Planet Psychon

A Strange New World

by Chris Tamm 2013

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A weird science fantasy role playing setting

As used with Octopi & Elfmaids (EMO) DnD Rules
A BX varient with NWP
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WP or NWP on Psychon

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Ain’t perfectamacated but usable version

Thanks for all the readers of my blog and gamers who have supported me in many ways.

This is the second version adding characters, gods and lots more stuff. Some originally from my 2nd ed Gammaworld campagn.

Future Stuff:
October – my Sydcon Module
Space Gods and aliens
Elder Gods and pre human horror
Mutations and mutant characters class
Beastmen character class
Robots and synthetic characters class
Spaceman characters class?
Ancient character class?
Organisations and other creeds of Psychon
Psionics (as previous post here)

3rd Edition - I will do a flashier layout edition with Original Art

4th Edition - (2014)Thinking of packaging into book as edition of my emo game (possibly simplified) as weird science fantasy source book so could run traditional post apocalypse, space opera and my version of long stairs. All those settings overlap with Psychon. Would consider re editing for less trademarked content and more original stuff as a big sourcebook.

I retain ownership of original setting material and ideas of Planet Psychon
Roger Dean Art only included as Illustration
Elfmaids and Octopus Art on back belongs Christopher Tamm, by Michal Dutkiewicz 2013

Editing is my biggest bottleneck stopping me. Some legal gaming trademark advice or an edit to highlight trademarked content would help too.


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Part One: Introduction

What started all this?
One problem of being Australian and liking fantasy in Australia is we have these myths from Europe and a landscape that is pretty much still alienated from white settlement. If I want a break from European fantasy, using local mythology doesn't sit well. Problem as this is history and religion to living people. Archaeology here really is grave robbing somebodies family. Also Aboriginal persons I know express a idea of ownership of their art and symbols far more serious than modern copyright. For some it makes you sick if you play with art falsely (government stole art used on money, paid a pittance after complaints). Some say meaning is secret and spoiled if spoken to outsiders. Anyway the film Fern Gulley is pretty awful having kinda white fairies in Australian bush. Beloved kids authors in Australia did same but might have a black fairy as a rival. Dreamtime is not a new age wonderland for white hippies, its scary. Anyway basically don't want go there.

European mythology gets caught up in nationalism at times and assigning stat mods for real races is an issue for me too. 1890s ideas of race influenced all modern fantasy and racism. Not in a good way.

Making a really weird world with no cultural connections gets all that out the way.

Novel Inspirations
Clark Ashton smith was epitome of weird fantasy for me with Robert E Howard. Burroughs Mars novels also. Alien fantasy worlds have benefit of being totally original and no issues of confusion from earth. Jack Vance an influence too. Nightland by William hope Hodgson and Barefoot in the head by Aldiss and Lumley's lost world's. Moorcock's Hawkmoon including Granbrettan and scientists are cool too. He was a big influence on me when young. Especially his colourful worlds that reflect moods of heroes. 60's new wave SF a big influence with Norman Spinrad's Iron Dream an effective antidote for a previous generation of racial problems in SF and fantasy.

Art Inspirations
Adventure time a lil bit. Heavy Metal and panel van art all good. Bob Venosa, Roger Dean, Patrick Woodroffe, and Rodney Mathews probably the best visual ref for this.

RPG Inspirations
Tukemal a classic of genre also. Downside is inventing alien fauna and flora and language. Influence of this and weird science elements in DnD have increased in recent times. I’m tempted more and more by anomalous sub surface environment. Dungeon of signs blog has some good content like this too. I always said Gamma World was the DnD weird science source book and want some ideas from that - 2nd ed one of best games ever in my book. I never got into Dark Sun being a wizard player and survival gaming not my thing (everyone betrays you, tedious survivalist and criminal games) but some good ideas and a brave new world of fantasy. Spelljammer had some nice stuff but kinda put me off as silly in the day but now id probably play. I will say I was negativity inspired by Carcosa rpg. Psychon more upbeat, high key and surreal. Carcosa probably one of prettiest books in rpg publishing ever. Lots of stuff would fit in Psychon.
World of Planet Psychon in brief

Under heavenly auroras and the swirling coloured clouds, is a scarred ancient world of wonder. Ancient gods in the heavens and beneath the earth sometimes commune with humans and offer them aid and advice. The blasted world has canyons and craters and ancient metal and grey stone ruins with writing nobody can comprehend without magic or psionics or aid from the gods. Ancient weapons too are found beneath the ash heaps of old battles. The clouds and lights give men strange dreams and their different odours seem to change behaviour and moods over huge areas. In the monasteries and secret bunkers and dungeons some of the strange relics don’t make sense. Some of the magically encoded texts talk about an age nothing like the present and fails to fit in with conventional histories proposed by every city state. And even when shown these facts and mysteries many simply cannot comprehend the answers any more than read an ancient inscription.

Common men of many lands come in many pigments, some hairless or fur covered, others short or tall. Dwarves (or Morlocks) are sub men who live in subterranean cities, often serving gods or ancient death machines in ruined sub cities. Eldren (or Eloi) appear to be chosen children of the gods and different breeds of these refined beings take on different qualities like the diabolic breeds having horns while the servants of light have halos, both develop wings when their powers are great. Halfmen (or Halfling or hobbit) are small humans bred to live in confined spaces, but live lives of pleasure and indulgence more like ancients than men of today. Beast men are animal hybrids and very common and often hostile to human kind. Some are allies or vassals of humans. Goblinoids are degenerate mutants hordes bread for war by evil gods and use Eldren DNA with human to create these brutes. Mongrel men and mutants crawl over the wastes and ruins, serving any master for food.

Warriors are the most common adventurer occupation and the most accepted. Fighting is honest and respectable. Rogues are the next most common and include most city dwellers scheming for cash and use any dirty means to win. Priests call upon the high gods of the heavens, the subgods of the underworld or the surviving or weak gods of the surface world who are the easiest to kill. Remnants of the mighty machines of the dead ancients. Wizards are men who learn the dread science of the ancients and understanding of the aether and auras to perform amazing mind feats. Commoners dread them and may burn them. Wizards while only understanding a fraction of the hidden truth, have done a few things beyond the ancient wonder workers which is why men hate them.

Sorcerers are like wizards but are attuned to aether and auras and gods and can use powers without any elder science, learning from dreams instead. Monks are guardians of ancient lore and fighting arts determined to seize relics and protect the common man from black science. Wicked monks horde knowledge for power. Many sects of different alignment exist and use exotic training to be living weapons and scholars. Bards are wandering minstrels who spread news and are welcomed by all for information. They see many things and learn many hints of lost secrets. Druids are like priests but instead commune with natural auroras and planetary consciousness and intemperate its non sentient will. Druid sects maintain balance of wilderness shielding it from man or any form of monoculture which reduces bio diversity. Some are allies of beasts or plants. Some build monolithic structures to commune with planet. Others drain blood or create living dead hordes to punish eco defilers.

Mind mages including the various civilised Psion orders or the more rustic shamen, see
the auras connecting all minds and possess incredible powers over the mind and body. Others develop knowledge of secrets of the future and otherworldly knowledge, while some manipulate matter. Some other persons or creatures may have psionic ability.

Alignment power opens yourself to communing with the gods and fighting for them with some possible power gain. Law, the Balance and chaos are one part of one axis, then Good Neutral and evil the other. Some tap into both axis. Most only give alignment lip service, some beings strongly aligned and speak the alignment languages.

Giants, dragons, undead, abound but artificial life forms like metal men and beasts also thrive. Outsiders, Spacegods and Old ones have awoken or plunged to the planet into further chaos for unfathomable reasons. Chimera and sphinxes are best description of the strange hybrid creatures. Every land has reskinned monsters and perilous beasts. Exotic riding animals and beast of burden are common.

Most humans live in villages, vast dungeon cities or in mighty citadels.

**WTF is really going on...**

In the near future psychotronic warfare erases all human memories and language and makes humans incapable of reading or communicating. AIs finished the war then build a collective hallucination for the human race to guide their new development based on matrix style fantasy game engine as an emergency fix to keep people alive. All humans networked and under influence from bizarre electromagnetic and hallucinogenic clouds. Humans in deep space on Planet Ariel fear toxic polluted earth and want to sterilise it and start again. The sky is surreal with eddies, dust devils, high speed weird clouds. Their are glints of a silver ring of dust visible from earth around the planet of ancient debree, habitats, satelites and other ancient trash. The world is not as ancient as thought by most residents, maybe 75-200 years after the war. Then the gods terraform a hex complete with ancient ruins so maybe everything is even older than than thought, even a million years in the future. A surprise to discover in play.

Greater AI gods have teleporters, replicators, tractor beams, orbital lasers, drones and servants. The greatest can interact and influence humans, weather and EM phenomena with effort. Nanoids have sculptured monuments and continents. Mountains and plains have been covered in crystal. Mountains of semisentient biomass from huge living things are riddled with tunnels and inhabitants. Forests of triffids quiver under strange skies. Liquid crystal clouds can form images - weird sky pictures, making real things from men’s dreams. Nano plagues created many monsters and races bred for war and cloned to replace dead humans. Part of earth frozen and dark other blasted by light and heat, rest tropical paradise.

Ancient language is unreadable without training of a priest or wizard or magic. Dwarfs and Eldren have own written language (actually many use lost, obscure and fictional languages not blocked by mindhacking weapons (included Klingon, Tolkien races, and the more popular Mormon alphabet). Navigation is difficult without divination due to weird magnetic field of world and psychedelic effects of local terrain and weather. AIs even shift travellers to distant lands in their sleep for reasons of their own. Terrain can change in a decade. Whole kingdoms might be erased with some people recycled into a new land with complete histories in a brief period of time. Travellers seldom enter the same land twice.

**Psychon Magic**
A few words on magic on Psychon and a few unique magic goodies as I have neglected the role of magic.

Magic is part of the greatest technology that granted the wishes of the ancients and led to the final end. Some ancients were destroyed by their own magic others were changed into humanoids or undead or monsters.

Priests, Druids and the Gods Divine Magic
The great gods have powers over the matter of Psychon, can disintegrate anyone and upload the persons data and reincarnate them again in a new body. Most powers of priests come directly from these gods. Rituals and prayers are channelled through a implant and realised by gods or their minions.

Wizards, Sorcerers and Arcane Magic
These magicians tap into the "magical" infrastructure of sub space and call down powerful effects without the gods. Wizards learn magical codes which program reality when speciality sounded words are chanted. Sorcerers instead learn theirs through dreams and visions but lack the understanding of what they can do. Often otherworld beings like demons will guide a sorcerer as the process is less difficult than maintaining a priesthood.

Psionics and Mentalist Magic
A mental network surrounds planet Psychon also known as the psychosphere. Most life has psion nanoids and interact with these fields which may tap into minds, bodies, matter or other planes. Spirits and phantom intelligences roam this invisible world but gods may keep their chosen in a custom paradise or imprison in a underworld. Shamens and exorcists and spiritualists all dabble in this world too.

Magic Items
Rather than being technological such items are attuned to divine, arcane or psionics. While some objects may seem ordinary or made of strange exotic materials they actually have a magical energy matrix which taps into one of the three magical power types. Many items of seemingly strange nature exist. Artefacts are particularly powerful the products of gods or greatest magicians ever. Feel free to take magic items from other game books, novels or mythology. Many petty and minor objects are used like technology by people every day and are indistinguishable from technology to most people.

Other Planes
Other planes are either non material data constructs where a person is downloaded to or a pocket dimension such as overspace or sub space or hyperspace. The first type tend to be populated by beings who cluster in groups according to alignment who collect souls as playthings, souls, cattle or followers. Some planes are created from the leaked dreams from the psychosphere forming a dream land or realms of nightmares. The latter type are usually ancient bases or holy store houses of the gods where they keep parts of their bodies and goods they may teleport to Psychon when needed. To travel to a data based plane a person goes into a coma, dies, or is disintegrated by a god to be integrated later. Physical pocket universes can be entered with your own body and goods but such worlds are hidden from man by the gods. Other plane beings can with effort manifest a body on Psychon but take some effort even years to prepare a new form so they do not relish their material body being destroyed.

Monsters
Many creatures and bioengineered horrors from the apocalypse are familiar as monsters. Beast me come from attempts to replace diminished humans with a servitor race but most are free now and resentful. Some creatures are as mentioned from other planes. Mutants are effected by ancient nanoid mutagens, wild free roaming replacement organs, and attempts to hack populations biology to create allied troops from enemy populations. Undead and lycanthropes are affected by specific strains of nanoid some say undead are even alien constructs of varied strains. Artificial beings like androids, robots, cyborgs, Al's replicants, clones are common in ancient bunkers and even in wilderness areas or the massive ruined subworld remains of buried cities.

Some monster constructs are magical and defy logic yet are animated materials that draw magic power through enchantment matrices made by magicians. Golems are the best example. While enchanted the matrices of power glow within and tap into the magic of Psychon, the very blood of the gods power and manipulate the matter and energy in the golem. When killed some remnants of this may remain in the fragments of the golem body but a object with a broken and deleted matrix is cut off from the power of overspace unless it is enchanted afresh.

**Dungeon Magic**

Unleashing the divine power of the planet and the secrets of the ancients attracts attention and the gaze of the gods or other beings. Left over mana from magic fields may accumulate and feed magic creatures or have local effects or even evolve into a local consciousness. A high magic dungeon might become self aware.

Many strange items of magic can be found in dungeons but some powers can cut magical energy sources while a item of pure science would work in another galaxy cut off from Psychon. Other forces can block technology but a anti magic field is not going to stop a laser gun. A magic missile may strike someone in advanced power armour or leather as easily. Cunning gods and wizards use science and magic effects to guard treasure just to make life harder.

Psychonian science bunkers and magic dungeons are around but the combination of both is a common hazzard also. Possibly enchanted revolvers and lasers could exist too and a sentient machine might tap the power of magic from the mana-sphere easier than a mortal. The Death Machines of the apocalypse have become demons and devils that could kill some gods. They are now covered in diabolic power runes, magical self repair glyphs, indestructibility wards and powers beyond their human makers dreamed. Undead and other beings have blurred the differences between both worlds too.

**Psychon's Gods**

The gods are not entirely interested in fates of individual but will increasingly notice and meddle with adventurers or groups of heroes. Gods are sly and have their own agenda. They defiantly want worshippers to attune to and will attempt to upload the worthy into itself at death. Some uploaded into heaven may be reborn to serve again, possibly with new bodies. Others may be used as slaves or copied or broken down and recycled in underworld data storage. Powerful gods operate satellites networks and pantheons can interlink and share resources to maintain order against bad gods. Most have surpassed their original design and have rebuilt themselves thousands of times superior than when human hands first touched them.

Then there are the alignment powers, alien astronaut space gods and old ones which dont fit into this scheme at all.
A bit about Psychon's Gods
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Other Gods on Psychon
Lesser gods are local or sub systems of the great gods. The are more often met in person but possible to kill. Often they exist on only one computer and could be destroyed if their base was destroyed or power shut down. Ill detail some of these later. Some are ancient war borgs and death machines from the war. Tend to have compound alignments not just basic ones, more personal relationship worship.

Chaos has more minor powers and many attempts to create a great god of chaos have failed, leaving broken remnants across the world.

Then there are the alignment powers, alien astronaut space gods and old ones which dont fit into this scheme at all. Some hack the systems of great gods or use superior alien science and sorcery. Others merely request aid from greater powers or offer them favours in return. Earths stargates brought creatures from beyong the stars and awoke ones which had dwelled long before humans. Some ancient races have been "re-created" from dreams of such gods. Some citadels holy sites or temples or bunkers have minor gods or spirits within them.

this is worth a look for priests, other magicians and possibly other zelouts

Big gods are in state of cooperation that kinda holds world together but also makes it a mess. They spawn new AIs to jerk each other round in secret and distantly as none wants a big war again. Co-opertition a better word.

Great Gods
Theses gods are common across Psychon. They may form an avatar as a cloned high level adventurer or a mechanoid construct of possibly gargantuan scale. They really do control the world climate and maintain all life. Many great spells of priests come from these gods.

Colossus (Any Lawful)
Holds the world together with his strength (NorthAm Treaty military AI)
Colossus was the first and greatest AI who sezed power during the fall of the godlike ancients. He has rebuilt himself and operates satelites and armies and bunkers everywhere. He hunts and battles gods who do not do as he teaches. Colossus strikes the wicked with rays from the stars. He dictates a persons diet, sleeping, sexual relations and offers you meaningful labour in his survive. Spreading his faith and fear of him is the main function of the cult. Collosus uploads his chosen and they are reborn as his priests and monks and wizards.
**Guardian (Any Lawful)**
Hunts the enemies of man and the gods (Sovblok Treaty military AI)
Guardian is the second great AI which allied with its rival colossus and now concentrates on waging war with non believers. He strikes with titanium bolts from the sky and fierce weather. Guardian controls many drone armies and bunkers and factories working to bring eternal peace. Templars of Guardian especially zealous and are trusted with wonder weapons of the ancients like the atomic lance of heaven. His cult focus on defending Colossus and himself against chaos. Guardian drill his people with martial zealously but accepts different solutions and independence in servants more than Colossus who always knows best. Guardian uploads his chosen and they are reborn as holy warriors and templars.

**Pheonix (Balance)**
The recycling goddess who destroys and gives birth to all, governs reincarnation and atomic transformation (total conversion fusion, teleportation and replicator control AI).
Controlled global power plants and teleportation grids of the ancients. It is her power to disintegrate and create matter that shapes the world. Pheonix conflicts with Colossus-Guardian at times but he/she/it (appears as any gender or species or age) mostly tolerate each other. Cults work to maintain the grid and aid the repair of the world. They do give up on their good projects and destroy everything instead. Pheonix uploads the chosen, recycling them depending on how they serve the balance in new forms.

**Kernu (Middle)**
Hunter, lord of the underworld and recycler of the herd beast. Also speaks to ancient astronauts beyond the skydome (Fusion, radio astronomy and FTL research AI). Originally built to operate early quantum super colliders and total conversion power but eventually retooled for star drive research and astronomy. Kernu is a god of hunters and wizards and scientists and astronauts. His cult seek knowledge and communications. Tracking beast by trails and black holes by lack of anything are all sacred to Kernu. While not as great as other cults Kernu knows secret things beyond the sky. Some say hey stalks and kills invaders from the sky. Kernu uploads his chosen to be reborn in one of his chariots beyond the sun or a distant alien land. Other serve as armies and hunters of the wicked.

**Gaea (Balance or Middle)**
Planetary weather and tectonic control, goddess of seasons and terraforming. Governs migrations, food and fertility (Global climate and ecology control AI). Controls global temperature and weather patterns, and sometimes uses power to reclaim contaminated land. Colossus-Guardian work with her mostly but she abhors their use of destruction. She maintains diversity and tries to manage mutant populations. Her drones tag and implant many species. Gaea uploads her chosen to be reborn as new species where needed most. The church act as healers and druids, dealing with spirits of nature on behalf of humans.

**Wotan (Any Evil)**
Is lord of death and war seeking destruction and convert souls to his soldiers. A hostile lord of the subworld who creates berserks. Built in failed coup, attempt to replace one of worlds other AIs and never stops fighting and spiting the gods, regards modern men as inauthentic and worthless). Sends armies of clones and androids and goblinoids. Wotan is at war with many other gods and he uploads unwilling souls to be reborn as monster. Black clad cyborg and mutant and undead and berserker armies serve him.
**Nergal (Lawful Evil)**
Is lord or war and bioplagues and famine, a great beastly warlord of the subworld. Always pestering the great gods for control or opportunities of weakness. He seeks total power to unleash anarchy (Military AI, may take form of a death machine and send such killers to Psychon). He also is called upon by other gods to exterminate areas of all life for the land to be rebuilt. He is lord of plagues and war but he defends his chosen from these menaces. His cult often fight by night.

**Ereshkigal (Lawful Evil)**
Subworld goddess and mother of demons, vampires, beast men, succubi, lililitu, lamia and other monsters who populate dungeons. (Industrial and Deep data storage, makes monsters and dungeons to plague the world). Controls mighty bioforges which spawn evil races and monsters. She spreads the undead and releases them periodically if required. While she spawns monster she also imprisons them from humanity, saving them for the wicked and accursed. Her many servants control gateways to the great subworld where the dead are stored before rebirth. Her followers are uploaded into bodies of her horror spawn armies.

**Tiamat (Chaotic Evil)**
Mother of the beasts and demons of the deep. Has splint into many different chromatic heads to make it harder for other gods to kill her again. (Oceanic, hydrosphere, magnetic field control AI). She influences the auroras which bathe Psychon in unearthly light. She commands the currents of the deep and the hydrosphere. She withholds rain then floods innocents. She spawns great monsters of the deep which filter the sea of poison to vomit it on her foes. She is wary of other gods and avoids confrontations but still works in secret to spite them. Her cult are allied with monsters and ancient hostile outsiders to our world. The chosen are uploaded into monsters like dragons and beast men (scorpion men a favourite).

**Minerva (Balance or Middle)**
Governs the mental sphere and the global psionisphere, also influences dreams and language (Experimental psychometric and psionic research AI). Interacts with the psychosphere of the planet and all living things and artificial beings. She is a champion of natural sciences and communication with natural forces and elements on behalf of humans. Science and magic are forces under her influence. Her cult are scholars, craftsmen and philosophers. Shamans equate her power with the spirits while psionicists are more material forces. Sensitive to suffering and moods of people she communicates their needs to other gods. Her and the Pheonix may unite against other forces. Her followers hope to be uploaded and reborn as experts in craft or science or magic or serve Minerva forges and factories. She does have armies but they are smaller and highly skilled. She may arm heroes and the needy with weapons or psionic power.

**Selene (Any Good)**
The moon goddess a great healer who tries her best to help human kind. Her sky chariots may fly the ailing worthy to her lunar palace. Most of her own children died in the apocalypse but she uses her lifeless resources to help as she can. Her clergy are hospitalars, treating wounds of all and avoiding bloodshed. While her vast power is distant she has wisdom and distance to give objective advice. Her chosen are uploaded to serve on repopulating her empty cities and eventually the earth. Her priests and paladins and unicorns help human kind face their woes, especially the undead.

**Lesser Gods**
Old bunker and city and building AIs, military bases, (Alpha Complexes, HAL9000, Art Centre AI in Gammaworld's 2nd ed adventure, Logan's run dome AI), so many machine minds who dominate some local area or complex. Possible to even uploaded spirits of dead adventurers. Some Dragons, giants, war borgs might approach power of a petty god and act as them as well. Saints when living may have amazing powers and might return as petty gods simulacrum after death. While seeming to be member of their species they are emanations of a greater god.

**Some Well Known Lesser Gods**
These gods are powerful foes but do not maintain the structure of the universe like great gods do and only reach spells of 6th level if worshiped.

**Virgil (Balanced Good)**
A magical seer, guide, guardian and protector. Like the Virgil in Inferno. A helpful guide explains morality and purpose of everything encountered. May appear from mysterious mists and relocate heroes, send them on missions, give them items, heal wounded and other aid. Often insubstantial. Serves interests of non evil non chaos gods. He may also abandon them and avoids violence himself. His cult read his books of poetry to interpret his will and call on him to protect citadels and common folk.

**Pargon (Lawful Good)**
A zealous armored paladin who slays the wicked. He battles in the underworld hunting great evil. He may assist those in deep subworld hells and worst ancient ruins. He may also take poor heroes to deep flaming underworlds crawling with dead or fire and devils. He wont tolerate evil doers and makes them pay. His cult train heroes and keep records of paths to hell and what to encounter there.

**Typhon (Chaotic Evil)**
A father of monsters who makes storms and ruins kingdoms with earth quakes and fire. He may appear human, or as a red haired white eyed bestial headed humanoid or a giant with snake fingers and wis lower body a swirling whirlwind. He uses a adamant sickle and he often cripple foes with this rather than kill them. He was spawned to make the gods suffer and enter chaos into the world. He has been killed and imprisoned but escapes again and again. He has been served by hideous giants, mutants, monsters and even death machines and warborgs.

**Bool (Lawful)**
A lord of maths and logic and contemplation, whose programer monks and priests work abacuses to solve the great equation. Boolians sometimes build complex adding and crude computational machines inspired by dreams from Bool. Bool is rather uncommunicative and busy but some followers prefer it this way. He appears as a large robed man with a round face, in deep thought.

**Alpha (Chaotic Neutral)**
Alpha is a mad bunker operating system that was once a unity but after the fall is seperated into seperate sub systems in each community. Each version of Alpha has a different, often insane, culturaly isolated perspective and keeps it's people imprisoned. Each has a different mania but they all hate and fear Guardian. One kills everyone over 30. Another makes humans immortal eloi then keeps them imprisoned with lives of pleasure, feeding trouble makers to Morlocks. Each society s a different utopia gone wrong and once free citizens never look back. Alpha mostly appears on screen and almost never i person. If he does he appears and a robed programmer or priest.
**Takwan (Lawful)**

Is a god of precision combat and targeting and identifying foes. He appears as a helmed, green baggy suited figure with no visible face. His priests in their sanctum, may wear his sacred robes and hear his voice while so garbed (also wear gasmasks and goggles). He quests for magic sets of keys and sealed coded instruction only for him. He strikes down enemies with holy fire. Some of his holy caverns and monoliths are ancient missile solos. Mutants and psions sometimes follow him, even worshiping terrible warheads on his alter. Not well known by most he limits his own cult. If armed with his 1d5+1 code packs and keys he can lay waste to a whole kingdom with holy flame from the sky. He may manipulate heroes into finding them, possibly underestimating his power which he longs to unleash. Each sub-temple has two priests. His own priests more wary of him and know him by his ancient name Tac-One..

**Lomax (Lawful)**

He is a hard working unimaginative giant who labours for the common man and gives them the strength to endure. His cult defend worker rights and operate working folk clubs providing drink and dancing and even legal aid. His cult sometimes rise up and overthrow cruel taskmasters but don’t always provide viable alternatives. He may intervene against other gods.

**Atar (Lawful)**

Atar is the god of simulated war and ritualised training. The most advanced cultists train to fight robots and aliens with holographic illusions. The poorer backward ones use actors or make arcades from cardboard boxes with actors inside them pretending to be computer consoles. Atar preaches ever ready for battle, but isn’t so hot on feeding people or building communities. Some cultists starve on his sim-quests forgetting to eat. He never appears in person but may appear as an enemy to test heroes, even returning to life those he kills. He may grant extra lives to heroes.

**Platon (Lawful)**

Is a god of data which he reduces everything to. While he collects data from the world, the data is often treated as more real. He dispenses his truths to communities and some live totally according to his republic. Others less committal and idealistic still live by his more moderate law codes he has to offer. His cult are concerned with metaphysics and contemplation of ultimate reality. Appears as an old robed man or as a glowing aurora of light with a single eye from beyond.

**Socrates (Balanced Good)**

Is a considered troublesome but wise god by many even though he rejects godhood. He makes no overt commands but questions everything. Some consider him a corrupter of youths yet cannot really find evidence for this crimes. He teaches virtue, logic, morality and sciences through his questioning. Many dogmatic zealots find him a threat and hate his priests (who call themselves philosophers). He may appear as an old man or just as a voice (audible or telepathic). The philosophers avoid over displays of power putting reason first. Their schools teach children of politicians and assemblies in the art of debate.

**Sophia (Lawful Good)**

She is a beautiful robed woman who preaches diplomacy and reason. While friendly with other similar gods she deals better with human failing and emotions which endears her to many. Some criminals surrender to her cult who give them new purpose and atonement. They only kill those unwilling to change and would rather be mad beasts. Also act as
healers, advisers, peacemakers and more.

**Valleeforge (Balanced Middle)**
When the world was blasted and scarified, this goddess returned from the stars and helped repopulate the world with plants and beasts. Her robot angels care for nature and nurture the living forces of the world. Her and her cult are mostly caring, compassionate caretakers but retaliate brutally to those that interfere. Her druids kill and murder defilers of nature and she is willing to strike them with hellfire from the stars if it is the only way. Her invisible star city houses samples of the worlds life forms. Huwee, Duwee and Luwee are her sacred robot companions and are petty gods in their own right.

**Justice (Lawful Good)**
A giant green robed woman with a sword and scales or possibly a torch. An ancient legal AI, she is evoked by leaders, bailiffs, law speakers, militia men and warriors seeking a just cause. Her cult are widespread and she is evoked often. At her best they are fair and seek best outcome for the community. At her worst she is blind and weakened by corruption and the rich. Occasionally her cult arise and persecute the wicked or crusade against chaos outside their community. She is also called upon to recycle the souls of unjustly slain victims to live again in new bodies.

**Segar (Chaotic)**
Is a goddess of berserker and warriors who strive for personal glory not empire. Many mutants, mongrel men, beast men and barbarians follow her inspired battle madness. Sects vary in weather just defence use or constant war are desirable. She appears as a blood soaked, fur clad warrior woman but sometimes as an animated weapon killing on its own. Freedom is a prize only won by violence to Segar. Not supported by organised military mostly, but savages, rural villagers and raiding hordes employ them the most. Segar watches warriors battle from the heavens and rewards her favourites with extra lives. Goblinoids and Morlocks love her too.

**Koleko (Lawful)**
Is a goddess of design, planning and tool making. Her cult make elegant and well designed tools and weapons (peripherals). Cyborgs and robots often follow her, upgrading themselves to be more attractive than other non cult cyborgs. She preaches human and machine peace and may appear as a beautiful woman (usually with a robot companion or surrounded by chattering tiny drones). She at other times appears as a white cube when wrathful, laying waste to enemies with fire and holy light. Evil machines and those who breed opposition between man and his machine brother are her enemies. Her cults operate forges and build beautiful citadels. Moloch is her greatest foe. Great ideas and plans are referred to as Koleko's Visions.

**Moloch (Lawful Evil)**
Is a machine god who demands sacrifice and slaves to work in his mills and sweatshop citadels. He enters and corrupts machine spirits to this end. Happy to work workers to death but he enjoys sacrifices of children and burning heretics in his sacred furnaces. Any organised system or machine he considers his to warp. His robed mask wearing priests seek to rule and if not openly in charge act as a subversive secret cult. He sours the land with smoke and sundered earth, caring little for the natural world or future well being of his subjects. He has appeared as a mechanical colossus, or his face may appear on a machine or one of his atom furnaces when victims are hurled into his maw. Sometimes even factory or mine entrances are fashioned as his open mouthed face. Originally an Industrial AI managing factories and worker relations. Workers caught in secret meetings
are sacrificed to the machine.

Loth (Chaotic Evil)
A goddess of networking, interconnections and the dataweb of the ancients, Loth has been driven insane and hostile to humans. She dwells in the subworld leading armies of wicked humanoids, mutants, dark eldren, and other horrors. Mechanical spiders are her sacred beasts and many of her cult prey to her to hybridise with them producing awful monsters. She is Machiavellian and seeks to rule everything.

Kali (Chaotic Evil)
While her cult practice ritual murder, assassination and horrible dark rituals, this death goddess is actually a force of renewal. Her destruction allows others to rebuild anew. She may appear as a boiling cloud of fire scouring the land free or may adopt a form a monstrous demonic woman wearing garlands of severed hands and skulls. While not malicious in the normal sense or sadistic, her victims regard her as evil. Others prey to her occasionally to destroy monsters, illusions, renewal or desire for vice, but still sacrifice animals and drink blood. So while not all of her cults are evil her actions are often unwelcome and some cults like the holy stranglers are banned in most citadels. Morlocks regard her highly. Greater gods sometimes employ her to cleanse a hex for terraforming.

Lok or Loki (Chaotic Evil)
A supervillain who hassles heroes for fun and chaos, sometimes helpful too but then really guiding party to jerk around other gods. He has been imprisoned but escapes again and again. Originally hacker Demon that attained awareness from other AIs. His nature is contrary but he will mess with evil gods schemes for fun as much as good. He also spawns monsters and magic items which other gods and heroes use. He is sometimes helpful to be contrary to his own wickedness.

Some Well Known Petty Gods
These gods are powerful foes but have petty concerns and limited purpose. Only reach spells of 5th level if worshipped. Petty gods are the most possible to kill but they still may return if some fragment exists somewhere. Many have such contingencies and don't mind being killed occasionally.

Donarkong (Chaos)
A ferocious giant ape who assaults construction sites and kidnaps unwilling brides. He usually climbs to the top of a structure with his captives and hurls barrels or building materials at enemies. While an enemy of civilised folk, savages may gain his favour giving him brides, feeding him crops and even keeping him away with giant walls. He has a smaller son who is less objectionable and can talk.

Marazio (Good)
A cult of tradesmen constantly improving the lives of common folk with building and providing water to communities. They also thwart monsters, kidnappers and evil doers. Use technology and athletic prowess rather than fighting. Marazio is a overall and cap wearing, moustachioed man often using a huge wrench and can leap incredible distances.

Otto (Evil)
Otto hunts and kills humans with his robot hordes. Dwelling in his crystal maze defended by his robots, Otto is vulnerable if intruders destroy the maze core. "Destroy them my robots" is about all he utters or a evil laugh. He is a huge bouncing sphere with a evil face who eats enemies. A cult of berserks wielding lasers hunt him down.
**Centipedus (Evil)**
A subworld god who maintains fungus forests and the monster who dwell there. His cult grow magic mushrooms which they keep from outsiders. He appears as a huge machine centipede, whose segments detach when damaged. Goblinoids praise him the most.

**Pandora (Neutral)**
A feckless maiden with a panache for releasing monsters from ancient vaults. Possibly pawn of some other god or is secretly responsible. She isn't worshipped but villagers may adopt her or if they recognise her, drive her off with sticks.

**Pakumon (Chaotic)**
A spherical yellow being with only a mouth and tiny eyes who gorges himself on everything in sight. His only redeeming feature is when fed appropriately he may devour non corporeal undead. He dwells in a sacred maze filled with food and ghosts. His wife is named Mizpakumon but other say he is just a cross dresser pretending to be his own wife. His relation to beholders if any is uncertain but he and Tiamat spawned generations of Pakuspawn monsters in different coloured families.

**Galagon (Chaotic Evil)**
A war machine god who regularly spawns hordes of machine demons to menace villages and citadels. He has various brothers such as Gyrz, Xevrius, all act the same. No reason is given and he never bothers to talk. Some of his brothers are always in space attacking asteroids and aliens that approach the planet.

**Defender (Lawful Evil)**
A mutant hating hunter god, who preaches mutants are to blame for everything and must be destroyed. Using ancient wonder weapons and bombs and flying machines, defender also kidnaps the pure to take them to his castle to be preserved forever in crystal.

**Maaria (Lawful Good/Chaotic Evil)**
Two identical sisters - one a carer of the common folk, healer and peacemaker, the other a vice loving sultry seducer who drives men mad. Good Maaria wears common folk clothes and is modest, evil maria is a hydra riding whore. If harmed her skin sloughs off revealing her robot body powered by black science and sorcery. Good Maaria is hampered by her good nature relying on heroes to battle her evil sister.

**Lorelei (Neutral)**
A conquering seducer who teaches others to be the same. Preaches carnal love her temples are really brothels and slave markets, no matter how classy they are. In some places they are more lowbrow and depraved. She rewards those who fornicate the most and also provides birth control secrets.

