

Edition

01

January

2017

NEWSLETTER



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# THE LUNAR RESORT

A 77 WORLDS GAME SETTING



## Newsletter

Twenty years in conceptual development. Eight months to basic edition. Two years development on advanced rules. Three years producing content with James M. Ward. The Lost 77 Worlds has come a long way from hundreds of pages of notes over two decades to a Role Playing Game. Now we have launched a kickstarter campaign to help enhance the next step forward. [Http://thelost77worlds.com](http://thelost77worlds.com) then click on OPEN KICKSTARTER PAGE to join the campaign which will help fund great art like the next image of a robotic hunter and add content to the AS3 Earth Prime "The Blasted Earth" source book.

AS3 expands the core rules to include mutations and a variety of new character types. On Lunda you all played pure strain humans. On the Blasted Earth you can play nearly anything. Random mutations, insane Androids, rogue robotic systems, alien terrain, and far more are to be hand while exploring the Ultimate Apocalyptic Planet.

### A word from the editor

This news letter will see a better more magazine like format in the next issue. We wanted to get this one out so its in more a blogger format. Feel free to submit fun things to include in future issues as well as times and locations where you are running your games.

### A word from the Publisher: FSC

FSC will make its first appearance at any convention in 2017. We will be in booth 144 at Garycon in March. Come by and see us.

## New Creatures

### Lava Sphere

Ace (Spades), King (Spades), Ace (Diamonds), King (Diamonds)  
Hits 20, Rank 4, Fangy Bite (10 Heart/3 Diamond)

**Appearance:** The sphere perfectly imitated its surrounding environment. When in lava fields its surface looks like crusty lava as if it was part of a dried lava flow in gray colors. If it is near an active lava flow it appears as the red lava of a flow. Active lava causes no damage to the plant and the plant can rise above lava flows on a tap root that is not damaged by the hot lava. There are versions appearing in the desert and the plant looks like part of the sandy desert floor. There are versions living in the forest and the sphere takes on the green of the forest floor cover.

**Demeanor:** The plant can sense the vibration of creatures moving nearby. These vibrations also tell the plant the size and weight of the potential prey. The plant will rise up on its tap root and bite at prey that is the right size to be killed by one or two attacks from the Sphere. It will never strike at creatures too large to quickly be killed. A mature sphere is five feet wide and the maw is three feet wide and able to strike at and engulf a man-sized victim. In all environments – desert, lava flow, or forest the plant hides in its environment and cannot be seen using infra-red or ultra-violet scanners.

**Typical Treasures:** The plant's acidic nature has it dissolve all of the organic material of the prey. Metal items, plastic items, and the like are coughed up by the plant and appear around the plant which often attracts the more intelligent creatures of the area.

Scott Neils Hauler starship making the lunar run from the midwest. You can read this story in the Apocalyptic Space anthology. We will be putting out a ship design and short adventure for this ship type in the spring.



## 77 Worlds back story

I think most have heard the back story in a few forms. We will publish the whole 77 Worlds Campaign back story in a PDF on the website soon. The general back story is in AS1 and much of it has been published in other PDFs and commentaries in Adventure modules. However, I think it would benefit everyone who wants to play the grand story arc rather than create their own story will benefit from a unified story in one easy read.

So for now, let's define a few terms:

**Bio Chips** – A bio-electric chip that is designed to interface with the human form. These chips can inject nano's and stimulate healing, strength, alertness, and recall.

**Brain Chips** - Special Bio Chips which can give you access to memory and experiences of others. Brain chips are used for new vacationers at the Lunar Resort to give them a backstory and knowledge of the things the character they play in the resorts should know. They are also used to suppress real memories during their stay. Military and social applications include nearly instant knowledge of any profession. Its good to keep in mind knowledge (book learning) is not the same thing as skill only actually use of the knowledge can develop skill.

**Enhancement Chips** – These are Bio chips that are very specific in nature they are intended for long term use to elevate agility, strength, endurance, and other mostly physical traits. They can even improve eye sight to super human levels for periods of time.

