

Warriors of the Lost Planet

Adapting *Warriors of the Red Planet*
for Tékumel's Latter Times



By Brett Slocum

WEIRD REALM GAMES

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for Tékumel's Latter Times

By Brett Slocum
Version 1.0

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Dedication

This book is dedicated to Professor M.A.R. Barker. He created a unique world that has been so enjoyable to inhabit over the four decades since its publication. It is also dedicated to Gary and Dave; your creativity set us free. Free to make our own worlds, our own rules.

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Weird Realm Games

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Warriors of the lost Planet

Adventures in Tékumel's Latter Times using *Warriors of the Red Planet*

Tékumel is a strange and wonderful place that has a rich history both in the game and out of it. Heavily influenced by the pulp science fiction of the first half of the 20th Century, Tékumel is a place with the politics and intrigue of the Roman Empire, the religions of ancient India and Mesoamerica, the magic of the Arabian Nights, the monsters of the Cthulhu Mythos, plus ancient ruins with the technology of a good space opera thrown in just to keep things interesting. But that place is removed by 50,000 years from the Latter Times, that period in the first few thousand years after The Time of Darkness, where Tékumel and its star system was pulled into a pocket dimension with no other stars.

Resources

The best introduction to Tékumel is *Empire of the Petal Throne*, though that game takes place millennia into the future from this game. You can find more details of the world, society, magic, and creatures there. The official Tékumel website has wonderful graphics and an extensive archive of materials. My blog, The Eye of Joyful Sitting Amongst Friends, is where I discuss Tékumel and other Old School games. The Tékumel mailing list, the Facebook community, and the Google+ community are your social media choices.

Warriors of the Red Planet is inspired by the original fantasy roleplaying game. It was written by Al Krombach and illustrated by Thomas Denmark and is designed for Sword and Planet adventures. The four Classes – Fighting Man, Scoundrel, Mentalist, and Scientist – fit nicely into an era of declining technology coexisting with the development of mental powers. After reading it, I immediately wanted to run it for Tékumel. Thus, this adaptation.

Warriors of the Red Planet is available in PDF and print from [RPGNow](#) and in print from [Lulu Press](#).

Tékumel History

60 millennia in our future, the vast Humanspace Empire discovered the planet Tékumel and its two hostile technological races, the Ssú and the Hlúss. After defeating these races and placing them on reservations defended by force fields, Humanity extensively terraformed Tékumel to reduce the hostile nature of the world. Tékumel became a hub of trade and a resort for the rich and powerful. Humankind's nonhuman allies came to the re-



formed world, as secretly did their enemies.

After a millennium of prosperity, a great cataclysm occurred, ripping Tékumel's star system out

of space and plunging it into the darkness of a small pocket dimension. Was this caused by some alien weapon, a side effect of the Empire's faster-than-light drive, or was this the scheme of some immensely powerful inter-dimensional being? From the global stresses of this event, earthquakes, volcanoes, tidal waves, and other disasters befell Tékumel. Without supplies from the Empire, especially iron and spare parts, civilization fell hard. The Ssú and the Hlúss rejoiced as

the force fields keeping them prisoner eventually failed.

This new dimension had no stars in it, being just big enough for the star and planets. Ever since then, the night sky has been empty, except for the wandering moons and planets. The calamity was called the Time of Darkness. The next

few millennia were called The Latter Times. In this era, the elites of the lost empire hold some stockpiles of the technological marvels of the past.



Also during this period, psychic abilities first developed, as the barrier between the planes of existence was thinner in their new home.

The Climate is Hot

Tékumel is a hot planet. Temperatures in the northern regions where most campaigns are set are similar to Earth's equatorial zone. Daytime temperatures in the summer can reach 125° F; nighttime temperatures in the winter drop as low as 70° F. It is much hotter at Tékumel's equator. Public nudity is common.

Not Much Iron

The density of the planet is low, making iron in short supply. Iron has been replaced by chlén hide, an animal hide chemically treated

to form a lightweight substance with the hardness of bronze similar to fiberglass.

No Cavalry

No riding beasts are known on Tékumel and the only draft animal is the ponderously slow chlén. Most merchant caravans use slave bearers, trained to carry large loads on their backs. Armies have no cavalry.

Psychic Powers Exist

The veil between universes is thinner, allowing the mind to unleash power from between planes.

