Under the moons of Zoon

A Sword&Planet Role-playing Game

by Luigi Castellani

Under the moons of Zoon

A Pulp Science-Fantasy RPG

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INTRODUCTION TO ROLE-PLAYING GAMES

A role-playing game (RPG from now on) is a unique way to experience adventures. Every player gets to determine the actions of a character living in a fantasy world; in the case of this game, the characters will all be heroes. Before the action can begin, however, each player must create his or her character (called a player character or PC) by following the game's rules for character generation.

One player of a different kind, known as the Referee or Game Master (GM), will not create a player character.
He or she must instead learn the details of the game's rules and imagine an adventure for the players to have.
Of course, this almost always involves coming up with a variety of characters for the other players to meet (these are called non-player characters or NPCs).
The Referee will control all of the NPCs and will determine the course of the game much as a director controls a movie.
The Referee doesn't need to learn by heart each and every rule, but it is helpful to know where to find things quickly when they are needed so that he or she can "wing it" without slowing down the game.

The most important thing to remember is that a Referee must not abuse his or her powers to the detriment of the game or the other players; fairness should always be the first priority. An adventure and some adventure ideas are provided in this book to help novice Game Masters get started.

A gaming session usually works this way: first, the Game Master tells the players what situation their characters find themselves in along with what they see and hear.
The players then tell the GM what their PCs are going to do.
The Referee responds by telling the players what happened as a consequence of their actions (using the rules and some dice rolls if necessary).
This goes on back and forth until the adventure is concluded in -- usually -- two or three game sessions. To make the game more immersive, players generally speak in the first person as if they are their characters while playing.

As far as equipment goes, you don't need too many things to play successfully.
Under the moons of Zoon makes use of common, six-sided dice. Whenever a dice roll is called for in these rules, it will be described using standard RPG dice notation of the form "xDy."
The first number before the "D" is the number of dice to be rolled; the number after the "D" is the type of die to be rolled.
For example, "3D6" means you have to roll three six-sided dice. "3D6+1" means you have to roll three six-sided dice and add one to the resulting total, while "3D6-2" means you have to roll three six-sided dice and subtract two from the resulting total. "1/2D6" or "1D6/2" means roll 1D6 and halve the result.
(Attribute)D6 means to roll a number of dice equal to the player's score in the listed Attribute - Attributes will be described in more detail in the chapter on character creation.
A note on division: round all fractions up unless told otherwise in the specific case.

Examples: Examples of actual game play have been laid out throughout the rulebook in boxes like this one to help Game Masters learn the game.

Setting and atmosphere

Under the moons of Zoon has three "literary parents" whose atmosphere it strives to capture.

The first –and most evidently influential- parent are "Sword and Planet" and "Planetary Romance" tales made popular by E.R. Burroughs (with John Carter of Mars, the prototype of any hero to come in this field) and its multitude of imitators.

These captivating adventure stories predated "proper" Science Fiction and mixed romance, pulp adventure, and fantastic elements without much regard for scientific rigor.

The genre went through a revival in the 60's with new authors adding their interpretation and sensibilities to this literary genre.

The second parent are dark fantasy tales of the pulp era: weird tales of alien horrors made popular by C.A. Smith and H.P. Lovecraft.

These famous tales typically dealt with the idea of civilization falling into decadence and atavism or struggling against barbarism (internal or external).
In both cases the fall is fostered by alien beings of immense and forbidden powers and evil intents.

The last parent is apocalyptic and post-modern SF as exemplified by the works of M. John Harrison and Gene Wolfe.

All these “parents” deal with some recurring themes in their works. GMs appealing to these themes will find the setting and the game easier to understand. This, in change, can help make the game more enjoyable for players.

Swashbuckling action
Black and white moral codes
Forbidden powers and Corruption
Alien horrors
True love
Civilization vs. Barbarism
Decadence and a glorious past

SOURCES OF INSPIRATION

Here follows a list of inspirational sources for running games on Zoon:

Books

John Carter of Mars series, by Edgar Rice Burroughs
Michael Kane of Mars series, by Michael Moorcock
Sojan the swordsman series, by Michael Moorcock
Planet Krishna, by Sprague L. De Camp
Hawkmoon series, by Michael Moorcock
The book of the New Sun, by Gene Wolfe
Viriconium series, by M. John Harrison
The Dying Earth, by jack Vance
The Mars-Stark stories, by Leigh Brackett
Zothique, Hyperborea and Averoigne series, by Clark Ashton Smith
Almuric, by R.E. Howard
The Majipoor series, by Robert Silverberg
The works of HP Lovecraft (particularly: *The color out of space, Beyond the wall of sleep, Dream-quest for Unknown Kadath, The thing on the doorstep, The doom that came to Sarnath, Nyarlathotep, Polaris, The Dunwich horror, The Haunter of the Dark,The shadow out of time, At the mountains of madness, The Shadow Over Innsmouth, The Whisperer in Darkness*)

Comics & Movies

Flash Gordon, in all its possible incarnations.

Games

Gamma World, by TSR
Space 1889, by GDW

The Light Pole Desert

CHAPTER ONE: BACKGROUND

The far away planet Zoon, one of the moons of the ringed gas giant Zartru, used to be a hospitable planet in ages past.
A complete flora and fauna thrived on the distant moon, and the humanoid Brute race thrived on its surface. Alien invaders from the depths of space occupied Zoon, creating a servitor race of Serpentmen (known as "The Firstborn") to submit the ignorant Brutes, and the Brutes adored them as gods descending from the Skies.
The Firstborn researched almost any kind of science (and evolving humans from Brutes) yet destroyed themselves with their Psionical experiments meddling in the affairs of their alien Gods, the Horrors.
The surviving Zoonian humans, even before humanity had developed on earth, built an evolved culture and a sophisticated science based on the remains of the Firstborn society.
Zoonians developed aerospace flights, psionics, a cure for cancer and where advanced in all kinds of scientific developments most of whom are not to this day even theoretical sciences on earth.
But the Zoonians were a divided, warring, race.
Mixing their love for war and science these titans finally concocted their own undoing, during one of the continuous wars between the city states the ultimate weapon they had developed misfired horribly plunging the moon of Zartru in a horrible man-made apocalypse.
So powerful was the energy released that the moon was tidally locked in synchronous orbit to its primary planet Zartru. This bought chaotic climatic and geomorphic changes that destroyed about 90% of the fauna and flora plunging the zoonians into a new middle age and the struggle for survival.
Yet not all is lost as new kingdoms and city states clambered from the fall of civilization.

Zoon

The Zartru sub system is very far away from it star, a white dwarf whose light is brightly reflected on Zartru's reddish surface.
Zoon is the largest of the 4 satellites of Zartru, the other large moons being Rae, Iptes, and Testis. Zoon's diameter is almost four times that of the earth's moon with a 13.000+ kilometers equator.
Being tidally locked to Zartru, Zoon has no day–night cycle on its own, this being replaced by its rotation around Zartru that takes about 32 earth days, all light on Zoon comes from its gaseous primary, its rings and the sister moons.
Geographically Zoon is divided in three areas: The snowy and mountainous Dark pole, the twilight plains (a green land stretching like a ring from the north to the south pole) and the flat, desertic and ever hot Light pole (so called for the ever present Zartru and its rings crossing its skies).
All three zones are still pock-marked by vast areas of land affected by the Curse, a lingering mysterious disease legacy of the powerful weapons employed in the apocalypse that locked Zoon. An abundance of humidity has given birth to a multitude of swamps and jungles.

Zoon's weather is variable to say the least, completing a full seasonal rotation for each of its days, the most extreme weather changes, however, happen on the Dark pole and the Light pole.

Zoon's vegetation in the Twilight Zone and the Dark pole is composed of lichens, mushroom and fungi; the only plants capable of surviving the fast and devastating seasonal cycle of the surface.
Ultra tough cacti are the only plants capable of surviving at the margins of the Light Pole.

Zoon's explosive springs are another interesting phenomena as whole jungles of tree sized fungi grow to full size in rather fast times.

The more temperate zone, the Twilight Ring is the most densely inhabited area, thanks to a friendlier climate and morphology. Almost all of Zoon's civilized inhabitants reside in the new city states in this area, as do most of its fauna and its barbaric sentients. Zoon's population is estimated at 300 million Humans and 150 million Brutes.

Species of Zoon

Humanity

The dominant species of Zoon is not at all unlike our own human species, all ethnical variants of humanity are represented on Zoon with golden brown complexion, black hair and eyes (with a marked epicanthic fold) being the most diffused. Humans on all of Zoon have a city-based, aristocratic (yet sexually egalitarian) society divided in castes.
The uppermost class is the Warrior aristocracy and its appointed leader (a king elected for life amongst the greatest and most cunning of warriors), Stewards (appointed government officials) are the

second class with the Learned Ones (merchants, craftsmen and scientists) on the third ladder, Farmers are the next lower class with Slaves (either convicted criminals or prisoners of war) and Outcasts being the lowest of all.
A strict etiquette regulates dealings between castes and individuals, with a particular accent on emotional restraint. Also war and individual fights are regulated by a classic chivalric code –derived from early post-apocalypse times- that only outlaws do not follow. The real difference between Zoon's humans and earth's humans is their psionic potential, many inhabitants of Zoon (its majority) show potential for telepathic, telekinetic or otherwise incredible mental feats. Religion on Zoon is usually limited to revering of the ancients and ancestors.
Human kingdoms developed a stable and complex economic system based on silver weight units called Thaari; some of them employ paper money as well. Silver thaaris usually takes the form of *hack-silver:* personal jewelry created with a soft silver league to be cut to pieces in order to pay fees.

Brutes

The other sentient race of Zoon is that of the humanlike albino *Brutes*. Brutes are related to Zoon's humans like the Neanderthal is related to earth's Homo sapiens, the two races however are not inter-fertile.
Brutes are about three meters tall with a tough leather like skin, low foreheads and massive jaws. All brutes are color blind but have powerful night sight.
However dim-witted, Brutes are not stupid, they speak their own tongue and can learn to use scavenged items of higher technology given time or if taught.
Their culture is that of the nocturnal hunter-gatherer, with a penchant for cannibalism (religious or not) and their technological level is extremely low, equivalent to Stone Age earth culture. Brutes, like Zoon's humans, are not a united nation and are instead divided in warring tribes each one following a "king". However Brutes' society is not governed by etiquette or chivalric codes: survival of the fittest is the only real law.
Brute tribes are strictly male dominated and have a barter based economy.
Probably living in protected areas till the advent of man wrought apocalypse, Brutes run now rampant in the ruins of old cities and the wilderness of the Night Pole.
They harbor a deep hatred of the smaller human race which they usually hunt and kill with great joy. Like humans, Brutes display psionic potential.

Weird Beasts

Zoon is home to many species most of which have a similarity with earth's ones: snakes, dogs … a few selected races are specifically native to Zoon, if these are natural species or biological experiments of the Ancients is not known: Basilisks, undead and automaton stalk the land scourging the lives of undefended peasants.

Lurkers

In the darkest corners of Zoon cosmic horrors summoned by the Firstborn bide their time to bring death to life.

Religions

Zoon's cultures are mostly atheistic or at least non theistic. Zoonians seem more interested in cults of ancestors or personal improvement cults and philosophies.

The Enlightened

Not a real religion, the enlightened are conclaves of psionic individuals leading a monastic and communistic life; they are usually a free heaven for people seeking shelter or counsel.
Enlightened enclaves also train people in psionic disciplines.

The Worm Cult

The Great Worm cult is the thing nearest to Satanism you can find on Zoon, it is mostly practiced by humans and some Brute.
Its believers and practitioners think that the apocalypse was the best thing ever in Zoonian history, and want it back.
Loonies, delusional madman and power hungry lunatics comprise the majority of worm cultists. The great Worm Cult is outlaw in all Zoon.
Its insignia is a curling dragon like serpent biting his tail ("The Great Worm") usually cast in bronze in the shape of a ring, cultists traditionally wear red tunics topped by a masked cap with antlers.
Believers practice terrorism, mass murder and human sacrifice. Most Worm cults are actually lead by surviving Firstborn venerated as living gods.
The cult actually pays homage to the Deep Space Horrors that reside both in the cold depths of Space and within the darkest corners of the mind.

The Ancestors

The cult of the ancestors is the most widespread religion of Zoon and practiced by all intelligent sentients.
This cult reveres one's own dead and their achievements and the achievements of ages past in

general. It greatly values family and personal pride and the idea that one will be responsible of his actions before his relatives the day he dies. It strongly opposes the Wyrm cult.

The Cult of Assassins

The Cult of Assassins is an all-human secret cult, actually more of an underground political party than a religion. Believers are part of a secret guild of mercenary assassins, notorious for their disdain for the chivalric code. The guild in itself has a political agenda based on the "Divide and conquer" principle. The Cult of Assassins is however deeply fragmented with lots of inner political parties. Members recognize each other by hidden tattoos and sign language. All assassins wear a metal mask as a uniform and at party meetings.

Science

The average technological level of Zoon's city states is that of the late renaissance to early modern era (earth's 16th to 19th century).
All items crafted by Zoons' scientists, artists and craftsmen are heavily decorated: filigree, gems, precious materials are usually employed for many items of common use. An attitude inherited from the previous inhuman masters and their baroque tastes.
On Zoon aesthetics are never considered as something separated from functionality.
Exceptions to this overall average technological level of development are constituted by the automatons and flying machines of Zoon and the development of inner bio-mental sciences: psionic and weird science.

Psionic powers do not grant extraordinary social status nor carry social stigma with them, generally they are seen just like any other field of study that a person can devote itself to. Only the use and study of the disciplines of Apportation and Sacrifice is frowned upon, due to its link with the Deep Space Horrors.

Weird science has a slightly different place in Zoon's human society: few dare dig the secrets of the ancients, and those few are regarded with awed distrust, although not outright hatred except in the most conservative of cities.
A typical weird scientist works alone (or with one favored pupil that will one far away day inherit its secrets) in his sancta sanctorum; no "weird scientists' guild" exist, as weird scientists are jealous of their discoveries and always afraid someone will steal their inventions.
Weird scientists - being such a secretive and solitary lot - do not work hard to achieve a better public view of their activities.
Biological grafts have lately become a popular fashion amongst middle and low-caste human citizens, while aristocrats disdain any sort of personal augmentation.

Brutes on their part are a stone-age/early metal culture with a deep fear of the unknown.
Brute psions usually act as tribal Witch doctors and no Brute Scientist exists.
Weird Science artifacts raise a Brutes' deepest fears.

Fashion

Humans tend to favor practical and light clothing: loincloths and sandals are standard and both sexes go around bare-chested, upper class individuals are usually recognizable by the amount and quality of jewelry worn; especially by the number of thaari bracelets.
Middle or upper class individuals always wear a high leather belt carrying at least one dagger and /or pistol.
Fighters by trade can be recognized by their wearing armor, while assassin cult members sport tattoos and masks where their cult is not outlawed.
In especially rigid climates woolen or fur cloaks are added, and the loincloth becomes a pair of stout trousers and boots.
Brutes wear similar outfits but their jewelry is usually made of hard stones.
Fur and leather are predominant in Brute fashion
Both races use cosmetics for both sexes: all individuals are expected to bear tribal paintings explicitly declaring their hometown or tribe, only clan-less individuals and outlaws do not wear tribal paint.

Communications and Travel

Human city-states rely on different means of communication and travel. The most advanced ones make a wide use of Airship couriers, radio communications and heliographic signals while the least technologically developed still use human couriers that ride the land.
Brutes instead rely on drum and smoke signals for intertribal communications.
The incredibly changing weather, hungry monsters, marauding outlaws and the Curse make of travel a very delicate matter on Zoon's dangerous surface: those who can usually travel by airship so to avoid the majority of dangers (but risking becoming prey to sky pirates and flocks of wyverns).
Those that can not afford airship traveling usually

become part of the well-armed trading caravans that regularly cross the surface. While vast tracts of Sea cover Zoon's surface, sailing was never a popular activity amongst Zoonians except for Brutes.
Brutes raiding party are a consistent threat to sea-side cities.

ZOON'S CITIES

The majority of Zoon's cities have been built by the Ancients, the modern city-states actually formed around the few ones that survived the apocalypse as nomad tribes coalesced around these veritable treasure troves of ancient secrets.
Thus the cities (inhabited or not) are the foremost remaining relics of a glorious past and of a world irremediably gone by.
Ancient architecture (mainly composed of sky scraping buildings and ziggurat style pyramids with unbelievably vast dungeons underneath and airship docks at the top) usually forms the bejeweled steel and marble core of the cities inhabited by the high and low aristocracy.
Inhabited cities usually surround these sky fortresses with a first belt of fortifications and middle class neighborhoods made of contemporary buildings: these usually are stout one or two storey stone buildings of polished marble and stone.
A second wall separates the middle class homes from the lower caste slums, sprawling suburbs of crudely carved stone, timber and mud.
Lands ruled by a city state are typically cleared of forests and swamps so that industrial scale agriculture can be employed with thousands of slaves working the carefully ploughed fields.
The cities' core and middle class quarters have both excellent plumbing, heating and efficient light sources due to the harnessing of Cosmic Rays power coming from ancient Collector's hidden in the core's underground vaults, no such things exist in the slums.

Abandoned cities are a really haunting vista: hollowed out, enormous frescoed buildings of the ancients, infested by all kinds of ferocious beasts and monsters.
Quite a few of those dead towns are affected by the Curse or inhabited by crazed automatons, still carrying out orders received by masters that died millennia ago.
No matter what treasure hunters keep coming to these dangerous places hoping to find a fortune, also outlaws and nomad Brute clans favor abandoned cities as hideouts.

BRIEF TIMELINE OF ZOON

150.000 years ago- Brutes achieve intelligence and develop a Stone Age society on Zoon.

130.000 years ago- Alien wanderers known as Deep Space Horrors reach Zoon and start mining the Psi-crystals on the surface. The Horrors submit the Brutes thanks to their superior technology and powers, both of mind and body.
In time the Horrors use advanced genetics to engineer the Firstborn race from the native Basilisks (a psionically active reptile) to serve as elite slaves.

100.000 years ago- Internecine warfare brings the Horrors to leave Zoon and return to their homes in the depths of space, the Firstborn rise to power establishing a theocratic empire based on their own divinity. Tenuous psionic contact with the Horrors is maintained by the Firstborn.

60.000 years ago- The Firstborn start a genetic program to evolve the Brutes: the human race is born. Humanity goes to fill the niche that Firstborns covered under the Horror's rule: elite servants.

50.000 years ago- The Firstborn develop a star faring civilization re-establishing contact with their ancient masters.

40.000 to 20.000 years ago- The internal war of the Horrors reaches Zoon: Human slaves –empowered by Psionics and stolen scientific secrets- seize the opportunity to start the first rebellions against their monstrous masters. Zoon undergoes its first apocalypse as a psionic mass-attack by the Firstborn on enemy Horrors misfires. The war amongst Horrors return to deep space and the Firstborn Empire collapses.

20.000 to 10.000 years ago- Human kingdoms are born from the ashes of the Firstborn Empire: in a rather short time the diverse human nation-states reach great technological and cultural heights. Brutes return to wilderness areas, occasionally harassing the borders of the new kingdoms. Some historians maintain that contact with the Horrors was re-established at the end of this period, and that the Horrors planted the seeds for humanity's undoing.

10.000 years ago- All out war explodes amongst humans. The massive employment of Curse-bombs alters Zoon's orbit, tidal-locking it to Zartru and reshaping dramatically its surface.

10.000 years ago to Now- A new aristocratic society takes shape out of surviving tribes of humans, the most powerful take hold of the cities of the ancients.

LANGUAGES OF ZOON

All main languages on Zoon derive from one of two existing linguistic roots: Xuug (the language of Brutes) and Sasshalish (the language of the Firstborn, itself derived from the language of the Deep Space Horrors).

Languages form the Xuug family comprise: Xuug, Old Zoonian, Zoonian trade speech.

Xuug is the simple language of Brutes and has changed very little in the course of millennia. It has two written forms: pictograms and inscriptions, carved on stones at tribal meeting points. The alphabet is composed of sets of parallel lines (numbering one to five) meeting or crossing a base line, usually the corner of a stone.

Old Zoonian is a more evolved language spoken by the Ancients before the apocalypse. It is strongly based on Xuug with some Sasshalish terms and inflections. The written alphabet is composed of flowery pictograms.

Zoonian trade language is the language currently spoken by Zoon's human cultures. A debased and simplified form of Old Zoonian.

The Sasshalish family comprises only Sasshalish itself: a language completely alien to Zoon and related to the language of the Deep Space Horrors.
The Sasshalish alphabet is a set of round, close-cropped characters.

An additional "language" exists on Zoon known as Mask Dance. Mask dance is a complex set of coded hand gestures and whistles used by Assassin Cults.
A written form of Mask Dance also exists and is employed to leave brief messages to other Cult members.
Each Cult has a slightly different code yet communication between different Cults is possible.

Naming conventions and honorific titles

Individuals on Zoon have usually tripartite names like "Xuur Alm Oghd", the first part is the person's First name, the second part is the name of the same-sex parent, and the third part is the name of the other parent. So "Xuur Alm Oghd" is Xuur son of Alm and Oghd. To this rank and tribe are usually added at the end so that Xuur Alm Oghd, Zoolam of Vhime means: Xuur son of Alm and Oghd, noble of Vhime.
Brutes use the same naming conventions and honorific titles that humans do.

Brief Zoonian Trade Speech Dictionary

Female nouns have an additional "–a" suffix

Alaf- *One meter*

Balfar- *Military unit of 100 men*
Balfarrad- *Military unit of 10 men*

Garla- *One day/year of Zoon (32 earth days)*
Garlarad- *One of Zoon seasons (8 earth days)*
Girneth- *Honor (literally "face")*

Kalat- *"So be it!"*

Harlat- *Zoon's summer afternoon*

Illith- *Zoon's wintery night*
Iptes- *White moon of Zartru*

Lagnak- *Zoon's autumn evening*
Lam- *Man*

Nathog - *Clan-less individual, outlaw*
Nudrad- *"Well met!"*

Rad- *Small (suffix)*
Rae- *Small blue moon of Zartru, considered a good omen.*

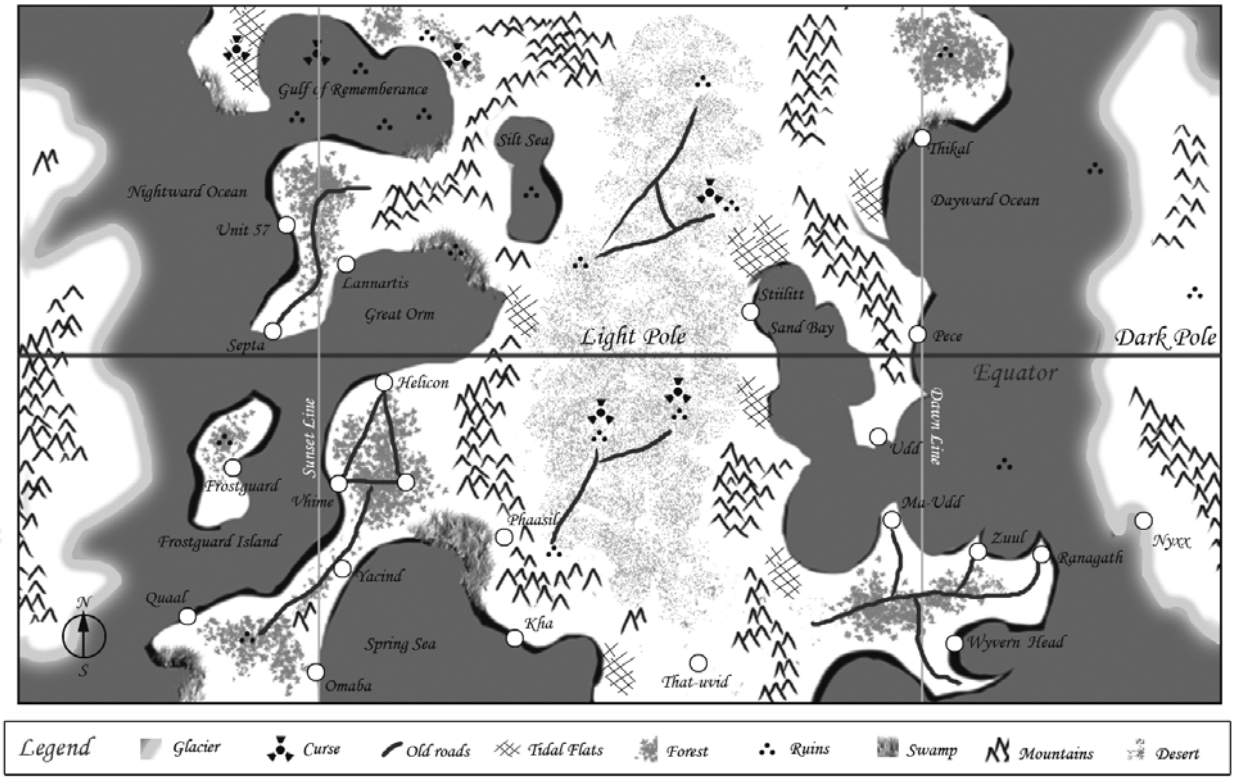
Salfa- *Zoon's spring morning*

Tar - *Slave or Dog (used as insult)*
Testis- *Purple moon of Zartru, considered a bad omen*

Um - *Great (adjective, prefix)*
Umalaf- *One mile*
Umbalfar- *Military unit of 1000 men*
Umtar –*Huge canine creatures used as mounts by Zoons human cultures (literally "great dog")*
Umzoolam - *King*
Umgarla- *One year of Zartru (about 10 of earth years,120 Garla)*

Zartru- *Gaseous giant around which Zoon orbits*
Zoolam/a – *Noble man/noble woman*
Zoolamrad/a- *Petty noble, government officer*

Map of Zoon



GEOGRAPHY OF ZOON

THE LIGHT POLE

This vast desert is littered with the ruins of ancient cities, both human and non-human, linked by the remnants of concrete and steel Old Roads. Large areas surrounding some of the nameless ruins have deeply been hit by the Curse. The Light Pole's weather is incredibly hot and still, occasionally broken by savage daily lightning storms.

Few creatures can survive in this environment: no vegetation exists and the only water existing in the area is brought by the tidal flats areas at its borders. Yet the Light Pole harbors some life.

Ghouls stalk its ruins at the command of the occasional outlaw Weird Scientists or commanding Vampires, scorpions hide in sand and Wyverns live in the mountains at its borders.

Most horrifying of all the life forms of the Light Pole, yet, are the few remaining Firstborn.

There, hidden in the deepest and most ancient vaults, they lead the Wyrm cult planning to use it to overthrow down what they see as the upstart Human kingdoms.

At their command the leaders of the Cult (ominous man-snake hybrids created by weird science grafts) send down assassins and spies all across Zoon to prepare for the new coming of the Deep Space Horrors.

Meaningful locations

The Silt Sea

A vast –and unusual- body of water in the northern reaches of the Light pole. The silt sea is composed of heavily salted water mixed with peculiar crystals. The water is so thick that people can almost walk on it.

The Silt Sea is a favorite hunting ground for Psivores.

The best quality of Psi-Crystals is found raw in its waters. It is told that the birth of the Silt Sea is connected to the death of the city buried under its silicate waves.

That-Uvid

An unusual city state, That Uvid is lead not by an aristocracy or a King but by a committee of Dictators chosen amongst the city's philosophers. That Uvid is heavily infiltrated by the assassin cults known as the Green Stone Feet and the Yellow Legion.

Phaasil
Phaasil is Zoon's Casablanca: a spot for adventurers, outlaws and mercenaries, door to the Light pole desert and its mysteries. Phaasil is anarchistic in the extreme: no government exists and powerful merchants command the local mob enforcing a sort of armed peace. The city is also famous for its cooking specialty: roasted Basilisk, the nearby swamps being notoriously Basilisk infested.

