

THE LORDS OF CHAOS



JUNE - NO. 9

KP '77

DEADLINE FOR ISSUE NUMBER 10: 5 September for zines needing
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This bi-monthly quasi APA is brought to you by Nicolai Shapero. This fanzine is not intended to make any great profit but to be run instead primarily for the contributors. Fee schedules have been adjusted accordingly...

Contributors may print up their zines themselves (copy count 200, 210 preferred)--75¢ credit if stencil is included--or they may type up their zine on a nine hole mimeo stencil (suitable for use on a GESTETNER 320) and send it, along with 60¢/side for printing costs to:

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COSTS:

Contributors--nothing if more than three pages contributed, otherwise postage only.

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Magazines of possible interest to D&D/FRP gamers

Wyrm's Footnotes...Fanzine edited by Greg Stafford. Available from the Chaosium PO Box 6302, Albany, Ca. 94706. Irregular publishing schedule, minimum of three issues per year. Single issues are \$1.50, five issue subscription available for \$6. An excellent zine and, now that Runequest has been published by the Chaosium, an invaluable zine for the Runequest fanatic.

Underworld Oracle...An offset zine available from Phil Alexander, 113 Bruntsfield Place, Edinburgh, Scotland. 40p (+ postage presumably for out of UK subscribers.

Spellbound...An offset fanzine available from Carl Mueller, PO Box 635, Stony Brook NY 11790. Quarterly publication schedule (theoretically). No zine seen since number 3 (in the first quarter of 1978). Single issue \$1.

The Apprentice...A quarterly offset fanzine available from David Berman, 24 Seguin St., Ottawa, Ont. K1J 6P3 Canada. Subscriptions \$5.50/year for US and Canada subscribers.

The Dungeoneer...Offset fanzine edited by Chuck Anshell, 1226 N. Rossell Ave., Oak Park, Ill. 60302. 60¢/issue, \$1/issue overseas. Publishing schedule VERY irregular. Bimonthly, quarterly, or every six to eight months schedule.

Alarums and Excursions...mimeo quasi-APA similar to TLOC in some ways. More comment zines, less meat, on a page by page basis...but 160 pages per issue. Available for \$1 + postage/issue for non-contributors from Lee Cold, 3965 Alla Rd., Los Angeles, CA 90066

Different Worlds... 48 page (issue #1) offset prozine published bimonthly by the Chaosium, PO Box 6302, Albany, CA 94706. \$6/year for American subscriptions, foreign subscribers add \$3.50 per year. A single copy price: \$1.75. A must for the dedicated Runequest fanatic.

RUNES IN SPACE

by Nicolai Shapero, 8886 Earhart Ave., Los Angeles, CA 90045 213-MI-1-DUXY

As RUNES IN SPACE is a space going RPG, a certain minimum background in physics is necessary in order to properly GM or prepare a scenario. Not everyone, of course, has the background to start unaided. (For those interested, the data to follow came from Stephan H. Dole's Habitable Planets for Man, suitably corrected to account for the fact that our sun is now classified a G2, as opposed to G0 as assumed by Dole.)

For the would be system builder, the following data will be of considerable use. Mass, luminosity, and radius are all given, by the way, in units relative to Sol, Earth's primary. (Assumes stars are on the main sequence.)

Spectral Class	Mass	Radius	Luminosity	No. per cubic parsec	Effective Surface Temp. (^o K)
F					
F5	1.3	1.24	2.70	3.20 x 10 ⁻⁴	6640
F6	1.28	1.22	2.32	3.66 x 10 ⁻⁴	6425
F7	1.24	1.19	2.07	3.92 x 10 ⁻⁴	6320
F8	1.14	1.10	1.55	4.12 x 10 ⁻⁴	6120
F9	1.06	1.05	1.22	4.25 x 10 ⁻⁴	5990
G0	1.02	1.02	1.20	4.36 x 10 ⁻⁴	5900
G1	1.01	1.01	1.04	4.43 x 10 ⁻⁴	5780
G2	1.00	1.00	1.00	4.48 x 10 ⁻⁴	5710
G3	.985	.99	.956	4.52 x 10 ⁻⁴	5640
G4	.955	.97	.814	4.55 x 10 ⁻⁴	5545
G5	.910	.95	.720	4.99 x 10 ⁻⁴	5380
G6	.900	.92	.610	5.35 x 10 ⁻⁴	5300
G7	.870	.90	.525	6.40 x 10 ⁻⁴	5160
G8	.850	.88	.501	6.90 x 10 ⁻⁴	5120
G9	.825	.86	.408	7.60 x 10 ⁻⁴	4955
K0	.800	.84	.363	7.90 x 10 ⁻⁴	4870
K1	.775	.82	.316	8.35 x 10 ⁻⁴	4760
K2	.750	.80	.282	8.74 x 10 ⁻⁴	4685
K3	.730	.78	.252	9.14 x 10 ⁻⁴	4610
K4	.705	.76	.216	9.72 x 10 ⁻⁴	4560
K5	.680	.74	.200	1.01 x 10 ⁻³	4470
K6	.655	.72	.162	1.11 x 10 ⁻³	4300
K7	.630	.70	.145	1.19 x 10 ⁻³	4240
K8	.600	.68	.123	1.30 x 10 ⁻³	4130
K9	.570	.652	.105	1.47 x 10 ⁻³	4050
M0	.540	.635	.0912	1.65 x 10 ⁻³	3965
M1	.505	.608	.0726	1.98 x 10 ⁻³	3830
M2	.470	.585	.0596	2.42 x 10 ⁻³	3720
M3	.435	.560	.0486	3.00 x 10 ⁻³	3600
M4	.380	.525	.0317	4.31 x 10 ⁻³	3350
M5	.330	.490	.0232	6.39 x 10 ⁻³	3210
M6	.270	.455	.0152	9.50 x 10 ⁻³	2290
M7	.220	.420	.0120	1.23 x 10 ⁻²	2935

