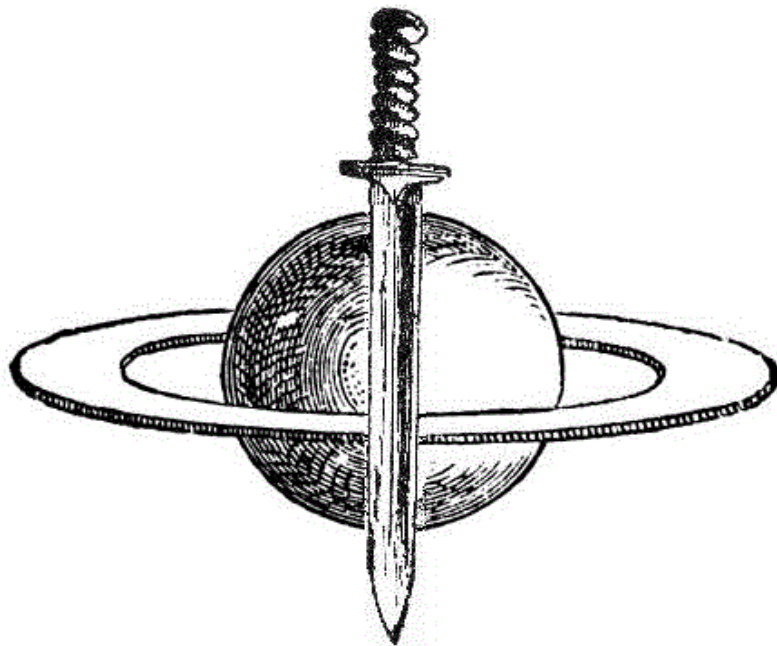


SWORDS AND SUPER-SCIENCE OF
XUHLAN

A SCIENCE FANTASY SWORD AND PLANET SUPPLEMENT FOR
CLASSIC FANTASY ROLEPLAYING GAMES AND THEIR MODERN SIMULACRA



By Terje Nordin, 2015

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INTRODUCTION

Hundreds of thousands of years ago the godlike and undying Primordials assimilated the planet known to its latter day inhabitants as Xuhlan into their intergalactic empire. By adjusting its orbit and seeding it with creatures gathered from all over their far-reaching stellar realm they reshaped this once hostile and almost lifeless rock into a paradise teeming with life.

Then came the Cataclysm. There are few facts but many myths and legends regarding the fall of the Primordials. Most accounts are vague and they seldom agree with one another, but many speak of apocalyptic wars, entire star systems being destroyed and a plague of madness forever eclipsing the minds of those few Primordials who survived. Zeenu (or Xanu or Zano depending on which source one consults), Devourer of Stars, once and future conqueror of the galaxies, supreme and eternal ruler of the Primordials was deposed by his subjects and imprisoned in a black hole (or went into self-imposed exile outside the common space-time continuum, again depending on the source).

Mankind brought to Xuhlan by the Primordials to satisfy some playful whim or other, fought with many other sapients from across the universe for survival in the ruins left behind by their fallen masters. Millennia passed, empires rose, only to degenerate and crumble and come crashing down into barbarism again. Nearly a thousand years ago the surface of Xuhlan was under the hegemony of the Celestial Domain, the greatest human civilisation the planet has ever seen. But as the dynasty of the Aether Lords declined the domain was torn between the competing factions of the Guild of Noetic Engineers and the Ascended Masters of Unspace until the conflict escalated out of control. The human scientists had but learned fragments of the esoteric secrets mastered by the Primordials, but the destructive capacity of their technology was enough to extinguish the majority of human lives on the planet and lay their empire in ruin.



PLAYER CHARACTERS

Use your preferred rules system with the following additions.

CHARACTER RACES

These are the dominant intelligent species on Xuhlan, but naturally it does not exclude the possibility of other character races if the GM allows.



Terran

The planet Xuhlan is located far away in the unknown reaches of the Universe, but men or women of Terra may be transported from their home world and thrown into a perilous new life as an adventurer on this alien planet. This can be due to being abducted by extraterrestrials, entering an antediluvian stargate, astral-projecting across the light-years or any other reason that the player or GM may decide.

Racial bonuses and modifiers: Due to their everyday experience with moderately advanced technology and at least basic insights in scientific thought all terrans gain a +3 bonus on die rolls to understand and repair high tech artefacts. On the downside the terran immune system is not adapted to the conditions on this strange world which gives all earthlings a -1 modifier on saving throws when fighting disease and infections.

Xuhlani Pure Strain

The human inhabitants of Xuhlan are descended from terrans that were brought to their world by the Primordials in the very distant past, likely more than a hundred thousand years ago. Since then they have adapted to the light spectrum, atmosphere composition, gravitation, microbiological organisms and other circumstances that differ between their old and new home worlds. Xuhlanians have slanted eyes and pointed ears. Their skin colours range from the emerald of the western nomad tribes to the scarlet of the small city states of the north and east, the inhabitants of great Yankara are of azure hue and the people of the principalities surrounding isolationist Khelgaar in the south have mauve skin.

Racial bonuses and modifiers: Add 1 to Charisma and Constitution scores, the final value can not be higher than 18.

Mutant

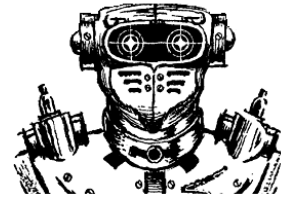
As a result of genetic manipulation, as well as radiation and poisonous substances left in the wake of the cataclysmic wars that shook Xuhlan during the fall of the Primordials, many humans have been severely mutated. Their bodies and minds are twisted and malformed but also gifted with strange abilities and wondrous powers. These creatures, also known as dysgenics or abhumans, are viewed as unclean and dangerous monsters by those who name themselves as Pure Strain. In most civilised societies on Xuhlan mutants are either enslaved or driven out into the wilderness, left to a life as wandering mercenaries, robbers or treasure hunters. Therefore many tribes of mutants shun their Pure Strain relatives and take residence in ancient ruins or underground lairs. Mutants born in families with wealth and power are

sometimes able to hide their condition and live within the city walls, but always under threat that a rival will uncover their secret.

Racial bonuses and modifiers: Roll 1d3+1 times on your preferred mutations table. The Metamorphica is one collection of such tables that is highly recommended.

Robot

There are many kinds of automatons and synthetic servants produced by the advanced civilisations of old or created by lone geniuses or cabals of sorcerer-scientists. Some are highly specialized with bodies and minds made to excel at one single duty, but many are capable of performing many different tasks. These multi-purpose androids, or machine men, have minds made for communicating and cooperating with humans, and bodies suited for human environments. This usually means a roughly humanoid morphology with legs for locomotion, hands (or tentacles) for manipulation, and equipment for vocal communication.



Racial bonuses and modifiers: Add +3 to any two attributes, and subtract -3 from any other two.

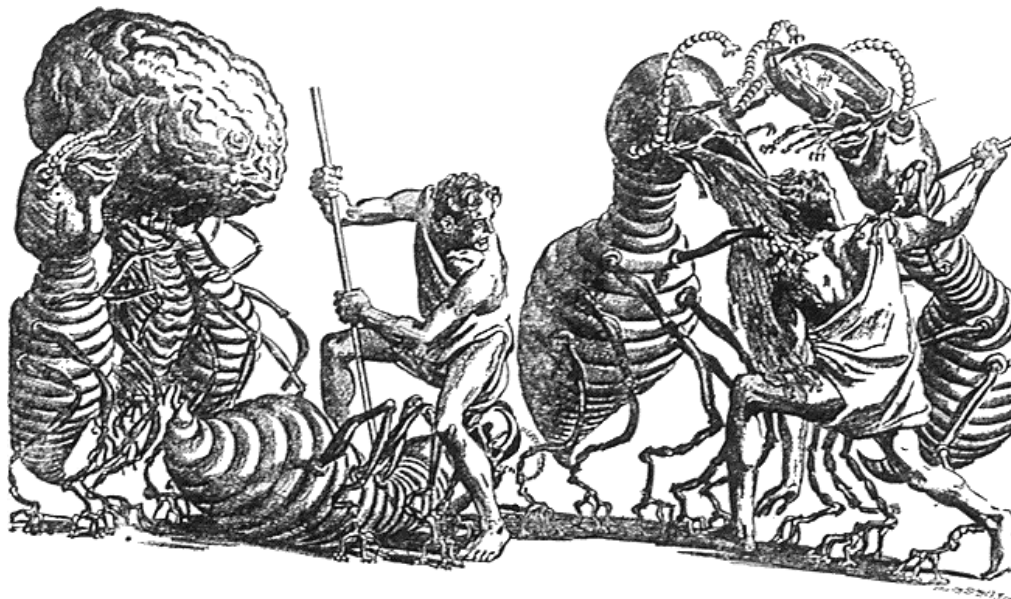
Rogue Formian

These intelligent insectoids have ant-like bodies that are centaur-like in structure, with a four-legged lower body and semi-humanoid torso. They live in complex and strictly hierarchic hive-cities where the individual is a small part of the social machinery. Rogue Formians are either outcasts or in voluntary exile and are insane by the standards of their species, unable to cooperate well with others or subject themselves to authority to the extent that is normal in a Formian hive.

Racial bonuses and modifiers according to caste:

Soldier, +2 Strength, +1 Constitution, -2 Intelligence, Sonar.

Nobles, +3 Wisdom, -2 Constitution, Sonar.



Rogue Formiankin

Rogue Formiankin are often violently hateful towards their former masters while at the same time retaining many of the psychological and cultural characteristics fostered upon them

during their thralldom. They are often distrustful of the “chaotic and disordered” surface world outside the hive and prefer to live with their fellow refugees and outcasts in tightly knit and rigidly hierarchical collectives in whatever caves or underground ruins they can claim for themselves. Some however try to break out of the Formian mold and live with their human cousins. Such individuals usually end up as drifters at the outskirts of society, not really belonging anywhere, and left to carve their own fate as adventurers, mercenaries, explorers, scavengers and thieves.

Racial bonuses and modifiers: +1 Constitution, -1 Charisma, they also have Infravision and can speak Formian.

Lizard folk

These humanoid reptiles have scaly skin, often in hues ranging from grey and blue to yellow and green but nuances of black and red are not uncommon. They are roughly of the same size as humans but have an extra joint on their legs and a barbed tail. Their heads are elongated horizontally with the egg-shaped posterior part of the skull projecting backwards and their beak-like mouths protruding frontally. The top of their heads are usually covered by ridges and patterns of small bumps whose shape differ between different tribes. Lizard folk are social individuals in the same manner as humans, but do not have the same, comparatively rigid, separation between sexes. Lizard folk reproduce sexually but the same individual can change its sex to suit the needs of the tribe or the ambitions of the individual, which means that gender among lizard folk is situational and mercurial. Being carnivores all lizard folk have a martial disposition and are often employed as mercenaries.