Aliens Exist

The insectoid Pé Chói and the asexual Páchi Léi live in the western forests of Tsolyánu, the reptilian Shén live south of Livyánu, the tiny Tinalíya live in northern Livyánu, the water-loving Swamp Folk live in

southern Mu'ugalavyá, the barrel-shaped Ahoggyá live in the swamps of Salarvyá, the flying Hláka live in the mountains to the east of Tsolyánu, and the diminutive Pygmy Folk live in northern Yán Kór.



Names

I used the names for races and creatures from *Empire of the Petal Throne*, but they are Tsolyáni names, a language that doesn't exist yet. I recommend using the name generation tables from *Warriors of the Red Planet* to rename the races and creatures. Another idea is using a combination of South Asian, Middle Eastern, and Mesoamerican languages to translate the sobriquets of the races and creatures. For instance, Hláka means Furred Ones. If you translate 'Furred Ones' to Punjabi, a language of India and Pakistan, you get 'Carabī vālē', which I would shorten to 'Carábi'. Google Translate is your friend.

Character Class House Rules

Scoundrels

Scoundrels can choose another skill set for their Skill besides Thief skills, such as Diplomat, Merchant, or Physician. This class is more of a Specialist than a Scoundrel. In this case, the Backstabbing ability could be replaced with something more appropriate, such as some kind of Healing for a Physician, or an advantage in negotiation for a Diplomat.

Mentalists

Mentalists with a Wisdom of 13+ get a 5% experience bonus.

At 1st level, Mentalists learn one random and one chosen Power. At each new level, they learn a random power. The number of powers a mentalist knows are not affected by a high WIS, only the number of powers they can use in a day (+1 1st level use for WIS 13+). Other Powers may be learned through play, but the number of uses per day does not go up, except by advancing in level.

Scientists

Scientists use the Mentalist's power progression for Gadgets.

At each level, Scientists choose one Gadget of the appropriate level for each new slot. High INT (13+) grants an extra gadget and an extra recharge from the power source. Other Gadgets may be found through play, but the number of recharges per day does not go up, except by advancing a level.

Warriors of the lost Planet Rules

Races

Humans

Human

The humans of Tékumel, descendants of the lost Humanspace Empire, are of South Asian-Middle Eastern-Mesoamerican stock and are dark-skinned and dark-haired. Humans are unlimited in Levels in all Classes.

Ability Scores

Add +1 to any Ability Score.

HD: as for Class

AC: 10

Move: 12"

languages

Old Standard is the original language of the Humanspace Empire.

Standard is the same language after a few thousand years of linguistic drift; it is used as a lingua franca in The Latter Times. Scholars and the adventurer-scavengers of the old ruins might know some Old Standard. Other local languages exist, but are not detailed here.

The nonhuman languages are very difficult for humans to speak well.



N'lúss

This human subspecies is very tall, usually over 6'6". They are descended from genetically-engineered space marine stock of the Humanspace Empire. They are limited to 6th Level as Mentalists and Scientists.

Ability Scores

STR +2, **DEX** -1, **CON** +1, **INT** -1

HD: as for Class

AC: 10

Move: 12"

Abilities

Height: +(12 + d6)"



Nonhumans (Exotics)

Ahoggyá

"The Knobbed Ones"

The Ahoggyá originate from the vicinity of the Achernar star system (Alpha Eridani). They look like a furry barrel that has sprouted four arms and legs with a bony carapace on top. They live in the low-lying coastal plains and swamps.

Ahoggyá are limited to 6th Level Scoundrels, 3rd Level Mentalists and Scientists, and are unlimited as Fighting Men.

Ability Scores

STR +3, **DEX** -2, **CON** +3, **INT** -1, **WIS** -2

HD: 3
AC: 13
Move: 9"

Abilities

Four Arms: The Ahoggyá have four arms spaced evenly around their top carapace. This allows them up to 4 attacks per round, but no more than 2 attacks can be made per direction.

Eyes Behind: Ahoggyá have eyes on each of their four 'faces' and, therefore, can see in all directions.

Charisma Penalty: Their crude and aggressive manner along with their tendency to eat intelligent species reduces their CHA bonus by 1 among humans. An ancient enmity between Ahoggyá and Shen reduces their CHA bonus by 2 among Shen. For example, an Ahoggyá with a CHA bonus of +1 would have a bonus of 0 with humans and -1 with Shen.