Stiilitt
Large port at the top of Sand Bay it's the third party in the eternal war between Udd and Ma-Udd changing sides as it is more convenient. Military experts support the idea that Stiilitt started the war to avoid the Twin cities' stranglehold on Sand Bay and access to the Dayward Ocean.

Kha
Small and poor port on the Spring Sea, it has been subject both to Yacind and Omaba.

Taliskant
Fabled city of the Firstborn, of uncertain location.
It is said that many men die daily in the gladiatorial pits under the huge basalt temples of the Deep Space Horrors.

THE TWILIGHT ZONE
The Twilight Zone would have an almost permanent temperate weather, weren't it for the quirky seasonal cycles of Zoon.
Even if most of its territories are covered by lush forest and swamps, the Twilight Zone has been found to be the best place to rebuild a civilization for survivors of the apocalypse.
Also Curse infested areas in this Zone are limited to almost only the Gulf of Remembrance.

Meaningful locations

Helicon
"Flower of Zoon" has been called Helicon. A Constitutional Monarchy in bloom that is passing through a real renaissance, Helicon is easily the most technologically advanced City State on the planet whose Umzoolam (Seth Kaal Haargul) is himself a renowned scientist. Helicon stands for freedom, justice and knowledge. Ideals it is ready to uphold recurring to its White Knights: ceramic armed elite air-transported units whose crustacean bone-white armor strike fear in the heart of all of Helicon's enemies.

Vhime
Once the natural enemy of Helicon is today part of its bustling kingdom. Vhime is home to the Heliconian Air-Cavalry and is the fief of the Ivory Prince, the heir to Helicon's Kingdom. The Prince's headquarters is the military fleet's radar/radio beacon tower known as the King's Finger

"Nameless"
The eastern most city in the triangle composed by Helicon, Vhime and itself, "Nameless" is a city so old its name is lost in time. The city still holds many of the classical buildings of ancient Zoon: Ziggurats.
As its namesake, the ruler is the Nameless One elected every five years by a council of peers among the military aristocracy. Nameless has a strong tradition of producing excellent Assassins, and some say that the Cult originated here as a secret police of the Nameless One. Nameless is the headquarter of the Cult of Assassins and its strongest party: The Purple Chrysanthemum Philosophical Society.

Frostguard Island
Once a thriving Sea kingdom, Frostguard Island is today the home of the most powerful and advanced Brute Clan: The Hurdarr. Clan Hurdarr, arrived at Frostguard no more then 20 years ago fleeing an unnamed threat in the Night Pole.
Led by Hurd -an incredibly canny Brute- they either killed or enslaved the autochthonous humans.
However aging, Hurd, still holds power with an iron fist, however his numerous children grow restless and bicker continuously for power. To this day Hurd has killed no less then three sons in a duel for chiefdom of the Clan. Hurdarr is no more a nomadic clan and resides almost all year long at Frostguard town by the sea yet the Brutes avoid the ghost haunted fortress ruin of castle Frostguard.

Gulf of Remembrance
Along with the Light Pole this is the most Curse Ridden part of Zoon. Before the apocalypse the Gulf itself was a heavily populated plateau, yet one of the unnamable weapons used in the apocalypse plunged it from its lofty heights to the bottom of the sea.
The Gulf's Sea is rather shallow, actually more of a lagoon with cities half sunk under its waters.
Various treasure hunters come here to fish its sunken cities for ancient treasures fighting with the haggard pirate fleets of Urukaan, self-proclaimed pirate king of the Gulf.

Unit 57
Nothing is known of unit 57 save that it is a city state run by Automaton and their mysterious leader only known as the Central Unit. Scientists of Zoon suppose that it is the last remaining laboratory of the Ancients still run by the only remaining functional automatic brain on the planet.

Udd and Ma-Udd
The sister cities of Udd and Ma-Udd are deeply involved in a long standing feud that has lasted since the apocalypse. The cities take their names from the founding twin-sister princesses. Born as military camps for each sister's army in a war for power over the city of Pece.

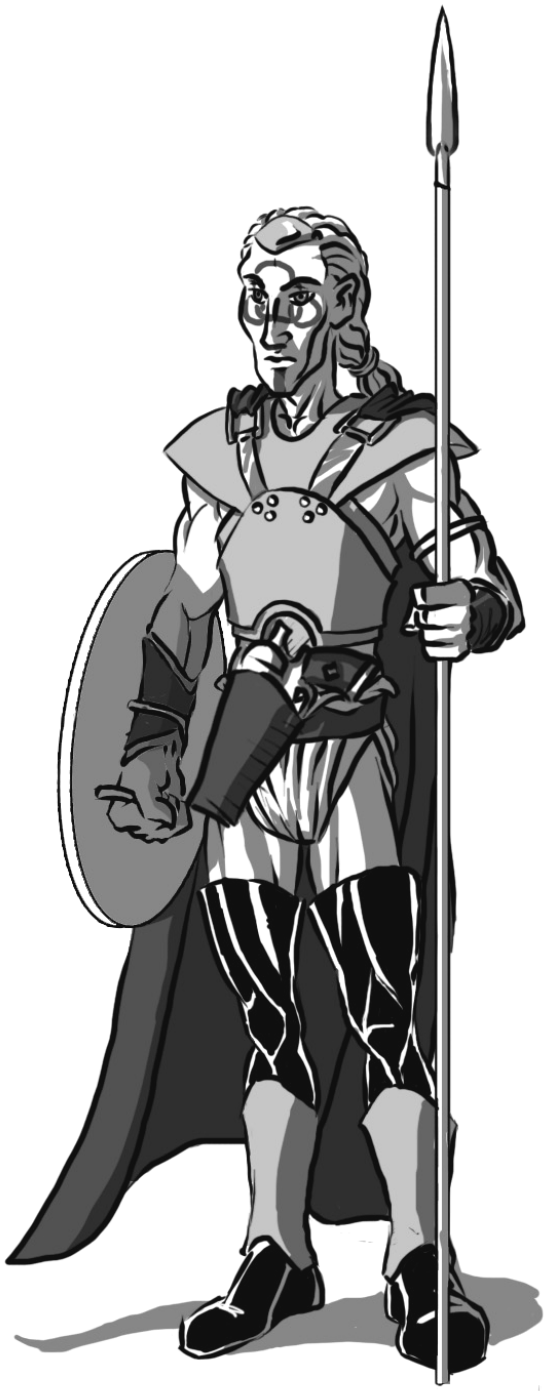
Thikal
The largest town on the planet, and the poorest Thikaal is a sprawling metropolis of mud huts and sandstone building of over 1.000.000 people. It is also known as “Beggar’s court”.

Wyvern Head
Wyvern head is the most important community of the Enlightened movement. The founder of the Enlightened spent the last years of its life here in a sacred grove.

THE NIGHT POLE
Vast and mostly unexplored the Night Pole consists of high mountains emerging from the bottom of the sea and breaking through the crust of an ice-plaque many thousands of miles wide. The fringes of the pole touching on the twilight zone are a mass of icy islets and icebergs perpetually lost to the currents. Only the nomad Brute Clans of the ice plaque really know what resides in the heart of the white continent.
It is told that at the heart of the continent, right at the pole the highest mountain of the world can be found, legendary Mount Skybreak. Some legends say it is an artificial mountain made of metal and concrete built by the ancients on whose heights the eternal wailing of the Horrors can be heard across the Void of space.

Meaningful locations

Nyxx
The only known human city of the continent.



Zoonian Armsman

CHAPTER TWO: CHARACTER CREATION

The first task for every role-player is to generate an alter-ego, a heroic character that he or she can portray during the course of game. The Referee will use the same rules to create his or her NPCs as well.

Race

The first step in the process is choosing the character's race: a PC can be either Human or a Brute.

All characters in the game are defined by two sets of characteristics: Primary and Secondary Attributes.

Primary attributes

There are four Primary attributes in *Under the moons of Zoon*:

Body (representing both strength and endurance), ***Agility*** (covering everything from manual dexterity to reflexes),
Wit (which covers aspects of the human mind like logic, reasoning, intuition and memory) and ***Presence*** (indicating both charisma and willpower).

Some characters are endowed with special psionic powers; a character with such skills has an extra Attribute called ***Psi-index*** that determines its mental strength.

The possible values of Attributes for Humans range from 1 (abysmal), to 6 (maximum human achievement). Of course, great heroes, monsters and animals may have scores in excess of 6. A starting player must spend 15 points among Primary attributes.

If your character is Human remember that all stats have a mandatory minimum of 1 (save Psi-index which has a minimum of 0) and a maximum of 6.

Brutes have a minimum Body of 4 and a maximum Body of 12 while Wits and Agility have a minimum of 1 and a maximum of 3 and Presence ranges from 1 to 6. Psi-index for Brutes has the usual minimum of 0 and a maximum of 6.

Write down each Attribute's value as it is generated.

Secondary attributes

All characters have four additional Attributes, either determined by its Race or derived from its Primary attributes:
Size, ***Speed***, ***Life points*** and ***Initiative Value***.

Size in this game is handled with a descriptive Size class, the most common classes are: Small, Medium, Large, Huge, Enormous.

Speed handles movement speed.
Most players' first characters will probably be humans, which have a Size of Medium and a Speed of 3.
Brutes have a Size of Large and Speed of 6.

A Character's base ***Initiative Value*** is equal to the sum of his Wit + Agility, and is used during combat or action turns to determine who goes first.

To complete the numerical part of character generation, one last secondary Attribute must be generated: ***Life Points***.

Life Points have a value equal to the character's Body x 6.

When the character gets hurt, he or she loses Life Points; should a character's LP fall under half of its original score, some penalties are suffered: a -2 modifier on all die rolls for Tasks (which are described in chapter 3) and Speed is halved. Furthermore, the character must be successful in a Body Task at difficulty 12 to avoid losing consciousness for the next 1D6 x 10 minutes.
A character wounded beyond half his LP must roll the above Task any time he or she suffers more damage. Should a character lose more than Body*3 LP in one single stroke, it loses its next action turn. Should a character's LP fall to zero, the character dies and the player must generate a new one. LP can be restored through psionic healing, medical care and natural healing.
For a full day of rest, a character recovers 3 LP.

Skills

After generating a character's Attributes, the player chooses its Skills from the following list.
Skills can be bought at three competence levels: Basic, Advanced and Master.
All characters start the game with 3 skill choices (but see Special Abilities below):
Basic Rank in one skill costs one choice, Advanced Rank costs two choices and Master Rank costs four choices.
Some skills list ***Requirements***, a character may only take skills for which it satisfies all requirements.

A skill either grants a competence bonus on rolls (Tasks and Contests see below) or grants some special abilities depending on Rank.
Basic skills grant a competence bonus of 1, Advanced Skills grant a Competence bonus of 2, Master Rank grants a bonus of 4.

Be aware that your choice of Skills affects your starting equipment; you may wish to refer to the equipment section below before making any final decisions.
All Human characters speak Zoonian trade speech at game start while Brutes speak Xuug.

Most of these options will make more sense once you've read the rest of the rules.

Administrator -- An economist, the character is learned in managing the resources of men, money and time. This skill covers all areas of resource management, from leading a city-state to managing business. It is the skill of merchant princes and noble lords.

Armsman -- Competence with melee weapons and unarmed combat. The character also knows how to lead men in battle and is an expert at military tactics.

Craftsman -- This Skill covers everything from artistic woodcarving to practical carpentry and smithing. Given time and appropriate tools the character can create, alter and repair any kind of objects: from clothes to armor, from musical instruments to weapons, firearms, ships and jewelry.
Requirements: Human

Entertainer -- The character is a skilled musician, singer, storyteller and actor. An entertainer character can inspire and influence others through words and music. Inspiration can either grant a +1 toTask rolls at hand if the entertainer is successful in a Presence Task of difficulty 10, or remove the effects of *Fright* (but not *Horror*) if the entertainer beats the *frightening* creature in a Presence Contest and for as long as it keeps singing.

Healer -- The character is both a physician and can heal both humans and animals. Any character under a Healer's care heals one extra Life Points per day of rest. Healers may fight the effects of diseases in addition to more run-of-the-mill physical injuries.

Linguist -- The character is automatically literate and knows how to speak and read/write one extra language at Basic Rank, two languages at Advanced Rank and four at Master Rank. The character is also an expert at cryptography and forging documents.

Lore -- The character knows a lot about traditions, geography, history, myths and laws

Martial artist -- The character has studied a peculiar style of combat: each style covers different maneuvers that grant special bonuses. Chose (competence bonus) maneuvers from below to form your style.

Balance – The character counts as one size larger for knockdown attacks
Counter strike - while defending, if you win the contest you may roll an immediate attack.
Dodge - while moving you get a +2 bonus to defense rolls.
Double strike – If attacking with two weapons the character doesn't receive the –2 modifier.
Disarm - you receive a +2 to disarming maneuvers.
Hold - you receive a +2 to wrestling maneuvers.
Increased initiative - you receive a +2 to your Initiative Value.
Penetrating strike - you may reduce by 2 the attack roll penalty to ignore armor.
Power strike - you may opt to take a –2 to the attack roll to receive a +2 to damage
Stunning strike - Halve the target's Body to determine unconsciousness when executing a stunning attack.
Sweep - The character may execute a swing attack with a one handed weapon or unarmed attacks against targets of any size. The character receives a +2 to swing attack rolls executed with a two handed weapon.

Requirements: Presence 3+ and Armsman

Marksman -- Competence with firearms, missile or thrown weapons.

Pilot -- The character is good at piloting vehicles of all kinds.
Requirements: Human

Psionicist -- This skill is open only to characters with a rated Psi index, it covers mastery of the mind. The character has access to (Competence bonus) Levels of knowledge of Psionic Disciplines.
See the Psionics chapter for more details.
Requirements: Psi-index 1+

Sailor -- The character knows a lot about piloting and building ships, boats, swimming and the sea.

Subterfuge -- The character knows how to disguise itself, establish contact with the unwholesome members of society, moving silently and noticing obscure details. The character knows Mask Dance, at Advanced rank the character can recognize different Cult codes.

Survivalist -- The character knows how to hunt and fish, locate North and gather food and water. He or she is also good at things like tracking, stalking, climbing, swimming and is also a skilled rider and animal trainer.

Weird Science -- A character with this ability knows the Secrets to create wondrous items. The character has access to (Competence bonus) Levels of knowledge of Secrets.
See the chapter on Wondrous items for more details.
Requirements: Wit 5+ and Human

Weakness

All characters have to have one (and only one) weakness. Brutes have one additional innate weakness: They are color-blind (they can't see colors; everything is in black and white for them).

Doom -- Any time the character fails a Task by 4 (instead of the usual 6) or more points, he or she fails the attempted action in a catastrophic way (usually taking or inflicting unwanted damage or breaking or losing items).

Enemy—The character has made a powerful enemy: A powerful Scientist, merchant or warlord. Every session the Game master rolls a Fame Task at Difficulty 10 for the player character. If the Task is successful the enemy some how shows up to thwart the player character's plans, either personally or through its servants.

Green -- The character can choose a Special Ability but can only take one Skill choice instead of the three granted to all characters.

Irrational Behavior -- The player must choose something that drives his or her character to irrational actions. It can be a desire like greed, lust or unhealthy devotion to something like alcohol or music, or it can be something like a fear of fire or general cowardice. Any time the character is confronted with the cause of his or her Irrational Behavior, he or she can be overcome by it and stop acting normally. The character must successfully pass a Presence Task at Difficulty 12 or be distracted as the Referee sees fit (drunkards will stop fighting to drink, generous characters will give their hard-earned treasure to poor old ladies, and so on…).

Maimed/Lame -- The character loses either two Attribute points (although no Attribute may be reduced below a value of one) or one point of Speed.

Poor -- The PC is a runaway slave or just dirt poor. He/she starts with no equipment save clothes and a knife or wooden staff (which does the same amount of damage as a club).

Slow Healing -- The character recovers only 1 LP after every day of rest.

Special Abilities

All characters start with one of the following Special Abilities. Brutes have two additional innate special abilities: Natural armor (an Armor Value of 1) and Darksight (they can see in darkness just like it was daylight).

Animal Companion—The character has a tamed and trained animal companion of Small or Medium size. The animal knows 4 tricks of the player's choice.

Battle frenzy -- The character is immune to the penalties inflicted by damage and is immune to stunning attacks.

Dark Lore -- The character has access to an extra Level of Knowledge of either Psionics or Weird Science.
Requirements: Psionicist or Weird Science

Endurance -- The character may ignore up to one level of extremes either way and also receives a +2

bonus to resist Poisons, Illness or the Curse.

Fast Healing -- The character recovers two extra LP per day of rest.

Gifted -- The character chooses a skill, he or she gets an extra +2 to all Task and Contest Rolls pertaining that skill.

Great Shout --The character may expend one action to become *frightening.*

Halo of the hero -- The character and all its allies within Presence x 2 meters are immune to *frightening* effects.

Heroic Trait – Add one extra point to an Attribute (Primary attributes and Speed only) of your choice, bringing its value up to a maximum of racial maximum+1.

Item of wonder – The character starts the game owning one Basic item chosen from the chapter of Items of Wonder.

Luck -- Any time the character exceeds the roll required to be successful at a Task by 4 or more points (instead of the usual 6), he is incredibly successful (achieving double the normal effect).

Retainer – The character has a personal NPC manservant absolutely loyal to him or her: create it as you would a PC. The retainer can not himself have a Retainer.

Slayer -- Chose a creature type: The character gets an extra +2 damage against all creatures of that kind and +1 to all Task rolls to detect, hide from or know about them.

Talented -- The character gains two extra Skill choices.

Veteran -- The character starts the game with 10 Epic Points.

Well-Known -- The character starts with 1 Fame Point.

Wild Psi—This special ability represents the ability to use one and only one manifestation of a psionic skill as if the character had a Psi index of (1d6/2) and the relative Psi points.
Requirements: Psi Index 0

Starting Equipment

Each character (except Poor ones) starts the game with possessions based on his or her Skills and abilities.
All human characters should have a small house to live in with their families, clothes, 1d6x10 thaari, and a knife. One or two slaves or paid servants should also be included.
Brutes start out with clothes, a tent and bedroll, 1d6x10 thaari and a stone knife.
Extra equipment depends on the starting Skills of the character, with each Skill granting different possibilities:

Administrator -- Chose between: large house or small villa, extra servants, a reserve of money or jewelry and gems worth 3d6x10 thaari.

Armsman -- The character must choose one item from the following list: one-handed weapon of choice, shield, two-handed weapon. At Advanced rank the character could be in command of a small unit and has a military Rank of lieutenant.

Craftsman -- The character owns crafting tools and one significant item produced by his crafting skills for example: a weapon, a piece of medium armor, a musical instrument, boat or an extension to his or her house. Somewhere in his house, the character probably has a laboratory and all necessary tools for his work.

Entertainer -- The character owns a musical instrument and a small kit for assuming other personalities.

Linguist/Lore – Books, scrolls, ink and a pen.

Marksman -- The character must choose one item from the following list: spear, dagger, hand axe, Bow quiver and 20 arrows, Sling and 20 and pellets, blowgun and 10 darts, Crossbow quiver and 20 quarrels. Humans might start with Pistol, Blunderbuss or Harquebus and 10 shots.

Pilot – A personal vehicle like an Ornithopter or a Groundcar.

Psionicist--The character owns a Level 1 psi-crystal.

Sailor -- The character owns a lifeboat at Basic Rank, a frigate at Advanced Rank.

Subterfuge -- The character owns a disguise kit

and a set of lock pick tools.

Survivalist -- The character owns a bow with quiver and arrows or a spear. He or she also carries a tinderbox or some rope. Either owns an Umtar or 1d6 hunting Tars

Weird Science -- The character starts the game owning one item chosen from the chapter of Items of Wonder among the Secrets he has access to.

The Finishing Touches

The last thing you need to do to polish up your character is to give him or her a name and a personal history based on his or her Skills and abilities.

Malmuut Obness Daar

Sample Character Creation: *Our sample character shall be a Human; we decide to spend the 15 points for Primary attributes in the following way: Body 3, Wit 5, Agility 4, Presence 2, Psi-index 1.*

At first glance our sample character is a very smart fellow with some psionic talent, quick bodied and crafty, however its talent must have created a slightly frail personality.

Malmuut Obness Daar (this shall be its name, we decide also that Malmuut shall be male) has Size M and a Speed of 3. His I.V. is 9 and can stand up to 18 Life Points of damage. On the spot we chose that Malmuut grew up in the slums of a great town and became apprentice to a Weird Scientist.

Despite some natural talent Malmuut never developed his psionic ability: we chose Basic Subterfuge and Advanced Weird Science as starting skills. As starting Secrets for its Weird Science skill we chose Life Science and Alchemy at Basic level each.

Malmuut Obness Daar had to learn how to run very fast in the slums, yet his poverty stricken childhood left him with a soft spot for thaari.
We chose Malmuut to have a special ability (and thus a Weakness): Heroic Trait (bringing its Speed to 4) and irrational Behavior: Greed.

Our Scientist's starting equipment consists of small house (and a Basic laboratory), clothes, 1d6x10 thaari (we roll a 3, so Malmuut starts with 30 thaari), and a knife. His Weird Science skill grants him a copy of Grafted eyes.
Malmuut can see in the darkness.

Finally we decide that Malmuut was born in Vhime and lives near the King's Finger tower in the ex laboratory of its former master, eager to discover new secrets of biotechnological grafts.

Equipment List

Armor	Thaari
Light armor*	10
Medium armor*	30
Heavy armor*	60
Shield	5
* halve cost if partial	

Animals	Thaari
Tar	30
Umtar	75
Tame Wyvern	200

Services	Thaari
Unskilled labor	3/day
Skilled worker	6/day per skill level
Slave	(Body+Pre)x10
Meal	1+ by quality
Lodging	1-5/night by quality

Clothes	Thaari
Loincloth and sandals	1
Middle class tunic	5
Aristocratic robes and cloak	20+

Adventuring gear	Thaari
Compass	3
Torches	1
Lantern	5
Silk rope	10
10 Pitons and mallet	5
Backpack	2
Sack	1
Venom/antidote dose	30
Bedroll	2
Tent	1 per person
Small mirror	2

Weaponry	Thaari
Dagger	5
Sword	15
Axe or Spear	10
Two handed sword or axe	25
Blowgun or sling	3
Bow	30
Crossbow	40
10 arrows/darts/slingshots	1
Pistol*	60
Blunderbuss*	100
Arquebus*	150
Powder and keg + 10 shots	10
Lt Cannon*	300
Cannon*	600
Heavy Cannon*	900
1 Cannon shot and powder	10
Grenade	10
Drop bomb	100
* double cost if repeating	

Vehicles	Thaari
skimmer	500
Ornithopter	600
Air skiff	1200
Air boat	3000
Air ship	6000
Air Dreadnaught	12000
Chariot	300
Groundcar	600
Tank	1200
Lifeboat	300
Frigate	1000
Longship	2400

Extras	Thaari
Fully equipped science Lab	Basic:250/Advanced:500
Psi crystal	50 x level
Small house	1200
Villa	2400+

Other items of wonder are not usually for sale, Basic items might have a market value of 1d6x100 thaari, while Advanced items of wonder are in the 4d6x100 thaari range.
Also, armor and weapons costs have been calculated for Medium sized creatures. Double costs for Large weapons and armor; halve it for Small sized weapons and armor.

CHAPTER THREE: BASIC GAME MECHANICS

All actions a character can undertake are easily defined as one of two types: Automatic (walking, speaking, opening an unlocked door, walking) or Task (hitting an enemy, breaking down a door, using a manifestation).
Please note that using a Skill is usually automatically successful and that a Task roll is rarely needed. Rolling is usually only necessary when the character is competing with someone or trying to achieve something extraordinary, like working very fast or with inadequate equipment.

Tasks

For a character to accomplish a Task, the Referee must first state the Task's numeric Difficulty, ranging from 6 (Routine) to 16 (Absurd), and the appropriate Attribute used to accomplish the Task (Body to break down doors or resist fatigue, Agility to avoid tripping and moving silently, Wit to notice subtle details and solve problems, Presence to persuade people and to resist temptation).
It is possible for a Task's Difficulty to exceed 16, but this should only occur in exceptional cases.
Once all of this is set, the player of the involved character (or the Referee, should a non-player character be trying something) rolls 2D6 and adds the relevant Attribute's value.

Should the total be higher than the Difficulty, the Task is successful.

If the Task roll total EQUALS the difficulty, the Task is only partially successful (half effect).

Should the total be lower than the Difficulty, the action fails.

Sometimes, a Skill can help in accomplishing things without being strictly necessary for the Task.
Hitting someone with a weapon or avoiding being hit doesn't require a character to be a warrior, but it helps….
Similarly, deciding where a piece of jewelry comes from would be easier for a Craftsman than a layman, but it's possible that anyone could do it.

In cases like these, a Skilled character might be awarded by the Referee a +1,+2 or +4 bonus to his or her total depending on its Skill Rank: Basic, Advanced or Master.
If two or more skills could apply to the same Task, use the largest modifier, do not add them.

Whenever a Skill grants its bonus to a Task or Contest (see below), its name shall be shown in brackets near the tested Attribute's name.

Some special Tasks may be resolved using Size or Speed, and in some cases, excessively high or low Size can be used as a modifier for certain Tasks.
Usually, the positive or negative modifier is equal to +2 or -2 for each Size Class by which the character exceeds (or falls short of) what is considered ideal by the Referee for the Task.

For example, a Medium human attempting to move through a tunnel designed to be comfortable for a Small creature might suffer a -2 penalty when trying to move quickly or silently due to the cramped conditions.

Sample Task resolution: *Malmuut Obness Daar is prowling through the Halls of the mad Umzoolam of Barrara.*
The Gm tells him that he comes upon a locked door, Malmuut's player states that he wants to open the door.
The GM decides that the lock is not very complex yet Malmuut lacks any appropriate equipment; he decides the Task to be a Wit [Subterfuge] Task at difficulty 12.
Otherwise Malmuut could force the door with a straight Body Task.
However the door is very tough and the GM decides that the difficulty is set at 14 for breaking down the door.
Malmuut tries to lock pick the door rolling 2d6+5 and gets a 7+5=12!
The GM rules that the lock broke without the door opening, Malmuut can not pick it anymore, yet the Body Task difficulty drops to 10.
Malmuut this time rolls an 8+3=11.
The door slams open and Malmuut sneaks in hoping that no one heard.

Contests

Some Tasks require that one character overcome another to be successful. Some examples include tug-of-war contests, races or games of chess or cards…. For this sort of Task, there is no preset Difficulty; instead, the involved characters each roll 2D6 and add the appropriate Attributes plus modifiers (like wounds or Skills or whatever else

might interfere).
Logically enough, the character with the highest total wins.

Special Results

No matter how positive or negative your modifiers are, there is always a chance of Success or of Failure.

A natural roll of 2 is ALWAYS a FAILURE (in a Contest, compare results normally if all of the involved players also roll a 2).

Similarly, a natural roll of 12 is ALWAYS a SUCCESS (in a Contest, compare results normally if all of the other contendants have also rolled a natural 12).

Any time a character fails any Task by 6 or more points, he doesn't simply fail but he fails in a catastrophic way (which usually involves taking or inflicting damage or breaking or losing items).

Any time a character succeeds at any Task by 6 or more points, she is incredibly successful (double effect, half spare parts cost or time for building items, double damage, crafting an excellent item that imparts a +1 to all related Tasks and contests etc.).

The Game master will decide how spectacular success and spectacular failure are handled during Contests.

Of course, the exact nature of these catastrophes and remarkable successes is always left to the discretion of the Referee.

Sample Contest resolution: *Once inside the door, Malmuut's players states that he looks around for any sign of trouble before entering.*

The GM knows that some guards are inside a nearby room and having heard the noise have set up an ambush for whoever may come through the door.

The Gm secretly rolls a Contest of Wit [Subterfuge] between Malmuut and the guards.

The GM rolls 2+5=7 for Malmuut and 10+3(for the guard's Wit) +1(for the guard's Basic skill rank in Subterfuge) =14. Ooops a catastrophic failure!
Not only did Malmuut fail to notice the guards, he actually rushed into the room!