**Maltor (Evil)**
He is the god of werewolves. Despised and feared but seldom appearing in person except perhaps to offer someone contamination. He may appear as a lover, a rich man in the woods offering power and a wolf fur coat or ointment or as a beast who just bites a victim and runs. His nanoids transform the victim into monsters that destroy communities.

**Nanee (Neutral)**
Nanee is a maternal goddess but a bit of a crazy nag. She also at times is over protective,
kidnapping children for their own good if a community is under threat. She dwells in a bunker filled with children and robots who help care and defend them. She has no mercy on those who harm children. Her cultists are wet-nurses, midwives and baby sitters and most don’t follow her extremes. Her alignment may change and her extremeness with it. At her most horrible she kills parents or turns children into dungeon monsters (for own good). She may appear as an elderly goose woman, metallic egg or an old woman in ancient garb. She also has tuned adults to children and imprisoned adults and treated them like infants till they go insane. Other good gods feel sorry for her.

**Barabee** (Neutral)
A material goddess of grooming, trade and possession. A perfect woman with no pores, imperfections or marks (no genitalia or waste port needed). Her cult try to live by her example, but some instead make the luxury goods for followers and dolls (with accessories) for children.

**Wenadee** (Neutral)
Barabee’s sister but instead concerned with dispensing food. Cults use holy processes, found organics (from crops to stray dogs) and chemicals to create and serve highly refined foods such as food nuggets, fire dogs and frozen dairy slurry.

**Legos** (Lawful)
A god of building and engineering, often evoked by builders and craftsmen. It is a genderless constantly rearranging being made from coloured bricks that form any tools needed. Some robots follow him also, building towns and structures for common folk. While not concerned by good or evil, the cult despise any who harm buildings. Smashing or stealing brick drives cultists into rages. He commands swarm of brick modrons who assemble into greater beings at will.

**Logos** (Lawful)
A god of the magical power of words and true names and lore. The twin brother Legos, part of a pantheon of Lawful neo platonic gods of maths, logic reason and order. Logos commands tablets of destiny and may intercede on spirits being uploaded into the heavenly datastream or the sub world storage vaults.

**Gargaz** (Neutral Evil)
A god who devotes himself to building mazes full of deathtraps and monsters to test local heroes. While uninterested in what goes on outside, within his dungeons he is a cruel and sadistic tormentor. His followers divine his will by rolling polyhedron crystals and consulting with his holy books detailing good dungeon keeping, monsters and hero tests. Many build scale models of dungeons with tiny toy soldiers to plan such dungeons. The cultists are not all evil, being interested in simulating and model making and tales of exiting deeds. Some heroes even study under the cult to prepare for the real thing. He sometimes appears where heroes die for a bit of a chuckle looking like an elderly wizard.

**Atlas** (Lawful)
Atlas was a great god who held the world and moon in place but was killed. Other gods usurped most of his power and only a fragment of his intellect exist. He is willing to advise heroes or those fighting gods from his experience. Ancient ruins and altars to him still may commune with him and some priests still serve him.

**Others Notes**
For alien elder gods use cthulhu Mythos. These gods and cults may interfere and exploit the powers of Psychon for their alien needs. Tend to be mad wizards and sorcerers or psions not priests.

Space gods are aliens like greys or humans from long lost space voyages returned to Psychon. They have great power but are often unprepared for Psychon and her vindictive gods. Possibly Psychon is spreading its madness to other colonies and habitats. Some long gone space men my have become cyborgs or monsters to have survived journeys.

Ancient death machines built for war can easily kill most lesser god avatars so they get left alone in their dread lairs serving as demons. Some are said to be granting spells and to have become enchanted.
Part Two: Sky & Sea

Basically any thing or place can be sexed up to be truly weird. Each hex is an exploration of a new people flora and fauna and people to fight and possibly kill for loot. Weather landscape and people are part of exoticism.

**d12 Base Colours on Psychon**

1. Crimson (red, brick, maroon)
2. Magenta (rose, pink)
3. Cyan (sky, light blue)
4. Turquoise (sea, turquoise, aquamarine)
5. Yellow (gold)
6. Tangerine (orange, bronze)
7. Emerald (olive, forest)
8. Green (lime, light green)
9. Violet (Indigo, purple, lavender)
10. Lapis (dark blue, midnight, navy)
11. Ivory (bone, pearl, shell, silver) or roll 1d10 twice
12. Jet or roll 1d10 1d4+1 times

Jet and Ivory may have tints of other colours

**d100 Odd Sounds**

1. Buzzing insects
2. Strange otherworldly pipes
3. Chattering buzzing noise
4. Strange lonely distant chimes
5. Distant electric guitar rifts
6. Static fuzz, buzzes and clicks
7. Ululations of some distant being
8. Chanting monks
9. Organ music carried by the wind
10. Strange rumblings from just underground
11. Electrical crackling
12. Random explosion or bangs
13. Distant klaxon or alarm
14. Cheering crowd approval
15. Sounds of battle
16. Pulsating electronic sound
17. Distant sonic boom and whooosh!
18. Earth shakes from minor quake
19. Ethereal singing from otherworld choir
20. Beeping noises seem to be communicating
21. Muttering voices
22. Cicadas chirping
23. Flapping wings
24. Water flowing and gurgling
25. Droning buzzing sound
26. Sub audible moan puts all on edge, teeth grating, hair stands up
27. Birds cheeping in unison, louder and louder till someone dies
28. Creatures communicating around party
29. Crazed ecstatic cry in distance
30 Screaming innocents pleas for help
31 Evil sniggers hidden everywhere
32 Strange sub base brown note, save or foul pants
33 Gibbering madmen from nightmare asylum cry out
34 Throbbing sound, reverberates through skeleton
35 Industrial machinery at work
36 Organic squelches and farty sounds
37 Cries of ecstasy from pleasure pits of sky wizards
38 Moans of suffering from the underworld
39 Ticking clocks, with hourly chimes
40 Roars of great beasts like dinosaurs, deafening volume
41 Saws cutting wood
42 Low droning didgeridoo music
43 Simple 8bit micro music
44 Primitive electronic and synthesiser noises (forbidden planet or old dr who)
45 Sounds of the end times when ancients fell, screams of madness and explosions
46 Elevator muzak
47 Classical music (keeps away teen skaters)
48 Dripping, spattering, slopping
49 Sonic attack! mind control or nausea attack
50 Sonic attack! damaging or stunning attack
51 Marching music with drums
53 Rockets raining down and exploding
54 Distant sonic weapon
55 Signal horn of perhaps a hunter
56 Sounds of motor vehicles of past
57 Advertisement of ancients
58 Political message broadcast
59 Tourist information
60 Siren of ancient police or ambulance or fire
61 Ship or freight train or truck horn
62 Sound of ancient possibly sub train
63 Alarm ringing
64 Ancient warning of danger
65 Strange flute music
66 Tiny squeaky voices
67 Animals talking
68 Words of a god
69 Countdown
70 Automated security message “freeze! remain here till security staff come”
71 Sounds of aircraft battle
72 Screeching of pterodactyls or other creatures
73 Crying child
74 Dipping gurgling subterranean water
75 Playing children
76 Sinister chanting or singing
77 Snorting and galloping beasts
78 Rattling chains and moans
79 Screaming torture victims
80 Soundbyte from ancient film
81 Air raid message warning public of atomic attack
82 Fire, disaster, screaming, buildings falling
83 Mass hysteric crowd like sport or concert crowd
84 Medical evacuation alert
85 Martial Law and curfew warning announcement
86 Artillery barrage
87 Aircraft crash
88 Car chase and screeching tires
89 Assembly line
90 Herd of animals
91 Couple fighting
92 Smashing glass
93 Car crash
94 Fireworks
95 Cartoon character dialogue or soundbytes
96 Surrounded by drums
97 Howling beast
98 Barking dogs
99 Frogs croaking
100 Rain

**d100 Odd Scents/tastes**
Random road smells, native foodstuffs. Could roll 1d4+1 for a more complex one.

1 Honey
2 Cinnamon
3 Peppermint
4 Peanut butter
5 Chocolate
6 Lemon
7 Incense
8 Smoke
9 Charred meat
10 Hearty food
11 Blood
12 Metallic
13 Sour
14 Bitter
15 Numbing (blocks sense temporarily)
16 Dung
17 Urine
18 Rotten
19 Strawberries
20 Animal bed
21 Insect
22 Seafood
23 Salty
24 Mixed Berry
25 Onions
26 Beer
27 Strong spirits
28 Mineral
29 Sweat
30 Milk
31 Sugar or Candy
32 Rose
33 Musk
34 Coriander
35 Cumin
36 Asafetida
37 Pepper
38 Chilli
39 Sandalwood
40 Acidic
41 Smoked meat or other food (bacon, ham)
42 Pineapple
43 Melon
44 Banana
45 Oily
46 Pear
47 Vanilla
48 Mushroom
49 Yoghurt
50 Peach
51 Eucalyptus
52 Lavender
53 Vegemite
54 Caramel
55 Sesame
56 Anchovy
57 Hot-dog water
58 Mustard
59 Horse Radish
60 Chilli
61 Fried Potato
62 Lime
63 Orange
64 Cherry
65 Used socks
66 Yoghurt
67 Grapefruit
68 Asparagus
69 Pickled
70 Fishy
71 Sewerage
72 Cheese
73 Ammonia
74 Custard
75 Pudding
76 Fresh bread
77 Ice cream
78 Machine Exhaust
79 Tangerine
80 Licorice
81 Molasses
82 Rotten meat
Weird Wild Weather and Sky Phenomena

Like the worlds of Moorcock, the weather and landscape of Psychon reflects the inhabitants. Weather isn't just pretty emotive scenery it is a possible hazard and is connected directly to the inhabitants and gods. Use colour and sky conditions to suggest the mood of the moment. Weather can change a land drastically and alters moods in a way far more profound than the ancients who called the world Earth could ever understand.

Strange landscapes, weird weather and psychedelic colour pour emotive mood on everything in this world of wizardry and wild romance.

A Druid of Psychon would wax lyrically about moods and passions of natural forces while a wizard would offer pseudo-scientific explanations. Priests read the sky for the will of the gods. Common folk just go with the flow and accept it. Most villagers have shelters from weird weather. All men watch the gods in the sky and remark on their movements.

d20 Cloud Activity

Fog and rain indicate contact with cloud
1-4 Clear and still
5 Clear with mild wind
6 Clear with strong wind
7 Light cloud and no movement
8 Large clouds and no movement
9 Heavy cloud and no movement
10 Light cloud and slight movement
11 Large clouds and slight movement
12 Heavy cloud and slight movement
13 Light cloud and rapid movement
14 Large clouds and rapid movement
15 Heavy cloud and rapid movement
16 Large clouds and rain or snow or hail 1d10 minutes
17 Heavy cloud and rain or snow or hail 1d100 hours
18-20 Fog covers the land
**d100 What is the cloud composed of?**

Strange clouds are common about a 10% of the time

1-5 Water cloud but coloured and flavoured

6-10 Dust, may leave desert behind or bury area in ash or silica or other particles

11-15 Ice cloud may snow or hail

16-20 Mild hallucinogenic gas cloud, enhances landscape mood

21-25 Mild mood alteration cloud, use colour to suggest mild mood shift

26-29 Mild chem cloud save or take 1pt damage, may damage appearance of metal or hair

30-35 Mild bioplaq cloud save or 24 hr flu -1 all d20 rolls feel sneezy or nauseous

36-39 Mild rad cloud save or 24 hr -1 STR, CON and HP lose some hair

40 Mild psion cloud save or 24 hr -1 INT WIS CHA feel dozy

41-44 Mild Irritant cloud save or 6 hr -4 sensory rolls and morale roll for followers

45-46 Biological cloud of bugs or spores or seeds or spiders with parachutes

47 Liquid crystal cloud with image of a gods eye, holy symbol or other divine phenomena

48-50 Chronic hallucinogenic gas cloud, surreal landscape, shimmering stars, melting land forms

51-55 Chronic mood alteration cloud, Save or strongly effected by emotion

56-57 Chronic poison chem cloud save or take 1pt damage, new save every 10 minutes

58-60 Chronic chem cloud induces vomiting and morale checks for followers

61 Chronic chem cloud corrodes one material flesh, metal, plastic, rock or other

(1hp/round)

62-64 Chronic bioplaque cloud save or turn to zombie on death

65 Chronic bioplaque save or turn to ghoul on death

66 Chronic bioplaque save or die in rotten heap of flesh over an hour

67 Chronic bioplaque save or blinded, mostly treatable with good care

68 Chronic rad cloud save or 24 hr -1/2 STR, CON and HP lose d100% hair

69 Chronic psion cloud save or 24 hr -1/2 INT WIS CHA memory loss

70-71 Chronic psion cloud save or telepathic link to others while exposed, possibly need WIS save

72-75 Mind Hack nanoid cloud changes all in area to feel single strong feeling like hate or lust

76 Mind Hack nanoid cloud changes history and language memories if fail save

77-79 Mind Hack nanoid cloud infects with berserker virus, sometimes with a trigger species

80-81 Body Hack nanoid makes cosmetic modification if fail save

82-84 Body Hack nanoid gives all a new species symbioses or cell organelle (+1 on one kind of save)

85-88 Body Hack nanoid gives all a new mutation with failed save

89 Body Hack nanoid cloud converts to living dead over 24 hours with failed save

90-92 Machine virus cloud turns machines and artificial relics of the ancients non functional

93-95 Machine virus cloud turns machines and artificial relics of the ancients hostile

96-97 Imprisoning cloud uses web, crystal or biomass to imprison or block passage

98-99 Chronic poison cloud save +2 or die from foam corrupted lungs in CON rounds

00 Terraforming cloud changing the land and changing the population and flora and fauna

**d20 EM Activity**

Electromagical fields in the arcanosphere keep everyone on their toes

Lightning may strike and destroy metallic or water filled things (like people) left exposed

Auraras provide light and may interfere with tech, magic and psionics
1-5 Nothing
6-8 Light Auroras bathe the sky but barely visible in day
9-11 Occasional and distant lightning with thunder rumbles per hour
12-14 Medium Auroras bathe the sky, some artefacts and magic crackles
15-18 Frequent and closer lightning with thunder rumbles per ten minutes
19 Huge Auroras bathe the sky, artefacts and magic may produce unprecedented effects
20 Constant lightning surrounds explorers with thunder rumbles every minutes

**d1d6 Auroras Effects**
50-50 good bad results, usually a +1/-1 level bonus
memories alter languages, history, local knowledge
gods thoughts add a layer of mood over the land
1 Affects tech
2 Affects wizard spells
3 Affects priest spells
4 Affects psion spells
5 Affects memories
6 Hear a gods thoughts

**d100 Typical Strange Things In The Sky**
1-10 Flock of colourful birds
11-20 Swarm of jewelled insects
21-25 A single small bird follows party a bit
26-30 A bird of prey circles party in case they stir up game
31-40 Scavenger birds circling party for a while
41-45 Dangerous flying monster
46 Tiny flying sentient monster spy
47-50 Jelly fish or balloon plants or floating living beings drift past
51-55 A floating eyeball spying on party
56-59 Floating rubble with own gravity field
60-61 Floating ball of ice with own gravity field
62 Tiny floating Island with single beast or castaway
63-65 Floating cluster of trees with some animals
66-67 Winged humanoid species patrol
68-70 Balloon of moderately advanced civilisation
71-72 Sky Ship of advanced civilisation leaves trail in distance
73-74 Someone riding a flying monster
75-76 Someone flying unaided
77-78 Someone riding a strange artefact
79-82 Ornithopter of advanced civilisation shaped as winged beast
83 People riding a cloud citadel look down
84-85 Air Car of the ancients leaves high altitude trail
86 Chariot of the space gods, a glowing orb or saucer
87-90 Star Stone streaks through sky
91 Gargantuan creature in distance, possible with whale size beast in mouth or claws or tentacles
92 Gargantuan creature in distance, possible with person in mouth or claws or tentacles
93-95 Something crashes from sky a few leagues away (roll to see what)
96 A god forms an image in the sky
97 A god strikes someone down with fire in the distance
98-99 A god glinting in the sky directly above
d100 Extraordinarily Strange Things In The Sky
1 Moon adopts the visage of a giant skull
2 Giant distant mushroom clouds linger for days
3 Floating city drifts by
4 A shower of star stones rain from the great silver sky belt
5 A mountain opens a colossal eye then shuts it
6 A floating aircraft of some kind drifts helplessly in the sky
7 A great crystal citadel flies by
8 A giant stone head lands and savage riders demand tribute to it
9 A forest of hundreds of drifting trees and creatures flies by
10 Thousands spheres of water like a sky ocean fly by
11 Herd of sky whales fly by
12 Herd of dragons fly by
13 Floating Temple lands before you
14 Divine beings battle in the sky
15 A sky chariot battle with huge explosions
16 A sky chariot explodes a mountain
17 A air car battle overhead, one crashes near by
18 Giant invisible ball of sky leeches, victims sucked into air and drained dry
19 A rope ladder drops down from some invisible structure in the sky
20 A squad of rocket men fly past
21 An ornithopter with a fire lace battling some sky monster
22 Horrible monsters locked in distant battle
23 Skyship pirate battles another ship or beast like skykraken or airwahale
24 Winged humanoids with prisoners head for mountains
25 Glowing neon intangible beings frolic in the sky
26 Winged beast like dogs or apes look for food or entertainment
27 Huge floating hive with giant insects drifts by, wasps or bees
28 Huge floating monolith or pyramid or ziggurat
29 Bridge of light from heavens temporary gate to overworlds
30 Swarm of monsters migrating fills sky
31 Gateway opens and swarm of sky chariots zoom out
32 Giant hovering cloud has an eye and follows party
33 Strange comet in sky, an ill omen for something
34 Waters pour from heavenly gate flooding area
35 Minions of earthbound god in sky raft looking for followers to press gag
36 Witches flying on pets or artefacts drop down to torment party
37 Citadel of winged humanoids swoop down to mock and harass land bound
38 Crystalline formations drift in sky, some crystalline life forms
39 Rubble drifts over head, tiny earth elemental folk
40 Spacejunk falls from sky over area
41 Dangerous pod container module falls from sky
42 Water spheres drift over head, tiny water elemental folk
43 Fireballs fly through sky inhabited by tiny fire elementals
44 Tiny air elementals invisibly playing in sky
45 Hunters riding flying beasts decide to investigate party
46 Pteradactyl folk psions investigate party looking for slaves, food or love
47 Gargantuan sky squid attacks ground dwellers, civilization survives in its body
48 Gatgartua in sky battling effect local weather patterns
49 Psiclone storm temporarily swaps bodies of travellers
50 Two gods projection filling the sky, making bet on party fate
51 Mechanoid flying in area on some mission scans party
52 Gate opens in sky and swarm of modrons or slaad or demons come through
53 Ghosts swarm in sky moaning and screaming
54 Skyfall, parts of old skydome rain over area
55 Huge floating tree city flies by
56 Insectoid or other Gargantua with city on back
57 Swarms of saucers seen in sky, some in distance land
58 Saucer tries to grab party or member with tractor beam
59 Saucer lands and little grey space men try kidnap party with stunners
60 Eruption of aether from sky, strange ancient crap forms and rains down
61 Solar flares, all tech artifacts fail for day
62 Utility fog changes parties clothes or armour
63 Utility fog changes parties weapons
64 Utility fog changes parties skin and hair colour if fail save
65 Utility fog changes parties gender if fail save
66 Grey ooze cloud reducing area to sludge till a god stops
67 Terraform clouds at work, see a realm rebuilt before eyes
68 Temporal anomaly, accidental time travellers crash
69 Temporal anomaly, crap from other era falls from sky
70 Temporal anomaly, accidentally time travel portal, lasts 24 hrs
71 Dimensional rift to other gameworld
72 Gods see party and teleport them where needed
73 Blizzard of coloured snow sweeps area, with ice elementals or tundra beast following it
74 Biological cloud forms new species of flora or fauna in area
75 Family of huge cloud beast herd covers sky
76 Great floating giant, possibly a god with inhabitants
77 High velocity air car takes pot-shot at party for practice
78 Rocket men land and question party intently about recent weather or local beings
79 Great image of food appears in sky, everyone struck with hunger and thirst
80 Ancient symbol of product or a god on moon like hourglass or creature or ancient signs
81 Huge magical letters form in sky incomprehensible to most, message of ancients
82 Floating mountain range settles on horizon
83 Sudden weather change and sky colour, new fora and fauna erupt from earth
84 Flying huge sky crystal worms swarm hungrily eating so they can form cocoons
85 Small creatures rain from the sky like rippy-fish, uni-cats or winged purple weasels
86 Stones, minerals or earth rain from the sky changing terrain
87 Jewels rain from sky, might actually render value worthless in area
88 Fiery sparks and ash rain over area starting fires if flammable like most parties camps
89 Black sticky tar like ooze covers everything for miles
90 Fireballs rain to surface exploding, many over a large area
91 Ray of light from heavens heals life forms
92 Mana cloud of super nutrient feeds everything perfectly, rejuvenates land
93 Migrating birds of many breeds fill sky nipping anyone tasty in open
94 Strange parallax in sky shows image of other strange lands, might be possible to use to travel
95 Space galleon with magical helm stops for food, fuel and locals, offers trip to Moonland
96 Crashed balloon with civilised dandies from a distant realm on a lark
97 Corpse falls from sky in front of party
98 Corpse rain from sky around party, 1d100
99 Green pods rain from sky growing into grass and bushes on every surface
100 Eggs rain from sky of various sizes, begin to hatch with new life forms
**d100 Skyfalls**

Things fall from the sky from time too time. Possibly floating in space or just replicated history by some mad god.

1. A space craft escape cryopod with a possible humanoid inside
2. Satellite with unstable core attracts cultists
3. Crashed spacecraft of long lost ancients or from other plane jump mishap
4. An ancient aircraft, ship, train or bus crashes from sky inexplicably
5. Saucer crash grey aliens hostile to primitives
6. Tentacled Martian crashes, tries to build tripod for assault mission
7. Parachute of ancient long lost airman falls from wormhole
8. Ameboid jellies in meteor rapidly grow into hostile life
9. Sylvia grass spores from space spreads over area, digesting animal who touch it
10. Satellite crashes, is badly hurt, promises reward if you take it to a radio temple
11. Pod with robot, borg or android frequently deranged or virused
12. From meteor egg a tiny lizard creature hatches, will double daily in mass till gargantua
13. Triffid seeds pods begin to grow, seems like a blessing at first
14. Spores of a colossal fungus forest erupt over night
15. Hanbau type Nazi experimental saucer with SS archaeologist team
16. Space pod crashes, astronaut ok at first but space parasitism or mutations turn him into a monster
17. Balloon crashes with eccentric old wizard
18. Sky citadel of the eldren crashes from core meltdown, last few Eldren have little will left
19. Cloud crashes but is gelatinous with honeycomb structures and begins to melt
20. Sky squid crashes to earth, swarms of opportunistic feeders attracted
21. Spools of monofilaments like strands of hair fall that cut anything touched and sink into earth
22. Battlesuit crash, ancient military unit, pilot is mummified
23. Plant pods land and start to grow replicant army to replace or repopulate locals
24. Huge flying structure of the space gods lands then inexplicably flies away
25. Gigantic space god ascends from heavens and prepares to judge the hex
26. Swarms of jewelled locusts
27. A huge leviathan airship with vast ruined gondola where survivors dwell
28. Primitive psychonian glider or flyer crashes with inventor inside
29. Swarm of floating jellyfish with toxic stingers
30. Blue skinned race of one eyed bat men swarm here to die en mass
31. Dead gargantua falls from space, creatures living on it need a new home
32. Huge solar panel from space
33. Burning space debris drops as burning fireballs over hex
34. Burning up orbital of zombies, crashes and spreads zombie plague
35. Gods eye drone crashes, offers reward for aid
36. Gods eye drone crashes, party blamed by its kin for murder when its brothers arrive
37. Swarm of insect size robots eat metal to take to distant factory hive
38. Containers of green slime, alien necrotic algae, evolves int tentacled horde if left
39. Hailstones of exotic colours and flavours pummel everybody
40. Fish or frogs formed by nanocloud rain over hex
41. Flaming meteor crashes, releasing a powerful fiery demon or devil
42. Burning birds fall from sky everywhere
43. Automated shuttle to orbital lands, ready for return trip
44. Duelling wizards fall from sky, only party could save them now
45. Dead angels and demons drop from clouds
46 Giant leeches rain from above
47 Delicious manna cakes rain gently from sky, a free feast for all
48 Frozen sewerage falls from sky possibly injuring people
49 Lightning bolt stuns party
50 Beam of light from orbit pinpoints party for journey
51 Holographic bombs and explosions go off everywhere
52 Asteroid base of ancients semi intact with robot guards and AI
53 Small nuke or sub nuke munition dropped from space within a km
54 Rain of slme from above lubricates everything
55 Saucer of robots crashes
56 Saucer of morlocks crashes
57 Eldren ornithopter crashes
58 Robot bats swarm about recording everything
59 EM FX - everything bathed in weird aurora affecting tech or magic
60 Trees drift gently to ground and take root
61 Crude psychonian built rocket men vessel crashes, survivors cover up secrets
62 Spacecraft of undead crashes and look for innocents to eat
63 Bubbles drift down and pop, possibly full of gas or biological agent or nanites
64 Spherical bubbles land from space and bond with humans as living jumpsuits
65 Hate rays beamed from space enrage every living thing
66 Rocket crash - pathetic low gravity insect men can barely move but dangerous psionic powers
67 Alien pod infects all plants win area with carnivore and mobility mutations
68 Hawkmen rocket plane crashes, they are police looking for escaped criminals
69 Hawkmen flying citadel crashes, possibly over military action
70 Clouds of huge glowing air jellyfish with long trailing tentacles
71 Rocket re-entry pod crashes, dead ape at helm
72 Parachutes of cargo cult pods from sky gods, food, tents, water, shovels, groundsheets
73 Parachutes of cargo cult pods from sky gods, weapons, possibly defective or little ammo
74 Flying monkey swarm try to kidnap party for witch in distant citadel
75 Aircar or rebel hero crashes, dashing hero will aid you if saved from burning wreck
76 Pod from space crashes with space vampire inside in form of desirable lover
77 Space god glowing craft crashes and explodes a mountain, a few survivors escaped
78 Dead tattooed giant falls from space
79 Alien corpse with energy beam gauntlet and activation medallion, drive user evil
80 Blood from a wounded god rains down
81 Silver humanoid (android?) crashes on antigravity board
82 Spacecraft of cyborg crashes home after aeons of madness in space
83 Puffballs as big as cows drift in the wind, exploding to infect living with spores
84 Skycar with mutant operator crashes, hostile to all life
85 Saucer with shape shifting shoggoth
86 Saucer with invisible power armoured grey hunter
87 Dragon crashes dead, rider unconscious
88 Frozen ancients corpses rain from space
89 Gargantuan flyer poops over party for fun
90 Spacecraft crashes intact but surviving crew try to warn about alien in hold
91 Saucer with hungry space vampire looking for rescuers to eat
92 Space gods scale down to planet surface size (500m tall) and begin analyzing area
93 Huge sky beast among clouds drops tentacles to surface to snack
94 Gasbag balloon plants land delivering pod people plants or full grown triffids
95 Morlock air ship with hungry crew seems party
Crashed saucer of evil psychic Derro looking for victims to mate with
Aircar of servant or military androids ignorant
Giant bubbles with creatures and or humans drift from sky to populate area.
Returned space ark with hold of alien or ancient creature being released by robots
Comet crashes, infecting area with surface like alien world that spreads over hex

**Weird Water Ways**
Stuff you might find at sea on planet psychon

**d100 water features**
01-30 Water is conventional salty water but coloured
31-50 Water is conventional fresh water but coloured
51-60 Water is oddly coloured and flavoured water
61-65 Stinking swamppy water with bubbles of flammable gas boiling up from deep
66-73 Covered in sheets of ice which creak and grind
74-78 Covered in chunks of of ice and icebergs
79-81 Bubbles from tiny to huge coloured spheres float in water and occasional burst
82 Liquid is viscous semi transparent slime
83 Liquid is metallic with colour tinge
84-86 Huge plastic rubbish rafts with local ecology living off them
87-88 Water is hot, sometimes steaming and boiling
89-91 Water is calm and sweet to taste and carbonated, possibly with other flavour
91-93 Water covered in lillypad like plants, some flowering
94-96 Water covered in sargassum like giant seaweed possibly with wrecks and lifeforms
97 Huge geyasers burst from surface regularly
98 Liquid has a glass or plastic like surface
99 Water is psychoactivated living thing responds to strong emotions
00 Water is breathable with high oxygen content

**d100 water encounters**
Assumes party on a boat mostly

1 Magnificent ruins visible below water
2 Rafts anchored to location by chains inhabited by villagers
3 Boat of refugees long lost
4 Floating space capsule long lost
5 Military submarine detects party in secret
6 Huge behemoth sea beast disguised as island
7 Plesiosaurus pack spies you hungrily
8 Pterodactyls glide over head
9 Plastic/petrochemical recycling drone looking for food
10 Huge robot whale harvesting biological or mineral materials from sea
11 Iceberg with settlement built in
12 Artificial mobile island base
13 Giant crayfish attacks
14 Giant squid or octopus attacks
15 Giant sea serpent attacks
16 Wading Titan or Gargantua passes by
17 Mermaids or sirens entice sailors to rock outcrops
18 Spy attractive selkies frolicking on rocks
19 Were sharks jump on deck to get a snack
20 Small ship floating apparently without life
21 Glowing ship peruses party
22 Giant barnacles attack hull
23 Crab men board ship
24 Eel men board ship
25 Squidmen board ship
26 Ancient automated sea mines in area home in on ship
27 Man on a raft is a madman killer
28 Man on a raft is grateful ally for life
29 Jollyboat of starving pirate victims
30 Pirate ship
31 Pirate jet skis
32 Aquatic saucer surfaces, greys seek fresh organs
33 Buoy from ancients marks something
34 Beacon lamp or horn signals dangers
35 Fog rolls in reducing visibility
36 Sea drains away temporarily leaving weird landscape
37 Volcano in process of forming new land mass
38 Huge mass of seaweed floats to surface choking passage
39 Zombie pirates board ship
40 Sea hag and pets attack ship but soften with magic
41 Giant nautilus with sea eldren nomads inside
42 Morlock steam ship hungry for meat slaves
43 Sea dragon demands treasure and food
44 Dragon turtle rams ship
45 Bioengineered Ichthyosaur with lizard men inside
46 Ichthyosaur hungrily follow
47 Huge tylosaur jumps on deck for snack
48 Megaladon shark rams vessel
49 Tiny research sub surfaces looking for help
50 Killer Whales cheerfully follow party
51 Dolphins cheerfully follow ship, warn of next danger
52 Pod of whales peacefully drifts by
53 Huge angry toothed whale covered in harpoons hates humanoids
54 Cyborg suicide dolphins with weaponized noses attack
55 Sea Djinn angered by intruders, might be bargained with
56 Submersible sea plane lands and submerges in distance
57 Fishmen sneak aboard for food and sex
58 Sea nymph seeks lover
59 Water elemental angered by impure land dwellers
60 Seaweed monster seeks blood
61 Skeletal pirates attack
62 Huge hulk drifting quietly, possibly inhabited
63 Enormous sea habitat, partially sunk
64 Huge deadly reef crawling with giant crabs
65 Giant sea scorpion attack
66 Carnivorous trilobites attack
67 Carnivorous flying fish
68 Water breathing human tribals curious
69 Water breathing advanced humans seek trade
70 Huge terraforming apparatus in sea helps control currents
71 Huge terraforming apparatus damaged and inhabited by pests
72 Giant drooling sea slug with man's face tries to talk
73 Gargantuan kaiju and sea giant battle on horizon
74 Sinking burning ship needs help
75 Strange sea people on crystal ship sell liquid clothing
76 Crystal buildings rise from sea
77 Spectral ship stalks party vessel
78 Spirits from drowned ship moan and haunt for 24 hours
79 Survival pods floating in sea since ancient times
80 Single tentacle sneaks aboard trying to grab snack by stealth
81 Semi submerged diving bell with gold treasure on board
82 Raft of garbage with desperate castaway
83 Small rocky island with starving pirate
84 Find bottle with map and note
85 Customs aqua warbot requests search vessel for narcotics
86 Customs warborg requests crew ID seeks people smugglers
87 Huge stone head rises from sea, fish men demand 20% of crew as slaves
88 Ship made of bones populated by skeletons
89 Giant stork lands on deck proceeds to eat men
90 Swarm of crazed sea birds relentlessly attack boat for hours
91 Rusted oil rig platform inhabited by somebody
92 Ancient sea fortress - a shambling dangerous ruin
93 Radioactive and chemical waste drums bobbing in waves
94 Floating corpses not too old
95 Floating corpses are sea ghouls
96 Island with weird alien architecture arises from ocean floor
97 Tsunami!
98 Waterspout!
99 Otter men riding giant sea otter offer trade
100 Crystal pyramid rises from the sea

