



GM'S TOOLS

LOST EONS

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LOST EONS: GM'S TOOLS

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Dedicated to Claire, Phoebe & Sam

Build a World Together

Discover what Fate will Bring

Play to find out what happens

the

GM'S TOOLS

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Make a Haven

Make a Map

Make a New World

PREPARATION

CAMPAIGN

STYLES OF PLAY

Lost Eons is fun for **one shot** play, where a story is wrapped up in one session with quickly made characters, but really shines in longer-form **campaigns**, where characters develop over time and the story starts from a central hub - a shared **Haven**, deep underground.

MAKING A HAVEN

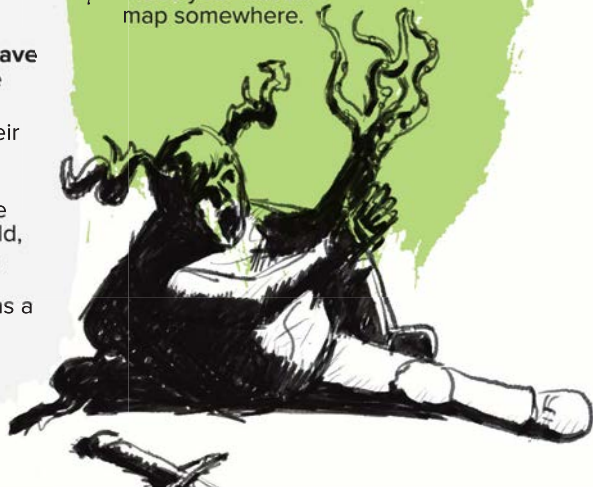
To generate a Campaign that starts in a shared Haven, follow these steps.

1. **Create** a Haven from the Haven Creator Tables, taking it in turns to roll each section on **p.26** or **p.28** of the **Player's Guide**.
2. **Discuss** what this Haven looks like, and who the players' characters might be within it. Discuss some possible shared characteristics, or **roll** on the Mutations Type table. For example, rolling; mammal, in a space of dark caverns could suggest a society of humanoid moles.
3. Find out **why** the players must **leave as a group** on **p.16** or **p.32** of the **Player's Guide**.
4. The **players** create and name their characters, according to the standard rules.
5. The players are introduced to the idea of a **map** of the surface world, that exists in their haven through group memory, exploration or conjecture. Now make the map as a **group**.

MAPPING

MAKING THE MAP TOGETHER

1. Get a big sheet of **paper** in the middle of the table.
2. Get **everyone** to suggest and define one big **area of geography**. Could be: forest, fields, hills, farmland, marsh, sea, lake.
3. Get everyone to place one **area of habitation**. Could be: city, town, dispersed farms, village, settlement.
4. Get everyone to put in one **route** on the **map**. Could be: road, path, river, canal, underground. Have them **connect three things**.
5. At every **crossroads**, pick a **place of interest** to put there. Could be anything: a stadium, a monument, an underground complex, a marketplace, a library, an amazing vineyard.
6. **Name** everything.
7. **Place** your Haven entrance on the map somewhere.



LOST EONS

STARTING THE GAME

GM STEPS

Once the **map** is completed with the players, either end the session if it has felt like a satisfactory Session Zero, or take a quick break. As GM, you will now make a **copy** of this map and **warp** many of the elements. Basic geography stays the same, but everything gains complications. Define zones in each section where mutation has occurred and where the world is now different from what they know. So the forest zone, for example, could become three different zones with different characteristics. Here follows a procedure and some prompts to create these changes:

1. Place at least two other **factions** on map. Choose from factions defined in this book or create your own. The Defaul and CryOrg are a good starting point.
2. Define their **bases**. These factions are at war with each other.
3. Place a **mutant source** on map, and area of high Essence. This is the most powerful mutagenic place on map. It's defended by strange things. Put a treasure in there (not central to quest). Create rumours about it.
4. Place the **quest objective** on map. Use the ideas that the players have generated to think about obstacles that might be in their way. Place at least three **obstacles**.

5. Place other havens, abandoned havens, random elements, fun things and crazy changes on the map. Use the **Atmosphere** and **Appearance** tables on **p.4** to suggest warps to existing terrain, and roll or choose a few places from the **Extra Locations** table on **p.5**, adapting them to the space your group has created.
6. Place at least **one new route**, and put blockages on the old routes.

BEGIN PLAY

1. The GM describes a **starting point** and a **first scene**, either inside the Haven (the leaving party?) or as they reach the surface world for the very first time, wondering at the sun. You can use the **Adventure** from **p.16** to take the party up to the surface.
2. The GM draws **Clocks** to represent different ongoing time-sensitive events. An 8 segment Clock can represent the starting quest. Other Clocks, generally of 4 stages, can represent the progress of a rival force on the map, or the gradual change of an area through mutation.
3. The **Campaign begins**, the GM using the Map generation guide and Encounter tables to help build the world as the players explore.

Warp a Forest
Weird a Marsh
Add a lost Haven

LOCATIONS

ATMOSPHERE & APPEARANCE

<i>d</i> 20	ATMOSPHERE
1	fire/ice
2	rotting/growing
3	strange/horrific
4	musical/eerie
5	tiny/towering
6	moving/talking
7	warped/beautiful
8	cold/hot
9	magnetic/sticky
10	sentient/dead
11	moist/dry
12	buried/floating
13	oozing/soft
14	poisonous/sterile
15	inhabited/deserted
16	twisted/straight
17	petrified/flourishing
18	vampiric/healing
19	luminous/dark
20	coloured/monochrome

<i>d</i> 20	APPEARANCE
1	fish/birds
2	roots/leaves
3	eyes/fingers
4	rocks/stones
5	trees/bushes
6	tunnels/holes
7	chimneys/vents
8	insects/critters
9	mist/air
10	nest/shelter
11	children/saplings
12	earth/mud
13	flowers/fruit
14	teeth/barbs
15	traps/vines
16	grass/meadow
17	shard/crystal
18	iron/rust
19	shrooms/moss
20	lake/water

d₄

RANDOM MUTATION DIE

- 1 Major Detrimental
- 2 Minor Detrimental
- 3 Minor Beneficial
- 4 Major Beneficial

EXTRA LOCATIONS

1 Hidden entrance to a long-abandoned Haven, recently exposed, some of its defences still intact, along with remnants of its technology.

11 Remnants of a huge concrete brutalist building from the 20th century, a crumbling maze of corridors and box rooms, infested with a million rats.