**Character Types** – This is the 'class' of a character to use an old term. The Character Type indicate a general grouping of skills and a profession. Certain character types have a required creation card but in 77W you are not dependent on a random draw to determine what you can play. You can draw until you have a card that meets the one creation card required and the remaining ones are random. Your character type does dictate your starting health or hit points. However all character types progress at the same potential rate as quest or missions are completed.

**Skills/Knowledge Sets** – These are indications that you will generally be successful at a given action which directly related to the skill or knowledge. Here like in most areas red cards are good and black cards are bad. Your game master will determine just how successful or unsuccessful you were based on the face value and color of your card draw as you attempt your action.

**Mental Mutations** – These are detailed in AS3. They typically mean enhanced memory, higher intelligence, better ability to figure out technology, and sometimes mental powers like telekinesis.

**Physical Changes** – Physical changes can be caused by Mutagens, Bio-Weapons, and insane medical bays not to mention curious A.I.s on the Blasted Earth or in space.

**Weapon Types** – Generally weapon types do not come into play in the basic set. Weapon types include ranged kinetic weapons (Bows, crossbows, mag guns), physical strike weapons like clubs and swords, chemical weapons (firearms), energy weapons (Blasters), and high energy weapons like microwave guns and hell burners, as well as robotic weapons in the macro, micro, and nano ranges like Nano Swarm weapons. These will come into play in the Combat Tools and Equipment Guide this fall.

### Whats News

We have a new 2017 BEAS development project. The 2017 Blasted Earth Adventure Series is 12 modules to be released one each month through out the year. It will detail a multiple part mission around the globe and in every environment the Blasted Earth has to offer.

We have a new anthology planned for summer. We also have 4 more Lunar Resort adventures and three Lunar Surface adventures due out "very soon" we are waiting on some art and for a few rewrites.

### **Encounter Encyclopedia**

This guide continues to grow. We will release the first EE source book this summer as we continue to build to 500 creatures, aliens, and unique encounters. Once we hit the 500 mark later this year we will launch the only Encyclopedia and allow you to construct your own custom encounter guides. Each creature will be described by type, terrain, commonality in its primary environment, and by rank.

Common – Breds true, at home, and well suited to this environment

Unique – there can be only one

Limited (created) – custom pets gone awry

Regional – thrives in a very specific environment

UnCommon – can be found anywhere but never in numbers

Rare - survives here but is not thriving

The Engineered – designed for a purpose

The Created – created for an unknown or bizarre reason

The Mutated – natural then changed by retro viruses and bio-plagues

The Alien – adapted for another environment not of this earth

The Adapted – biological life adapted from its natural disposition for a specific role or task

### ***Banter***

A Are you calling me a thief?, A Bandit?

B Well, without impugning my honor the only available answer is YES

A That friend is vial and unfair

B It is in truth neither

C You and I both know there is truth in that statement, A

A Perhaps, on some occasions

B Some? A certainty on many occasions

C hands back a purse of gold, lets just say truce on occasions and change the subject

A Fair enough

# **January Encounter**

## **Doom Rainbow**

**By**

**James M. Ward**

**The assignment appears to be simple. A shuttle was taken from the moon to the blasted Earth. The pilot and crew were to look for signs of intelligence on the world as telescoping the planet revealed nothing.**

**In the first ten minutes of flying in the skies of the blasted Earth, the crew saw an amazing sight. In the middle of a lava field was some type of miles long rainbow colored dome. The dome had a fountain of water flowing out and cooling the top and sides of the dome. The crew saw some type of guard at the south end of the dome. They over flew the area, but the guard paid no attention to them. The dome sat in the middle of the gray lava field. Around the dome was an expanse of water and in the water was a green plant growing thickly around the dome. The entire scene looked odd set in the crusty gray expanse of lava.**

## **What is Really Happening**

The aliens that attacked the Earth blasted three fifty-mile strips of lava all around the planet. Their alien ships were destroyed before their devices could divide the Earth into three parts. For three hundred years eruptions of lava flowed across the planet. At this one spot geothermal action caused mineral laden water to shoot into the air in three spouts.