Hláka

“The Furred Ones”

Hláka are flying mammals of roughly human size. They originate from near the Ensis star system (Eta Orionis). They are cowardly, yet curious, and their usefulness as military scouts is unsurpassed.

Hláka are limited to 6th Level Fighting Man, and are unlimited in Level with other Classes.

Ability Scores

STR -1, **DEX** +2

HD: 1

AC: 10

Move: 12”/30”

Abilities

Wings: Hláka can fly 300’ per turn when flying carefully.

Tail Sword: Hláka have a sharp bony tail tip that can be used against targets to the side or behind the character for 1d6 damage. They can attack with it in addition to using their hands or a weapon.



Páchi Léi

“The Forest Dwellers”

The Páchi Léi, four-legged forest dwellers, live in jungles. They fit well into Tsolyáni society, being somewhat passive and calm. They originate near Arcturus (Alpha Boötis).

Páchi Léi are unlimited in all Classes.

HD: 1
AC: 10
Move: 12”

Abilities

Dark Vision

Sense Hidden +2: secret doors, ambushes, and traps.



Páchi Léi

Pé Chói

“The Listeners”

The Pé Chói are beautiful insectoids with considerable psychic talents from Procyon (Alpha Canis Minoris). These six-limbed beings are 6' to 7' tall, they have two legs and four arms, and they can use all four arms at once. They easily join human society.

Pé Chói are unlimited in all Classes.

Ability Scores

DEX +1, **CON** -2, **WIS** +2

HD: 1d6+3

AC: 10

Move: 12”

Abilities

Four Arms: 2 attacks, other arms can carry shields

Excellent Hearing +3

Sense Hidden +3: secret doors, ambushes, and traps.

Sense Life: 10' range

Sense Death (Pé Chói): 3-mile range

Slow Healing: Heal at half human rate



"Two Pé Chói exploring a passage in the Underworld beneath Isalla. One holds a scroll ready, in case a spell is needed against some surprise attack."

Ninín

The Pygmy Folk live in mountain subterranean enclaves. These short, furred creatures are never completely trusted for they have a reputation for being sly and devious. They can be very dangerous if cornered. They originate from the area near the Mirach star system (Beta Andromedae). Their delicate bone structure limits them as doughty warriors. Limited to 6th Level Fighting Man, unlimited in other Classes.

Ability Scores

STR -1, **DEX** +2

HD: 1d6-2

AC: 10

Move: 9"

Abilities

Dark Vision

Excellent Hearing +4

Small Stature

"The Pygmy Folk"



Shén

The Shén, a powerful reptilian race, prefer to live in very hot areas. They usually stand between 6' and 8' tall. Their long tail has a club-like end and they can attack those behind them with it. They originate from the vicinity of Antares (Alpha Scorpii). Shen are limited to 6th Level Mentalist and Scientist, but are unlimited in other Classes.

Ability Scores

STR +2, **CON** +1, **DEX** -2

HD: 3
AC: 12
Move: 9"

Abilities

Tail club

"The Demon Warriors"



Hegléth

The Hegléth are natural sailors, and they live in swampy tidal flats. They originally came from Unukalhai (Alpha Serpentis).

Hegléth cannot take the Mentalist Class, but they are unlimited in other Classes.

Ability Scores

CON +1

HD: 1d6

AC: 10

Move: 9"



“The Swamp Folk”

Abilities

Spatial Sense: Can detect changes in subtle body position and location, detects sloping passages, teleports, and nexus point travel.

Four Legs

Tinalíya

“The Gnome-like Ones”

The Tinalíya are a tiny four-legged race of scholars and mentalists, who live in underground caves and tunnels in mountainous areas. They are totally literal-minded, not understanding human idioms and humor. They originate from the vicinity of the Algol star system (Beta Persei).

Tinalíya are limited to 6th Level Fighting Man, but are unlimited in other classes.

Ability Score Modifiers

STR -2, **INT** +1, **WIS** +2

HD: 1d6-1

AC: 10

Move: 9”

Abilities

Small Stature

Four Legs



Unliving

Yéleth

Yéleth are androids, built to be the artificial servants and companions of the rich and powerful.

They are limited to 6th Level in the Mentalist Class, but are unlimited in other Classes.

Ability Scores

DEX +1, WIS -1, CHA +1

HD: 3
AC: 12
Move: 9"

Abilities

Not Biological: Immune to poison, disease, and mind control.