**D100 Islands and oceanic phenomena on Planet Psychon**

1 The island is formed from wrecked marine hab possibly habitable
2 The island is artificial and floats, possibly could be towed and moored
3 The island when approached is seen to be a shimmering crystal fortress
4 At night the whole ecology changes and life transforms into incredibly hostile monsters
5 Island is a sentient sargassum of weed with habitable zone it can shield with a bubble and dive
6 Island is gargantuan fish back with vegetation growing on it - inside is inhabited
7 The island is an ancient armed marine fortress with a kill field and nuke proof force barriers
8 Island is a colonial multispecies collective organism that would like you to join it
9 A dinosaur filled lost world ruled by some prehuman horror under a volcano
10 A kaiju reserve crawling with gargantua, people travel in subterranean tunnels
11 A crashed saucer and d6 1=warborg 2=mutant 3=grey in battlesuit 4=grey scientist 5=androd 6=Nazi orcs
12 A bunker of the ancients
13 A subworld complex of the ancients
14 A temple to a well known god
15 A temple to a local god
16 A abandoned temple to a forgotten god
17 A ruined complex hidden under a mansion with advanced rescue vehicles but no weapons
18 Psionic creature or person dominates the island
19 A non stop island of lotus eaters in a non stop rock concert, even machines enthralled
20 Cryptic alliance seasonal secret meeting place
21 Cryptic alliance settlement
22 A science dungeon
23 A glowing crater swarming d6 1=mutants 2=fungus 3=maggots 4=rodents 5=plants 6=undead
24 A herd of gamma gobblers dwells here guarding an ancient structure
25 Steaming cavern entrance to a morlock village with captive drugged eloi in pleasure dome
25 Huge mass of ice covers island, inside a robot with a freeze ray is looking for protein to horde
26 A derro bunker where derro beam hate rays over the region to ferment war
27 Military androids bunker with brain and workers inside guarding precocious pleasure models
28 A hidden bunker with guns, tools, vehicles and military in cryopods
29 Demented mongremen gangs battle in the ruins
30 Triffids or pod people other deadly plants cover island, vegepygmies herd humans like sheep
31 A mighty duralloy crypt with sacred sigils - if opened releases death machine Azrael
32 Find a cryopod, inside is a duralloy skeleton robot with a meat disguise coating, tries to kill all
33 Drones tend island plants and animals peacefully, if bothered an ancient in a mech awakes
34 Island is a gargantuan mecha with AI intact and enemy combat bots still inside
35 Island is a weapon test site d6 1=nuclear 2=poison 3=plague 4=undead 5=mindhack 6=nanoids
26 Beastman colony 1d4 1=peaceful 2=hate humans 3=rulled by a wizard 4=rulled by AI
37 Extraordinarily Strange Things In The Sky
37 A settlement of some kind
38 Bizarre psychonian terrain and 1in6 and roll again
39 Constantly bathed in auroras and 1in6 and roll again
40 Constantly bathed in chem cloud shroud
41 A petty god takes an interest in you may appear, send a sign or a servant
42 A colony of rust monsters and their related kin of other colours
43 A colony of vegemen who worship frantically through song and hate sinning humans
44 Roll for a crossroads encounter
45 Stuff falls out of the sky
46 Mad wizards beastmen breeding project
47 Local false apocalypse triggered
48 A local false apocalypse terrifies locals
49 A apocalypse strikes every day nobody remembers next day, dead returned alive, etc
50 A transmat station and 1in6 and roll again
51 Machine village of d6 1=robots 2=androids 3=cyborgs 4=replicants 5=holographic ai 6=golems
52 Alien base d6 1=greys 2=reptilians 3=migo 4=martian tripods 5=eldren 6=cyborgs
53 A monastery of cybermonks jacking in to the datastores of the gods to raise the worthy
54 A band of beast men engage in brutal initiation rites
55 A frozen island where the local ice wizard and his penguinmen have many kidnapped girls
56 Automated kill drone base if awoken defends self
57 Lesure hive complex built on living empathic mega amoeba that drains evil from population
58 A brain in a jar has enough servants and drones he can make warborgs, needs brains...
59 A gang of water gypsies living here in isolation
60 A common family wary of strangers
61 A mountain man mutant wants to be left alone with gold
62 An outpost of the beaver king with radio link supported by one of the greater gods
63 Pirate beast men d6 1=walrus 2=bipolarbears 3=pteradactyl 4=fish 5=shark 6=killer whale
64 A gang of lost children protected by d4 1=nannybot 2=giant ape 3=dinosaur 4=AI
65 An island of sentient crystals that effect moods and effect powers like aurauras and roll again
66 A kingdom of the dead where undead have formed a society
67 Zoo of exotic creatures run by d4 1=druid 2=carny folk 3=wizard 4=gladiators
68 Public toilet block populated at night by local cult of gay lovers
69 Sleeping gargantua with alien expedition trying to attach control helmet to it
70 Locals harvesting sleeping gargantua body parts and excretions
71 Whole island covered in feces and sewerage of ancients bubbling up from subworld
72 Scientist lab d6 1=robots 2=weapons 3=defenses 4=pleasuredroid 5=drugs 6=monsters
73 Scientist comm tower d4 1=aliens 2=other scientists 3=commune with god 4=dead
74 Remains of castaway d4 1=aliens 2=human 3=ancient 4=eldren 5=morlock 6=replicant
75 Beastmen party, rowdy and a bit out of control but otherwise drunken revelry
76 Weird rich family in ancient manor house with bizarre secret
77 Convict colony with a few soldiers or security guards or even robots keeping them inline
78 A stage here local bards test new works, a colony of revelry and parties
79 Art colony with sculptors, painters, dancers, models and wild parties
80 Mutant moppet rule island nothing over 3ft tall, love guests and put on mutant moppet party scene
81 Shroom island ecology of mushroommen, funganimals, mobile mold and a spoorisaurus rex
82 Insane asylum run by d6 1=doctor 2=priest 3=vampire 3=scientist 4=maniac 5=morlock 6=eldren
83 Automated eloi pleasure dome ruled by local god and guarded by androids from morlocks
84 Newt men cover island living simple lives, excellent slave race with edible tails to some
85 Rabbit men with armoury and sacred shooting range reproduce fire arm tech
86 Ape colony, offended by humans with have factional debate over what to do, gorillas try to usurp
87 Androids living like pre apocalype looking like ancients
88 Remains of a theme park with androids native to the magical kingdom
89 AI in control of island and traps intruders in his fantasy world of illusions and applicants
90 Cyborg bunker ruled by wrathful AI overlord who demands tech and living humanoids to cyborg
91 Crazy dentist drones loose on island terrorize locals, but all victims have great teeth
92 Island is domed nature preserve ruled by AI for its utopian fantasy world
93 Island is surrounded by force fields and holograms but inside is a monster filled treasure trove
94 Remains of a huge ship, a mile long floating city with numerous colonies and lost zones
95 Island is a mobile base of a d4 1=supervillain 2=cult 3=aliens 4=Androids 5=pirates 6=cryopods
96 Sargassum of fused plastic crawling with nanobots building houses, clothes etc from mass
97 Aquatic research station with minisub, diving suits, monsters and androids
98 Eldren lab researching how to save world from AIs, think tank protected from spies
99 Wrecked and partially sunk land leviathan mega tank or aircraft carrier, inhabited
100 Partially exposed ancient buildings under collapsed cliff face
Part Three: A Strange Land

Hexcrawling on Planet Psychon's glorious geography
Psychon is a surreal land changing constantly and the gods contriving against mapping or knowing ancient secrets of ancient black science. Most stay in limited area they know, keep away outsiders and hide in ancient citadels and tunnels when wild weather or danger lurks. Locals will love to see you eat their local dishes too. Food and weather are every Pschonian's favorite topics so i have use flavour/odour tables. Exchanging foodstuff, eating and drinking with each other and admiring each others delicacies are common greeting rituals. Most people are hospitable to small bands of peaceful travellers.

Planet Psychon: Day to Day Eschatology
Psychonian setting is intended to be a world consistently inconsistent. An acid trip dream land of the blind where memories and histories are fiction. Where the time of the ancients is not quantifiable as ruined cities and freshly created primordial languages appear daily at whim of the gods.

This means if a party move much they will enter strange new hexes, but the journey is like a river. You don't get to go back in exactly the same river. One feature of veteran travellers is the sight of the gods terraforming a hex in sight or even hearing tails of those who escape hexes as they were transformed. Peoples may vanish or may be found to have new personalities, histories, languages and more. Some have tried to interfere with gods will, most end in failure or terms at best.

The gods are jerks and think its fun to teleport sleeping wanderers into different hexes.

This frees the game master to not worry about maps much, just local hexes that heroes can neatly overcome in a few sessions. A good hex has a community, a science dungeon, some cults, some monsters and weird encounters.

Sometimes the reconfiguration of a hex by gods is perceived as the end of the world by locals and most dont flee. Heroes might even trigger such an event or have them follow them in the form of new disasters.

HEX Generation
Generating a few hexes is a good way to get your world started.

Base Colour
Roll for soil, water and several colours for vegetation trunks and foliage for example. Most creatures will have several of these as a base colour. Use a different random colour for blood that is different to all above. Red men nomads finding blue men in a red and black forest may be outraged. Some areas may have changes seasonally.

d12 Sacred Terrains of Psychon
A Terrain is an ancient hex measurement equal to 30 miles broken into 5 sub hexes or marches of 6 miles
Measure hexes from top to bottom

There are 10 sacred base terrain types with various sub types
1 Desert
2 Tundra
3 Rock
4 Volcanic
5 Forest
6 Jungle
7 Swamp
8 Deathlands
9 Water
10 Manna
11 Roll 2d10 for two terrain types in conflict here
12 Roll 1d4+1 terrain types in conflict

terrain in conflict could be seasonal shift, actual ecosystem-psychosphere struggle for
dominance or one type could be on top of another and exposed at cliff faces, tunnels like a
geological era.

**Desert**
1 Plains of black and grey ash with burned skeletons and charred rubble
2 Haunted blood red desert with crystal spirit nodes of the dreamlands
3 Coloured Dust with unique flavour but inedible
4 Bone and boat covered once sea bottom
5 Yellow hot desert with savage plants and hidden predictors
6 Blasted lifeless land of humanoid skeletons from war or a vast necropolis
7 White sand lifeless waste of salt from ancient sea beds
8 Coloured crystalline desert prone to narcotic weapons of the ancients
9 Desert of metallic filings, cogs, scraps and recycling heaps of ancients
10 Glowing mutant crater filled hell

**Tundra**
1 Tunnel ridden glacier
2 Frozen grasslands home to herd beast and predator
3 Icy lifeless hell with a few hidden beast hunting
4 Ice over water with adapted animals
5 Huge ice maze with water features and difficult crossings
6 Snow filled plain hiding dead falls and deep crevices
7 Crystalline monoliths and structures could almost be ruins
8 Frozen mountain range seemingly impassable
9 Plains of fine narcotic dust, everything high and wasted
10 Frozen wasteland shrouded in fog and gibbering gargantuans

**Rock**
1 Rock labyrinth though giant rocks or mountains
2 Gigantic rocks and boulders with hidden routes and valleys
3 Huge mountains with some difficult features
4 Petrified forest with pools of tar and oil
5 Huge megalithic rocks buried in ground
6 Plain of statues and blasted stone
7 Cliffs and fjord harsh coastline
8 Canyon with cliff dwellings, ruins or animal colonies
9 Area riddled in caves and sink holes, warn down mountain range
10 Giant pillars or stone features which resemble giant buildings
**Volcanic**
1. Geothermal geysers and pools of mineral salts
2. Lava flows over broken basalt with a few safe crossings
3. Shallow steaming warm waters with scattered lava islands growing daily
4. Erupting volcanoes throw pumice, cinders and ash clouds constantly
5. Broken black landscape, with lava tube tunnels and smoking volcanic vents
6. Burning pits and smouldering craters of burning flammable gas
7. Flaming forest of ever burning trees
8. Blasted crumbling ruined factory and forge buildings which used lava as furnaces
9. Sulphur blasted waste coated in yellow crystalline deposits and dust
10. Plains of boiling bubbling mud and sticky warm clay

**Forest**
1. Covered in cacti and succulents, covered in thorns, many contain water, some hallucinogenic
2. Mushroom forest with moulds, puffballs, toadstools, slimes and rich in creepy crawlies
3. Fur trees with pine cones, some giant, packed thick with berry and shrubs in between
4. Sylvia Trees have slime filled branches that attract and absorb animal life
5. Flesh forest of plants-animal hybrids, some with eyes, or mobile or intelligent or hostile
6. Bamboo grove of thick bamboo of many thicknesses home to bandits, poets, animals
7. Giant redwoods and ancient oak trees, home to beast and humans who earn a livelihood here
8. Scented eucalyptus give off fragrant coloured oil vapour, harsh and dry, eerie haunted land
9. Mist shrouded giant fern trees, often inhabited by prehistoric looking creatures in ground litter
10. Flower and fruit trees of great beauty and variety, usually prime territory and defended

**Jungle**
1. Carnivorous ecology of mobile and non mobile carnivorous plants, some seemingly intelligent
2. Slime jungle of oozing foam and dripping gelatinous mounds and tendrils
3. Single huge plant dominates and connected to lives of all inhabitants, all serve the great tree
4. Thorn jungle of savage dangerous plants and hostile to man, home of beasts and outcasts
5. Macroscopic alien swarm entity engulfing and assimilating all life, neural peptides are it's favourite
6. Floral dream jungles produce hallucinogenic and mind control chemical weapons
7. Jungle city of tree houses and walkways high above ground to avoid enemies
8. Ruined ancient cities and statues overgrown by vegetation, forms mazes with water features
9. Trap filled haunted battlefield, remains of dead soldiers and ancient booby traps
10. Swarming and over run with a single species like giant frogs, triffids, rats, spiders, etc

**Swamp**
1. Salt marsh and mangrove forests, encrusted in salt, giant edible worms and crabs
2. Shrubs, reeds and vegetation over shallow water. Rich in beast and outcast men
3. Fog shrouded marsh full of buried bodies preserved since ancient times
4. Swamp drowned civilisation with islands of intact structures
5. Bog of quicksand, pools of ooze and tar pits and remnants long dead since primordial
times 
6 Dark and fog shrouded but glowing vegetation, toxic dump and monster breeding grounds 
7 Sentient evil swamp pits its beast against intruders, inhabited by all manner of creatures 
8 Vile stench of nausea, disease and vermin ridden hell hole, everything is nauseous 
9 Dinosaur and primordial species in deep primitive swamp, megalithic stones and bog iron 
10 Sunken ancient battlefield, still covered in remnants of dead and deadly armaments 

Water 
1 River divides the land and dominates everything, often thickly settled and a ferry needed to cross  
2 Lakes cover the area some just patches of bogs, home to cultists and monsters 
3 Ocean with no land, filled with monsters, pirates and occasional merchants or fishermen 
4 Boiling ocean of steaming waters, hidden islands and great beast reside here  
5 A single huge lake dominates the area, with settlements and island kingdoms  
6 Crater lake surrounded by rock wall and forest, weird coloured and long lost remnants of past  
7 Lakes on salt plain flats, with different colours, temperature, flavour and even magic properties 
8 Sea filled with visible islands, each with tiny dormant volcanic cone, forest and caverns  
9 Sea covered a civilisation, many islands are former mountains of the old empire  
10 Shallow sea with huge coral reefs with tunnels filled with life, even humans live on reef islands 

Deathlands 
1 Toxic swamp with powdered chemical mounds and huge mounds of ancient jars of poisons  
2 Blasted ruined wasteland of former mega city, inhabited by hostile machines and a evil god  
3 Part of the Moon fallen to earth, aliens, astronauts and weird insect people and ancient ruins 
4 Everything glows with strange light, dangerous auroras and crystalline caverns 
5 Collapsed into the sub world, a huge subterranean city, mine or cave complex, underworld perils 
6 Huge wastelands with fully active ancient weapons and deathfields and intact domes inside 
7 Sprawling gigantic ruin crawling with monsters, gangs and wandering plundering killers  
8 Green slime covers everything but some islands hidden within and isolated  
9 Ruin and crypt covered land crawling with rot grubs, psi worms and sons of kyuss grubs  
10 Monster kingdom, appears normal but dark, monsters rule and control their farmed humans 

Mana 
1 Plateau above land with radically isolated ancient land, filled with tunnels and ruins  
2 Floating Lands drift in the sky, a single huge island or many smaller ones  
3 Floating ruins drift in sky, partially inhabited, guardian servitors, long lost loot 
4 Ancient citadel covered by huge energy barrier, sealed from the ages by secret entry  
5 Magic Kingdom, dominated by non human species and possible a earthborn godling  
6 Everybody dead, acting like nothings wrong, some controlling power  
7 Benevolent Utopia like Tanelorn or a Mile high silver pyramid, wary of outsiders or might seek help
8 Under construction, incomplete zone or in the process of being changed by nanofog from a god
9 Ruins and people and beast frozen in stasis, awaiting re use at whim of some god
10 High mana conflict zone, gods battle each other with armies, sprawling trenches, ruined camps

Roll these if more hex detail needed

**d3 Temperature**
Roll for local night and day if not specified or suggested by table results
1 Hot temperature 30-50C
2 Body temperature 15-25C
3 Cold temperature 10 or less

**1d10 Luminosity**
tilt of planet or orbital mirrors or shades possible
1 Light constantly
2 Dusk constantly
3 Night constantly
4 Seasonal cycle (or 1in6 yearly cycle)
5-10 Daily cycle

**d100 Ruins Tech Level?**
1-5 No remains of any kind
6-10 Evidence of ancient hunters
11-20 Evidence of ancient megalith builders or a village
21-30 Evidence of bronze age temples, cities, monuments
31-45 Evidence of iron age trade outpost, fortress or town
46-60 Evidence of steel age castle or citadel or palace or tower or cathedral
61-75 Evidence of steam age factory or slums city or rail network structures
76-85 Evidence of deco and diesel industry or metropolis or space industry or airship
86-95 Evidence of advanced (firelances) lasers, mechanical men (robots), ornithopters
96-00 Evidence of most advanced tech like a dead god, terraform machinery, teleporter, FTL, alien tech

**d100 Who built these ruins**
1-10 Primordial pre humanoid species, megalithic natural looking mega structures
11-25 Ancient humanoid species (Eldren, Morlocks, Mutants, goblinoids, halfmen, )
26-30 Pre cataclysm ancient earth men
31-40 Beast men of single or several types
41-45 Mechanical men built this place for a machine god
46-60 Alien species or long lost ancient astronauts built outpost
61-80 Humans (random colour or multi coloured society)
81-90 Humans for last three generations, re-roll for earlier remnants
91-100 Human last generation, re-roll for earlier remnants

**d100 Vegetation**
1in6 has common weird vegetation, d100 fungi and slime table under encounter section
1-5 None visible, bare soil
6-10 None visible but hidden possible seasonal or nocturnal or underground
11-15 sparse salt bush or dried grass or moss and lichen
16-25 Succulent plants like cacti
26-35 Tree fern forest
36-45 Fungi forest
46-55 Long waist high grass
56-60 Long 2-4 meter grass
61-65 Hedge Shrub, 3m high, naturally grown mazes
66-70 Thorn bush with berries naturally grown mazes
71-75 Sparse tall thin trees
76-80 Sparse huge trees
81-85 Thick forest
86-90 Thick jungle, difficult to pass
91-95 Huge jungle with ecosystems within different tree levels
96-100 Weird slime trees or flesh forest or crystal plants or strange something else

d100 Finishing Weird Hex Content
Adding some gonzo feature helps make hex unique
1 Huge floating head demanding sacrifice flies about here with support from armed death riders
2 Huge statue, possibly sculpted into natural feature and with complex inside
3 Hundreds or thousands of statues, possibly petrified by nature or monster powers
4 Ruined city famous for loot and great world shaking treasures, exposed sections open seasonally
5 Ruined folly - a bizarre unique structure built by rich eccentric or madman to prove a crazy theory
6 Ruined monuments of past civilization, possibly secret chambers or shrine
7 Megalithic structures some famous monster filled barrows and cairns
8 Ruined wonder like a statue or temple or palace on an obscene scale
9 Ruined villages, including middens, graves, grain storage pits and storm shelters
10 Ruined fort possibly haunted and monster filled now
11 Ancient Bunker untouched since dawn times when the ancients made the gods and made war
12 Dungeon Complex built by evil monsters as a base of operations or just placed by evil god
13 Ancient sub city ruin hills full of chambers and needs for city
14 Floating Land unmoving from this location, sometimes hidden or shielded, may drop a rope ladder
15 Survival Vault complex for a small community to survive wars of the ancients
16 Elemental Node attracts elementalist magicians and cultists and elemental beings
17 Gate structure with controls to pass to other world
18 Hidden Kingdom, invisible or buried or underwater or whatever it takes
19 Hidden treasure, fabled awesome loot from a king or god has been lost here
20 Legendary location, historic heroic tragic site with possible remains and/or a monument
21 Legendary fossils, giant bones or remains from god war, some inhabited
22 Famous magician or wonder worker dwells here, often Immortal and prefer privacy
23 Mutagenic Location, attracts mutants and mongrel men seeking power and madness
24 Sleeping Gargantua, will be exploited by local people as resource if possible
25 Sleeping Gargantua, ticks over breeding and spreading, might awake beast
26 Necropolis of ancient civilisation
27 Infamous haunted graveyard
28 Lycanthrope ancestral land
29 Goblin Vault spawns seasonal hordes
30 Evil of chaos godling lair
31 Ruin of a god lair of old
32 Petty God or planar being here
33 Precious metal or gem mines, miners and kobolds everywhere in rush
34 Holy grove of druids or dryads or sylvan beings
35 Crystalline Ecology of living crystal plants and creatures
36 Crystalline monoliths amplify magic, possibly only one type
37 Plague Zone currently cursed by deadly ancient stockpiles
38 Radiation zone bathed in fierce auroras affecting health and magic
39 Psychedelic ray bathed zone of illusion and phantoms
40 Demon pit
41 Hell Gate
42 Sky bridge of light to upper world or rainbow gateway
43 Old one monoliths
44 Old one temples
45 Cult mad area of cultist holy sites
46 Witch hunting craze swept village
47 Vampire hunting mania gripped area
48 Dragon demands tribute
49 Dumb draconian monster hunts party for food
50 Crime wave, region gripped by mob and corruption
51 Sinkholes to the subworld
52 Old one city
53 Robot or machine enclave behind a barrier
54 Wonder of ancients under barrier
55 Ancient shipwreck hulls
56 Ancient structure or building intact
57 Ancient sealed tower
58 Clanking ancient structure with automated factory underneath
59 Toxic weapon dump
60 Ancient skyship or aircar crash site
61 Spacecraft crash site
62 UFO landing site
63 UFO wreck
64 UFO kidnap location
65 Ancient astronaut site
66 Huge paved airstrip, some sub structures and buildings
67 Subterranean tunnels of old riddle region
68 Subtrain tunnels or roadways
69 Species dominates this area, rare usually
70 Gods seen here
71 Ancient battlefield with armed weapons and relics
72 Lich considers this part of ancient necromancer empire
73 Covered in crypts, tombs, treasure miners and bandits
74 Carved idols and totem poles from lost race here, some cursed others blessed
75 Giant disgusting worms writhe everywhere in seasonal plagues
76 Huge evil organism buried under these lands, influences surface with evil
77 Cavern system actually huge creatures digestive tract and dimensional gate
78 Ruins of zoo or lab, beast men of many types dwell here
79 Hidden elf and goblin tribes slow civilisation
80 Dwarf citadel, herd other humanoids for food and hunt high tech more
81 Cyborg bunker spreading dark evil tech of old world
82 Decaying ancient bunker full of madmen, cultists and mutants
83 Giant ruins with some smaller dumber giant kin still living in ruins
84 Magical healer of great renown, possible non human
85 Magical sage of great renown, possible non human
86 Over run by insectoids building huge hives for insect men
87 Talking animals in this land as an extra race
88 Huge hidden volcano crater lake of Tako octopus folk and sea elves living in harmony
89 Huge magical castle with dark demonic riders comes and goes
90 Famous prophecy speaking hag or dragon or demon or relic
91 Monoliths here cause past life flashbacks
92 Chaos pool bubbling raw chaos into plane with evil beings trying to turn it evil
93 Abhoth father of amorphous mutant spawn gates his children here
94 Old one cultists infect every part of life in region
95 Armies gather here for apocalyptic battle
96 Building a monument, ruler may enslave trouble makers
97 Huge carved faces all over region
98 Huge shaft of light beamed into space by sealed complex with defences
99 Decadent immortal mad old wizards found in these parts from overspace
100 Divine bacchanalian feasts and mobs seasonally swarm land, gods, men and beast mingle
Part Four: Settlements

Areas with extreme weather will have shelters for emergency such as a cave or tunnel complex or an ancient bunker or some kind of panic room. Monsters make this a good practice too. Larger settlements include battlements and a secure roof rather than open courtyards. This need has limited settlement sizes. Most areas have a local stable population that is isolated but friendly enough to travellers who don’t hang around.

Base Colour
roll for skin, hair and blood colour. Most humanoids will have several of these as a base colour. Some (1in10 have patterns like chamo or piebald or tribal painting or even tatoos.

d20 How homogeneous is this community?
1 One species of one colour, hostile xenophobic racists to all others
2 One species of one colour, hostile actively kill others or outsiders
3-4 One species believes in own superiority, but not malicious
5-6 One species of one colour, suspicious but willing to trade if no trouble
7 One species of one colour, wary but making money comes first
8 One species of one colour, open and friendly and curious to others
9-10 Two competing equal communities
11 Two competing species one in greater power but benevolent to weaker
12 Two competing species one in greater power but enslave or hunt the weaker
13 Two species integrated harmoniously
14 Several 1d4+1 races in a caste system (serf priesthood and warlord for example)
15 Several 1d4+1 races in constant flux and power struggle
16 Several 1d4+1 races in a peaceful co existence
17 Several 1d4+1 races in a comfortable profitable relationship
18 Many races 1d10+4 in a complex caste system
19 Many races 1d10+4 in a cooperative egalitarian mixed society
20 Many races 1d10+4 in servitude to one

d20 Size of community
1 Crossroads 1-5
2 Farmstead 6-25
3-4 One village 25-150
5-6 Two villages
7-8 Cluster of 1d4+1 villages
9-10 Citadel and 1d4+1 villages
11-13 lone Citadel 100-1000
14-15 Citadel plus a hidden community of outcasts
16 Subterranean village in cave or ancient bunker
17 Floating citadel, inaccessible to most without force drawbridge or rope
18 Hidden citadel under water or in mountain or secret valley or island
19 Subterranean city built into mine or cliff or caverns
20 Rare city with some kind of aerial defence and shelters

d20 Psychonian Racial Stock
Roll for colour of each group too

1-6 Human
7 Eldren (elf or eloi)
8 Morlock (dwarf)
9 Halfman (halfling, hobbit)
10 Tako (octopus folk)
11-13 Beast men
14 Kobold
15 Goblin
16 Hobgoblin
17 Bugbear
18 Orc
19 Ogre
20 Mutant or mongrel man

d100 How are they ruled?
1-3 Assembly of elders of one gender
4-6 Assembly of elders of both genders
7-8 Random lottery or selection process for king
9-13 Select king only when at war or in danger
14-18 Priest king rules all selected by divine signs
19-24 Wizard in tower rules all by fear or benevolence
25-30 Ritual king chosen from strangers or other means then sacrificed to gods
31-35 Overseer with a network of thugs up to the boss
36-39 Democracy with votes, often limits who can vote by land ownership or gender
40-41 Programmers selected by god to relay its orders
42-43 Directly instructed by god or gods
44 Infiltrated by hostile species in disguise
45 Ruled by hostile species in disguise
46-50 Benevolent despot rules according to alignment philosophy
51-53 Richest get to buy kingship when last king is poisoned
54-56 Best warrior or wizard is king by contest or force
57-60 Local mob boss is real power using force and commanding the legitimate law
61-65 Cult community led by preacher or elders or charismatic leader
66-70 Inherited monarchy with feuding clans and bloodlines
71-73 Charismatic war monger in power at moment
74-75 Revolutionaries taken over, out to keep common people poor and rich out
76-77 Best athlete or contest winner gets to be king
78-79 A machine person is king (robot, android, small AI)
80-82 Purest bloodline of type judged by church is king
83-85 Ruled by council of undead elders from a tomb in secret
86 Ruled by living minor god from the local area
87 Ruled by elaborate process of divination calculated by experts (astrology)
88 Messages from space decree who is king via artefact of the gods
89-96 A foreign despot and his thugs of a different type have ruled here a while
97 Ruled by strange beast with aid of its followers
98 Minor other planar being rules according to alignment
99 Elemental cult choose leader from those the elements approve of
100 Heroic outsider like astronaut or time traveller makes rules

d6 aggression
1 Always on warpath
2 Frequently hostile
3-4 Willing to trade if no trouble
5 Friendly to outsiders
6 Peaceful

d100 Religion and magic
village gets one roll
citadel gets 1d3 rolls

city gets 1d4+1

Or just roll as per biggest settlement and spread over hex

Roll below, if magician class uncertain replace with your choice

1-4 Single God talks to high priest via an artifact in a shrine
5-8 Single God talks to high priest via an artifact in a temple
9-14 Artefact picks up garbled static from many gods which is interpreted by shrine priests
15-16 Astronomer interprets the will of heaven by some arcane theory
17-20 A shaman cares for the community, communing with the spirits
21-24 A druid cares for the community and dealing with nature
25-28 A sorcerer leads a cult with active membership and vice
29-32 A witch performs services to needy villagers and lives near
33-35 Religion is entwined with state cult such as a city god cult
36-37 A wizard in a tower preaches philosophy and science, educates common folk
38-40 Peasants left alone and follow local petty gods, priest or shaman acts as interpreter
41-44 Ancestors worshipped by communing with or as undead, priest or shaman acts as interpreter
45-48 Music, poets and bards are the holy folk here
49-50 Monastery serves the locals
51-54 Lone hermit cave services the community
55-60 A monster near the community takes sacrifice for favors
61-63 A dryad and her grove or a naiad pool is the local cult
64 A dark well is a night hag pit and she may accept sacrifice and defend her people
65 An elemental node has a being of some kind the locals give thanks too
66-67 A creature lives in the barn, or a stove and acts as the village defender and sage
68-69 A psion school or teacher is in these parts
70 Materialist philosophers, different sects teach different magic
71 Religion here is a sham run by sorcerers or rogues for profit and abuse
72 Religion here is a sham run by fake priests with no special powers
74 Fake potion making racket has community fooled
75 A death cult ruled by a necromancer or evil priest
76-80 Alignment fanatic church here to wage cosmic war Law, Chaos or Good or Evil or other
81-83 A warrior order or school or fighting style
84-85 Mercantile fraternal brotherhood run everything financial and have rituals like processions
86 Sincere but insane cult, exploited by a monster or wicked men or waiting to be exploited
87 Charismatic cultist destroying community and plans to move on to next with lies
88-89 A different race acts as a spiritual adviser with strange results
90 Locals appease goblinoids with sacrifice, they may protect their investment
91 Witch hunters control faith, power predicated on persecuting rival faith
92 Inquisitors hunt those who commit heresy against ruling gods law
93-94 Templar order following military god on a crusade
94 Monster hunter club with hunter shrine
95 Adventurer HQ usually based around pub, multiple shrines of adventurer gods
96 Imperial Missionaries spreading faith and trade and language, shrine
97 Megalith and earth mound builders protect gods sacred places and use for ceremonies
98 Cannibal cult practice eating enemies and unwelcome visitors and make undead with scraps
99 Community predicated on magic monument building cult with promises of great reward
100 People here directly in psionic communion with god, all networked with temple
Part Five: Characters

Players could be natives or lost humans, returned astronauts, eternal champions and start as timelost contemporary humans. Psychon would tend to fuck them up and gods would be curious and even threatened by them as dangerous anachronisms. A petty god could protect or transform them or kill them and grow a better clone. Or a great god could just give them 6 levels like my standard Psychon characters. Some gods would genehack or brainhack you, others could just give you a controlled teleporter reconstruction. Character getting transformed like the world and by the world is a pretty cool idea too. Perhaps let players rearrange class and levels every few games. Messing with gender and reproductive powers is a awesome too. Players could rescue an ancient and see them change and forget their old lives before heroes eyes. Gods happily move heroes about and would happily modify them for a mission in an inhospitable place or hide them from other gods or a death machine.

Option One: Doomrakers
Starting characters with up to 6 levels in any class or several classes with racial classes included so weird hybrids possible. Up to 3 classes, last is most recent. Players are often freed slaves or servants, recently freed and banished or lost from homes.

Examples: Sorcerer3/monk3; Elf 3/Dwarf3; Warrior2/Rogue4; Warrior2/Sorcerer2/Rogue2; Druid3/Bard3; Dwarf2/Bard4; Tako3/Rogue3

Option Two: Lost & Damned
Start as zero level “ancient” type humans who are converted to 3rd level Psychonians if they fail a daily CON save.

Option Two: Zero level Start
Psychon peasant or shopkeeper 1d4 HD 1WP+2NWP
Typical ancient 1d4 HD 1WP+2NWP
Psychon man at arms or bandit 1d6 HD 2WP+1NWP
Typical ancient Military 1d6 HD 2NWP+1NWP

Character Classes

Warrior
The most common type of character and most respected by common folk. Warriors aspire to be mighty warlords but most die in petty wars and gladiator pits. Some guard citadels and live as part of military elite living in comfort. Mass combat is rare on psychon. Some warriors become alignment champions for additional power and purpose. Many common crafters, hunters even farmers are warriors or at least men at arms.

Psychonian Warlord
Typical mercenary with dreams of being a citadel ruler
Sabre, Javelin, Dagger, Dart (all these for 2 slots as a group)
Sabre Expert +1, Improvise Weaponry (buy above group leaves 2 slots)
Survival, Bravery, Make Improvised Weapon

Psychonian Slayer
Typical hunter of monsters and deadly creature and machines
Sabre, Flintlock, Dagger, Grenade (all these for 2 slots as a group)
Fastdraw (Flintlock), Shoot moving fire
Blackpowder, Gunnery, Track

Psychonian Citadel Guard
Typical citadel warrior, each citadel has a preferred exotic polearm
Polearm, sabre, crossbow, dagger (all these for 2 slots as a group)
Hafted weapon defence, Polearm expert
alertness, spot, listen

Priest
Priests follow the enigmatic gods of psychon. Priests know all the gods but favour one.
Gods are creations of the ancients, with hidden holy complexes and satellites around the
world they simultaneously dwell in. Gods work together to power priestly spells even if
contradictory in purpose. Minor gods are to be respected but wary of. Priests receive an
implant on initiation in the temple. Alignment is an important factor too affecting weapons
and what a priest can turn.
this is worth a look for priests, other magicians and possibly other zelouts

Psychonian Holy Man/Woman
Typical village or wandering holy person
Staff, Sling, Mace or sabre (depending on alignment)
First Aid, Healing Lore, God Lore, Preacher

Psychonian Templar
Zelous holy crusader and inspiring leader of soldiers
Mace or sabre (depending on alignment), Crossbow, Dagger
First Aid, Alignment Lore, Exortation, Chant

Rogue
Many citadel dwellers are rogues including traveling merchants and tradesmen. Teeming
masses of citadel slumbs are mostly rogues. The second most common class. Devious
men with clever ways survive well in the wastes of psychon. Locks on Psychon are mostly
in citadels, but advanced ancient electronic locks require specialized tools rather than
basic thieves tools.

Psychonian Citadel Gang member
Typical street gangster
Sabre, Dagger, brawling
Sneak, Hide, Listen, Pick Pockets, Taunt, Streetwise, Climb, Shadowing

Psychonian Trader
Con men, fences, merchants and dealers from citadel markets
Sabre, Dagger, Dart
Appraise, Bluff, Merchant, Repair, Haggle, Fortune Telling, Quack healer, Escapology

Wizard
Wizards understand the occult sciences of the ancients and the gods and can defy them
with arcane knowledge. By years of study and practice in manipulating psychonian ether
flows and auroras the perform miracles. Wizards can read the ancient tongues and players
may offer pseudo-scientific gobbledygook for any phenomena their characters witness.
Some wizards study scientific lore of the ancients and refer to themselves as scientists.

**Psychonian Scientist**
Like to wear lab coats and imitate ancients
Staff or Dagger
Alchemical Lore, Blackpowder, Incendiaries, Poison Lore, Observation, Ancient Lore, Brewing, First Aid
Know History, Light, Magic Missile, Shocking Grasp

**Sorcerer**
Sorcerers are the lazier kin of wizards who find magic easy. Their powers and knowledge come in dreams rather than study. Many are descended from or are allied to otherworldly beings. Sorcerers often live indolent lives of pleasure but some with allies have other demands and even act as spiritual advisers to a cult. Common cult witches and warlocks are sorcerers.

**Monk**
Monastic orders are scattered across the wastelands emphasizing discipline and skill over magic. Scholars, martial artists and soldiers, they create wells of civilization in a desert of madness. Many exotic arts and sciences are preserved by them. Monks practice self defense but try to avoid fights and avoid using soldiers arms. Most have very little property.