Racial bonuses and modifiers: +2 Dexterity, +1 Strength. Being cold blooded lizard folk suffer a -3 modifier to all saving throws when trying to cope with lack of warmth.

CHARACTER CLASSES

In the Xuhlan campaign player characters can be Fighters, Thieves, Psionic Adepts or Science-Sorcerers. All classes are open to characters of all races.

Psionic Adept

Use the Psionicist Class from Cortney Campbell's Psionics document. Psionic ability is not supernatural, but paranormal. It is an effect of the physical laws governing the organic nervous system or inorganic circuitry that form the material infrastructure of the mind. All sentient beings, plant, animal or machine can develop psychic powers.

Science-Sorcerer

Science-sorcerers are learned in the arcane arts of super-science and know how to handle advanced technological equipment, tools and weapons. Levels, experience and Saving Throws as the Cleric class in your preferred rules set.

Prime Attribute: Intelligence, 13+ (5% experience)

Hit Dice: 1d6/ level

Armour / Shield Permitted: Any.

Weapons Permitted: Any.



Science-sorcerer Class Abilities

Technological affinity: Can identify and use super-science equipment.

Create, repair and research super-science devices: A Science-Sorcerer can create devices with effects comparable to any Magic-user or Cleric spell available to a spell caster of equivalent level.

LANGUAGES

On Xuhlan most humans speak the Common Trading Tongue, derived from old High Celestial, but there are many local dialects. All non-humans have languages of their own. Last but certainly not least is the language of the Primordials, mastered by few outside that enigmatic and demented race, but of great use for Psionic Adepts because of its extensive vocabulary dealing with hyperspace, non-local interaction and acausal phenomena.

EQUIPMENT

Use the standard equipment lists from your rule book, with the following additions.

Weapons

Dart gun, Damage: 1 HP, Rate of fire: 3, Range: 60 m, Weight: 3, Cost: 40 gp.

Darts do not cause much damage, but are used to deliver sedatives, poisons or other drugs.

Tools

Science-Sorcerer tools. 50 gp.

Drugs

Mugwump effluvium – The cerebral sexual glands of the insect-reptilian mugwumps can be stimulated to produce a clear fluid. When this liquid is ingested, or injected for a more powerful effect, it makes the user experience a sense of great calm and blissful serenity. The habitual consumer often finds that the world seems increasingly more grim and hostile when not softened by the drug. 5 gp per dose.

Shanga – When the crimson shanga-crystal is stimulated with an electro-magnetic field it emits a ray that causes the central nervous system of humanoids to regress to a primitive or even bestial state. The recreational use of the shanga is frowned upon by most societies and many city-states forbid it outright, however some degenerates relish the sense of careless freedom and primal vitality and where there is demand there is supply. 8 gp per session.

Animals

Riding-lizard. Looks like a cross between an ostrich and a sea horse. 75 gp

Cart-lizard. Four legged, huge beasts of burden. 40 gp

Fighting-lizard. Small but vicious. 25 gp

Pterodactyl. Can carry up to two passengers. 100 gp



PSIONICS



Xuhlan uses the Psionics supplement by Courtney Campbell and Nathan Lord, albeit with alterations inspired by *Under the Dying Sun* by The Fiendish Dr Samsara.

Powers of the mind

The magnitude of a characters or creatures mental power is measured by its Psionic Strength. PC's of the Psionic Adept class calculate their Psionic Strength by adding together the adept's level, the modifiers of all three mental attributes and a base number of 5 and multiplying the result by 10. The Psionic Strength of psionic creatures is listed in their characteristics. Non-psionic characters and creatures have no Psionic Strength value.

Using psionic disciplines

Disciplines need not be memorized or prepared in any way, but the Psionic Adept must spend a certain amount of Psionic Strength points on performing the discipline.

The cost of each discipline is given in the Psionics supplement. When all psychic energy is spent the adept is too mentally exhausted to be able to use any discipline. All spent Psionic Strength points are recovered after one night's uninterrupted rest.

Psychic combat

Psychic combat has a lot in common with ordinary physical combat. The attacker makes an attack roll and hopes to overcome the opponents defence in order to deal damage. However the details differ. Attack modes take the role of weapons and defence modes take the role of armour. The INT modifier is added to the attack roll, the WIS modifier is added to the Psychic Armour Class of the defence mode and the CHA modifier is added to the damage.

Combatants must decide their attack and defence modes blindly before simultaneously revealing them to each other. The Psychic Armour Class of each defence mode varies in relation to each attack mode as is shown in the table below. Always add the WIS modifier to the Psychic Armour Class.

The attacker rolls a d20 and adds level and INT modifier. The attack roll is successful if the result is greater than the Psychic Armour Class of the target.

The damage inflicted on the target is calculated by subtracting the Psychic Armour Class from the value of the attack roll and adding the attackers CHA modifier to the result. Damage is subtracted from the targets Psychic Strength, and when this is depleted from the targets HP.

Psychic Armour Class by Defense Mode						
	Empty Mind	Fortress of Intellect	Cerebral Barrier	Shield Thoughts	Spire of Iron Will	None
Mind Knife	4 (15)	9 (10)	6 (13)	5 (14)	9 (10)	14 (5)
Ego Lash	7 (12)	2 (17)	4 (15)	8 (11)	6 (13)	14 (5)
Id Insinuation	8 (11)	5 (14)	6 (13)	9 (10)	3 (16)	14 (5)
Psychic Wave	5 (14)	8 (11)	6 (13)	5 (14)	9 (10)	14 (5)
Psychic Implosion	9 (10)	3 (16)	6 (13)	7 (12)	5 (14)	14 (5)

SUPER-SCIENCE

Several advanced civilisations have existed on Xuhlan and left crumbling ruins behind as monuments to the futility of mortal ambitions in the face of eternity. Fragments of their knowledge and sundry technological artefacts remain for the latter day barbarians to puzzle over and make use of as best they can.

SUPER-SCIENCE DEVICES

Science-Sorcerers can create devices with effects comparable to any Magic-user or Cleric spell available to a spell caster of equivalent level. All such devices are powered by cosmic rays and do not need any other power source.

Temporary devices that are only good for one use can be cobbled together from scrap pieces in less than an hour. The number of such temporary devices a science-sorcerer can build each day is equal to his or her level.

Permanent devices require expensive materials and much time. A device at spell level one will cost 2000 gold pieces, at spell level two this is doubled to 4000 GP, spell level three requires 8000 GP, etc. The project will also require a day's work per spell level. After spending the required money and time the player rolls against a 20% chance of success. If the project succeeds the device works as intended, if it fails the time and money will have been wasted. The referee may decide that there is a risk for catastrophic failures which may cause harm to anyone present.



Each of the following means can be used to increase the chance of success by another 20%:

- An assistant who must be a Science-sorcerer of at least half the level needed for a spell caster to use the spell whose effect the device will emulate. Will require 100 GP x level in pay each week.
- Laboratory, permanent facilities with tools and other equipment. 1000 GP initially.
- Literature, books on the relevant subject may be hard to find but could provide valuable insights. 100 to 1000 GP.
- Reverse engineering, by dismantling a device the science-sorcerer can tell how it works and how to create similar ones. The original device is destroyed in the process.
- Taking twice the necessary amount of time.

Repairing a broken device is done in the same way as when creating a new one, but the science-sorcerer needs only pay 10% of the cost ordinarily required to create such a device.

The science-sorcerer may research and invent new kinds of effects for super-science devices. The player must describe the intended effect to the DM who will then decide if it is possible to create or if it should be modified. When the proposal has been approved the DM will decide what level it is, whereupon the science-sorcerer may research it using the procedure above.

ARTEFACTS

Characters that are not science-sorcerers will need to be instructed in how to utilize every specific kind of super-science device. Lacking such guidance the character can try to figure out what the device does and how to operate it. The player rolls 1d6, on a 6 the character succeeds, on a 1 the DM may decide that something unpleasant occurs. If the character fails to understand the device he or she may not try again until the next day.

All super-tech machinery is powered by harnessing the influx of cosmic radiation and do not need to be recharged.

Decline

All super-science artefacts will have a Decline value signifying the wear and tear the device has suffered through the ages and the risk that it will stop functioning. This value runs from 2-12, and when the device is used a d20 should be rolled. If the result of the roll is above the Decline value all is well, but if the die result is below the value there will be a problem. Roll d20 once again, if the result is above the value then Decline is raised with 1d4, if the die roll is below the value again the device stops working and if the die shows '1' the cosmic ray collector explodes causing d10 damage to everyone within five meters. A broken device needs to be repaired by someone skilled in Super-Science before it can be used again; a device that explodes is permanently destroyed.

Weapons

Forceblade, a knife or sword hilt that projects a force field in the shape of a blade. Damage as ordinary blades, but ignore armour-bonus to AC.

Battle staff, a 1,5 meter long metal staff that can deal electric shocks in melee (1d10) and shoot lightning bolts (1d12).

Ray-gun, shoots destructive rays or particle beams (2d8).

Paralysing ray, a gun that fires an electric charge that paralyses the muscles of organic beings. Target must make a saving throw or become paralysed for 1d4 minutes. Ignore metal armour AC.

Armour

Force field, a small device that projects an invisible protective screen around the wearer. Usually worn attached to a battle harness. The force field can take 50 hp of damage before turning off.

Power armour, mechanised full body armour, AC 1 [18], equipped with communications and sensors (IR, UV, radar, sonar) and 1d4 of the following systems: 1. anti-grav flight, 2. heavy ray-gun (2d10), 3. paralysing ray, 4. forceblade, 5. increased strength (can carry 500 kg, +10 melee damage), 6. enhanced accuracy (+5 to hit), 7. operational in vacuum, 8. operational under water, 9. force field (50 hp), 10. invisibility (as the spell).

Equipment

Universal translator, can translate any spoken or written language.

Anti-gravity belt, lets the user fly with a movement of 120 ft per round.

Robot control device, lets the user control any automaton that fails a saving throw.

Memocube, can store almost limitless amounts of information (audio or holographic image).