Hypno-Ray: Range 100', d6 targets with 30" diameter, Mentalism save or puppet/paralysis, permanent until psychic or magical healing or death of Yéleth. Usable (Level) times a day.

Android Healing: If damaged in combat, Androids can rest afterwards to gain +1 Hit Points, but cannot heal from daily rest without parts from another Yéleth, Ru'un, or other similar construct. A Scientist can cure their Level in Hit Points of a Yéleth once per day. Each cannibalized android body can supply 1d12 points of healing.

This design is for the security model of Yéleth. Other models of android are possible, such as the fully-functional concubine model. Replace the Hypno-Ray with social and performance skills. Maybe an Orgasmo-Ray for pulpy goodness.

"The Angel of Doom"



Elevated

Rényu

“The Loyal Follower”

Rényu are humanoid canines produced by genetic engineering. They are loyal servants of the rich, serving as guides and hunters. Some have escaped to the wild, where they have built primitive societies.

Rényu are limited to 6th Level in all Classes.

Ability Score Modifiers

DEX +2, **CON** +1, **INT** -2

HD: 1
AC: 11
Move: 15”

Abilities

Excellent Sense of Smell +2

Dark Vision

Fangs: 1d6 damage from
bite

Loyal

Find Traps +2

Find Secret Doors +2

Surprise -1



Equipment

Replace the following equipment from the *Warriors of the Red Planet* equipment lists:

Basic Gear

Hand Torch, irradium	Illuminator Eye
Lamp, irradium	Large Illuminator
Lighter, flint & steel	Igniter Eye, flint & steel

Replacement

Transportation

Airship, light cruiser	None
Flier, one-man	None
Flier, four-man	Aircar
Flier, wheeled land	None

Replacement

Ranged Weapons

Pistol, irradium	Bolt-Thrower
Rifle, irradium	Blaster

Replacement

Add the following equipment to the Basic Gear list:

Basic Gear

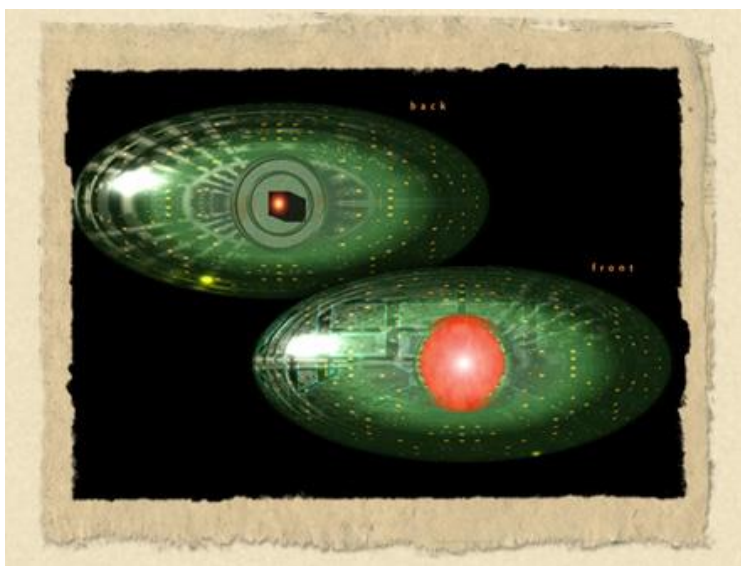
Charmer Eye	500 gp
Darkness Projector	200 gp
Illusion Projector	300 gp
Levigator	200 gp
Peace Projector	300 gp
Phase Light	300 gp
Stasis Vault	1000 gp
Universal Translator	500 gp

Cost

Other eyes are much more expensive.

EYES

The starfaring society of the Humanspace Empire used small technological devices called Eyes, which are about the size of an eye that have a stud on the back and an aperture on the front. Point the device and click the stud to produce the desired effect. These tools store up to 100 charges of interplanar power to create the desired effect. Some have counters of how many charges remain. The Recharger Eye can recharge them. If found in ruins or on an enemy's body, roll d100 for charges remaining. These devices are common and some may be available for sale or as a patron's gift.



Blaster: This Eye shoots a forked electric discharge. The range is 100' and it does 1d12 damage to up to d6 creatures. Very common.

Bolt-Thrower: This Eye shoots an electrical charge up to 30', which does 1d8 damage. Very common.