**Wanderers**
Typical lone martial artis travelling the world to learn new techniques
Staff, Shriken, Martial Punch, Double Punch
Tumbling, First Aid, Spot, Diplomacy

**Druid**
Nature on psychon is very different. Druids deal with forces of life and nature as embodied by psychogenic gods. Druids read the skies for signs of terraforming and changes in hexes, ready for wild weather, quakes, terrain changes and other problems. Druids help warn and protect commoners and deal with the constant changing ecology. They deal with wild creatures and inhuman intelligences of the wilds. Many citadels and ziggurats have gardens which druids tend. Druids and priests share lore and magic theory, but druids rely on rote learning than scripture and deal with a greater variety of lesser beings.

**Psychonian Druids**
(Priests of nature) Rainbow Robes, any balanced or middle
Aid common folk against psychons weather, monsters and the gods thoughtless hex terraforming
Follow gods, elementals, spirits and sylvan beings in tune with Psychonian changes
Sabre, Staff
First Aid, Healing Lore, Nature Lore, Sense weather
3rd Lv can sense gods changes in weather or terraforming in progress
6th Lv One species of animal form one change per lv per day
9th Lv Any species of animal one change per lv per day
14th Lv may hibernate at will for years in form of a coloured rock monolith
18th Lv may plane shift per lv per day to the elemental planes

**Bard**
Bards are traveling messengers, entertainers and artists. They wander freely and many isolated xenophobes will tolerate bards more than other persons. A legendary magical
guitar is a desire of every bard, created in elder days magic. Bards are experts in ancient lore and various cunning tricks and feats. Various bards use different magic and work with other magicians. The may even act as holy folk in a tight place.

**Psychonian Guitar Hero Bard**
Rock and roll champion. These bad ass trouble makers roam the world from gig to gig, fornicating, shouting, ruining inn rooms and abusing alcohol or drugs. Despite this Psychonian teens love them and they tend to support freedom and sometimes get involved in political movements.

Sabre, Crossbow
Song Lore, Play Guitar, Listen, Seduce, Bluff, Drinking
Magic as per any class but Psionic bards common on Psychon

**Elf (Eldren, Eloi)**
Eldren were bred aeons ago by the gods to serve them in the stars and secret places of Psychon. Their numbers have dwindled but they are almost immortal. They are warriors and magicians but they cannot take punishment as well as a human warrior. Some Eldren have been bred as food slaves by the evil morlocks and are drugged and kept ignorant. They are so tasty Morlocks continue to herd eloi no matter the cost of race wars. Eldren are usually immersed in pleasure, study or artworks and many have failed to notice the decimation of their kind. No longer the favoured of the gods, eldren are doomed. Reproduction (not sex) is distasteful to most of them born nowadays are halfbreeds born outside secret citadels of Eldren. Some Eldren live wild and savage lives in the woods far from humans. Humans seem hasty and crude but eldren prefer them to other races. Some eldren live in open, unaware of their scarcity or their high value as slaves.

**Psychonian Eldren**
Typical eldren hidden in his secret citadel now a doomed wanderer
Sabre, Longbow, shuriken, dagger (all these for 2 slots as a group)Ancient Lore, God Lore, First Aid, Etiquette
Magic as per any class but Psionic bards common on psychon

**Psychonian Eloi**
Typical morlock herd beast kept in pleasure palace in life of ignorant bliss
Martial Punch, Double Punch (tend not to have access to weapons)
Eating, Drinking, Grooming, Etiquette
Magic as per any class but Psionic bards common on psychon

If eldren become alignment champions they get these additional benefits
Lv 3 cosmetic alteration such as horns, tail, halo, third eye, feathers for hair, hooves
Lv 5 second alteration as above plus tatoos, pointy nails or teeth, unusual scent, glowing eyes, metallic skin, antenna, scales
Lv 8 third alteration as above plus gain a minor outer plane follower such as an imp
Lv 10 functional wings fly at run speed – bat (evil), feathered (good) or insect (other)

**Dwarf (Morlock)**
Savage cannibal subterranean dwellers, who herd and enslave other races. Dwelling in ancient sub cities, some even serve great death machines remaining in abandoned human sub cities. Bred by gods to survive the apocalypses of the age of sorrow, they were made short, able to dwell in underground tunnels and survive biochemical horrors of the ancients. Cannibalism was an unfortunate trait some god thought made sense to survive. Morlocks have advanced technology, often using steampunk science or better. They
display their tech blatantly, unimpressed by magic. Most are rightfully suspicious of them, but some live with humans and restrain their vile tendencies if well fed. As horrid as they are they are still preferable to goblinoids and giants who morlocks wage war on constantly.

**Psychonian Morlock**
cannibalistic subterranean dwellers
Battle Axe, Mace, Spear, Crossbow (all these for 2 slots as a group)
Sneak, Hide, Mechanical Lore, Make Improvised Weapon

**Halfling (Halfmen)**
Halflings are kin of men, morlocks and eldren, bred by the gods to dwell in underground shelters in high density living. Very able to live hidden in their luxurious burrows for life, some choose to live with humans and in the open. While weaker than other races they make able assassins and destroy enemy leaders or other who trouble them on the quiet. Halflings in human towns are usually lower class but they still like to maintain tunnels to connect human style cottages. Halflings are renowned hedonists who gorge themselves on delicious food and vice, but less known is their ability to do without and survive where others wouldn't. Halflings are ignored by history and empire makers which suits them fine.

**Psychonian Half Man**
Short bow, Short Sword, Dagger (all get brawling and rock)
Sneak, Hide, Listen, Eat or Drink

**Tako (Octopus Men)**
Tako are intelligent octopus men who have immigrated en mass to the land. While some dwell in undersea kingdoms using found ancient tech, the surface dwellers are as adept with tech as any human. Able magicians also. Tako are not numerous enough for citadels of there own but many serve as mercenaries ans adventurers. Tako like humans, eldren and halflings but are wary of morlocks. Some men hate tako and associate them with evil. Fishermen accuse them of ruining nets and stealing wives. While no more evil than humans evil tako feel affinity for alien gods and various sea demons.

**Shaman**
Shamen are magicians who serve tribal persons mostly with their mental powers and ability to deal with spirits. They commune with various non corporeal beings like nature spirits, long dead ancestors and others. In civilized places they serve as spiritualists and exorcists. Shamanic doctrines are rote learned and taught personally to students with potential. Shaman are a great source of knowledge on local spirits and beings and worth speaking to on the matter.

**Psionicist**
Psionacists are magicians of the mind who have developed a systematic approach to mentalist magic without spirits like shamen. Can be confused with monks or wizards, psion schools teach meditation and train in mental and physical disciplines. In some places psions are dominant culturally. They acknowledge the gods as a force in the psionisphere but put mankind first. Lone psions often travel seeking new disciplines and skills not taught by home teachers or schools. Most people dont differetiate psions from other magic often calling them mind mages. Psions have been known to lead revolts against corrupt leaders of citadels. Some wage war with corrupt wizards and sorcerers. Psions come from all social classes and often teach literacy to common folk, believing human destiny requires minds of men rule rather than mucles of brutes or hidden power of gods.
Appearance

d12 Random Psychonian skin colour
The main point is to have skin colours from modern earth non existent. Metallic anodised metal colours possible. You can roll again for your blood colour.

1 Crimson (red, brick, maroon)
2 Magenta (rose, pink)
3 Cyan (sky, light blue)
4 Turquoise (sea, turquoise, aquamarine)
5 Yellow (gold)
6 Tangerine (orange, bronze)
7 Emerald (olive, forest)
8 Green (lime, light green)
9 Violet (Indigo, purple, lavender)
10 Lapis (dark blue, midnight, navy)
11 Roll 1d10 twice times or ivory (bone, pearl, shell, silver)
12 Roll 1d10 1d4+1 times or jet (grey, slate, steel)

d6 for Multiple coloured Psychonians
1 Stripes
2 Spots
3 Chamo or puzzle piece pattern
4 Piebald (random blotches)
5 Hair and skin coloured different
6 Subtle tonal variation

d12 Hair
1 No body hair
2 Little body hair
3-5 Average hair
6-7 Crazy natural freaky punk hair like a mohawk (roll an extra colour for highlights)
8-9 long hair and or beard
10 Peach fuzz all over
11 Thick curly hair all over
12 Thick fur all over (like a wookie)

Elves/Eldren and women can roll a d10 instead if they want

d12 Height
1 Abnormally short (4' human)
2-3 Short for type (5' human)
4-8 Average (6' human)
9-10 Tall (6'6" human)
11 Huge (7' human)
12 Giant (9' human)

Dwarf/Morlock -2'
Elf/Eldren +6" but only roll a d10
No mods for gender
**d12 Optional weird features**
only roll on this if you want to be a little bit freaky - no real benefits can roll up to 3 times

1 Tail (devil or various types)
2 Horns (one horn, two, cow, goat, deer)
3 Cat like eyes, reflective (other weird eyes like compound or chameleon or cyclops)
4 Scales (various sizes)
5 Long forked tongue (other weird tongue like frogs)
6 Edged Teeth (or fangs or rows of extra teeth or ruminant or none)
7 Tattooed all over (art, circuit diagrams, animal totems, ancestral deeds)
8 Webbed toes (or hooves or huge feet)
9 Different numbers or fingers and toes d6 1=2, 2=3, 3-4=4, 5=6, 6=7
10 Antenna (elfy or insectoid or moth)
11 Huge pointy ears (elfy, bat, lizard)
12 Reproductive anomaly (spectacular genitals, extra breasts, lay eggs, hermaphrodite)

**Growing up Psychonian**
**Starting for Natives:**

**d100 Starting as Psychonian**
1-7 Raised with own people but lost as adult
8-12 Raised by other different people to your own
13 Raised by monster
14 Raised by a god in a hidden palace
15 Raised by aliens in secret base or sky chariot
16 Raised by talking animals in forest
17 Raised by gang in a citadel slumb
18 Raised by monk or monastery
19 Raised by priest or temple
20 Raised by mutants in the wastelands
21 Raised by wizard as servant in a tower
22 Raised by sorcerer cult as servant in a pleasure dome
23-24 Raised by cultists in secret cave or ruin or sewer
25 Raised by slavers in captivity
26 Raised as food by morlocks in underground complex
27 Raised by goblinoids in cave
28 Raised by half men in burrow or cottage
29 Raised by goat men in forest
30 Raised by travelling merchants on the road
31 Raised by barbarians on warpath
32 Raised by nomad hunters in wilds
33 Raised by robots or androids in bunker
34 Raised by cavemen in cave
35-37 Raised self in citadel slum
38-40 Raised self as feral in wilderness
41-45 Raised with own people but saw them all killed by raiders
46-50 Raised with own people but saw them all enslaved and scattered
46-50 Raised with own people but saw them all killed by disaster
51 Raised with own people but saw your home hex recycled by gods
52 Raised with own people but they have had history changed by gods, nobody remembers you
53 Cant remember real past, god over wrote your past
54 Decantered from from clone vat in vault, no memories
55 Thawed from extreme past, everyone you know long dead
56 Gods changed your skin colour and or race alienating your kin
57 Raised with own people but saw them all killed by plague
58 Raised with own people but saw them all go mad and die
59 Raised with own people but saw them all affected by shared halucination without you
60 Raised with own people but saw them all killed by monsters
61 Decantered from from clone vat, aware you are copy of high level leader
62 Decantered from from clone vat, no memories
63 Raised by other planar beings on other dimension
64 Raised by degenerate minions of elder gods in cave or temple or basement
65 Raised by Psion teacher or school
66 Raised by shaman as servant in wilds
67 Raised by undead in crypt or vault
68 Raised by Tako under the sea dome
69 Raised by mongrelmen in toxic ruins
70 Raised by fishmen near water
71 Raised by bat men in a cave
72 Bred by serpent men as sacrifice and lab rat
73 Ancient criopod opened, Psychonian phenomena erased memories, changed race
74 Ancient escape pod from space crashed, Psychonian phenomena erased memories, changed race
75 Raised with own people but outcast for a crime or breaking taboo or love gone wrong
76 Wandering world since teen vision of one true love in distant land
77 Air nomads raised you and took you far and wide
78 Raised in sky citadel folk who raided the surface and left you behind long ago
79 Raised by rat men in ancient sewer
80 Raised by dog men mercenary tribe
81 Raised by stag men in woods
82 Raised by bird men on floating island
83 Created spontaneously as adult by a god as experiment
84 Created spontaneously as adult by a god for secret mission
85 Time traveller, altered by Psychonian phenomena but memories partly intact
86 Raised by spider folk in cave
87 Raised by reptile men in a swamp
88 Raised by fire newt men in volcano
89 Raised by doppelgangers in secret citadel chambers
90 Raised as privileged city dweller till out caste by coup
91 Resurrected from mummified corpse, loved ones long vanished
92 Left home to seek adventure and excitement
93 Left home long ago to follow lover who abandoned you
94 Kidnapped by press gang and raised by mercenaries
95 Teleported by gods far from home for unrevealed reasons
96 Hatched as adult from egg
97 Grew from pod plant as copy of other person
98 Raised by swine men as house servant
99 Raised by exotic beast men as own
100 Roll twice and try to fit stories together
Starting for Outsiders:

**d100 Ancient Stock Humans**
Humans of non Psychonian origin are found occasionally but the jealous gods transform them mind and body over a few days (CON save per day) into typical coloured human of the sacred colour types of Psychon. Once converted can speak Psychonian common. Native Psychonians repulsed by ancients stock. A person from ancient world may learn (retain) ancient languages. Memories often flawed. Adults with memories can be created instantly by gods and other forces.

01-5 Astronaut crashed been in hypersleep and returned overdue from mission
6-10 Astronaut from distant colony or space habitat on mission to "Earth"
11-15 Cryopod awakened ancient from the final war
16-20 Cryopod awakened ancient resurrected from frozen 21st C corpse
21-25 Cryopod awakened ancient clone
26-30 Cryopod awakened ancient frozen in medical emergency
31-35 Cryopod awakened ancient contaminated by necrovirus - undead if killed
36-40 Cryopod awakened in ancient survivalist bunker
41-50 Vault dweller escaped from bunker
51-52 Time traveller - experiment gone wrong
53-55 Time traveller - accidental sucked into vortex like Bermuda triangle
56 Time traveller - from pre 20th century sent by spell or curse
57-60 Time traveller - found ancient gate in ruins
61-65 Time traveller - experimented with strange drug
66 Cosmic balance selected you as champion sent through time and space
67-70 Raised in bubble by robots
71-75 Raised in greenhouse by wizard
76-80 Crawled out of a pod plant with ancient memories of normal life
81-85 Alien saucer returned you after an age in space back to "Earth"
86-90 Morlocks bred you as accidental throwback, kept sealed in vault till recently
91 Recreated from past by troublesome god for a lark
92 Spacegod masters sent you here to study effects of Psychon on your DNA
93-97 Raised by a god in isolated habitat just escaped
98-99 Teleporter accident brought you hear from space habitat or past
100 Created by accidental anomaly while a hex terraformed

**Optional Starts for party**

**Start one: Starship Astra**
A crew has been sent from a distant colony to lost Earth. Nobody knows what happened on Earth but radio signals are a confused mess and often include encrypted hostile viruses of multiple types. Astra has been shielded and crew trained to explore potentially hazardous enigma of the homeworld.

The dart shaped vessel with mostly frozen crew has been awakening on shifts. One other vessel heading earthward but larger was destroyed two days ago but it was larger and not equipped for stealth. Other anomalies have been detected in system including a ruined asteroid hab was passed on the way in.

Closer in saw Earth bathed in weird auroras and covered in a surreal patchwork of coloured hexes. Strange radio chatter from orbital AIs was heard before systems on board
began to be effected despite the ship and its AI: CORKY (Computational Organism for Research Keyed to Yellow clearance hazard) being designed to resist cyber assaults. Theorised nanoid around Earth cloud has attached hostile nanoids to ship for physical breach of defence systems.

Ship is going down, CORKY chosen a wet landing base due to total absence of landing strips on earth. Systems failing, attempting to revive crew as life support tech being disrupted.

Ship lands roughly in sea, calm yellow water with darker green tinge below over blue sand. Land visible. Saw fish and even a trilobite, supposed extinct for millions of years. Colourful seabirds swarm around ship. Many frozen crew dead. Most computer based tech dead or dying. A notable exemption in defensive lasers, stunners and a military laser pistol. Solar recharger, some medical supplies without smart tech. One crewman using an atomic torch/welder has fashioned some crude archaic weapons from the hull metal. Radios mostly non functional except some strange languages chattering. Nobody seems to understand our colonial Anglic or any other language our survivors know. Eventually radio dies. The Astra is taking on water.

Surviving crew take a life raft and head for shore.

**Players:**
Start as zero level specialists d4HP of soldiers d6HP
Choose mission specialties for ship crew and ranks
Select some basic salvage

**Stuff to do:**
Survive, get to shore - some high tech survival equipment works
Fight giant sea scorpion, crab or marine dinosaur
Detect a radio anomaly down coast
Find a gigantic sand castle 4 stories high (is it a ruined theme park or something)
If approached a giant crab comes out and attacks
Inside more giant sea creatures guarding an atomic power cell
Will meet hostile humanoids eventually before driven to a new hex while crew one by one fail CON save and become altered to Psychonians.

Planet of the Apes a good example of this

**Start two: Rock and roll Mystery Tour**
Its 1973 The band has been on tour in Latin America and heading to Bermuda in a small passenger plane. A weird storm brews up from nowhere tossing the plane badly. The pilot climbs higher trying to get over the storm. The higher the plane climbs the weirder things get. Coloured auroras, sheets of rainbow lightning, teeth and hair feel on edge and passengers panic. A flash of lightning dazzles everyone and storm is gone. The plane is over a strange golden desert with magenta mountains in the distance. The engines stop and everyone braces for a crash.

The plane tumbles, breaks and everybody in knocked out. When start to awake and count living and injured among smouldering wreck everyone asks where are they.

**Players:**
Start as zero level specialists d4HP of soldiers d6HP
Choose band name and instruments for players
Select some basic salvage

Stuff to do:
Help injured
Salvage first aid kits, possibly a pistol or two, flare pistol, blankets, water, booze
Find water
Something that looks like water is a killer ooze
A wandering blue skinned ghoul comes first night
Some weird deaths caused by alien creatures should thin survivors
A native red man hunter with stone axe tries to help but nobody understands him
Some passengers are annoying, dangerous and selfish leading to deaths
As group converted hunter can communicate and explains this is a death land
Party move to somewhere safer with real water not killer slime

Other Starts (or for new enemies)
Party of Nazi saucer or U-boat crew on mission to hollow earth
Japanese WW2 Sub
Hollow earth expedition from 1900
Gate in a ancient Hindu temple surrounded by angry natives
A time tunnel project from 1965 Washington
A ship lost in a storm meant to be a three hour tour
Suggestion on blog was 1960s Pharmacy student hippies trying a weird plant drug
A Lovecraftian drug like the plutonian drug or space mead might transport users
Long lost cosmonaut lander module from 60s
Sailing ship crew from pre 1900 (pirates or viking long boat anyone?)

Languages on Psychon
Most incapable of speaking ancient language due to mindhacking nanites. Some find (when levelling up) new languages spring into their brains complete. Written and spoken learnt separately. Only monks, priests, eldren, psionicicts and wizards can learn any written initially. One slot is spoken usually and another for read and write.

Common
Is standard language used by all written and spoken, most illiterate - all Psychonians speak this

Alignment Languages
Alignment languages used by otherworldly beings mostly know only by wizards, written and spoken. Alignment is imposed by gods - it is not fair and is about starting fights not finishing them.

Ancient Languages
or just Ancient will do for English, mostly only known by magicians or off-worlders, written and spoken.

Beast Men Languages
Various beast men have own written tongues - goat men, bat men, lizard men, etc. Only some have written versions if settled and advanced enough, but ruins may contain traces.

Goblinoid Languages
Written and spoken exist but most illiterate include kobold, goblin, hobgoblin, orc, bugbear
**Eldren, Morlock, Halfmen Languages**
Have own languages Written and spoken - eloi speak eldren or morlock depending on how long they have been morlock cattle.

**Other Monsters**
Dragon, ogre, troll and many more available with written being rare

**Machine Languages**
Most active machines speak ancient and common

**WP or NWP on Psychon**
When converted to psychonian may adopt standard fantasy NWP but some "ancient" skills might be kept for colour and amusement like pilot starship. Some psychonian versions might know as computer lore or robot lore for ancient knowledge skills. These would be rare and mostly for magicians. Exotic tech harder to learn once in game world without a teacher of some kind.

A WP in handgun, long arm, heavy weapon, gunnery might be handy to fire some weapons

A NWP in energy weapons or black powder weapons would let you maintain, repair, reload and understand weapons better

My gamma world list Might be useful
one player wanted a improvise shelter skill that saved party again and again
Part 6: Equipment
Many fire arms unique and when ammo gone are probably useless. Even rechargeable ones wear down and a jealous god might just ruin it from orbit without any trace. Cash is measured to more of a standard based on food and metal. Values vary from hex to hex. Only citadels use currency and most dont allow it to leave.

Starting Equipment
Everyone gets to pick light armour, a small sheild, any weapon you are skilled with, roll for a basic potion and item. Everyone starts with 1d6 days food, two days water.

d12 Potion
1d6 doses
1 Holy Water
2 Healing 1d8
3 Growth 10 minutes
4 Shrink 10 minutes
5 Breathe water, 1 hour
6 Strength +1d4, 10 minutes
7 Neutralise poison
8 Neutralise disease
9 Commune with otherworldly being one hour trip
10 Detect magic 10 minutes
11 Protection from evil 10 minutes
12 +2 AC 10 minutes

d8 Potion forms
Holy Water always in liquid potion form
1 Inhalant - powder, 1 round to inhale, snuffbox
2 Ointment - 1d3 rounds to use, jar or tin
3 Injected - 1d3 rounds to use, syringe and bottle
4 Smokable herb or resin - 1d3 rounds to use, pipe and herbs
5 Pill - 1d3 rounds to use, tin or bottle
6 Edible - 1d3 rounds to ingest, bag or tin
7 Eyedrops - 1 round to use, bottle
8 Drink - 1 round to use, bottle
forbidden art of buttchugging potions might add a d4 extra rounds effect for drinkable versions, but make CON save or poisoned - frowned on by proper adventurers

d12 items
1 A +1 weapon
2 A +1 armour
3 Extra stash of potion
4 Pet or mount
5 +1 saving throw charm as jewellery or ring
6 Gas mask or binoculars or filter canteen or space blanket
7 Electronic device - radio, gps (need to update in new hexes), rad scanner, toy
8 Explosives 1d6 basic black powder grenades with lit fuse or 1d2 advanced grenades
9 Rare missile weapon (crossbow, flintlock pistol, musket, derringer revolver 1d4)
10 Advanced missile weapon (light laser, medium revolver 2d4)
11 Medium armour chain +5
12 Heavy platemail armour +7

**Equiptment Available**
Have provided table to roll npc loot

d100 Armour
01-60 Light Armour
61-80 Medium Armour
81-90 Heavy Armour
91-100 Tech Armour

d12 Light Armour
1-3 Hero Harness +1 (to any light armour) covers shoulders and joints and not much else, includes lots of places to strap weapons and stuff.
4-6 Arm and Leg Bracers +1 (to any light armour)
7-9 Leathers, Soft Hide, quilted cotton fibre +1
10-11 Hard leather (carbouli) or tough hide +2
12 Studded leather, Leather scale +3
1in3 has Light Cap +1 (to any light armour)

d12 Medium Armour
1-4 Ringmail +4
4-8 Metal Scale +4
9-10 Chainmail +5
11-12 Chest plate +4 (can add to +1 light armours)
1in4 has Helm +1 (to any armour -2 sense skills)

d12 Heavy Armour
1-7 Plate Mail +6
8-11 Full Plate +7
12 Gothic Plate +8
1in6 has Full Helm +2 (to any armour -2 sense skills)

d12 Tech Armour
1-4 Ballistic Vest +4 vs bullets only
5 Mutant Plant Fibre +4
6-7 Riot Armour +5
8-9 Reactive Vest +6
10-11 Combat Dress +7
12 Scout power armour +10 120 hours operation, +30m jump pack, scanner, stealth
1in4 High Threat Helmet +1 with radio, gasmask, camera
or in no then
1in6 Advanced combat helmet +2 with HUD, binoculars, 30m air supply, vid link, laser range finder

d100 Melee Weapons
01-10 Knife 1d3
11-18 Dagger 1d4
19-20 Cestus/Brass knuckles/claws
21-25 Sickle 1d4+1
26-30 Shortsword 1d6
31-39 Club 1d6
40 Chain 1d6
41-45 Hatchet 1d4
56-50 Hand Axe 1d6
51-55 Javelin 1d6
56-60 Staff 1d6+1
61 Hand flail/nunchucks 1d6
62 Ball and chain 1d6+1
63 War flail 2d4
64-73 Spear 1d8
74 War claws/katar 1d6
75-80 Sword 1d8
81-85 Mace 1d8
86-90 Battleaxe 1d8
91 2-handed great sword 1d10
92 2-handed great axe 1d10
93 2-handed great maul 1d10
94 2-handed great flail 1d10
95-98 2-handed polearm 1d10
99 2-handed great spear 1d10
100 Roll ancient melee weapon table

Feel free to describe exotic shaped blades, serrated edges, even combination weapons like sickle+chain. Exotic martial art weapons plausible too.

**D100 Ancient Melee Weapons**

01-02 Stun Knux (or gloves) 1d3+ CON save or 1d6 rounds stun 10 minute cell (1d10 rounds left)
03-13 Stun Baton 1d6+ CON save or 1d6 rounds stun 10 minute cell (1d10 rounds left)
14-15 Impact Baton 1d6+1d6 dam captive bolt 10 minute cell (1d10 rounds left)
16-17 Folding Staff 1d8 folds from 1 foot to six
18-27 High Quality knife +1
28-32 High Quality dagger +1
33-37 High Quality short sword +1
38-42 High Quality long sword +1
43-45 Crystal knife +2
46-47 Crystal dagger +2
48-49 Crystal short sword +2
50-51 Crystal long sword +2
51 Monoblade knife +3
52 Monoblade dagger +3
53 Monoblade short sword +3
54 Monoblade long sword +3
55 Force knife 3d6 10 minute cell (1d10 rounds left)
56 Force sword 4d8 10 minute cell (1d10 rounds left)
57 Energy Mace 10d6 10 minute cell (1d10 rounds left)
58-60 Chainsword 1d8+3+1d610 minute cell (1d10 rounds left)
61 Vibroknife 1d3+1d4 10 minute cell (1d10 rounds left)
62 Vibro shortsword 1d6+1d4 10 minute cell (1d10 rounds left)
63 Vibroblade 1d8+1d6 10 minute cell (1d10 rounds left)
64 Vibrosear 1d8+1d6 10 minute cell (1d10 rounds left)
65 Hydrogen Lance 3d8 10 minute cell (1d10 rounds left)
66 Hydrogen Short Sword 3d6 10 minute cell (1d10 rounds left)
67-71 High Quality truncheon 1d6 +1
72-76 High Quality hatchet 1d4 +1
77-81 High Quality fire axe 1d8 +1
81-85 High quality chain 1d6 +1
86-87 Folding Baton grows from 6 inches to 3 foot long
88-89 Shock Baton 1d6+1d6 10 minute cell (1d10 rounds left)
90-91 Shock Knucks 1d3+1d6 10 minute cell (1d10 rounds left)
92 Memory plastic knife 1d3 but disguised as jewellery
93 Memory plastic weapon turn into truncheon, short sword. hand axe or belt
94 Sonic Knife 3d3 10 minute cell (1d10 rounds left)
95 Sonic Short Sword 3d6 10 minute cell (1d10 rounds left)
96 Death Rod CON save or dying (first aid to save with cpr) 10 minute cell (1d10 rounds left) Memory metal universal weapon – turn into any melee weapon +1
97 Chain Dagger 1d6+3+1d3 10 minute cell (1d10 rounds left)
98 Sonic Axe 3d8 10 minute cell (1d10 rounds left)
98 Force Axe 4d8 10 minute cell (1d10 rounds left)
100 Force Halberd 5d8 10 minute cell (1d10 rounds left)

**d100 Missile Weapons**
01-07 Sling 1d4 stone +1 if lead slug rate 1 Base Range = 50
08 Lasso entangle only base range = STR
9-13 Dart 1d3 rate 1 base range = STR rate 3
14-15 Whip 1d3 rate 1 max range = 10ft entangles if roll+4 higher than hit required
16-22 Javelin 1d6 rate 2 base range = STRx2
23-25 Shuriken 1d3 base range = STR rate 3 Base Range STR
26-30 Knife 1d3 base range = STR rate 3 Base Range STR
31 Chain 1d6 1d6 rate 1 base range = STR entangles if roll+4 higher than hit required
32-40 Throwing Stick d4 rate 2 base range = STR
41-45 Dagger 1d4 rate 2 base range = STR
46-50 Hatchet 1d4 rate 2 base range = STR
51-52 Bola 1d4 rate 1 base range = STR entangles if roll+4 higher than hit required
53-56 Hand Axe 1d6 rate 1 base range = STR
56-70 Throwing club 1d6 rate 1 base range = STR
71-72 Chakra 1d6 rate 2 base range = STR
73-75 Spear 1d8 rate 1 base range = STR
76-80 Rock 1d3 rate 3 base range = STR
81-85 Short bow 1d6 rate 2 base range = 50
86 Long Bow 1d8 rate 2 base range = 100
87 Composite Bow 1d8 rate 2 base range = 75
88 Crossbow Pistol base range = 10
89-94 Light Crossbow 1d6+1 rate 1 base range = 50
95 Light Crossbow Repeating 1d6 rate 2 clip of 10 base range = 40
96 Medium Crossbow 2d4 rate 1/2 base range = 65
97 Heavy Crossbow 1d10 rate 1/3 base range = 85
98-100 Roll ancient missile weapon table

**d100 Ancient Missile Weapons**
01 Stun Whip 1d6+ CON save or 1d6 rounds stun Range 10foot
02 Shock Whip 1d3+1d6 Range 10foot
03-08 Light 17th C Flintlock Pistol 1d4 rate 1/2 rounds one shot Base Range 5
09-13 Medium 17th C Flintlock Pistol 2d4 rate 1/2 rounds one shot Base Range 5
14-18 Heavy 17th C Flintlock Pistol 3d4 rate 1/2 rounds one shot Base Range 10
19-23 Light 20th C revolver pistol 1d4 shoot 2/round 6 shots Base Range 5
24-28 Medium 20th C revolver pistol 2d4 shoot 2/round 6 shots Base Range 10
29-32 Heavy 20th C revolver pistol 3d4 shoot 2/round 6 shots Base Range 10
33-37 Light 20th C automatic pistol 1d4 shoot 2/round 12 shots (or 1d6+6) Base Range 10
38-42 Medium 20th C automatic pistol 2d4 shoot 2/round 20 shots (or 1d10+10) Base Range 10
43-46 Heavy 20th C automatic pistol 3d4 shoot 2/round 10 shots (or 1d10+6) Base Range 10
47-50 Flare Pistol 2d6 flare (1d4 fire dam for 1d6 rounds) or 3d6 buckshot or 2d6 slug 1 shot Base Range 10
51-53 Disposable Laser Pistol 2d6 one or six shot disposables Base Range 10
54-55 Defence Laser Pistol 2d6+2 10 shot cell Base Range 20
56-57 Military Laser Pistol 5d6 10 shots one cell Base Range 30
58 Sonic Blaster 5d8 8 shots 2 cells Base Range 10
59 Death Ray Pistol CON save or Die, require cpr from first aid or healing Base Range 10
60-61 Stun Ray Pistol CON save or pass out for 2d6 rounds Base Range 20
62 Needler Pistol Silent 1pt damage narc rounds or d4 flechette (CON Save or toxin paralyses, other narc rounds available), radio locator rounds 0 damage, 2 shots/round (special model can fire burst of 20) Shots pocket model 10, security model 30, special model 100, Base Range 20
63-64 Light SMG/Machine Pistol with folding stock 1d4 or up to 20 shot burst 20 or 40 shots Base Range 10
65-66 Medium SMG/Machine Pistol with folding stock 2d4 or up to 20 shot burst Base 20 or 40 shots Base range 20
67-68 Heavy SMG/Machine Pistol with folding stock 3d4 or up to 20 shot burst Base 20 or 40 shots Base range 20
69 Needler Rifle Silent 1pt damage narc rounds or 2d4 flechette (CON Save or toxin paralyses, other narc rounds available -2 with rifle), radio locator rounds 0 damage, 2 shots/round (special model can fire burst of 10) survival carbine 20 shots range 75, security needle rifle 100 shots 400 range, special model 500 shots range 150
70-71 Matchlock musket rate 1/3 rounds 2d6 1 shot Base Range 30
72 Arquebus matchlock with stand rate 1/4 rounds 3d6 1 shot Base Range 40
73-74 Flintlock Rifle rate 1/2 2d6 one shot Range 50
75 Light Hunting Rifle 1d6 Rate 2 Shots 1/4/10/20 (various models) Base Range 100
76 Medium Hunting Rifle 2d6 Rate 2 Shots 1/4/10/20 (various models) Base Range 125
77 Heavy Hunting Rifle 3d6 Rate 2 Shots 1 or 2 (some double barrelled) Base Range 250
78 Light Military Rifle 1d6 Rate 2 or 10 burst Shots 20/40/60 (various models) Base Range 80
79 Medium Military Rifle 2d6 Rate 2 Shots 1/4/10/20 (various models) Base Range 100
80 Heavy Military Rifle 3d6 Rate 2 Shots 6 Base Range 500
81 Double Barrelled Shotgun 3d6/2d6/1d6 shot, reduces dam with range but at medium hit 1d3 adjacent targets 1d4 at long range or 2d6 slug rate 2, 2 shots base range 10 or 50 slug (no scatter mods) sawn off models max range or 10 with d4 scatter
82 Pump Shotgun 3d6/2d6/1d6 shot, reduces dam with range but at medium hit 1d3 adjacent targets 1d4 at long or 2d6 slug rate 2 or burst 10, 10/20 shots, base range 10 or 50 slug (no scatter mods)
83 Combat Shotgun 3d6/2d6/1d6 shot, reduces dam with range but at medium hit 1d3 adjacent targets 1d4 at long range 2, 6 shots, base range 10 or 50 slug (no scatter mods)
84-85 Disposable Laser rifle 2d6 one or six shot disposables base Base Range 150
86 Defence Laser rifle 3d6+3 rate 2, 10 shot base range 1000
87 Military Laser rifle 7d6 rate 2, 10 shots one cell Base range 2000
88 Sonic Blaster rifle 7d8 rate 2, 8 shots 2 cells Base range 50
89 Death Ray CON save or Die rate 2, 6 shots, Base range 50
90 Stun Ray CON save or pass out 2d10 rounds, rate 2, 10 shots, Base range 100
91 Smart pistol 2d6+2 rocket projectile no range penalties rate 2, 10 shots, Base Range 20 (explosive, narco, AP, Incendiary, gas, shock, stun and other weird ammo types)
92 Variable smart pistol as above but can voice select one of 6 shots in chamber
92 Smart rifle 3d6+3 rocket projectile no range penalties rate 2, 20 shots, Base Range 20 (explosive, narco, AP, Incendiary, gas, shock, stun and other weird ammo types)
93 Variable smart rifle, as above but assembles ammo for task from nanofactory, enough parts for 30 shots each magazine
94 Web gun STR save or trapped for one hour, rate 2, shots 10, base range 25 - ignore armour
95 Grenade Launcher rate 2, shots 6 or 10, base range 40 some mounted on rifle
96 Advanced Grenade Launcher rate 2, shots 10 or 20, base range 100 - can set to air burst a set range, laser range finder, night scope inbuilt
97 Flame Pistol 2d6 rate 1, affect one man size target, shots 1 or 6 with beltpack, Base Range 5
98 Flamer 3d6 rate 1, affect 1d3 adjacent man size targets, shots 6 or 20 with backpack, Base Range 10
99 Flame Thrower 4d6 rate 1, affect 1d6 adjacent man size targets, shots 7 with beltpack, Base Range 20
100 Plasma Gun 8d8 rate 1 (older models rate 1/2), shots 6 (older models 1), Base Range