The GM declares that the Guards have the benefit of Surprise and also that Malmuut receives a -2 to the defense rolls for the Surprise round…

CHAPTER FOUR: COMBAT

In crisis situations (not necessarily involving violence), the referee might use Combat Turns to have a precise and clear flow of events.

Time Scale and order of Actions

A Combat Turn equals 3-4 seconds of real time in which all characters involved may take one action. At start of the combat turn, the referee calls for Initiative Values, after which actions are announced and resolved by the interested parties, in order of descending Initiative Values (also known as I.V.).

A Character's base Initiative Value is equal to the sum of his Wit + Agility, at the beginning of each turn, all involved parties roll 1d6 and add it to the base I.V. to get the final I.V. score for that turn. Should there be ties, higher base I.V. goes first. Should there still be a tie, the characters resolve their actions simultaneously.

There are several actions you can choose from, all of which are explained below in greater detail:

Attack
Defend
Manifest a psionic power
Move by feet, mount or vehicle
Pick up, use or interact with an object
Wait

Surprise

Sometimes, a group or individual may be encountered unexpectedly.
People who gain surprise have one free Combat turn to act before the normal combat routine is established.
To determine if someone sneaking around surprises someone else, you may have to roll a Contest between the sneaker's Agility [Subterfuge or Survivalist] and the victim's Wit [Subterfuge or Survivalist].

Actions

Attacking in Melee

If the acting player decides to attack someone nearby, just have him roll a Body [Armsman] Contest with the designated target of the attack. If the attacker wins the Contest he hits the target, usually inflicting damage (but see the section on Armor below for details on how damage may be avoided).

Characters may gang up on one target: a character may be attacked by up to two characters of its same Size class, twice as many for each Size class lower and by one enemy only for creatures of a higher Size class.
The first melee attack against the target is resolved normally, but on each attack that follows, the defender suffers a -1 penalty to its Contest roll for each previous attack it suffered.

For example, imagine that Antero the Brute (Size H) is attacked by three humans (each Size M) and two Tars (each Size S).
This is legal because two medium sized attackers count as Large attacker the two Tars count as one medium attacker, that summed with the human left make up for another large attacker, which gives us a total of two large attackers (or one Huge) that obviously doesn't exceed Antero's Size.
When the attacks are resolved, the first one is resolved normally, the second gives Antero a -1 penalty because of the single previous attack, the next gives Antero a -2 penalty because of the two previous attacks, and so on, until the fifth attacker overwhelms poor Antero with a nasty -4 penalty.

Swing Attacks: Battle Axes and two-handed swords (but no other weapons) may be swung around to hit more than one target in one fell swoop. A melee attack executed with one of these two weapons allows the attacker to aim at two targets with one single attack roll (each defender compares his or her defense roll against the attacker's single attack roll).

Please note that for this to work all of the targets have to be on the same side of the attacker and adjacent both to each other and to the attacker. Finally, be sure to remember that Battle Axes and two-handed swords are huge, two-handed weapons that require a fair amount of space to swing and which prevent the person wielding them from using a shield while attacking.

Swing attacks can be used with one handed weapons or disarmed attacks if, and only if, all potential targets are at least one Size class smaller than the attacker.

All out attacks: The attacker concentrates its

strength in one furious blow. The attacking character receives a +2 to the attack roll Task but all nearby enemies get a +2 to attack him in melee. This can't be mixed with Swing Attacks.

Feints: The attacker plays it by wit. The attacking character acts last in the turn, using Wit instead of Body for the attack roll, the defending character as well must roll his defense using Wit. This can't be mixed with Swing or All-out Attacks.

Charge: If the attacker moves in a straight line at top speed and ends its movement nearby an enemy it may attack as if he was giving an all out attack. If the attack hits, it may add its Body score and Speed ranks to the rolled damage.

Mounted attackers count the mount's Body and speed instead. However the target of this attack if armed with a spear and standing still gets the same damage bonus.

A Charge maneuver can't be mixed with swing attacks or All out attacks. Victims of a charge attack must roll an Agility Task at (Damage) difficulty to avoid falling and losing next turn.

Ramming: Ramming with vehicles can be considered as a Charge, a vehicle has a base damage score depending on its' size class: 1d6 for Medium vehicles, 2d6 for Large vehicles, 4d6 for Huge vehicles and 8d6 for Enormous ones.
A ramming vehicle takes as much damage as one half of the damage it inflicts.

Combat Using Two Weapons:
What's the difference between fighting with a spear and fighting with two daggers or axe and shield? At the beginning of the turn, before resolving actions, all characters fighting with two weapons (either two one-handed weapons or a weapon and a shield) have to choose which way they're going to employ their second-hand weapon: attack or defense.

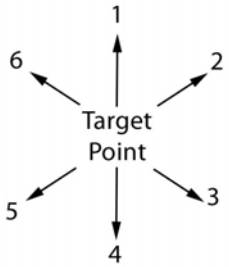
If you're going to use it for offense, when your time to act comes and you decide to attack, you can roll an extra attack with the secondary weapon at a penalty to the Contest roll of -2. You can attack any adjacent target, and you don't have to attack the same enemy targeted by the first attack.

If you want to use your second-hand weapon for defense, things change: if your second weapon is a shield, all the attacks you suffer (melee or aimed) receive a -2 penalty to the Task roll. If the second-hand weapon is not a shield, all melee (and only melee) attacks suffer a -2 penalty to the Task roll.

Attacking at a Distance

Aimed Attacks: Whether they involve a thrown rock or spear or an arrow from a long bow, ranged attacks are always resolved is the same way: determine if your target is at Short, Medium, or Long Range (as specified by the statistics of your weapon), then roll an Agility [Marksman] Task at Difficulty 10 if the target is at Short Range, 12 if it is at Medium Range, or 14 if it is at Long Range.
If you succeed at the Task you've hit your target. If a target is under cover, this inflicts a negative situation modifier.

Area Attacks: Some ranged attacks may have an area of effect, hitting everybody inside the area's radius in meters.
To determine if an area attack hits, just determine how far you want the attack to reach (Short, Medium or Long Range), then roll the usual Task for aimed attacks but ignore all the modifiers to the attack roll for defender's Size and Speed...
If the attack hits, everybody inside the area is hit, though cover may apply depending on the kind of area attack (it's the Referee's call).
Should the area attack miss, it doesn't simply disappear it just goes off somewhere else. Roll 1D6 and consult the table below.



The area attack travels in that direction from the designated landing point for 1D6 meters at Short range, 2D6 meters at Medium range, 4D6 meters at Long range. Once you've figured out where the attack went, resolve the effects of the area attacks when it lands in the new ground zero.

Shooting into the Fray: Every time somebody tries to shoot at someone involved in melee, he suffers a -2 penalty to the Agility Task. Should the attacker miss his attack roll, have everybody involved in that fight (including the intended target) roll 2D6 and add Body.
Of all characters rolling above 12, the highest roller gets hit (highest Body breaks tie, otherwise roll again to break tie).
If nobody rolls above 12, nobody gets hit. Apply this rule only to aimed attacks.

Moving Targets: Any aimed ranged attack against a

moving target suffers a penalty modifier equal to (Target's Speed/4).

Modifiers to All Attack Rolls

Size: Size modifies attack rolls. If you're smaller than your target, add +2 to your attack roll per Size class of difference. Subtract 2 per class of difference from your attack roll if you're bigger than your attack's target. This applies both in melee and at a distance but never for area attacks.

Situation modifiers: If the target is stunned, surprised, in a lower position (as when the attacker is mounted while the victim is an infantryman...) or attacked from the rear or similar positive situation, the attacker gains a *cumulative* bonus of +2 per advantage.
Attacking at night or in the dark (or fog) or while on slippery ground or similar negative situation the attacker gains a *cumulative* penalty of -2 per disadvantage.

Effects of Attacks

If your attack connects, you must roll a number of damage dice specified by the statistics of the weapon that you're using. Add to the total of this roll all modifiers that need apply (like, for example, those given by the various maneuvers or Martial Arts skill) and subtract the target's Armor Value. This new total is subtracted from the target's Life Points total.

Penetrating attacks: Some weapons and attack forms are described as Penetrating, these attacks ignore two points of Armor Value.

Unstoppable attacks: Some weapons and attack forms are described as Unstoppable, these attacks ignore four points of Armor Value.

Overwhelming Attacks: Some weapons and attack forms are described as Overwhelming, these attacks ignore eight points of Armor Value.

Armor

Armor exists in three types: light (usually made of leather) with an Armor Value of 3, medium (chain or scale mail) with an Armor Value of 6 and heavy (plate mail) with an Armor Value of 9.
Characters can't wear more than one armor type. When a character gets hit, subtract his or her Armor Value (also known as A.V.) from the damage that he or she takes.
Some creatures have a natural A.V. that can be added to that of worn armor.
Partial armor has the normal Armor Value of its type and counts as one level lighter regarding encumbrance, but it stops damage only if the attack roll result was an even number.
Armors are made with a particular body shape in mind, so only characters of the same species with the same Body and Size scores can exchange armors.
A character may try to strike for an unprotected part of the target but suffers a –2 penalty to the attack roll against characters covered by partial armor, and –4 against characters covered by full armor.

Hardened armor: Some armor types are described as Hardened, they ignore Penetrating effects, granting full A.V. against these attacks.
Unstoppable and Overwhelming attacks are considered one step lower (Penetrating and Unstoppable respectively) against hardened armor.

Unbreakable armor: Some armor types are described as Unbreakable, they ignore Penetrating and Unstoppable effects, granting full A.V. against these attacks.
Overwhelming attacks are considered Penetrating and against Unbreakable armor.

Ultimate armor: Some armor types are described as Ultimate, they ignore Penetrating, Unstoppable and Overwhelming effects, granting full A.V. against these attacks.

Special Attacks:

Not all attacks are brought to inflict damage and wounds; all Special attacks are executed with a -2 penalty to the attack roll. Here are some alternate options:

Disarming: You can chose not to roll for damage but simply to disarm the target of your attack, flinging one of his weapons 1D6 meters in the direction of your choice.

Stunning Attacks: Only melee attacks can be used to stun an enemy.
To stun, you determine damage and subtract A.V. as usual, but instead of inflicting a LP loss, you daze your target for a number of turns equal to the damage that would otherwise have been done.
A stunned character can only move at half speed or Defend, it can’t take actions of any other sort. If the number of turns of stun exceeds the victim's Body score, consider the victim knocked out for 1D6x10 minutes.

Knock down Attacks: Only melee attacks can be used to knockdown an enemy of same or lesser Size. If the attack connects the target trips and falls.

Wrestling: If you want to pin your enemy to the ground, go on and wrestle him! Wrestling is a weapon-less melee attack. If you're successful, it means you have grabbed your enemy.
If it is the same Size as you (or smaller), you may chose between taking it to the ground, holding it immobile, or strangling it. If the target is bigger than you, you can only choose to bring it to the ground (by tackling or tripping it).
Held or strangled characters may do nothing but try to get free when their time to act comes. To break free of a hold, you must win a Body [Armsman] Contest with your grappler.

Defending

A character that spends his turn doing nothing but defending himself causes all the attacks brought against him to suffer a -2 penalty to the Task roll. A character may declare that she is defending before it is her turn to act in reaction to an attack, but this prevents her from doing anything else with her turn later on.

Pick Up, Use or Interact with an Object

This action is fairly self-explanatory, though it's worth noting that interaction with some items may require more than one turn.

Wait

The character doesn't act when her time comes but instead waits to act later on. She can act whenever she likes, interrupting whoever is currently acting to take her action first. Should another waiting player also decide to react at this point, determine initiative between the two interrupting players by the usual method (comparing I.V.'s, etc.).

Moving

All characters have a Speed rank which determines how far they can move in one turn. A character may move up to 10 meters/round per point of Speed.
Characters with no Speed rank are immobile.

Difficult ground (or climbing, or swimming for earthbound creatures like humans) or bad weather conditions may halve a character's movement speed (Referee's call).

Running (or any similar effort of increasing your speed) increases a character's effective Speed Rank by one, but can be sustained only for a number of turns equal to Body points.

Some creatures may have a different Speed rank for each of their different modes of movement (different modes are indicated near the Speed rank in this manner: flight, walking, swimming, burrowing).

Characters piloting a vehicle - or riding a creature - can alter safely the speed of a vehicle from one turn to the other of no more speed ranks than the vehicle's Acceleration stat (or creature's Agility). A piloting character can accelerate more than the mount's capacity, for each speed rank of acceleration beyond the maximum, the mount or vehicle suffers 1d6 of damage regardless of armor, otherwise the piloting character can try an emergency break reducing the speed by twice the acceleration score.

Any turn a vehicle –or mount- is moving at a speed higher than half its maximum speed the pilot or rider must Test its Agility [Pilot, Sailor or Survivalist]:

Base difficulty is 8
Difficult terrain +2
Acrobatic maneuver/defending +2
Emergency break /Pushing +2
+Vehicle maneuverability

Failure means the driver of the vehicle or mount loses control and may crashes.
The game master may call for such rolls also of character's trying to tread difficult ground.

When a driver loses control, half of the movement for the turn is executed normally while the other half happens in a random direction determined by the game master. This may result in collision with an object, creature or other vehicle. The vehicle also loses 2d6 speed ranks.
A crashing vehicle, mount or character suffers (speed/2) d6 of damage.
This same amount of damage is inflicted on crew and passenger that may however avail themselves of the vehicle's A.V. in addition to their own.
Any time a vehicle or mount is hit, the character controlling it must immediately test again its Agility [Pilot, Sailor or Survivalist] at the difficulty determined at the beginning of the turn, however the pilot suffers a -1 to the test for each d6 of damage received and an additional -1 for each new piloting check.

Encumbrance

Characters and creatures are usually considered Unencumbered when they are carrying a couple of weapons, clothes, some coins and one personal object (hunting horn and tinderbox for Survivalists, a flute if you're a musician, etc…).
Donning armor already sensibly slows you down. Consider partial armor as one level lighter than full armor for the purposes of calculating encumbrance.

Load (anything else you're carrying that has a volume up to your Size level, like loot in a coffer or a human body on the back of another human or a rider for an Umtar) also slows you down: if you're carrying load, consider yourself one level lower in the following encumbrance table.

Load	Penalty to Agility*	Speed rank penalty
Unencumbered	-0	0
Light armor	-1	0
medium armor	-2	-25%
Heavy armor	-3	-50%
Heavy armor and Load	-4	-75%

* Affects also Initiative Value; the Referee may chose to apply this penalty also on some Body Tasks or Contests where freedom of movement is required. The modified Attribute may reach a negative value.

Special Cases

Vehicles in combat

Should a vehicle's LP fall under half of its original score, some penalties to its operation are suffered: a -2 modifier on all die rolls for Tasks (which are described in chapter 3) and a 50% reduction to Speed. Such a vehicle is considered Heavily damaged.

A vehicle reduced to 0 LP stops being operative but may still be repaired, if a Vehicle is reduced to a number of negative LP equal to its Body, it is damaged beyond repair.
A Weird Science vehicle reduced to a number of negative LP equal to its Body immediately explodes causing (Body) D6 of fire damage in (Body) meters of radius area.

Vehicles can be repaired by a character with the appropriate skill (usually Craftsman or Weird Science) of 2 LP for 4 hours work, however heavily damaged vehicle can only be repaired in a lab.

Vehicles receiving damage inflicting more than 50% of their LP in a single stroke immediately take a special effect damage determined randomly:

2d6	Special effect
2	Random piece of equipment depending on vehicle (like a weapon or radio)
3-4	Motion system(-1 Speed)
5-6	Maneuverability (-1 Maneuverability)
7	Nothing
8-9	Crew (1d6 random crew members or passengers take the same amount of damage as received by the vehicle.)
10-11	Armor crack (vehicle loses 3 points of armor)
12	Fire (the vehicle starts burning with a d6 rating regardless of armor)

Special effect damage can only be repaired by a character with the appropriate skill: it requires one day of work in a lab, spare parts and a Difficulty 12 Wit [appropriate skill] Task.

Fire arms

Fire arms are rare products of highly developed societies. Fire arms only hold one shot and need to be recharged before they can shoot again: a heavy cannon requires ten action turns to reload and a crew of three, a cannon requires five action turns to reload and a crew of two, a light cannon can be reloaded by a single person in three action turns a blunderbuss or an arquebus requires two action turns to reload, a pistol requires 1.
The blunderbuss and the light cannon are area effect weapons with a two meters radius, while the cannon is an area effect weapon with a 5 meters radius.
Repeating weapons are a slightly different case (and a lot more rare): a repeating gun holds a clip with 20 shots and automatically recharges in the same turn it shoots, however changing a clip takes the usual amounts of time and crew requirements.
Grenades are thrown weapons made of explosive that will explode on impact once the safety pin is released, they have a five meter radius.
Drop bombs are larger grenades jettisoned from air vehicles during air strikes.
Some special grenades and cannon shots do not inflict damage but simply release venomous gasses or drugs in the air thus following the usual rules for poisons and drugs.
Firearms are considered *Unstoppable* attacks.
Fire arms must be cleaned after every combat by a competent gunsmith, otherwise it will explode at the first fumble rolled inflicting its damage to the gunner.

Primitive weaponry

Not all weapons and armors are made of steel (or ultra hard ceramics), primitive peoples usually use

stone or copper or bronze, some rare weapons are made of silver.
Chain or plate armor built in copper or bronze respectively stop 1 and 2 damage point less than their steel or iron counterparts.
Primitive weapons will break in combat whenever their user rolls exactly the same number of its enemy on a combat roll and its enemy employs a stronger weapon or armor: here is a list from the weakest to the toughest material:

Wood/Bone
Stone
Copper/Silver
Bronze
Iron
Steel
Ceramics

Different sized weapons

Unless specified in the text, all damage and armor values in these rules are for medium-sized (e.g. human sized) weapons.
However Brutes employ weapons and armors just like humans, this kind of Large-sized weapons or armors inflict or parry 2 times as many damage points as human sized ones and have twice the listed range and cost.
In the same way small sized weapons and armors would halve their costs, ranges, damage and armor values.
A character may not use weapons created for a different Size Level unless the GM allows it, a penalty to attack Tasks and Contest should any way be applied.

Sample Individual Combat sequence:
*While wandering the ruins of a forgotten city in the northern swamps of the twilight zone, Malmuut (*Body 3, Wit 5, Agility 4(3), Presence 2, Psi-index 1- Size M, Speed 3, I.V. 9(8), 18 LP- equipped with shield, sword [dmg: 2d6+1] and light armor [av:3]*)*
*finds himself confronting a Brute raider (*Body 7, Agility 2, Wit 2, Presence 3 – Size L, Speed 6, LP 42, I.V. 4 - equipped with partial light armor [av: 7/1] and a huge club [dmg: 2d6]*).*

The GM asks for a Surprise check and determines that neither is surprised.
At the beginning of the first combat round they both check Initiative rolling 1d6 and adding their own IV.
Malmuut rolls 3 +8= 11 against the Brute's roll of 4+4=8.
Malmuut wins the initiative and decides to attack, using the shield for defense: he rolls 2d6+Body+2 due to size differences against the Brute's plain 2d6+ Body roll.

Malmuut rolls 9+3+2=14, the Brute rolls 7+7=14. Malmuut gets to scratch the Brute for half damage, yet its odd roll allows him to avoid the armor worn by the Brute.
Malmuut inflicts (2d6=7+1)/2=4 damage points, subtracting the Brute skin A.V. of 1, 3 damage points.

The Brute on his action strikes back at Malmuut rolling 2d6+Body-2 for size and -2 for the shield and gets 8+7-2-2=11 versus Malmuut's roll of 7+3=10.
The Brute strikes for 2d6-3 damage and gets a total of 4.
Malmuut swears under his breath hoping that help arrives soon… And it does!

The next turn a member of the Yellow legion assassin cult appears at the Brutes back declaring an all out attack.

*The Assassin (*Body of 5, Size M, I.V. 10, no armor and a poisoned long sword Advanced rank in Armsman*) has the advantage of surprise and stabs the Brute rolling 9+5 for Body,+2 for skill, +2 for size, +2 for surprise, +2 for all out attack=22, the Brute rolls a 9+7=16.*

The result is a critical success dealing double damage against full armor value for ((2d6=5+1) x2)-7) =5 damage points. It's just a flesh wound, yet the assassin's sword is poisoned with a potency of 5.
The Brute beats the Potency of the poison rolling a 10+7=17 versus a 5+5=10 and suffers no ill consequences.

The Brute shrieks with surprise and normal initiative sequence takes place.
The assassin rolls a 4+10=14, Malmuut gets a 2+8=10 and the Brute rolls a 5+4=9.
The order of action for this round is :
The Assassin
Malmuut
The Brute

The assassin goes first winning initiative and executes a normal attack losing both benefits of surprise and all-out attack.
His roll of 7+9=16 is beaten by the Brute's incredible 12+7=19.

Malmuut attacks now and rolls himself an 11+5=17 against the Brute's 4+7-1=10 due to this being the second defense roll of the turn.

Malmuut inflicts double damage and ignores the Brute's worn armor and gets to inflict a staggering ((9+1) x2)-1) 19 damage points!

The Brute has now accumulated (19+3+5=) 27 damage points, it suffers a -2 to all Tasks and Contests and a -1 to Speed from now on.
In addition the Brute must roll its Body versus a target difficulty of 12 to avoid losing consciousness… and fails rolling a total of 11!
As the giant crumbles to the ground Malmuut takes a deep breath to thank his savior only to find the assassin's blade at his own throat...

Mass combat

Mass Combat is a common event in Sword & Planet narrative.

Typically the hero will lead his city's army or air fleet against hordes of barbarians, traitorous city states or mutated servants of some Weird Scientist: A simple reading of the subject material will give the GM lots of ideas of how to fit the clash of armies in its campaign.

Most battles will not involve the player characters directly and their resolution will be decided by GM fiat, as their role is more that of plot device then that of challenge to the player's skill.

However *Under the moons of Zoon* also proposes a fast resolution system for mass battles, while not accurately realistic it serves the purpose of allowing PCs to lead armies in epic struggles.

Mass combat is resolved using the same rules as individual combat save some differences outlined below.

Deployment: The GM must decide in which conditions and at which range the battle starts.
Also Surprise effects should be taken in account: if an army ambushes the other make the army leaders roll a Wit [Armsman] Contest to check for surprise.

Scale: First of all, mass combat Turns are 5 minutes long, movement rates are recalculated to 1 Speed point equal to 100 meters movement.

Units: Units are treated as single characters using the same Attributes as for individual characters or vehicles of the same type.

AV, Body, Speed, Size, Life points, IV, Presence and attack roll damage of a Unit are based on the average unit member attributes.

Mounted units use the mounts Size and Speed, and use the riders IV.
Body, Presence and Life points are based on the average of rider and mount's Body, Presence and LP.
A mounted unit inflicts damage equal to the sum of rider's and mount's damage rolls.

Vehicular units are treated normally, use the pilots I.V. for initiative.
When a vehicle unit looses members all Troopers transported on lost vehicles are considered Casualties.

Mounted and Vehicle units should check for crashes while moving (see above) using the pilot Agility and Skill rank.

Actions: Units execute actions in order of I.V. exactly the same way individual characters do, with the following additional modifiers to melee attack and defense rolls:

Unit Scale level	Scale mods
1-10	+0
11-25	+2
26-50	+4
51-100	+6
100-250	+8
250-500	+10
501-1000	+12
1001-2500	+14
2501-5000	+16
5001-10000	+18
10001-25000	+20
25001-50000	+22
50001-100000	+24
Each further doubling	Additional +2

In case of missile attacks, *add one half the unit's modifier to the attacker's roll (*larger units are easier to hit*)*
The Scale modifier is subtracted from a unit's Initiative Value.

Damage: Whenever a unit successfully hits an enemy unit roll for damage applying the usual modifiers (special actions like charge, *Penetrating* attacks, critical successes…).
Add the potency of eventual venoms to the damage roll.
Incendiary weapon damage rolls do not carry over from round to round: keep re-rolling and adding 6s.

Area effect weapons inflict double rolled damage.

At this point subtract the attacked unit's average A.V. from the Base Damage Total (considering the usual rules for partial armor).
At this point the damage points total for Stunning attacks inflict half damage, to a minimum of 1.

Once a Modified Damage Total is obtained multiply it by the unit's members and divide this new total by the average target unit Life Points plus the unit's Scale modifier.
The result is the number of individual members that the unit loses.
Do not roll special damage results for vehicles, nor consider the modifiers for Heavy damaged status.
As the unit composition changes to lower values, recalculate the Scale modifier.

Missile weapons: Missile weapons that require reload actions (i.e. can not fire every turn like repeating firearms) do require reload times also in Mass Combat turns.

Joining and Splitting: As a standard combat action units may split to smaller units or merge in to larger ones. Each new unit must have at least 10 members.

Fortifications: Units behind fortifications receive the same benefits of an additional layer of Partial armor and shield (-2 to be hit). Wood buildings should be considered Light Armor, Stone buildings should be considered as Hardened medium Armor. Ancient vaults can be considered as Umpenetrable Heavy armor or more.

Morale: Should a unit lose more than 25% its members it must check morale by rolling a Presence Task: 14.
Failure means that the unit routs and flees the battlefield at top speed unless rallied.
Units losing more then 50% or more of their members check at Difficulty 16.
Units must check morale with a Presence Task also when confronted by *Frightening* units or causing *Horror*.
The target Difficulty is 12 if the Frightening unit is one Scale level smaller and 16 if one or more Scale levels higher.
Units losing their Leader (see below) must immediately roll a Presence: 16 Task or rout.

Leaders: Heroic characters can be assigned to lead particular units. A unit may check morale using the Leader's Presence instead of its own Presence, adding their Leader's Fame (see chapter 10) to all Morale Tasks.
Also a unit's I.V. is based on the unit's Agility and the higher between the units and the Leader's Wit.
A Leader's Competence Bonus for the Armsman skill is added to all of its unit's rolls: Tasks, Contest and Damage.
Leaders may spend Epic Points on their unit's rolls and on damage rolls to which the unit is exposed.
Whenever a unit is damaged, the Leader must roll a straight [Armsman] Task to avoid being damaged in the fight. First check for leader damage, then for unit morale.
A damaged leader receives the same Base Damage Total that the unit received by the attack.
Leaders should check for unconsciousness as individual characters do, Heavy damage penalties are applied to the above Survival Task.

Unit losses equal to	Armsman Task Difficulty
20% or less	6
40% or less	8
60% or less	10
80% or less	12
Up to 100%	14

Leaders of routed units may try to restore the unit's Morale: each battle round before the routed unit leaves the battlefield (as defined by the GM) it must execute a Morale Task at difficulty 14, if successful the unit may get back to the fight from the next turn.

Casualties: At the end of a fight the GM may need to calculate the real number of losses suffered by an army or unit.
About 60% casualties represent dead men or disabled vehicles, the remaining 40% percent represents heavily damaged soldiers and vehicles that can be healed or repaired.
Vanquished casualties are never dead unless attacked by weapons deadly to them and will start to regenerate as soon as the battle ends.

Psionics: Psionic actions are handled mostly as usual for individual psionics and are applied as if the unit as a whole was the Manifesting character. For more on psionics see the Psionics chapter.
Notable exceptions include:

> **Regeneration and Psychosurgery:** multiply the number of regenerated Life points by the number of men in the Regenerating unit, and divide it by Average Unit Life Points: this number is the number of recovered members.

Cannibalize: multiply the number of regenerated Life points by the number of men in the unit, and divide it by Average Unit Life Points: this number is the number of lost unit members.

Mind Control: Divide the number of members of the Psionic unit by the target unit's scale mod: the result is the number of affected enemy soldiers. Double that if the psionic unit creates an area effect manifestation.

Assault and Pyrokinesis: Treat as normal ranged attack, remember to consider the eventual doubling of damage due to Area effect.

TK shield: Double the A.V. bonus if the Manifestation is created with Area Effect.

Teleport: This manifestation can be used to move the unit away with another unit within range.

