

LOST EONS

CREDITS

BASED ON

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Acknowledgements This text would not exist without Oz Browning, Sean Smith, Andy Prentice, Matt Goulson and Daniel Locke. Also thanks to the FKR Collective Discord for constant inspiration and support, notably Nakade (@beeptest), @wendi, @CosmicOrrery, @ContrabandRimer, @PanicPillow, @Revenant's Quill and to Gabriel Caetano for all the help on the Applied Hope: The Solarpunk & Utopias Jam. And thanks to mv for hosting the Solarpunk Jam.

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INFLUENCES

BOOKS

Left Hand of Darkness by Ursula Le Guin

Parable of the Sower by Octavia Butler

Staying with the Trouble by Donna Haraway

He, She and It by Marge Piercy

Electric Bastionland by Chris McDowall

Blades in the Dark by John Harper

2400 by Jason Tocci

The Quiet Year by Avery Alder

Lots of stuff by Grant Howitt

Traveller by Marc W. Miller

The Wretched by Chris Bissette

That Dragon game by generations of designers



UTOPIAN SOLARPUNK ONESHEET REMIX EDITION WITH ADVENTURE

LOSTEONS



- 1-3 FAILURE. THINGS GO BADLY.
- 4-5 COMPLICATION OR SETBACK. HURT, LOST TIME, TROUBLE
- 6+ SUCCESS. ON TWO DICE IS CRITICAL

HOW TO PLAY

THE GAME

Your people have lived in your Haven for thousands of years. It protected you. The experience has changed you. Now they're sending an expedition to the surface. What will you find there? Has the damaged world healed? Do you have what it takes to survive?

Lost Eons is an RPG for 3-5 players and a GM, the Guide and Mentor. The role of the GM is to facilitate the game, creating problems and opportunities for the players to explore. The players make their way in this beautiful, dangerous and strange post-humanity world.

GAMEPLAY

The GM describes a scene, and the players describe what they want to do. If there is **risk**, roll a **check**, using the **skill** that the player thinks applies in the situation. The GM will rule whether you are helped by the circumstances.

Set **boundaries** with the group about subject matter, noting **lines** (a strict limit) and **veils** (something permitted but not described). **Play** to see what happens. **Rulings** not rules.

GENERAL CHECKS

In The Lost Eons, you roll your **pool of dice** for the **skill** that you intend to test. The **highest rolled die** defines the result.

- 1-3 FAILURE
- 4-5 COMPLICATION
- 6+ SUCCESS

The **skills** are **muscle, reflex, endure, hack, search, research, analyse, persuade, channel** (attunement to magic). **Untrained**, a **skill** is **d4**. **Extreme skill** is a **d12**.

Your pool is your **soul die (1d6)** plus your **skill level** in the **skill** that is being tested. **Skill level** is **d4/d6/d8/d10/d12**. Add a **d6** if **helped** by circumstances. Remove your lowest value die if **hindered**. Add the **soul die** of a comrade for **assistance**, sharing the **risk** of failure.

ITEMS

The number of expendable items you carry doesn't matter until it matters. **One bulky item** at a time unhindered. More gets tricky.

VITALITY

Your vitality is defined by three separate clocks *armour/resilience/wounded*. **Armour** is defined by current *gear*. **Resilience** is general fortitude, *physical* and *mental*. **Wounded** is a countdown to death. Once *resilience* is depleted, if you are harmed choose from the *wounded* conditions- **dazed, scarred, down, dead**. If *wounded* your **soul die** becomes **1d4**. If *dead* is marked, you are **dead**.



DAMAGE AND HEALING

You start with **4 resilience**. A rockfall could do **1** damage. A gas explosion **2** or **3** damage. In combat, a normal blow does **1** damage, a *critical* does **2**. Avoid combat- It can be deadly.

On a **short rest**, roll *endure*. *Complication* restores **1** segment, *success* restores **2**.

A **long rest** restores a segment of *resilience* or removes a *wounded* condition. Also, roll *endure*. *Consequence* restores **1** additional segment, *success* restores **2**, *critical success* restores **3**.

ESSENCE AND ASPECTS

Essence is all around you, that sometimes manifest in ancient hidden words that define all matter, known as *aspects*. Aspects are delivered in to the attuned in dreams.