2 A forest of towering trees, trunks wider than dwellings, with hollows that have now been inhabited.

12 Eerie dead zone with skeletal tree trunks. A swirling multicoloured mist covers this area, which induces mutations if lingered in too long.

3 A sentient reed bed that you can hear whispering on the wind, that operate a series of huge earth and weed golems.

13 Waterlogged swamp, brackish water full of carnivorous fish.

4 A gigantic caterpillar that's eating a wide path through an ancient forest.

14 Huge ancient trees, hollows leading to great underground lakes and monolithic crystal caverns, reality-bending spaces of pure Essence.

5 In an area of powerful mutagenesis, dinosaur bones are knitting together into animated skeletons and rising from the earth, echoing old patterns of behaviour.

15 A sentient rhizomic tree network that watches and shifts, moving paths or opening tunnels to mystery.

6 A vast sinkhole, at the bottom of which lurks a well-preserved concrete multi-story car park from the 21st century.

16 A city has been built high across the treetops, wary of strangers

7 An enclosed basin area where it always rains. The flora and fauna are amphibious. In the centre is a deep lake that never floods.

17 An area of high mutation, trees twisted into spirals and fractal forms, huge flowers erupting across their bark.

8 The skull of a gargantuan horned lizard has become the outer shell for a labyrinthine burrow populated by rodentfolk.

18 Site of Neo-Cambrian evolutionary explosion, spewing huge and various forms of fish and amphibious creatures. Drinking the water makes you mutate.

9 A small abandoned village where the dwellings have gained sentience. And they're hungry. If observant, you see a huge eyeball peek from between strangely malleable wooden slats.

19 Home of an underwater city, inhabited by a hi-tech society

10 A meadow of sweet-smelling beautiful orchids. If anyone eats one, they instantly mutate.

20 Water has receded into a massive basin, revealing a 20th century inner city high street, with plastic signs and concrete structures

TOOLS

TOOLS FOR PLAY

Lost Eons suits a **prepared campaign**, but it's possible to play in an entirely **procedural** way, with the world being generated for the GM and players alike. Even in a prepared campaign, as GM you can use these tools to help create details and encounters, or use it when the players stray into uncharted territory. If playing **without** the **Journey Die**, it's advised to draw from the **Doom Deck** at the **middle and end** of each session.

TRAVELLING

Travelling through the Intersection, the **Travel Encounter Die** can be your constant companion. Lost Eons is a **Point Crawl**, moving between incidents and encounters in a vast wilderness.

There are 3 types of time. Each can be measured on an **Adventure Clock** when required, a countdown to an event.

- ◆ **Journey time** Travelling, measured in 2 hour intervals. 3 rolls of the **Journey Die** for half a day's travel across the Intersection.
- ◆ **Adventure time** The intense time taken exploring an abandoned town, a vast cavern, a forgotten Haven. Measured in 10 minute intervals, an **Encounter Die** is rolled for each new point of interest.
- ◆ **Critical time** When time becomes crucial, during combat or fleeing a rockfall. No Encounter Die is rolled.

d6 JOURNEY DIE

- 1 Draw from Doom deck
- 2 Treasure with Signs
- 3 Friendly Encounter
- 4 Creature Encounter
- 5 Dwelling
- 6 Trap!

ENCOUNTER DIE (D6)

In **Adventure Time**, each room, corridor and stairwell, roll the die. Roll again for **excess noise**, if they **delay**, or if things are going **badly**. See the **Adventure** on p. 18 for examples of **Oddities etc.**

1. **EMPTY**
2. **SIGNS**
3. **CREATURE**
4. **CREATURE**
5. **ODDITY/TREASURE**
6. **TRAP!**

JOURNEY DIE

In **Journey Time**, roll a **d6** and consult the Journey Encounter Tables (p.8-9).

- ◆ **Draw from Doom deck** and consult the Table opposite. Some results create Encounters, others move on the **Adventure Clocks** in the quest, others indicate an area of intense Essence and **Mutations** occur.
- ◆ **Treasure with Signs** is a lucky find, with clues about surrounding areas.
- ◆ **Friendly Encounter** is a moment of curiosity, intrigue or wonder.
- ◆ **Creature Encounter** is a meeting with a hostile being.
- ◆ **Dwelling** is finding a living space, from a bed of straw to a vast Mine.
- ◆ **Trap!** Its a Trap!





MAPPING

When entering an uncharted area, you can roll for the next destination. Underground, that could be a cavern; in a Forest, a clearing; in a ghostly Haven each chamber and vast hall.

- ◆ **Exits** roll a **d4** for number of exits. A 1 means there's a dead end or entrance to another floor or depth.
- ◆ **Events** roll a **d6** as the Encounter or Journey die, adapting for situation.
- ◆ **Atmosphere** Roll a **d20** for Atmosphere, checking the table for the terrain.
- ◆ **Appearance** Roll a **d20** for the Appearance of the area, larger the number, greater the size.

DOOM

DOOM DECK

	MUTATIONS 	TREASURE 	ENCOUNTER 	HAVEN 
A	Major Beneficial Mutation (next Tier)	Major Beneficial Mutation (next Tier)	Major Beneficial Mutation (next Tier)	Major Beneficial Mutation (next Tier)
K	Move All Clocks on two places	Move All Clocks on two places	Move All Clocks on two places	Move All Clocks on two places
Q	Move All Clocks on one place	Move All Clocks on one place	Move All Clocks on one place	Move All Clocks on one place
J	Move All Clocks on one place	Move All Clocks on one place	Move All Clocks on one place	Move All Clocks on one place
10	Minor Beneficial mutation	Treasure (5 Items)	Creature Encounter	Haven event (move Clock on 1 place)
9	Minor Beneficial mutation	Treasure (5 Items)	Creature Encounter	Haven event (move Clock on 1 place)
8	Minor Beneficial mutation	Treasure (4 Items)	Creature Encounter	Haven event (move Clock on 1 place)
7	Minor Beneficial mutation	Treasure (4 Items)	Creature Encounter	Haven event (move Clock back 1 place)
6	Minor Beneficial mutation	Treasure (3 Items)	Creature Encounter	Haven event (move Clock back 1 place)
5	Minor Detrimental mutation	Treasure (3 Items)	Friendly Creature Encounter	Haven event (move Clock back 1 place)
4	Minor Detrimental mutation	Treasure (2 Items)	Friendly Creature Encounter	Haven event (move Clock back 1 place)
3	Minor Detrimental mutation	Treasure (2 Items)	Trap	Haven event (move Clock back 1 place)
2	Minor Detrimental mutation	Treasure (1 Item)	Trap	Haven event (move Clock back 1 place)

the

JOURNEY

ENCOUNTERS

*d*12 CREATURE

- 1 Deadly plant
- 2 Hermit
- 3 Giant Insect
- 4 Insect swarm
- 5 Beast
- 6 Ant Folk Pack (5)
- 7 Large beast
- 8 Giant beast
- 9 Giant plant
- 10 CryOrg drone
- 11 Uragaal Raid party (3)
- 12 CryOrg Behemoth