Ring: Any Discipline manifested next round receives a bonus number of power levels equal to Ring level plus the unit's scale mod.

Maintaining an exiting manifestation costs a unit 1 Psi Point per Mass combat turn.

Legendary Units: Heroic units like the White Knights of Helicon have the additional benefit of a personal Fame score and Epic Points reserve.
These Elite units will have up to Fame 3 and a reserve of up to 20 Epic Points *per battle*.
These units may spend Epic Points on all their rolls and on damage rolls to which the unit is exposed.
Also they add their own Fame score to all Morale Tasks.

Sample Mass Combat sequence:
A scouting platoon of 50 White Knights of Helicon is hunting down a group of 100 Brute Raiders.
The white Knights are fully equipped with Partial Light Ceramic Armor, Arquebuses, Ceramic swords and mounted on Armored Umtars.

We can imagine the Umtars as having the following standard attributes:

Umtar
Body 5 Agility 3 Wit 2/5 Presence 3
LP 30 Size M I.V. 7
Speed 9
Attack: 2D6
AV: Partial Ceramic light armor (3/0 *Hardened*)

Meanwhile, the White Knights can be considered as having these attributes:

White Knights of Helicon
Body 5 Agility 4 Wit 3 Presence 3 Psi-Index0
LP 30 Size M Speed 3 I.V. 7
Attack: Sword *Penetrating*(2d6+1-10/20/40), Arquebus with white-flame ammo 2d6+2 (range: 40/80/120) *Unstoppable*
AV: Partial Ceramic light armor (3/0 *Hardened*) and Shield
Skills: Armsman Advanced, Marksman Advanced, Survivalist Advanced.

They are lead by a Lieutenant with similar attributes and skills except for a Wit of 4, Presence of 4 and Advanced Armsman Skill, no Fame nor Epic Points.

Following the rules, the attributes of a mounted unit of White knights can be considered as:

50 White Knights of Helicon –Umtar Mounted
Body 5 Agility 4 Wit 3 Presence 3 Psi-Index0
LP 30 Size M Speed 9 I.V. 8
Attack: Sword & Trampling *Penetrating*(4d6+1), Arquebus with white-flame ammo 2d6+2 (range: 40/80/120) *Unstoppable*
AV: Partial Ceramic light armor (3/0 *Hardened*) and Shield
Skills: Armsman Advanced, Marksman Advanced, Survivalist Advanced.
The unit has a scale mod of +4
The Knights are an Epic Unit with a Fame of 2 and 10 Epic Points.

The raiders have standard Brute Attributes:
100 Brute Raiders
Body 7, Agility 2, Wit 2, Presence 3
Size L, Speed 6, LP 42, I.V. 4
Attack: huge club [dmg: 2d6]
AV: partial light armor [av: 7/1]
Skills: Survivalist Basic and Armsman Basic.
Being a unit of 100 Brutes, they also have a Scale Modifier of +6
The Leader has the same attributes and skill save for Presence 4 and Advanced Armsman skill.

The GM has determined that no side is surprised as the Brutes have found shelter in some ancient ruins while fleeing the chasing Knights.

The Ruins have the same effect as Partial Medium Armor and cover.

On the first round the Knights roll Initiative getting a (dice roll of 4 plus 4 for Unit Agility minus 4 for scale mod plus 3 for Leader's Wit=) 7 beating the Brute's total of (roll of 3 plus 4 for I.V. minus 6 for scale mod=) 1.
The Knights open fire on the Brutes, keeping position some 100 yards from the enemy.
The Knights roll a 4+4(Agility) +3(for firing on a unit with a +6 scale modifier) +2 (Skill) +2 (Leader's skill) +2 (Large target)-2(for cover) =15 vs. a difficulty of 14(Long Range), a hit but nothing special.

Since the result is even, the Brutes' Partial armor is not skipped, nor is the fortification's AV. However, due to the Firearms' Unstoppable effect only 9 instead of 13 Armor points reduce the damage roll.
The Lieutenant decides to use 3 Epic points from the Unit's reserve to increase damage by +6.

The Knights roll for damage 2d6+2+2(for leader's skill)+6 (for Epic Points)-9(for cover and armor), the white-flame ammo allows them to re-roll and add all dice that come out a six.
The dice come out a total of 7, for 8 damage points of Base total equal to ((8x50)/ (42+6)) =8 dead Brutes.

The Brute's leader must test his Armsman skill at Difficulty 6 to avoid taking damage: he rolls a 2 and takes basic damage; he is down to 34 Life Points.
Close, but no cigar...the Brutes do not have to test morale at this point.

Now it's the Brutes turn, the leader decides to risk it all and brings out its raiders in a desperate charge against the enemy!
Since in mass combat rounds each speed rank covers 100 meters of movement, the brutes easily connect with the Knights.

The brutes add to their roll: Body (7), Unit Scale mod (6), Armsman Skill (1), Leader Skill (2) and subtract 4 (due to Shields worn by the Knights and Size difference) =12.

The Knights add to their roll: Body (5), Unit Scale mod (4), Armsman Skill (2), Leader Skill (2) =13.

The Brutes roll a 6 and the Knights a 5.
Tied!
The Brutes barely connect inflicting half damage, however the Knights' Lieutenant expends 1 Epic Point to reduce damage: 9(2d6)+13(due to charging bonus)+2(Leader skill)-2 (for Epic Points)/2=11 damage points minus full armor effect of 3 for 8 points of base damage.
The losses of the Knights are ((8x92)/30+4) =22 men!

The Lieutenant -on his part- fails its Armsman Task against a Difficulty of 10 and takes 8 damage points.

The Knights do have to test their Morale, they roll adding their Leader's Presence and Armsman Competence Bonus plus Unit Fame (for a total of 8) versus a Difficulty of 14 and succeed, standing their ground.

The Knights may still lose the next round due to the effect of the Charge: they have to roll a Task of 2d6+Agility+Survivalist Competence bonus against 11, and succeed by rolling a 7.
The 28 remaining Knights have now a Scale mod of 4.

A new round begins, again the units check for Initiative: The Brutes get a total of 0 against the Knights' total of 8.
The Heliconian Lieutenant grits his teeth and orders a new round of fire:

At short range and with no more cover the Knights roll 5(2d6) +4(Agility) +3(for firing on a unit with a +6 scale modifier) +2 (Skill) +2 (Leader's skill) +2 (Large target)-2(for shooting in the fray) =16 vs. a difficulty of 10(Short Range), critical strike!

The result is double damage with no armor... for good measure the Lieutenant decides to expend another 3 Epic Points on the damage roll, the maximum that the unit may benefit from with its

Presence of 3 (and leaving only 3EP in the Unit's reserve for this battle).

The Knights roll for damage (2d6+2) x2+2(for leader's skill) +6 (for Epic Points), the white-flame ammo allows them to re-roll and add all dice that come out a six.
The dice come out a 6 and a 2, the six is re-rolled coming out a 5 for a total of base damage points 38 and the Brutes lose (38x28)/48=22 men.

The Brutes' Leader now checks again its Armsman skill to see if the volley hit him and succeeds.

The Raiders check morale rolling 2d6+6(Leader's Presence and Armsman skill) versus 14.
By rolling a 7 the Brutes fail morale and rout, their action is spent fleeing the battle field at full speed!

In only 10 minutes of battle 30 Brutes and 22 Knights of Helicon have lost their lives...

On the following round the Heliconians win again initiative and declare an all-out charge on the fleeing Brutes!

The brutes add to their roll: Body (7), Unit Scale mod (6), Armsman Skill (1), Leader Skill (2) =16.

The Knights add to their roll: Body (5), Unit Scale mod (4), Armsman Skill (2), Leader Skill (2), Size difference (2), All-out attack (2) =17.

Since the Lieutenant is risking everything he got on this charge, he uses the unit's last Epic Points for an additional +6.
The Knights' total of 30 beats their enemies' total of 25.
As the Knights have rolled a 7, no armor is applied on this attack as well: 32 damage points (due to charge effect, leader skill and the sum of knights and mounts' attacks) result in 19 more dead brutes in the five following minutes, bringing the total down to 51 Brutes.

As the Brutes' leader fails his Armsman Task suffering 32 damage points that send him unconscious the raiders can not rally this combat turn and keep fleeing.
Having captured the leader despite suffering heavy losses, the Knights decide to give them some respite...

Brute Raider

Typical vehicles

Vehicle	Size	Class	Speed Rank	Man	Acceleration	Body (Life points)	Armor
Chariot	M	Ground	*	-1	*	5(30)	3
Lifeboat	L	Sea Oars/Sails	2 / 6	2	1	8(48)	3
Frigate	H	Sea Oars/Sails	5 /19	1	3	12(72)	6
Longship	H	Sea Oars/Sails	10/17	0	2	16(96)	9

Chariot
The most ancient of vehicles a wooden and metal shuttle pulled by huge draft animals.

Required Crew: 1
Passengers: 1
Cargo: 100 kg

Armament:-

Other: An animal-driven ground vehicle, speed and acceleration depend on the animal leading the chariot and the burden this imposes on him, some chariots can be lead by even two or four animals sharing the common weight (about 200 kg).
A two animals chariot receives a -1 modifier to maneuverability, while a 4 animals chariot receives a -2 Chariots can not be equipped in any way and impart only partial armor on the passengers.

Lifeboat
A small boat with no space for passengers, it is 5 meters long and 3 wide.

Required Crew: 5
Passengers: -
Cargo: 600kg

Armament: --.

Other: --.

Frigate
A small, lightweight long-boat with, about 12 meters long and 3 wide, with oars and a complex sail rigging.
Ships of this size are used in navies' world wide as explorers or low cost trader ships

Required Crew: 5
Passengers:-
Cargo: 5 Tons

Armament: Military frigates are armed with 2 mounted repeating arquebuses (one on the prow and one on the stern on swivel mounts with a 180°arc).

Other: This kind of ship has no real living quarters.

Longship
A ship 23 meters long and 5 wide, with oars and one single square sail.
Military ships of this size are employed mostly as troop transport.

Required Crew: 25
Passengers:--
Cargo: 20 tons

Armament: Military ships are armed with 2 mounted repeating light cannons (one on the prow and one on the stern on swivel mounts with a 180°arc). Civilian Longships simply add 5 tons of cargo.

Other: This kind of ship has no real living quarters.

Weapons Table:

Weapon	Damage	RANGES		
		S	M	L
Fist/Kick/Head butt	1/2D6	-	-	-
Club/shield	1D6	-	-	-
Dagger	1D6+2	1-5m	6-10m	11-20m
Sword	2D6+1	-	-	-
Hand axe	2D6	1-3m	4-6m	7-10m
Spear	2D6-1	1-10m	11-20m	21-40m
Two-handed sword or axe	2d6+3	-	-	-
Blowgun	1°	1-5m	6-10m	11-20m
Shoots darts. If the damage inflicted is greater then A.V. the poison usually coated on the dart bypasses armor.				
Sling	1D6+2	1-10m	11-20m	21-40m
Shoots pellets or stones. Stones have half the reported range.				
Bow	2D6+2	1-30m	31-60m	61-90m
Shoots arrows				
Crossbow	2D6+2	1-40m	41-80m	81-120m
Shoots arrows. Requires one action to reload, Crossbow attacks are Piercing				

Firearms Table:

Weapon	Damage	RANGES		
		S	M	L
Pistol	2D6	1-20	21-40m	41-60m
Shoots ammo				
Blunderbuss	1D6	1-5m	6-10m	11-20m
Shoots ammo				
Arquebus	2D6+2	1-40m	41-80m	81-120m
Shoots ammo				
Light Cannon	4D6+4	1-200m	200-400m	401-600m
Shoots ammo				
Cannon	8D6+8	1-400m	401-800m	801-1200m
Shoots ammo				
Heavy Cannon	16D6+16	1-800m	801-1600m	1601-3200m
Shoots ammo				
Grenade	2D6°	1-10m	11-20m	21-40m
° or by drug/poison, 3 m. radius area effect, thrown				
Drop bomb	4D6°	-	-	-
° or by drug/poison, 10 m. radius area effect, dropped on target by airship				

CHAPTER FIVE: WILDERNESS TRAVEL

Adventures will easily bring the heroes to travel the world of Zoon, either by feet, Umtar or air ship. This Chapter deals with overland travel and the management of casual encounters in the dangerous wilderness of Zoon.

Wilderness Movement Rates

Movement rates when traveling in the wilderness are related directly to encounter movement rates, a creature or vehicle can move a number of kilometers per hour equal to its Speed score.
Naturally, any group traveling together moves at the rate of the slowest member.

Overland Travel

The movement rates shown on the table above are figured based on travel through open, clear terrain. The terrain type will alter the rate somewhat, as shown on this table:

Terrain Adjustment
Jungle, Mountains, Swamp x1/3
Desert, Forest, Hills x1/2
Clear, Plains, Trail x1
Ancient's Road (Paved) x1 1/3

Characters normally travel 8 hours per day, however they may choose to perform a *forced march*, traveling 12 hours per day.

Each day of forced march performed after the first inflicts a -2 penalty to all Tasks and Contests and reduction of Speed by 50%.

A Body [Survivalist]:12 Task is allowed to avoid this penalty, after this Task is failed once, keep rolling to avoid 1d6 damage on the characters (and their animals, if any). Once this second Task is failed it is not rolled again for that character or creature.
A day spent resting "restarts" the progression.

Waterborne Travel

Travel by water may be done in a variety of boats or ships; see the Vehicles table.

Unless the ship stops each night, as is done by some vessels traveling along a coastline, as well as those vessels having less than the minimum number of regular crewmen on board, ships can easily travel 12 or even 24 hours per day rather than the usual 8 hours (if a full crew is aboard taking shifts), and so may be able to cover twice the normal distance per day of travel.

Movement of sailed ships varies depending on weather conditions, as shown on the following table. Sailing movement modifiers shown apply when sailing with the wind; sailing against the wind involves tacking (zigzagging movement) which reduces movement rates one row on the table (from Moderate Breeze to Light Breeze, for instance).

2d6	Wind Direction
2	Northerly
3	Northeasterly
4	Easterly
5	Southeasterly
6	Southerly
7	Southwesterly
8	Westerly
9	Northwesterly
10-12	Prevailing wind direction

1d6	Wind Conditions	Flying	Sailing
1	Becalmed	X 120%	x0
2	Light Breeze	X 100%	X 50%
3	Moderate Breeze	X 100%	X 66%
4	Average Winds	X 100%	X 100%
5	Strong Winds	X 100%	X 153%
6	Gale	X 70%	X 200%

Becalmed: Sailing ships cannot move. Oared ships may move at the given rowing movement rate.

Strong Winds: Sailing against the wind (tacking) is not possible, and ships exposed to this sort of wind may be damaged or sunk by it; apply 1d6 points of damage to any such ship, per hour sailed ignoring AV.

The ship's pilot can avoid this damage with an Agility [Survivalist]:12 Task.
Flying vehicles must pass an hourly Agility [Pilot]:10 Task to avoid crashing.

Gale: Sailing against the wind is not possible, and ships exposed to this sort of wind may be damaged or sunk by it; apply 2d6 points of damage to any such ship, per hour sailed ignoring AV.

The ship's pilot can avoid this damage with an Agility [Survivalist]:14 Task.
Flying vehicles must pass an hourly Agility [Pilot]:12 Task to avoid crashing.

Traveling by Air

Unless the airship stops each night, as is done by some vessels having less than the minimum number of regular crewmen on board, airships can easily travel 12 or even 24 hours per day rather than the usual 8 hours (if a full crew is aboard taking shifts), and so may be able to cover twice the normal distance per day of travel.

Most winged creatures or flying vehicles must maintain at least one-third normal forward movement in order to remain airborne; however, VTOL capable vehicles generally do not have to do this. Adverse winds may affect flying speed, check the winds table above.

When traveling by air all terrain effects are ignored.

Becoming Lost

Adventurers following roads, trails, rivers, streams, or other obvious landmarks are unlikely to become lost; however, when the party strikes out into trackless forest, windblown desert, etc. they may become lost.
Secretly roll a Wit [Survivalist or Sailor]:12 Task using the Wit of the party leader (i.e. whichever player character seems to be leading). The GM must determine the effects of a failed roll.

Encounters

Three times per day the GM should roll 2d6 on the appropriate table to check if an encounter occurs, once in the morning, once in the afternoon and once at night.
The Game Master should think carefully about how the encounter happens; check for surprise in advance, and if the monster is not surprised, it may be considered to have had time to set up an ambush (at the GM's option).

Light Pole Encounters

2d6 Roll	Result
2-8	None
9	roll 2D6 2-7 Snakes (1d6) 8-10 Vampire bats (2d6) 11 Eagle 12 Zohars (1d6)
10	roll 2D6 2-7 wyvern 8 Psivores (2d6) 9-10 Ghost 11 Ghouls (1d6) 12 Firstborns (1d6)
11	roll 2D6 2-6 Bandits (1d6) 7-9 Scavengers (1d6) 10-11 Wyrm cultists (2d6) 12 Weird Scientist
12	roll 2D6 2 Ruins 3 Curse pocket 4 Oasis 5 Psi crystal deposit 6-7 Ancient Road 8-9 Sandstorm 10 Crazed Automatons (1d6) 11 Servitors (1d6) 12 Winged Servants (1d6)

Twilight Zone Encounters

2d6 Roll	Result
2-6	None
7	None
8-9	roll 2D6 2-4Baaluruth 5-6 Eagle 7-8Umtars (2d6) 9-12 Tars (2d6)
10	roll 2D6 2-4 Military scouts (2d6) 5Travelling merchants (1d6) 6 Traveling Zoolams (1d6) 7-8 Bandits (2d6) 9 Enlightened (1d6) 10 Weird Scientist 11 Assassins (1d6) 12 Wyrm Cultists (1d6)
11	roll 2D6 2-3 Ghost 4-5 Basilisks (1d6) 6-7 Psivores 8-9Ghouls 10-12 Brutes Raiding Party
12	roll 2D6 2 Curse Pocket 3-4 Air ship squadron 5-6 Ruins 7-11 Ancient Road 12 Crazed automatons (1d6)

Night Pole Encounters

2d6 Roll	Result
2-8	None
9	roll 2D6 2-4 Baaluruth 5-6 Elk 7-8 Forood (1d6) 9-11 Tars (2d6) 12 furry Zohars (1d6)
10	roll 2D6 2 Krakuun 3 Ghost 4-12 Brutes Raiding Party
11	roll 2D6 2-3 Military scouts (2d6) 4-6Travelling merchants (1d6) 7-11 Bandits (2d6) 12 Weird Scientist
12	roll 2D6 2-4 Curse Pocket 5-7 Ruins 8-12 Snowstorm

Ocean Encounters

2d6 Roll	Result
2-9	None
10	roll 2D6 2-3 Krakuun 4-12 Brutes Raiding Party
11	roll 2D6 2-3 Military scouts 4-6 Merchant ship 7-11 Pirates 12 Weird Scientist
12	roll 2D6 2-6 Island 7 Mutiny 8 Scurvy 9 Abandoned ship 10 Marooned sailor 11 Message in a bottle 12 Storm

Mushroom forest on the Night Pole

CHAPTER SIX: ITEMS OF WONDER

Adventurers will easily find themselves dealing with obscure artifacts: either the remnants of past civilizations or the products of Weird Scientists. All characters can learn to use these items given some time to learn their use, at the GM's discretion the more esoteric ones may require a simple Wit Task for characters unskilled in Weird Science. Yet only those trained in the dark arts of the Ancients can craft or repair items of wonder.

Weird Science

Zoon's weird science is responsible for the creation of many things: first of all Ghouls and Vampires, living items, automaton and grafts amongst many others.

Weird Science has many branches, each covers the Secrets of building different items of wonder, the Weird Science Skill governs access to the different fields of knowledge: Life Science, Alchemy, Energy and Matter Mastery.
Each Secret field has different applications that can be created through experiments.
Basic knowledge of the Weird Science skill grants access to one level of Knowledge from one Secret, Advanced Skill Level grants access to two Levels of Knowledge either from the same Secret or from different ones.
No character may take Advanced knowledge of a Secret without taking Basic Knowledge of the same Secret.
Master Skill Rank in Weird Science grants access to four levels of Knowledge.

Each time a character executes an experiment to create a wondrous item he must spend 1d6x50 thaari in materials for Basic level secrets and 2d6x100 thaari for Advanced secrets.
Time units are expressed in standard earth times (24 hours' days).

A scientist must work in a lab of at least the same level of the Secret he is planning to create.

LIFE SCIENCE

All listed surgery working times and surgery damage rates are based on Medium sized creatures.
Double these figures for Large creatures and halve them for Small creatures.

BASIC LEVEL

Size Alteration: A scientist can mould and shape a creature to alter its Size by one Level. Altering a creature's Size level takes two weeks of work in which the subject can not do nothing. The subject takes 4d6 of damage due to the operation. Should the damage be enough to kill the receiver all the operation can be aborted with the subject reduced to 1 LP and losing 1 point permanently from Wit.
A successful Size Level increase doubles Body, Speed and any natural armor or damage and range from natural weapons: Agility though gets halved, Presence increases by 1 and Wit gets reduced by 1point.
A successful Size Level decrease halves Body, Speed and any natural armor or damage and range from natural weapons: Agility though gets doubled and Wit gets an improvement of 1 point, Presence loses 1 point.
A new Life Point total and Initiative Value must be calculated. A creature can only receive one Size Altering operation: a second one will put an excessive strain on the organism and will cause the death of the subject.

Grafts: Grafts are additional or modified body parts created by weird scientists and implanted on a creature's body to improve it.
All grafts must be first grown in proper alchemical vats, only then can they be surgically installed on the host body.
Vat growing requires one week on the scientist part while the surgery requires 2d6 hours of work and inflicts as many damage points on the transplantee, regardless of any armor.
Should the damage be enough to kill the receiver all the operation can be aborted with the transplantee reduced to 1 LP. Once all surgery damage is healed the graft can be employed.

Grafting limits: Once a character has received more grafts then its Body score, all new grafts require an extra d6 hours of surgery and inflict an extra d6 of damage per additional graft above the Body score.
If the number of implanted grafts exceeds the character's Presence, the character develops a mania or phobia that acts exactly like a Compulsive Behavior: typical neurosis include homicidal mania, cannibalism, sadism a fear of illness. Ghouls and Vampires can not be grafted.

Additional Manipulative limb: grants to the creature either an extra arm or a tail capable of manipulating items with same ability as natural ones.

Blood filters: This graft grants a +3 to all Body Contest against Poisons and drugs.

Claws, Fangs or stinger tail: natural weapons inflicting ½ d6 for Small creatures, 1d6 for Medium ones, 2d6 for Large ones and 4d6 for Huge ones.

Ears: each of these counts as a separate graft, a character can have multiple ones: Balance (+3 to all tests and contests requiring balance and coordination), supersonic or subsonic hearing

Eyes: each of these counts as a separate graft, a character can have multiple ones: anti dazzle, darkness piercing eyes, IR sight.

Endo armor: Confers a natural A.V. of 1 for each size Level.

Enhanced pheromones: The character receives a +2 to all Presence Contests or tasks regarding persuasion.

Enhanced Sense: The character receives a +3 bonus to all Test and Contest involving the enhanced Sense.

Eugenics: One of the character's Stats is improved by 1 (anyone including Speed and Psi index), recalculate derivated Attributes.

Fast Healing: The character recovers two extra LP per day of rest.

Gills: The character can breathe water (or air if usually a water creature).

Limb replacement: These are –usually grotesque- limbs grown for severed and lost ones.

Mind Control: The grafted creature receives an *Irrational Behavior: Obey Master*.

Pain editor: The implant allows the character to ignore the negative effects of wounds or stunning.

Poison Gland: The character has a new gland that creates a poison or drug of the creator's choice, the gland holds up to three doses of the substance and a new one is created every hour to replenish used ones. The drug can be either injected by natural weapons passed on through saliva or expelled through breath (1 meter radius area effect). The implantee is immune to the drug produced by the gland. Poison strength is equal to the creator's Wit+competence bonus.

Pouch: The character has a natural pouch similar to that of a kangaroo.

Powered Antibodies: This graft grants a +3 to all Body Contest against illness or the Curse.

Reshaping: The character has different eye, skin or hair color, substance (feathers, scales) or shape. Otherwise this may add or remove limbs or alter their shape.

RNA Instruction: This graft confers knowledge of one skill at Basic Rank or upgrades Basic skills to Advanced Rank.

Vocalizer: grants to the creature the capacity of human speech.

Wings: grants to the creature limited flight capability with a Speed of 3 at Medium Size, 1 at Small size and 6 at Large Size. Subject loses 1 point off Body and Agility.

ADVANCED LEVEL

Brain Transplants: A scientist can remove a brain from one body and install it in another: the subject keeps his Wit, Psi-index, Skills, Epic Points and Fame, Presence is the average between the old body's score and the new one's. All other Attributes (Body, Agility, Speed and Size...) are those of the new body. The character gains all physical abilities and limits of the new form. Psychic Advantages and Weaknesses carry over to new body, physical ones do not. The new body takes 5d6 of damage due to the operation (which lasts one day). Should the damage be enough to kill the receiver all the operation can be aborted with the subject's old body reduced to 1 LP and losing 1 point permanently from Wit. If the operation is successful the newly transplanted character can do nothing till all the damage from the operation is healed.

Duplicants: A scientist can create a living being of any race with one week of work per creature Size level. If working from a specific creature's raw biological material, it can create a clone with the same skills and special abilities. Ghouls and vampires can not be duplicated in this way.

Familiars: Familiars are a special type of duplicants made from sentient life forms. Familiars can be created in only one week's work.
Familiars are one Size level smaller (halve Body and Speed, double Agility and recalculate secondary Attributes. Wit and Presence are 1) and never have a Psi index.
Familiars have skills the same skills of their master at the time of cloning but at Basic Level and can never learn new ones or improve those known. Familiars only inherit physical Advantages or Disadvantages from their masters.
If the master of a familiar has grafts at the time of cloning, so does the Familiar, a Familiar can receive new grafts.
A Familiar and its master are always telepathically linked by Level 1 Telepathic Bond manifestation. Familiars are fed by their master's blood: each day the master must inflict himself 1 Life Point damage to feed a Familiar. Each character can have as many Familiars as he manages to feed.
Ghouls and vampires can not be duplicated in this way.

Living Items: Living items are the products of an ancient and now almost lost technology today only known to few adepts of weird science. All living items are indeed living creatures with a Body of 1 or 2 (and thus from 6 to 12 LP), they can thus be damaged, killed and healed (and heal naturally). Creating a living item requires one week of work in the vats.

> ***Chameleon suit:*** A cloak, cape or generic piece of covering clothes made of symbiotic mass endowed with the chameleon like ability to alter its color and texture so to match the surroundings. Wearing a chameleon suit adds a +2 bonus to all stealth tasks and contests. The chameleon suit feeds on body heat and will die of starvation if not worn at least 4 hours a week.
>
> ***Hedgehog:*** An ugly living weapon shaped like a mass of spines and darts and resembling a hedgehog. It works exactly like a repeating blowgun: 1d6/2 damage, range: 1-5/6-10/11-20.
> Its darts are coated with Strength 5 sleeping poison (2D6 hours of sleep). A hedgehog can fire once per turn and must be fed daily to avoid starvation. A hedgehog can fire 30 darts before being depleted and grows a new dart in 15 minutes. Starved hedgehogs can not grow new darts.
>
> ***Life support bud:*** A symbiotic mass that once applied to the body will feed the wearer through osmosis. It can be applied in 5 minutes and will suppress thirst and hunger for one week, then it dies.
>
> ***Living clothes and furnishings:*** Costly gadgets for the aristocracy, these items can automatically repair themselves, and can change shape and color reacting to the wearer's telepathic commands.
>
> ***Mime:*** This squid like empathic creature can be put on the face as a mask, it can then be shaped with the hands and thoughts to reshape one's own facial traits, and it imparts a bonus to all disguise tasks and Contests of 2. The mime feeds on dead skin and mind waves, it will die of starvation if not applied at least once a month.
>
> ***Psivore:*** See Chapter Nine.
>
> ***Scarab:*** An empathic creature in the form of a small scarab to be put on one's head. Once in place it will burrow its legs in the wearer's brow in five minutes establishing a connection to the CNS. Once the connection is established, the Scarab allows the owner to send and receive thoughts to and from all telepathic scarab wearers in 40 meters radius. Removing a Scarab takes five minutes. The scarab feeds on dead skin and mind waves, it will die of starvation if not applied at least once a month. A character can block unwanted communications or eavesdropping with a Presence Contest, Psionic characters receive a bonus equal to their Psi index.
>
> ***Screamer:*** An ugly living weapon shaped like a huge mouth capable of emitting sharp blasts of subsonics and used to stun targets. It only affects living targets such as humans, Brutes and duplicants (not Ghouls, vampires, Ghosts or Automatons) whose hearing is not protected. It is an area effect weapon with a Range of 1-5/6-10/11-20. It ignores Armor and inflicts 1d6 Stun damage (see stunning attacks). A screamer must be fed daily or will

die of starvation. A screamer can fire once per turn.