Each new game day, the *mentor* draws cards from the *deck of aspects*, giving each player one (maximum held is **5**). Interpret the word.

USE OF ASPECTS

To cast an *aspect*, agree your interpretation of the word with the group. Once used it is lost. Multiple *aspects* can be combined to enhance their effect or shared. *Test Channel, rolling soul die and skill die*. *Success*- Aspect works as agreed. *Complication*- it mostly works, but may hurt the caster or take time. *Failure*- the Aspect fails and the caster *mutates*.

LOST EONS

YOUR CHARACTER

CREATING A CHARACTER

Choose an **archetype** to determine your *skills*, and choose a **name** and **pronouns**.

SALVAGER

A resourceful forager and tinkerer. Begin with *endure* (d6), *hack* (d6), *search* (d8) *research* (d6), *analyse* (d6), *channel* (d6). **Talent** Repair Repair Armour in 2 hours. Roll HACK, Repair 3 (6+) / 2 (4-5) / 1 on fail.

SEER

A powerful caster attuned to the Matrix of Essence itself. Begin with *endure* (d6), *research* (d6), *analyse* (d6), *channel* (d8). **Talent** Attuned, extra aspect per day.

SCRAPPER

A battle-toughened fighter with an eye for trouble. Begin with *muscle* (d8), *reflex* (d6) *endure* (d8), *persuade* (d6). **Talent** Initiative Attack and move one additional time on your first turn.

ROLL TWICE FOR MUTATIONS

Step up one *skill level* for each *mutation* e.g. Swollen Arms moves Muscle from d8 to d10.

MUTATION TABLE

d20	Appearance	d10	Site	d8	Type
1.	Withered	1.	Arms	1.	Tree
2.	Weakened	2.	Legs	2.	Insect
3.	Shrunken	3.	Body	3.	Mammal
4.	Rotting	4.	Mouth	4.	Tentacle
5.	Deformed	5.	Eyes	5.	Fungus
6.	Strange	6.	Ears	6.	Plant
7.	Fused	7.	Hands	7.	Reptile
8.	Stiffened	8.	Feet	8.	Bird
9.	Sparkling	9.	Skin		
10.	Swollen	10.	Fingers		
11.	Larger				
12.	Fluffy				
13.	Patterned				
14.	Vestigial extra				
15.	Stronger				
16.	Augmented				
17.	Enhanced				
18.	Additional				
19.	Changeable				
20.	Tougher				

EQUIPMENT, ROLL OR CHOOSE 3

1. Travelling Clothes (1 Armour, Light)
2. Padded Clothes (2 Armour, Light)
3. A love letter
4. Flint-filed Sword
5. Cetacean bone-blade
6. Ancient plastic toy
7. Staff with shiny tassel
8. Vertebrate maul
9. Gut-strung longbow
10. Fungalcore crossbow
11. Softset bark-fiber 5 days' rations
12. Laquered eyeball (as flask)
13. Sea-dried grass-fiber clothes (1 Armour)
14. Pot of Antibiotic Ooze
15. Mollusc-blubber torches (12)
16. Padded leather bedroll
17. Woven seaweed backpack
18. Brined puffball pouch
19. Spider rope (20m, light)
20. Webbing Bandages

DECK OF ASPECTS

	♥	♦	♣	♠
A	SAVAGE	SPEED	SPROUT	GROW
K	BLIND	REPEAT	SPORE	SPARK
Q	SWELL	BIND	CHEESE	GUSH
J	STINK	RUSH	EGG	SPRAY
10	SPURT	STOP	FLY	FLOOD
9	CRACK	UNRAVEL	WEAVE	FLASH
8	SEEP	REWIND	MOLD	SCALD
7	FUSE	MOVE	SLUDGE	BURN
6	FLEX	SHIFT	DECAY	SWAMP
5	WITHER	SLIP	WILD	SHAKE
4	CONSUME	BORE	DISTORT	SMOKE
3	CALM	VORTEX	EVOLVE	ENGULF
2	BLEED	PULSE	FRENZY	THUNDER

- 1 DISCOVER YOUR WANT
- 2 REVEAL YOUR NEED
- 3 CREATE YOUR HAVEN

QUEST

MOTIVATION

Every member of the expedition has different motivations for joining. Some are selected, others volunteer. Create your own character motivations, or get inspiration from the tables below. Some characters may wish to keep one or more of their motivations hidden. Why does your character **want** to join the mission to the surface?