Canned Army: Range: 60'. Duration: 2 turns. This Eye summons d100 mechanical men to fight for the user. These are 3 HD and AC 2 and have a one-handed sword and a shield. Even when they are destroyed, the Eye always summons d100 mechanical men. Rare.

Charmer: Range: 60'. This Eye charms a person to love and adore the user, obeying their commands until released by another charge.

Commander: This Eye commands 2d6 Nearby creatures for 2 turns with a PSY test.

Crowd Commander: This Eye commands 10d100 persons (2 HD or less) up to Far Away for 2 hours with a PSY test.

Darkness Projector: This Eye surrounds 1d6+1 Nearby creatures in darkness. Common.

Door Controller: This Eye opens all Nearby secret and hidden doors and buzzes when Close to a trap for 2 turns.

Fear Projector: Range: 40'. Duration: 1 turn. This Eye creates a wave of fear in front of the user. 2d6 creatures flee. Save allowed.

Fire Shield: This Eye creates a wall of fire that covers a Nearby area. Test DEX to attack Close creatures (3d6) for 2 turns.

Fireproof: This Eye protects the user from all fires and flame damage, including Wall of Fire, Infernal Barrier, and the Eye of Raising an Infernal Barrier for 2 turns.

Flight Ball: Range: 5'. Duration: 4 turns. This Eye makes the user and d6 allies fly at 120'/round.

Freeze Ray: Range: 120'. This Eye creates a cone of cold. Test DEX so up to 2d6 Nearby creatures Close to that line are taken OofA.

Gas Projector: Range: 10'. Duration: 4 turns. This Eye creates a gas of the user's choice that moves away from the user at 20'/round. Using this Eye in an enclosed space is dangerous, since wind can blow the gas back.

Healer: This Eye heals 2d6 HP from a Close target. Can be used to automatically pass a poison or disease CON test.

Igniter: This Eye shoots a short intense flame from the aperture for igniting flammable items. The flame lasts for one round. Very common.

Illuminator: This Eye creates a soft light around the Eye and reaches 30'. Surprise is not eliminated with this device. Each charge lasts 10 turns. Very common.

Illusion Projector: This Eye creates hideous illusions. Test WIS to attack Nearby creatures of 5 HD or less (1d8 damage) for 2 turns. Androids are immune. Common.

Invisibility Ray: This Eye turns 1d6 Close creatures invisible. Can fight while invisible for 3 turns.

Levigator: This Eye levitates the user and up to 1000 lbs. up to 180" straight up for 5 turns. Common.

Madness Ray: This Eye makes 2d6 creatures permanently insane. Curable with *Heal Serious Wounds* and *Remove Curse* spells or a Healer Eye.

Mind Ripper: This Eye permanently changes a Close person from a follower of Change to Stability or vice versa.

Miner: Range 10'. This Eye blasts a 10'×10'×10' hole in a wall of solid rock. Can also be used as a weapon. Creatures hit take 5d6 damage. Save allowed.

Peace Projector: This Eye turns 1d4 enemies into allies for 4 turns.

Phase Light: Range: 60'. Duration: 1 turn. This Eye projects a light beam that also reveals invisible and astral things as well as nexus points.

Pocket Closet: This Eye pulls up to 300 lbs. of Close things into a pocket dimension. Twisting the stud releases the contents.

Protector: Range: 5'. Duration: 2 turns. This Eye protects the user and d6 allies from all weapons.

Recharger: This Eye can increase the usage die on any other Eye it touches, once per day per Eye. It also works on some amulets and other magic artifacts. Very rare; only 6 known specimens in the world.

Regenerator: This Eye regenerates a limb on a Close person for 2 turns.

Resuscitator: Range: touch. This Eye revivifies a body that died within 3 weeks.

Sluggish Ray: This Eye that on a PSY test slows up to 2d6 Nearby creatures so that they act every other round for 2 turns.

Speed Ray: This Eye makes d4 Close allies act twice per round for 2 turns.

Stasis Vault: Range: 50'. Duration: permanent. This Eye places 1d6 creatures into time stasis. Another charge releases them. Those affected have a reddish glow. Save allowed. Common.

Teleporter: Range: 10'. This Eye transports the user and 2d6 allies and equipment (up to 2000 lbs. total) to a preset location up to 1 mile away. Half-pressing the stud sets the location. Twisting the stud unsets the location. Teleporting without a preset location, sends the group into the Unending Grey between planes.

