss as you explore. This way you won't have to explore all the rooms and finally find the boss. You might have the good fortune to be able to pop in and out and grab the treasure without getting softened up by minions first.

If you want to make a random dungeon, here's an easy system. Roll 1D6 and 1D4.

D6: 1: Square room, 2: Hallway, 3: Hexagonal room, 4: Circular room, 5: Hexagonal room, 6: Rectangular room.

D4: 1: 1 door, 2: 2 doors, 3: 4 doors, 4: Reroll again, plus stairs up/down

QUEST: RAIG'S FORTRESS

Upon discovering the Fortress (there's a 1/4 chance that any Fortress-based enemy has information on them), you can infiltrate it or make a direct assault. Infiltrating requires either sneaking in at night or dressing up as a soldier and walking in during the day. To walk in during the day you have to have enough soldier uniforms for everyone in the party and pass a CHA test (by the character with the highest CHA) or at least one uniform and pretending the other players are captives (requires a CHA test with a penalty of 2 by someone wearing a uniform).

To sneak in at night you have to roll 2 Encounters as you sneak, then encounter the lowest-tier Fortress-related enemy. Taking more than two rounds to dispatch them (not including any surprise rounds) causes them to raise an alarm and summon Adventure Level HD more of the same enemy to the battle.

When sneaking in the fortress by day you have to make a CHA test every time you encounter an enemy or fight that enemy. Any fight lasting more than 2 rounds alerts the whole base and you can't sneak anymore. Sneaking by night works the same way, except you have to make DEX tests to avoid detection. Each Fortress has Adventure Level rooms.

To assault the Fortress openly, hop in your Sky Barge, grab your mounts or hoof it. Your Sky Barge is going to be visible from a distance, so the enemy has time to launch Adventure Level /3 (minimum 1) towards you. Defeating the Sky Barges lets you drop the party directly into the Warlord's command room.

Direct assault on foot requires 2 Enemy Encounters, while mounted requires 1. Once you make it to the gate you have to run through the rooms until you find the Warlord, and you can't sneak.

If you challenge the Warlord to single combat by making a successful CHA test (with any character), he agrees to fight any character present. If you've encountered him randomly in the wilderness and beat him before, he's now wearing a scary respirator mask, and he's really mad (+2 to To-Hit and Damage). If he loses you gain control of the fortress. If the CHA challenge fails or he defeats your champion you have to swarm him and eliminate all resistance in the Fortress (any Fortress Enemy that fails a Morale roll surrenders, including the Warlord). Victory gets you the Fortress, any surviving soldiers and Adventure Level /3 (minimum 1) Sky Barges.

1D10 ENCOUNTERS

- 1 Item
- 2 Item
- 3 Trap
- 4 Scout
- 5 Scout and Trap
- 6 Scout and Item
- 7 Trap and Items
- 8 Reptilian Warrior, Trap and Items
- 9 Reptilian Warrior
- 10 2x Reptilian Warriors

1D6 TRAPS

- 1-2: Roll DEX to avoid kinetic damage that collapses part of the room. You have to roll INT to find a new way out or STR to dig through (and take D6 damage from fatigue).
- 3-4: Roll DEX to avoid poisoned dart and summoning 1 Scout to this room.
- 5-6: Roll STR to avoid electric attacks. This trap does double damage.

Trap damage is Adventure Level /3 (round to nearest whole number, minimum 1) D6.

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