*d*10 CREATURE COMPLICATION

- 1 Captured creature (roll again)
- 2 Looking for food
- 3 Wounded and scared
- 4 Sleeping peacefully
- 5 Lost and alone
- 6 Juvenile
- 7 Exhausted
- 8 Being hunted (roll 2nd Creature)
- 9 Caught in a trap
- 10 Looking at a Sign

*d*8 REACTION

- 1 Fear
- 2 Flight
- 3 Curious/watching
- 4 Aggressive
- 5 Hiding
- 6 Surprise the party
- 7 Stalking
- 8 Oblivious

*d*12 FRIENDLY

- 1 Cute beast
- 2 Lost Society individual
- 3 Curious large feline
- 4 Mysterious plant
- 5 Renegade CryOrg Drone
- 6 Beautiful flower
- 7 Uragaal Hermit
- 8 Hermit
- 9 CryOrg Mortal
- 10 Insect
- 11 Beast
- 12 Ancient tree

*d*10 FRIENDLY COMPLICATION

- 1 Captured creature (roll again)
- 2 Looking for food
- 3 Wounded and scared
- 4 Sleeping peacefully
- 5 Lost and alone
- 6 Juvenile
- 7 Exhausted
- 8 Being hunted (roll on Encounter)
- 9 Caught in a trap
- 10 Looking at a Sign

*d*8 REACTION

- 1 Timid
- 2 Cautious
- 3 Curious/watching
- 4 Gregarious
- 5 Hiding
- 6 Surprise the party
- 7 Stalking
- 8 Oblivious

*d6***JOURNEY DIE**

- | | | | |
|---|---------------------|---|--------------------|
| 1 | Draw from Doom deck | 4 | Creature Encounter |
| 2 | Treasure with Signs | 5 | Dwelling |
| 3 | Friendly Encounter | 6 | Trap! |

EVENTS*d12* **TRAP!**

- 1 Ambush (roll encounter)
- 2 Pit trap
- 3 Spiked pit trap
- 4 Giant pitcher plant in the floor
- 5 Grasping vine
- 6 Giant Spider web
- 7 Giant net set by Uragaal
- 8 Beast trap set by Society
- 9 Funnel spider web in the floor
- 10 Collapsing log set by Society
- 11 Antfolk sticky rope trap
- 12 CryOrg minefield

d12 **TREASURE WITH SIGNS**

- 1 Ambush (roll encounter and 3 CryOrg Items)
- 2 Travelling barterer - will trade for items
- 3 A corpse wearing armour with a weapon
- 4 A trinket with clues pointing to a near village
- 5 A weapon dropped by a Default guard
- 6 A weapon dropped by an Uragaal
- 7 A hidden cache of Consumables
- 8 A bag of Misc, left by Society in a hurry
- 9 A Cryorg device indicating a nearby Haven
- 10 A Cryorg device indicating a nearby Settlement
- 11 Travelling Healer with news
- 12 Stash of CryOrg equipment (roll 4 items)

d12 **DWELLING**

- 1 Tumble down Hut
- 2 Society village
- 3 Uragaal camp
- 4 Uragaal Town
- 5 CryOrg settlement
- 6 CryOrg Mine
- 7 Haven
- 8 Haven entrance
- 9 Clearing
- 10 Society Camp
- 11 CryOrg Behemoth
- 12 Ancient tree

d10 **DWELLING COMPLICATION**

- 1 Trapped
- 2 Long abandoned or dead
- 3 Undergoing a raid by Uragaal
- 4 Being investigated by Society
- 5 CryOrg are mid-battle
- 6 Sudden explosion as you arrive
- 7 Contains captives
- 8 Being protected with force
- 9 On fire
- 10 People undertaking a ritual

CREATURES

UNCOMMON BEASTS

<i>d</i> ₁₀	NAME	DESCRIPTION	STATISTICS	SPECIAL (1/ROUND)
1	Sludge	Shambling mound of flesh-eating nanites.	DMG 2/DEF 5/DIF 4	<i>Engulf/DMG 3 /DIF 4 restrained</i>
2	Ga'an	Large, rhinoceros warthog-like beast of burden.	DMG 3/DEF 6/DIF 4	<i>Charge/DMG 4/DIF 4 Knocked Prone</i>
3	Idodon	Protective intelligent lizard companion.	DMG 2/DEF 4/DIF 4	<i>Venom Spray/DMG 3 /DIF 4 poisoned</i>
4	Strays (Pack)	Pack hunting canine marauders. (1d6=N)	DMG 2/DEF 2xN/ DIF 4	<i>Pack attack (ALL)/DMG 2/ DIF 4</i>
5	Dusk ape	Stealthy, cruel apex predator.	DMG 3/DEF 6/DIF 5	<i>Rip/DMG 4 /DIF 4 scarred</i>
6	Sterile (Pack)	Dangerous troglodytes.	DMG 2/DEF 2xN/ DIF 4	<i>Frenzy (ALL)/ DMG 3/ DIF 4 scarred</i>
7	Helvanii raptors	Graceful, avian mounts.	DMG 2/DEF 4/DIF 4	<i>Claw/DMG 3 /DIF 4 restrained</i>
8	Sleepers	Powerful transhuman titans.	DMG 3/DEF 6/DIF 5	<i>Pulse (ALL)/DMG 4/DIF 5 Dazed</i>
9	Worldnewts	Gargantuan, passive mobile biome.	DMG 4/DEF 20/DIF 4	<i>Bite/DMG 4/DIF 4 Consumed</i>
10	Ermihyan	Massive, brutal descendants of pigs.	DMG 2/DEF 6/DIF 4	<i>Bore/DMG 4/DIF 4 Scarred</i>