Year after year and generation after generation the minerals built up and formed a huge rainbow dome miles across and a mile high. Boiling water splashed over the land and a mutant plant grew in the brimstone and mineral boiling water. What would have cooked and destroyed other plants caused this mutation to thrive. Presently it looked like a dome was set up on the lava field by an intelligent race. It looked like plants and water were placed around the dome to keep things cool and sap away some of the lava heat.

The scout/guard is a seven foot tall mutant fox humanoid. He was holding an energy pike his race made to defend themselves. It's a powerful tool that is currently stuck in the earth. The fox man is dead and most of his flesh is stripped off from the action of boiling water blasts that hit him every sunrise and sunset. Now the energy pike has caught on some equipment straps and the pole arm is all that is keeping the dead creature standing upright. The fox man was an explorer searching for useful ancient technology. He approached too close to the dome and died for his efforts.

## **Problems for the Characters**

Detection Problems – Using detection gear, the extreme heat of the area causes all detection systems to show a white blur.

Lava Problems – This dome is in the middle of a 50 mile lava strip that extends around the Earth. Where ever the characters land on the lava, their ship struts break through the crust of the dried lava into flows of actual lava. While they can rise up out of the problem, their struts are melted off and there is no safe landing for that transport until the struts are fixed.

Plants and the Water -- In a hundred yard circle around the geyser/dome there are inches of water with green plants covering like a thick carpet. The plants are short, only several inches tall. The leaves are thick and waxy and in fact cutting the leaves open reveals a waxy sap that is quite thick. However, the water is at 300 degrees and the plants are all that is keeping the water from boiling

away. The water smells of brimstone so thick it takes characters breath away. Even wearing space suits, the heat from the water is quickly damaging as characters walk through the plants and water.

The Dead Fox Man – From even thirty yards away it looked like the fox man was standing guard. Every once in awhile there was a visible crackling spike of energy from his power pole arm. Of course the character never reacts to anything the group does to attract its attention. However, once the group gets within thirty yards they can see the flesh peeling off of the body of the guard. That flesh has been steamed away. In fact, if the characters are around at sunset or sunrise the natural explosive nature of the geysers becomes apparent and blasts of steamed water erupt all over the area and will nail all of the characters for 20 points of damage. Their armor and/or space suits will cut that damage down to half.

Knowing the guard is dead they can easily come up to the creature and take away the energy pole arm. That activated weapon does have a chance of accidentally doing them harm if they can't figure it out.

The Dome – No matter how far away or how close the group gets the dome remains a mystery to them. On the south face there does appear to be an indentation that could be a portal inside. It's just a niche in the rock face. The thick minerals make it impossible to really tell what the dome is made of until they get up close and feel it to determine it is all mineral salts. Every hour on the hour the top of the dome erupts in three huge jets of water that rise fifty yards into the air and splash all over the top and sides of the dome. Touching that boiling water can cause five points of damage even if the group is wearing battle armor or space suits.

A Brimstone Pit – There is a ten yard yellow crust that looks just like limestone on top of this area. If anyone walks over this area to avoid water there is a (heart) chance they will break the crust and fall ten yards into a brimstone pit. Besides the damage from falling it is impossible to breathe in this pit and the victim will take 9 points a combat round until they are out of the pit.

B Sphere Plant Pit – There is a ten yard white crust that looks like limestone on top of this area. If anyone walks over this area to avoid water there is a (heart) chance they will break the crust and fall ten yards into the pit where the Lava Sphere attacks.

## **Lava Sphere**

Ace (Spades), King (Spades), Ace (Diamonds), King (Diamonds)

Hits 20, Rank 4, Fangy Bite (10 Heart/3 Diamond)

C Broken Pit – This is an open pit filled with dried lava and sticks. There is nothing of value in these pits.