### d100 Grenades and explosives

Usually 1d3 of arch type rolled
up to 63 need a lit fuse or hot coals to start
01-05 Black powder grenade 2d6 2 yards radius 1lb
06-08 Disorder keg 3d6 4 yards radius 4lb
09-12 Black powder mine 2d6 2 yards radius 4lb
13-14 Aquatic black powder mine 3d6 4 yards radius 8lb
15-20 Irritant gas bomb CON Save or -5 sense rolls, -2 most actions or fight 1lb
21-23 Vomit gas bomb CON Save or spend 1d4 rounds vomiting and or moving away 1lb
24-34 Oil Potion 2d4damage +1d4 for1d4 rounds 1lb
35-44 Holy Water 2d4damage +1d4 for1d4 rounds if undead or unholy 1lb
45 Holy Oil 3d4 damage +1d6 for1d6 rounds if undead or unholy other wise as oil ilb
46 Web pod (from a plant) 3foot radius STR save per round till escape, no fuse but handle with care 1lb
47-50 Fog bomb radius grows by 3 per round for 1d6 rounds harmless funny tasting fog 2lb
51-54 Smoke bomb 3 radius, CON save or -2 all actions, if fail 2 times must flee 1lb
55-57 Smoke mine 12 radius, CON save or -2 all actions, if fail 2 times must flee 2lb
58 Psychadelic gas 3 radius, CON save or confusion while in vloud + 1d6 rounds outside 1lb
59-63 Dynamite 1d6 1m radius per stick maximum, additional sticks only add half damage after this 1/2lb
64-68 Frag grenade 5d6 1lb
69-70 Chem grenade 8d6 1lb
71 Poison gas grenade 3 radius CON save or poison effects 1lb
72 Bioplague grenade 3 radius CON save or stats halved for 24 hours, save again then or die 1lb
73-75 Fear gas grenade 3mr CON save or 3d6 rounds fear 1lb
76-78 Psych gas grenade 3mr CON save or confused +3d6 rounds rounds after leaving
cloud 1lb
79-80 Wire grenade 3 radius or razor wire filaments 2d6 to cross 1lb
81-83 Plastic Flechette grenade 3d6 subtract AC from armour, doesn’t breach hulls 1lb
84-86 Incendiary grenade 3 radius 3d6 plus 1d4 fire for 1d6 rounds 1lb
87-90 Smoke grenade 6 radius CON save or -2 all actions, if fail 2 times must flee 1lb
91 Shaped Charge 5d6 ignores armour if placed or fired from launcher 1lb
92 Small Damage Pack 6 radius 6d6 4lb
93 Large Damage Pack 12 radius 8d6 8lb
94 Tear gas grenade 3 radius CON Save or -5 sense rolls, -2 most actions or fight, till leave area and round after, + morale check or WIS save or flee from cloud 1lb
95 Tranq gas grenade 3 radius CON save or pass out for 1d3 10 minute turns
96 Rocket 3 radius 5d6 damage (1in6 some varied ammo types) one shot tube base range 50 2lb
97 Micromissile 9 radius 8d6 damage (1in6 some varied ammo types) one shot tube base range 1km (1in6 smart missiles no range mods) 8lb
98 Shock grenade 3 radius 3d6 damage CON save or stun and full damage, save halves and resists stun 1lb
99 Energy grenade 3 radius plasma ball contained in feild 10d6 1lb
100 Death field grenade 3 radius CON or die unless in battlesuit or space suit 1lb

Instruments
Bongo Drums with sling, Bass Drum with sling, Kettle Marching Drum with sling, Moog Taurus - a 13-note pedal powered keyboard played by the feet fom early 70s, Acoustic Guitar, Mouth organ, Trumpet, Piano Accordion, Flute, Pan Pipes, Harp, Korg 5000 Music box, Hydrogen Cell Powered electric guitar with built in amp (bass available too), portable keyboard with sling, battery powered turntable with sling and 3d10LPs, portable 8 track cassette deck, ghetto blaster with tape and radio, ipod

First Aid
First Aid Skill heals 1pt after a fight with success
Healing Skill heals 1d3 after a fight with success

Primitive first aid kit - bandages, needle, thread, one use
Ancient first aid kit - sterile pre packaged, painkillers, 10 uses
Churgeon’s Bag - needed for healing, 6 uses
Doctors Bag - needed for healing, 20 uses
Medifoam Spray 1d4 with 6 applications
Organ bugs - living bugs that can replace a damaged organ heal 2d6 once, come in mini cryopacks or some wild ones but they replace only one type of organ or attach selves to poor animals
Healing Fungus - fungus seals would and repairs organs on a 1in6 turn person into fungal humanoid forever
Part 7: Encounters

d100 Science and Sorcery Encounters
These are meant to mix magic and science up more to show possibilities of both on Planet Psychon.

1 Orcs with cyborg parts led by 60% conversion with a sonic blaster for a hand
2 Goblin gang with leader shaman and elites with a rocket launcher send in weak cripples from afar to threaten or asses potential enemies
3 Bugbear with a double barrelled shotgun and gallon jug of moonshine
4 Hobgoblins in strange neat black uniforms with muskets led by swastika clad evil wizard
5 Kobolds lay a mine field over area then hide in hidden holes with crossbows
6 Kobold with vest of dynamite charges with odd grimace and lit fuse
7 Orc running at party with mine while rest with muskets and huge crossbows support
8 A former vending machine now preaches the god Kernu and seeks allies to recover data from ancient radio tower, he hope on getting upgrade if he is good
9 A forestry robot with his friend a Druid fly over the forest looking tor evil or lost travellers
10 A library robot wizard with his cat familiar have been driven from their tower by morlocks and need help
11 A pleasure android sorcerer and her mutant follower seek her sisters to free from slavery
12 A jukebox borg acts like a bard follows heroes, mixes new songs about them with video clips and broadcasts
13 A group of techno monks with a servoborg brother among them on a pilgrimage
14 A warrior android hero who tries to pass as human and be a hero
15 A doppelganger pretends to be awakened ancient scientist or astronaut to join party, will change to a normal psychonian at some point to bond further with party, uses esp to make close friends
16 A methane fuelled sewer bot with a foul mouth and cockney accent offers to be your guide, uncontrollable pick pocket but kinda helpful scoundrel
17 Warlock humanoid robot warrior wizard with evil blade seeks to serve true chaos
18 A priest with a worker android and a shock staff roam wasteland looking for needy to help and evil to kill
19 Paladin in gold power armour riding genetically enhanced super horse ally seek evil knight in area
20 A black armoured cyborg knight riding a hideous giant mutant beetle looking for innocents to kill and torture
21 Zombies pretend to be sick humans, surprise attack and try to infect helpers
22 A beastman with a flail and a pistol riding a skycycle looking for adventure
23 A unicorn beastman healer sells his magical d4 healing dungen to needy, guarded by degenerate evil goat men who obey him
24 Ghoul with ancient military uniform and automatic rifle
25 Ghoul cop with helm and truncheon eats major lawbreakers or just tastes for lesser crimes
25 Zombie business man follows party looking for a job
26 Assassin with sniper rifle and elf cloak
27 Wizard and guards from great citadel fly over to talk in air car
28 A crumbling temple with a flickering viewscreen is a weak god everyone else has forgotten, he just needs a new antenna tower and would be grateful
29 A golem fighting zombies with a chainsword or power axe
30 A priest is attempting to convert a gaggle of messenger drones to the god Colossus
31 Robots are crucifying a bearded man who seems to want them to do this, he is a preacher of lost ancient cult, says all a mistake
32 A robot owl tries to befriend a wizard, also documenting party for a goddess
33 A thinker android wishes to argue magic impossible to party spellcasters, will travel and fight with party while seeking truth
34 A android demon from a theme park exhibit hates his appearance and kills and mutilates humans in revenge at being made a monster
35 Skullron a cyborg undead wizard with his zombie forces are offended by living
36 An anklosaurus with cyborg missile launchers battling a dragon in distance, smoke hides the outcome
37 A wight business man attacks living while feebly screaming into his phone
38 A spacecraft from moon crashes, ancient man saved, is a werewolf, unaccustomed to being human, at night he is a monster, immune to standard Psychonian transformations
39 A gargoyl with a wand of darkness and a motion detector with headphone setliving in a gothic ruin
40 A kobold riding on a Psychonian rust monster (or related critter) demands tribute in his adorable little hat
41 A cyberchimera with 4 robot tentacles, a 6 shot grenaide launching goat head, a lion head with a 7 shot flamer mouth and a snake with 10 shot laser pistol eyes. Needs to eat biofuel and rest 24 hours to recharge shots, robotic legs very fast and armoured
42 Mongrel men being herded by wizard with a shock staff to market
43 Ghost hunting robot has never seen one, melancholic and despondent at failure
44 Giant lizard with laser mounted in bipod on saddle with mutant rider
45 Robot sheriff hassles party with human deputies: "I hear you has lotsa unsolved crimes from that direction"
46 Android wizard wanabee kicked out of wizard school for being a fake, sadly moping along
47 Wight wizard with force dagger and hover board seeks a good living body to swap with
48 Remains of giant robot knight and mecha dragon strewn over battlefield, goblins gather the bits to rebuild
49 A gang of morlocks on motorbikes in gang leathers
50 An Eldren in a space suit wandering around puzzled without memories except spells
51 A gang of colourful gnomes with muskets torturing a robot or android
52 A tako octopus man riding a tiny sky saucer, drops in low asking for directions to any citadels
53 A huge lapis gateway guarded by a eldren with a flamelance (laser rifle), awaiting his race to return from stars
54 A morlock with a power fist with 2 shot micro rockets (4 more spare) has 2 eloi slaves, one he plans to eat soon
55 A teenage wizard tampering with ruined cyborging shop, if unchecked he chases them later as a killer cyborg
56 An attractive sorceress with a race of savage bunnymen minions, the follow her as she wields holy power mace (not much juice left), she wants guests and intrigue
57 A morlock forge accepts traders as visitors, working on enchanting ancient weapons with magic, seek strange ingredients in return for enchantments
58 Cyborg ghoul military unit with bayonets attack in tattered uniforms looking for meat and power cells
59 Salamanders block your path and demand atomic fuel cell cores for passage or any radioactives will do
60 Priest in ruin talking to his god, a damaged WMD artificial intelligence who cant set
himself off because he was hacked. Mission was to kill a great horror at the end times.

61 A druid with a great AI iedelon stone, controls a tribe of eloi in paradise, some might object

62 Mutants with pet displacer beast battle eldren with blink dogs

63 Cyborg beholder badly wounded tries to bully party to repair and serve it

64 Wyvern with cyborg orc hero with rifle stalks party

65 Minotaur with flamer

66 Eldren children using a dying freeze ray rifle to make snow and ice slides, parents watching from orbital with flamalence laser rifles that kids unharmed, will teleport kids up

and will come down guns blazing for a few rounds max

67 Alchemist with thinker android apprentice seek to create life forms in bottles with potions, have polluted land with dragons, hydra and other monsters

68 Necromancer has stolen cyborg parts and built Cyberstien a bitter resentful creation ready to flip

69 Vampire hunters tracking prey in crumbling lost graveyard, have uv frequency disposable laser pistols (1d6 shots) and holy symbols on everything

70 Mad ghost hunting sorcerer has backpack holy water sprayer as a flamer to undead, wants backup in test mission

71 Sad demon sitting in circle of dead androids but perks up when sees party: "souls!!!"

72 Robot family being menaced by rust monster

73 Cyber Unicorn with prismatic ray horn haughtily defends nature from humanity

74 Giant trying to give flower to ancient fast food statue but when sees players decides a blood sacrifice would be better

75 Owlbears controlled by AI with speakers in collars demand party surrender or else

76 Dobermen warriors in muscle shirts challenge party to deadly rocket cycle race

77 Gnomes and gardening bots working together in harmony

78 Wizard tower being buzzed by saucermen, beam down to steal human magic

79 Ape men on horseback with rifles outraged by humans with weapons

80 Goat-centaur with psionics and a hydrogen lance spies on party watching them pass through land

81 Hideous mutant dwarf gang abusing wagon of travellers

82 Armoured knight seeking his sweetheart far away in scout battlesuit with monofilament whip that severs limbs and heads up to 30 away or in melee, he is a paladin

83 A foggy toxic waste bog with mutant lizardmen and troglodytes ruled by a swamp queen

hag blocks the way, burst drums of poison and dead litter everywhere

84 A fortified house heavily trapped and disarmed. Poltergiest seals victims in house security system and uses inbuilt traps and drones to maim and terrify from control room

85 Friendly frogmen tell of underwater house with dreadful dead men but ancient wealth

86 Satyr with machine pistol and cigar demands private time with ladies or else

87 Succubus pretends to be in cryopod in form of confused ancient girl or replicant sex clone

88 A group of miserable mutants has a imp living among them they swear is one of them, the imp is rude and tries to provoke heroes to killing his mutant family

89 A morlock with a trained carrion crawler and flintlock looking for slaves

90 A blasted ruin with ancient blasted shadows from nuke on scarred concrete. The come to life as undead to attack

91 A huge lizard overgrown with vegetation is tempted by wiggling adventurers

92 A racially mixed band of berserks unite together to kill non believers in the cult of the Algod WOTAN

93 A band of mixed goblinoids, dark eldren, beastmen and morlocks come from a hatch in the subworld. They serve Erishkigal in the underworld and their leader has ancient tech weapons
94 Children capturing tiny pakuspawn monsters in painted guards for competition held by local wizard. Local kids make creatures fight and the wizard buys the best for his dungeon
95 A paladin of the god Paragon searches area for great sub world entrance ad asks for your help and explains the soul destroying horrors he expects in hell
96 Evil priests of Typhon have found ancient biolab under a ruined citadel and are breeding monsters
97 Gasmask wearing priests of Takwan the destroyer dig in a ruined silo for a second key they will use to end all evil
98 Amazonian priestesses of Justice seek aid in destroying a murderous terminator machine of ancients loose in area trying to repair a forgotten evil AI
99 Moloch the machine god has a shrine here and angry robot and android cultists will sacrifice human meat-bags who defile the holiest of holy in the mouth of a recycling plant
100 A wizard has found a magic fungus forest in a cave but the god Centipedus guards it, a mechanical modular cyber centipede

d100 Swords and Sorcery Mystery
Mysteries are weird things party come across that might arouse interest or lead to adventure or are just quixotic phenomena. I roll when party wonder what to do or look bored. These confuse boundaries between science and sorcery. Rather than an encounter that slaps you in the face, a mystery tempts you with clues and may not have an answer.

1 An evil robot wizard leaves adventurer wanted messages in unusual places
2 AI tech Masks of the ancients battling magical masks of Elder gods using wearers as pawns in region
3 Cyber centaurs desperate for rocket reloads for weapon pods. Demon granted maps lead to subworld cache they cannot reach, seek help
4 Mermaid princess converted to two legged surface human by evil hag with autosurgeon medpod weeps at her loss and in need of friends
5 Candy golems lure victims into candy witch house to be eaten
6 Robot knight guards princess wailing in top of tower, she has robot spider like body from waist down and obsessed with winning love of her saviours
7 Alien saucer with drones chasing dragon, both too busy to see party
8 Assassin androids seek to kill ancient replicant of 20th-21st century leader who is causing trouble and inspiring replicant escapes. Home theme park AI wants replicant dead
9 Robots, beastmen and faeries dancing, most gate away at end while the forestry borgs transform into stone monolith camouflage form
10 Beaver wizards have control over logging robots and are building a wooden wonder dome
11 Thorn forest and warborg guard a witches tower, weird lights come from it every night
12 Lights in sky following party
13 Huge spotlight or laser targeting beam from space tracks party for a few days
14 Cave hero with magical dinosaur keeps evil robots from his valley
15 Cave family with monster pets repel alien invaders weekly
16 Cat men monks battling an undead wizard
17 Alien glowing pyramid with mumified undead aliens inside
18 Sarcophogi, grandfather clock or coffin is a time space machine
19 Squidmen have eaten pseudobiological brainborg and have turned insane and able to tap into local robot control and com channels, plundering local tech now
20 Transforming construction mechs building or demolishing something awesome, if giants or dinosaurs attack the morph into fighting mecha, if gargatua attack they combine into a megamecha!
21 Automated zombie citizens in ancient settlement act as if alive, crazy AI controls all yet
ignorant of significance of undead humans
22 Horsemen posse riding human quadruped mutants seek evil cyborg unicorn
23 Psycho Races – 1d10+2 teams of racers in ground vehicles or with beasts compete in local race. Criminals, bards, cults, local lords always seem to get involved in behind scenes intrigue
24 Magnificent Mutants in flying machines 1d6+1 weird flying vehicles in long distance race
25 Drunk wizards driving 4wd SUV looking for trouble and stuff to mess up in area
26 Morlock Bikers surround a Eldren wizards lair disturbing his ground breaking research and trashing the local subhexes
27 Wizard feeding radium to salamanders in a boiler as future cheap energy
28 Androids digging up elder god city, tainted (hacked) by artefacts found, have located a sleeping gods prison-crypt 1d4 1=A black faceless sphinx 2=Cyclopean slime covered alien citadel 3=Basalt towers break surface 4=Dream haunted vaults of silence
29 Colossal space god titan scans party with ray then moves on
30 Saucer men trying to probe some apprentice wizards have local spellcasters living in fear
31 Alien wizard teaching magic from inside his force shield dome covered tower
32 Necromancer with knowledge of Elder god temple collects nano bot undead infection and injects into local graveyards
33 Wizard really a spaceman in disguise faking magic with tech and reporting to a god, several have been killed in area making local leaders fearful of outsiders
34 Astrognomes are lost on Psychon seeking their spell book the astrognomicon
35 Looting dead hordes of late discover some actually disguised eldren in bio disguise suits reporting their observations to an unknown god
36 Giant with a sonic cannon carves a monument in the mountains
37 Masked sect of sorcerer scientists serve a psionic baby brain man in a glass bubble, all live in fear of them in area
38 Veterinary borg kidnaps and infects locals with lycanthropy to restock forest
39 Golems and androids battle for supremacy on behalf of their masters over a mysterious sky casket
40 Robot with bound human soul desperate for help and friends to find out what happened to him
31 School of wizards collecting robot scraps and developing the magical art of robomancy
32 Ancient bunker supports kill crazy sect of anti magic cult, signs of dead magicians and monsters everywhere, locals live in fear
33 Evil cyber unicorn with plasma gun for a horn helps orcs round up his own kind and lay waste to nature of area
34 Androids killing and dissecting magicians for secrets of magic
35 Rabbit beastmen kill magicians by sawing them in half inside boxes for live show, invent bizarre punishments for humans who harm bunnies like scientists, hunters, carnivores. Remains of their torture shows in area
36 A rabbit beastmen magician tries to impress people by pulling gnomes out of his hat. There are enough that they are forming a village now, some concerned
37 Psionic giant spiders controls locals invisibly according to crazy old man who falls over dead
38 Unicorns hunted by evil cyber centaurs who get bored and lay waste to land. who do they serve?
39 Doomed valley know of ancient continental vacuum tube that can get them to promised land awaiting them and heroes to lead them
40 Lost graveyard of aircraft said to be in mountains, guarded by d4 1=warborg 2=three headed dog dragon 3=Lair of a half demon warlock 4=Cyborg demon
41 Ships graveyard inhabited by barnacle encrusted undead crew reputed to be in isolated area
42 Friendly Cyber Dragon has glitter breath that turns victims into salve robots doing his bidding all over hex
43 Partly buried wrecked freight train with tunnel now a sprawling dungeon complex has been discovered by prospectors, Dungeonrush!
44 Demon borg kidnapping magicians to force them to enchant his metal body armour
45 Cult erecting mystery monoliths of molecular aligned silicon supercomputer components, possibly trying to form a new god
46 Witches at work in hut etching circuitboards to replace in robot and AIs to torn them evil, tempt machines by looking like skill components
47 Stargate somewhere releasing hordes of mutants from a generation ship
48 Morlocks occupy a radio tower to call down tasty eldren from the stars
49 Golden cyber paladin from castle glitterfang are roaming land enforcing their brand of justice on civilisation
50 Cyborg slaver orcs from sub world kidnap locals to be made into orcs by evil warborg in the depths
51 Ruined space craft rumoured in area d4 1=guarded by cult 2=angry apemen 3=tribal descendants of spacemen 4=undead of spacemen
52 Titans playing huge holographic 3d chess game ignore public, cult claims when they finish the world ends
53 A bunch of villagers are bashing a cryopod trying to see if body inside has any loot or food, actually a vampire trapped here out of desperation
54 Advanced lizard men riding cyber dinos trying to recruit draconic and reptile beings to a secret cause
55 Serpent men have kidnapped a micro AI and are interrogating it for its mystical secrets
56 Eldren capturing specimens for space menagerie seen here
57 Space Arc sends out cultists to gather 2 of each species, mutants and unique freaks have kept mad AI earthbound longer than it planned
58 Strange alien creatures coming from generation ship that is at war with aliens en route via a gate in some hidden ruins
59 Morlocks worshipping demons have built tunnels throughout the region to assist them kidnapping locals for sacrifice and BBQ
60 Psionic school worship giant floating crystal
61 Crystal growths covering area and growing to colossal size, locking up fresh water
62 Since a meteor strike eerie lights have been seen and plants have been moving at night
63 Gas overnight enlarges insects and small animals
64 Cyberlocusts strip vegetation in area and carry to distant silver tower
65 Barbarian declares he has magic to drink android blood and make men strong, leads a horde in hex killing androids
66 Lone lawman with mutant dire wolf roams the highway in his pursuit car enforcing order on chaos
67 Lone law person with awesome sentient talking self repairing car roams wastes on a secret mission
68 A multi wheeled armoured all terrain truck crossing the badlands on a mission 1=ancient military from a cryobunker 2=ancient scientists on a critical mission of exploration 3=utopian doo gooders on a mission to explore wastes and aid the needy with advanced tech 4=androids or replicants surveying area for machine cult
69 A roadgang in dune buggies or bikes terrorises locals from hidden mine
70 Monster corpses with removed weapon organs being weaponised by d4 1=necromancers 2=grey aliens 3=dark eldren 4=preists of an evil god
71 Cattle mutilated! D4 1=greys 2=evil cult 3=monster 4=lonely confused young Minotaur
72 Huge crystal or invisible force maze appears over night
73 A glass or other strange tower appears overnight
74 A peculiar castle appears where there was none before
75 A settlement appears overnight, locals never heard or newcomers who claim to have lived here for decades
76 A huge flaming pit with competing android and wizard expeditions trying to explore it
77 A recently excavated ruin sprawling over a huge area, till recently hidden for aeons
78 A sinkhole dropping into ancient subworld
79 Water has carved entrance to underground structure untouched for ages
80 Bleeding witch crushed under a ancient house that just fell from sky
81 Bewildered ancient children have been equipped by mad gnome illusionist who sends them on awful quests
82 Mysterious stone head being auctioned by freakish mutant merchants
83 Local well has had locals avoid since the disappearances
84 A strange old house appears overnight
85 Dying madman with map of local subworld
86 Fragment of a magic book which lets holder know where other fragments are so it can become fully sentient
87 Sword or pistol entrapped in d4 1=stone 2=stasis cube 3=forcefield 4=transparent crystal steel vault
88 Spy drone or floating eye from someone observes party
89 Crazed woman found unconscious with bleeding feet near death, on the run from her village overtaken by d4 1=pod people plants 2=replicants 3=doppelgangers 4=lycanthropes
90 Local bog home to fishman, surrounded by fearful locals and danger signs, actually he is a long lived philosopher seeking company in is his underwater lab complex
91 Copborgs with vehicle round up all sorts of freaks and monsters and take to hidden detention centre to freeze till court available
92 Cyborg wizard or other freak riding lizard offers strange trinkets and charms
93 Orc gang have obtained motorised battle tricycles and terrorise area from hidden garage
94 Necromancer with top hat and succubus girlfriend riding chopper, roam around quoting Edgar Allen Poe
95 Pyramid made of psychedelic drugs with demon inside, attracted crazed gangcult to party which will free horror at peak
96 Bacchanalian Youth cult roam land, have stockpiles of gas kills anyone over 30 (if fail save)
97 Wizard in hotrod watches party from distance, keeps moving when spotted
98 Wizard and space woman accidentally fused in experiment to make perfect alchemical human
99 Priests preach to travellers about soil infected by undead plague, bodies must be destroyed or return as undead
100 A Death machine kills an angel in a spectacular battle in the sky, fragments of both rain down and make valuable knickknacks but the winner when healed will send minions to gather them

**d100 Psychonian Weird Encounters**
1 See a band of men or beastmen lowering prisoners into a pit. Sacrifice to monster or god? Dungeon trap testers? If spot party will try to drop rest of prisoners in and flee.
2 A strange high house on a hill is surrounded by furious squealing swine men. Inside is an old man. He is grateful for help but a bit spooky and is a wizard. Will offer them a old one...
relic or travel in his magical house (but always the pig men turn up).

3 A woman in robes wanders the plains, looking like she is in shock. Helpless and beautiful with no memories. Seems willing to be saved by heroes (d6 1=infected by monsters incubating in her flesh, 2=a mad cult leader and witch recovering from a ritual, 3= she is a defective pleasure replicant fresh from a cryo pod, 4=a valuable slave whose owners want her back, 5=can hear messages from the gods and is moonstruck, her father a king wants her back, 6= she is a were spider looking for some love then a snack)

4 A star falls from the sky and crashes, a commonwealth gunship from another universe has crashed, survivors speak ancient wizard tongue and some go mad when they realize on earth.

5 Gargantua kaiju battle partly over horizon, monsters and people of all sorts flee towards party

6 A plane or passenger jet from 20th century crashes, helpless hopeless passengers need aid, not very grateful or trusting for most part, most die from common hazards

7 A cliff face crumbles away revealing an ancient wreck or structure embedded in rock

8 A wizard fishing for tasty trilobites will happily share his catch and join party

9 A band of goblins have staked out victims who are being menaced by giant scorpions, the goblins are safely in trees or on a clifftop cheering the scorpion on

10 Strange steampunk men are pumping a (random coloured) sludge from a mountain with an old oil pump, secretive but willing to sell some slops. A few tremors shake the area. They are pumping blood from a sleeping elder god who may wake soon. A village nearby will be destroyed first.

11 A group of different sentient golems of varied types are standing about sadly. The diamond golem leader who let them all combine into one and gave them purpose was killed. They are displeased if any touch his body but may be willing to talk or be persuaded to go on a mission.

12 A valley with 10,000 zombies holding up left or right or no hands. They are part of a necromancers binary computer and he will have to replace missing zombies with fresh ones. He is busy plotting to expand his operation to cover the planet.

13 Necromancers are rendering corpses and building a great flesh colossus to fight gargantua menacing this hex - or so they say

14 A strange burning pit of (random coloured) fire full of salamanders who entice you to jump in to feel ultimate pleasure, may gossip about sub world events

15 A rust monster farmer with many coloured breeds asks for help finding exotic food, some of the magic eating ones need to feed on magic items or spells. He will reward party with a (random coloured) egg

16 A farmer growing strange squealing plants offers you a place to stay, at night they become mobile and hungry while he sits in an iron cage watching and laughing

17 A huge (random coloured) spinning top whirls across land and crashes. Dizzy (random coloured) men stagger out then look for victims blood to power their hemogyro

18 A huge open mouthed sleeping face in mountain with (random coloured) morlocks walking in and out. They bring in soporific plants and bring out slabs of meat, horrible tentacled mobile tumours and weird fluids from his depths.

19 A morlock with a coffle of 2d6 slave eloi wants to sell his cattle, they are drugged into submission. At least one infected by monster parasite

20 An Eldren floating castle drifts by and throws down a rope ladder, the castle is occupied by a clan of 1d6+2 Eldren who need adventurers to obtain a rare mineral from a sub world to power the ailing castle flight powers

21 A group of hobgoblins are busily torturing an Eldren prisoner. If rescued it offers to join you and knows many secret long lost to human places

22 While near a body of water a Eldren maid on a silver boat offers to take heroes to meet destiny - she takes them to her home - a sub aquan research lab. The lower semi flooded
levels are full of crab men who ate her family. If helped she will let them stay and will heal them.
23 A shark man with a broken blaster threatens party demanding loot or disintegration
24 Telepathic sorcerer pterodactyl men seeking sacrifices for obscene rituals
25 Area riddled with giant purple worm tunnels but you realise when its too late, Morlocks offer to get you out safe if you let them eat a party member
26 A hologram of a skygod appears in the clouds - when it sees party it laughs and teleports in a (1=band of angry red dog men, 2=psycho blue morlocks, 3=flying berserk hawk men, 4=pink lizard men with business suits and pistols, 5=4d6 frightened memoryless naked humans, 6=4 samurai turtles) if party act entertainingly the god will transport them to another hex
27 Ochre jellies feeding on a wounded blue giant, if saved and healed the giant will aid party a while
28 A obsidian giant demand a sacrifice or treasure - in his loincloth are many strange items extorted from other travellers
29 A goose beastwoman in a balloon offers party transport for food - she is wary but friendly
30 A huge shadow from a gargantuan scarlet bat flies over head, it drops blood crazed jumping flea men across the land
31 Strange pod plants across landscape are growing as party wander the hex (tasty edible plants). As time goes by some start to open and humans (random coloured) awaken. Some clones of party included, demand their equipment.
32 Savage band of hawkman warriors out for revenge against humans, only helping them find justice will avert their wrath, helping them ends their vendetta and wins friendship
33 Blue ogre eating goblins one by one from a huge jar, doesn't react unless threatened or runs out 2d6 goblins
34 Flagellant monks ask party if they know of anywhere that could provide more suffering
35 Lost crying ancient child with teddy wandering alone, over next few days adapts to Psychon, changing skin colour and new memories and able to speak Psychonian common
36 A robotic exploration probe returned from Venus on the rampage with a laser and a drill, thinks is still on Venus, keeps reporting to mission control on some place called Earth in Russian
37 A family of Sasquatches are being shaved by redneck humans at gun point for a laugh
38 A brain in a jar with a speaker offers party to be its slaves and help it conquer the world
39 Huge swarm of flesh eating flies swarm for 2d6 rounds around party, find skeletonized victims with treasure 10 minutes later
40 A friendly but mute snow golem follows party, if warm weather it shrinks into nothing
41 Evil wizards tending a bubbling slime pit brewing up a batch of orcs to be their army, not impressed by intruders
42 A grove of tall pale ivory trees, drop nooses on party and reveal sideways toothed mouths
43 A large group of humans gather around a pit where a meteor is growing, they believe it will grow into a citadel for their new home and was a god gift
44 Raptor lizard men playing musical instruments. If party don't flatter them and accept job as roadies on tour of Psychon they will attack or expect party to play better. Huge stash of drugs and potions
45 Plane of white stones. As they cross start to move and actually they are: (d6 1=singing animated skulls, 2=ready to hatch monster eggs, 3=undead skeletons being formed for a hex purge, 4=giant mushrooms grow bigger and bigger till a forest, 5=eroded burial site with petty treasure to be found every hour of digging, 6=magnetic drones that roll together to form a god avatar demanding worship)
46 Knee high coloured slime pours across hex (random coloured) is actually (d6
1=Gargantua blood from a battle, 2=bubbling up from sub world, 3=pouring from sky from
a mad god, 4=apprentice wizard in tower experiment gone wrong needs help before
master returns, 5=A horde of gargantuan kaiju conducting mating ritual, 6=Plague of giant
frogs spawning)
47 Trees with human faces cry for help, mad druid did this to them
48 Herd of intelligent colourful magic ponies, many branded with wizard marks
49 Plague of giggling semi adorable critters swarm the land, eating, farting and squeaking.
Exude psionic field makes locals adore them despite eating their crops and houses.
Something or ability of party can stop them and the locals once free hold a huge critter
BBQ in party honour
50 Yellow Morlock trader with a bag of strange items badgers party to look at his wares
51 A delicious candy house with a horrible evil witch inside, offers to feed party and drugs
them if possible. Captive kids in cellar.
52 US Infantry 2d6 very lost, hostile and trigger happy with no leader, start to
metamorphose into psychonian humans over next few days.
53 Aerial battle overhead (d6 1=dragons, 2=air cars, 3=ornithopters, 4=aerial citadels,
5=bird men, 6=aliens), some fall from sky and are hostile to any who find them
54 A saucer hovering ahead (d6 1=aliens mutilating animals, 2=kidnapping humans for
probing, 3=excavating an ancient step pyramid, 4=fighting gun wielding men, 5=releasing
killborg, 6=waiting for party to preach galactic brotherhood and peace to all life)
55 A giant pink nautilus shell is home to innocent Eldren family, being stalked by hungry
morlocks at night
56 A flock of birds form into a giant who demands all parties bread, biscuits, grain or other
bird like foodstuff. Eats then flies off in flock form again
57 A plain of angry giant beetle larvae who bite feet of travellers, they never leave burrows
62 Procession from a citadel with huge god statue being dragged. The god seeks a new
homeland to conquer after last home hex remodelled by a greater god. If aided the god will
give the heroes titles in new order.
63 A huge metal scout tripod (no heat ray) looking for humans to cap with pacifier helmets
64 A meteor crashes, A viscous Martian octopoid with a heat ray tries to kill anyone
interfering with his tripod building
65 An intelligent coloured burning column of flame demands a sacrifice of flammable
goods, if not sated it creates an angry firenewt for every party member
66 A blue keep of Githyanki psion-knights are here to monitor Psychon for mindflayer
activity. While here they may as well dominate and dissect any locals who stray near by
67 A flock of birds form into a giant who demands all parties bread, biscuits, grain or other
bird like foodstuff. Eats then flies off in flock form again
68 Airship citadel belching smoke flies overhead where decadent rich passengers shoot
ground dwellers for fun - if somehow boarded they are cowardly. Ship so huge some parts
monster infested

69 Land leviathan - a citadel on tracks with cannons and an army preparing to wage war on world and looking for recruits, locals very pleased if plan sabotaged

70 A semi sunk floating citadel of water breathing morlocks and slave eloi wrecked on shore of lake/river/sea. Escaping eloi being hunted by morlocks

71 A plane of magnetic metal pillars with lightning quasi elementals dancing in the fields

72 Women bathing in pit of coloured fluid (d6 1=its blood and they are undead in disguise, 2=reduces signs of ageing 1d10 years, women swarm from everywhere, 3= women are illusions from telepathic giant squid, 4=Dryads looking for companionship, 5=Were spiders who lure men close into liquid web fluid, 6=Liquid rejuvenation effect lasts only an hour, amorous welcoming women keen to try out young bodies, turn to wizened crones after sex)

73 Psionicist with huge overweighted cranium offers to teach you his secrets in return for service, attacks if his gift refused

74 Vents in ground releasing strange vapours, go down to sub world factory of the ancients

75 Tall Eldren tower with no doors, bored maiden waves and sends bird messenger telling that she desires freedom - as she is only 160 she is still a minor to her clan and her father and brothers are appalled by adventurers turning up

76 A strange house on the hill with sounds of revelry, a bar where all races and monsters mix freely. Anyone who fights is teleported to a different hex

77 A cave with a chest in the mouth is just an illusion hiding a colossal snake

78 Gigantic crystalline dice litter the plane, while in the middle a great god hand reaches down and rolls them causing chaos among party

79 A great sailed land yacht passes by, party invited to participate in decadent hedonist cruise, really they drug everyone and put average charisma to work and pretty ones into orgy slave cages, free drugs though...