G type stars, # per pc³ = 5.36 x 10⁻³; mean separation ≈ 5.17pc = 18.6ly
 F type stars, # per pc³ = 1.92 x 10⁻³; mean separation ≈ 8.05pc = 26.2ly

(Note: 1 parsec - abbreviated pc - equals 3.26 light years-abbreviated ly)

Illuminance, period, and Stellar luminosity and mass.

Assuming that a satellite follows a circular orbit, and from formulas for gravitational and centripetal acceleration, it is possible to determine the period of the satellite. Given G = universal gravitational constant, and assuming a stable circular orbit, we have:

$$(1) \frac{GM_{\text{primary}}}{R_{\text{orbit}}^2} = \frac{M_{\text{satellite}} V_{\text{satellite}}^2}{R_{\text{orbit}}^3}$$

and $V_{\text{satellite}} = 2\pi R_{\text{orbit}} / T$; T = period of rotation
and from these we conclude

$$T = (4\pi^2 R^3 / GM_{\text{primary}})^{1/2}$$

thus given a body orbiting an F7 star at 1.05 Astronomical units, the period of orbit is $((1.05)^3 / 1.24)^{1/2} = 0.966$ years

The Illuminance at a given orbital distance is proportional to the luminosity of the primary and inversely proportional to the square of the orbital distance. Thus, taking the illuminance at Earth orbit as 1.000, we see that the illuminance at the orbit of the preceding example body is $2.07 / (1.05)^2 = 1.878$. Assuming black body conditions, the mean temperature for such a body can then be calculated by taking the fourth root of the illuminance and multiplying by the expected temperature at Earth orbit. Of course, albedo (the reflectivity) of the body should be taken into account, but assuming a base Earth type world (mean day 295°K) at 1 AU from a G2 star gives a not too inaccurate result. Thus in our earlier example, the mean day temperature will be approximately $345^\circ\text{K} = 72^\circ\text{C} = 162^\circ\text{F}$ (assuming a roughly 24 hour day).

Creating the Characters

The first order of business in rolling up a character for Runes in Space is the determination of the species of the character. Decimal dice are rolled, and the following table is consulted:

Table I: Species Determination of Characters

<u>Die Roll</u>	<u>Species</u>	<u>Die Roll</u>	<u>Species</u>
01 - 15	Altani	70 - 81	Uquoi
16 - 29	Bjora	82 - 90	Ata'a
30 - 43	Human	91 - 99	Silithii
44 - 56	H'Reli	00	L'Drey
57 - 69	Korli		

Having determined the character's species, it is now possible to determine individual characteristics for the character.

Species Characteristics : Altani

Strength	4D10	Effective Strength = $2/3 \times$ Strength roll
Intelligence	4D10	Effective Intelligence = $2/3$ Intell. roll
Basic Health	4D10	Constitution = $0.35 \times$ (Basic Health +
Endurance	4D10	Endurance)
Reaction Speed	4D10	Effective Dexterity = $2/3 \times$ React. Sp. roll
Marksmanship	4D10	
Leadership	4D10	Charisma = $2/3 \times$ Leadership roll
Size	((12D6)/4) - 1	

Species Characteristics: Altani (cont.)

Physical Size 32" + 3" per point of size (expected=60.5" = 5'½")
 Telepathic Strike 4D10
 Telepathic Resistance 4D10

The Altani are a bipedal vulpanoid race born on a high g world (surface acceleration 1.48 terrestrial gs) that orbits an F5 primary at a distance of 1.64 Astronomical Units. Their world is in the midst of a glacial epoch, though is otherwise fairly earthlike. They are descended from a purely carnivorous species similar to the terrestrial wolf in social organization and behaviour patterns. Descent is matrilineal and the females tend to rule the society (in much the same way that males rule in current US society, womens lib notwithstanding)

They are monogamous by NATURE (as opposed to by cultural decree, as with humans), mating for life. Sexually active (at a low level) all year round, the major sexual arousal cycle is periodic (roughly every 60 days).

Most (though not all) individuals are telepathic, able to transmit and receive thoughts both of their own and other species. A large fraction of the population is able to use this telepathic capability as a weapon (see section on psionic combat).