ROLL OR CHOOSE YOUR WANT

1. **Storytelling** You hope to find inspiration for a novel you're writing.
2. **Restlessness** Living here all your life is feeling claustrophobic. You dream of the open air, of a world without a ceiling.
3. **Love** You want to impress someone.
4. **Self-Discovery** You've been feeling a little lost. You want to figure out who you really are.
5. **Duty** You feel a sense of duty to serve the people of your Haven.
6. **Popularity** You hope to gain the support of peers, perhaps for an upcoming election or award.
7. **Magic** You want to expand your skills in using Essence.
8. **Scavenging** You want to gather parts for an invention you're working on.
9. **Curiosity** You want to know what's up there.
10. **Adventure** You're getting bored of Haven life. You want to see some action.



Why does your character **need** to join the mission to the surface?

ROLL OR CHOOSE YOUR NEED

1. **Protection** Someone you care about is going on the expedition- you must protect them.
2. **Trial** You must prove yourself in order to join an exclusive guild.
3. **Ceremony** A loved one's dying wish was to have their ashes scattered on the surface.
4. **Pride** Someone dared you to go on the expedition, and you were too proud to say no.
5. **Leadership** A person of power in the Haven, you've been trusted to lead this expedition.
6. **Documentation** You have been tasked with documenting this journey so that no discoveries are lost.
7. **Medicine** You or a loved one are ill, and nothing in the Haven helped. You hope to find a cure on the surface.
8. **Quest** You had a dream, maybe a vision, sending you on a quest to retrieve something from the surface.
9. **Search** Someone you care about went missing long ago. You hope to find them.
10. **Science** You're part of a group of scientists who want to study the Upside.

LOST EONS

YOUR UTOPIAN HAVEN

STRUCTURE

1. This Haven resides in a massive cavern, making use of vertical space with skyscrapers and buildings up the sides of the cave.
2. This Haven sits on the shores of an underground lake.
3. This Haven is designed like an anthill. Miles of tunnels weave through the earth, connecting spaces that serve as homes, restaurants, etc.
4. This Haven has integrated with a bioluminescent mushroom forest. The mushrooms provide food and shelter, and the Haven's people tend to the forest's needs.
5. This Haven sits in the bottom of a dead volcano.
6. This Haven flooded long ago, and its inhabitants rebuilt their city hanging from the ceiling and stalactites above.

DETAIL

1. Stained glass makes up a large portion of this Haven's architectural style. What stories do they tell?
2. Everyone wears specific jewellery to represent their family. How does this reflect the role of family in society?
3. Scientists in this Haven have bred new and strange species of animal. What have they come up with?
4. The majority of citizens in this Haven worship a pantheon of nature gods. There is no organised religion around this pantheon; how does everyone worship in their own way?
5. Despite its proximity to the Earth's mantle, this Haven is extremely cold. How have its residents combated this?
6. This Haven has no concept of gender as a social construct. How does this affect relationships and self-expression?

LEADER

1. **Anarchy** No government, no laws or law enforcement, just trust in each other.
2. **Regional** This Haven is divided into self-governed **districts**, each led by a large group of elected officials.
3. **Direct democracy** Petitions bring forth proposed laws, and the entire population votes to determine which laws go into effect.
4. **Contest of wits** determines the new leader every six years, and the six year term is almost finished.
5. **Trio** of the strongest Essence-based healers.
6. **Council** of leaders from each major religious sect in the Haven.
7. **Constitutional monarchy** Elected officials have the real power, but a hereditary ruler exists as a symbol of unity.
8. **Advanced AI** developed to focus on compassion and fairness in lawmaking.