Sleep inducer: A creature similar to a squid, if applied to one's head allows for a complete night's rest (8 hours) in only 2 hours of sleep (Psionic points regeneration also happens at a hastened rate). The sleep inducer feeds on dead skin and mind waves, it will die of starvation if not applied at least once a month.

ALCHEMY

Wondrous concoctions require one day of work in a laboratory per dose created.

BASIC LEVEL

Pharmacology: The character knows how to concoct antidotes, poisons and drugs of any type having a maximum Strength equal to its Wit + competence bonus in Weird Science.

Curse serum: One injected dose protects from Curse sickness for one whole day or heals Curse sickness.

Ghoul serum: One injected dose reanimates a dead creature as a ghoul within 1d6 hours, the effect is permanent. Ghouls are mindless and can not receive nor understand spoken orders.

Regeneration serum: Injection heals 1d6 Life Points. If more then one dose is injected within the same 24 hours period, it inflicts 1d6 damage instead.

ADVANCED LEVEL

Ceramic weapons: These are standard melee weapons forged with special ultra-hard ceramics. Ceramic weapons inflict *Penetrating* damage. Preparing a ceramic weapon requires one day of work in the lab.

Ceramic armors: These are standard armors forged with special ultra-hard ceramics. Ceramic armors are considered *Hardened* protection. Ceramic Armor is considered as one level lighter its actual level for encumbrance. Preparing a suit of ceramic armor requires one day of work per Size level of the suit in the lab.

Psibrew serum: Injection restores 1d6 Psionic Points. If more then one dose is injected within the same 24 hours period, it inflicts 1d6 damage instead.

Psi inhibitor serum: Injection instantaneously removes all Psionic Points and stops recovery of Psionic points for 1D6 hours.

Vampire serum: Injection transforms a living being – regardless of intelligence—in a Vampire within 1d6 hours if the creature passes a Body + Presence Task at Difficulty 16, failure means the character dies.

White flame powder: A white powder used to create incendiary projectiles for firearms, cannons and grenades.
One dose creates the equivalent of either one bomb or cannon-shot (equal to 5 grenades or 50 personal firearms projectiles).
White flame projectiles damage is treated as fire damage against any kind of target even those that would not normally burn.

ENERGY AND MACHINE MASTERY

Automatons, vehicles and other Weird Science machines are all powered by miniaturized versions of the same Cosmic Ray Collectors used to give power to the cities.
These inexhaustible power sources only require some fine tuning every 40 or 50 years to keep working, if no maintenance is supplied the CRC gets "clogged" by radiation and burns out in another 10 years or so.
Fine tuning or removal and substitution of a CRC requires one day of work in a laboratory and is considered a Basic Level operation.

BASIC LEVEL

Curse Cloak: A special kind of clothes in the form of a bulky sealed suit it reduces by 3 damage inflicted by the Curse. Can not be worn with armor or other clothes.

Curse Detector: A small mechanical device that goes beep whenever exposed to The Curse. Building a Curse detector requires a couple of hours of work in the laboratory.

Radio transmitter/receiver: A Weird Scientist can create a radio receiver/transmitter with a range of up to 20 kilometers in three days of work, the radio unit weights 10 kilos.
Each doubling of range requires an extra day of work and adds 5 kilos.
Maximum range for radio units is 320 kilometers (at 30 kilos for 7 days of work).

Wondrous Vehicles: A Weird Scientist can create a vehicle in its lab with one week of work per size level.

Ground car: A treaded and enclosed ground vehicle powered by an engine.

Required Crew: 1
Passengers: 3
Cargo: 300 kg

Armament: military ground cars can be equipped with a swivel mounted repeating arquebus (270° forward pointing firing arc).

Other: A ground car can be quipped with a radio with a 20 km range and is seldom equipped with a 20 km radar also.

Skimmer: The skimmer is the basic personal flying machine about 3 meters long. Ships of this size are used in air navies' world wide as scout ships.

Required Crew: 1
Passengers:-
Cargo: 50 Kg

Armament: none.

Other: A skimmer is usually equipped with a radio with a 20 km range. A skimmer has no life support system and is capable of Vertical take off and Landing.

Ornithopter: The ornithopter is the basic personal flying machine about 5 meters long. Ships of this size are used in air navies world wide as interceptors.

Required Crew: 1
Passengers: 1
Cargo: 300 Kg

Armament: An ornithopter may be armed with a repeating Light cannon(forward pointing, 90°arc) and one mounted repeating arquebus (forward pointing swivel mount, 180°arc). Only military ornithopters are armed usually, a civilian ornithopter has 300 Kg of cargo more. The repeating light cannon is linked to the controls and can be fired by the pilot without taking extra actions.

Other: An ornithopter carries a radar and radio with a 20 km range each. An ornithopter has a life support system good for 24 hours. Ornithopters are capable of Vertical take off and Landing.

Air skiff: A small flying boat with no space for passengers, it is 10 meters long and 3 wide. Ships of this size are used in air navies world wide as Patrol ships.

Required Crew: 5
Passengers: -
Cargo: 1200kg

Armament: Military skiffs are armed with a repeating cannon (forward pointing, 90° arc) a repeating light cannon (in a forward pointing turret with a 270° firing arc) and two mounted repeating arquebus (one per side on swivel mounts with a 180°arc). Civilian skiffs simply add 1200 kg of cargo.

Other: A skiff carries a radar and radio with a 40 km range each. A skiff has a life support system good for 72 hours and small living quarters for the crew.

Air boat: A flying long-boat with, about 20 meters long and 4 wide. Ships of this size are used in air navies world wide as Frigates

Required Crew: 10
Passengers:-
Cargo: 3000Kg

Armament: Military airboats are armed with a repeating cannon (forward pointing, 90° arc) two repeating light cannons (one per side on swivel mounts with a 180°arc) and 4 mounted repeating arquebus (two per side on swivel mounts with a 180°arc). Civilian airboats simply add 1200 kg of cargo.

Other: An airboat carries a radar and radio with a 60 km range each. A skiff has a life support system good for 72 hours and small living quarters for the crew.

Air ship: A flying boat 40 meters long and 10 wide, ships of this size are employed as battle cruisers.

Required Crew: 25
Passengers: 40
Cargo: 30000Kg

Armament: Military Air ships are armed with a repeating heavy cannon (forward pointing swivel mount, 270° arc) two repeating cannons (forward pointing swivel mounts, 270° arc) four repeating light cannons (two per side on swivel mounts with a 180°arc) and 10 mounted repeating arquebus (five per side on swivel mounts with a 180°arc). Civilian airboats simply add 30000 kg of cargo.

Other: Carries a radar and radio with a 60 km range each.
Life support system good for 72 hours
Living quarters for the crew and passengers (usually an infantry squad for boarding in military).

Air dreadnought: A flying boat 60 meters long and 20 wide, ships of this size are employed as dreadnoughts. Only the greatest kingdoms and city states own or can afford war machines and ships of this magnitude.

Required Crew: 50
Passengers: 80
Cargo: 60000Kg

Armament: Military Air ships are armed with two repeating heavy cannons (forward pointing swivel mounts, 270° arc) 4 repeating cannons (two per side on swivel mounts with a 180°arc) 16 repeating light cannons (eight per side on swivel mounts with a 180°arc) and 20 mounted repeating arquebus (ten per side on swivel mounts with a 180°arc). Civilian airboats simply add 60000 kg of cargo.

Other: Carries a radar and radio with a 60 km range each.
Life support system good for 72 hours
Living quarters for the crew and passengers (usually an infantry squad for boarding in military).

Tank: A treaded and enclosed ground vehicle powered by an engine and heavily armored, usually only for military purposes.

Required Crew: 3
Passengers: 3
Cargo: 300 kg

Armament: military tanks can be equipped with a swivel mounted repeating arquebus (270° forward pointing firing arc) and a forward pointing repeating light cannon (90°arc).

Other: military tanks can be quipped with a radio and radar with a 20 km range. Military tanks also have a 24 hours life support system.

For more details on wondrous vehicles, see the wondrous vehicles table at the end of this chapter.

ADVANCED LEVEL

Automatons: Automatons are replicas of living creatures made from stone and metal and activated by CRCs through weird science, automaton are immune to mind altering psionics, poisons and disease, have no need to sleep or eat and are immune to 1 level of extremes (but not to the Curse).

Automaton can not be healed by natural means or by medicine, they have to be repaired.

A scientist can create an automaton in its lab with one week of work per size level.

An automaton's Attributes are mostly defined by its size. All automatons are only mildly intelligent and usually have skills only related to assigned tasks, an automaton will be able to use equipment only if created with manipulative limbs.

Automatons can have a number of Skill choices equal to their Wit, they never gain Epic Points or special abilities. All automatons have the Irrational Behavior: Obey Master.

An automaton can be human or beast shaped, automaton in the shape of flying birds have a Flight Speed equal to their Body score and a Ground Speed of one half that.
Automaton shaped as water creatures have a swimming Speed equal to their Body score and a Ground Speed of one half that.
Ground automatons can not swim as they are too

heavy.

Automatons can be equipped with the following options:

- 2 points of AV
- Hardened armor value
- Darksight (like a brute)
- Embedded weapon (melee or ranged – usually firearms)
- Curse Detector.
- 10km range radio or radar (can be taken multiple times, each counts separately)
- 3 points reduction from Curse effects (can be taken multiple times)
- Protection from 1 Level of extremes (can be taken multiple times)
- +1 Wit
- +1 Agility
- Each doubling of CRC lifespan (can be taken multiple times)

No automaton may have more options then its Body score.
By example a medium automaton with a Body of 4 could never have more then 4 options, while a Large one would have a maximum of 12 options.

Automaton Attributes
Body * Agility * Wit 2 Presence -
LP (Bodyx6) Attack:* Armor:* IV: 2+Agility
Size * Speed: (Body) Armor:*
*By size level

Size	Body	Agility	Unarmed damage
Small	1-3(2)	2-12(7)	1
Medium	1-6(4)	1-6(4)	1d6/2
Large	2-12(7)	1-3(2)	1d6
Huge	4-24(14)	1-2(1)	2d6

Automatons in combat
Should an automaton's LP fall under half of its original score, some penalties to its operation are suffered: a -2 modifier on all die rolls for Tasks (which are described in chapter 3) and a 50% reduction to Speed.
Such an automaton is considered Heavily damaged.
Automaton receiving damage inflicting more than 50% of their LP in a single stroke immediately take a special effect damage determined randomly:

2d6	Special effect
2-4	Random piece of optional equipment depending on automaton (like a weapon or radio)
5-6	Engine(-1 Speed)
7-9	Nothing
10-11	Armor crack (automaton loses 3 points of armor)
12	Fire (the automaton starts burning with a d6 rating regardless of armor)

An automaton reduced to 0 LP stops being operative but may still be repaired, if an automaton is reduced to a number of negative LP equal to its Body, it is damaged beyond repair.
An automaton reduced to a number of negative LP equal to its Body immediately explodes causing (Body) D6 of fire damage in (Body) meters of radius area.

Automatons can be repaired of 2 LP for 4 hours work, however automatons can only be repaired by a skilled Weird Scientist.
Heavily damaged automatons can not be repaired "in the field", you must operate in a lab.
Special effect damage can only be repaired by a Weird Scientist: it requires one day of work in a lab, spare parts and a Difficulty 12 Wit [Weird Science] Task.

Blast Guns: Energy weapons the size and shape of an arquebus: 4D6 damage (shoots energy rays, Ranges: Short 1-80 m./Medium 81-160 m./Long 161-320 m.).
Blast guns are very focused CRCs, they may only be fired once every two turns to avoid burning the Collector.
Blast guns are considered *Unstoppable* attacks.
Preparing a blast gun requires one week of work in the lab.

Blast shield: An impenetrable field of flickering energy generated by a 3'x3' silvery case.
It is generally worn at the belt or wrist and activated

by a switch on its side, the energy field is a bubble enveloping the wearer, and can be worn in addition to personal armor.
Otherwise a the generator can be designed to generate a blast shield “wall” that can be turned on by a switch or remote control with 10 meters range.
The field takes one whole action turn to activate once switched on.
Once the field is active it stops anything that does not deal up to 3d6 of kinetic damage (sword strikes, fists, falling damage but not poisons, gasses or the Curse…), its protection is considered *Ultimate* armor.
If an attack deals more damage than the shield can sustain, the shield fades to nothing and must be re-activated the next action round.
If the shield is struck by a blast gun ray the CRC generator shorts-out exploding for 4d6 *Unstoppable* damage within a 5 meters radius.

Preparing a blast shield requires one week of work in the lab.

Radar: A Weird Scientist can create a radar capable of detecting movement with a range of up to 20 kilometers in three days of work, the radio unit weights 10 kilos.
Creatures or things with a mass of less than 300 kilos will nor be detected.
Each doubling of range requires an extra day of work and adds 5 kilos.
Maximum range for radar units is 320 kilometers (at 30 kilos for 7 days of work).

Wondrous Vehicles Table

Vehicle	Size	Class	Speed Rank	Man	Acceleration	Body (Life points)	Armor
Skimmer	M	Flyer-vtol	18	3	9	5(30)	3/0
Ornithopter	L	Flyer- vtol	15	2	8	10(60)	6
Air skiff	L	Flyer	78	1	7	12(72)	9
Air boat	H	Flyer	69	0	6	24(144)	12
Air ship	E	Flyer	60	-1	3	48(272)	24
Air Dreadnaught	E	Flyer	50	-2	2	50(300)	36
Groundcar	L	Ground	15	0	6	10(60)	6
Tank	H	Ground	8	-1	3	20(120)	12

Firstborn

CHAPTER SEVEN: DANGERS OF THE NATURAL WORLD

It is not only the blades of enemies or the claws of horrible monsters that heroes have to be afraid of. More often then not Adventurers will be exposed to all sorts of dangers and unwholesome situations like Cursed ruins or burning palaces.
GMs please take note that unless specified any kind of Armor Value doesn't stop the types of damage described in this section.

Poisons: All poisons have an action method (injection, ingestion or inhaling), and once a venom has been introduced into a victim's system, it takes effect in (usually) 1D6 turns.

Some poisons may take more (1D6 hours or even days) or less (instant) time. After this time has elapsed, the victim must resolve a Contest between his Body and the venom's Strength (usually a value between 1 and 9, but perhaps more in particularly dangerous cases).
If the victim wins the Contest, the poison has no effects; otherwise, something horrible has happened.

Possible effects might include instant death, 3D6 wounds, 2D6 hours of sleep, a state of mental confusion (-2 to all Task rolls for the next 1D6 hours) or psychotropic effects (the character suffers from some kind of Irrational Behavior for 1d6 Hours).

Antidotes administered before a poison has had a chance to take effect block the results of poisons with a Strength lower than their own. Diseases are dealt with in a similar way.

Falls: Falling may be deadly. A character suffers 1D6 of damage for every 2 meters that he or she falls.
Armor Value, doesn't stop this damage, though particularly soft or hard ground may reduce or increase this total by one or two dice.

Asphyxiation: A character who can't breathe (either due to being underwater or due to strangulation) must succeed at a Body Task with a Difficulty of 9 or else lose 1D6 LP.
If the Task is successful, there is no effect, but the Test must be repeated for every turn that a character is being asphyxiated, and as soon it is failed even once, the victim starts automatically taking 1D6 of damage per turn until he or she can once again get fresh air.

Flames: Whenever someone takes damage due to fire, the flames are given a Rating (for example, a torch is a Rating 1 Flame, a bonfire is a Rating 2 or 3, while a furnace is Rating 7).
On the first turn, a fire inflicts (Rating) D6 of damage. Every time a fire inflicts damage, take note of how many natural 6's you roll on the dice.
The following turn, the fire only continues to inflict damage with the dice that came up with 6's.
Keep rolling for fire damage while 6's come out or until the fire gets somehow smothered.

For example, say that a character was engulfed in Rating 6 flames. On the first turn, imagine that the damage dice came out 1, 6, 2, 4, 5, and 6. The character would take 24 damage, and on the next turn, two dice would be rolled (because of the two 6's). If on that next turn, no 6's were rolled, then the fire would burn out.

The Curse (Radiation): Depending on the intensity of radiation in the area an exposed character takes 1d6 damage points at a specific rate:

Intensity	Rate
Low	Daily
Medium	Hour
High	Action Turn

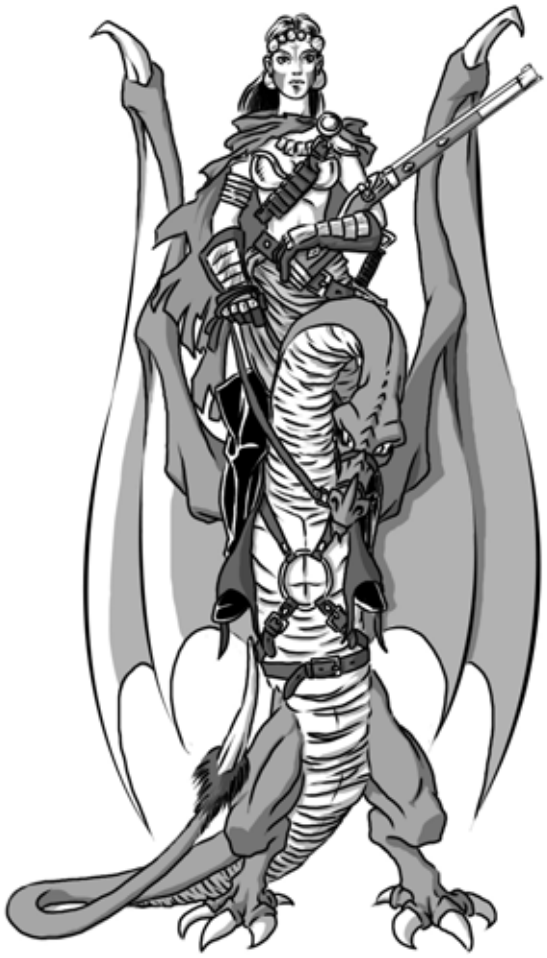
If a character ever receives 6 or more damage points form an exposure period, it must Test its Body at a Difficulty of 15, failure meaning it got radiation sickness.
Radiation sickness has a Potency of 5 and must be tested against each day, failure means you take 1d6 damage and the sickness persists next day.
Damage from radiations (but not radiation sickness) can be reduced only by specially conceived protective clothing, known as Curse Cloaks.

Lack of food and water: A creature missing necessary nourishment suffers a daily loss of 1 LP per day he has previously gone without food/water.
i.e.: a character will lose 1 LP after one day without food, 2 on the second day, 3 on the third day, etc…
A character that does not satisfy his nutritional requirements does not heal from damage.

Extremes: All creatures are adapted to a precise range of temperatures (between 10 and 30 degrees Celsius for humans).
Appropriate clothing and equipment may reduce the effect of exposure by one level.

Once exposed to extremes of temperature that they are not adapted to, all creatures receive penalties or outright damage:

Exposure Threat Range	Effect
Level 1: up to 10 Celsius degrees out of range	-1 penalty to all Tasks
Level 2: up to 20 degrees out of range	-1 penalty to Tasks and Speed rank, 1 wound per hour of exposure
Level 3: up to 40 degrees out of range	-2 to all Tasks, -2 speed ranks, 1 wound per minute of exposure
Level 4: over 40 degrees out of range	-3 to all Tasks, -2 speed ranks, 1 wound per Turn of exposure



Adventuress riding a tamed wyvern

CHAPTER EIGHT: PSIONICS

A character gifted with psionic powers has one extra Attribute called PSI index (which usually ranges from 1 to 6) and a new derived stat called Psi points (which is equal to PSI index times 3).
A character with a Psi index can learn the different psionic Disciplines through the Psionicist Skill: Apportation, Astral, Control, Meta-Psionics, Telekinesis, Telepathy, Teleperceptions.
Each psionic Discipline has different manifestations that can be cast.
Basic knowledge of the Psionicist skill grants access to one level of Manifestations from one Discipline, Advanced Skill Level grants access to two Levels of manifestations either from the same Discipline or from different ones.
No character may take Advanced knowledge of a Discipline without taking Basic Knowledge of the same Discipline. Master Skill Rank in Psionicist grants access to four levels of Knowledge.

MANIFESTING

Calling on a psionic manifestation takes one action and costs a number of Psi points equal to the desired Power level, a character can call a manifestation of a Power level no greater then its Psi-index.
Keeping a power "on" once it's been manifested costs 1 PP for every 10 minutes, manifestations that can be kept on are defined as Maintainable and have a base duration of 10 minutes.
Acting while a Manifestation is Maintained a character receives a -2 to all Tasks and Contests, no character can maintain more than 1 Manifestation.
Expended Psi points come back at a rate of 1 Psi point per hour of rest.

PSI CRYSTALS

Psi crystals are priceless artifacts, gemstones that naturally enhance one's psionic powers. To use a psi crystal a character needs to attune with the crystal. Characters without a Psi index stat can not attune to psi crystals nor can Wild Psis. Psi crystals can also be used to create enhanced items and are necessary to create Rings through Metapsionics.

Psi Crystals come in three levels rated from one to three. Level one crystals are coin sized, level two crystals are fist sized while level three crystals weigh around 1 kg.

Attunement can only be done with unattuned crystals: attunement requires 10 minutes per Psi Crystal level and the expenditure of 1 Psi point per Crystal Level, points spent on attunement can not be regained till the character revokes the attunement.

To attune, revoke attunement or gain the benefits of attunement from a crystal a character must be touching the crystal. No matter how many crystals a character has attuned to, he can gain the benefits of attunement from one crystal only at time.

The effects of attunement are the following: the character can take parts to Rings or form them if he knows the Metapsionics Discipline and all Psionic Manifestation he manifests receive a number of free Power Levels equal to the crystal's level granted that the psionicist activates at least one Power level.

Any character touching an attuned crystal causes a psionic shock both to itself and the crystal's owner: both receive a number of d6 of damage equal to the crystal's level minus its own Psi-Index and plus the other's Psi index.

APPORTATION

This Discipline deals with breaching space time barriers to open and close gateways for creatures in far away places or different dimensions.
Access to the Discipline of Apportation requires knowledge of the Astral Discipline at at least an equivalent Knowledge Level to the one sought in Apportation.

BASIC LEVEL

Banish:
By activating this manifestation a character can breach the link that ties a summoned entity to the material world, the creature to be banished determines the necessary Power Level to activate. Banishing is a somewhat easier task then summoning. A summoned creature will be banished only if the necessary power level is activated and the Banishing character beats it in a Psi-Index vs. Presence Contest.

Power level necessary to banish
Servitor 1
Winged servant 2
Astral Hound 4
Star Spawn 8
Great Ancient 16

Summon:
By activating this manifestation a character can breach the barriers of space and time, reach the depths of space and soul bringing back one of the Deep Space horrors. The creature summoned is permanently brought to the world, the activated Power Level determines the creature summoned. A summoned creature is NOT under control of the summoner who must either persuade or psionically manipulate the Horror.

Power level used/creature summoned
1-3 None
4 Servitor
8 Winged servant
16 Astral Hound
32 Star Spawn
64 Great Ancient

ADVANCED LEVEL

Warp:
Maintainable
At the first Power level activated the character can create a gateway to a location either 1 century in the past or future OR 1 Light year away. Each subsequent Power level activated doubles the range.
To actually use the power, the psionicist must have an item connected to the destination point of arrival.
Opening a warp is dangerous as warps are two way streets on a roll of 12 or 2 on 2d6, something comes FROM the Warp gateway: typical encounters consist of Deep Space Horrors or inhabitants of the chosen destination place.

ASTRAL

This Discipline covers mastery of astral projections and perceptions.

BASIC LEVEL

Astral Perception:
Maintainable
By activating this manifestation a character can perceive the astral plane and all astral activities within 10 meters per power level activated.
The character gets to see and recognize psi crystals, wards, astral bodies, possessed creatures and maintained manifestations. While perceiving astrally a character can see other's people auras determining their physical well-being and emotional state as well as their morality.

Ward:
Maintainable
While the manifestation is on, an area around the psionicist with a 10 meters radius becomes a screen against astral bodies. Possessed characters also treat the ward as a tangible wall.
The wall can be attacked by astral bodies, it has an A.V. of 2 and 6 life points all damage blocked by the A.V. is rebounded on the astral attacker.
For each power level activated the A.V. can be increased by 2, the Life Points by 6 or the area's radius by 5 meters. Wards are impenetrable to astral perception.

ADVANCED LEVEL

Astral Projection:
The character can enter a trance allowing him to exit its body, the trance lasts a number of hours equal to the manifestation's Power Level. During this time the character's physical body is helpless.
The astral body is an immaterial projection that moves by flight at the speed of thought.
Astral projections are invisible unless they want to be seen and can only be affected by other astral bodies or telepathic manifestations.
Astral bodies can fight one another in "melee": the Body contest is replaced by a Presence contest and damage is 1d6. Astral bodies can only interact with the physical world through psionics or Possession.

Possession requires the projecting character to come in "physical contact" with the target and beat it in a Presence Contest.
If the projecting character is successful it can "slide" in to the possessed body riding it.
The possessing character has access to all knowledge of the possessed and can move the body as it was its own but can not use its skills or psionic powers.
The possessing character can still be attacked astrally.
Should a possessed character die, the rider must take a Presence Test at difficulty 12 or die himself, if the roll is successful the astrally projecting character is simply expelled from the dead body.
While projecting astrally the character can benefit from astral perception. A character that can not get back to its body at the end of the manifestation's duration takes 1d6 of damage per hour.

CONTROL

This Discipline covers mastery of mind over the body. All Control manifestations can be used only on oneself.

BASIC LEVEL

Life support:
Maintainable
For every activated Power level the psionic can stand one level of Extremes without harm.

Mnemonic Trance:
Maintainable
The character can freely and completely review his own personal memory, he can relive at will any moment of his life as if in slow motion.
Any single detail can be stopped and framed even those seen in a passing glance. For every activated Power level the character can see 20 years in its past.
A character trying to remember a point before his own birth just gets random prenatal feelings of well-being.

Trance:
The psionic character enters a meditative state: it will require no food or water, very little air for breathing and will appear dead unless a close medical examination is made. The character can not move or act physically while undergoing the trance but is fully aware of what happens around him and can use psionic powers while in this state.
Each activated Power level will drop the character in Trance for 24 hours, an hour of Trance is equal to 4 hours of rest.
A character may exit a Trance before the time limit expires with a Psi test at Difficulty 12, if successful the character takes 1d6 damage but awakes fully.
Trance can not be sustained for more consecutive days than the psionicist Body score:
If this threshold is surpassed the character starts suffering from bodily harm: The trance is no more considered as rest and the character takes 1d6 of damage at the end of each new 24-hours period of trance.

Toughness:
For every activated Power level the character receives a +2 in all Tests against the power of Poisons, drugs or illness.

ADVANCED LEVEL

Boost:
Maintainable
The Psionic character using this manifestation can increase his own psychical and physical abilities.