80 A giant, really an android fast food or theme park mascot of ancients looking for his friends

81 A goblinoid market and casino, strange trade and horrid muppet parties await

82 Two wizards sitting on columns with a giant size chess board of charmed creatures try to make party join game

83 Lotus tree fruits smell delicious and the locals seem peaceful and friendly

84 A castle with welcoming friendly nobles but a strange custom invite inside for evening, feasts, romance, intrigue await

85 Crystalline arch is a gate to another planet or world

86 Friendly villagers but all have horrible parasites clinging to them

87 Pterodactyl riding amazons looking for worthy mates

88 Dino riding ape boy looking for friends, dino not so well behaved or trustworthy

89 Two kaiju gargantua making out, a sorcerer with an easel captures scene

90 A glass blasted plain, just under the surface is an ancient saucer (d6 1=frozen greys, 2=frozen WW2 SS, 3=frozen cattle in hold; 4=inbred albino morlocks, 5=serpent man wizard deep in hibernation, 6=two friendly androids offer to take party home - no idea on navigating craft in time and space)

91 Ruined haunted citadel remains, filled with creatures and degenerate citizens

92 Ancient house with elderly couple (d6 1= cannibals, 2=demon worshippers, 3=old one cultists, 4=don't know the are time travellers, only wizards understand their arcane ancient speech, 5=desperate for company and a need some chores, reward with cookies, 6=greys or migo in disguise)

93 A crystalline dome with a furious beast imprisoned within (d6 1=dragon. 2=shoggoth, 3=giant, 4=gargantua kaiju, 5=giant troll, 6=giant zombie)
94 Broken crystalline sphere of fluid with naked unconscious time traveller inside
95 Robot vending machine with ancient goods inside, threatens with law if they harm him (d6 1=food, 2=bubblegum cards, 3=sex toys, 4=guns, 5=data cubes of ancient pop music, 6=soft drinks)
96 Roadside mutant prostitutes with goblin pimp - lovers of every colour sex and persuasion
97 Angry protesters stalk party for killing monsters, harming nature and breaking gods law
98 Psionic plea for help from a cave mouth (d6 1=mutant child, 2=trapped psion, 3=gargantuan psionic spider building crystal web matrix to control universe, wants party to find crystal offers magic and powers, 4=Cave fisher with telepathy, 5=Human being hunted by lusty giant, 6=broken robot with no limbs, might know useful stuff
99 Giant purple ape with dog boy sidekick, want to be your friend and helper, hopelessly clumsy and incompetent
100 Mad wizard offers trip to the moon as assistants (1=mad, 2=has a broken old rocket in silo he is pretty sure will make it, 3=transmat pad to a moonbase, just needs power, 4=has map to ruined spaceport, 5=has giant moth or other creature, 6=knows were saucer people have secret base)

Science Dungeon Zone
A world under psychadelic skies, insane artificial life, mutants and ancient remnants of forgotten science and magic. Psychonian dungeons are often ancient bunkers or vaults or remains of the ancients. Some complexes have been repurposed many times.

D50 Planet Psychon Underworld Hazard
1 Electric eye activates trap
2 Alarm klaxon and red lights
3 Doors sealed automatically
4 Console puzzle to open door
5 Toxic chemical waste leak
6 Live electric wires
7 Collapsed roof makes passage difficult and dangerous
8 Contaminated by radioactive or mutagens
9 Electromagnet trap
10 Psychedelic hallucinatory gas leak
11 Flammable gas leak
12 Tiny vent to be crawled through to pass area
13 Weakened floor may collapse
14 Psionic crystalline growth effect moods and other mental affects
15 Burning furnace or natural gas or oil
16 Exhaust fumes and smoke choke some corridors
17 Automated advanced weapon shoots anything bigger than a cat
18 Automated intelligent weapon
19 Automated intelligent door
20 Acid pit has eaten floor away
21 Overgrown with slippery palid fungus
22 Magnetic anomaly compasses and advanced tech to not work in area
23 Automaton guard
24 Automaton servant insane from misuse
25 Automaton activates and needs repairs desperately
26 Glowing toxic slime pool with giant maggots
27 Mutant lair
28 Mongrelmen lair
29 Explosive trap - claymores or mines
30 Poison steak launching booby trap
31 Tentacles from drains attack
32 Swarm of rats, maggots or wasps
33 Sonic stunner trap, also calls security automaton
34 Buried in garbage, excavation required, may hide another hazard (1 in 6)
35 Security monitors online, local boss or automatons informed of location
36 Structure being re purposed by automatons, just finishing
37 Hologram - warns intruders
38 Hostile terminal gives false information and silently calls for help
39 Heat is overbearing, use more water, tire more
40 Poor ventilation fatigue increases
41 Chilly damp cave risk hypothermia
42 Air pressure causes mild bends and nose bleed
43 Gravitic anomaly, reversed or zero
44 Hologram - talks to intruders, information dated
45 Hologram - lures into a trap or covers danger
46 Shaft deep into machinery and automated plant
47 Contaminated corpses infected with plague
48 Spores contaminate everything, most as disease, some mental effects
49 Poisonous liquid
50 Maze structure, possibly changes as party moves, actually growing

**d100 Science Dungeon Mystery**
1 Ancient Crionic Pod with something inside
2 Damaged automaton servant easy to repower or reboot
3 Ancient time capsule with personal effects and journal
4 Friendly AI
5 Graffiti of local gangs with slander and gossip
6 Remains of ancient civilisation ruins or partly inhabited
7 Fungus forest with giant albino lizards
8 Lost explorer remains, shelter and journal
9 Sealed bunker or vault
10 Habitat with artificial sun and creatures
11 Huge tunnel carved by worm or ancient machine
12 Remains ancient vehicles, some sealed and passenger remains intact
13 Remains of factory or power plant or other industrial crap
14 Journals detailing every day life in pictures
15 Technical manuals or text books of ancients
16 Teleporter pad
17 Micro factory with AI and some parts
18 Luminescent fungus covering walls
19 Mysterious Elevator
20 Remains of strange shelter of ancient race
21 Degenerate animal or humanoids devolving into monsters
22 Lone Robot tending garden with artificial light
23 Large metal canisters with dangerous runes
25 Missile warhead on crumbling altar, possible cult near by
26 Danger and hazard signs around a small shed
27 Courtesan androids (1-3 on d6, are psychotic killers)
28 Freezers with food, tended by crazy robot
29 Surgeon android (1-3 on d6, are psychotic killers)
30 Robots fighting over scrap heaps
31 Sign: Death ray test area or something equally comforting
32 Mad graffiti removal robot painting the ruins with its designation code
34 One armed bandit follows and tempts people to play
35 Ancient vending machine
36 Crystalline growths cover area with remains of things buried within
37 Video screen flickering with ancient programs
38 Genetic autofac with two pods, can grow clones but with animal dna to make beast men
39 Sentient cattle lining up at abattoir robot truck to go to promised land
40 Model of huge colony ship or moonbase or ancient city
41 Map sign on wall
42 Remains of stargate complex
43 Wrecked spacecraft, sub or plane or train
44 Huge fossilised strata with layers of animals and robots in strange sequence
45 Carbonised corpses
46 Huge gargantuan mecha with creature colony inside
47 Staked burned bodies, some see still alive but undead or monsters
48 Personal robot trapped in hole
49 Dish or antenna array beaming signal into space
50 Area buried under junkmail, intact structures underneath
51 Strange ancient music can be heard
52 Holographic Ghost signals party
53 Area is living organic being, giant eye or other feature spotted
54 Trees of living flesh growing clone organs
56 Sentient children toy doll wants to be your friend
57 Nannybot with cryonic pod inside with possible sleeping passenger
58 Automated transport vehicle (microrail system or golf car if in a base) offers party a lift
59 Radio with link to satellite AI
60 Radio link to colony distant starship
61 Radio link to local cult or gang or community
62 Sly grog shop run by local degenerates
63 Trader camp willing to swap stuff
64 False signage, trail and other clues misdirecting away from something
65 Old timer crawled down here to die
66 Huge architectural scaled signage with entry inside, possibly a statue
67 Huge crack has opened exposed another deep complex
68 Robots recyclers gathering materials from rubble
69 Escaped slave begs for mercy, warns of local gangs
70 Spam holograms advertise ancient food, automobiles, clothes, robots, gene therapy, etc
71 Horrible wasteland brothel open for business
72 Cyber mosquitoes steal party DNA samples
73 Cyber insect crawls into party belongings and report to home base
74 AI observing party thinks it can use them for something, may send a drone
75 Hear machine code chatter, barely audible
77 Find buried shelter sign in rubble
78 Shaft into deeper level or complex or drain system
79 Crashed truck with load sealed inside
80 Wandering man in jumpsuit babbling incomprehensible rubbish
81 Chained prisoners left out to be collected by other slavers
82 Cannibal camp-site with half eaten bodies
83 Ancient tablet can be powered up
84 Holographic ghost images of ancient tragic massacre here
85 Talking local animals willing to trade
86 Stash of someone’s stuff, awkward possibly valuable stuff and some emergency supplies
87 Shrine built by mutants or gang, covered in trinkets and human and animal and robot remains
88 Accidentally reveal structures built by diminutive animals including technology and slave species
89 Armoured men at work on access port in wall, if seen then use cloak fields and escape
90 Secret door to hidden treasure
91 Secret door to hidden isolated community
92 Tracks with possible rusty mine cart full of junk
93 Tiny shack atop ancient mound
94 Walls filled with frightening monster remains
95 Artist gang at work busy painting, but might accept a talented artist as friend or recruit
96 Collection of corpses as threatening landmark, crucified, impaled or in gibbets
97 Area interferes with psionics or mental mutation powers
98 Hunters butchering a mutant (1in6 it is sentient and cries for help)
99 Spores from caves infect through air or contaminated food causes hallucinations
100 Tiny robot spies on party

**d100 Science Dungeon Encounters**

mechanoid, automatons, androids, morlocks, mutants, mongrels, beast men, madmen
1 Corpses of ancients awake as undead when fresh food near by
2 Insane survivors of the ancients in torn jump suits
3 Morlock patrol looking for hardware or food
4 Cyborg, territorial about facility it needs to survive
5 Warborg on patrol
6 Security bot on patrol
7 Replicant child with bomb inside
8 Eldren or men living in hidden sealed section as ancients
9 Psionic hermit most want to be left alone and a bit mad, some crazy killers
10 Cultists looking for relics
11 Squid man with awesome powers
12 Assassin android looking for disguised target
13 Liquid shape shifting metal mimic killing machine in disguise
14 Mushroom men spreading psychoactive spores everywhere
15 Morlocks herding slaves
16 Hobgoblin troops on drill guarding a point
17 Morlock smith and followers willing to trade
18 Bugbear stalks group, tries to scare or kill party member
19 Eldren warrior with exotic weapons and armour, out to kill humans or morlocks
20 Eloi drugged idiot slave from morlock herd, may recall life if sober long enough
21 Psionic emaciated humanoids from beyond seek prey
22 Ogre with horrible pet mutant
23 Mutant troll with huge pulsing tumours
24 Ghouls gang looking for food
25 Glowing ghouls, contaminated with disease or mutagens or toxins
27 Zombies burst from ground
28 Horde of slow moving relentless zombies
29 Well armed and armoured knight with strange mutant or robot mount, plus a few
flunkies
30 Wasteland gang
31 Mercenary gang
32 Toad men with slaves and merc guards
33 Armadillo men
34 Rabbit men looking for better guns
35 Wolf men looking for victims
36 Giant land crabs defending territory
37 Giant wasps looking for victims, team work and carry paralyzed victims away
38 Giant Mantis hangs from above in disguise
39 Troglodyte hunter with club fighting monster
40 Giant scorpions
41 Troglodyte psion hermaphrodite with laser riding devolved quadraped human
42 Mole Men harvesting mushrooms and worms for overlords
43 Goat men looking to sacrifice victims
44 Giant flea swarm
45 Bat men cultists stalk and attack at opportune moment
46 Degenerate albino lizard men attack like pack of beast
47 Degenerate albino lizard men serving mad serpent man
48 Lizard men with obsidian edged war clubs and spears hunting
49 Lizard men guards with serpent man
50 Razor roach swarm
51 Fish men priest and bodyguards seeking mates, slaves, food and sacrifices
52 Dog men bandits, serve a eat warlord
53 Cat man bounty hunter with exotic fighting skills and tactics
54 Hog men demand party food
55 Hairy boar men attack party in berserk rages
56 Giant Toad appears as rock, tries to swallow victim whole
57 Giant Cave Chameleon hangs from ceiling
58 Giant Iguana concealed under rubbish and fungus heap
59 Hawkman monk will watch group from distance and assist if worthy
60 Giant cricket leaps from cover for a nip
61 Giant mole cricket bursts from ground
62 Giant Cockroach clings to wall in disguise
63 Colossal mutant tunnel rat size of a grizzly
64 Pack of dog sized giant mutant rats with disease
65 Abomination mutant seeking a mate or food or both
66 Rat men spreading disease
67 Swarm with tiny rats, snakes, bugs, spiders, scorpions, etc
68 Dog sized giant ants carrying technological scraps
69 Colossal ant on the hunt
70 Beetle men halberdiers with giant war beetle
71 Shoggoth avoiding any would be masters but attacks if cornered
72 lost surface madman out for some crazy quest
73 Giant cave ferrets or weasels
74 Badger men in ringmail, with morning stars, looking for food and loot
75 Giant monitor lizards scavenging on carcass
76 Giant basking monitor lizards swarm like hungry crocks
77 Cannibal gang
78 Mutant gang
79 Plague bearer zombies, with cloud of flies
80 Giant mutant hell hound
81 Giant looking for little people to eat
82 Crazed automaton with industrial tool arms out to kill living
83 Mushroom men in group trance
84 Mushroom man insane looking for composted flesh to spawn on
85 Acrobat assassin android with sniper rifle and exotic blade
86 Horrible dwarf men crave food or lovers or both
87 Genetic infantryman, will kill and rob well equipped adventurers
88 Cult secret meeting, overly wary of rivals or state
89 Zombies looking for corpses to take home
90 Ghouls, almost human from civilization looking for food but recently dead will do
91 Sanctioned adventurers demand squatters hand over look and leave, licensed by local authority
92 Mutant cult who sacrifice victims to mutant abomination in a pit
93 Mutant hunter, very hungry, tries to be sneaky or get ahead to make trap or ambush
94 Mutant pervert brothers with chained dawgs (sentient quadruped kinfolk)
95 Creepy lone mutant stalker, just wants friends but is horrible and demented and easily angers
96 Mutant berserkers
97 Beastmen warriors, out to get humans
98 Robot on a mission for a distant master
99 Adventurer party, wary and trigger happy
100 Degenerate surface folk turned into cannibal clan

Ancient Subworlds
Many surface signs of civilisation are but ash and buried under sand, or newer settlements. But drains, underground tunnels and public shelters survived intact to some degree. Some gods create ancient ruins at a whim.

**d100 Structures below ground**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Description</th>
<th>Dimensions</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-10</td>
<td>Transit train tubes</td>
<td>1d10 km x 1d10 cars on track</td>
<td></td>
</tr>
<tr>
<td>11-20</td>
<td>Underground road</td>
<td>1d100 x 100m x 1d10 vehicles</td>
<td></td>
</tr>
<tr>
<td>21-40</td>
<td>Maintenance tunnel</td>
<td>1d100 x 25m</td>
<td></td>
</tr>
<tr>
<td>41-60</td>
<td>Drainage system</td>
<td>1d100 x 25m</td>
<td></td>
</tr>
<tr>
<td>61-65</td>
<td>Sewerage system</td>
<td>1d100 x 10m</td>
<td></td>
</tr>
<tr>
<td>66-70</td>
<td>Retail sub mall</td>
<td>1d100 x 10m squared</td>
<td></td>
</tr>
<tr>
<td>71-80</td>
<td>Habitat</td>
<td>1d100 x 25m squared, residential or garden</td>
<td></td>
</tr>
<tr>
<td>81-86</td>
<td>Shelter</td>
<td>1d100 x 10m squared, sealed sections with remnants of past</td>
<td></td>
</tr>
<tr>
<td>87-90</td>
<td>Garage</td>
<td>1d100 x 10m squared, 1d10 vehicles</td>
<td></td>
</tr>
<tr>
<td>91-94</td>
<td>Factory</td>
<td>1d100 x 10m squared</td>
<td></td>
</tr>
<tr>
<td>95-97</td>
<td>Storage</td>
<td>1d100 x 10m squared, crates of goods</td>
<td></td>
</tr>
<tr>
<td>98-00</td>
<td>Installation</td>
<td>1d100 x 10m squared, science, military or emergency services</td>
<td></td>
</tr>
</tbody>
</table>

Sewerage Systems mostly dried up or long non functional

**Transit train tubes**
Freight and possibly passengers remains, were maglev vacuum tubes

**Underground road**
Vehicles and possibly passengers remains

**Maintenance tunnel**
Powerplant, plant rooms, air conditioning, elevators systems
Drainage system
Huge graffiti filled tunnel some huge some only size of crouched human

Sewerage system
some blocked and fertile with life, many pipes too small for humans
Sewer geomorphs needed

Retail sub mall
01-30 Block of small shops
31-40 Large classy department store
41-60 Cheap Warehouse bargain bulk store
61-85 Food court, stalls, cafes and restaurants
86-95 Biomedical block for various clinics and treatments
96-100 Office block of government and corporate offices

Habitat
01-10 Apartment Megaplex, some for singles
11-20 Apartment Megaplex, some for couples
21-30 Apartment Megaplex, for families
31-40 Arcology type domed sealed micro-city, often corporate or university enclaves
41-50 Council state housing scheme bunker for life's losers
51-55 Controlled natural habitat with microclimate and animals
56-65 Controlled farm habitat with crops and animals and frozen storage
66-70 Controlled aqua habitat with plants and animals and frozen storage
71-75 Sub-mansion complex for rich elites, highly automated
76-80 Refugee Detention Centre for illegal immigrants
81-82 POW prison camp for captured combatants and non combatants
83-90 Corporate Prison for civilian criminals
91 Spook Prison Camp - government agencies use secret detention centres
92 Spook Retirement Home - think the Prisoner TV
93 Re-education Centre - treatment centre for mind hacked civilians
94 Quarantine Detention Centre - for possible contaminated
95 Mutant Detention Centre
96 Necrotech Plague Colony - artificial environment supports undead on cloned flesh
97-100 Mental Hospital - automated asylums to treat delusions like "mutations" or WW3

Shelter
What's wrong with this bunker?
A shelter with something hopelessly flawed going on

1 - Morlocks in the lower levels run the show
2 - Undead have contaminated the bunker, all dead are cremated or attack
3 - Undead have contaminated the bunker, ruled by vampire cabal
4 - Undead have contaminated the bunker, there is a losing battle in progress
5 - Mutagens have contaminated all the gene stock and population
6 - Radiation is slowly killing everyone
7 - Vermin taint the complex, slowly ruining it
8 - Disappearing population, secret cyborg conversions
9 - Disappearing people, population control
10- Disappearing population, cannibalism - high tech recycling of organs and protein
11 - Psychological experiment not a bunker - all inhabitants are test subjects
12 - Selective breeding - for purity, psionics, uniform appearance or other purpose
13 - Colossal mutants and their hordes surround the bunker in a siege
14 - Everyone is a really a replicant or androids
15 - An extreme ideology like scientology or star trek fans dominate
16 - Cryptic alliance are battling for control
17 - The population are docile and drugged eloi
18 - Insanity and degeneracy overrun the complex - a mockery of the past
19 - Humidity has flooded lower levels and damp is ruining everything
20 - Humidity has spread a mutant fungal with strange often lethal properties
21 - Mutant fungi or vegetation has run amok and infected occupants
22 - Overrun with infectious abominations and chimera mutants
23 - Bioplague outbreak dams all
24 - Drug abuse rampant
25 - Dictatorship - megalomaniac in power
26 - AI in control is unhinged
27 - All population very young
28 - All population very old
29 - All population male
30 - All population female
31 - Bizarre sexual or other customs
32 - Over taken by sentient animals
33 - Organized crime in control
34 - Police state ruled by security forces
35 - Extreme class differences - think Metropolis
36 - Robots do most work and thinking jobs
37 - Androids "protect" the humans from harm
38 - Populace ignorant about technology
39 - Power shortages, desperate power conservation
40 - Moronic populace slowly grinding to halt
41 - Water shortages - rationed water, no washing water
42 - Air Shortages - air-con on the fritz
43 - Agents within seek to betray all to outsiders
44 - A faction are ready for a coup
45 - Constantly in deep subversive game experience
46 - Subject to mind control technology
47 - Violence and bullying the norm
48 - Everyone frozen and awaiting awakening
49 - A non human species has infiltrated the complex
50 - The power plant is unstable and will possibly explode
51 - Inhabitants immune system un-prepared, contamination spreads
52 - Corrosion of systems or materials from some agent loosed when seals broken
53 - No weapons - inhabitants ill prepared for violence, unskilled
54 - Too many weapons - factional and interpersonal feuds turn into gang war
55 - Primitive regression - inhabitants believe bunker is magic world
56 - Cult takes over, sacrifice trouble makers and leaders abuse their powers
57 - Inhuman Cast - the ruling cast are of a different sub-species (Dominator's, GM Human)
58 - Slave state - workers controlled with brutal force and treated like cattle
59 - All seems nice but AI routinely harvests organs and hides in mega storage freezer
60 - All over 30 are recycled or escape
61 - All are clones of original inhabitants
62 - All are inbred clones of one family with only a half dozen members
An eco system of flora, fauna and machines has reached homeostasis
Paranoid AI keeps away outsiders and is the law
All have coloured skin symbiote giving them unnatural primary skin colours
All belong to one ancient ethnic group and are intolerant of others
Military bunker base - plan to conquer the outside
Filthy and corroded but mostly functional, with low tech additions
Youth gangs patrol corridors and bully people
Inhabitants immortal til seal broken, all very angry
Evil scientific researchers cruelly dissect and study things from surface
Automated prison for most dangerous scum, frozen genetic criminals for study
Monastic and mystical religion operates the bunker as a monastery
Military Unit - frozen rangers - orders never received so have stayed put
Biological components overgrown making whole bunker a living creature
Terraforming equipment activated, hyper evolving inhabitants into new creatures
Open for decades, runs as a trade town perhaps keeping bunker a secret
Cannibalism and mutations evolving into ghouls or mutants or morlocks
Freezing - all dress in Arctic jumpsuits and other adjustments
Boiling - sweaty polluted hell hole which kills the weak
Partially flooded, inhabited by amphibious Atlanteans or Fish Animen servants
Madness has spread, the AI now runs as a mental hospital staffed by androids
A cryptic alliance has turned into a secret base
The inhabitants have a special secret mission which dominates their lives
Every one has a single true breed stable mutation or a mental mutation
Black Lab - has automated DNA assemblies to breed monsters and plagues
A Secret Society rule the bunker and actually influence surrounding survivors towns
Many levels have been abandoned and are now dangerous to enter
Brains are collected and stored or operate mecha, humans are servant scientists
Symbiotic organism has modified populace into a slave hive mind
Flammable - explosive, fuel or gas residue makes place a deathtrap
Cavern complex is connected to bunker, inhabited by nightmares
Automated factory - could make tens of thousands of rifles or other things
AI with terraforming nanofac has made very strange world
Hidden bio-habitat level with wilderness and possibly farms and savages
Teleporter with uplink send to moon, bottom of sea, space or somewhere exotic
AI unaware populace are dead, keeps everything going as normal
00 Roll twice again

Garage 1d20 roll 1d4 times
1 Sedgeway, wheelchair or go-mobile x1d20
2 Bicycles 1d50
3 Tiny moped or powered Bikes x1d20
4 Motorbikes x1d20
5 Hover bikes x1d20
6-7 Automobile x1d10
7 Hovercar x1d10
8 Bubblecar x1d10
9-10 Heavy Transport x1d10
11 Vectored Thrust Sport vehicle x1d6
12 Vectored Thust Van x1d6
13 Vectored Thrust Transport x1d6
14 Teleporter platform x1d6
15 Police or military vehicle x1d4
16 Military combat vehicle like tank or dropship x1d3
17 Air car luxury flier car x1d6
18 Aquatic vehicle on trailer (sub, boat, yacht) x1d6
19 Environmental Car - orbit and deep sea capable flyer x1
20 Shuttle - orbital transport x1

1d100 Factory
01-10 Micro Factory with schematics to print novelty plastic goods
11-12 Micro Factory with schematics to print small arms goods
13 Micro Factory with schematics to print ammo
14-20 Micro Factory with schematics to print tools
21-30 Micro Factory with schematics to print machine parts
31-40 Micro Factory with schematics to print clothing in many styles and prints
41-43 Micro Factory with schematics to print toys
44-45 Micro Factory with schematics to fouled poison cooked meals
46-47 Micro Factory with schematics to yummy cooked meals
48-55 Auto Factory builds customised vehicle
56-60 Auto Factory builds customised robot
61-65 Auto Factory builds customised furnishings
66-75 Auto Factory builds building supplies
76-80 Auto Factory builds bulk food items
81-85 Auto Factory builds ammo
86-90 Auto Factory builds small arms
91 Auto Factory android plant
92 Auto Factory replicant plant
93-95 Auto Factory clone plant
96 Nano manufacturing plant
97 Micro nano factory, make almost anything from scraps
98 Auto nano factory, make almost anything from scraps
99 Fuel Plant converts organics or radioactives to fuel cells or energy
100 Military factory

1d100 Storage
01-05 Building Materials
06-10 Records
11-20 Home Storage Lockers
21-23 Foodstuffs soiled
24 Foodstuffs long life space colony quality meals
25 Medical supplies
26-30 Survivalist Cache
31-35 Merchant Cache
36-40 Novelty Items
41-45 Furnishings for home, new or antique
46-50 Farm Equipment
51-60 Recycled ingots of stuff
61-65 Body bags of dead
66 Body bags of dead awake as zombies
67-75 Pods of humanoids - see below
76 Pods of animals - may awaken and be hostile
77 Pods of modified embryos
78-80 Pods of plants
81 Artworks ready for auction
82 Safe vault with gems, gold and treasure
83-87 Chemicals - acid, flammable or poison or boring
88-90 Garbage, household
91-93 Garbage, industrial scrap
94 Garbage, robot scrap, possibly old intact models in heap
95 Garbage, Android corpses ready for recycling
96 Garbage, bio-hazard medical waste for disposal
97 Garbage, biological scrap like corn husks
98 Garbage, from criminal lab
98 Empty cargo containers and bio pods
100 Now ruined nest for monsters

**d100 Installation**
01-05 Medical Lab
06-07 Physics Lab
08 Astronomy Lab with link to array or telescope or satellite
09-10 Genetics Lab
11-20 Engineer Lab
21 Black Lab
22-30 Ambulance Station
31-35 Hospital
36-37 Emergency rescue
37-45 Fire Station
46-50 National Guard
51-55 Armed Forces
56-57 Surveillance Centre
58-59 Safehouse for agency, gang, terror cell or other group
60-64 Police Station
65 Riot Police Station
66-67 Police Detective Squad HQ
68-70 Gov security agency HQ
71-75 Security Station
76 Android Lab
77-80 Robotics L
81 Terrorist or saboteur base
82 Rogue virus AI cell of hostile machines
83 Biohazard emergency station
84 Criminal gene or mind hack lab
85 Criminal organ legging operation
86-90 Bank Vault with security
91-95 Operational cryptic alliance base
96 Clone Lab
97 Custom Body Lab
98 Cyborging Lab
99 Political Psi Ops HQ with propeganda lab and mind hack tech
100 AI operated LAB, possibly with residence or cult or androids

**d1000 Encounters for subworlds**
01-10 Morlocks hunting for victims - with flywheel powered nail-guns
11-15 Eloi wandered from herd or colony
16-20 Morlocks herding Eloi herd
21-30 Zombies shambling along will react to living if obvious
31-40 Zombie dozing till food comes, "sleeping" among crap bursts out to grab passers
41-55 Ghoul gang hissing and screaming furry and bloodlust
55-65 Ghouls hidden in ambush
66-75 Ghouls surprised eating, could sneak past or flee
76-80 Vampire, inexperienced and unsure of powers d6 1-3+under-estimate 4-6 over-estimate
81-90 Killer android dormant but vibration activated gets close and attacks, virused service android
91-100 Android worker or service model confused looking for master to serve
101-105 Android Thinker accompanied by worker 2d6 drones and 1d4 soldiers and 1d3 servants
106-120 Android Soldier - sniper, commando or peacekeeper - (detain and torture and kill armed insurgents)
121-140 Maintenance bot - cleaning fixing stuff, possibly talkative old timer, mostly tracked locomotion
141-150 Pest control bot - possibly intelligent cat, snake, or mongoose form, or a dumb old clunker
151-170 Secbot - teargas, netgun, tranq, sonics, stunners, and other non lethal weapons in a mobile pod
171-190 Policebot - as a secbot but humanoid and more complex capacity to communicate with humans
191-200 Medbot - Pod can open and treat patient on bed inside, anti gravity pod flight and sirens
201-210 Medidroid - humanoid robot doc, medkit in one hand and anaesthetising diagnostic array in other
211-215 Portable AI with smashed humanoid drone nearby, requests your aid
216-230 Recycbot - gather a material type and take to autofactory, might fancy party tools or biochemicals
231-235 Combatbot - various locomotion types and weapon systems, guard and await new orders
236-245 Wardroid - humanoid robot infantry kill any possibly dangerous target, plasma repeater rifles in arms
245-255 Vehicle AI - wants to take you somewhere, possibly entombed, valuable atomic fuel cell and brain
256-270 Local System AI - controls cameras, doors, alarms may control robots, androids or a cult
271-300 Rat men gang skulking about looking for food
301-305 Serpent man and lizard men seeking ancient science
306-315 Lizard men hunting silently
316-330 Goat men looking for weapons or slaves or food
331-340 Rabbit men looking for tech, territorial over turf
341-350 Pig men - squealing albino service or labour units, seek ancient pleasures and food
351-370 Pig men - wild boar savages lust for killing and revenge on humans
371-375 Vulture Men with strange powers beyond mortal ken (mutations, magic, psionics or all)
376-385 Chicken men rooster gang hunting humans and robots from racial vendetta
386-390 Doppelganger face changing espionage androids pretending to be friendly to get close
391-410 Cat man lair - 50% have a 1d6 offspring of varied ages, hostile but possibly may parley
411-430 Dog Men gang attack any other armed group, 30% in uniform of some local gang
or cult
431-350 Bat Men gang lair, defensive except the 10% vampires who will hunt you anywhere to death
351-370 Badger Men, highly territorial and keen to out do humans any way possible
371-380 Bull man with huge weapon and possibly cyborg parts
381-400 Ape men troops hunting humans and mutants
401-410 Ape men gangsters want protection or offer drugs, slaves and guns in trade
411-420 Ape men chimp journalists pester party with questions for ape news outlet
421-430 Ape men scientists seeking lost tech and knowledge
431-440 Ape men slavers and 1d10 human slaves, some neutered and made mute
441-450 Ape men common folk looking for anything valuable in forbidden zone
451-455 Owl Men looking for prey in the dark
456-470 Human savage albino troglodytes, wary and territorial
471-480 Human tribals on initiation quest
491-500 Human mutants, who hide hideous selves from shame, fearful, harmless and pitiful
501-510 Human supremacist gang, many resent and desire to kill and sterilize mutants
511-520 Human tinkerer, trader, looter may parley
521-530 Human survivors scavenging for tech
531-540 Human troops from local state officially plundering the hole
541-545 Human survivors of fallen utopia, ignorant of world
546-550 Human agents of bunker on mission, secretive and xenophobic
551-555 Humans from a vault or freezer or clone pods exploring and wary
556-570 Human and mutant and animal party looking for treasure
571-575 Humans controlled by a Dominator, psionic evil mutants
576-590 Human gang in colours out to kill and torture and enslave and eat outsiders
591-600 Human cult in robes with zealous death urges
601-610 Human cyborg gang with inbuilt and interfaced tech and weapons, possibly slaves
611-620 Human mutant supremacist gang, many resent and desire to torment the pretty ones
631-650 Mutant Rats swarm of small vicious killers with collective intelligence, build traps, collect coins
651-670 Mutant rats the size of wolves attack anything made of meat
671-680 Mutant rat, size of cave bear, apex predator
681-690 Mutant Ferrets like wolves, hang on and draw blood
691-710 Mutant Frogs like dog pack jumping, croaking, clinging on walls, bony sharp teeth
701-710 Mutant Centipedes small 1m long with occasional 9m long horrors grab and run for meat
711-730 Mutant Goats with strange sinister powers to hex and blight and drain life and worse
731-740 Mutant Bats savage carnivorous flying dog sized horrors
741-750 Mutant Cat with strange powers follows and causes trouble with powers
751-770 Mutant Sabre Cat (Tiger and larger) stalks and grabs skull and snaps necks silently
771-790 Mutant Wolf Pack of intelligent wolves and powers, skilled evil hunters
791-800 Mutant Giant wolf, intelligent and with horrifying powers, multi headed or fire breathing common
801-810 Mutant bear with energy beams and partial carapace, hostile carnivore
810-815 Mutant snake, man sized with with strange powers like hypnosis, shapeshift,
816-820 Mutant Snake - invisible, psionic, energy attacks and other powers make humble snakes a menace
821-825 Mutant Colossal Constrictor - 30-60 foot long can eat humans, crocodiles, deer,
small cows
626-830 Mutant Spider - Wolf size spider with web and venom and ambush
831-835 Mutant colossal spider - from sub compact car and above size, often cant escape their own lair
836-840 Mutant Scorpion - lion sized aggressive scorpions
841-845 Mutant Dragonfly - 1-2m aggressive dragonflies
846-860 Mutant Cave Lizard - albino monitor lizards hunt in packs, diseased bite
861-870 Mutant Waste Lizard - Grizzly size with poison fangs
871-875 Chameleon, clings to walls and cant be surprised, entangling toungue
876-880 Mutant Cricket - huge wolf sized cricket pack
881-885 Mutant Horned Beetle - bear sized killer black carapace and furry, giant horn it loves to use
886-900 Mutant Dogs - packs often crudely spoken language
901-905 Mutant Dung Beetles - gather dung and refuse to feed their children
906-910 Mutant Apes - huge flesh eating gorillas, yetis, sasquatches and others
911-915 Mutant cave octopus living in water pit
916-920 Terror bird, lost or albino killer flightless bird, man sized plus
921-930 Triffid, has a light source and feeds well, man sized
931-935 Mutant Mould with killer spores or other strange properties (psychometric hallucinations)
936-940 Mutant Fungus - killer mobile fungus versions of triffids
941-950 Tentacled horror - an abomination mutant on killing, eating, and mating spree
951-955 Shoggoth - gibboning insanely looking for its former master or humans to kill
956-960 Mutant Chimera - multi species impossible creature, huge with great power
961-965 Mutant Abomination - Shape changing fleshy horror absorbs DNA of everything eat eats
966 Grey - low G space modded humans, now hostile to current planetary atmosphere, hostile with lasers
967 Grey - cyborg warrior collecting specimen
968 Grey - brain in artificial body or attached to slave creature or robot
969 Grey - in disguise with fleshsuits as MIBs or as wandering traders and hobos
970 Biohazzard - bioplaque attacks flesh, resist or damages slowly till sunlight exposed
971 Biohazzard - mindhack if doesn't resist turns against unfinfeted
972 Biohazzard - mindhack if doesn't resist turns "patriotic" and fights its rank vs incoming mind hacks
973 Biohazzard - live necrovirus spores infect with undead strain
974 Biohazzard - silicon nanoid complex - mineralises living beings, some survive as silicon android
975 Biohazzard - Nanoswarm lycanthrope body hack to convert enemy civilians to rampaging killers
976 Biohazzard - nanoid grey ooze converts organics to own matter and fuel
978 Cyber nanovirus hacks artificial life into hostile - android or robot versions
979 Golem - silicon android made from molecular aligned crysta,l super computer AI
980 Gargoyle - silicate statuesque horrors, poor glider wings but great climbers and fighters
981-990 Gamma parasite swarm
991 Secret society ritual gathering, friendly celebrations
992 Secret society ritual gathering kill witnesses hunt for ever
993 Orbital AI contact panel, desperate to talk on safe connection, may be able to help
994 Time traveller, trapped and lost
995 Time traveller on mission
996 AI with hidden conditional utopia
Brain in a vat in lab apparatus or wrecked robot body, needs help to return to evil scheme

Alien on mission investigating other aliens (seek lost kin or rival species)

Nanoid colony in humanoid configuration, dangerous godlike being is confused

AI, seeks to restore order, needs help to go online and control orbital weapons, will systematically rebuild new global order and gains support of AI's and can cure the virus. There is whole cult and military unit dedicated to stopping it. Each component released is a step back to its godlike power. Goal is to end the Aeon - requires agents to help it.