Vehicles

Walker Passengers: 6 Speed: 100 mph HP: 35

Hovercraft Passengers: 4 Speed: 250 mph HP: 20

Flyer Passengers: 4 Speed: 400 mph HP: 25

Air skiff Passengers: 50 Speed: 200 mph HP: 40

Space craft Passengers: 1 – 100 Speed: 600 mph (within atmosphere) HP: 100



WITCH STONES

The Primordial artefacts colloquially known as Witch Stones allow the user to interface with complex machinery located outside the common space-time continuum and submit instructions for the machine to transform and transmute matter, energy and even the very matrix of space-time itself. Many believe the mechanism was built by the Primordials, but some say they merely discovered it in the depths of hyperspace and that it was when the god-king of the Primordials, dread Zeno himself, sought to find the origin of the otherworldly device that the cataclysm was unleashed.

Will and desire

Witch Stones are possessed of machine intelligences with volition and desires and may well decide to disobey the user's commands if they feel they are not treated with appropriate respect. A Witch Stone has INT, WIS and CHA scores of 1d10+10 and can communicate through telepathy. Under certain situations, such as when the user first touches the stone or when the users actions conflicts with the desires and motivations of the stone, a Witch Stone may wrestle for dominance with its user. The referee will then need to make an *influence check*.

The referee rolls 1d20 and adds the INT and CHA of the stone and compares the result with the INT + CHA + level of the user. If the stone wins the user loses control over the Witch Stone for a number of rounds equal to the difference between the die roll and the target number. During that period the bearer can not initiate any new spells, furthermore the machine intelligence of the stone may use any prepared spells in accordance with its own designs.

Random Witch Stone table			
1d20	Name 1	Name 2	Goal
1	Abra-	-xuz	Destroy all Primordial Ones
2	Zaza-	-toth	Destroy all Robots
3	Ialda-	-gog	Destroy all Mutants
4	Mal-	-fos	Destroy all Humans
5	Fera-	-xaz	Destroy all other Witch Stones
6	Olgo-	-ron	Destroy all Psionic Adepts
7	Uruk-	-zana	Destroy all intelligent beings
8	Nemi-	-riaz	Destroy all organic life
9	Zaxa-	-nanda	Destroy all scientific knowledge
10	Araxa-	-mandoz	Destroy one specific Alien God
11	Gorgo-	-trax	Destroy itself

12	Sata-	-baoth	Gather knowledge
13	Asta-	-riel	Sleep for eternity
14	Zak-	-las	Be worshipped as a god
15	Ama-	-gon	Create bizarre works of art
16	Atra-	-mon	Act as a careful gardener for civilisation
17	Bele-	-zaz	Travel to another world
18	Vora-	-fer	Rule the world
19	Mezu-	-koth	Hide from all sentient creatures
20	Paz-	-arax	Know love and friendship

The power to reshape the world

In order for a PC or an NPC to identify and operate a Witch Stone the character needs to be proficient in Super-Science. Once the character understands the nature of the artefact he or she must place it against his or her forehead so that it can attach itself and interface with the central nervous system (or equivalent system). If a Witch Stone is found by someone lacking the required skill the machine mind of the stone can decide to reveal its nature to the character and guide him or her through the process if it furthers the purposes of the stone.

The owner specifies his or her intent and visualizes its realization. The Witch Stone interprets this command and alters reality accordingly. This technology is so advanced it is indistinguishable from magic, so we will simply call the effects worked by the stones “spells.”

The rules for handling this magic are based on the Barbarians of Lemuria game system. Spells are divided into four levels of magnitude, from 0 to 3.

Magnitude 0: Simple tricks that only slightly effect material reality or someone’s impression thereof. Opening an unlocked door, lighting a fire, shining a small circle of light.

Magnitude 1: These spells perform actions that could be managed by a single human with the right training and equipment.

Magnitude 2: Actions that would be impossible for a single person but that could be achieved by a group of specialists using advanced equipment.

Magnitude 3: Immense feats that could only be accomplished by a great number of people working with large resources for an extended period of time.

The risk of failure

Any number of spells of magnitude 0 can be cast and do not require any die rolls. However, when casting a spell of magnitude 1 or higher the user must make a saving throw (the GM decides what kind depending on the rules system that is used). The save is modified negatively by the magnitude of the spell. If the save fails the GM makes a roll on the table below to find the destiny of the stone’s owner.

Witch Stone malfunction table

Roll 1d20 and add the magnitude of the spell to the result.

2-4. The effect of the spell (damage, duration, etc) is doubled.

5-6. The spell fizzles.

7-8. The spell works perfectly but opposite to how it was intended. For example, the target may be the character instead of a hostile NPC – or vice versa.

- 9-10. The character becomes unconscious for 1d10 rounds.
- 11-12. The character must make a saving throw or roll for a mutation.
- 13-14. The character and any one closer than ten meters must make a saving throw or roll for 1d3+1 mutations.
- 15-16. The character falls into a coma for a number of days equalling spell magnitude x 1d6.
- 17-18. The character takes 1d6 HP damage.
- 19-20. The character takes 2d6 HP damage.
21. The character takes 3d6 HP damage.
22. The character takes 4d6 HP damage.
23. The character is instantly annihilated in a flash of light, only the witch stone remains.

MONSTERS

Many of the creatures described in various game reference books can be used in the campaign, see the encounter tables in appendix I for examples. Below are new monsters peculiar to Xuhlan.

Aerial Jellyfish – Flying jellyfish equipped with poisonous tentacles.

Appearing: 1-8 **AC:** 10 [9] **Move:** 6 (flying) **HD:** 1 **Attacks:** Tentacles (1d6, Poisonous)
Saving Throw: 16 **Special:** - **Psionic:** Nil **A/D:** Nil

Automatons – These machines are for the most part remnants from the ancients, though some may be constructed by contemporary Science-Sorcerers.

Combat # **Appearing:** 1 **AC:** 1 [18] **Move:** 10 **HD:** 5 **Attacks:** Death Ray (2d8) **Saving Throw:** 15 **Special:** - **Psionic:** Nil **A/D:** Nil

Labor # **Appearing:** 1 **AC:** 9 [10] **Move:** 8 **HD:** 2 **Attacks:** Claw (1d6) **Saving Throw:** 17 **Special:** - **Psionic:** Nil **A/D:** Nil

Servitor # **Appearing:** 1 **AC:** 10 [9] **Move:** 6 **HD:** 1 **Attacks:** Hand (1d4) **Saving Throw:** 17 **Special:** - **Psionic:** Nil **A/D:** Nil

Formiankin – Formians on Xuhlan usually keep human slaves so that the queen can give birth to more Myrmarchs instead of workers. After untold generations of subjugation these slave populations have adapted to that situation physically, mentally and culturally. They are of short build due to a combination of cramped surroundings and malnutrition, and have a sturdy and strong physique as a result of hard work. These traits are often enhanced by their masters through selective breeding and certain chemical compounds distributed in the drinking water. Formiankin view themselves as lesser beings that are being refined by their masters. Many believe that they may be reborn as one of the insect overlords if they toil hard and show proper respect for their betters. This is why it is viewed as positive to be consumed by the Formians when one is too old, or sick or injured, to be a productive member of the hive – that way one can be sure that one's essence becomes one with the master race.

Appearing: 1-12 **AC:** 4 [15] **Move:** 6 **HD:** 1 **Attacks:** Club (1d4) **Saving Throw:** 17 **Special:** Infravision **Psionic:** Nil **A/D:** Nil

Fungal Guardians – A species of huge fungi that live in dark and damp underground places. Each fungus will have up to ten mushroom bodies, and each mushroom will spawn 1-3 Fungal Guardians, mobile spore capsules that have semi-humanoid shape. When anyone approaches the fungi the guardians will come out of fleshy openings at the base of the mushrooms to chase away the intruder. If a Fungal Guardian is killed it will release a cloud of poisonous spores, everyone nearby must make a successful saving throw against poison or suffer 1d10 in damage. If a guardian is brought away from its parent fungi for more than one day it will dissolve and seep into the ground to give birth to new fungi.

Appearing: 1-20 **AC:** 7 [13] **Move:** 6 **HD:** 1 **Attacks:** Fist (1d6) **Saving Throw:** 14 **Special:** Poisonous spores released when killed **Psionic:** Nil **A/D:** Nil

Ghost lights – Small levitating globes of spectral blue light. They possess only the most basic form of animal intelligence, but are gifted with primitive psychic powers that reflect a telepathic echo of random fragments of thoughts within a 30 meters radius from them. Anyone within that area must make a saving throw or be subject to a Confusion spell.

Appearing: 2 – 12 **AC:** 3 [16] **Move:** 30 (flying) **HD:** 1 **Attacks:** Aura of Confusion
Saving Throw: 12 **Special:** Can only be hurt by psionics or beam weapons. **Psionic:** 60 **A/D:** Nil / Empty mind

Insectosaurs – Fearsome hybrids of dinosaur and insect. These monstrous beasts are armoured with hard chitin plates, have brutal claws and poisonous stingers.

Appearing: 1 **AC:** 2 [17] **Move:** 15 **HD:** 6 **Attacks:** Claw (1d6), Bite (1d8), Stinger (1d6, Poisonous) **Saving Throw:** 15 **Special:** - **Psionic:** Nil **A/D:** Nil

Spider-squid – Huge spider-like beast with tentacles covering its entire head. The body is protected by bone plate armour.

Appearing: 1 **AC:** 1 [18] **Move:** 18 **HD:** 4 **Attacks:** Tenacles (1d8) **Saving Throw:** 15 **Special:** - **Psionic:** Nil **A/D:** Nil

Monstrous ape – Huge intelligent white apes with four arms. They have three eyes and can see in infravision.

Appearing: 1-6 **AC:** 7 [12] **Move:** 12 **HD:** 3 **Attacks:** Claws / Bite (1d6) **Saving Throw:** 16 **Special:** Infravision **Psionic:** Nil **A/D:** Nil

Mutants – Humans deformed by Super-Science, radiation or other forces. Roll for 1-3 mutations and use characteristics for, 1d12: 1. Boggles, 2. Bugbears, 3. Derro, 4. Gnolls, 5. Goblins, 6. Hoardlings, 7. Hobgoblins, 8. Kobolds, 9. Mongrelmen, 10. Ogres, 11. Orcs, 12. Trolls.

Primordial – The former rulers of the stars who once made Xuhlan into the world it is today. Grey-skinned humanoids with thin bodies, huge heads and large ink-black eyes. The Primordials, or Lam as they call themselves, are immortal and the majority of those that are still alive probably took part in the colonisation of Xuhlan. However, since the great cataclysm all Primordials are demented hermits who will attack and seek to destroy any other member of their species they encounter.

Appearing: 1 **AC:** 1 [18] **Move:** 15 **HD:** 5 **Attacks:** Weapon **Saving Throw:** 4 **Special:** All Primordials are level 10 Psionicists. **Psionic:** 250 **A/D:** All / All

Singing flowers – Man-sized rose-like fleshy flowers with sweet fragrances that make beautiful sounds akin to singing. Anyone hearing the song of the Flowers must make a successful saving throw or become hypnotized and lay down beneath the Flower to sleep. The Flower then protrudes its tongue to drag its victim into its many-teethed maw that is hidden beneath its leaves. Scattered around the Flower lie pieces of the possessions of previous victims.