Terror Projector: This Eye makes 1d100 Nearby 1-3 HD, 1d6 4-7 HD, and 1 8+ HD persons or animals flee in terror for 3 turns.

Tractor-Pressor Beam: This Eye moves Close objects (up to 1000 lb.), breaks walls and doors (up to 3' thick), and on a DEX test can do 4d6 damage to a Close creature.

Universal Translator: This Eye lets the user understand and speak to all Nearby speakers for 4 turns. Common.

Weapon Enhancer: This Eye enchants steel weapon or armor with +1 per charge to a maximum of +3 for edged weapons and +2 for others.

OTHER DEVICES

Aircar: This vehicle can seat 7 and fly 500'/round. Impervious to normal Ranged weapons smaller than a catapult stone. Has d100 charges. One charge lasts for six hours of flight. Rechargeable.

Android Assassin: A beautiful, feminine android that can silently stalk her owner's enemies and kill using garrote, poison, or dagger as needed. 6 HD and 12 AP. May also have d3 Eyes. Pursues target until dead. Cannot socially interact. Test INT with Advantage to send on a mission; on a fail, she attacks the user. Has d20 charges.

Anti-Psi Helmet: A brass skullcap that makes the wearer immune to ESP and telepathy of any kind for 1 day. Has d100 charges. Rechargeable.

Combat Robot: A combat automaton that has 10 HD, 12 AP, and twin broadswords, usable every turn. Every turn of fighting requires a round of rewinding.

Dimensional Closet: An ordinary-looking bronze chest that will hold anything that a corner of which can be fit into the 6" opening. The contents can be emptied by opening and shaking the box.

Energy Cannon: An ancient wheeled energy cannon the size of a wagon that can shoot targets 500' away and does 10d6 damage. Can destroy a 20' section of wall 6' thick. Moves at human walking speed. Has d100 charges. Rechargeable.

Enforcer Robot: These golden mechanical men hold a steel sword (d10) in one hand. Their other hand is replaced by a bolt thrower able to fire once per round (d8).

Gem Cutter: A decorated box that cuts and polishes that multiplies by ten the value of jewels placed inside. Has d100 charges. Rechargeable.

Instant Bunker: a mirrored cube. If the stud on this is pressed, the user is drawn inside, safe from anything outside. Inside can be stocked with food to last a lifetime. A similar stud on the inside will return the occupant to the current location of the cube. It was found in a glass crater with a skeleton inside. The occupant had spent their life inside rather than die in the atomic wasteland outside.

Large Illuminator: A ball about 3" across with a dimple on one end to let it stand on a flat surface without rolling. This will fill a room with bright light. Has d100 charges A charge lasts 12 hours.

Life Helm: A black and silver helm that restores life to any being killed within 1 day. Has d100 charges. Rechargeable.

Rényu Controller: A fuzzy pine cone medallion on a copper chain. d3 Nearby Rényu will permanently serve the user loyally after a PSY test.

Metal Detector: A base metal arrow pendant on a similar necklace. When activated, this points toward the largest Nearby amount of metal for 2 turns. Has d100 charges.

Smart Ladder: This palm-sized device extends into a 50' ladder that holds 6 persons (or 1500 lbs.). Attaches and detaches at user's mental command.

Portable Wall: a bronze plaque. When activated, this device creates a bronze wall that covers a Nearby area, making it impassable for 2 turns. Has d100 charges. Rechargeable.

Robot Controller: A bronze horn that summons any Nearby automaton or android to serve the user for 2 turns. Has d100 charges.

Silent Assassin: a small silver snake. The user specifies a place and this device will move there and bite any creatures there and returns. Test PSY with Advantage and the targets never see it. Test DEX to take the targets OofA. If fought, it has 2 HD, 10 AP, and attacks against it have Disadvantage because of its speed and size. Has d100 charges.

Steel Protector: A rusty metal bar on a rusty chain. This amulet shields the wearer's metal equipment from the corrosive spittle of various acid-secreting creatures. Always on.

Treasure Finder: A black volcanic glass beetle on a gold chain. When placed on the floor and activated, this amulet will crawl to the closest treasure trove up to Distant and then disintegrate.