COMMON



PLANTS

1. Bindweed/**DMG 1/DEF 5/DIF 4**
Special: Bind (ALL)/DMG 2/DIF 5/Restrained
2. Vampiric VenusTrap/**DMG 2/DEF 5/DIF 5** *Special: Consume /DMG 4/DIF 4/Restrained*
3. Giant buried Pitcher plant/**DMG 2/DEF 5/DIF 4** *Special: Consume/DMG 4/DIF 4/Restrained*
4. Stinking flower, healing nectar/ 2 doses, 2 Resilience

BEASTS

1. Gardener Toad/**DMG 2/DEF 6/DIF 5** *Special: Acid (ALL)/DMG 4/DIF 4*
2. Giant Crab/**DMG 3/DEF 8/DIF 6**
Special: Grab/DMG 4/DIF 4/Grappled
3. Giga Gull/**DMG 3/DEF 10/DIF 5**
Special: Grab/DMG 4/DIF 4/Grappled
4. Great Wolf Pack/**DMG 2/DEF 2x(1d6)/DIF 5** *Special: Pack attack (ALL)/DMG 3/DIF 4*

INSECTS

1. Blood Spore Beetle/**DMG 2 DEF 4/DIF 6** *Special: Infect/DMG 2/DIF 5/Infected*
2. Great Dragon Wasp/**DMG 3 DEF 6/DIF 6** *Special: Sting/DMG 4/DIF 5/Stunned*
3. Brain Weevil/**DMG 1/DEF 3/ DIF 6** *Special: Bore/DMG 4/ DIF 5/Stunned/infected*
4. Ant Folk Pack/**DMG 1/RES 2d6/DIF 4** *Special: CryOrg Blaster/DMG 4/DIF 5*

OTHERS

1. Default Hermit/**DMG 1/ DEF 1/ DIF 3** *Special: Hide/DIF 5/ Hidden*
2. Escaped CryOrg Mortal/**DMG 1/ DEF 1/ DIF 3** *Special: Hide/DIF 5/Hidden*
3. Renegade CryOrg Drone/**DMG 3/ DEF 8/ DIF 6** *Special: Martial arts (ALL)/DIF 6/DMG 2*
4. Uragaal Hermit/**DMG 2/ DEF 4/ DIF 4** *Special: Hide/DIF 5/ Hidden*

CREATURES

UNCOMMON PLANTS

<i>d</i> 10	NAME	DESCRIPTION	STATISTICS	SPECIAL (1/ROUND)
1	Downtrees	Trees with huge, deep reaching root systems.	DMG 2/DEF 12/DIF 4	<i>Grasp/DMG 3/DIF 4/grappled</i>
2	Rhyzo'Ma	Fungus that wants to remember.	DMG 1/DEF 3/DIF 4	<i>Control/DMG 3/DIF 4 down</i>
3	Bloodwort	Static carnivorous plant that outsources the killing.	DMG 2/DEF 5/DIF 4	<i>Grab/DMG 3 /DIF 4 poisoned + grappled</i>
4	Juffo-Wup	Fungus that stores nuclear energy.	DMG 2/DEF 6/ DIF 4	<i>Atomic pulse (ALL)/DMG 3 /DIF 4 poisoned</i>
5	Boolagh	Conquering green mass of comfort crop. Food.	DMG 1/DEF 6/DIF 3	<i>Engulf/DMG 2 /DIF 4 grappled</i>
6	Coconut	Coconut that tumbles over land, blown by the breeze	Food/water source	
7	Judas Grass	Grass that recoils from touch.	Can make a weave that shrinks	
8	Moongrow	Desert plant with intoxicating smell.	Food	<i>Pollen (ALL)/DMG 1/DIF 5 Dazed</i>
9	Feanna	Island-maker grass.	Appears like a meadow, but deep water beneath	<i>Hole/DMG 0/DIF 4 Fall into deep water</i>
10	Gourd	Explosive superfood.	Foodstuff, roll 1d6. On 6 it explodes	<i>Boom/DMG 3/DIF 4 dazed</i>



ANOMALIES

<i>d</i> 8	NAME	DESCRIPTION	STATISTICS	SPECIAL (1/ROUND)
1	HEX infection	Confusing infection by nano-machines	<i>If infected, erratic speech and motion.</i>	<i>Infection DMG 1/DEF 0/DIF 3 Infected</i>
2	Undead	Machine infection of disembodied AI personality	<i>Varies per device or</i>	<i>Pulse (ALL) /DMG 3/DIF 5</i>
3	Essence mirage	A vision of events and possibilities, a hazy image	<i>Visible/audible with a Successful channel Test</i>	
4	The Luminous Ones (Pack)	Transhuman faction of colonising lithe humanoids	DMG 2/DEF 3xN/DIF 4	<i>Blinding light DMG 1/DIF 5 dazed</i>
5	Waters of Life	Boon of Gaia. Brings extinct species back to life.	<i>Bathing heals and reverses ageing</i>	<i>Drinking heals but induces mutation</i>
6	Essence Drips	Microscopic drops changing objects and creatures	<i>Can create magic objects or mutate</i>	
7	Magnetic Anomalies	Regions of air-born electric currents	Creates areas of electronic undead-robots and gadgets	<i>Can be harnessed to attempt complex Crafting</i>
8	Sleeper Vampire	Transhumans who bodysnatch suitable hosts	DMG 3/DEF 8/DIF 5	<i>Mindsteal DMG 0/DIF 4 Body stolen</i>

CRITTERS

<i>d</i> 10	NAME	DESCRIPTION	STATISTICS	SPECIAL (1/ROUND)
1	Deadmice	1d20 Poltergeist rodents.	DMG 1/DEF 1/DIF 6	<i>Screech (ALL) /DMG 2 /DIF 4 Dazed</i>
2	Cablebirds	1d6 Surveillance pigeons made of tech junk	DMG 1/DEF 1xN/DIF 5	<i>Steal/DMG 1/DIF 4 Item Stolen</i>
3	Eaters	Insectoid goats.	DMG 1/DEF 6/DIF 4	<i>Jump /DMG 2 /DIF 4 Down</i>
4	Pixies	1d4 Sentient android toys, with memories of world before	DMG 1/DEF 2xN/DIF 4	<i>Shock (ALL)/DMG 2/DIF 4</i>
5	Blackwings	Ratbat hybrid swarms that devour like locusts	DMG 1/DEF 9/DIF 5	<i>Swarm (ALL)/DMG 2/DIF 4 Dazed</i>
6	Chromecrabs	Large Hermit crab in a very shiny metal shell.	DMG 2/DEF 8/DIF 4	<i>Tendril DMG 2/ DIF 4 grappled</i>
7	Krakeanna	1d6 Sentient molluscs waiting to inherit the Earth.	DMG 2/DEF 2xN/DIF 4	<i>Ink/DMG 1/DIF 4 blinded</i>
8	Nidhogg	Massive, edible sandworms.	DMG 3/DEF 6/DIF 4	<i>Devour /DMG 4/DIF 4 Consumed</i>
9	Esculap	Serpent with a healing bite.	DMG 2/DEF 8/DIF 4	<i>Bite/DMG 2/DIF 4 Down (Wake healed)</i>
10	Weavers	Creepy arachnid architects of oases. Great swarm.	DMG 1/DEF 20/DIF 5	<i>Swarm (ALL) /DMG 2/DIF 4 Dazed</i>