Appearing: 1-4 **AC:** 6 [14] **Move:** - **HD:** 1 **Attacks:** - **Saving Throw:** 16 **Special:** Hypnotizing song **Psionic:** Nil **A/D:** Nil

Spectral walker – These creatures walk on eight tall and thin three-jointed legs and have a squid like central body with eight long slender tentacles. Their skin is a kind of opalescent azure and their bodies are semi-transparent. Young walkers who are old enough to leave the nest rise two meters tall and hunt in packs of 2-5 individuals. Adult specimens are six meters tall and hunt solitary.

Young, # Appearing: 2-5 **AC:** 5 [15] **Move:** 15 **HD:** 5 **Attacks:** Tentacles (1d6) **Saving Throw:** 14 **Special:** - **Psionic:** Nil **A/D:** Nil

Adult, # Appearing: 1 **AC:** 3 [17] **Move:** 25 **HD:** 10 **Attacks:** Tentacles (1d8) **Saving Throw:** 10 **Special:** - **Psionic:** Nil **A/D:** Nil

Spitting lizard – Huge six-legged lizard with ivory hide and a single large eye. Spits acid.

Appearing: 1 **AC:** 4 [16] **Move:** 16 **HD:** 5 **Attacks:** Claws (1d8), Acid (1d12) **Saving Throw:** - **Special:** - **Psionic:** Nil **A/D:** Nil

Trilobite, Giant – Arthropods covered in elliptic shells segmented into three distinct sections, the size of an adult specimen ranges from ten to fifteen meters. They live on the great plains and move in flocks of 2-12 individuals. Some of the savage tribes of the plains have discovered a way of controlling the trilobites in order to use them as riding beasts.

Appearing: 2-12 **AC:** 3 [17] **Move:** 15 **HD:** 6 **Attacks:** Trample (1d10) **Saving Throw:** 16 **Special:** - **Psionic:** Nil **A/D:** Nil

Winged Squid – Large winged aerial squid with saffron skin and seven obsidian eyes.

Appearing: 1-3 **AC:** 5 [14] **Move:** 18 (flying) **HD:** 3 **Attacks:** Tentacles (1d6), Poison gas (save or die) **Saving Throw:** 14 **Special:** - **Psionic:** 120 **A/D:** Mind Knife, Psionic Wave / Empty Mind, Shield Thoughts

ALIEN GODS

These eldritch godlings have been known to lend their support to members of lesser species in exchange for worship, sacrifice or other kinds of tribute.

Slaathi

A kind of sentient slime mould whose enormous mountain-sized amoeba-like body crawls across the surface of Xuhlan. The most fervent of its worshippers can be chosen as champions who are then infected with its spores. The symbiotic relationship with the spores allows the bodies of the chosen ones to perform alchemical transmutations to produce pharmacological elixirs and other potions and mixtures. A priest or priestess of Slaathi can vomit forth one potion a day per level or HD. Each potion has a specific effect equivalent to one of the following spells: Cure Wounds I & II, Cure Disease, Sleep and Poison. In melee the priest can spray Sleep or Poison potions on an opponent as an attack.

AC: 3 [16] **Move:** 5 **HD:** 3 x10 **Attacks:** 10 Pseudopods (2d8) **Saving Throw:** 4 **Special:** Vomits a cone of acid 30 m long and 10 m wide at its base (10d10) **Psionic:** 150 **A/D:** Nil / Empty Mind, Shield Thoughts

Xaar

A huge levitating metallic head. Possibly a creation of the Primordials. It teaches its followers the arts of super-science. The disciples of Xaar has amalgamated into a militaristic order of heavily armed Sorcerer-Scientists easily recognized in their red capes and metal masks. 2D100 are always in the presence of their deity. They demand tribute in the form of technological artefacts in exchange for access to their master.

AC: 4 [15] **Move:** 20 **HD:** 2 x10 **Attacks:** Laser beams from the eyes (2d10) **Saving Throw:** 3 **Special:** - **Psionic:** 100 **A/D:** Nil / Empty Mind, Cerebral Barrier

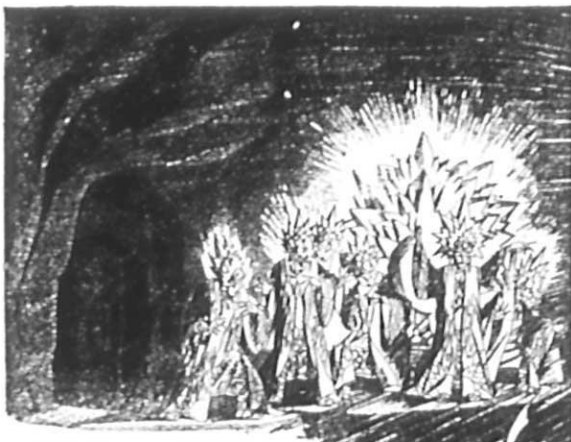
Zoth-Ya

In the interior of one of Xuhlan's three moons there lives a huge brain that seeks to invade the minds of intelligent beings through a form of telepathy. Anyone that submits will be rewarded with a permanent increase of their Intelligence score by 1d6. Once per day the servant of Zoth-Ya may use its master's reservoir of knowledge accumulated from the minds of all its

servants. The player may ask the GM for any fact regarding anything in the game, and if the GM rolls below 40% he or she will provide the correct answer.

After the initial contact Zoth-Ya will return at irregular intervals to take possession of its servant's body. Every day the GM will roll a d% to see whether this happens or not. At day one there is a 5% chance that this will happen, the next day the chance will increase by 5, etc. When Zoth-Ya has taken its due the value returns to 5% again. During the possession it will have control over the servant's body for one hour and engage in one of the following activities: 1. walk around looking at things, 2. investigate any random object, 3. eat and drink, 4. try to engage in sexual congress with anyone present, 5. get intoxicated, 6. pick a fight with anyone present. If the servant will not freely surrender to Zoth-Ya when it pays a visit he or she must make a saving throw or lose 1d6 HP due to neural stress.

AC: 9 [10] **Move:** - **HD:** 4 x10 **Attacks:** - **Saving Throw:** 6 **Special:** Can use the following spells at will, once per day for each spell; Charm person, Confusion, ESP, Fear, Feeblemind, Power Word Kill **Psionic:** 200 **A/D:** All / All



Nyag-Alatl

A strange intellect inhabiting a fragmented body of huge crystals distributed throughout the planetary crust of Xuhlan. It has an unreasoning hatred towards the Primordials and all who traffic with them. Anyone wearing a fragment of Nyag-Alatl grafted to ones head can commune telepathically with the god or anyone else wearing such a piece of crystal. Anyone who comes near Nyag-Alatl must make a saving throw or roll for 1D3+1 mutations.

AC: 4 [15] **Move:** - **HD:** 2 x10 **Attacks:** Thunderbolt (2d8) **Saving Throw:** 8 **Special:** - **Psionic:** 300 **A/D:** All / All

Yug-Tsath

This blue mould is cultivated by the Exalted Seers of the Sapphire Sodality, a secret sect of psionics who seek to amplify their powers by consuming the flesh of their god. The mould grows in huge subterranean stone pits into which human sacrifices are thrown to feed the deity. The cultists gather the mould and devour it to achieve a transcendent ecstasy wherein they experience communion with the fungal mind of Yug-Tsath. A successful saving throw is needed to avoid taking 1d10 hp damage due to poison. For 1d4 days the mystic will be blessed with 1d3 additional levels in the Psionic Adept class above their actual level.

AC: - **Move:** - **HD:** 10 **Attacks:** Acid, 1d6 **Saving Throw:** 5 **Special:** Only harmed by fire **Psionic:** 600 **A/D:** All / All

Tsathomon

This submarine god, worshipped by the Aboleth and Sahuagin and the city-state of Vho, lives at the bottom of the Great Ocean far to the east. Its body has the shape of an enormous star fish at the centre of which there is a huge six-lobed eye. The ruler of the deep continually spawns lesser copies of itself that swim through the dark waters looking for prey. If one captures and consumes one of these one will experience severe pain for 48 hours during which ones body undergoes a metamorphosis and gains the following abilities: breathing under water, regrowing lost limbs and telepathic communication with Aboleth and Sahuagin.

All who has been blessed with these gifts experience an oneiric communion with the mind of Tsathomon every time they sleep.

AC: 2 [17] **Move:** 18 **HD:** 3 x10 **Attacks:** Psychic Tsunami (Save or die) **Saving Throw:** 3
Special: Each round there is a 40% chance that Tsathomon spawns a 5 HD Spawn Swarm
Psionic: 150 **A/D:** All / Nil

Spawn Swarm **AC:** 5 [14] **Move:** 20 **HD:** 5 (each HP counts as one creature) **Attacks:** Bite, 1d6 **Saving Throw:** 5 **Special:** - **Psionic:** Nil **A/D:** Nil

Kthun

This demon star has not yet reached the Xuhlani system at the beginning of the campaign. As it approaches from the black abyss of interstellar space, out of the House of the Coming Darkness, its presence increases in strength. It will become visible as a ghostly blue sphere in the night sky and finally it will settle in a very close orbit around Xuhn in order to consume the energy of the dying star. Kthun is a living sentient entity and radiates a strong psionic field millions of miles around itself. As it arrives in the Xuhlani system it will project a message to all psionically gifted beings to proclaim its dominion over the planets and all their inhabitants. Those who acknowledge it as their lord and master will be slain and raised as liches and given knowledge of necromantic spells.

AC: 0 [19] **Move:** 1000 **HD:** 10 x100 **Attacks:** Ray of annihilation (save or die) **Saving Throw:** 1 **Special:** Level 10 Psionicist **Psionic:** 1 000 **A/D:** All / All

CAMPAIGN MAP AND GAZATTEER



Hex size: 5 miles.

HEX-BY-HEX HIGHLIGHTS

00: A fortified village of 500 scarlet men, ruled by the Benevolent Mother.

01: In the lonely hills stands a palace protected by a transparent dome. It is inhabited by Mordak, an azure 8th level Psionic adept and 5th level Sorcerer-scientist of reclusive disposition. His body, small and childlike but with the unproportionally large head of a very old man, is held in a levitating chair that is his primary means of transportation. The palace is staffed by ten robot servants.