Each use of this manifestation can alter one of the following stats: Body, Agility, Wit, Presence or Speed.

For each activated power level the score of the chosen Attribute is increased by 1 point, derived stats are recalculated for the duration of the manifestation: if at the end of the manifestation a character has received more damage than it can sustain in an unboosted state, it dies.

Regeneration:
For every activated Power level the character heals 2 life Points. This power does not allow for regeneration of lost limbs.

META-PSIONICS

This Discipline covers mastery of psionic energy and psionic items manipulation.

BASIC LEVEL

Manipulate psi-crystal:
The character is a master at manipulating psi crystals, free of Psi point expenditure the character can attune a crystal in half time and when touching attuned crystals the character receives 1d less of damage.

If in contact with an attuned crystal the psionicist may spend one action and a number of Psi points equal to the crystal's level to severe the attunement: to successfully severe the attunement a Psi index vs. Psi index Contest is required.
If the attunement is severed the crystal is now unattuned.

Ring:
Maintainable
Using a psi Crystal the character can create a psi Ring uniting a number of Psi gifted individuals equipped with an attuned psi crystal equal to the manifestation's power level plus the leader's crystal's Level.
To join in a ring a character must be concentrating and can do nothing else but concentrate, as soon as the character stops concentrating on the Ring it drops from it.
Once and till the Ring is active the character that formed the ring can then access the other's Psi index and Psi points to manifest psionic powers.
The Ring's Psi index is equal to the Leader's Psi index plus one half of each member's Psi index, the leader can manifest any psionic Discipline known by any participant of the Ring and decides how the expenditure of Psi points is reparted among the Ring's members.

The psi crystals of the members do not grant the usual bonus as they are acting as a connection.

Cannibalize:
The character is capable of converting its own life-force in psionic energy, using this manifestation does not cost Psi points.
Each activated level costs 2 LP the character and restores 1 Psi point, this takes one action.

ADVANCED LEVEL

Anchor:
The character can expend one Psi point to anchor a manifestation to an attuned Psi crystal, the psi crystal will Maintain the Manifestation either for one hour per level, till the psionicist calls it off or the attunement is severed. As soon as a crystal becomes an anchor the manifestation is centered on the crystal.
A crystal can maintain only one Manifestation at a time. A crystal used for anchoring can not be tapped for joining in a Ring or for free Power levels.

Burn crystal:
At Power level one this manifestation allows to burn an attuned Level 1 Psi-Crystal within 10 meters.
For every additional Power level the range can be extended by 10 meters or the level of the Psi crystal to be burned increased by 1.
The burned psi crystal then becomes a useless stone but the psionicist recovers a number of Psi points equal to the crystals level*3.

Sacrifice:
The character is capable of converting another creature's life-force in psionic energy, using this manifestation does not cost Psi points.
The psionicist must kill ritually the creature, the creature must be killed with a ritual weapon (costing about a 100 thaari) and use an attuned Psi-crystal as focus.
The ritual takes one action turn.
Psi points in excess of the psion's maximum Psi points reserve fade away at the rate of 1 point per action turn.
The psion acquires a number of Psi points equal to sum of the creatures Wit, Presence and Psi-index.
Human sacrifice is frowned upon by most city states.

TELEKINESIS
This Discipline covers mastery of mind over matter.

BASIC LEVEL

Assault:
The psionic character can move stones, sticks or other loose objects at high speed so to cause harm.
Base damage at Power level 1 is 1d6 at one target within 10 meters of the psionicist.
Each additional Power level can add either 1d6 of damage, 10 meters of range or 5 meters of area effect.
There must be some lose items nearby the psionicist or the target(s) for this manifestation to work.
The Assault is resolved as an Area effect ranged attack using the psionicist's Psi-Index instead of it's Agility: Short range is equal one third of the manifestation's range, Medium range is up to two-thirds of the manifestation's range, beyond that the target is at Long Range.

TK-Manipulation:
Maintainable
For each Power Level activated the psionicist can move or slow down a mass/speed of up to 50 kg*meters*turn within 10 meters, each level of manifestation either adds 10 meters of range or 50kg/meters/turn.

TK shield:
Maintainable
This manifestation creates a repulsive force field with an Armor value of 2 around the psionicist.
Each additional Power level can add either 2 points of AV, 5 meters of area effect or 10 meters of range for projecting the field.

ADVANCED LEVEL

Pyrokinesis:
The psionicist can shape or cause flames. For 1 power level the psionicist can cause a Rating 1 fire to spring up (or die) within 10 meters.
Each additional Power level can add either 1 point of fire power, 10 meters of range or 5 meters of area effect.
The Pyrokinesis is resolved as an Area effect ranged attack using the psionicist's Psi-Index instead of it's Agility: Short range is equal one third of the manifestation's range, Medium range is up to two-thirds of the manifestation's range, beyond that the target is at Long Range.

Psychosurgery:
For every activated Power level the character can heal a touched target up to 2 life Points.
This power does not allow raise the dead, but if used swiftly can reattach lost limbs.

Teleport:
This manifestation allows the psionicist to instantaneously move itself and up to a 100 kg mass by 30 meters without worrying of the intervening space or lack thereof.
Each additional Power level can add either 30 meters of Range, a 100kg of additional mass or 10 meters of area effect around himself.
The psionicist need either see the point of arrival or know it (in whatever way: natural or psionic).
Unwilling targets get to beat the psion in a Presence vs. Psi-index Contest, if they win the manifestation goes off without affecting them.

TELEPATHY

This Discipline covers mastery of mental communication and manipulation.

BASIC LEVEL

Mind Reading:
Maintainable
While the manifestation is turned on the Psionicist can read a target creature's thoughts and detect Mind Controls or Bonds implanted in it.
Base range is one target within 10 meters, additional Power levels allow extending the range by 10 meters or including one additional target.
Unwilling targets may try to resist with the usual Presence vs. Psi index Contest.

Thought projection:
Maintainable
While the manifestation is turned on the Psionicist can send to a target creature its thoughts.
Base range is one target within 10 meters, additional Power levels allow extending the range by 10 meters or including one additional target.
Unwilling targets may try to resist with the usual Presence vs. Psi index Contest.

Telepathic Shield:
Maintainable
This manifestation allows the psion to defend the target's mind from telepathic intrusions, till the power is on it receives a +1 in Presence Contests versus Telepathic intrusions.
Base range is self, each Power level activated can extend the range by 10 meters, add one extra target to the effect or increase by 1 the bonus to Presence Contests.

ADVANCED LEVEL

Mind Control:
This manifestation allows inserting thoughts, orders and memories in to a target character's mind within 10 meters.
This commands and memories last for up to one hour.
Each additional activated Power level adds 10 meters of range, one hour of duration or add one extra target to the effect.
For the command to be successfully implanted the psionicist needs to beat the victim(s) in a Psi versus Presence Contest; as usual, against multiple targets, the psionicist rolls only once and confronts the result against each target to determine who fails to resist. The victim(s) need not be intelligent.

Psychic Bond:
Allows the psionicist to create or remove a telepathic bond with the target.
A psychic Bond allows the bonded individuals to share perceptions and thoughts if they are within 10 km of each other.
No character can be involved in more then (Presence) bonds at the same time.
Base range of Psychic Bond is 10 meters, every activated Power level adds either 10 meters of range, add a target to the bonding manifestation or increase the area of effect by 10 kilometers.
For the bond to be successfully implanted the psionicist needs to beat the victim(s) in a Psi versus Presence Contest; as usual, against multiple targets, the psion rolls only once and confronts the result against each target to determine who fails to resist. The victim(s) need not be intelligent. Once the bond is active it can only be severed with this same manifestation.
If used to severe bonds this manifestation cancels one bond on a target character within 10 meters.
Each activated Power level adds either 10 meters of range, 1 extra target or removes one Bond more, unwilling targets may try to resist with the usual Presence vs. Psi index Contest.
Once a bond is in place it lasts until removed.

TELEPERCEPTIONS

This Discipline covers mastery of extrasensory perceptions.

BASIC LEVEL

Sensory projection:
Maintainable
The teleperceptor can move its sensorium (combined eyesight/hearing perceptions) by 50 meters -regardless of intervening barriers- per activated Power Level.

Scan:
Maintainable
While this manifestation is on the psionicist can feel all life forms within 50 meters, it can also recognize the mass, if either sentient or non sentient, Psionic or non-Psionic and the actual state of health.
It can also tell with one action of concentration, the speed and direction of travel of each.
Each additional Power Level activated adds 50 meters to range.

Psychometry:
By touching an item or target creature or location the psionicist can relive important events connected to the target that happened in a lapse of time depending on Power Level activated:

Power Level	Lapse of time
1	Last 24 hours
2	Last Week
3	Last Month
4	Last Year
5	Last Decade
6	Last Century
7	Last 1000 years
+1	+1000 years

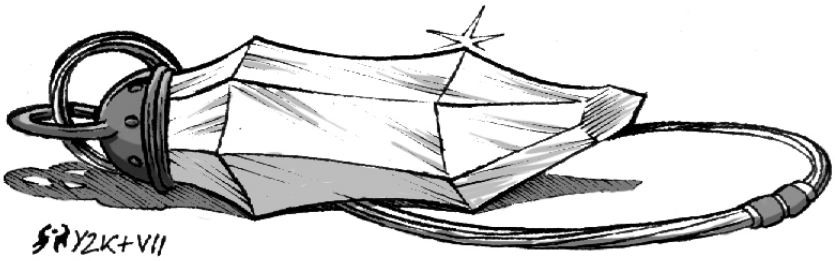
Particularly shocking or emotionally charged events and places can be detected more easily, the GM may want to improve the effectiveness of the manifestation by one or two Power Levels.

ADVANCED LEVEL

Obscure:
Maintainable
The target of this manifestation is invisible to all kinds of Teleperceptions while the power is turned on.
Base range at Power level 1 is one target within 10 meters, extra Power levels can buy 10 meters of range or one extra target each.
Teleperceptors may beat this barrier successfully winning a Psi index vs. Psi index Contest.

Eavesdrop:
Maintainable
This manifestation allows the teleperceptor to listen to all telepathic communications ending or beginning within 10 meters of itself, each extra Power level activated allow extending the range by 10 meters. However for this manifestation to be successful the teleperceptor must beat the originating Telepath in a Psi index vs. Psi index Contest.

Precognition:
Expending 5 Epic Points a character with Teleperceptions can foresee the future.
The game master will then either give the player a glimpse of what may happen or allow him or her to make a Prophecy.
Beings involved in a prophecy suffer from a negative modifier equal to the Teleperceptor's Psi-index for actions that go against the prophecy, and receive a bonus of equal amount for all actions that follow the prophecy.



Psi Crystal

CHAPTER NINE: CREATURES

Here is a list of animals and typical Zoonian creatures. Whenever two scores are given to Wit, use the second for all Tasks based on perception and senses and the first for Tasks pertaining to rational thought and logic. Use average Wit to determine Initiative.

SPECIAL ABILITIES

Frightening; all who see a Frightening creature must pass a Presence Contest with the beast, and those who fail are either unable to act or forced to flee. Players who succeed in this roll need not roll again during the current encounter, though new rolls are needed on subsequent encounters with similar creatures. Players who fail their rolls may take the Contest again once per turn to try to gain hold of themselves; as soon as the test is passed, the passing player can stop rolling for the rest of the encounter.

Horror; all that see a Horrorific creature must pass a Presence Contest with the beast as for Frightening yet failure means that the character loses its self control for 1d6 turns before it can try to regain control by taking a new Contest.
A Catastrophic failure means that the character loses control for 1d6 hours and permanently gains an insanity (See Compulsive behaviors in the Character creation chapter).

Invulnerable; If the creature is brought to 0 Life Points by weapons not capable of slaying it, it falls in a deep death-like torpor. The *Vanquished* creature will appear dead unless deep medical scrutiny is done. The creature starts regaining life points at an hourly rate, as soon as it is back to full LP, it regains consciousness.

CREATURES OF ZOON

Creatures with a Wits Score higher than 1 may have a Special ability and a Weakness like player characters, and just like Player characters they may have Epic Points and Fame.

Baaluruth
Body 8 Agility 4 Wit 1/5 Presence 4
LP 48 Size M I.V. 7
Speed 5
Attack: claws and beak 2D6+2
Half-reptile, half-birds these flightless relatives of the wyvern are one of the most dangerous animals in the wilds of Zoon.
Baaluruth inhabit temperate and cold climate forests, while omnivore a few ones have been known to attack humans.

Basilisk
Body 6 Agility 2 Wit 1/5 Presence 3
LP 36 Size L IV: 5
Speed: 5
Attack: 1d6 + Gaze
Armor: 2
Basilisks are huge lizards with a hypnotic gaze, basilisks are wild psions with access to the Mind Control Manifestation, their Psi index is 3 and they have a psi point reserve of 9. Basilisks use this power to hunt. Many scientists suppose a genetic link exists between Basilisks and the Firstborn.

Brutes
Body 7 Agility 2 Wit 2 Presence 3
LP 42 Size L I.V. 4
Speed 6
Attack: By weapon
Armor: By armor +1
Brutes are debased, cannibalistic, albino humanoids of slow wit infesting the Night pole and the ruins of old cities in the Twilight Zone. Almost all the technology they have comes by scavenging for items and technology, some have psionic powers.
Brutes employ weapons and armors just like humans, this ogre-sized weapons or armors inflict or parry 2 times as many damage points as human sized ones.
Usually Brutes use huge clubs (2D6), and partial leather armor (AV 6/0).
A brute's skin is so hard that it confers one point of natural AV, a Brute's eyes are adapted to natural darkness but are color blind.
Brutes typically know two skills at Basic rank among: Armsman, Craftsman, Marksman, and Survivalist.

Eagle
Body 2 Agility 5 Wit 1/5 Presence 3
LP 12 Size S I.V. 8
Speed 6 flying/ 1 ground
Attack: claws or beak damage 1D6+2

Elk
Body 7 Agility 3 Wit 1/5 Presence 2
LP 42 Size M I.V. 6
Speed 6
Attack: horns damage 2D6+2

Firstborn
Body 2 Agility 3 Wit 6 Presence 4
LP 12 Size M I.V. 9
Speed 2
Attack: By weapon or bite
Armor: By armor +1
Firstborn are highly cultured serpent men that survived their race extinction: they resemble scaly humanoids with a huge serpent head.
First born bites inflict 1d6 damage and inject paralyzing venom that acts in 2 turns with Strength 3 and whose effects last 1d6/2 hours. Firstborn are amoral and arrogant, they consider all other species inferior.
Firstborn are almost ageless and immortal, yet while all have psionic powers (Psi index 3+1d6/2), most of them are spoiled and ignorant save for the occasional expert in Weird Science or art.
Firstborn employ weapons and armors just like humans, favoring partial leather armor (AV 3/0), light swords and firearms.
A Firstborn's scaly skin is so hard that it confers one point of natural AV.
Firstborn typically know two skills at Basic rank among: Linguist, Lore, Weird Science and Psionicist skill.

Forood
Body 1 Agility 6 Wit 1/5 Presence 2
LP 6 Size S I.V. 9
Speed 6
Attack: claws or bite damage 1D6
Maned lynx of the cold climate areas of Zoon, it has four distinctive saber-like teeth.

Krakuun
Body 14 Agility 2 Wit 1 Presence 4
LP 84 Size L IV: 3
Speed: 12 swimming
Attack: 2d6 tentacles
Armor 9
Enormous aquatic squids living in the depths of the dayward and Nightward oceans. Krakuuns are rare and solitary legendary beings held responsible for the disappearance of many ships. A Krakuun usually executes Swing attacks on smaller targets. Also a Krakuun may eject a cloud of ink once per hour: this has the same effect of a 1D6 Stun attack with a 5m radius, range 5/10/20. The ink cloud stun damage ignores armor.

Psivores
Body 1 Agility 8 Wit 1/5 Presence 2
LP 6 Size S IV: 13
Speed: 1 walking or burrowing
Attack: 1D6 *Piercing*
Armor: 3 *Hardened*
These huge flea-like insects are reputed to be the last remnants of a race of Living weapons from the Deep Space Horrors' Civil War.
Psivores are, basically, Psionic parasites feeding on the host's Psi energy.
Despite their small size Psivores are capable of surprising leaps and bounds thanks to their vestigial wings.
Psivores live in swarms, haunting psi-crystal rich areas of Zoon, awaiting their favored prey: Psionic individuals.
Psivores can use the Scan manifestation with a Psi index of 6 and a Psi Points reserve of 18.
Psivores always execute wrestling attacks on their victims aiming for the head.
If the wrestling attack is successful they hang on the victim's neck digging their teeth at the base of the skull on the next turn. Once the teeth are locked in place, the Psivore inserts its feelers in the victim's spine.
Psionic individuals with a locked Psivore instantaneously lose all Psi points and can not recover them till the Psivore is removed or killed.
Removing a Psivore requires a Body: 12 task.
Death or removal of a Psivore from a host sends the host creature in state of shock causing 1D6 damage, and unconsciousness for 1D6 hours unless a successful Body: 16 Task is passed.
Psivores always ignore creatures without a Psi index score.

Rat
Body 1 Agility 4 Wit 1 Presence 1
LP 6 Size S I.V. 5
Speed 2
Attack: bite damage 1/2D6
Omnipresent inhabitants of ruins all over Zoon.

Snake
Body 1 Agility 5 Wit 1 Presence 1
LP 6 Size S I.V. 6
Speed 2
Attack: bite damage 1+venom: Strength 6, 4d6 damage, speed 1d6 turns
Zoon's snakes are mostly present in swamps and in the desert. Larger specimens exist, with a Size L, Body 4 and 24 LPs. These larger snakes are usually non poisonous and attack by constriction inflicting 1D6 wrestling damage.

Tar
Body 3 Agility 4 Wit 1/5 Presence 2
LP 18 Size S I.V. 7
Speed 6
Attack: bite 1D6+2
Zoon's main canine species, similar to earth's wolves. Some tame specimen exist they are

however mostly a wild specie.

Umtar
Body 5 Agility 3 Wit 2/5 Presence 3
LP 30 Size M I.V. 7
Speed 9
Attack: 2D6
Huge canine creatures used as mounts by Zoon's humans. Highly intelligent and with a keen sense of smell.

Vampire-bat
Body 1 Agility 5 Wit 1/5 Presence 2
LP 6 Size S I.V. 8
Speed 3 flying/ 1 ground
Attack: bite damage 1/2D6
Commonly living in ruins of the ancients.

Wyverns
Body 12 Agility 4 Wit 1/5 Presence 3
LP 72 Size H IV: 7
Speed: 12 on ground/24 flying
Attack: 2d6+venom
Armor 4
Wyverns are dragon like creatures, of animal intelligence. They attack with a barbed stinger at the end of their tail. This stinger is venomous: The venom acts in 1d6 turns, has Strength 5 and inflicts an extra 3d6 of damage.

Zohar
Body 12 Agility 1 Wit 1/5 Presence 2
LP 72 Size L I.V. 4
Speed 6
Attack: trample(as Charge) and tusks 2D6+2
Armor: 3
Huge four-tusked pachyderms with a bristling mane. Two varieties exist: naked Zohars living in the desert and furry Zohar living near the Night Pole.
Brute tribes commonly use furry Zohars as mounts.

The restless dead: Ghouls, Vampires and Ghosts

Human beings, brutes and animals can become undead creatures, usually as a result of weird science experiments.
The restless dead are immune to extremes of temperature, to illness, poison and asphyxia nor do they suffer from –normal- hunger, thirst or sleep.
Undead creatures never suffer penalties from wounds nor can be stunned.
However undead do not heal from damage unless cured by psionic or by application of a regeneration serum created by weird science.

Ghosts
Ghosts are disembodied undead, the spirits of men bound to the place of their death and roaming the astral plane. Reasons for this may vary: an unfulfilled wish, love or hatred; a broken promise. Any of these may bind a dead man (or animal) to the living world.
These rules regard Ghosts as characters in Astral Projections (see the chapter on psionics):
Only astral combat and thus destruction of its astral body –or the fulfillment of the condition holding the Ghost in the world- will free the Ghost from the world of the living.
Ghosts hold all their knowledge from their former life.
Ghosts have no Body or Agility, Life Points for Astral combat are calculated through Presence.
Ghosts can affect the outer world through Psionic Disciplines if they know any. Ghosts do never move more than (Presence*10 meters) from the place of their death but can move with lightning speed within this area.
Ghosts can see in the dark and are *frightening* if they care to show themselves. All ghosts have the power of *Astral perception* and can *Possess* bodies. Should the Possessed character die the ghost is expelled from the body unscathed.

Average human Ghost
Body 0 Agility 0 Wit 3 Presence 4
LP 0 Size - I.V. 3
Speed *
Attack: *
Armor: *

Ghouls
Ghouls are the bodies of dead man or other creatures commanded to live an imitation of life, usually by weird science or unknown diseases.
Ghouls retain the same physical Attributes they had in life, but lose all spirit and intelligence: Wit and Presence tumble to 0. A ghoul can not employ any Skill or Epic Point it had in life. Ghouls are slow and

creepy things: Speed and Agility lose one point each while Body remains unchanged. Calculate LP and I.V. based on the new values. Ghouls are rarely active: they usually spend the day sleeping in their tombs and come out at night or when their tomb is opened.
A ghoul heals Life Points only after eating a living creature. Life points regained are equal to the creature's Body score.
Ghouls can see in pitch-black darkness. Ghouls are *frightening.*
Average human Ghoul
Body 4 Agility 2 Wit 0/5 Presence 0
LP 24 Size M I.V. 5
Speed 2
Attack: by weapon or fist 1/2D6
Armor: by armor

Vampires
Vampires are once living creatures turned to an immortal unlife by weird science. They stop aging and lose all faibilities of living creatures: they do not need to eat, drink, sleep or breathe. Vampires are immune to poison or illness.
Vampires retain all abilities they had in life, including Wit, Presence, EP, Skills and Psionics. A Vampires Body and Agility are increased by 1 point each.
Vampires can't be healed even by psionics or weird science, only drinking blood restores a vampire's vitality. For every day a Vampire passes without drinking blood it suffers 1 LP of damage.
To drink blood the vampire must kill a creature and drink all of its blood, thus healing up to the creature's Body in Life Points.
Vampires can see in the darkness.
Vampires suffer the following limitations: Irrational Behavior: Fear of sunlight and fire, Irrational Behavior: bloodlust.
A vampire suffers 1d6 damage points (that ignore armor) per turn if exposed to sunlight.
A vampire is *Invulnerable* to ordinary physical attacks, it will suffer real damage only from sunlight, lack of blood and fire. A *Vanquished* vampire can be killed if burned or exposed to sunlight.

The Deep Space Horrors

These creatures have an unknown and unspecified origin: Firstborn texts have it that these beings exist since the beginning of time and have evolved to a point beyond humanity or intelligence.
Always according to the esoteric texts of the Firstborn the Horrors live close to the galactic core or to its rim near the absolute void (depending on the author) anyway freely floating in space dancing to the inaudible sounds of creation.
Other authors support the idea that deep space is a metaphor for the inner reaches of a sentient soul and that the Horrors really come from within, as the Psionic powers capable of summoning them.
All Horrors speak a variant of Sasshalish.

Servitor
Body 7 Agility 2 Wit 5 Presence 3
LP 42 Size L IV: 7
Speed: 4
Attack: By weapon
Armor: By armor
Servitors are a sentient race of shambling fungous aliens with a highly sophisticated culture and developed science. They revere and fear the Great Ancients. A few have Psionic Powers but mostly they develop Weird Science equipment and make extensive use of automaton and vehicles.
A Servitor is a hermaphrodite fungi, its "top" concentrates all sensory organs: Servitors do not have a sense of smell nor taste and feed of water and soil.
Social structure is aristocratic.
Servitors have developed "portable" radio (50 kg and 200 km of range) and Blast guns. Servitor Armor is *Hardened* just like Ceramic armor.

Winged servant
Body 6 Agility 8 Wit 2/8 Presence 2
LP 36 Size M IV: 16
Speed: 4 on ground/24 flying
Attack: 2d6 claws and horns
Armor: 4 *Hardened*
Winged servants are little more than beasts: featureless, humanoid winged beings with tough rubbery skin. Winged servants are immune to poison, the curse and extremes and do not need to breath. Winged Servants are *Frightening*.

Astral Hound
Body 8 Agility 5 Wit 1/5 Presence 4
LP 48 Size M I.V. 6
Speed 5
Attack: bite 2D6+2
Armor: 8 *Unbreakable*
Astral Hounds are the hunting hounds of the Ancients and the Star spawn, crossing astral space in search of prey.
Astral hounds induce *Horror* and are capable of Astral Perception and Projection with a Psi-index of 4(and a reserve of 12). Astral hounds are immune to poison, the curse and extremes and do not need to breath.

Star Spawn
Body 14 Agility 8 Wit 1/12 Presence 12
LP 84 Size L IV: 20
Speed: 6
Attack: 4d6 tentacles
Armor: 12 *Unbreakable*

The idiotic spawns of the Great Ancients. Star Spawns are immune to poison, the curse and extremes and do not need to breath. Star Spawns induce *Horror*. Some have Psi index of 1d6 and know all Psionic Disciplines at least at Basic level.

Great Ancient
Body 32 Agility 8 Wit - Presence 16
LP 192 Size E IV: 8
Speed: 2/ 2 flying if capable of flight
Attack: 8d6 pseudopods
Armor: 16 *Ultimate*
Evil and mindless astral gods of space. It is unclear how many Great Ancients exist: a few named ones are Kuuu'th'uuk, Daargoon, Saddoqui, Eherrbus.
Great Ancients are immune to poison, the curse and extremes and do not need to breath. Great Ancients induce *Horror*. Some may have a Psi index of 2d6 and know all Psionic Disciplines at least at Basic level.

Optional Rule: Lingering Horror
The game as written is more influenced by E.R.B. than H.P. Lovecraft, but what if the GM wants to create an atmosphere of real Cosmic Horror?
We suggest you use the following rule: each time a character uses the *Summon*, *Gate* and *Sacrifice* Manifestations, gets a *Graft* or fails a Contest to resist the effects of *Horror*, it acquires a point of *Doom*.
Characters always subtract their *Doom* score from Contest rolls required to resist mind-affecting psionic manipulation (like Mind Reading or Mind Control) on the part of Deep Space Horrors.
When a character's *Doom* score is higher then its Presence score, he is completely subject to the Deep Space Horrors' will.
Anytime such a completely corrupted character is exposed to *Horror,* a failed Contest does not result in simple loss of self control and inability to act but in complete Mind Control on the *Horrors'* part.
Doom Points can be removed at the cost of 10 Epic Points each.
If this optional rule is used, starting characters may chose an additional Weakness:
Corrupt—The character has a starting *Doom* Score of 1.

On animal training and taming

Common animals and some fantastic creatures (like psivores, wyverns and basilisks) can be tamed and trained to obey orders.
Before it can be trained, an animal must first be tamed. To tame an animal is a long-term task that requires a number of months at least equal the Presence of the creature.
At the end of this period, roll a Contest between the animal's and the trainer's Presence.
If the trainer wins the contest, the animal is considered tame. If the animal wins it, it resists taming by the animal handler at all costs. In case of equality, the animal remains wild but the trainer will be able to retry his luck after a new period of taming.
The resistance of an animal to the schooling also depends on its age: once adult, animals are extremely difficult to tame; one should multiply by 2 the animal's Presence for opposing the trainer.

Once an animal has been tamed, it can be trained. To train an animal consists in teaching him one or several tricks.
To teach a trick to an animal, the trainer must succeed in a Presence Contest with the animal, at the end of one period of two weeks. The maximum number of tricks that an animal can learn is equal to its Wit score plus the trainer's Presence.

A trainer can try to oblige a tamed animal to execute a trick for which it has not been trained: Confront the trainer's Presence with the beast's, apply the same modifiers as for taming.