TREASURES

CRYORG ITEMS

1. CryOrg Armour (light, sturdy, 4)
2. CryOrg Mortal Uniform
3. CryOrg Drone Uniform
4. CryOrg Pistol
5. CryOrg Rifle
6. Pro-En Pak (multipurpose ammunition)
7. Stun gun
8. Flashbangs
9. Narcogas canisters
10. Haze canisters
11. Blackout canisters
12. Hydrogrenade

CRYORG MISC.

1. GPS Geomap
2. Hess (intoxicating powder)
3. Infrared Goggles
4. Medipak
5. Deep Space Suit
6. Ration-Pak
7. Breath mask
8. Vehicle tool kit
9. Casual nu-silk clothes
10. Thermal suit
11. Loading Exoskeleton
12. General Exposure Suit
13. Emergency Space Suit (1 hour)
14. Hydro-ordnance
15. Infowatch
16. Virtuaserum
17. Combat Exoskeleton
18. CryOrg Comlink
19. Vibrosew
20. Hydro-welder



SURE

MAGIC ITEMS

1. Essential Bow (+1 RFX when firing)
2. Essential Sash (Heals 1 DMG per day)
3. Vial of Essence (Random Mutation)
4. Globe of Light (casts dim light)
5. Flame Sword (casts light, +1 DMG)
6. Flying Eye (can view remote areas)
7. Cowl of Darkness (Invisible in shadow)
8. Petal Ring (1 petal a day, heals 1 DMG)
9. Serenity Cloak (Wearer remains calm)
10. Mutant mask (transforms face)

RARE MAGIC ITEMS

1. Divining Rod (Finds water)
2. True Goggles (Infrared vision)
3. Ouija Charm (Speak with dead 1/day)
4. Globe of Light (casts dim light)
5. Anti-grav boots
6. Bowl of weeds (infinite food for one)
7. Neutralising Spray (removes odour)
8. Bone whistle (summons ghost dog)
9. Teleporting Belt (1/day, within vision)
10. Essential Glass (can see Essence)



- 1 WHAT IS THE THREAT?
- 2 HOW LONG IS THE JOURNEY?
- 3 HOW DO YOU ENTER?

ADVENTURE

START AN ADVENTURE

Over the following pages are all the tools you need to run a short (2-6 hour) adventure, taking a group from the depths of their underground haven up to the surface world of the Fens.

After your group have made their characters using the Lost Eons Player's Guide, you can add a reason for a mission to the surface using the Threat table here.

Then follow the instructions for **Running the Service Shaft**, rolling or choosing from each of the tables to see what spaces the group encounter and what strange events unfold as the group make their way towards the surface for the very first time.

THE THREAT

WHAT THREATENS THE HAVEN?

Your people have lived in your Haven for thousands of years. It's not perfect, but the people are happy. Now something threatens the Haven, spurring the decision to send an expedition to the surface in hopes of finding either a solution or a new home.

ROLL OR CHOOSE A THREAT

1. **Growth.** The population of your Haven is growing too large for the space it's in, and underground expansion is dangerous. You must investigate whether the surface will make a viable home.
2. **Air.** The system supplying fresh air to the Haven is damaged or clogged. You must repair it.
3. **Invasion.** Members of an outside Haven are attempting to conquer yours.
4. **Heat.** The Haven grows hotter every year. Soon it will be uninhabitable.
5. **Flood.** The Haven is filling up with water.
6. **Hostile Creatures.** Beasts dwelling in the earth around the Haven have been attacking with increasing frequency.
7. **Earthquake.** Increased seismic activity threatens to collapse the Haven.
8. **Drought.** The Haven's water source is suddenly drying up for reasons unknown.



ADVENTURE

SERVICE SHAFT ENTRANCE

TOWARDS THE SURFACE

“It’s a dangerous world out there, but where there’s danger there’s opportunity” Nakade

RUNNING THE SERVICE SHAFT

This is an inverse dungeon, the group starting at the base, deep in the earth, and working their way up through 3 levels, from the Deep Zone to the Grey Zone then the Green Zone, finishing in the verdant surface world. The dungeon is procedural, and can be adapted for a single session One-Shot or for multi-session play. Whenever the Players enter a Corridor or Room that doesn’t have a described encounter, delay or make a lot of noise, roll the **encounter die** (d6).

In order to run this dungeon, gather dice and pencil and paper, and sketch out your map, rolling for each corridor, room and number of exits according to the instructions below. Each roll gives you prompts, but feel free to mix entries, add, subtract or join corridors as you see fit. Roll a few Creatures and Reactions if you want to prepare some Encounters beforehand, possibly adding them into particular rooms.

ONE SHOT

Choose an **entrance** (roll d4). Go to the **Heat Exchange**. There is one additional **exit**. A random **corridor** (d10) takes them to a random **room** (d12) with two exits. One dead-ends in a random room (d12), the other takes you up to the **Grey Zone**. First room in the Grey Zone is the **Central Server**. The Central Server has one exit to a random room (d12), which leads to a stairwell to the **Green Zone**. **Two random rooms** in the Green Zone (with additional spur rooms if time allows) take them to the exit to the **surface**.

MULTI-SESSION (MAP IN ADVANCE)

Choose an **entrance**. Go to the **Heat Exchange**. Roll for **exits**. Continue rolling for **rooms, exits and corridors** as you see fit, creating three floors: **The Deep, Grey and Green Zone**. At a suitable point in the Grey Zone add in the **Central Server**. At a fitting end point or points in the **Green Zone**, add **exits** to the **surface**.

ENTRANCE

The group finds a way into the service tunnels, abandoned for millennia. How?

1. Recent seismic movement has revealed a tunnel into the rock.
2. A forbidden cave, as all who enter never return.
3. An underwater entrance, covered in kelp.
4. A spire of steam erupted through the ground a few weeks ago. Now all that remains is a tunnel into the earth.