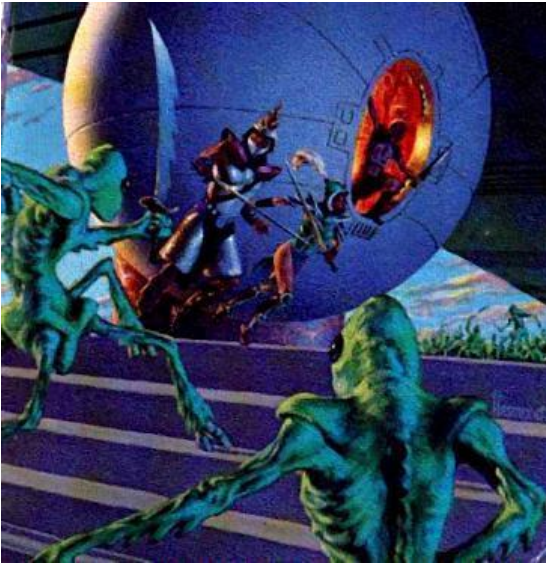
Transportation

There are two major modes of transportation: aircars and tubeway cars. Air-cars are small anti-gravity conveyances built to carry six to ten passengers. Larger models can carry up to fifty standing or thirty sitting persons. They have an extended range and are a good option within 500 miles.



The other form of transport is the tubeway car. These vehicles travel in evacuated tunnels beneath the ground at supersonic speeds. They too are designed to carry six to ten passengers each, with larger models for higher numbers. They are round with a door on the side, and they are

only available in the tubeway stations some distance below the surface. They are operated by 4" golden discs that hold the destinations. Most people of the Latter Times know about these vehicles. Primitives of course would not know about them. These are better for longer range travel, anywhere from 500 miles to the other side of the planet. Treat speed as 1500 MPH.



BESTIARY

Creatures	HD	Actions and Specials
Chashkéri	1	This water creature looks like a woman in the water. 2d6 Nearby targets must pass PSY test or move toward it. The creature will drown the victim in 3 rounds once in the water unless rescued.
Chólokh	1	These flying octopoids can throw stones at Nearby targets. Uses d10 for HP.
Khéshchal	1	These colorful birds have plumage worth d20×100 gp. Uses d3 for HP.
Kúni	1	These small raptors are trainable as hunters and spies. They speak and understand simple speech. Uses d3 for HP.
Kúrgha	1	These furry carrion eaters can be smelled from Nearby. They run away if outnumbered. Any room with recent corpses may have them.
Kurukú	1	These small creatures try to steal items. Test INT or lose an item. Advantaged on ranged attacks. They always flee if confronted. Uses d6 for HP.
Hlúss	L+1	These large intelligent aquatic scorpoids use weapons (d6), bite (d6), tail sting (d6) + CON test or paralyzed. 2 attacks/round. Often have magic items or a bejeweled carapace.
Hlutrgú	L+1	These small intelligent frog-like swamp dwellers never check morale. They hate everything.
Nenyélu	2	These eel-like aquatic creatures have 2 claws (d4), Poisonous bite (d6) + CON test or OofA in 2 rounds. Can throw stones at Nearby targets.
Shunned Ones	L+1	These intelligent aliens have a repellent odor detectable Far Away, causing a Morale test. They often have magic items.
Chlén	3	These enormous triceratopsians are prodigiously slow. They fight only if attacked. Uses d10 for HP.
Dlaqó	3/6/9	These large carrion-eating insects only attack if they have surprise or outnumber targets. Any room with recent corpses may have them.
Gerednyá	3	This flying worm has a poisonous tail striker (1d6) + CON test or OofA. Wings worth 100 káitars each.
Gíriku	3	These flying reptiles have thick hide (6 AP).
Kruá	3/8/16	These giant crustaceans have 2 pincers (d8), if both hit, bite (d8). They are immune to ordinary and +1 missiles. Dives to lair if it has grabbed a body.
Mnór	3	These semi-intelligent insectoids check morale, if hit for 4+ damage.