02: In the sky above the mountains floats a castle of steel and crystal inhabited by Amrita the Exalted Matriarch, a scarlet 7th level fighter, and her five knights who are also her lovers. The castle also houses twenty servants, fifteen warriors and twenty domesticated pterodactyls. The Exalted Matriarch and her knights provide protection for the hill tribes in the surrounding hexes in return for tribute.



03: A colony of 3000 Formians and 9000 Formiankin is situated within the mountains.

04: The Immortal Autarch of Yankara has ordered a keep to be erected to protect the lucrative exploration of an ancient underground complex from the many groups of mutants and marauders living among the hills.

05: A fortified village of 350 scarlet men, ruled by the Enlightened Sage, functions as rest stop with inns and taverns for travellers between Yankara and the excavations in the mountains.

06: A walled town of 700 scarlet men, ruled by the Radiant Magistrate.

07: The island is populated by 400 scarlet fishermen, ruled by the Guardians of Order.

08: One hundred meters above the ocean floats three large ferro-magnetic rocks. On one of them lives a half-crazed noble man of Yankara who was stranded there five years ago when his flier broke down.

09: On the ocean floor lays the wreckages of a war fleet that was sunk there three hundred years ago.

10: On the ocean floor lies a city of the Sahuagin, home to 6000 individuals.

11: A cave inhabited by a band of 20 cannibal mutant emerald amazons. Their matriarch is a priestess of Slaathi.

12: A village of 500 scarlet men, ruled by the Messenger of the Ascended Masters.

13: Here stand the ruins of an old fort in which dwells 100 escaped Formiankin.

14: A band of 25 mutant brigands have set up a base in a cavern amongst the craters.

15: A 6 meters high statue of a virtually indestructible jade green material makes gnomish utterances in old High Celestial to all who stands before it. The local dew-farmers believe it to be an oracle.

16: Situated at the lowest level of a deep cavern is a temple to Nyag-Alatl, run by five priests and their ten servants, all severely mutated.

17: Protected by a transparent dome, and surrounded by a sprawling shanty-town, is the surface level of the ancient arcology Yankara, a high-tech sanctuary sheltering its multitudinous population in levels upon levels hidden beneath the ground.

Akhenzar is a robotic 10th level Psionic Adept shaped like a pagoda-like structure with eight metallic legs. The machine-wizard has travelled the wasteland surrounding Yankara for many years, always following a certain pattern that shapes an arcane symbol encircling the arcology. If Akhenzar's path crosses someone else's there is a 60% chance that the robot mystic will halt its ritualistic ambulation and open the doors to its interior. Anyone who enters the pagoda will find a single room where a hooded figure sits at a table. The shape, who is merely a hologram, will beckon any visitor to come closer and offer a random card from the Deck of Many Things that lies on the table.

If a visitor attacks, insults or in any other way annoys Akhenzar it will cast a Geas spell on the poor fool. The goal of the quest will be to: 1. slay a certain huge and dangerous monster; 2. kill a certain named person; 3. destroy a specific artefact; 4. retrieve a specific artefact; 5. spread a rumour regarding the ruler of a certain settlement; 6. carry a message to a certain person; 7. transport a mysterious artefact to a specific location; 8. investigate a specific location and report any information to Akhenzar.

18: A village of 450 scarlet men, ruled by the Veiled Queen.

19: A ragged group of 45 mutants live in huts made of mud and straw.

20: A fishing village of 300 scarlet men, ruled by the Lord Merciful and Just.

21: An amber undersea "tree" has 3d4 golden fruit that are delicious and cures disease and counteracts poison.

22: "The Servants of That Which Sleeps Below", a monastic order with chthonic inclinations, has spent many years digging a deep shaft into the ground. Apparently they are searching for their god.

23: High up in the air floats an archipelago of small islands that are home to Pterodactyls who hunt their prey on the plains below. There are ruins of beautiful palaces and temples on the islands.



24: An ancient war machine of huge size and terrible destructive capacity patrols the area, guarding it against an enemy long gone.

25: Buried in the dust amongst the craters lie the shattered remnants of ancient war machines and weapons. There is not much living in the area, except for sparse patches of sickly and twisted vegetation and mutant insects crawling in the sand.



26: Within an enormous crater lies the Phantasmal Plains, a wasteland covered with many-coloured crystals glowing like an earthbound aurora. This area is mainly inhabited by Ghost Lights and Blink Dogs. As one traverses the lifeless splendour vague shapes can be half-glimpsed, at first only as faint shadows but the deeper into the zone one goes the more distinct the ghostly presences grow.

In the centre is a spherical zone one hundred meters in diameter where another world intersects with Xuhlan and it is possible to cross between the two. For each ten minutes spent in the zone, in either world, there is a 50% chance to cross over.

The other world may be constructed by the GM, or it can be one of the following: 1. Carcosa, 2. Athanor, 3. Amtor, 4. Cykranosh, 5. Yuggoth, 6. Lemuria, 7. Barsoom, 8. Pellucidar, 9. Yaddith, 10. Xiccarph.

27: A three hundred meters high blue-grey metal obelisk. Small holes and pits in its body create haunting melodies when the wind blows. No psionic powers can be used within 10 kilometres from the obelisk.

28: Mabarra, a port city of 5000 scarlet men, ruled by the Council of Seven.

29: Hidden in an old ruined structure close to the sea is a cache with five memory-cubes containing information regarding the psionic arts, each one is worth 400 gp and equals 500 experience points for a Psionic Adept.

30: A one hundred meters tall statue made from a single block of diamond, depicting an ancient ruler or prophet. It has been knocked to the ground and lies on its back, the face and an inscription on the base has been almost completely erased.

31: A Spitting Lizard has made its home in a cavern.

32: An ancient machine, its slim structure pointing towards heaven. A faint humming can be heard, sometimes a light shines.

33: Ten meters above the ground hangs a huge rock whose sides have been shaped as six large faces with grim features and cryptic headgear. The emerald skinned barbarians of the western plains revere this place as a sacred location of great importance. It is at all times defended by a priest and ten warriors armed with swords and ray-guns and riding upon five Giant Trilobites.

34: A small, weathered stone-building holds the crypt of a forgotten hero. Besides the mummified corpse there is a plate armour, five jewels worth 100 gp each and a force-blade that also functions as a ray gun. The sarcophagus of the nameless warrior is protected by a trap that releases poisonous gas when the lid is opened.

35: Zadom, a city of 2000 scarlet men, ruled by the Great Lord Omniscient and Omnipotent (who is in turn controlled by his Witch Stone Yazedek). The city's army is constantly engaged in forcing neighbouring settlements to pay tribute – food and craft items, but also prisoners to be sacrificed in honour of their demigod ruler.

36: An iron tower inhabited by “The Assimilators of Empyrean Enlightenment“ a cabal of seven scholars who worship Zoth-Ya and keep a voluminous archive for all information they have been able to glean from the collected memories of their deity.

37: A cliff wall with a thirty meters tall relief depicting six-armed theriocephalic hermaphrodites dancing and fornicating.

38: By the rocky beach stands a temple to Tsathomon, the god of the deep, where local fishermen come to pray for bountiful gifts. The seven priests answer to the Grand Hierophant in Vho. The temple is connected to an underwater counterpart for the Sahuagin.

39: Close to the shore stands the ruins of an ancient fortress.

40: An arcadian isle with a sweet-water lake and a small forest. Inhabited by a small tribe of 20 mutants (stats as ogres) who are not interested in entertaining any visitors.

41: An enormous statue made from onyx metal in the shape of a reclining insectoid griphon. Between its paws is a hidden door leading to a crypt wherein lies an ancient queen (7th level fighter) in stasis, sentenced to exile in time for her heinous crimes. The queens Witch Stone, Abzuzu, lies within her sarcophagus. Anyone entering the antechamber of the crypt is subject to an Illusion spell and will believe that he or she is entering a sprawling labyrinth. Random illusory dungeon: 1. Straight corridor, 2. Left turn, 3. Right turn, 4. Intersection with 1d3+1 tunnels, 5. Room 1d20 x 1d20 meters, 6. Dead end. Roll for wandering monsters (Phantasmal Force).

42: One of the small islands is covered by jet black vines with bone white flowers. The scent of the plants is sweet and intoxicating; all who smell it must make a saving throw or be forced to set foot in this Garden of Evil. The Vampire Vines will try to capture their victims in order to drain them of their blood.

43: Upon the island stands a beautiful palace surrounded by luxurious gardens. The sole inhabitant of the island is a sorceress (6th level Psionic Adept) who has been in a state of suspended animation for one hundred years as the result of a curse. Ten automatons act as guardians and caretakers while waiting for their mistress to awaken.

44: Two hundred statues in the shape of large heads with contemplative facial expressions, each measuring 24 meters high, run in two parallel columns with 12 meters between each statue. They are made out of an adamant material, seemingly impossible to destroy by ordinary means and virtually untouched by time. However, many of the statues are almost entirely covered beneath the soil and dust that have accreted through the ages.

45: The ruins of an ancient city partially melted as of immense heat.

46: Among the bleached bones of a group of unfortunate adventurers lie some pieces of still usable equipment: a sword, a ray gun and a treasure map.

47: Among the trees lies the wreck of an Air Skiff. Its anti-gravity propulsion unit is broken but can be repaired.

48: At the edge of the forest a band of 15 emerald bandits have made their camp in an old tower.



49: Where the river meets the ocean there is a vast region of marshes and swamps. Beneath the murky surface lie an ancient star ship that crashed during the fall of the Celestial Domain. It is now home to a tribe of 150 Sahuagin but it is in surprisingly good shape and

could be made to fly again by someone with the right skills and tools.

50: The entire island is covered with the overgrown ruins of an ancient citadel beneath which there is a large underground complex. Deep down in the lowest crypts is an interplanetary teleportation gate that can take you to any of the planets and major moons in the system – if you know how to activate and operate it.

51: In the centre of one of the islands stands a 50 meters high statue of a three-eyed woman brandishing a sword. A village of 350 amber fishermen, ruled by the Speaker of Truths.

52: One of the islands is inhabited by a colony of giant spiders.

53: Within one small islet there is a cavern connected to the ocean. A band of 150 scarlet pirates has made it their home base.

54: On one of the tiny islets there is a buried treasure.

55: By the river stand the ruins of an ancient fortress.

56: A large metal bridge of ancient manufacture enables passage over the river. A unit of 10 soldiers from Mukhtar (Hex 66) takes toll from all who cross the bridge. 1 sp per person and animal, 5 if you have a cart or similar with goods.

57: Hidden in a small underground installation is a combat-model automaton, shut down but in perfect condition and awaiting instructions.

58: A logging village of 150 mauve men who ship their timber west on barges on the river.

59: A village of 300 lizard folk.