ENTRANCE TUNNEL

A tunnel in the rock gives way to a dank concrete corridor

- ◆ The walls are dripping and covered in moss and mold.
- ◆ A musty smell
- ◆ The ceiling is low and most humanoids have to duck to continue.
- ◆ It is pitch black.
- ◆ It’s warm and humid, and gets hotter the further you venture.

After 5 minutes, the tunnel expands, and splits into several tunnels. They all lead to the **heat exchange**. It takes d100 minutes to reach the Heat Exchange, by which time the heat is almost unbearable.

- 1 ENTER THE HEAT EXCHANGE
- 2 ROLL FOR EXITS
- 3 ROLL FOR CORRIDORS & ROOMS
- 4 MAKE ENCOUNTER ROLLS FOR EACH CORRIDOR & ROOM

THE SERVICE SHAFT

FIRST ROOM

THE HEAT EXCHANGE

- ◆ Geothermal borehole
- ◆ A vast domed chamber
- ◆ Floor and walls covered in moss
- ◆ Many huge cylinders, gently vibrating, burning to the touch
- ◆ Several cylinders are cracked, spewing out steam, revealing the turbines within.
- ◆ 1d6 broken **Maintenance Droids** are collapsed or standing in the space.
- ◆ Something has made a home in an area of this chamber. Roll for **creature** and **reaction**

ENCOUNTER DIE (D6)

Each room, corridor and stairwell, roll the die. Roll again for **excess noise**, if they **delay**, or if things are going **badly**.

1. **EMPTY**
2. **SIGNS**
3. **CREATURE**
4. **CREATURE**
5. **ODDITY**
6. **TRAP!**

MAPPING

CORRIDORS/STAIRWELLS (D10)

- 1 Underground river crosses the concrete corridor
- 2-5 Dank large concrete pipe, sometimes vast, sometimes a crawl space
- 6-9 Crumbling concrete stairwell up to the **Grey Zone**
- 10 Deep chasm blocks the route forward. Loose pillars can be toppled to bridge

ROOM TYPE (D12)

- 1-2 Small storage area. Overgrown/infested/musty concrete Roll for **items**
- 3-5 Crumbling walls, covered in something. Roll/choose healing/toxic/intoxicating/luminous, plant/insect/slime/tentacles
- 6-8 Large concrete chamber, moss-covered and dank and strewn with detritus, inhabited by something. Roll **creature** and **reaction**
- 9-11 Vast concrete chamber 3d12 minutes to find exit. Filled with huge pipes/machinery/gears/plants/thick fog/strobing lights
- 12 A-EYE defence area. concrete, rusted door. 1d3 **Defence Droids** and sensor beams (see **Grey Zone, Central Server**)

EXITS (D4)

- ◆ **Roll for exits**
- 1. Dead end
- 2. 2 exits (ahead/behind)
- 3. 3 exits
- 4. 3 exits and a way up to the **Grey Zone**

ADVENTURE

THE DEEP ZONE

ENCOUNTER RESULTS

1. EMPTY

◆ **Pick two**

1. Uncanny stillness.
2. Drips echo.
3. Heavy humidity.
4. Sweaty brows.
5. Musty stench.
6. Hiss of gas escaping.

2. SIGNS

- ◆ Roll **creature**. The creature has been here.
- ◆ Bedding/slime/decayed leaves/bones.
- ◆ Next time **creature** is rolled on the **encounter die**, use this creature.

3-4. CREATURE

Roll on the **creatures** table and the **reaction** table.

5. ODDITY

- ◆ **Choose/roll one**
- 1. corpse of someone familiar
- 2. bioluminescent fungi
- 3. heavy vibration through the chamber
- 4. intensely hot walls, strobing
- 5. flickering neon lights
- 6. cache of something the party need

6. TRAP!

- ◆ **Choose/roll one**
- 1. **Rockfall** (part of the ceiling falls, (DMG 2)
- 2. **Ambush** (roll for **creature**, which gets the first strike)
- 3. **Steam** bursts through a section of the wall next to a character (DMG 2)
- 4. **Pulse Ray** from still functional Defence Canon (DMG 2)
- 5. **Flooded** The floor is covered in knee high brackish water (Aquatic Creeping vines lie beneath)
- 6. **Alarm** A booming siren goes off, with accompanying red flashing lights (nothing alerted, but roll the Encounter die again)

CREATURE (1D8)

1. 1d4 **Defence Droids** DMG 2 DEF 2xN DIF 4 Special Pulse Ray DMG 3 DIF 4
2. **Grey Ooze** (Large, Slow, pulsating) DMG 2 DEF 6 DIF 4 Special Absorb DMG 3 DIF 4 Lose item
3. 1d4 **Giant slugs** (Slow, trail of mucus) DMG 1 DEF 6 DIF 3 Special Slime DMG 2 DIF 4 restrained
4. 1d6 **Creeping vines** DMG 1 DEF 1xN DIF 4 Grasp DMG 1 DIF 5 Restrained
5. 1d6 **Maintenance Droids** DMG 1 DEF 1xN DIF 4 Special Pulse Ray DMG 3 DIF 4
6. 1d20 **Small Rodents** DMG 1 DEF 0.5xN DIF 3 Special Swarm (ALL) DMG 1 DIF 4
7. **Deep Weaver** DMG 2 DEF 6 DIF 4 Special Webbing DMG 0 DIF 5 restrained
8. 1d4 **Flying spy drones** DMG 2 DEF 1xN DIF 5 Special Self destruct (ALL) DMG 3 DIF 4

REACTION (1D6)

- | | |
|---------------|-------------|
| 1. Ambush | 4. Neutral |
| 2. Aggressive | 5. Curious |
| 3. Neutral | 6. Friendly |

ITEMS

1. Pot of Antibiotic Ooze
2. Psychotropic fungi
3. Intoxicating weed
4. Divining Rod (Finds water)
5. True Goggles (Infrared vision)
6. Ouija Charm (Speak with dead 1/day)
7. Globe of Light (casts dim light)
8. Anti-grav boots
9. Bowl of weeds (infinite food for one)
10. Neutralising Spray (removes odour)
11. Bone whistle (summons ghost dog)
12. Chains, scrap metal (Sturdy, loud, 4)

- 1 ENTER THE CENTRAL SERVER
- 2 ROLL FOR EXITS
- 3 ROLL FOR CORRIDORS & ROOMS
- 4 MAKE ENCOUNTER ROLLS FOR EACH CORRIDOR & ROOM