Creatures	HD	Actions and Specials
Mu'ágh	3/6/15	This gelatinous creature has an acid attack that makes a body area hit unusable. Metal objects that touch it melt the next round.
Ngrútha	3	These giant arachnoids cannot be surprised and the INT roll to avoid surprise is at Disadvantage. 8 sucker-legs can entrap, then drain d6 CON/round.
Shánu'u	3	These large flying mammalians are related to the Hláka. A Hláka can control 1d6 Nearby Shánu'u for 3 rounds on a CHA test.
Ssú	3	These intelligent aliens are innate magic users and have 2 spells each. Can hypnotize 1d3 Nearby targets as action; pass PSY test or obey their commands.
Dnélu	4	These animals leap from concealment. They give Disadvantage on the INT roll to avoid surprise.
Hyahyú'u	4	These spiked carnivores only fight if they outnumber by 6+. They flee from Páchi Léi.
Káyi	4	These flying gas bags with a single large eye have entangling tentacles. Drains a Level the round after dealing damage. Vulnerable to fire: double damage.
Lrí	4	These flying scorpoids are related to the Hlúss. CON test or paralyzed the round after dealing damage.
Ngáyu	4	These insectoids have 2 claws (d8), shoot acid at Nearby metal objects, which melt the next round.
Tletlákha	4	These aquatic creatures are mostly mouth and teeth. Pass a DEX test after its first successful attack to keep it from attaching. Leaves d4 barbs that do d6 damage when removed, unless done by a physician.
Vringálu	4	These flying feathered serpents have a poisonous bite (1d10) + CON test or OofA in 3 turns. Curable with Tsúral buds or <i>Cure Disease</i> . Wings worth 100 káitars each.
Feshénga	5	These many-legged carnivores can bite with a 25% chance of poison, CON test or OofA within 5 turns.
Haqél	5/10/15	This aquatic eel-like creature has a mouth full of teeth. Bite (d12), tail (d6). Gives Disadvantage on the INT test to avoid surprise.
Qáqtla	5	These swamp snakes have poisonous tentacles (d6) + CON test or OofA in 5 turns.
Sérudla	5/12/18	These large semi-intelligent lizards can use 2 weapons, spit acid – d6 Nearby targets (4d6) test CON for half damage. d4 usage die daily for acid.
Sró	5/9/13	These large semi-intelligent flying reptiles can use 2 weapons and bite.
Thúnru'u	5	These large rubbery bipeds are repelled by Tsúral buds. Easily manipulated or controlled by magic or mentalism.

Creatures	HD	Actions and Specials
Akhó	6/10/16	These huge water creatures have 20 tentacles (0) to grapple to pull victim to maw. Test CON or +1d6/round acid damage in maw. Can attack ship hulls.
Aqáa	6/12/18	These giant burrowing worms swallow their prey whole, 2 rounds to digest, Tail (3d6) – a DEX test or fall down.
Dlákolel	6	These semi-intelligent insects have large powerful mandibles, Advantage on damage rolls.
Teqéqmu	6/8/10	These flying fungoid creatures can exude toxic gas at d6 Nearby targets, needing CON test or OofA.
Tsi'fil	6	These large herbivorous saurians fight only if attacked. They have a gland repellent to many water creatures -- d6 usage die. Worth 2d20×100 káitars.
Zrné	6	The tough hide on these predators is immune to ordinary missiles. Bite is poisonous -- CON test or OofA in 2 rounds.
Dzór	7	These gentle forest giants fight only if attacked. Disadvantage in daylight.
Ghár	8	These aquatic creatures can extend their three jaws ten feet. 3 bites (2d6), tail (d6). Their shell is worth 1d20×100 káitars.
Nshé	10	These aqueous creatures can flow under doors. While liquid, DEX test to avoid crushed feet and ankles. They take a round to assume humanoid form. Fire and the <i>Calm</i> spell can drive them away.
Sagún	10	These mobile plants have 2 claws (d8). Pass an INT test to avoiding breathing their deadly spores or pass a CON test to avoid death in 2 rounds.
Ru'ún	11	These golden automatons perceive dimensional portals and faint sounds, and cannot be surprised. They can touch for 2d6 electric shock. They wield a +1 steel sword (2d6) and bolt thrower (1d8).
Ngóro	16	These flat creatures mimic flooring. Pass a DEX test or up to d20 Nearby targets can be rolled up like a rug. Their muscular bodies can crush for 2d6 damage. They also can have small magic items. If subdued, they will offer a magic item for its life.

All creatures with three HD values come in small, medium, and large sizes. If a random size is needed, roll a d6: 1-2 = small, 3-5 = medium, 6 = large.

Intelligent creatures can use weapons and magic, unless otherwise specified. Semi-Intelligent beasts can use weapons.

L = Level, for nonhuman races.

[illegible]