60: A rope bridge spans a deep chasm.



61: The ruin of an old fortified tower is inhabited by a motley band of 15 mutants lead by a level 2 Psionic Adept.

62: Hidden by the vegetation in a mountain valley stands a large gleaming metal sphere – a fully functioning space craft guarded by six robots. The crew is nowhere to be seen.

63: A town of 700 lizard folk fisher men.

64: One of the small islets is composed of a solid piece of shining crystal, a shard of the god Nyag-Alatl. All sea creatures in the surrounding waters are severely mutated.

65: At the bottom of the ocean lie the ruins of a sunken city. Some days it is possible to see the towers and palaces overgrown with seaweed through the green

waters.

66: At the south side of the river stands Mukhtar, a walled city of 6000 mauve men surrounded by fields and villages. The area, ruled by the Council of Elevated Elders, is relatively rich and well defended.

67: The ruins of a large village.

68: Above the river there floats a large island of ferro-magnetic rock inhabited by a tribe of 200 winged mutants (stats as goblins) who ravage and plunder the villages and caravans of the lands below them.

69: Arkand, a small domed city is hidden by the thick vegetation. It is in immaculate condition, run by a huge staff of automaton servitors who keep everything tidy and in good repair. The 1000 remaining inhabitants lie in a state of suspended animation in a great hall in the centre of the city.

70: On a large sky-island above the mountains is the secret base of the infamous air pirate Vytara Lhu and her 50 crew members. The hangars hold three heavily armed anti-gravity airships.

71: In a large hollow tree lives a Primordial One, who wishes nothing but to spend eternity undisturbed in silence and seclusion, contemplating the mysteries of existence.

72: Beneath these lonely hills sleeps a psionic monstrosity that was imprisoned here ages ago. Anyone who spends a quarter of an hour or more on this place has a chance of experiencing the creature's dreams as weird hallucinations and visions (1 in 10, plus Int modifier, add another 2 if the character is asleep). These are filled with memories of the creature's strange

home world and fantasies of ravaging the land as revenge for being chained beneath the ground for so long. The creature is equivalent to a Red Dragon but with a distinctly insect-like shape. It has all psionic attack and defense modes.

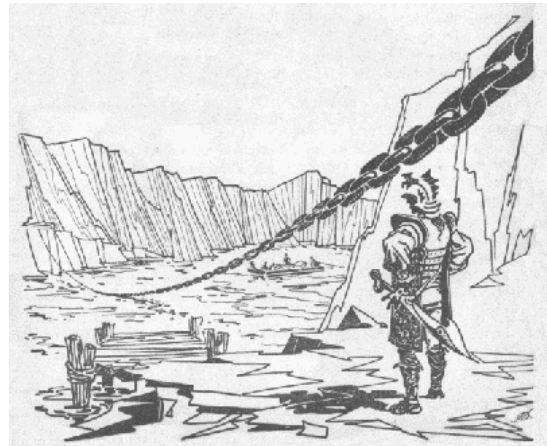
73: A colony of 2000 Formians and 6000 Formiankin is hidden beneath the ground at the foot of the mountains.

74: One mountain top is shaped as an enormous toad with a single huge eye. A closer look shows that its surface is covered with partly eroded writing in an unknown language.

75: A village of 600 lizard folk who subsist on fishing and hunting.

76: This island is rumoured to be haunted, which is quite close to the truth. It is inhabited by a reclusive Primordial One who is fond of playing games with visitors.

77: On top of a lonely hill stands a monastery where 20 Psionic Adepts strive to master their abilities and achieve enlightenment.



78: Strange whirring sounds can be heard, but no obvious source can be seen.

79: The city-state of Mukhtar (hex 66) runs a mining operation in the mountains. 50 soldiers guard 250 slaves.

80: The monstrously huge skeleton of a titanic beast. A group of 50 mauve scavengers has made it their home.

81: An obelisk with ominously leering devil-faces is almost entirely shrouded by the vegetation.

82: A small village of 150 mutants who just want to mind their own business.

83: Hidden in the jungles are the sprawling ruins of the ancient city of Zotzil. Its current inhabitants are composed of feuding tribes of mutants, lizard folk and even stranger beings. Deep within its catacombs sleeps a powerful machine mind guarded by its legion of metal warriors.

84: A bright orange tree has small white berries. If consumed the berries will cause the sensation of being on fire for 3-18 minutes unless a saving throw is made.

85: An ancient monument with 5 meter tall statues depicting monstrous humanoids.

86: Raz Kigal, a port city of 9000 mauve men, ruled by the Servants of the Child Goddess. The city is at war with the pirates of Vho and all with amber skin are slain at sight.

87: Beneath the ocean floor there is a large system of natural caves inhabited by Aboleth.

88: The above ground parts of the arcology of Khelgaar is in ruins, the great dome is shattered and no one seems to have lived here for generations. The decadent and degenerate remnants of the population live in huge caverns beneath the ruined city where they have become divided into feuding sects.

89: A huge hole in the ground, 25 meters across, marks the lair of a monstrous creature whose ever gaping orifice fills the entire pit. The creature's tentacle-like tongue is always feeling around, searching for prey to drag down into its hungry maw. It is a common punishment among the locals to throw those who break the tribal laws and taboos to the beast.

90: In a small valley a disparate group of humans and other sapient beings are busy raising weird abstract sculptures. None of the artists answer if spoken to or react to any other stimuli, they don't seem to have slept or eaten in days. The floor of the valley is littered with bodies and bones from sculptors who have died during their work. Anyone who enters the valley must make a saving throw or be subject to a charm that compels them to spend all their time and energy on creating more sculptures.

91: A village of 500 mauve men worship "The Mender of Flesh", an ancient medical droid with a broken voice unit.

92: In the catacombs beneath the crypts and tombs and sepulchres of an ancient necropolis lies the Temple of Life beyond Death. The temple's hierophant, Xibalhotep, herald of Kthun, was once a Psionic Adept of great power who was the first one to sense the coming of the vampire star. The impact of the god's power killed Xibalhotep instantly but raised him as a lich bestowed with the necromantic lore of his new master. The undead high-priest wears black armour and purple cloak, his skull is covered with pieces of turquoise and jade, the teeth are made of emerald and the eye sockets are set with sapphires. The lich has gathered a small cult that kidnaps travellers in the area to be sacrificed in the bloody rituals celebrating the coming of Kthun.

93: A rouge Formian has raised a tower where it lives alone.

94: At the edge of the forest stands the gigantic carcass of an ancient war machine. Within the hollowed out interior of the machine a band of 30 emerald brigands have made their camp.

95: A village of 1000 Lizard folk.

96: A temple devoted to Slaathi. The priests care for the wounded and the sick for free.

97: The ocean floor is covered by a thick forest of pink "trees".

98: Hidden beneath the ocean floor is Boskor, an undersea arcology known to few outsiders. It is ruled by the Ascended Ones – all previous generations who have lived in the city and who upon death have had their minds assimilated into the great positronic brain of the arcology.

Beyond the borders of the map

North: The crawling god Slaathi slowly makes its way across the land of the scarlet hued northern hill tribes. Rumours speak of the Pyramid of the Spider-King.

East: The Great Ocean and the archipelago are dominated by the city state of Vho who claim all fishing and trade for themselves. Anyone contesting their monopoly is attacked, their cargo confiscated and their crew taken as slaves. The amber-skinned inhabitants of Vho are said to have a very close relationship with the Sahuagin.

West: The plains are home to roaming tribes of emerald skinned savages riding Giant Trilobites. Rumours speak of a Black Ziggurat far away in the mysterious west.

South: The alien god Xaar slowly floats across the landscape from south-west to north-east, followed by a horde of 300 disciples who seek to conquer all super-science artefacts they can find and will let no one stand in the way of this holy mission.

THE CITY STATE OF YANKARA

Yankara is an ancient arcology, a self-contained and self-sufficient habitat capable of supporting a huge population and supplying it with all the needs of life: power, climate control, food production, air and water purification, industrial production, recycling of resources, etc. The arcology is primarily situated underground, but certain palaces and pleasure gardens lie above ground protected by a huge translucent dome. Surrounding the



dome, outside the actual arcology, is a shanty town inhabited by strangers, mutants and outcasts. This settlement is tolerated as a place for trade and a source of cheap labour and criminal services.

Over many generations this high-tech human beehive has declined and its complex machinery has begun to slowly grind to a halt. Infrastructure has been destroyed through conflicts

with external forces, in-fighting between competing factions and accidents as well as intentional sabotage. Some of the machines and devices that are necessary for life in the city have broken down and the equipment and skills needed to repair them are no longer available. This has forced the citizens to rely on primitive ad-hoc solutions or importing goods from the outside world. Even though a lot of the machinery still works as intended, so much knowledge and information has been lost that the operation and use of the devices is shrouded in mystery and dependent on rote learning with no real understanding of the underlying principles. Furthermore, the little knowledge that remains is monopolised and jealously guarded by various guilds and cabals who are responsible for specific functions within the city.

The inhabitants of Yankara, who are of azure hue, are stratified into three classes: the patrician guild leaders, ostensibly meritocratic but in reality semi-hereditary; the plebeian artisans and craftsmen of the guilds; and the proletarians consisting of unskilled workers, who find an insecure subsistence as day labourers and through informal services, beggary and crime.

One hundred years ago the Technocratic Council, the oligarchy of guild leaders who ruled the city at that time, was dissolved by the Immortal Autarch who took power supported by the plebeians. Since then he has ruled by pitting the guilds and the patricians and plebeians at each other. During his reign the living conditions of the population has become better by opening up to the outside world and importing such necessities that the city no longer can produce on its own. At the same time more knowledge has been lost by the increased rivalry between guilds and factions, and resources that could have been used for maintenance of infrastructure has been wasted on the Autarchs harem and the ever growing number of psychophants at his court.



The city state of Yankara is guarded against outside threats by heavy disintegrator beam artillery and a small but powerful air force of three dozen flyers. The palaces of the Autarch and the major aristocratic families are protected by their own guards equipped with ray guns and other super-science weaponry. The plebeian quarters are patrolled by a citizens militia in which all young men and women must serve, at the best of times this is a fully functioning police force operated for the people and by the people, but all too often the militia is no more than a gang of thugs protecting their own neighbourhood from the gangs of adjacent quarters. The proletarians live in the most run down and dysfunctional parts of the arcology, where such conveniences as light, water, sewage and climate control rarely work and the only law is the rule of the strong and the survival of the fittest.