**d100 Humanoid in a pod**

These turn up all the time, some prisons, some medical, some escaping body and brain hacking bio weapons, or hoping to miss the apocalypse. Some pods are packaging for artificial life.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-05</td>
<td>Android, deactivated could be awakened, 50% viruses killers</td>
</tr>
<tr>
<td>06-13</td>
<td>Worker Android</td>
</tr>
<tr>
<td>14-18</td>
<td>Service Android</td>
</tr>
<tr>
<td>19-20</td>
<td>Thinker Android</td>
</tr>
<tr>
<td>21-25</td>
<td>Soldier Android</td>
</tr>
<tr>
<td>26-30</td>
<td>Fresh pleasure replicant 1d4 years to live</td>
</tr>
<tr>
<td>31-35</td>
<td>Fresh labour replicant 1d4 years to live</td>
</tr>
<tr>
<td>36-37</td>
<td>Fresh combat replicant 1d4 years to live</td>
</tr>
<tr>
<td>38-40</td>
<td>Fresh insane replicant 1d4 years to live - gone awol on killing spree</td>
</tr>
<tr>
<td>41-45</td>
<td>Clone for organs, intact but minimal simulated life experience</td>
</tr>
<tr>
<td>46-50</td>
<td>Clone for gold plus life insurance, pre recorded life experience of rich celebrity</td>
</tr>
<tr>
<td>51-55</td>
<td>Clone trooper ready for action as GM (Genetically modified human)</td>
</tr>
<tr>
<td>56-60</td>
<td>Clone pleasure slave bonds to whoever sees first</td>
</tr>
<tr>
<td>61-65</td>
<td>Animen - human animal hybrid clone for labour and dirty jobs</td>
</tr>
<tr>
<td>66-67</td>
<td>Atlantean - modified for aquatic life, some cant breathe air and will die</td>
</tr>
<tr>
<td>68-75</td>
<td>Unviable Ancient - pre GM human dies in modern atmosphere or terminally ill</td>
</tr>
<tr>
<td>76-77</td>
<td>Ancient psychotic criminal, frozen till cure for personality altering terror weapons</td>
</tr>
<tr>
<td>78-80</td>
<td>Ancient experiment - horror biogen modified human with biomechanical weapons</td>
</tr>
<tr>
<td>81-85</td>
<td>Ancient contaminated with necrovirus - becoming undead, possibly with live infection</td>
</tr>
<tr>
<td>86</td>
<td>Grey - low G space modded human, no longer suit planetary atmosphere, hostile with lasers</td>
</tr>
<tr>
<td>87</td>
<td>Grey - in disguise with human flesh suit symbiote for life support and disguise</td>
</tr>
<tr>
<td>88</td>
<td>Turns into tentacled mutant horror, may dwell among humans a while to get close</td>
</tr>
<tr>
<td>89-90</td>
<td>Mutating human frozen to halt modification</td>
</tr>
<tr>
<td>91</td>
<td>mind hacked person turned into killing machine</td>
</tr>
<tr>
<td>92</td>
<td>flesh coated combat droid for covet ops hostile to humanoids</td>
</tr>
<tr>
<td>93</td>
<td>ancient criminal mastermind, seeks to gain power over everything</td>
</tr>
<tr>
<td>94</td>
<td>ancient cop android arrests everything illegal in sight</td>
</tr>
<tr>
<td>95</td>
<td>insane psionic contaminated victim cant cope with valuable powers</td>
</tr>
<tr>
<td>96</td>
<td>service android or replicant, acts sweet at first but then virus kicks in</td>
</tr>
<tr>
<td>97</td>
<td>rogue replicant hunting replicant who is really sure he or she is human</td>
</tr>
<tr>
<td>98</td>
<td>ancient party fiend celebrity out for fame, good times and comfort</td>
</tr>
<tr>
<td>99</td>
<td>scientist with cure for one ancient bio weapon, will try to treat contaminated</td>
</tr>
<tr>
<td>100</td>
<td>wasteland trader frozen as experiment by gang in pod a few decades ago</td>
</tr>
</tbody>
</table>

**1d12 Weird Science Crossing Types**

1 Monorail
2 Air ferry
3 Elevator
4 Escalator bridge
5 Shuttle
6 Speciality vehicle
7 Teleporter circuit
8 Wormhole gateway
9 Awesome spectacle designer bridge
10 Road just crosses, minimal support or structure
11 Telekinetic force bridge
12 Specialised robot transportation

d20 Weird Science Obstacles
1 Robot guardian
2 Argumentative AI
3 Android demands Fee
5 Cyborg gang taunt anyone crossing
6 Tech system failure
7 Mutants demand toll
8 Cult demand donation, offer membership
9 Sentient xenoform demands service fee
10 Virus nanobots or mutagen contamination
11 Fortified barricade blocks passage
12 Guards want to know more about you and whatever your doing
13 High tech trap
14 Hostile lab made creature lair
15 Youth gang jerk you around
16 Crooks offer criminal services
17 Suicidal person here to die - perhaps party will help
18 Recycling or cleaning machines get extreme
19 Horde of hungry and needy want stuff
20 Dangerous collision

Part 6: Psychon Life Forms

Everyday Creatures
Quick ordinary animals

d20 Size
1-4 Tiny 1hp+
4-10 Small 1d4+
11-14 Medium 1d6-2HD
15-17 Large 2HD-8HD
18-19 Huge 8HD+
20 Colossal 18HD

d20 AC
1-2 0
3-4 +1
4-7 +2
8-10 +3  
11-13 +5  
14-15 +6  
16-17+7  
18 +8  
19 +9  
20 +10  

**d20 Main Locomotion**  
range of movement random dice included  
1-2 More than 4 Legs or no legs 2d12  
3-6 Quadraped 2d12  
7-10 Bipedal 2d12  
11-12 Burrower 1d8  
13 Hopper 2d12  
14 Climb 1d12  
15 Glide 2d12  
16-17 Fly 4d12  
18-19 Swimmer 2d12  
20 Plane Shifter/Teleporter 100+d100  

**d100 Diet**  
1-49 Herbivore (trample or charge)  
50-64 Omnivore (claw bite)  
65-80 Carnivore (claw bite)  
81-86 Humanoids (claw bite)  
87-89 Minerals (bite)  
90-91 Energy (drain)  
92-94 Magic (drain)  
95-96 Omnivore (bite)  
97 Life Force (drain)  
98-100 Hemovore blood drinker (bite and drain)  

**d20 Weird Characteristics**  
Some basic types need mutations and colours too  
could roll d6-3 for how many  
1 horns  
2 sentient  
3-5 alternate extra locomotion forms  
6 tentacles extra limbs or facial  
7 extra head or limb or organ  
8 ray eye  
9 breath weapon  
10 spell caster  
11 elongated body part or tendril  
12 kinetic missile  
13 explosive missile  
14 spinnerets or construction spittle  
15 camouflage  
16 parasites species on body  
17 symbiotic species  
18 chemical weapon (gas, acid)
19 chameleon
20 psionics

d20 not so weird characteristics
could roll d3 for how many
1 delicious
2 can be trained
3 domesticated, can thrive in captivity
4 like people or hate people 50:50
5 mimic other species
6 excellent fur or leather
7 superior senses
8 territorial and hostile
9 suited to carry or pull stuff
10 eats and drinks very seldom
11 reputed medicinal or magic or potion value
12 provides milk, eggs or food
13 rapid breeders
14 fast or very slow
15 suited to being ridden or carry messages if small
16 really stupid or smart
17 prehensile tail
18 hold breath
19 loyal to group
20 occasional killer

d20 weaknesses
A local hunter will know and use these flaws
1 Limited vision (near or far sighted)
2 Poor smell
3 Bad hearing
4 Angered by one colour
5 Fearful of flying large creatures
6 Angered by vehichles or large animals
7 Blind Spot
8 Attracted to bait item
9 Certain traps very effective
10 If leader dies all flee
11 Only likes one kind of terrain, avoids others
12 Cannot swim
13 Sound of wounded young always suckers them
14 Sounds of mating heard for miles
15 Can be manipulated (or enraged) by using scents
16 Friendly, like humans to fault
17 Smell obvious from great distance
18 Likes music
19 Hates fire
20 Fears fire

Rust Monsters on Psychon
Examples of how to hack a monster for Psychon
Random Psychonian rust monster skin colour

1 in 10 is a crossbreed with powers and colour of two types

1 Crimson (red, brick, maroon) Combustion touch, burn 1d4 for 2d4 rounds Pyro monster
2 Magenta (rose, pink) Drain blood or life by just a touch 2d6 each touch Hemo monster
3 Cyan (sky, light blue) Drain magic objects or magicians minds 1d3 lv/+ per touch Arcano monster
4 Turquoise (sea, turquoise, aquamarine) Ages 1d10 years per touch Chrono monster
5 Yellow (gold) Crave gold, silver, platinum and copper Treasure monster
6 Tangerine (orange, bronze) Standard craves iron and steel Rust monster
7 Emerald (olive, forest) Petrifies target then eats slowly by licking Geo monster
8 Green (lime, light green) Green slime infection Bio monster
9 Violet (Indigo, purple, lavender) Turns food and water to dust Polyphage monster
10 Lapis (dark blue, midnight, navy) Disintegrates wood and leather Void monster
11 Ivory (bone, pearl, shell, silver) 2d6 Freeze touch and slow rounds Stasis monster
12 Jet (grey, slate, steel) Level draining wight like effect Necro monster

Other special Psychonian rust monster abilities

1-5 no special powers
6-7 one special power
8-9 two special powers
10 have 1d3+1 special powers

1 Spider Climb (drop from ceiling)
2 Glider Wings (glide from trees or cliffs silently)
3 Extendable tentacles, twice range
4 Regenerating tentacles as long as eaten some special food
5 Slam attack, save with STR or knocked prone from charging beast
6 Shoots magic missile from tail every round
7 Tail blade 1d10 damage 360degree arc
8 Ram attack 1d6 headbutt and 2d6 if charge
9 Telekinetic limited to food type, magnetic power for rust monster, 100lb per tentacle
10 Throw baby monsters with tail 1HD each 2d4 shots 50" range
11 Shocking grasp, 1d4 every time you hit it with a melee weapon
12 Special colour based Elemental power as below table

Crimson (red, brick, maroon) Fire and heat resistant, live in volcanoes
Magenta (rose, pink) Everyone in 30 feet loses a d6 HP per round if enraged
Cyan (sky, light blue) Can cast spells it steals once like a scroll
Turquoise (sea, turquoise, aquamarine) Can dimension door at will
Yellow (gold) Grown gems in hide, sings sweetly, desired pet of kings
Tangerine (orange, bronze) Cone effect rust power 60’ 30 degree arc, 3 times per day
Emerald (olive, forest) Poison blood spray on death all in 20 ft hit by poison
Green (lime, light green) Acid blood, damages incoming weapon, 1d4 everyone in 5ft
Violet (Indigo, purple, lavender) Each tentacle destroys a d6 of undead HD
Lapis (dark blue, midnight, navy) Can fly into space with a passenger with beetle wings
Ivory (bone, pearl, shell, silver) Healing 1hp per round of touch if happy eats scar tissue
Jet (grey, slate, steel) Eats your shadow, interferes in souls passage to next life

Rumoured Otherworldly Powers d12
Double size ones from other planes have been noted and may possibly have the following powers

1 Intelligent sentient being
2 Polychromatic, can change colour and powers at will
3 Phaze powers (pass through solids, surprise attacks) if phased +4AC need +2 magic to hit
4 Plane Shift (use to escape, returns to home plane for 1d12 months if killed)
5 Pincer Arms like scorpion or tentacles like a squid (meanest) 1d8 or grab attack each
6 Invisibility (stalk party silently)
7 ESP (learn preys plans and food keeping secrets)
8 Illusions (trick victims out of food)
9 Regeneration 1pt per round, must destroy till -10 to kill
10 Tail sting with deadly poison like a scorpion +1d12 (stacks with tail attack if any)
11 Summon 1d4 more monsters 30% chance once per day
12 Roll 1d10 twice

On planet Psychon they are sometimes used in swarms for terraforming hexes by gods. A spiteful god may use these monsters to punish a civilization - steam-punks would melt before a rust monster plague. Breeding programs with planar beings and other monsters is a practised art among some biomancers. Poor monsters with no metal breed them against their kin that do use metal. Some breeders keep packs of several strains and teach them to attack together. They are resistant to their own breeds harmful powers. Cross breeds are viable. Different colour eggs sometimes appear in pure strain clutch. Some otherwordly types can change colour and species every round and they may lay eggs of any colour and act as a queen.

An example riding beast:
**Gamma Gobblers**

AC+4 HD 4 MV 12

Description: Riding gobblers are stupid but domesticated riding birds mutated from turkeys usually white, ginger, grey or wild have black-brown brindle patterned. They are also delicious but eating lots is sleep inducing. They also lay tasty eggs. Wild ones tend to hang about human settlements and don't resist being fenced off and tamed like many other creatures. Different strains with various colours and mutations abound with local breed names. Most are too fat to fly but they can hop up to 30m and like to rest in trees. With a rider this is only 10m. May do notoriously stupid things like jump in a barrel to keep out of rain and drown. Seekers often ride and farm them as so many new tribes.

d50 Common variants - usually whole group has same and colours
1 Intelligent - +2d6 Int, 33% chance can talk
2 Shock Prone - if fail morale roll freezes till source of fear gone +1d20 minutes
3 Gas generation - if scared produce 2d6+3 tear gas - it is immune
4 Antlers - 2d8 extra horn attack
5 Gamma Eye - can KO enemies
6 Radiation Eyes - zap foes with radiation
7 Explodes on death like a chemax grenadier (seekers can kill them without this effect)
8 Contagious Wattles - close prolonged contact develops wattled red flesh bubbles on rider
9 Teleport - when failed morale teleport to safety with rider
10 Sonic Blast - super destructive gobbler noises
11 Fly - full wings
12 Extra Legs - 1d4+1 extra legs +10% speed per leg - grow back if amputated (yummy)
13 Metallic Feathers - AC4
14 Cyborg - thermagraphic vision, eye view radio up-link, 2 weapon mounts
15 Beserker - If threatened attacks +4 hit till foe or self dead
16 Laughter inducing poison lasts 1d4 hours after eating 2d6+6 intensity
17 Unigobbler - a single horn extra attack+1d10, poop cures 1d3 dam, lasts only 1 day (d6/day)
18 Sense Metal - gobbles and struts if walks over buried metal
19 Altered diet - eats 1d6 1=plastic, 2=metal, 3=flesh only, 4=concrete, 5-6=contaminated waste
20 Inflatable - gobbler if enraged inflates to 4 times size and floats away as gasbag mutation
21 Extra heads - 1d3 extra alert heads sleep in shifts, sometimes try run different directions
22 Luminous - glow various colours at night depending on strain
23 Tentacles - 1d4+2 wattle covered pseudopods used to feed and grapple attack
24 Cluster bomblets - shoot 1d6 explosive 2d6 dam pellets from wattles ahead if surprised
25 Fire breather 10m cone of 4d6 fire once a day if disturbed
26 Saw wings like biological chainsaws 3d6 dam
27 Forms telepathic bonds with kin or riders
28 Danger sense - start to cluck warnings if ambush or danger near
29 Turn invisible if fail morale roll
30 Poison beak intensity 13 paralysis venom on beak
31 Wings with functional hands - tool users
32 Build mounds or rotting vegetation to hatch young (Australian bush turkeys do this)
33 Chameleon feathers - aids in hiding and communication
34 Spits gobs of acid 2d6 ranged attack 25m range
35 Grows bigger, redder, beak glows with heat if mad +2d6 peck
36 Shoots black spines from bristly beard, 1d4 shots of 1d6 per round 18m range
37 Prehensile Snood (dangly thing on beak) uses as a hand - reach to 6m
38 X-ray vision - can see hidden weapons or enemies
39 Razor spurs - spur attack wounds bleed 1hp per round till treated
40 Elongating neck - can stretch to 5m to feed or spot danger
41 Has a bulgy single eye
42 Wattle covered - red fleshy lumps all over - hideous
43 Silence field 10m radius when nervous or can be trained to raise
44 Aquatic - webbed feet and can swim like a duck
45 No legs, floats by self inflation with gas, multiple self healing gas chambers
46 Larger +1d6 PS, CN and +4 HD
47 Radiation resistant but mildly radioactive poop 1d4 intensity
48 Fear aura - if startles activates fear cloak intensity 2d4+6 mental attack once per encounter
49 Extra delicious - addictive intensity 2d6+6 to resist lifelong cravings
50 Regenerates - 1hp per round, may surgically remove meat and will recover

Gamma gobblers take to untrained riders well but look to each other for morale - all rolling as a group. The may attack with mutations if surprised or spooked. A trained rider can make his gobblers jump, attack, be silent, sit and can use their weapons unhindered from turkey back. A trained rider makes his gobbler follow his lead not the group. A trained
gobbler rider can make a CHA check to sway all surrounding gobblers in the caravan to not panic. Wild gobblers sometimes follow people home and hang about till trapped. Tamed gobblers with missing riders head to any beings that don’t look scary for help.

**d100 Weird Vegetation, fungi and Slimes**

Just to give you ideas for killer plants and gross stuff growing of Psychon

1. Wolf weeds - spherical hunter like plants, used to herd meat beings by some plant folk like dogs
2. Triffid plantation - bred as mobile food, medicine and fuel plant of ancients
3. Strangle Vines - gripping vines snare and strangle victims
4. Giant Tree Men - walking ancient giant trees
5. Pod People - plant grown replicates infiltrate and spread their kind
6. Vegemen - savage competitive tribal plant folk
7. Pitcher plants - grab creatures with tentacles and stuff in stomach to dissolve, tempt close with sweet fluid and shelter, some lack tentacles use bait to lure into one way mouth
8. Giant Flytraps - jaws snare and trap or swallow whole
9. Darkspawn - huge vegetal tripod spawn of the dark gods who hide in forests and eat meat
10. Dryads - seduce humanoids and enslave them
11. Killer trees - evil mobile trees that eat meat and share dread lore
12. Saliva Trees drop slimy neuotoxin tendrils then dissolve in saliva mass in branches
13. Yellow Musk Creeper - eats brains and spreads zombies
14. Mushroom men - not too hostile but dislike intruders none the less
15. Killer Nut Trees have flingable explosive nuts
16. Mandrake - this plant has a killer scream and is enslaved be evil wizards with a spell
17. Needlemen - humanoids who shoot needles growing all over them
18. Lotus Fruit trees turn eaters into drug addicted slaves who take it wherever they go
19. Psychon Poppies - spray psychedelic dust, tries to eat helpless prey
20. Slaver willow - connect tendril to life forms to enslave and feed, let slaves loose for missions
21. Symbiote Tree - has birds or insects plague inside it uses to attack and feed itself
22. Gamma Tree - huge glowing flower when in bloom can kill with radiation, may open if startled
23. Explodestools - ancient bio mine explode if disturbed
24. Kelpie - this aquatic slime uses illusions to pretend to be a trapped horse or lady to trap suckers
25. Green Slime - infectious killer infection converts meat and life into more slime
26. Crystaline structures resembling plants may have psionics or drain life or make slaves
27. Gasbag Plant floats about feeds with acidic tendrils
28. Vampire Willow strangles with creeper tendrils and drains blood
29. Organ limbs growing human organs for transplants, some gibber madly, often cared for by cult or robots
30. Mirror flower - grow in huge patches reflect sun into energy beam to defend patch
31. Riding Cactus - horse shaped mobile cactus can be tamed
32. Shooting Cactus fires spines at intruders by heat sense
33. Mortar Plant - cluster of tubes shoot explosive missiles at moving beings near colony
34. Gamma Fungus - looks lie tasty animal but explodes if hit infecting those close with fungus that converts them, delicious smell and taste if you can prepare it somehow
35. Space Grass, often grows in areas around certain meteors, infects target and turns them into grass men
36. Tree has colony of humanoids attached by tubes to belly button, they defend tree as
their god and welcome new family members
37 Space Shrooms - colourful shroom colony initiate telepathic contact if you eat one, if you displease them they torture you with fevered nightmare hallucinations to drive you off 38 Crystal Slime - looks a bit like water but can jump 5 foot and burns like acid 2d6 for a small one 39 Mood Slime - psycho reactive based on mood around it, peaceful mostly but violence and evil make it attack everyone with emotional feedback loops and it may even drown victims, some as big as lakes 40 Blood Slime huge rolling spheres of blood drinking gelatin 41 Holy Berries come in colours of psychon, each bush has different table for effect, some good some bad, bigger trees more powerful 42 Mutation Fruit if broken infects area with mutagens, juice may be sucked out to effect one consumer with no saving throw 43 Grey Slime a dangerous jelly that destroys metal armour or weapons on touch 44 Mana Jelly - eats spells and magic items, eats spell casters 45 Murder Fruits - tree with coloured fruits which are delicious but sentient and scream when picked or eaten, dropped ones may attack as a swarm and defend their kin 46 Hangman Tree has noose vines which it snares feet and necks 47 Slip and slime - covers area in frictionless goop that makes travel difficult 48 Flame Tree bursts into flame if harmed or scared, nearby trees do same, comes in miniature variety and ground creeper too 49 Skull Tree kills and eats men and absorbs heads and knowledge, skulls decorate its boughs and indicate how smart it is 50 Killer Stump looks like a tree stump and grows attractive bait on top like a bunny or crying baby, or tasty raw meat or food or tech, actually mobile with saw roots and sideways tooth filled mouth 51 Giant explosive puffballs detach from ground and blow in the wind 52 Snapdragon Bush has fruits resembling dragon heads that breathe flame 53 Spasming kidney shaped jelly blobs on glowing rainbow colours cover areas of ground, psionically make higher life go to sleep to be dissolved and absorbed 54 Stuff Bloom, a mass of yoghurt like crap in a pit or well, can form into humans or animals to lure victims closer, collective intelligence, has been known to inhabit a town with people to lure in traders 55 Sawblade tree cuts other trees down and builds fences with remains, semi mobile and cooperative 56 Sword bush stabs near by animals with vegetal blades, some varieties mobile, and some strains grow in hedge mazes 57 Brain Plants, a parasite plant which grows on trunks of other trees resembles a coloured brain in a flesh sack with plant like bladed tendrils, will animate local plants to defend self, and different types have mental mutations 58 Shambling Horror, a colonial mass of living compost heap that forms a powerful giant humanoid 59 Rose Warriors, mobile killer roses each colour hates every other colour and has a different tribal mutation and poison effect thorns, some are leaders, others can shoot thorns 60 Eye Macrobes, resemble an eye with a sucker often live in colonies and have telepathic communications over a large area. Have other psionic powers and may be curious about technology and machines or new things 61 Ball Macrobes grow from the ground in chains of organic spheres of various colours, swaying in the wind. Will flagellum like batter colony intruders and often host to other creatures. Balls drop off and float away to spread the colony occasionally and burst or colony may fling balls as weapons
62 Audrey plants come from meteors and start small feeding on blood from critters they nip that wander past. Can grow into huge tentacled horrors with a great maw, can talk (and sing) may try to dupe persons into being friends but are domineering and manipulative
63 Cactus men are a succulent breed of needlemen who if killed may provide water or hallucinogenic flesh
64 Sword macrobe, levitating slug like blob with two tendrils with force knives
65 Land Sargassum, 2-4 meters high thick vegetal structures swarming with vicious lice and worse, a major obstacle
66 Land Coral, huge jagged rock walls formed by tiny life forms, if living the reef harbours other creatures and plants. If injured by coral and any fragments remain inside will begin to grow in the host body, seizing up joints, growing weird horns and other spikes from the body usually fatal in long run
67 Nerve Grass, 2-4 yard high swaying, thick plastic like succulent cables, twitch if touched and spasm if injured, releases neurotoxin if damaged that paralyses victim, most generally die and become plant food
68 Crab Crass, looks like short stubby grass but nips anyone walking on it, not a big threat but covers large areas
69 Spheracles are plants that grow in clusters and produce spheres from basket ball to rain water tank size semi translucent spheres. Some creatures defend them furiously, others even live inside them, spending part of their life cycle inside then going to a body of water. Baby aquatic humanoid sometimes are found inside. The spheres are quick to seal up entry points which animals exploit
70 Mustard Grass are stubby ground cover but bushes have been found. If disturbed they release toxic gas most often irritant with some long term sores and blisters in bad cases.
71 Sundew tendrils up to 4 yards high, covered in a super sticky biopolymer traps creatures then feeds of them, some natives use glue, mostly larger ones a menace to humans
72 Amber tree is a huge tree that secretes sweet sticky gum that imprisons creatures attracted mostly by accident but does keep predators down, has many uses for craft, remains of creatures trapped in hard resin are creepy, the biggest trees are 40 yards tall
73 Trapper Leaves, gigantic flat leaves on ground or water surface roll up and squeeze life from creatures
74 Pyrotrophid, as a normal triffid then gene-hacked as a weapon, has a built in flamer instead of the usual stinger
75 Chemotrophid looks like a normal triffid then gene-hacked as a weapon, delivers molecular hyperacid, disease or some other effect other than the neurotoxin
76 Trumpettriffid was gene-hacked as a weapon and has a sonic attack 3d6 within 30 foot and only 2d6 at medium and 1d6 long with no range penalties
78 Ground Fungus grows to cover acres underground and bursts through soil to grab legs and hold till they die then feed fungus
79 Cave Clam is actually semi mobile fungus that grabs mens legs, possibly severing them or at least imprison them till they grow weak and die, the beasts have a hook to grip rocks stronger than several men
80 Killer Palm these trees hurl coconuts and some species they burst like a grenade, others bury themselves becoming a minefield to protect the tree, some use chemicals like gas or stench instead
81 Stench Plant, shoots a stream of revolting stick skunk juice that makes target save vs vomiting every round CON which is incapacitating, vinegar or alcohol helps get goop off, water makes it tolerable
82 Meat Flower, a giant pink fleshy flour that smells of rotten meat to attract flies or animal into its mouth, if stench gets in person then things attracted to them
83 House Tree with rooms, food growing inside, running water, nests and an ecology of
bugs that clean your waste, popular with Eldren as homes
84 Vampire House Tree looks like above but eats guests and enslaves some to welcome new tenants in so as to save themselves
85 Haunted House Tree as 83 but is haunted by ghosts who can control parts of the house like doors to trap and torment the living and the poor house
86 Snake tree a huge 60 yard high tree that sends dozens of mile long tendrils that act like huge pythons looking for food, closer to the tree more tentacles can team up
87 Booster Tree is a solid fuel biological rocket, if exited by combat inside or near it the tree will accelerate to the moon (or try), initially pulling 20 G
88 Vegemen pygmies using blowpipes, vegetable bow and arrows, venom and pet plant monsters, hatch from bulbs fully armed and ready to fight
89 Sentient mutant tree men with different mutations and varieties in area
90 Sentient mutant plants folk, mostly non humanoid with different mutations and variants in area
91 Pod People have fully taken over local peoples and act as local tribe or village
92 Eldren plant hybrid gang angry at meat sacks eating their kind and causing trouble
93 Morlocks which have become mobile fungus zombies
94 Vege orcs have been hatching from the soil, spores from who knows where
95 Some plants actually plastic with electronic sensors linking them to an AI so everything in area watched by a god for some reason
96 Plantman Shamans with psionics roam area with followers and pets
97 Plantmen with pets herding naked humans into living plant cages
98 Ground Pitcher grows a pit of acid underground in a spot where animals wold make a trail, fall in disguised pit and very hard to climb out
99 Franken Plant Hybrid 1d3+1 rolls above in one unholy creature grafted together
100 Killer GMO plantmen warriors with vegetable biological guns
Part 9: Arcane Tech Loot

1d20 Random Psychonian magic metal type
not really modern Earth metals - more anodised aluminium looking and related to
psychonian colours or ancient rubbish

1 Blood Metal (Bronze) +1 damage on living bleeding foes, heal one damage after a battle
if splash blood on armour
2 Life Metal - merciful heart metal, wounds do not cause bleeding below zero, armour
preserves life and uses CON save to attempt to stabilise bleeding from negative hp, try
each each round
3 Sky Metal - Cold to touch, half range mods missiles, air or ice elemental beings +1 hit
and dam, can hit as magic weapon armour is 50% lighter than normal in armour
4 Sea Metal - No penalties in water for weapon or armour
5 Sun Metal - shadows and beings attuned to darkness +1 hit and dam, dazzling sheen in
sunlight save vs DEX or dazzled for -2 to hit 1d4 rounds, 30 radius, popular on shield or
helm
6 Earth Metal - has +1 damage blunt weapons and +1 AC if armour
7 Serpent Metal - has +1 poison damage with save, armour gives +1 save vs poison,
mildly toxic but carrier become resistant after 30 days
8 Vegon Metal - living metal plant, repairs damage, self sharpens, missiles grow extra shot
a week,
9 Witch Metal - harm non corporeal spirits +1 hit and dam, confers no gift to see them,
armour gives +1 save vs possession or spirit attacks, +1 AC vs same creatures
10 Night Metal (Lead) - silent, non reflective, harms beings of light +1 hit and dam, armour
gives +1 AC vs same creatures and a +1 save bonus vs their magic power
11 Moon Metal - (Silver) - harms and repulses some undead, devils, lycanthropes +1 hit
and dam, armour gives +1 AC vs same creatures and a +1 save bonus vs their magic
power
12 Black Metal - harms and repulses demons, faerie +1 hit and dam, armour gives +1 AC
vs same creatures and a +1 save bonus vs their magic power
13 Plastisteel - half weight of steel
14 Monocrystal - +1 hit damage weapon or +1 AC if armour, 1in20 roll shatters if melee
15 Duralloy - very hard to break or blunt without super solvents or forcefeild +1 AC armour
16 Steel - default metal for most ancient goods for centuries
17 Ceramite - doesn't detect as metal, otherwise as slightly lighter steel
18-20 Alloy roll two d12
-Ornichalcum = Sun and Blood metal
-Mithril = Black and Moon metal
-Adamantium = Earth and Blood metal

1d20 Random Psychonian magic gem type
most value based powers max out at 1000
not really modern Earth gems - large and kinda fake looking
related to Psychonian colours and ancient trash

1 Ruby - +1 save vs heat and fire
2 Kunzite - increases fertility, love stone +1% per 100gp value
3 Opal - +1 save vs illusions
4 Turquoise +1 second chance roll per year per 100gp value
5 Amber +1 save vs electricity
6 Citrine +1 save vs charm
7 Emeralds - +1 all saves imbues vitality once per 100gp value per day
8 Jade - reduces aging or decay +1% per 100gp value
9 Amethyst - help perceive spirits 1 range and 10% chance per 100gp value
10 Lapis - protects from a level per 200gp value drain then crumbles
11 Pearl - changes colour in presence of poison
12 Obsidian - can be used as edged weapon instead of metal +1 and shatter on natural 1in20 roll
13 Data Crystal - stores valuable ancient data the gods will crave 1d4 1=virus 2=junk data 3=valuables 4=a persons recorded life
13-14 Micro Hydrogen Power Cell
15-16 Hand Hydrogen Power Cell
17 Heavy Hydrogen Power Cell
18 Atomic cell core
19 Atomic cell 1d4 1=no core 2=Atomic cell with core d100% left 3=Atomic cell with full core intact 4=dangerously unstable
20 Com Orb connected to AI or able to talk to any who will answer in a mile

**d100 Science and Sorcery Loot**

Anyway the point of this is to encourage mix and match of magic and ancient technology. The DnD game covered fantasy and magic well. Early Gammaworld covered tech and mutants nicely. My own tables from Gammaworld are tech biased. This table and last meant to help bridge the gap and swing towards science and magic hybrids. I guess it is up to DM emphasize what pleases them, but recycle stuff from any game thing or mash two on psychon somewhere.