THE SERVICE SHAFT

FIRST ROOM

THE CENTRAL SERVER

- ◆ A small ascending service tunnel opens into a **vast concrete chamber**, full of enormous **banks of computers** in bays, suffused with a low-hanging **mist**.
- ◆ The floor is covered in **scorch marks** and the **skeletons** of large creatures (person-sized rats, a cockroach the size of an arm, a large humanoid with feline teeth).
- ◆ Lit by a number of thin **red beams** of light, slowly sweeping through the space. The walls are **banks of flickering lights**
- ◆ With care, any single character can move through the space without touching the red beams. As they reach the **exit** in the far wall, Test *reflex*. On *failure*, a beam snags them. A **synthetic voice** (A-EYE) rings out "State name and intention". The Beam travels over the individual as they answer. As the beam continues, it reads the character's mind, and the A-EYE will voice aloud hints of the character's general intentions and aims.
- ◆ On *complication*, the beams **increase in speed**, adding a *reflex test* for any following characters (up to a maximum of 3 *reflex tests*). *Success* means that each following party member has to take only one *reflex test*. Any aggression, and A-EYE will enter **defence mode**, firing **pulse rays** at any creature caught in a red beam (DIF 4, DMG 2).

ENCOUNTER DIE (D6)

Each room, corridor and stairwell, roll the die. Roll again for **excess noise**, if they **delay**, or if things are going **badly**.

1. **EMPTY**
2. **SIGNS**
3. **CREATURE**
4. **CREATURE**
5. **ODDITY**
6. **TRAP!**

MAPPING

CORRIDORS/STAIRWELLS (D10)

- 1 The tight passageway way is heavily overgrown with a moss that recoils when touched.
- 2-3 Tunnel through walls lined with fungus, spores creating an orange haze.
- 4-6 Dank fissure through sandstone, with pockets of strange -smelling air
- 7-9 Crumbling sandstone tunnel heads up to the **Green Zone**
- 10 This tunnel has been hand-carved through the sandstone using some sort of tool. There are images carved in, of trees, strange animals and a huge glowing orb.

ROOM TYPE (D12)

- 1-2 Small storage area. Overgrown/infested/musty concrete/sandstone. Roll for **items**
- 3-5 Crumbling walls, covered in something. Roll/choose healing/toxic/intoxicating/luminous, plant/insect/slime/tentacles
- 6-8 Large concrete/chalk/sandstone chamber inhabited by something. Roll **creature** and **reaction**
- 9-11 Vast sandstone chamber filled with a deep pool. 3d12 minutes to find exit Filled with stalagmites and stalactites / ruins of dwellings
- 12 Large cavern clearly made by a huge creature- scrapes and marks cover the walls. One tunnel created by this creature heads up. (Go to **Green Zone**)

EXITS (D4)

- ◆ **Roll for exits**
- 1. Dead end
- 2. 2 exits (ahead/behind)
- 3. 3 exits
- 4. 3 exits and a way up to the **Green Zone**

ADVENTURE

THE GREY ZONE

ENCOUNTER RESULTS

1. EMPTY

- ◆ Pick two
- 1. Uncanny stillness
- 2. Drips echo
- 3. Air less heavy
- 4. Crumbling concrete giving way to chalk
- 5. Waft of a fresh breeze
- 6. Small stream running across the space

2. SIGNS

- ◆ Roll **creature**. The creature has been here.
- ◆ Bedding/slime/decayed leaves/bones.
- ◆ Next time **creature** is rolled on the **encounter die**, use this creature.

3-4. CREATURE

Roll on the **creatures** table and the **reaction** table.

5. ODDITY

- ◆ Choose/roll one
- 1. Skeleton of a four-armed humanoid with huge eye-sockets
- 2. Walls are covered in shiny black insects
- 3. An entire wall is shimmering blue crystal
- 4. A host of small furry creatures scamper into cracks in the wall as you enter
- 5. cache of something the party need
- 6. The floor is a field of strange flowers that move their heads to "watch" the party around the room (They feed on Essence)

6. TRAP!

1. **Ground collapses** (Fail, fall to **Deep Zone**)
2. **Ambush** (roll for **creature**, first strike)
3. **Steam** bursts through (DIF 4, DMG 2)
4. **Pulse Ray** from still functional Defence Canon (DIF 4, DMG 2)
5. **Flooded** Floor is covered in knee high brackish water with an electrical charge. Test Reflex to jump across stepping stones of rubble. Contact with the Water gives a sharp shock, lose 1 Resilience.
6. **Nest** Room is full of eyeball-like eggs- An egg opens slowly and humanoid baby with a reptilian feature lies inside.

CREATURE (1D8)

1. 1d4 **Defence Droids** DMG 2 DEF 2xN DIF 4 Special Pulse Ray DMG 3 DIF 4
2. 1d4 **Defaul** (Humanoids with Lizard/Mole/Ant features) DMG 1 DEF 2xN DIF 4 Special Essential Flame DMG 3 DIF 4
3. 1d4 **Giant slugs** (Slow, trail of mucus) DMG 1 DEF 6 DIF 3 Special Slime DMG 2 DIF 4 Restrained
4. 1d6 **Creeping vines** DMG 1 DEF 1xN DIF 4 Grasp DMG 1 DIF 5 Restrained
5. **Curious flower** DMG 1 DEF 1 DIF 2 Special Pollen DMG 2 DIF 4 Down
6. 1d6 **Strange eggs** like closed eyes
7. 1d6 **Vast Rodents** DMG 2 DEF 2xN DIF 4 Special Diseased DMG 2 DIF 4 Poisoned
8. 1d4 **Flying spy drones** DMG 2 DEF 1xN DIF 5 Special Self destruct (ALL) DMG 3 DIF 4

REACTION (1D6)

- | | |
|---------------|-------------|
| 1. Ambush | 4. Neutral |
| 2. Aggressive | 5. Curious |
| 3. Neutral | 6. Friendly |

ITEMS

1. Pot of Antibiotic Ooze
2. Psychotropic fungi
3. Intoxicating weed
4. Divining Rod (Finds water)
5. True Goggles (Infrared vision)
6. Ouija Charm (Speak with dead 1/day)
7. Globe of Light (casts dim light)
8. Anti-grav boots
9. Bowl of weeds (infinite food for one)
10. Neutralising Spray (removes odour)
11. Bone whistle (summons ghost dog)
12. Chains, scrap metal (Sturdy, loud, 4)