A trick learned by an animal falls in one of two categories: Automatic or Triggered on order of its master. Here are some examples of typical tricks:

Automatic: accept a rider, ignore a reflex of aggression, ignore a reflex of flight, programmed reaction when facing specified individuals (identified thanks to odor, voice, uniform etc) or events: attack, accept as master, obey - each reaction and individual types correspond to a different trick.

On order: attack (the animal attacks a designated target when orders), defend (the animal protects a designated person against all aggressions), watch (same thing but for a place or an object), come here, come back, fetch (for animals capable of tracking), execute an acrobatic or a special maneuver.

CHAPTER TEN: EXPERIENCE, EPIC POINTS, FAME

At the end of every gaming session (which may or may not be a complete adventure, depending on the length of the quest at hand), every character gets a reward in Epic Points from the referee. This reward should be from 0 to 3 points, depending on participation, role playing, ideas, adventure length and difficulty.

There is no limit to the number of EP you can acquire, and evil characters should gain them just the same as good ones, as long as their evilness fits the plot and the character. Epic points make the difference between a real Hero (and a real Villain!) and the common people.
Player characters shouldn't be the only ones to have EPs; NPCs' should also have them (expect great warriors or scientists to have between 1 and 12 EP, really heroic characters to have about 30, and living legends to have even more….
Heroic characters should also be given an appropriate number of Fame Points).

How do Epic Points affect the game?

In several possible ways:

The player may spend as many EP on one action as it has Presence, for each EP spent a character can:

Increase his chances of success in a Task or Contest.
BEFORE he rolls the die, the player states that he is going to spend EP on the roll. Add 2 to the die roll along with other relevant modifiers.

Increase his Initiative Value by 2, when the referee calls for IV's

Increase by 1 the power Level of a psionic manifestation.

Increase or reduce damage taken or inflicted. Before the die is rolled, the character declares that he is going to spend Epic points and then modifies the damage by plus or minus 2 points, but only after A.V. is calculated. Note that EP's can be spent in this way only to affect attacks brought on oneself. This modifier can't reduce damage below 1.

All Epic Points spent are gone, new ones must be gained. Should several characters simultaneously decide to spend EP's on the same action, have all involved players write their individual totals down on a piece of paper and reveal the points spent by each one simultaneously.

Fame

A collateral effect of adventuring is Fame, and the more a character adventures, the more famous he becomes.
Fame is rated from 0 to 6, no character may gain more than 6 Fame Points.
Fame is increased through the recording of a Popularity tally.
At the end of each adventure increase the Popularity tally by 1.
When Popularity reaches (6-Current Fame), reset the tally to 0 and increase Fame by 1.

Famous characters can be recognized by other people even when they don't want to be.
When the referee thinks the famous character might be recognized, he just rolls 1D6, and if the result is equal to or lower than the character's total Fame points, he or she has been recognized.

The referee should take this Task any time a famous character meets somebody without wearing a disguise or whenever a famous character's name is spoken. Reaction to this recognition may vary, depending on HOW the character got famous; don't expect notorious Brute slayers to get a warm welcome by Brutish tribes.

If a famous character has been recognized, the referee may decide to add or subtract his or her FP total to or from all of his or her Presence Tasks relating to social interaction (like persuasion, price haggling and poetry competitions, but not psionics or gambling).

Increasing Primary Attributes

Characters also get to improve Primary –and some Secondary- Attributes: The permanent increase of one Attribute (choosing from Body, Agility, Wit, Presence, Speed, Psi index) by 1 point, costs the actual Attribute value times 10 in EP.
Buying a Psi index rating of 1 from scratch costs 20 Epic Points.
No Attribute may be increased by more than 1 point in this way, remember to recalculate Secondary Attributes when a Primary one is improved.

Learning New Skills

A character may chose to learn a new skill or improve a known one granted he gets permission by the GM.
Game masters should grant permission if the player characters have had access to instructors (NPCs or other PCs possessing the desired skill at Master Rank) or had extensive first-hand practice in the course of their last adventure.
A character may only try to improve one Skill at a time, also if a Skill has been chosen for improvement and the player does not pass the Task he may not try to improve another Skill before the character is awarded Epic Points another time.

Requirements must still be met before a character can buy a skill.

To learn or improve a Skill a character must first pass a Difficulty 10 Wit Task.

If the Task is successful the player may improve the chosen Skill: learning a Skill at Basic Rank requires the expense of 5 EP.

10 EP are needed to actually improve a skill from Basic to Advanced Rank.

20 EP are needed to actually improve a skill from Advanced to Master Rank.

No equipment is gained by learning a new skill, equipment linked to specific skills is granted only at character creation.

A note on aging

Human characters age quite early: every Umgarla (10 earth years) after the fourth subtract one point from each stat value (Body, Agility, Wit, Presence, Psi and Speed): recalculate all derived Attributes, Brutes age at the same speed. As soon as one of the main stats reaches 0, the character dies.

Sample Character Experience: *Malmuut Obness Daar, Weird Scientist extraordinaire has passed many adventures in the last few months.*
His attributes and skills have become:
Body 3, Wit 5, Agility 4, Presence 2, Psi-index 1.
Size M , Speed 4, I.V. 9, Life Points 18
Basic Armsman, Basic Subterfuge, Advanced Weird Science (Life Science and Concoctions at Basic level each).
Epic Points: 11, Fame: 1(Popularity tally:4)
Weakness: Irrational Behavior (Greed).
Malmuut has Grafted eyes (and can thus see in the darkness).
At the end of this last adventure his Popularity tally reaches 5, so his Fame goes up to 2, while the tally is reset to 0.
In four more adventures his Fame will go up to 3.
Not bad for an ex low-life, Malmuut is definitely amongst the "up and coming" of society.

The GM decides that in this last game session Malmuut has been really clever and a decent role-player and awards him 2 Epic Points.

Malmuut finally decides to take the great leap: he will try to learn psionics!
The player expends 10 epic Points to raise his Psi index to 2. This is the highest it will ever get, through experience at least, Malmuut will not be able to raise it higher by expending Epic Points.

With the remaining 3 Epic Points he tries to learn the Psionicist Skill at Basic Rank: for this to happen the player must pass a Wit Task at Difficulty 10.
The GM gives his permission as another player's character has Psionicist skill at Master Rank and has volunteered to tutor Malmuut.

For Malmuut's player joy the Task is a success and his character learns Psionicist at Basic Rank, the player chooses Basic Level Teleperceptions as his first Discipline.

This is now the new Malmuut Obness Daar, explorer of dark secrets:
Body 3, Wit 5, Agility 4, Presence 2, Psi-index 2.
Size M , Speed 4, I.V. 9
Life Points 18, Psi Points:6
Basic Armsman, Basic Psionicist (Teleperceptions Discipline at Basic Level), Basic Subterfuge, Advanced Weird Science (Life Science and Concoctions at Basic level each).
Epic Points: 0, Fame: 2(Popularity tally: 0)
Weakness: Irrational Behavior (Greed).

EXAMPLE OF PLAY

The following example illustrates a small portion of an adventure, using three characters (Karp Ahk Dun, Zavast and Uhann Min Dok). Uhann Min Dok is a Human Armsman and Pilot from Quaal armed with a Sword and a Pistol. Karp Ahk Dun and Zavast are respectively a Human Psionicist (expert in Telepathy and Telekinesis) and Lore master and a Brute scavenger. Karp Ahk Dun is armed with a dagger. Zavast is armed with a Huge Battle Axe. All three wear Partial Light Armor.

"GM" indicates words spoken by the Game Master, Zavast's player has been chosen "Caller" by the rest of the party.
The Caller is a player who communicates the group's questions and desires to the GM. Some GM's use a Caller; others prefer to let the players express their individual desires. A Caller is used in the example purely for convenience. As we pick up the action, the players have marched for one day across the swamps north of the Gulf of Remembrance. They are unencumbered and moving at walking speed (about 1 km per hour in the swamp, even if Zavast could move faster) and are approaching the outskirts of the ruins of Burakennar, city of the Ancients.

GM: *"You've been following the old Road for four hours. Do you want to rest or continue?"*
ZAVAST: "*We'll continue. We're on guard ... moving Normally.*"
GM: Rolls 2d6, with an "8" result... No encounter in the Twilight Zone through which the group is moving. "*You cover another two kilometers, and begin to notice a scattering of weed-grown marble ruins along the roadside.*"
Uhann: "*We'll keep our eyes peeled for interesting structures.*"
GM: "*Are you going to slow down?*"
ZAVAST: after consulting with the other players "*No ... we'll keep moving at normal speed*."
GM: "*During the next kilometer, you don't see any intact buildings, but the ruins do seem to be getting closer together. The road begins climbing a rocky gorge. The walls of the gorge rise about you, cutting off the sun feeble light of Zartru. Do you want to rest or continue?*"
UHANN: "*We'll continue. We hope to catch sight of Burakennar before a couple of hours*."
GM: He consults his notes about the Ruins of Burakennar and tells the party: "*The gorge is narrow and steep, but the road is fairly level, now.*" Looking at his map he notices that the group will come to a building next to the road haunted by a pack of Ghouls. "*As you round a bend, you notice a square shape to your right, about 20 meters from the road.*"
KARP: "*How big is it? Can we see any doors or windows?*"
GM: "*It's about 20 meters tall, and maybe twice that on each side. It's covered with vines, but there seems to be an area on the side closest to the road where the vines have been cleared away.*"
Before the game session he has decided that three ghouls haunt this ruin and that all the Ghouls of Burakennar have average attributes for human Ghouls.
They are the last remnants of an experiment in immortality that caused the city's downfall, ages ago.
ZAVAST: "*We'll check it out.*" He quickly checks with the other players on how to approach the building.
GM: "*What are you going to do?*"
ZAVAST: "*We'll approach the front of the building. We all have our weapons out. What do we see when we get close? Is there a door?*"
GM: "*Who's in front*?"
ZAVAST: "*We're advancing all three abreast*."
GM: "*The bare spot appears to be a slab of golden metal set in the pink marble of the building. There's a hand sized hole in it.*"
He decides that since the characters are approaching a common type of NPC with weapons ready that there is no chance for the PC's to be surprised.
Even though the Ghouls are sleepless they may be otherwise unaware, so he does make a Surprise Check for them. He rolls 2D6 + Average Ghoul Wit for perception Tasks of 5 getting a total of 11.
"*Please all of you roll 2d6+Agility, remember to add Competence bonus for Survivalist Skill.*"
Karp Ahk Dun rolls and gets 8, + 4(for Agility) =12, Zavast rolls 9, +1(for Agility), +2 (for Advanced Survivalist skill) =12 and Uhann Min Dok rolls a stunning 12 +3 (for Agility) =15.
The Ghouls are, indeed, surprised.
UHANN: "*I will put my hand in the hole on the golden door while Karp and Zavast stand just to either side.*"
KARP: "*I keep the sword in the right hand, while the left one holds the pistol.*"
GM: "*Uhann, you feel some buttons in the hole. What do you do?*"
UHANN: "*I start pressing them carefully.*"
GM: Decides that Uhann Min Dok should have a good chance to find the combination to the golden door, and sets the difficulty at 12. "*Please roll a Wit Task.*"
UHANN: rolls 8, +6 (for Wit) and decides to put in

an Epic point for an additional +2. His total is 16.
GM: "*The door silently slides to the side, disappearing in the wall.*
You can't see much in the dim light, but several bulky shapes appear to be rising before you among the ruined remains of silken finery."
ZAVAST: Hurriedly talks with the players. "*We let 'em have it!*"
GM: "*What exactly do you let them have?*"
KARP: "*Karp Ahk Dun fires at the shadows.*"
ZAVAST: "*I rush in charging and singing the war chants of my tribe!*"
UHANN: "*Uhann Min Dok steps away from the doorway.*"
GM: *"Please roll Initiative"* Checking Initiative values he sees that Karp goes of first: "*Karp, both Zavast and Uhann block your view of the other targets.*"
KARP: "*I wait for the others to move out of the way*"
GM: "*Uhann you move out of the way, just in time for Zavast to end up charging full tilt in to a pale corpselike figure. Zavast you may strike at it*"
Zavast rolls for the attack while the GM rolls for defense.
As Zavast's roll is 6 points higher then the Ghoul's he inflicts double damage.
As Zavast's Huge battle axe inflicts an incredible 24 points of damage the first Ghoul is cut down.
"*The horrible creature is blown away by a square blow to the head. The others follow it, as Zavast rests his eyes on them he feels his heart tremble, please execute roll Presence against Difficulty... (rolls for the Ghouls Presence) 11.*"
ZAVAST: Fails his roll, miserably
GM: "*An unnatural horror takes your savage heart as you now clearly see that shambling corpses move towards you: Zavast is stricken by fear for next turn*"
KARP: "*What else is going on in there?*"
GM: "*You see two more of the bulky shapes moving toward Zavast reaching out with claw like hands.*"
KARP: "*I shoot at them!*"
GM: "*Zavast is covering the target, are you sure?*"
KARP: "*Yes!*"
ZAVAST and UHANN. "*No!*"
GM: " *Sorry mates, he said he is going to shoot... roll the attack Karp.*"
Karp fails miserably, seriously wounding Zavast.
GM: "*So, Zavast you are still in shock, Karp and Uhann: what are you going to do the next turn?*"

Play continues like this until the combat is over ... leaving Zavast seriously hurt and the three Ghouls dead. The players take the good part of an hour looking for a clue to their Quest's solution and bandaging Zavast.
They then resume their march into Burakennar....

Psionics: Tool of the Deep Space Horrors or only defense against them?

INTRODUCTORY ADVENTURE: “A Princess of Zoon”

This chapter contains a short introductory adventure to get you started in playing *Under the moons of Zoon*. The adventure is defined in its plot and main characters, individual GMs are invited to elaborate the details and should adapt the events to the PC’s actions. Also, maps are supplied for the main locations of the adventure.
It can be played in one 4 hours game session but can be easily expanded to be played in more game sessions. With some work and planning this adventure can become the starting point of a campaign.

Back story the adventure

A centuries old feud between Omaba and Yacind is finally coming to its end.
The fight for control over the Spring Sea that costed thousands of lives to both city states has been put off by the Umzoolams striving to reach a truce. Many reasons have brought the Umzoolams to this decision but the main one is fear for Helicon’s spreading power.
To seal the truce a marriage has been organized between Omaba’s Umzoolam’s son and the daughter of Yacind’s Umzoolam.
The marriage shall be held at the court of Omaba, and emissaries have been sent to all nearby city-states to invite the Zoolams to the marriage that will end the war.

Yet not all is well in the courts of the two great city-states.

Conservative political parties –on both sides, and also external to the two cities- would like to see the feud going on.

Most of all the Umzoolam of Quaal (one Mushnaar Abel Majid) would see the truce fail, so to gain advantage from a new escalation of violence.

The Umzoolam Mushnaar is notoriously power hungry and ill-advised, while not outright evil he has chosen as personal councilor the shady prophetess known only as Maal Baru.

Unknown to all Maal Baru is a Hybrid servant of the Firstborn and the main agent of the Wyrm Cult on this side of the continent.

In the night in which the engagement had to be made official at Obama’s Halls of the Ancients (a sacred vault beneath the Umzoolam’s palace) Maal Baru has managed to have the Zoolama kidnapped by a squad of Assassins from Nameless.

Thanks to the already tense atmosphere – and the unwilling help of many ambassadors from nearby city-states- Maal has been successful in showing Obama’s Conservatives as culprits.

Meanwhile, the false prophetess has had Mushnaar prepare its army to fall like a bird of prey on the warring city-states, feeding his belief in the possibility of creating a new kingdom even more powerful than Helicon.

Maal’s real plan however is to sacrifice the Zoolama in order to summon the Deep Space Horrors. So she had the assassins meet at the ruins of lost Xalaxatl, hidden deep in the jungle between Obama and Yacind.
Once all out war between the three city states is set, she will lead her alien masters to the conquest of the Spring Sea.

Having dispatched the Assassins to cover up any possible trail the evil Maal Baru has hidden their craft and brought her prisoners to the ruins of the city’s main temple: the Garden of Forgotten Beauties.

However, not everything has gone as planned by the machiavellian Maal Baru, in the same night of the kidnapping her tinkering with Xalaxatl’s secrets has released its most fearsome inhabitant: the famed Beast of Xalaxatl.

This crazed Automaton that notoriously stalked the deepest ruins of Xalaxatl has been unwittingly granted access to more than its customary den and now roams the entire city stalking the Wyrm Cultists.

In the last battle between the Cultists and the Beast the main power source of the Ruins has been irremediably damaged and most of the ancient building’s systems (like remaining force walls, lighting or elevators) have gone off.
Amongst these the Blast shield door of the PC’s cell.

Starting the adventure

The Pcs are part of Yacind’s best: they are bodyguards, healers, instructors, entertainers, personal pilots or manservants to the Umzoolams of Yacind: whatever fits better their skill choice and

special abilities (or weaknesses).
The PCs are part of the Zoolama's personal retinue, they have been drugged and abducted with the princes and been brought of to Xalaxatl.
Maal Baru planned to sacrifice the Player Characters as well.

The adventure starts in the ruins of Xalaxatl, in the Garden of Forgotten Beauty. The characters are waking up from the effects of a sleep drug in a cell, the morning after their kidnapping on the assassins' part.

The PCs have no equipment at all (their personal equipment is back home in Yacind), they only vaguely remember –as if in a dream- a struggle in the deep of night with masked individuals, the cry of the Zoolama and nothing else.

They do not know where they are or what time it is; to their uttermost surprise the cell has no visible door and no apparent guards....

Xalaxatl

The ghost town is a mass of abandoned, mosaic - decorated rubble dominated by a few remaining ziggurats. In the permanent night an eerie greenish light envelopes the abandoned buildings.
However abandoned and overrun with vegetation some of the cities standing buildings are still perfectly functional.
Characters walking through the city and having a look at its buildings and remaining pieces of art may try to fathom where they are.
With a successful Wit [Lore] Task at Difficulty 14, the following facts may be remembered:

> Lost Xalaxatl was an important city before the apocalypse, now abandoned centuries ago.
> Legend has it that the citizens –despairing to survive the apocalypse- let themselves die, leaving the city to the automatons. The automatons themselves, now masterless, went crazy or dwindled to inactivity.
> Today it is notoriously stalked by Ghouls, vampire bats and wild Tars, surrounded by a deep jungle with all sorts of carnivore or poisonous vegetation.
> A mysterious Beast, whose shining eyes can sometimes be gleaned cross the ruins in the perpetual night, stalks the lost city.

Not all locations of Xlalaxatl are supplied with a full description or a map. Individual GMs are encouraged to fill the missing details.

The surrounding Jungle: The Jungle is a hostile environment of lichens and giant mushrooms, separating the lost city for at least 1000 kilometers.
Its climate is one level of extremes below what is comfortable for humans, whatsmore finding food requires a daily Wit [Survivalist] Task at Difficulty 13.
A catastrophic failure means that the foraging character either poisoned himself or was ambushed by a poisonous snake.

The Graveyard: A perfect imitation of a live town, this is actually a Necropolis where the Xalaxatlans went to be buried or –in the last days of the city- came to die.
The tombs are built in shapes of house, full of all typical domestic appliances.
Wandering through the graveyard can be dangerous, as Ghouls have risen from the tombs.
At the center of the Graveyard can be found the death-palace of the Umzoolams, some say that a Ghost or Vampire rules the city of the Dead from here.
Individual GMs will have to decide the truthfulness of this statement. The graveyard's power source is still perfectly functional.

The Library: A huge building in white marble, it is still full of books on the most varied subjects written in Old Zoonian.
Since the library's power source is no more perfectly functional the seals of the vault are breaking, and many books are turning to mould.
Books in good state could be worth a fortune to the right scholars, however, or could give important hints for future quests on the PC's part.
Also, somewhere in the library the PCs could eventually find details on the Mausoleum and the individual in suspended animation within (see below)... as well as the passwords that disarm the traps.
The library is still run by a small, gentle humanoid automaton that tries to keep it intact and in good health.
The Librarian knows the Beast perfectly, who will not attack the Librarian and crafty characters may persuade the Librarian to block the Beast using some old command codes.
Anyway, the Librarian and the Beast will not abandon Xalaxatl.

Ulamat's Ziggurat: The highest tower in town, once property of the rich merchant-prince Ulamat.
Known in its time also as Ulamat's folly, it can be seen breaking through the canopy of the jungle for

many kilometers with its 400 meters height.
Pink marble, golden filigree, corroded bronze sculptures and bas-reliefs (once depicting the life of Ulamat) constitute most of it.
The Ziggurat's power source is no more functional and its completely empty high-roofed halls provide a nest to a flock of many tens of Vampire bats.
The Assassin's military Air skiff is hidden on the top of the building, Maal had them land here (the only available landing place left in Xalaxatl) and here the Assassins where killed by Maal Baru's hybrid servants.
The skiff was not damaged in the fight and is guarded by three Hybrids equipped with hypersonic whistles.
The Air skiff may well prove the PCs only chance of getting out of Xalaxatl.

Apart from the vampire bats, climbing the ziggurat can prove problematic as the old building is slowly crumbling away: require all characters climbing its inner stairs to execute an Agility [Survivalist] Task at Difficulty 8 to avoid falls for 3d6 meters.
Climbing the outer walls of the Ziggurat requires an Agility [Survivalist] Task at Difficulty 12 to avoid falls for 1d6x5 meters.

Maal Baru, the priests and the hybrids on guard duty are equipped with hypersonic whistles to keep the bats away, however the shrill shriek of the whistles can be heard all across the city: it will keep away the bats... but could attract unwanted attention of a more dangerous kind.

The Rubble: Most of what was once Xalaxatl is now reduced to marble and metal rubble overrun with lichen and tall fungal growth typical of Zoon. Wild Tars have elected the rubble areas as their hunting ground.

The Mausoleum: These abandoned buildings just north of the Ziggurat, are still perfectly functional and completely sealed, with no visible openings save strong ceramic doors.
No lights come out of it, yet defense and energy systems are still working.
Access to the buildings requires the passing of three sealed ceramic doors: each is trapped and only the use of some secret passwords in Old Zoonian will open them without using violence or wit.
The doors can stand 30 Life Points each before a breach is made, and have a *Hardened* A.V. of 9. Detecting the traps requires a Wit [Subterfuge] Tasks at a Difficulty of 14, removal requires an Agility [Subterfuge] Tasks at a Difficulty 14 and lock picking equipment.
Attacking the doors automatically sets off the traps.
Activating the traps means that the area within 3 meters from the door is sprayed with a barrage of ceramic darts: all characters within range are subject to a ranged area attack dealing 2d6+2 *Penetrating* damage.
The traps have ammo for 10 bursts each and execute the attack with an Agility of 1.
Once all three doors have been passed the pcs will find a vast amount of jewelry and gems worth at least 10000 thaaris surrounding a blast-shielded crystal coffin attached to some kind of Cosmic ray collector.
The coffin contains an individual in suspended animation wearing the most outlandish clothes the PCs may have ever seen.
Individual GMs are encouraged to fill up the details of who this mysterious individual might be; suggestions include: the creator of the Beast and the Librarian, an astronaut from earth, an alien...

Wandering through the city: For each hour the PCs spend in town either moving amongst the ruins or standing in one place the GM should roll 2d6 and check the encounters table.

Xalaxatl Encounters (check once per hour)

2d6 Roll	Result
2-7	None
8-9	1d6 Ghouls in the Graveyard or 1d6 wild Tars in any rubble covered area 1d6 Hybrid guards in the Garden 2d6 Vampire Bats in Ulamat's Ziggurat Otherwise none
10-11	Bulak Ash Okk
12	The Beast

Meeting Bulak Ash Okk: the only surviving Assassin from the party that abducted them and the Zoolama.
Bulak Ash Okk is intent on surviving the ghost town, knows where the skiff is and that Maal Baru and her priests have hypersonic whistles capable of keeping the Vampire bats away. When the pcs meet him check for surprise, while Bulak is more then ready to forge an alliance with the PCs he is no stupid: If the assassin has surprise he will study the party before coming out and offering his help.
If the GM decides that Bulak will not present himself, have him stalk the party waiting for the best moment to come out and take control of the situation.

Meeting The Beast: The Beast is following old orders in a twisted and distorted way: it will attack anybody it meets except the Librarian in the most efficient way. If heavily damaged it will try to flee

and reach the Garden's Vault to be repaired.

The Garden of Forgotten Beauty:

This low and large building was once a temple and hall of justice. Xalaxatlians came here to pray and search for justice at the great altar inside, many important rituals were held in here.
It was once guarded by psionically tamed wild beasts whose cells still remain.
At this moment it is Maal Baru's base of activities and prison to both the PCs and the Zoolama Sabella Ganaa Bellush of Yacind.
The Pcs start their adventure in here, unarmed and bound with vines in room number 8, waken up by wailing sirens of an alarm and an artificial voice speaking.
Characters speaking Old Zoonian will understand the emergency signal:

"All qualified personnel meet in the vaults, prepare evacuation of the building."

The PCs have been brought here some eight hours ago after the hybrids killed the assassins.
Having suffered a raid from the Beast, Baru had it pursued in the Vaults under the building: in the ensuing fight the main CRC has been damaged and the Beast fled after killing some of the hybrids.
As a result of the fight the state of disrepair of the main Cosmic Rays collector has worsened: it has started leaking radiation and the systems in the building are working on and off.
Maal Baru and the priests have hidden in the Sancta Sanctorum, leaving the hybrids on guard they have to decide if they are going to hunt The Beast or carry out the Sacrifice at the main altar in area 1.
Within three hours they will decide to carry out the Sacrifice and flee Xalaxatl.

All of the building ground floor rooms have air and power conducts as well as garbage disposal chutes connected to the vaults and to all the rest of the building.
These conducts are about one meter wide and tall, player characters may try to open up the conducts and crawl through these, beware that only one person at a time can pass through these and there is barely space enough to crawl through.
GMs beware: as Xalaxatl is covered in perpetual night and the power system is off in most areas the characters will be moving in complete darkness while roaming through the Garden.

Ground Floor:

1. Garden of the Altar: The main area of the complex is a circular garden some 80 meters across.
While it was once covered with beautiful and lush vegetation it is nowadays overgrown with pale lichens and luminous fungi as big as trees.
At the very center a circular four-stepped dais brings to the main altar: a huge block of hand carved psi crystal (weighting about 1 ton). The altar acts like a regular level 4 psi-crystal. At this moment it is attuned to Maal Baru.
Two Cultists and one Priest are perpetually on guard here. The cultists here have grafted eyes and thus can see in the dark.

2. Guard posts and main entrance: The main entrance to the Garden is a great Double door built in Ceramics. It is closed from the inside and can stand 40 Life Points of damage before a breach is made. The door has 9 points of *Hardened* AV.
Four guards post watch this entrance: these four by six meters room are adorned with bas relief showing a court meeting. Each room contains a Hybrid cultist guard (two have arquebuses), a stone and metal table with controls for its blast-shield doors, a weapons rack and a chair.
The lights are completely out and the blast-shield doors have been put off by the guards, if turned on they will stop only 1d6 damage points, anything dealing more than this will make the door collapse.
The cultists are edgy and on guard: they fear the Beast and Baru almost equally by now.
Glib tongued adventurers could try to convince them to let them go or to unite forces against the Beast, it's quite possible that the hybrids will accept such offers: they will not give weapons to the PCs however and will turn on them as soon as their leaders (Maal Baru or the Cult Priest) make an appearance.

3. Armory and storage: The door to this room is a sturdy – and locked- Ceramic door: 30 LP A.V. 9 *Hardened.*
A huge empty hall 9 meters by 27, it is mostly full of empty shelves and lockers: food and weapons where once its main contenents now superseded by dust and small scraps of marble fallen from a failing ceiling.
The hybrids have stored here all their food, it would last them another Garlarad (about eight earth days).
Careful searching can bring the characters to find a hidden locker (roll a Wit [Subterfuge, Craft or Survivalist] Task at Difficulty 15): the locker contains a full set of Medium Ceramic armor, one shield, one ceramic sword, a dagger, a pistol and 10 shots of white-flame powder ammo.