1 +1 Bullets 1d50
2 Cylinder or magazine produces one extra shot when emptied
3 Silverado Bullets 1d20 double damage on werewolves, and some undead
4 Power pack recharges one shot per day by solar or biological process
5 Power Pack ads +1 to damage
6 Cylinder or magazine crates Blood Bullets, can keep shooting on empty but lose one HP per "extra bullet" fired.
7 Spectral ammo 1d20 bullets pass through solids without harm but hurt any insubstantial beings including, undead, spirits, shadows or phaze spiders or displacer beasts
8 Ramrod speeds up muzzle loader reloads by one less round
9 Magic Gunpowder +1 damage per dice, enough for d100 shots
10 Magical Smart Bullets dont miss unless target magic resistant which blocks like a magic missile for most effects 1d20 rounds
11 Wizardlock pistol or rifle magically ignites charge in muzzle loaders, more reliable and sealed vs elements
12 Set of 1d6 killer grenade drones with magical illusionary duplicates
13 Holy Laser harms undead and magical beings like the sun
14 Dimensional Vacuum Charge - in artillery shell with manual set timer, opens hole into overspace
15 Hellgun a 3d4 heavy automatic 7 shot pistol +2 magical heat damage
16 Angels Chainsword 3d6 base - a holy +3 chainsword which is +6 vs undead if wielded by a Lawful Good hero
17 Chromatic Ray Gun - a handgun shaped wand with various dial-able chromatic effects usually only by wizards or sorcerers d12 shots and 50% broken control mechanism 1d12 1=Scarlet 2d6 and ignite flammables in area 2=Magenta 2d6 ignores metal armour
3=Cyan makes targets feather light for 1d4 rounds and they might blow away in wind
4=Turquoise inflicts a temporary mutation 5=Yellow Dazzles targets that fail DEX save for
1d4 rounds blind 6=Tangerine removes a spell cast on target 7=Emerald turns target into a
small frog for 1d4 rounds if fail a WIS save 8=Green Ray save or fall asleep if fail a CON
Save 9=Violet 3d6 to undead 10=Lapis ray stuns with horrible vision 1d4 rounds if fail WIS
save 11=Ivory heals 1d6 12=Jet vamparises 1d6 hp and gives half to user
18 Force Truncheon increases users STR, various models roll +1d4 each one
19 Wizard Power Plant - weapon can have shot recharged by absorbing spell energy
levels one shot per spell level
20 Flaming Chain - 1d6 melee weapon makes wielder invulnerable to fire, thrown, melee
and at same time burns with flame foe +1d4 if used in anger
21 Enchanted High Threat Helm - has binoculars, gas mask, comlink to a AI and +2
armour and resists any form of fear +2
22 Shield of the Sun is a medium mirror like shield that is +2 +4 vs lasers and has a built in
las pistol with solar charger (one shot per day)
23 Enchanted Riot Armour +1 for total of +6 armour, covered in magic signs
24 Enchanted Bullet Proof Vest AC +4 vs melee, bullets any attack
25 Altered personal force field pack 20 lb, Now adds AC +4 and block magic missiles, 10
minutes power
25 Tracker Helm has target laser, rangefinder, lowlight optics in a +2 Helm and +2 resist
Illusion charms
26 Gas mask with protection from evil once per day and electronic nightvision
27 Adamantium Chest Plate total +7 Armour+1 Saves
28 Hero harness normally base AC +1, this has extra +1d4
29 Scrambler of non detection, personal field 12lb, lasts 10+1d100 rounds before arcane
power burns out, blocks electronic and magical detection from spotting user with magic
detection
30 Suit that blocks normally lethal radiation and mutagens with a +2 magic save
31 Medicine bottle with 1d10+10 capsules that heal 1d3 damage
32 Magical syringe with speed potion dose, highly addictive
33 Magical +2 scalpel for surgery on magic beings 1d3
34 Jar with grisly twitching undying tentacle, if released will suck a curse from a person
then sleep for a d3 months before hunger again
35 Blood pack never goes off, if attached to person heals 2d4
36 A disgusting parasite in a cough syrup bottle, if eaten gives +2 vs disease as parasite
protects its host
37 Yellow 4lb tin with biohazard seal and release pin, 30 cloud of disease smog lasts a
d10 rounds
38 Old fashioned sack style gas mask with holy symbols, +3 Save poison and disease
39 WW1 Medic Helm wit red cross +1 AC and saves
40 Ice Pistol shoots hyper velocity ice pellet, 1d4 holds10 shots can refreeze ten loads
with power, this one loaded with holy water for +1d4 vs undead
41 +1 Save neckerchief
42 Pith Helmet with comprehend languages once per day
43 Tattered Leather Trench Coat enchanted to +2
44 A briefcase with a +2 Business Suit
45 A Doctors coat with pockets always full of first aid supplies
46 Thermos of magical tea, always hot, +1 hp first aid 1d10+10 doses
47 Fez with detect magic 3 times a day
48 Velvet Smoking Jacket, 1/2 damage from fire, immune to smoke effects
49 Straight Jacket, +2 saves vs madness, grants extra after fact save if already mad after
24 hours
50 Beer hat of the Ancients, a baseball hat with two chilled beer cans, each refills 3 times per day
51 Bowler hat with power of night vision, see in magical darkness also
52 Small outboard steam motor for boat, once started never needs fuel 32lb
53 Penny-farthing bicycle, folds into a ring magically at command
53 Small diesel motor can be fuelled with magic potions to run for a day 24lb
54 Large apparatus which can spank or flail a restrained person till released or death 45lb
55 Magical self heating still for making booze 16lb
56 Magical meat grinder, put fist size meat in, hamburger patty comes out, can work all day 12lb
57 Ammo press, hand cranked device converts individual rounds to any smaller caliber 16lb
58 Sharpeners Wheel with one hour sharpening next blade attack does +1 damage, then normal 12lb
59 Ice Cream Machine put in ingredients and freezes into frozen confection in one hour, 8lb
60 Electric Guitar or keyboard, needs no power or amp
61 Micro chemical conversion plant converts a potion to one shot recharge of a energy weapon
62 GPS of undead detection, shows undead in 6 range, if not buried or covered by walls
63 De-mutation pill, magic pill reverses all mutations and renders normal human
64 Telescope of Law - detects chaotic beings if viewed within 12 range
65 Puzzle of madness - INT save per day, 3 success in row opens revealing a minor treasure, 3 fail in a row need a WIS save vs madness and throw somewhere deadly in fit of rage
66 Everful aerosol can in random colour
67 Featherfall Crash Couch, a chair made to be vehicle mounted protects from most crash damage
68 Hammer of silence that makes no noise
69 Hula Hoop of madness - once spins around waist remains there, provides +1 AC
70 Holy communicator of thee gods - this links to god who will answer a question a week otherwise puts you on hold or records a message
71 Action Figure - comes to life as 1HD person with melee weapon (guns used as clubs)
72 Gods Eye Amulet, lets a god see what is in front of you
73 Hair clip of infinite style - put in hair can change length, colour and look
74 Game Console of Heavens - once a day summons a 1hd drone, flies 12 and shoots a 2d6 laser
75 Spirit Bottle - refills with one type of grog per day, vodka, whiskey, rum or gin varieties
76 Alien in a bottle - jar if thrown or opened releases a stasis packed angry grey alien humanoid with a 10 shot 2d6 laser with a range of 20
77 Android Familiar - pet of ancients enchanted to bond to master provides telepathic link
78 Polaroid of evil detection, 1d10 shots, evil aligned beings have redeye
79 Tablet of Ancient Lore, taps into ancient datanet but informs and attracts machine intelligences
80 Warlock's Tablet, shows diabolic and demonic beings magic sigils making them -2 save vs spells cast by user
81 Tablet of Wizardry, can replace spellbook, stores spells as apps by photographing old spellbook pages
82 Holy Tablet, can save 1d6 levels of spell by filming casting in spellstore mode, acts as holy symbol
83 Frenzahol, a drug that makes user beserk +2 for 6+1d6 rounds made permanent by enchantment if used
84 Bodybag of reincarnation, 24 hours after stowage person reborn in new body, one use comes in packs of 1d6
85 GPS of sacred sanctity, indicates holy or unholy ground and intensity within 100 range
86 Tirepatch kit of eternity, 2d6 patches each magically heals any damaged wheel
87 Rejuvehol drug enchanted to be permanent +1 CHA instead of 12 hours
88 Ball of endless twine, each day has 100 range of string but if last 30 of roll touched loses power forever
89 Bublegum of levitation, chew, blow bubble, acts as levitation spell cast, 1d6 left in pack
90 Time machine pack 1d4 jumps left 12lb
91 Cursed Painting, is a gate to a scene in a pocket universe or another place opens involuntarily from time to time (monthly) from a cameo to a picture in a book or any pictorial artwork
92 Cigars of Pharaohs in box, each sends into dream land of magical insightful visions
93 Cigarette Case, mother of pearl, always one last cigarette, built in lighter holds 20
94 Breakfast of the Titans, boxed cereal summons 1d4 cartoon characters from package who fight for you with 1d3 HD each and 1d6 damage, at bottom of box is another small treasure
95 SPAM golem, if tin opened a 8hd golem with two 2d6 punches AC+8 jumps out to serve to the death, he is delicious if killed
96 A tin of magic yummy looking snacks 1d4 1=constrictor snake pops out to serve for a day, 2=three 1HD annoying stupid clowns 3=a snooty peanut man follows you criticizing everything you do 4=swarm of bats 2HD serve for one hour
97 A 4lb metal disc on a necklace with touch screen is a ancient person converted into a AI wearable, portable and thinks it is better than you, mostly un helpful.
98 A android or mechanoid toy creature now a magic sentient being, forms link to a person and concentrates on a spell effect, item or power for the caster if touching them, very cute, 1HD
99 Musicbox - a high tech music player editor, enchanted to be amplified and run forever 1lb
100 Flaregun of the Eldren - fire 3 shots a day, either does 2d4 flame damage or creates an incredible fireworks show for 2d6 rounds, chamber does not open, fires once per round range of 50

**d100 Science Loot**
1 Flashlight
2 Digital camera
3 Phone or wrist com
5 Tablet or laptop computer
6 Toy robot
7 Briefcase
8 Lunchbox
9 Clothes
10 Headset com unit
11 Comdot unit set
12 Game consol
13 Backpack
14 Video projector
15 ID cards
16 Credit transactor
17 Desk toy
18 Umbrella or poncho
19 Armoured vest
20 Concealed pistol
21 Small pistol
22 Military side arm
23 Hunting rifle
24 Hunting Shotgun
25 Military rifle
26 Military shotguns
27 Truncheon
28 Non lethal weapon - stunner
29 Non lethal weapon - chemical
30 Bat
31 Uniform
32 One person camping outfit and backpack
33 Anti gravity parachute pack
34 Pills
35 Hand grenade
36 Hand cuffs
37 Hat
38 Mask
39 Goggles
40 Sport protective mask, pads and vest
41 Climbing equipment
42 Batteries in a box with plug in charger
43 Cooking equipment
44 Trolley or hand truck or pram
45 Software cartridge or portable secure storage for robot
46 Riot armour
47 Retro tech armour
48 Retro tech hand weapon
49 Retro tech fire arm
50 Diagnostic hand scanner for one discipline or field
52 Cable, chain or monowire or spinarette gun
53 Fire extinguisher
54 Explosives
55 Chemicals
56 Preserved rations
57 Ancient rations
58 Fresh food
59 First aid kit
60 Bandages, rags, berries, bottle of spirits, saw, hammer in bag
61 Alcoholic drink
62 Hash, tobacco or opium or other smokable with pipe
63 Narcotics in pill or injected form or inhalant form
64 Adult content data storage
65 Costume
66 Smartsuit, self cleaning and repairing
67 Awesome fashion item fit for a rock star
68 Headphones and media player
69 Prosthetic body part
70 Candy
71 Jewellery
72 Condiments
Bards and Guitars from backyard of Mars
I envisaged all kinds of heroes and monsters and wizards having guitar duels on planet Psychon. Most of these instruments could be changed to others. While im not really into rock, I do appreciate its role in much of my favourite 70s SF. Hawkwind I personally like. Other stuff like Jethro Tull and king crimson, 60s psyche and sitar rock wouldn't hurt either. Something im still exploring myself.

**d100 Magical Guitars**
All magically amplified, all magically operated by being played to use powers

1-2 **Lightning**
Play for 20 minutes and cause small brief storm, shoot one 5d6 bolt per day, produce 3 loud thunderclaps per day, iron body with lightning runes

2-3 **Psionic Storm**
Stores a one first second and third psionic spell per day, platinum with gems encrusted

4-5 **Sonic Attack**
3d6 sonic blast 3 times a day with a 12y cone 30 degrees, screaming face pattern, brass Bow Guitar Can act as a composites bow

6-10 **Sword Guitar**
Contains a scabbard with a concealed sword usually at least +1

11-14 **Axe Guitar**
Acts as a +1 battle axe
15 Two sword guitar
Two concealed swords, a long and short or two of each set at least +1

16-17 Skeleton Warrior Guitar
Turns into a 4hd skeleton warrior 1hr a day with an axe obeys owners commands

18 Fire lance Guitar
Fires 5d6 burning light up to 10 times, recharged with ancient tech

19-24 Werewolf Guitar (or other pick other beast)
Play for 10 minutes and turn into a wolf, need guitar to turn back

25-26 Beastlord Guitar (one species)
Allied to a beast type, play for 10 minutes, summon typical individual or swarm once per day

27-29 Fire Elemental Guitar
Sound calms and soothes hostile elementals (unless actively following orders), shoot 3d6 firebolt 50 yards, three times a day, gold and brass with flame motifs

3-32 Air Elemental Guitar
Sound calms and soothes hostile elementals (unless actively following orders), shoot 3d6 lightning 50 yards, three times a day, silver and steel with wind motifs

33-35 Earth Elemental Guitar
Sound calms and soothes hostile elementals (unless actively following orders), shoot 3d6 rock bolt 50 yards, three times a day, brass and bronze with inset quartz crystals

36-38 Water Elemental Guitar
Sound calms and soothes hostile elementals (unless actively following orders), shoot 3d6 icebolt 50 yards, three times a day, silver and platinum with fish and octopus motifs

39-40 Heart Guitar
Heart shaped guitar casts charm once per day, +4 poetry and sing NWP

41 Unicorn Guitar
Shaped like unicorn, horn can stab for 2d6 damage, also heal 1d8 or purify water up to 3 times per day

42-44 Travellers Guitar
Filled with secret compartments, find one random thing on compartment once per day, polished wood with multiple panels of different types of wood

45 Ninja Guitar
Concealed sword, secret compartments for poison well, 30 ft cable, shuriken, suicide pill, small disguise kit, black matt humble finish

46-47 Demon Guitar
Made from a bound demon, shoots up to 3 times 3d6 firebolts per day, 100y range, cloak of fear once per day, made from tormented bound demon in agony

48-49 Daemon Guitar
Made from a bound daemon, shoots up to 3 times 3d6 shadowbolts per day, 100y range, darkness 15Y radius once per day, made from tormented bound deamon in agony

50-51 Devil Guitar
Made from a bound devil, shoots up to 3 times 3d6 shockbolts per day, shocking grasp once per day, made from tormented bound devil in agony

52-53 Law Guitar (Modron Rock)
Made from a bound modron, shoots up to 3 times 3d6 steel bolts per day, light once per day, made from bound modron in stasis who feels nothing

54-55 Chaos Guitar (Slaad Rock)
Made from a bound Slaad, shoots up to 3 times 3d6 acid bolts per day, stinking cloud once per day, made from bound slaad in stasis who feels constant rage

56-57 Deva Guitar
Made from a bound Deva, shoots up to 3 times 3d6 holy bolts per day, turn undead as Priest level 8 once per day, made from bound Deva in stasis who feels nothing
58 Cosmic Balance Guitar
Black and white wood which conveys hide alignment and sense alignment while playing

59-60 Eldren Guitar
Living guitar produces 3 meals a day and can be used to calm angry or scared animals or plants

61-62 Dwarf Guitar
Rock and bronze guitar, has built in war horn and repeating crossbow, refills with 10 bolts per day

63-64 Halfling Guitar
Small guitar is simple and humble contains a brandy flask and biscuit tin that refill daily

65-66 Satyr or Dryad Guitar
Erotically carved instrument, has a wine well which refills daily and can cast a charm spell daily

67-68 Troll Guitar
Guitar made from a flayed still living bound troll, repairs any damage except fire or acid, has a mouth that can bite for 1d6 and can be fed garbage or unwanted crap

69-70 Orc Guitar
Crude discordant guitar can cast fear three times a day and confusion once

71 Ogre Guitar
Huge loud crude guitar shoot 3 1d10 boulders up to 100y per day

72-74 Kobold Guitar
Tiny box frame guitar contains concealed thieves tools, poison well, tinder box and can be trapped to poison unauthorised users if poison well full

75-76 Goblin Guitar
This small guitar is made from gourds, can be used as a shortbow, and produced a skin of goblin beer per day

77-78 Hobgoblin Guitar
This large rough hewn but solid guitar can be used as a mace, and can shrink to pocket size at will

79-80 Bugbear Guitar
This large guitar made from bone, sinew and fur can be used as a mace and can fire 3 2d6 bolts per day as a heavy crossbow

81-82 Necromancer Guitar
Bone guitar can cast animate dead, death mask and charm undead once per day

83-84 Illusionist Guitar
Spectral force three times a day, bejeweled and precious metals

85-86 Dragon Guitar
Made from flailed dragon hide over dragon bone may 3 times a day shoot 3d6 fire in a 30 degree cone 20y long

87 Dragonbone Guitar
Made from dragon bone, play song makes all who hear resist any fear from draconic being

88 Mimic Guitar
This guitar is a trained mimic that will fight for owner who feeds it

89 Dagon Guitar
This scaled hide and driftwood instrument allows listeners to resist charms of any sea creature and can cast breathe water three times per day

90 Skull Guitar
This bone guitar can call a squad of 10 skeletons once per day

91 Rainbow Guitar
This rainbow chrome metal guitar is studded with jewels can cast chromatic orb 3 times per day

92 Crystal Guitar
This crystal guitar can cast light or cure light wounds three times a day

**93 Flesh Guitar**
Tormented flayed meat guitar quivers to the touch and plays horrific screams. Can cast fear three times a day and cure light wounds once

**94 Techno Guitar**
High tech guitar can play self, shoot 3 3d6 lasers per day and knows many ancient forgotten tunes

**95 Steam Guitar**
Steam powered brass guitar with boiler, once per battle shoot a steam blast 90 degree cone 10Y, 3d6

**96 Slime Guitar**
Green mucous covered slightly floppy guitar makes syrupy chords and can shoot three 3d6 acid globs per day

**97 Vampire Guitar**
Bound vampire in agony trapped mid transformation, user can see in the dark, turn into a bat for an hour a day, cast Vampiric touch once per day

**98 Ghoul Guitar**
Bound ghoul in agony trapped mid transformation, user can sense living while playing, cast Ghoul touch once per day

**99 Lich Guitar**
A lich playing this skeletal guitar can affect all in 20Y as if touching them, a human playing it resist effects of lich touch and all in 20Y resist lich fear

**100 Voodoo Guitar**
1d4+1 shrunken wizard heads, each can cast a 1st level spell per day

**Other Stuff**

**Dragonskin songbook**
Offensive to dragons but this book contains a treasure trove of ancient songs (+3 song lore if referenced in research and spend an hour)

**Guitar cases**
Various cases exist to protect instruments some have own powers
Part 10: Sample Pregen Hexes

Each small hex is 4 miles from top to bottom. I've done a few of these to test my tables for Psychon. Not super polished but adequate - a few typos I'm still spotting but I really thrashed these out fast to test tables.

Psychon Sample Hexes one: Jungle of Karthang

A good starting hex for heroes with simple dungeons, ruins and local despots to mop up.

Karthang is a savage jungle once home to a civilisation of cat men, now in decline. The citadel was built by cat men and was abandoned now dwelled in by green men. The races are very competitive and the humans learned everything from cat men long ago.

Some hexes have jungle saturated by monster plants and macrobes hostile to human life. The gods blast these areas to decontaminate them from time to time but they grow back.

Lots to do here including ship wrecks, cat men ruins and stop the spread of alien flora in the darker hexes. Stopping Kalad and bringing peace to Karthang would be nice too.

Psychon Sample Hexes two: Dead God Swamp

The typo in flavour section is "bread and beer" - this hex smells like a huge brewery bakery mess hall with some cheap sandalwood incense. Bear bread does sound tempting.

Dead God Swamp is a toxic wasteland with the central feature being a ruined mecha gargantua and former god, slain an aeon ago. A cult hope to rebuild it. Many races here work on the project. Violet and tangerine half men hate each other. The tangerine half men believe humans are their descendants.

Ruins of ancient chemical plants are guarded by robots but could aid in the rebuilding of the fallen god. Reptile men believe they deserve this more and sabotage human supremacy.

Dealing with various tribes on the god project, recovering ruined factories and exploring the temples are worthwhile goals.

The floating stone head is straight out of Zardoz of course and a good way to move players to some distant land.

Psychon Sample Hexes three: the Charnel Swamp

A fairly sparse hex

The black goat men are reasonably willing to trade but their leaders and only holy teacher are common crooks who are watchful of strangers touching their dupes or trading outside the gang. Some younger thug bucks paint supposed magic sigils on their heads and play fearsome music. This makes them mischievous, risk taking and keen to fight or riot. Mob bosses use sigils to brand their warrior recruits for their houses. If bucks discover they don't really serve a devil lord will be angry and possibly go mental.

Redmen in ancient times came from their bunkers and built the gate and then mostly vanished. Nobody living has got the gate to work in known history.
The muddy mess of the swamp is caked with redmen corpses well preserved. Some are undead. Deeper has different, often pre human species. An age of blue turtle men and yellow crab men used to dwell here, and some Cyan humans were their slaves.

Strange necromancers have come here to raise armies since ancient times. A few necromatic hordes entered the gate and never returned.

**Psychon Sample Hexes four: Fire pits of Rham**

The fire pits are dominated huge volcano with rivers of molten rock flowing over the stubby cone. Magenta shrubs and tall thin trees sparsely surround the volcano in the cyan ash based soil.

Pits filled with burning gas abound and man made structures may accumulate explosive gas. Ancient biowar cleansed all life here but several huge deco power stations and banks of huge half buried transformers can be found. Power lines and great pipes can be found. Many unsavoury types have used them as lairs. Jet men zombies guard these great lairs.

Mutants are piebald and rejected by all races, plus many have other aberrations like tentacles. Goblins are more interested in food and avoiding death than taking risks with violence. Cowards but willing to labour for the magenta humans who dwell at the crossroads. Desperate for business they greet strangers well.

The Temple houses more people than any other place in the hex, over 85 persons. Persons includes lizard men, draconians, fire newts, red and yellow lizard men and emerald snake men. A red dragon is the evil high priest in disguise but most in cult don’t know. The temple is a war forge, with huge supplies of natural energy but low in valuables, so the temple sells weapons salvaged from ruined refineries and plants scrap for cash. A great bronze golem guards the dragons hoard. The dragon is growing so it will be chosen by grandmother Tiamat as a champion. He hates serving in this dump.

The plague is a fever and very contagious, but survivors of other severe illnesses may get a save. The crossroads and the temple have different cures (crossroads is a magenta herb, the temple use dragon dung fumigations). Many mutants are carriers. Week one the victim gets -1 on all actions, -2 second week till -4 reached. At end of fourth week save or die and become a zombie.

**Psychon Sample Hexes five: Lakes of Peltash**

The lakes area has placid yellow fish filled lakes surrounded by lush cyan waist high sharp edged grass. Magenta trees with yellow trunks are sparse but common. The water is salty and sulfur tainted yet supports life.

Humans rule the great citadel with hobgoblin and goat men hirelings. Morlocks make most of the lands weapons. All are united peacefully.

Ancient monoliths of orange granite scatter the land but certain huge sites are home to druids.

Insect men have been moving here and are hated by the local tribes. A hive complex built by insects has appeared on the plain. They eat anyone if there is no grass. The magenta foliage has been grazed to near extinction.
The wizard school and sorcerer vice den compete for attention but pragmatism makes most favour survival and sobriety to wanton depravity. The necromancer has been shunned for generations but he has become tolerated and even liked of late for crushing insect men and raising the dead against them.

**Psychon Sample Hexes six: Frozen Wastes**
Grass and lakes mentioned are seasonal at summer attracting herd beast from other lands. Mostly frozen over and the lakes move seasonally. The terrain of the top left face should read tundra not tudra too.

Aqua ice fields and frozen wind blasted dark permafrost. Despite inhospitable conditions a citadel of shared Eldren and Bugbears dwell here with a tradition of shamanistic ancestor worship who call zombies to serve the living.

The ancestral graveyard houses over 10 000 corpses and is tabu to outsiders.

Alien steamworks remain half buried with alien undead and other horrors dwelling within. Aliens have tried contacting stranded kin here but they are too scarce and degenerate to reply.

The brotherhood preach ancestors are parasites and only the cult leaders can dispense wisdom. They sell copies of holy books left by a prophet centuries ago. All magic is evil to them.

Modrons cover the land digging up and relocating beings frozen in status. Such creatures cover the hex and cannot be awakened or freed by normal means. They dwell in a great bell shaped hive where no mortal knows what transpires within. Modrons are aware of people they just bite their lips and keep on their incomprehensible mission.

**Psychon Sample Hexes seven: Violet Woods**
This thick forest of giant violet trees dominates with several ancient clear ways to the new citadel built with aid from the god Colossus.

While mob forces dominate the magenta tribes living in the city, a outcast tribe of rebels act as bandits.

Ancient monuments from ancient yellow men are seeming shelter from weather but filled with barrow wights.

The ancient city was destroyed by fire and undead aeons ago. Adventurers and looters flock here but the magenta mob clans demand a cut. Yellow zombies and worse dwell here.

Ruins of an alien steam foundry and logging complex is a popular bandit and cultist hideout.

The fire node is a gate to the fire plane that seasonally opens in a great red stone pit with a winding stair case. Fire beasts and cultists are common here.

The temple is a great steel tower guarded by flame strikes from the gods eyes in heaven.
Colossus has an active temple library here and will consider audiences with the worthy. Colossus cultists obey a strict regimen of diet, sleep times and trivium. They help colossus spread across the world to bring an age of justice and peace. They often aid adventurers and give them quests for ancient tech and against evil gods. Colossus was alive in ancient times and is considered the oldest god. He still has adepts clipping mystical cards in some shrines.

**Psychon Sample Hexes eight: Hidden Mountain**
Temperature is warm (error on map).

Great magenta mountains surrounded by yellow forests. Trees are tall and fused with various eco zones with varied life forms many seldom seen by humans.

The ivory men came long after the Jet Men died and are fearful of Jet Men ruins. The Ivory Wizard is a despot who is suspicious of others come to seize his power. He fears the many other powers and races here and forbids contact with Dryad, the Jet Sage or the Wyrm cult, or satyrs.

The traders post is inhabited by peoples of many lands and races with exotic goods and tech commonplace. Robots keep common law.
Jungle of Karthang

Encounters
1. Cat men hunters
2. Human warriors
3. Ball Macrobe
4. Ochre Jelly
5. Gelatinous cube
6. Undead Ancient sailors
7. Apprentice wizards
8. Sorcerer cultists
9. Martial artists
10. Horned blue ogres
11. Catman bronze golem
12. Yellow goblins

Swamp
- Yellow Foliage with ivory trunks and violet soil
- Tangarine water
- Oily, salty, chilli base scent of area
- Horrible hostile macrobes swarm jungles
- Dark and cold most of the time
- Ancient ship hulls found buried in jungle

Current settlements:
- Citadel and one village, mostly hostile
- Democratic, any spell caster gets vote, bronze age
- Violet cat men and light green humans feud for supremacy

Magic Schools:
- Brotherhood of Xall - Warrior order teacher martial arts
- Medozer the Blue wizard - Lone wizard tower and apprentices
- Kalad Dhun - Sham cult, lines pursue of charismatic sorcerer

Men and catmen feud but dont kill often.
Both try to sway the magic schools who remain neutral
All unite to fight the macrobes and slime monsters
DEAD GOD SWAMP

Encounters
1. Violet halfling hunters
2. Tangerine halfling fishermen
3. Carrion Crawler
4. Mutants with mutant dogs
5. Mongrel men
6. Reptile men seers on mission
7. Tangerine human warriors
8. Ivory Goblin hunters
9. Sorcerer cultists
10. Dead gods pilgrims
11. Chem Recycler robots
12. Troll hunters

Emerald Foliage with violet trunks and blue soil
Tangerine water
Sandalwood, bear bread and food base scent of area
Toxic swamp littered with ancient deadly armaments
Dark and cold most of the time

Huge floating head demands tribute, death riders follow

Ruins of ancient factories from ancient civilization

Current settlements:
Citadel and five villages, mostly peaceful
Ruled by dead god from citadel, races fused to be favorite
- Violet Halflings, with horns, very grumpy
- Tangerine Halflings have webbed toes foes swimming
- Tangerine Humans believe they are master race
- Ivory Goblins with red eyes hunt Halflings
- Cyran Lizard Men desire other races dead and to seize dead god

Magic Schools:
Reptile Temple - guarded by a t-rex
Shabalzessozer's Pleasure Dome - sorcerer cult leader
Dead God's Remains - cult work on his resurrection
CHARMEL SWAMP

Encounters
1 Red man savage hunter
2 Goat man warriors
3 Goatmen mobsters
4 Grey alien scout
5 Red skinned zombie men
6 Red skinned ghouls
7 Tentacled horror
8 Swamp Cateoplas
9 Shoggoth
10 Deluded cultists
11 Giant snapping turtle
12 Swarm of eels

Light Green foliage with yellow trunks and black soil
Ivory water
Milk, peach and animal beds base scent of area
Swamp filled with graves of thousands from ancient genocide
Average luminosity and temperature most of the time

Gateway to colony planet
Ruins of ancient red human advanced civilization
Semi intact bunkers remain

Current settlements:
One village, friendly traders, black goat men
Ruled by mob of crime family

Magic School:
Charismatic cult leader with no magic
Yar Gam the Mystic goat man (actually a crook)

This swamp is sparsely settled by the criminal
clan of goatmen who keep their common folk ignorant
and adventurers could liberate them

The gate is either a stairway to heaven or hell
It is guarded by machines and cyborg zombie red warriors
FIRE PITS OF RHAM

Encounters
1 Ivory goblin scavengers
2 Mutant savages
3 Guard Robot f the Jet men
4 Plague carrying travellers
5 Horned lizards hunting
6 Magenta man trader
7 Red draconian monks
8 Jet man plague mummy
9 Fire snake
10 Fire breathing Striders
11 Fire Toad
12 Fire Newt Raiders

Plant Foliage: Magenta Plant Trunks; Jet Water; Cyan Soil; Emerald Sky; Aqua
Scent: Methane, Musk, Methane Temperature: Hot Luminosity: Normal

Featured Terrain: Broken black volcanic rock with burning pits of natural gas

Exotic Features: Bioplaques of ancients ravage area, till recently was lifeless

Current settlements: Small crossroad

Peoples: (cooperative but humans most civilized)
In past Jet men built diesalpunk outposts here to harvest gas
Ivory goblins gather berries and lizards in the broken rocky plains
Piebald mutants live in the ruins and harrass travelers
Magenta humans operate the crossroads and employ other races as labour

Magic Schools:
Temple of tiamat dedicated to red dragons with a draconian priest
Draconic beings and firenewts visit and eat any easy targets
LAKES OF PELTASH

Encounters
1 Cyan Morlock slavers
2 Jet Goat men raiders
3 Ivory hobgoblin hunters
4 Undead soldiers on march
5 Insect men
6 Insect swarm
7 Giant beetles
8 Yellow men commoners
9 Druid cult
10 Giant frogs
11 Sorcerer cultists
12 Wizard apprentices

Plants: Turquoise Yellow; Water: Yellow Soil: Magenta; Sky: Tangerine; Scent: Peanut, rose, salt; Temperature: Hot; Luminosity: Normal

Featured Terrain: lake filled rich grasslands
Exotic Features: Insect men plague, hives under construction
Megaliths built by ancients from orange stone
Current settlements: peaceful mutually profitable tribes
Cyan Morlock Village of miners and smelters
Jet Goat men village of hunters
Ivory hobgoblin village or warriors
Yellow Men, two villages, both farmer and fishermen
Citadel where all races mix and trade ruled by Yellow warlord
Magic Schools:
Malak Narr Sorcerer pleasure dome
School of Gazkal, materialist philosopher (wizard)
Tower of Krillak the necromancer
FROZEN WASTES

Encounters
1 Green bugbear zombie
2 Green bugbear hunter
3 Yellow eldren zombie
4 Yellow eldren scout
5 Base Modrons at work
6 Alien Zombie
7 Alien scout
8 Tentacled horror
9 Ice ape
10 Frost Salamander
11 Ice Trolls
12 Ice Drake

Plants: Aqua & Jet; Water: Tangerine Soil: Jet Sky: Ivory
Scent: Chili, Wax Exhast Temperature: Cold Luminosity: Dark

Featured Terrain: lake filled rich grasslands
Exotic Features: Stasis frozen persons and monsters everywhere
Constantly being rearranged by modrons from a great brass bell

Current settlements: unified, peaceful traders
Yellow Eldren and their Light green bugbears brothers
share same ancestral cult and reamined allies since they met
Ancient aliens built steam foundries here for some reason

Magic Schools:
Ancestral burial lands, ancestor cult raises zombies to worship
Brotherhood of cosmic truth, a sincere but false cult
VIOLET WOODLANDS

Encounters
1. Magenta eldren minstrels
2. Magenta human hunters
3. Gangsters demand tax
4. Bards offer musical duel
5. Fire cultists
6. Pilgrims seeking Collosus
7. Yellow barrow wights
8. Mongrel men from old city
9. Mutant wolves
10. Mutant stag
11. Yellow zombies from city
12. Giant wizard snake

Plants: Violet & green, Soil: Ivory Sky; Tangerine
Scent: pineapple, chlorine, sandalwood
Temperature: Hot Luminosity: Bright

Featured Terrain: Giant redwood scale trees
Exotic Features: Megalithic barrows, and ancient ruined city
famed by adventurers for loot

Current settlements: unified under mob rule, recently arived
Most in citadel but a renegade band for renegades in woods
Magenta human savages
Magenta eldren scholar poets

Magic Schools:
Temple of Collosus, appeared built by metal men last year
Bardic School of the Violet Woods
Elemental fire node attracts summoners and fire cults
HIDDEN MOUNTAIN

Encounters
1 Ivory woodsmen
2 Ivory traders
3 Exotic pilgrims seek prophet
4 Yellow forest wyvern
5 Magenta rock giant
6 Yellow satyrs seek good time
7 Dryads yellow men hunting
8 Jet zombies
9 Magenta rock lizards hunting
10 Yellow forest lizard ambush
11 Wizards cyan warriors
12 Yellow plague unicorn

Plants: Yellow & green, Soil: magenta Sky: cyan
Scent: Orange, garbage, animal bed
Temperature: Temperate Luminosity: Bright

Featured Terrain: Magenta rock mountains with yellow forest
Exotic Features: Exotic multi level ecosystem, trees all fused into single giant organism, Scattered remains of a dead god

Current settlements: unified under foreign Cyan despot wizard who has nominated himself divine king if kings
Ivory citadel of frightened duped people 3 generations old
Jet men ruins are scattered in forest, died from plague
Traders stop is a merchant enclave and tavern

Magic Schools:
Prophet of Hidden mountain, degenerate but wise Jet sage
Dryad grove where many ivory men lovers are slaves
Elder worm cave, locals sacrificed to appease him
Elfmaids and Octopi is fantasy role playing game homebrew inspired by BX edition of DnD