- 1 ENTER THE GREEN ZONE. ROLL FOR FIRST ROOM
- 2 ROLL FOR EXITS.
- 3 ROLL FOR CORRIDORS & ROOMS
- 4 MAKE ENCOUNTER ROLLS FOR EACH CORRIDOR & ROOM

THE SERVICE SHAFT

MAPPING

ROOM TYPE (D12)

1-2 Small storage area. Overgrown/infested/musty chalk/earth. Roll for **items**

3-4 Crumbling chalk walls, covered in something. Healing/Toxic/intoxicating plant/insect/slime

5-7 Large chalk chamber inhabited by something. Roll **creature** and **reaction**

8-11 Vast chalk chamber 3d12 minutes to find exit. **Filled with**

1. a lake
2. noxious smoke (Lose 1 Resilience for every 10 mins in the area)
3. vegetation
4. an earthen burrow
5. thick fog (double time to find the exit)
6. dwellings (roll **encounter**.)

12 Burrow of a rodent the size of an elephant. Full of enormous droppings, bones, fur. Currently empty, with a large tunnel up to the **surface**

ENCOUNTER DIE (D6)

Each room, corridor and stairwell, roll the die. Roll again for **excess noise**, if they **delay**, or if things are going **badly**.

1. **EMPTY**
2. **SIGNS**
3. **CREATURE**
4. **CREATURE**
5. **ODDITY**
6. **TRAP!**

CORRIDORS/STAIRWELLS (D10)

- 1 Underground river crosses the path
- 2-3 Tunnel through sheer chalk, half-filled with water. Small characters must swim.
- 4-6 Dank chalk tunnel, covered with moss
- 7-9 Crumbling chalk tunnel up to the **surface**
- 10 A moss-lined crawl space that characters can barely fit through.

EXITS (D4)

◆ Roll for exits

1. Dead end
2. 2 exits (ahead/behind)
3. 3 exits
4. 3 exits and a way up to the **surface**

THE DEFAULT

- ◆ Descendants of humans who never entered a Haven.
- ◆ Live in tight communal groups where every individual is genetically diverse, fish-inflected parent could have a plant-fused child.
- ◆ All belongings are shared, menial jobs assigned on rotation.
- ◆ Default function through consensus, and with an ageing population, debate, and indeed society, has ossified. The Elders are unwilling to bend their pacifist traditions as the youth have been struggling, comrades never returning from Wanderings, or being abducted while gathering in the forest. Can they adapt to the sudden changes in the intersection?

ADVENTURE

THE GREEN ZONE

ENCOUNTER RESULTS

1. EMPTY

- ◆ Pick two
 1. Drips echo.
 2. A fresh breeze.
 3. Sound of a rock falling in a distant area.
 4. sound of running water
 5. trickles of water run down walls of moss
 6. a piercing shaft of light from the ceiling

2. SIGNS

- ◆ Roll **creature**. The creature has been here.
- ◆ Bedding/slime/decayed leaves/bones.
- ◆ Next time **creature** is rolled on the **encounter die**, use this creature.

3-4. CREATURE

Roll on the **creatures** table and the **reaction** table.

5. ODDITY

- ◆ Choose/roll one
 1. Far above, footsteps of a huge creature
 2. Vast roots pushing down from the ceiling fill this space, gently pulsing
 3. The Floor is a sea of finger-sized ants, many carrying leaves. Oblivious
 4. Cache of something the party needs
 5. A tiny furry creature with tentacles (friendly, communicates with coos)
 6. Wall of plants with tiny eyes on stalks that follow the party as they move

6. TRAP!

- ◆ Choose/roll one
 1. **Ground collapses** (down to **Grey Zone**)
 2. **Ambush** (roll for creature, first strike)
 3. **Flood** The floor is covered in knee high brackish water (Aquatic Creeping vines lie beneath, which Ambush the party)
 4. **Nest Room** is full of eyeball-like eggs. An egg opens slowly and humanoid baby with an avian feature lies inside
 5. **Ceiling collapse** (ALL, DMG 3 DIF 4) reveals exit to the **surface**
 6. **Animal Trap** (carved bone) attempts to bite into a character's legs (DMG 2 DIF 3) Encounter with **Default** (roll for **reaction**).

CREATURE (1D8)

1. **1d4 Default** (Humanoids with lizard/mole/ant features) DMG 1 DEF 2xN DIF 4 Special: Essential Flame DMG 3 DIF 4
2. **Vampiric VenusTrap**/DMG 2/DEF 5/DIF 5 Special: Consume /DMG 4/DIF 4/Restrained
3. **Gardener Toad**/DMG 2/DEF 6/DIF 5 Special: Acid (ALL)/DMG 4/DIF 4
4. **Downtrees** (huge roots) DMG 2/DEF 12/DIF 4 Special: Grasp/DMG 3/DIF 4/grappled
5. **Great Dragon Wasp**/DMG 3 DEF 6/DIF 6 Special: Sting/DMG 4/DIF 5/Stunned
6. **Giant Crab**/DMG 3/DEF 8/DIF 6 Special: Grab/DMG 4/DIF 4/Grappled
7. **1d6 Great Wolf Pack**/DMG 2/DEF 2x(1d6)/DIF 5 Special: Pack attack (ALL)/DMG 3/DIF 4
8. **1d4 Default** (Humanoids with worm/bird/frog features) DMG 1 DEF 2xN DIF 4 Special Essential Flame DMG 3 DIF 4

REACTION (1D6)

- | | |
|---------------|-------------|
| 1. Ambush | 4. Neutral |
| 2. Aggressive | 5. Curious |
| 3. Neutral | 6. Friendly |

ITEMS

1. Pot of Antibiotic Ooze
2. Psychotropic fungi
3. Intoxicating weed
4. Divining Rod (Finds water)
5. True Goggles (Infrared vision)
6. Ouija Charm (Speak with dead 1/day)
7. Globe of Light (casts dim light)
8. Anti-grav boots
9. Bowl of weeds (infinite food for one)
10. Neutralising Spray (removes odour)
11. Bone whistle (summons ghost dog)
12. Chains, scrap metal (Sturdy, loud, 4)

- 1 DISCOVER THE SURFACE WORLD
- 2 TAKE A MOMENT TO SAVOUR THE AIR, THE SUN
- 3 PLAY TO FIND OUT

EXIT

*it's the most
thing they*



ADVENTURE

THE SURFACE

*beautiful
have ever seen*