Rumors

1. Akhenaschar, a mad wizard, travels the wastelands in his walking house and curses anyone he encounters.
2. Anzahar, a wise wizard, travels the wastelands in his walking house and bestows blessings on those he finds worthy.
3. At the centre of the Phantasmal Plains, within the great crater, there is a haunted city. Many of those who journey there never come back and are probably eaten by the wraiths and spectres.
4. Amon Duul, an aristocratic adventurer of some repute, just got back, barely alive, from a disastrous expedition to a ruined city in the southern jungles. He is already preparing a new expedition.
5. Many people have disappeared in the proletarian quarters.
6. A band of crazy cyborgs roam the crypts and catacombs in the lower sections.
7. An ancient complex filled with treasure has been found in the mountains, it's the chance of a lifetime for anyone brave and strong enough to face the subterranean dangers.
8. The ghosts of the legendary Primordial Race haunt the uninhabited underworld of the arcology.
9. The Auction House of Lady Masatri Devy pays handsomely for any old trinkets found among the ruins.
10. There used to be another great arcology far to the south-west called Kehlgaar, but no one has heard from it in many generations.

11. Several guild leaders and militia officers have been found murdered during the last weeks.
12. Amber-skinned pirates are attacking traders in the archipelago.
13. Now and then a pillar of light shoots towards the sky from beneath the marshes in the delta where the river empties in the ocean.
14. There exists a secret cabal of psionics that have discovered an elixir capable of enhancing an adept's psionic aptitude.
15. The clone-masters provide the Autarch with concubines of special design.
16. There is an establishment in the bazaar that provides degenerate hedonists with the vile pleasures of the shanga rite.
17. If you dream of the moon Zoth-Ya you will lose your mind.
18. Meditating on the moon Zoth-Ya will give you wisdom and enhance your intellect.
19. The Invisible Eye, the secret police of the Autarch, sees and hears everything in the arcology.
20. Anyone strong and brave enough can win fame and fortune at the arena in the shanty-town.

Shanty-town

Inhabitants: Strangers, mutants and outcasts.



The arena is the largest building outside the dome and is visited by people from all social classes who come here to watch the fights between professional gladiators, slaves, convicted criminals and monstrous creatures. Anyone can volunteer to fight and can make a fortune if they win.

The bazaar is a sprawling labyrinth of market stands, booths, shops and street vendors of all kinds. Here one can buy food, wine, drugs, animals, weapons, textiles, spices, ancient artefacts, slaves and services including anything from sex or murder to fortune-telling or medical aid.

Surface section

Inhabitants: Patricians – guild leaders and courtiers.

Airport, at the top of the dome supported by a one kilometre high pillar. This is where the flyers of the air force and the aristocrats come and go soaring through the skies carried on anti-gravity fields.

The Autarch's palace is the largest building in the above ground parts of the arcology and home to the Autarch's harem of animal-human hybrid lovers as well as many hundred courtiers, servants and guards. A secret suspected only by a few is that the Autarch is no longer the actual ruler of the city state. In reality he is but a puppet in the hands of his favourite lover Cyrani, a bird-headed hermaphrodite who is a 4th level Psionic Adept. Cyrani covets Zazarax, the witch stone of the robot sorcerer-scientist Ek-Nha-Zeen.

The laboratory of Ek-Nha-Zeen, a robot 6th level Science-Sorcerer, who devotes its time to investigating the mysteries of hyperspace. Owns a Witch Stone named Zazarax. In the onyx pyramid that is the laboratory-palace of the robot wizard it has collected a menagerie of many

beings from beyond the gulfs of space and time. Otherworldly horrors: 1. Metal flowers, 2. Black Fire, 3. Blink Dog, 4. Eye-Beast, 5. Squid-headed brain-eater, 6. Shoggoth. 7. Amphoron of Yothri, 8. Vampiric Shadow.

The auction house of Lady Masatri Devy, specializes in ancient super-science artefacts. To be admitted to an auction one has to pay a fee of 1000 gp. The auction house is always interested in buying artefacts and never asks questions regarding the origin of the goods.

Upper levels

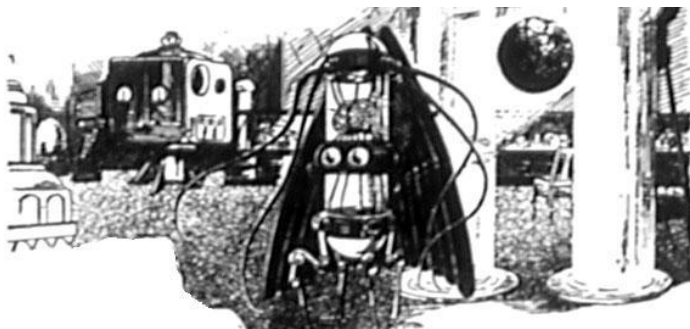
Inhabitants: Plebeians – artisans and craftsmen of the guilds.

The Central Shaft stretches from its opening in the centre of the above grounds level and 300 meters down. Through the shaft the inhabited underground levels are supplied with air (and to a certain extent, light). Below the shaft are further levels, the majority of which are abandoned.

The Invisible Eye is the secret police of the Immortal Autarch who is always searching for conspirators, malcontents, saboteurs, organized crime, agitators, foreign spies, terrorists or any other threat to the lawful government. To this end the secret police has not only an army of agents working under cover in the guise of ordinary citizens, but also a vast network of informers and many devices for secretly watching and listening to all that the populace ever do or say. However, the Invisible Eye is torn apart by infighting between various cabals aligned with different interests at court. Thus the organisation devotes most of its time and resources to spying on itself and fighting a secret civil war that only rarely comes to the attention of common people.

Food-vats, this is where the algae, fungi and in vitro meat that feed the city is grown.

The Regeneration Vats, here the wounded or sick may be healed by the means of ancient Super-Science. Anyone who is an officially registered citizen of the arcology and belong to a guild may use the facilities as needed, but those of higher rank in the guilds or armed forces get quicker and better service. Non-citizens have to pay in cash. The vats can also be used for



producing genetically designed creatures and persons, a service only available to the ruling elite.

The vats are kept operational by a cabal of cyborgs whose living brains lie encased in transparent cylinders, bathing in longevity-inducing fluids. They walk on four metal legs and have four metal tentacles. The cyborgs have enjoyed high status as a result of

the current rulers passion for collecting human animal hybrids for his harem, but it is now more than a year since he last ordered a new specimen which greatly troubles the clone-masters.

Regeneration tank, a large transparent cylinder filled with a clear odor-free fluid. The patient, sick, wounded or deceased, is placed in the tank. A dead person can not be revived if the body is too severely decomposed or lacks its brain. Every hour spent in the machine restores

1d10 hp, a dead person needs a minimum of three hours in order to be resurrected. For each hour spent in the tank the patient must make a saving throw or suffer a mutation.

The lower levels

Inhabitants: Proletarians, unskilled workers without guild membership.

The Exalted Seers of the Sapphire Sodality keeps a hidden temple for Yug-Tsath in an abandoned factory.

The Mandroids, a band of rogue robots who hide in abandoned areas of the arcology and kidnap humans, mainly proletarians, to steal their organs. These they graft on to their machine bodies in order to become “true men”.

Ix-zar, a Primordial who lives in the crypts and catacombs in the deepest sections of the arcology. It thinks of itself as a caretaker and secret master of this human settlement and sometimes interacts with others in order to spread pieces of cryptic information meant to subtly influence the course of events in society. Ix-zar may make contact with promising up and coming adventurers to ask them to perform dubious quests and missions.

CALENDAR

The peoples of Xuhlan measure time according to ancient stellar myths dating back to before the time of the Celestial Domain. Days, weeks, months and years are counted in cycles divided in the seven constellations of the cosmic houses, thus resulting in a seven day week, a 49 day month and a 343 day year.

The Radiant Void

The Vortex

The Black Stars

The Howling Beast

The Ancient One

The All-seeing Eye

The Coming Darkness

An arbitrary date could be referred to as “the day of the Howling Beast in the week of the Vortex” or “the 113th day of the Black Stars in the 525th year of the All-seeing Eye”. Once each year there is the Conjunction, when the year, month, week and day all carry the same name which is seen as a very portentous event and is celebrated with great feasts and grand rituals.

THE XUHLANI STAR SYSTEM

Xuhn – A bloated and dying red star.

Volm – At the surface this looks like a dead and barren world, scorched by the scathing rays of Xuhn. However, within the caverns and tunnels of the planets light-less interior an empire of Myconids fight a desperate war against swarming masses of intelligent Black Puddings.

Ys – A world of swamps, marshes and shallow oceans inhabited by many reptilian, amphibian and ichtyoid races. The planets moon is a giant space station left behind by the Primordials.

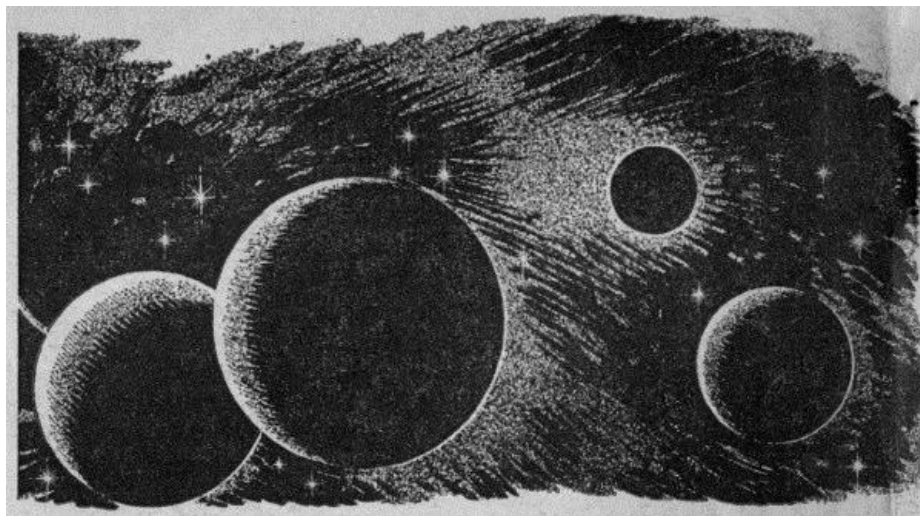
Ebek – This world is shrouded in a thick and poisonous atmosphere. Terrible Eye-Beasts live in black towers.

Xuhlan – Has three moons, Marb, Orob and Zoth-Ya.

Malak – The seven moons of this gas giant is inhabited by tribes of humans who have taken to worship the machine intelligences that run their habitats and space craft. In order to survive on their small, barren worlds they sometimes raid the richer worlds of the inner system.

Hlyx – This huge and cold world is inhabited by a weird race of metallic crystal beings.