4. Beast tamer's room: This room used to be the Garden's command post connected to the guard's

posts through now defunct video and audio phones.
This room is connected through an elevator to Area 2 of the Vaults.
The doors going to the barracks (having each 30 LP and an Armor Value of 9 *Hardened*) have been locked shut from the inside while the blast-shield door going to the cells is till perfectly functional (it runs on auxiliary power) and turned on.
The doors of the elevator have been covered with remnants of heavy tables and rubble taken from area 14.
Three hybrids are on guard at the moment, they spend most of their time in sullen silence pondering on their future. Their leader is one Bakar Madouk Agnos a huge brute taken from the pits of Taliskant, and once a gladiatorial champion. Bakar holds the keys to the doors and to room 3.
Bakar hates his fellows, the priests and Maal Baru: if offered a chance he will betray them to the PCs to escape the town just as quickly as he will betray the PCs just to save his life.

5. Barracks: This huge 6 by 33 meters long room was used as dormitory for all the Garden's security personnel. Today it is used by the hybrids. Six hybrids are in here right now: three are sleeping (or trying to) while other three are loudly gambling over dice and boasting about what they would do to the prisoners.
All cultists in this room are unarmed and unarmored except for the ones playing (they are wearing their daggers), all the weapons and armor are packed in lockers near the entrance of the room.

6, 7, 8 and 9. Cells: A six meters by nine empty cells, once used as bedroom for the guarding beasts or prisoners awaiting trial at the temple. Its exits are closed by malfunctioning blast doors that barely illuminate them, a little star light comes from the eastern exit and the garden can be seen.
The blast doors in these rooms are flickering on and off, each time a character or an attack tries to go through one of these unsteady force fields they can hold only 1d6 damage points before collapsing.

The Pcs have been left unguarded in room 8 as they are not considered dangerous at the moment and Baru has decided that guards are not to be spent pointlessly on them.
No equipment is available to the PCs unless they have the Subterfuge skill. Characters skilled in Subterfuge can ask the GM to still have hidden one piece of hidden equipment on themselves nothing larger than small knives or level1 psi crystals though: if they successfully roll a Wit [Subterfuge] Task at difficulty 14 the item has not been noticed by neither the assassins nor Baru's men.
The characters will not attract attention if they keep it quiet enough and can get rid of the vines in 15 minutes by rolling either a Body or Agility [Subterfuge] Task at Difficulty 13.

10. Guard's rooms: Maal Baru's most trusted men are guarding the access to the temple's sancta sanctorum. Six hybrid cultists eat, sleep and take turns in this room.
All six hybrids have grafted eyes and heightened agility (Agility 4, I.V. 6).
These six men are dour and humorless fanatics ready to die for their leader. The exit from this room is a typical ceramic door with 30 LP and a Hardened A.V. of 9, it is locked and the cultists have the key.

11. Priest rooms: These gracefully frescoed rooms showing homage being paid to the ancestors have been defaced with huge glyphs in the shape of a serpent biting its own tail. Two Wyrm cult priests have taken residence in these two rooms once used by Xalaxatl's own priesthood.
The doors of these rooms are locked ceramic doors with 30 LP and a Hardened A.V. of 9.
The wyrm cult priests have the keys.
Each priest has hoarded for personal use - and out of greed- part of the temple's treasure. Hidden in a cache under the bed of each room are two chests one holds 250 thaari and a curse detector, the other one holds 375 thaari and an ornate ceramic sword.
The priests are not here at the moment, they are in the main Temple with Maal Baru's, and in three hours they shall come back and prepare for the ritual sacrifice.

12. Main Temple: This large room is used by Maal Baru as "war council" hall. All the bas-reliefs have been hammered away by the cultists and the four ornate columns surrounding the small square pool at its center have been covered with glyphs representing the wyrm. The door going to area 13 – the Sancta Sanctorum- is a perfectly functional remote controlled Blast-shield door.
Star light fills the room entering through a window on the roof. At the start of the adventure Maal Baru and the two top ranking priests (the ones living in rooms 11) are here to decide what to do in three hours they will have decided what to do: they will sacrifice the princes and then flee after the summoning has ended.

13. Sancta Sanctorum: This dark, marble room constitutes Maal Baru's private quarters and the prison of Zoolama Sabella Ganaa Bellush.
All lights in the room have been smashed and the small statues of the ancestors have all been beheaded.

The main altar has been made in a bed covered with furs.
A chain has been secured to the altar, at the other end of the chain is the Zoolama of Yacind.
Sabella is in a state of complete stupor as she has been continuously drugged, if freed she will come out of this state in 1d6 hours.
A secret door (recognizable through a Wit [Subterfuge or Craft]:15 Task) leads to a corridor going from here to area 14.

14. Breach in the wall: Four hybrid Cultists are on watch, all four have an arquebus.
They are very nervous and panicky, afraid to die at the hands of the Beast: if their fears are accurately played upon they could well end up shooting each other...

Vaults: The alarm siren keeps screaming and the lighting has taken on a reddish cast while going on and off, the automatic metal doors separating each area have gone crazy opening and closing convulsively.
Except for the huge doors leading to the core CRC who have become sealed shut.
Each area in this place is connected to all others both by corridors and the same power conducts that connect to the floor level, areas are separated from each other by heavy metal doors.
The doors have gone out of control: moving through them requires an Agility Task at difficulty 10 to avoid being crushed by a door (1d6 damage and can not move for one action turn).
The Vaults have four exits bringing to the outside, once each was closed by perfectly functional blast-shield doors. At the moment the blast shield doors only stop 1d6 damage before collapsing.
The exits are also completely hidden by the rubble surrounding the Garden, if looking for them on the outside the PCs must pass a successful Wit [Survivalist] Task at 13.

1. Energy Core: This room contains the main Cosmic Rays Collector that powers the whole structure. The CRC is damaged by years and years of lack of care, additional damage was inflicted by Maal Baru's men fight with the Beast.
The damaged Collector has completely swathed the room with radiation, anybody entering is exposed to the Curse at Medium intensity (1d6 damage every hour).
As the walls and doors of the room are shielded, this has avoided any spilling of the Curse outside of it.
Combat in this area can prove tricky as damage to the CRC can worsen its conditions: consider the CRC as having 3 points of AV.
If the CRC suffers 10 more damage points all lights, systems and blast doors go instantaneously off, at 20 extra damage points the Curse in this area reaches High Level and Low level in all the Vaults regardless of the doors.
At 30 or more the CRC explodes for 3d6 *Unstoppable* damage: all the Gardens become an area with a Medium level Curse threat.

3. Automaton Storage Room: This room was used to store and repair Automatons. Many dead automatons fill the room, it now serves as lair to the Beast. Any time the characters enter this room roll 2d6, on 10+ the Beast is in here.
Also the Beast comes here to be repaired by the automated system: after each fight in which the Beast takes damage, if the systems at the Garden are still running and this room is free, roll 2d6 and repair that many damage points to the Beast.
Spare parts and inactive automatons fill the room.

2. Technician's Room: This room contains scientific equipment and tools for the maintenance of the CRC and the garbage disposal machines. Six Curse Cloaks are contained in a locker. This room is connected through an elevator to the Area 4 of the floor level.

4 and 5 Garbage Disposal: Machines in this room destroy all garbage collected: should any one end up in this room through the garbage disposal chutes he will instantaneously activate the machines.
For first things the machine will squash the subject for 6d6 of damage and then burn everything with a Strength 8 Fire in a second action turn.
The only hope for characters trapped in the machines is either succeeding an Agility Task at 14 to get out of the garbage vats before they are crushed or for someone to stop the machines using the controls at the stone and metal tables near the doors: operating the controls requires a Wit [Weird Science] Task at 10.

To stop a war

The two cities will be preparing their respective air fleets for troop transport, this should take about a week.
By this time the PCs should have freed the Zoolama or died trying.
Nothing will persuade the two city states from stopping hostilities save the princes herself and proof that none of the two cities was involved in her kidnapping (a good proof would be capturing Maal Baru and have her confess).
If the war can not be stopped, the two cities will agree on a battlefield and meet there to reprise the

war. At this point Mushnaar's scouts and spies will signal that the two cities defenses are understaffed.
Quaal's army will first strike Obama, supported by Maal Baru Winged Servants.
Should Mushnaar's plot be uncovered (and the Wyrm Cult's part in it) a new treaty shall be immediately signed by Obama and Yacind forming a joint army to strike at Quaal.

Hailed as Heroes, or not?

Should Characters have uncovered Mushnaar's plot they shall be hailed as heroes, Mushnaar and Maal Baru (if captured) will be put on trial and receive a prison for life sentence, or even a death sentence if their crimes are reputed bad enough.
However, given Maal's ample psionic powers, the GM may decide to have her flee to safety (taking with her the disgraced Umzoolam of Quaal) unless a convenient psivore is employed, and come back to pester the PCs in future adventures.
Obviously both city states will hail the PCs as heroes.
But, what if they fail?
An unknown grave –or no grave at all- is probably the worst fate that can befell the PCs –short of being sacrificed to the Horrors.
If Maal and Mushnaar's plan is successful they may meet their doom on the battlefield or become slaves under the new Umzoolam of Quaal, Yacind and Obama.
Mushnaar's rule shall be very short however: in a couple of years at most Maal Baru will have complete psionic control of the Umzoolam and be the real ruler of this part of the continent establishing a power base for the Wyrm Cult.
Obviously the PCs may have chosen to flee and become outcasts, either hiding from their failures or ready to organize the liberation of the three cities.

Important NPCs

Umzoolam Benda Rachmin Ayed of Obama
Aging Benda is something of a despot, although in good faith. He forced his son in an unwanted marriage out of political necessities.

Umzoolama Mallot Yaella Banhid of Obama
Old Mallot is the weak-willed consort to Benda, she pampered their child. Mallot is the typical "yes person"

Zoolam Gavur Benda Mallot of Obama
Zoolam Gavur is a very simple man with a childish pride for his physical exploits.
Many Conservatives are part of his court, hoping to spur the prince in reopening hostilities. Gavur obeyed his father only due to its childish need to be approved by him.

Zoolama Sabella Ganaa Bellush of Yacind
Body 2 Agility 4 Wit 3 Presence 6 Psi-Index1
LP 12 Size M Speed 3 I.V. 7
Attack: dagger (1d6+2)
AV: none
Skills: Entertainer Basic, Lore Basic, Pilot Basic

The beautiful daughter of Umzoolam Bellush, Sabella is a determined young woman whose love for music and daring piloting is well known. However strong-willed (and having no love for her groom to be) she agreed to her parent's plans for the sake of her people and a lasting peace.

Zoolam Vriil Bellush Ganaa of Yacind
Sabella's little brother is a slight young man with no interest in politics and warfare. He has a characteristically intellectual disdain for physical activities. Vriil intends to become minister of Science once his sister becomes Umzoolama of Yacind and Obama. Vriil and Gavur cordially detest each other. Vriil is accompanied everywhere by Liirv his familiar and has enhanced eyesight.

Umzoolam Bellush Vadnar Tasham of Yacind
A wise ruler, he broken heartedly agreed to his daughter marriage. An old, grizzled war veteran still carrying many wounds.

Umzoolama Ganaa Nazne Darnad of Yacind
Bellush's wife and co-ruler, sponsor of many of Yacind's artists. Hides an acute mind behind a vain attitude

Umzoolam Mushnaar Abel Majid of Quaal
The misguided ruler of Quaal is a sleazy fellow searching to put Yacind and Obama against each other.

Bulak Ash Okk, surviving Saphron Butterfly Assassin
Body 4 Agility 5 Wit 5 Presence 2 Psi-Index0
LP 24 Size M Speed 3 I.V. 10
Attack: Sword (2d6+1), Hedgehog (1d6/2 range 5/10/20), dagger (1D6+2)
AV: Partial light armor (3/0)
Skills: Armsman Basic, Marksman Basic, Survivalist Basic, Subterfuge Basic.

Hired at Nameless by a third party posing as an Obama Conservative, the assassin was hidden in the retinue of the ambassador of Kha.
He sports multicolored tattoos shaped like butterfly

wings and wears a silver mask with multi-faceted eyes. Bulak is more interested in survival then revenge.

Maal Baru, hybrid prophetess
Body 2 Agility 4 Wit 4 Presence 5 Psi-Index7
LP 12 Size M Speed 3 I.V. 8 PP 21
Epic points 10 Fame 2
Attack: dagger (1d6+2) or fangs (1d6 + Str 4 poison dealing 1d6 extra damage)
AV: hardened skin (2)
Skills: Master Psionicist (Astral Basic, Teleperceptions Basic, Apportation Basic, Metapsionics Advanced).
Grafts: Hardened skin, darksight, poisonous gland and fangs.
Special Advantage: Dark Lore

Evil and corrupted to the extreme Maal Baru was born a servant to the Firstborn, inside the hidden city of Taliskant, below the Day Pole desert.
She gained some repute as a prophetess among the Twilight zone kingdoms finally reaching a position of power under the Umzoolam of Quaal.
Maal Baru owns a psi-crystal of level 1, a remote control capable of opening all the blast shield doors in the Garden of Forgotten Beauties and a hypersonic whistle used to keep the vampire bats in Ulamat's ziggurat away.

Hybrid Wyrm cultists
Body 4 Agility 3 Wit 2 Presence 2 Psi-Index0
LP 24 Size M Speed 3 I.V. 5
Attack: Spear (2d6-1, range: 10/20/40), dagger (1d6+2)
Some have arquebuses (2d6+2 *Unstoppable*, range 40/80/120)
AV: hardened skin and Partial Light armor (5/2)
Skills: Armsman Basic, Survivalist Basic.
Grafts: Hardened skin, and various cosmetic changes.

Either degenerate humans born in Taliskant or crazed outcasts.

Bakar Madouk Agnos, once gladiatorial champion
Body 5 Agility 2 Wit 4 Presence 3 Psi-Index0
LP 30 Size M Speed 4 I.V. 6
Attack: Sword (2d6+1), dagger (1d6+2)
AV: hardened skin and Light armour (5), shield.
Skills: Armsman Advanced, Martial Arts Basic(Counter Strike).
Grafts: Hardened skin, Grafted eyes.

A traitor at heart and once a star of the fighting pits in Taliskant.

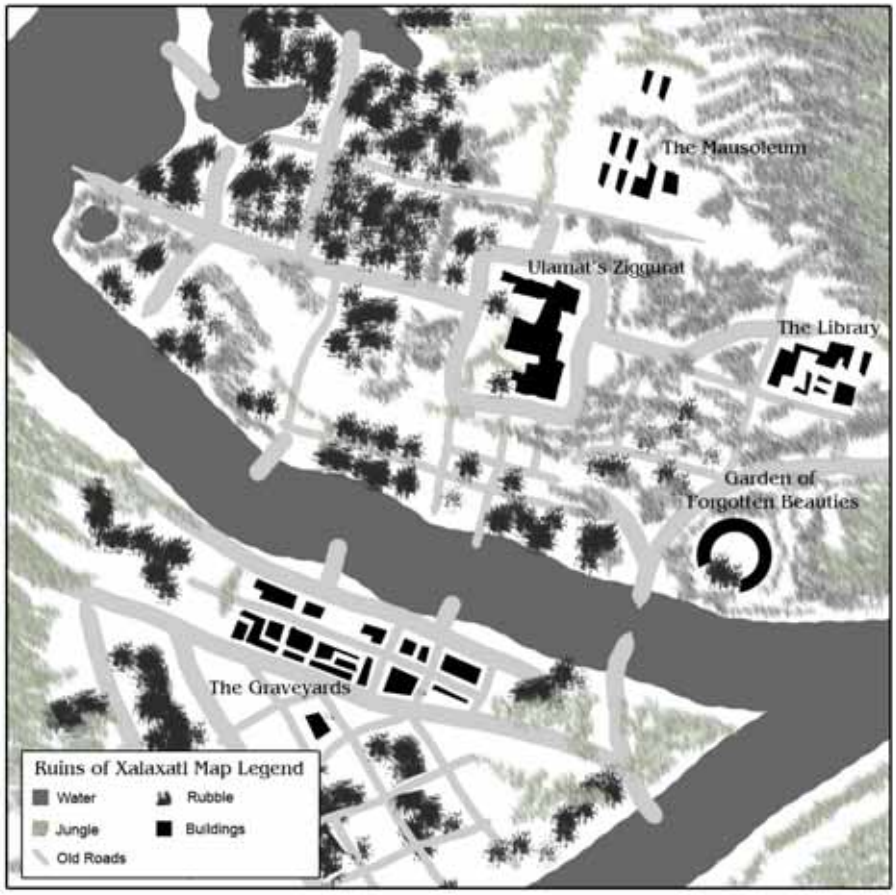
Hybrid Wyrm priests, cult leaders
Body 4 Agility 3 Wit 2 Presence 2 Psi-Index4
LP 24 Size M Speed 3 I.V. 5 PP 12
Epic points 5 Fame 0
Attack: ritual dagger (1d6+2)
AV: hardened skin (2)
Skills: Armsman Basic, Psionicist Basic (chosen between Telepathy Basic, Astral Basic and Teleperceptions Basic).
Grafts: Hardened skin, grafted eyes and various cosmetic changes.

Sacred servants of the Deep Space Horrors trained in Psionics. The Wyrm priests have hypersonic whistles similar to Maal Baru's.

The Beast of Xalaxatl, crazed Automaton
Body 11 Agility 2 Wit 2 Presence - Psi-Index-
LP 66 Size L Speed 9 I.V. 4
Attack: Ceramic swordblades (2d6+1-*Piercing*) or fists (1D6), Stun gas weapon (Strength 5, 5 m. radius, range: 5/10/20, area effect)
AV: hardened skin (8)
Skills: Armsman Advanced.

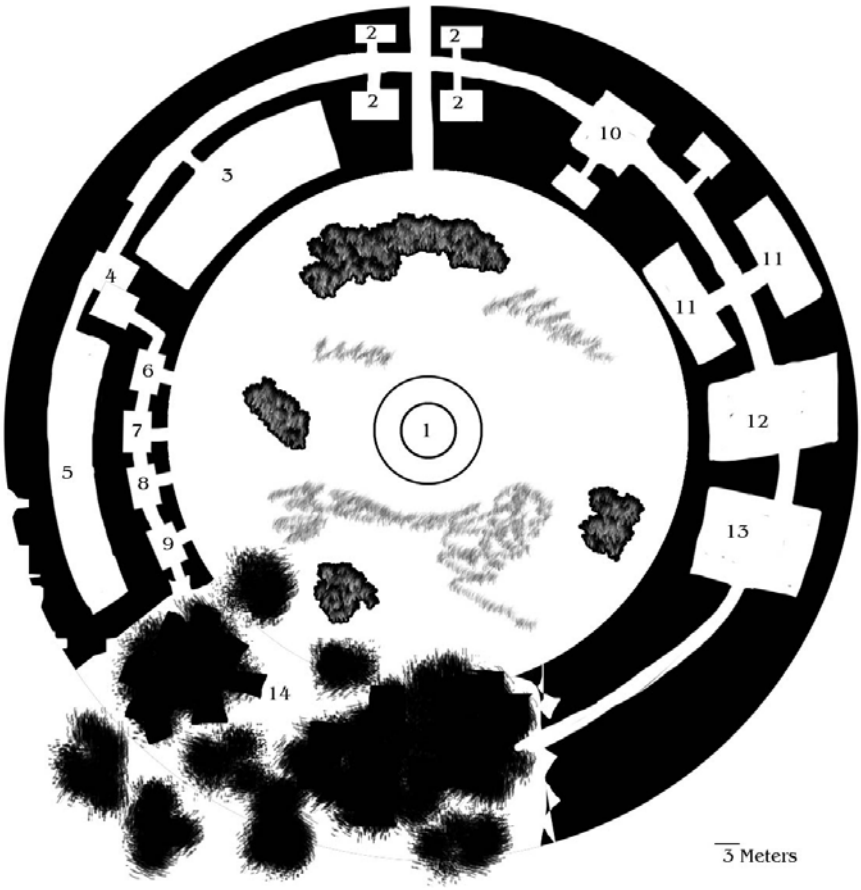
The only survivor of the apocalypse in the town of Xalaxatl, the "Beast" still follows random parts of its program.
The Beast has Darksight, 10 km radar, *Hardened* Armour, 6 points damage reduction against the Curse, and implanted ceramic blades.
In one of its arms is implanted a stun gas weapon emitting clouds inflicting a state of mental confusion (-2 to all Task rolls for the next 1D6 hours)

Ruins of Xalaxatl

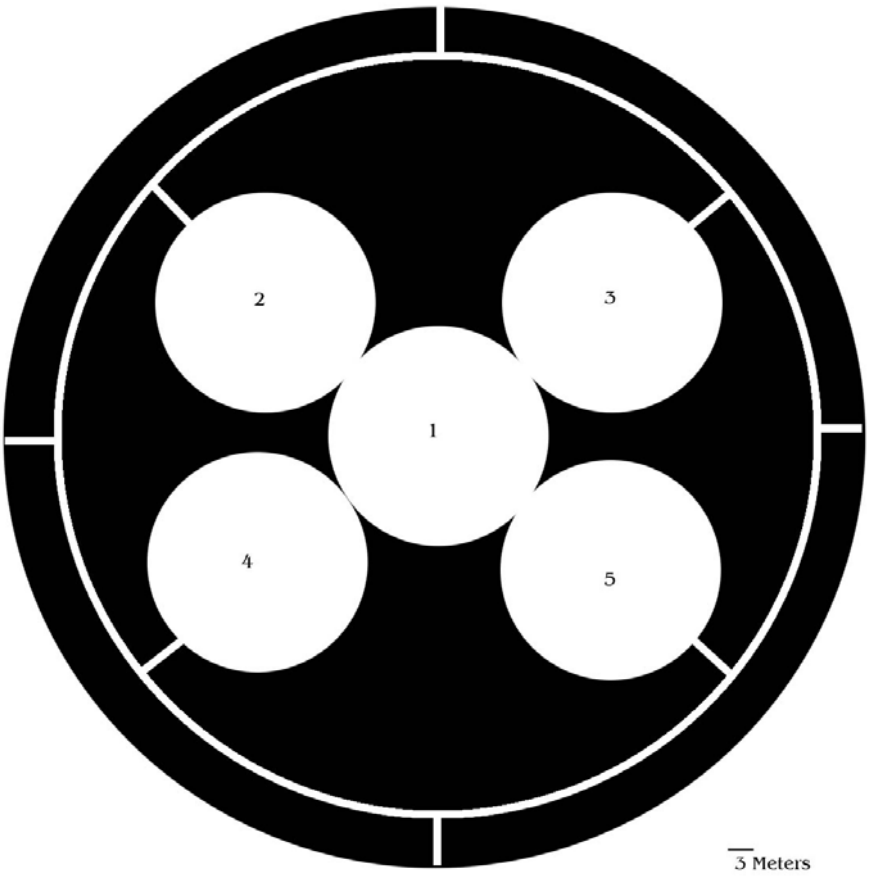


Scale: ___ 120 mtrs

The Garden of Forgotten Beauties



The Garden of Forgotten Beauties, Vaults



UNDER THE MOONS OF ZOON

Player character sheet

NAME _____ RACE _____

BODY	PRESENCE	AGILITY	WIT	PSI-INDEX

LIFE POINTS	INITIATIVE	PSIONIC POINTS	SIZE	SPEED

Current LP _____ Current PP _____

EPIC POINTS FAME

Popularity tally o o o o o o

SPECIAL ABILITIES/WEAKNESSES

KNOWN LANGUAGES

SKILLS:	Rank (Basic: +1 - Advanced: +2 - Master: +4)		
Administrator	Basic o	Advanced o	Master o
Armsman	Basic o	Advanced o	Master o
Craftsman	Basic o	Advanced o	Master o
Entertainer	Basic o	Advanced o	Master o
Healer	Basic o	Advanced o	Master o
Linguist	Basic o	Advanced o	Master o
Lore	Basic o	Advanced o	Master o
Martial artist	Basic o	Advanced o	Master o
Marksman	Basic o	Advanced o	Master o
Pilot	Basic o	Advanced o	Master o
Psionicist	Basic o	Advanced o	Master o
Sailor	Basic o	Advanced o	Master o
Subterfuge	Basic o	Advanced o	Master o
Survivalist	Basic o	Advanced o	Master o
Weird Science	Basic o	Advanced o	Master o

EQUIPMENT& ITEMS OF WONDER:

ARMOUR	AV	SPEED/AGI MOD

WEAPON	DMG	RANGES	NOTES

PSIONIC DISCIPLINES/WEIRD SCIENCE SECRETS:

UNDER THE MOONS OF ZOON • Non-Player character sheet

NAME _____ RACE _____

BODY	PRESENCE	AGILITY	WIT	PSI-INDEX	FAME	EPIC POINTS

LIFE POINTS	INITIATIVE	PSIONIC POINTS	SIZE	SPEED

SPECIAL ABILITIES/WEAKNESSES/EQUIPMENT

Current LP _____

Current PP _____

SKILLS	Rank		
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o

ARMOUR	AV	SPEED/AGI MOD

WEAPON	DMG	RANGES	NOTES

UNDER THE MOONS OF ZOON • Non-Player character sheet

NAME _____ RACE _____

BODY	PRESENCE	AGILITY	WIT	PSI-INDEX	FAME	EPIC POINTS

LIFE POINTS	INITIATIVE	PSIONIC POINTS	SIZE	SPEED

SPECIAL ABILITIES/WEAKNESSES/EQUIPMENT

Current LP _____

Current PP _____

SKILLS	Rank		
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o
.....	Basic o	Advanced o	Master o

ARMOUR	AV	SPEED/AGI MOD

WEAPON	DMG	RANGES	NOTES

UNDER THE MOONS OF ZOON • Vehicle Sheet

NAME _____ Type _____

BODY	LIFE POINTS	ARMOR	SIZE	Acceleration	Maneuverability	Speed
○	○	○	○	○	○	○

SPECIAL EQUIPMENT

Crew.....

Cargo.....

Passengers.....

WEAPON	DMG	RANGES	NOTES

SPECIAL DAMAGE

UNDER THE MOONS OF ZOON • Vehicle Sheet

NAME _____ Type _____

BODY	LIFE POINTS	ARMOR	SIZE	Acceleration	Maneuverability	Speed
○	○	○	○	○	○	○

SPECIAL EQUIPMENT

Crew.....

Cargo.....

Passengers.....

WEAPON	DMG	RANGES	NOTES

SPECIAL DAMAGE

Bas Nak Dur's heart leaped in rejoicing
for Gavna Uzal Baiella, Zoolama of Vhime, still lived!

He saw her dragged to the foot of huge obelisk. He saw the Brute address her. He could not hear the creature's words, nor Gavna's reply; but it must have angered the huge monster, for Bas Nak Dur saw him leap toward the prisoner, striking her a cruel blow across the face with his metal-banded arm.

Then the White Knight of Helicon, went mad. The old, blood-red haze through which he had glared at countless foes, floated before his eyes.

His muscles, responding quickly to his will, sent him in one leap to face the albino monstrosity that had struck the woman he loved.

Then he was on the astonished Brute.
With drawn long-sword he was on it, and to Gavna of Vhime, whose startled eyes were the first to fall upon him, it seemed that she was looking upon a god of war.

Twice was Bas Nak Dur touched by the giant's bronze sword, so that the red blood ran down his face, blinding him and dyeing his ceramic-armored chest.
With his free hand he wiped the gore from his eyes, and with a fighting smile touching his lips, leaped upon his antagonist with renewed fury.

The long-swords clashed and sparkled in the moonlight, until the ghouls, roused from their slumbers, crept to the lowering windows of the dead city to view the bloody scene beneath them.

So swift his sword, so mighty and agile his muscles, that the opponent was down, crimsoning the ochre moss with his life-blood.

"Where are we?" he asked. "I do not know."

"Those who stole me from Vhime spoke among themselves of Baanith" replied the girl "so that I thought it possible that the ancient city to which they took me was that famous ruin...

Under the moons of Zoon
A Sword&Planet Role-playing Game
by
Luigi Castellani