TECH LEVEL

1. An extensive network of high-speed trains provides free public transportation to the Haven.
2. Geothermal activity powers this Haven's automated factories.
3. The members of this community have combined tech and Essence, creating a highly advanced society.
4. The Haven likes to keep things simple, going back to pre-industrial age technology.
5. Greenhouses take up every inch of spare room in this Haven, providing plentiful food and a lush environment.
6. Medicine and technology has advanced to offer a wide array of cybernetic upgrades to the Haven's residents.

UPSIDE

1. The Upside is believed to be a desert wasteland. How will the Haven react if they are proven wrong?
2. This community holds onto the hope of returning to live on the surface. Do they think it's time?
3. Nobody thinks about the Upside much, or talks about it, as it is seen as irrelevant to everyone's current lives. In which ways is this belief inaccurate?
4. You've heard stories from other Havens who have explored the Upside, but nobody here seems keen to do the same. Why not?
5. Legend says the Upside is swarming with megafauna and flora. What specific organisms might exist?
6. A few people went missing several years ago, and have now returned with news of the surface. What do they have to share?



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

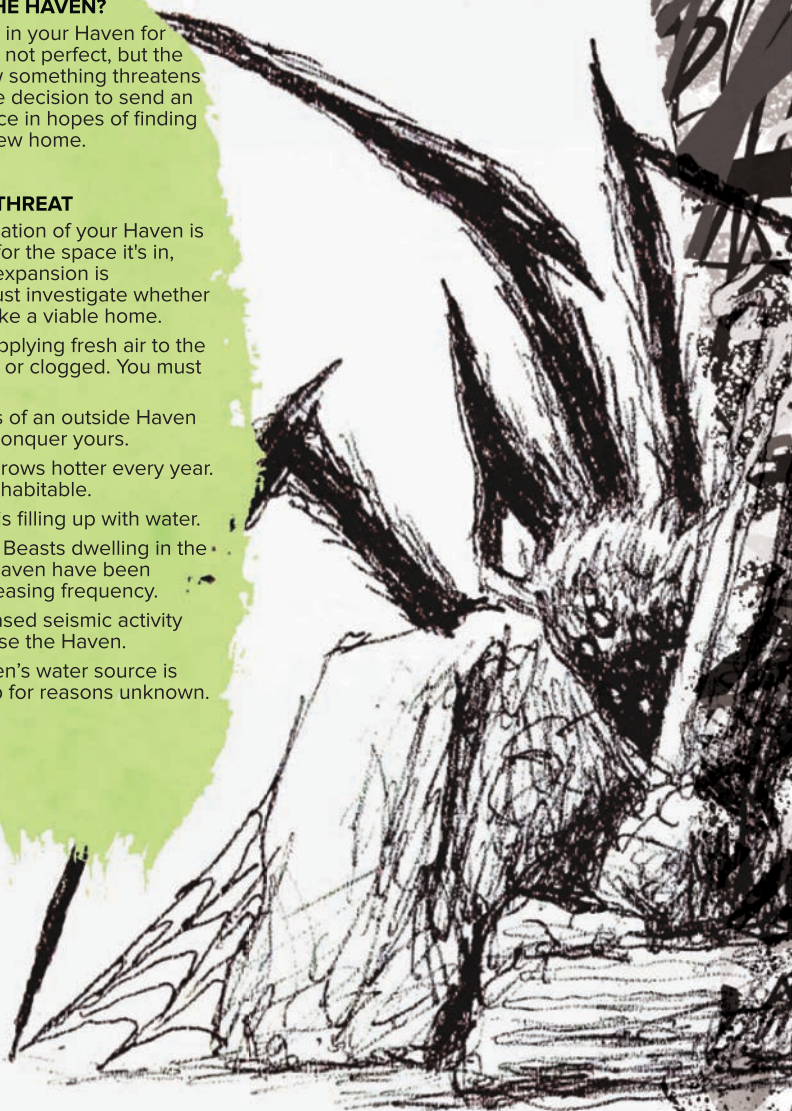
THE THREAT

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.



LOST EONS

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**

LOST EONS

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
2. Aggressive
3. Neutral
4. Neutral
5. Curious
6. Friendly

FIRST ROOM

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

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**

LOST EONS

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?

LOST EONS

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 3/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 6/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 4/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)

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- 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'*

Full game in development

LOST EONS

THE SURFACE

*the most beautiful
world we ever seen*