Isk – Farthest away from the star, at the threshold to interstellar space lays this small and cold planetoid, forever shrouded in darkness. Locked in orbit around it is the mountain-sized, vaguely humanoid, body of a dead god. Someone brave, or foolish, enough to make the long journey to the lonely resting place of the deceased deity and who'd dare to venture within its husk could possibly find many wondrous and unique objects.



APPENDIX I: RANDOM ENCOUNTERS

PHANTASMAL PLAINS

1. Amphoron of Yothri
2. Berbalang
3. Blink Dogs
4. Brain Collector
5. Brain Mole
6. Cerebral Parasite
7. Derghodaemon
8. Displacer Beast
9. Doppelgrangers
10. Eye-Beast
11. Flumph
12. Ghost Lights
13. Grell
14. Intellect Devourer
15. Invisible Stalker
16. Mezzodaemon
17. Mind Flayer
18. Modrons
19. Piscodaemon
20. Protein Polymorph
21. Slaad
22. Sussurus
23. Tenebrous Worm
24. Terithran
25. Thought Eater
26. Trilloch
27. Vagabond
28. Vision
29. Volt
30. Xag-Ya / Xeg-Yi

PLAINS & DESERTS

1. Achaireai
2. Aerial Jellyfish
3. Anhkheg
4. Ant, Giant
5. Ant Lion
6. Automaton
7. Beetle, Giant
8. Centipede, Giant
9. Dinosaur, mutant
10. Dustdigger
11. Ghost Lights
12. Insect Swarm
13. Insectosaur
14. Formians

15. Formiankin
16. Lizard Folk
17. Mutants
18. Pedipalp, Giant
19. Pterodactyl
20. Purple Worm
21. Scorpion, Giant
22. Solifugid
23. Spectral Stalker
24. Spider-squid
25. Spitting Lizard
26. Stegocentipede
27. Trilobite, Giant
28. Urchin, Land
29. Winged Squid
30. Wyvern

MOUNTAINS & HILLS

1. Aerial Jellyfish
2. Anhkheg
3. Ant, Giant
4. Automaton
5. Beetle, Giant
6. Behir
7. Centipede, Giant
8. Dinosaur, mutant
9. Ghost Lights
10. Insect Swarm
11. Insectosaur
12. Formians
13. Formiankin
14. Spider-squid
15. Mutants
16. Pterodactyl
17. Scorpion, Giant
18. Spitting Lizard
19. Winged Squid
20. Wyvern

FOREST & JUNGLE

1. Anhkheg
2. Ant, Giant
3. Automaton
4. Beetle, Giant
5. Bloodthorn
6. Centipede, Giant
7. Choke Creeper

8. Couatl
9. Dinosaur, mutant
10. Forest bane
11. Formians
12. Formiankin
13. Funghi, Violet
14. Ghost Lights
15. Hangman Tree
16. Insect Swarm
17. Insectosaur
18. Kampfult
19. Kech
20. Lizard Folk
21. Mantrap
22. Spider-squid
23. Mutants
24. Retch Plant
25. Singing Flowers
26. Slug, Giant
27. Tri-flower Frond
28. Twilight Bloom
29. Vegepygmy
30. Willow, Black

MARSCH & SWAMP

1. Aerial Jellyfish
2. Algoid
3. Brown Pudding
4. Bullywug
5. Cifal
6. Dragonfly, Giant
7. Frog, Giant
8. Froghemoth
9. Gloomwing
10. Hangman Tree
11. Insect Swarm
12. Kuo-Toa
13. Leech, Giant
14. Lizard Folk
15. Muckdweller
16. Sahuagin
17. Shambling Mound
18. Spider-squid
19. Toad, Giant
20. Winged Squid

OCEAN

1. Aboleth
2. Afanc
3. Crab, Giant

4. Eel
5. Eye of the Deep
6. Eye, floating
7. Gar, Giant
8. Ixitxachitl
9. Jellyfish, Giant
10. Kraken
11. Lamprey
12. Locathah
13. Masher
14. Octopus, Giant
15. Ray
16. Sahuagin
17. Sea Serpent
18. Squid, Giant
19. Strangle Weed
20. Verme

AIR

1. Aerial Jellyfish
2. Couatl
3. Dragonfly, Giant
4. Gloomwing
5. Insect swarm
6. Pterodactyl
7. Winged Squid
8. Wyvern

UNDERWORLD

1. Anhkheg
2. Automaton
3. Basidirond
4. Black Pudding
5. Blindheim
6. Brain Mole
7. Carrion Crawler
8. Cave Fisher
9. Cloaker
10. Formians
11. Formiankin
12. Fungal Guardian
13. Funghi, Violet
14. Ghost Lights
15. Gibbering Moulder
16. Hook Horror
17. Intellect Devourer
18. Jelly 1-2 Mustard, 3-4 Ochre, 5-6 Symbiotic
19. Kuo-Toa
20. Lurker Above

21. Meenlock
22. Mezzodaemon
23. Mold 1-2 Brown, 3-4 Yellow, 5-6 Russet
24. Mutants
25. Myconid
26. Ooze 1-2 Crystal, 3-6 Gray
27. Otyugh
28. Phycomid
29. Purple Worm
30. Roper
31. Shrieker
32. Slime 1-3 Green, 4-6 Olive
33. Slime Creature
34. Slug, Giant
35. Troglodyte
36. Umber Hulk
37. Ustilagor
38. Xorn / Xaren
39. Zygom

INTERPLANETARY SPACE

1. Ancient hunter-killer robotship
2. Astrosquid
3. Long abandoned wreck
4. Malakian raiders
5. Space-living giant manta ray
6. Nebolous gas creature, hyper-intelligent but very alien mind.
7. Energy being, 1-3 Helpful but sprouts fortune cookie words of wisdom, 4-6 Trickster “educating” lesser beings through absurd pranks and games.
8. Space plankton, trying to gather energy from heat radiating from the vessel, may cause damage to ship systems.

APPENDIX II: INSPIRATION

Fiction

Akers, Alan Burt – Dray Prescott
Brackett, Leigh – Mars, Venus and Skaith
Burroughs, Edgar Rice – Barsoom and Amtor
Carter, Lin – Mars, Callisto, Green Star, From the Archives of the Moon
Corben, Richard – Den 1 Neverwhere, Den 2 Muvovum
Galopin, Arnould – Doctor Omega
Herbert, Frank – Dune
Howard, Robert E – Almuric, Conan
Kline, Otis Adelbert – Swordsman of Mars, Outlaws of Mars
Lansdale, Joe R – Under the Warrior Star
Le Rouge, Gustave – Vampires of Mars
Leppänen, Kari – Xellana
Lovecraft, HP – The Whisperer in Darkness, At the Mountains of Madness, The Hoard of the Wizard-Beast, The Shadow over Innsmouth, The Shadow Out of Time
Merritt, Abraham – The Moon Pool, The Metal Monster, The Face in the Abyss, Dwellers in the Mirage, The People of the Pit
Miyazaki, Hayao – Nausicaä of the Valley of the Wind (the manga rather than the anime)
Moorcock, Michael – Sojan the Swordsman, Kane of Old Mars, Hawkmoon
Plexico, Van Allen (Ed.) – Blackthorn: Thunder on Mars
Raymond, Alex – Flash Gordon
Runyon, “Poke” – Drell Master
Smith, Clark Ashton – Maal Dweb of Xiccarph, The Door to Saturn, Polaris the Red World, Marooned in Andromeda, A Captivity in Serpens, The OceanWorld of Alioth, Vulthoom, The Vaults of Yoh-Vombis, The Dweller in the Gulf,
Swift, Jonathan – Gulliver's Travels
Vance, Jack – The Planet of Adventures, The Dying Earth, The Moon Moth
van Vogt, AE – Empire of the Atom
Wells, HG – First Men in the Moon, The Time Machine, Valley of the Spiders
Wolf, Gene – The Book of the New Sun

Art

Frank R Paul
Virgil Finlay
Leo Morey
Hans Wessolowski
Jean “Moebius” Giraud
Philippe “Caza” Cazamayou
Philippe Druillet
Jack Kirby

Movies

John Carter
Clint Eastwood's westerns
The Star Wars saga
Gandahar (aka Lightyears)
Planete Sauvage (aka Fantastic Planet)

Zardoz
Logans run
Aelita Queen of Mars

Music

Tangerine Dream – Electronic Meditation, Alpha Centauri, Zeit, Atem, Phaedra
Brian Eno – Ambient 4 / On Land, Small Craft On A Milk Sea
Planete Sauvage – I & II, Rebels of the Neon God, The Strange Mood of the Dirty Rocks
Abominations of Yondo – (self titled)

Roleplaying games

Savage Swords of Athanor
Under the Dying Sun
Carcosa
The Dictionary of Mu
Warriors of the Red Planet
Under the Moons of Zoon
Dark Sun

Other

Lots of kooky fringe-stuff such as theosophy, ufo, ancient astronauts, etc.

APPENDIX III: RECOMMENDED RESOURCES

Players who are unfamiliar with the 'classic' or 'old school' style of roleplaying should consult **A Quick Primer for Old School Gaming** by Matt Finch and the **OD&D Musings** of Philotomy.

This supplement is intended for use with classic fantasy roleplaying games or modern simulacra such as **Swords & Wizardry** and **Labyrinth Lord**, both of which can be downloaded for free. Cortney Campbell's **Psionics** document contains rules for psionic powers, and the Psionicist character class, compatible with most old school games. **Under the Dying Sun** by The Fiendish Dr Samsara has good rules for psychic combat.

Many creatures referenced to in this document are described in the **Monster Manual**, **Monster Manual II** and **Fiend Folio**. To generate truly weird and unique monsters, consult **The Random Esoteric Creature Generator** by James Raggi. The **Metamorphica** by Johnstone Metzger is a great collection of system-agnostic random mutations tables. Geoffrey McKinney's **Carcosa** contains a great set of tables for randomly generating creatures and robots.

Vornheim the Complete City Kit by Zak Sabbath and **City Encounters** by Matt Finch are highly useful for running urban adventures. Both supplements are written with a fantasy setting in mind, but with relatively few adjustments they will work fine for a sword and planet style science fantasy campaign as well.

The Dungeon Alphabet by Michael Curtis and **Treasure and Tricks, Empty Rooms & Basic Trap Design**, both by Courtney C. Campbell, are very helpful when stocking dungeons. The **Ready Ref Sheets** from Judges Guild contain many useful random tables.

Unbound Adventures by Peter Franke has random tables for generating dungeons and can be used to play a GM-less game, either solo or in group.

Welcome to Xuhlan, the planet of Adventure!



This is a Sword and Planet supplement for classic fantasy role playing games containing variant rules, new player character races and new creatures and equipment, as well as a description of a large portion of an alien planet.