The current social structure is similar in some ways to feudal Japan - a face oriented culture. The government is a military dictatorship.

Sex determination of Altani characters: 01 - 60 Female, 61-00 Male.

Note: Males have a -1 social modifier in Rank determination rolls.

Home world determination for Altani:

01 - 50 Han (homeworld) born
 51 - 80 Inner Ring Colony (add 3 to die roll when determining Pack)
 81 - 00 Outer Ring Colony (add 12 to die roll when determining Pack)

Pack (or family clan) determination:

01-05	D6:1-3 Au	4-6 Tuu	Pack Social factor=6
06-12	D6:1-2 Larn	2-3 Ysan	5-6 Tau-Riene Pack Social factor=5
13-21	D6:1-3 Akal	4-6 San	Pack Social factor=4
22-32	Susha		Pack Social factor=3
33-45	Kin Po		Pack Social factor=2
46-60	Tiaou		Pack Social factor=1
61-100+	Other		Pack Social factor=0

Altani Rank determination: Roll D100, subtract Pack Social factor, then add 1 to roll if character is male and consult the following table (treat values below 01 as 01):

	Officer	Senior Enlisted	Junior Enlisted
Han Born	01-30	31-80	81+
Inner Colony born	01-27	28-79	80+
Outer Colony born	01-21	22-69	70+

Now to determine the actual rank level, roll D100, add Pack Social factor, deduct 1 if male, add twice the leadership roll, deduct 44 and divide the result by 100. Call this value P. Consult the following table to determine precise rank:

	Officer	Senior Enlisted	Junior Enlisted
Han born	89+30P	49+40P	50P
Inner Colony	89+27P	49+40P	50P
Outer Colony	89+21P	49+40P	50P

where, as stated above $P = (D100 + \text{Pack Social factor } (-1 \text{ if male}) + 2 \times \text{leadership} - 44) / 100$. If P rolled is negative, replace P by zero in the above equations.

EXAMPLE:

We have an Altani character, and we roll 65 - the character is male. We roll for system of birth, and roll 65 - born on one of the Inner Ring colonies. Then, rolling for Pack, we get 43, but because the character was born on an Inner Ring colony, we add 3 to the roll giving us 46. Thus the character is of Pack Tiaou (with a Pack Social factor of 1). To determine rank group, we again roll D100 - a 27. We add 1 because the character is male, and subtract the Pack Social factor (also 1 in this particular case) so we still have 27 - officer. Supposing the Leadership to be 23 for this character (slightly above average), we roll to determine precise rank level - rolling 42, we get $P = (42 + 1 - 1 + 2 \times 23 - 44) / 100 = 0.44$ so that rank is $89 + 27P = 89 + 11.88 = 100.88$ rounded to the nearest integer is 101 (as it happens, roughly the equivalent in authority to a newly promoted Lieutenant (JG)).

Altani Naming Conventions:

Where (P1) is the Pack name of a given individual, (P3) is the given name, and (P2) a gender particle (Ir for male, Ira for female) the full name of a character is of the form (P1)(P2)(P3).

EXAMPLE: Tuu Ir Lieaou. The Pack is Tuu, the individual is male, given name being Lieaou. In normal speech (familiar form) all save the first consonant (or consonant cluster) of (P1) is dropped, (P2) is dropped, and the given name (P3), is retained unaltered. Thus in the familiar form of address, Tuu Ir Lieaou becomes T'Lieaou.

The Hegemonic Rank system:

the ranks 0 - 89 are roughly equivalent to USN enlisted ranks on the following basis 01-09 = E1, 10-19 = E2, 20-29 = E3, etc.

The officer ranks (90 and above) are roughly equivalent to USN ranks as follows:

Rank	USN equivalent
90 - 99	Ensign
100 - 109	Lt.(j.g.)
110 - 119	Lt.
120 - 129	Lt. Cmdr.
130 - 139	Commander
140 - 149	Captain
150 - 159	Commodore (or Rear Admiral junior grade)
160 - 179	Rear Admiral
180 - 199	Vice Admiral
200 - 229	Admiral
230 +	Fleet Admiral

The rank name for a given rank number is derived by adding appropriate suffixes and prefix to stems given below that add to correct rank number.

Prefix:	:(none)	- add 16 steps	Suffix 1:	ob	- add 4 steps
	Mil	- add 8 steps		(none)	- add 0 steps
	Sul	- add 0 steps			
Suffix 2:	teron	- add 2 steps	Suffix 3:	ir	- add 1 step
	(none)	- add 0 steps		(none)	- add 0 steps
Stems:	Questor	- add 240 steps			
	Quaron	- add 216 steps			
	Quantor	- add 192 steps			
	Komdar	- add 168 steps			
	Dihad	- add 144 steps			
	Pentar	- add 120 steps			
	ComRichter	- add 96 steps			
	Korant	- add 72 steps			
	Trinor	- add 48 steps			
	Binar	- add 24 steps			
	Inon	- add 0 steps			

The final rank name will be of the form (Prefix)(Stem)(Suffix 1)(Suffix 2)(Suffix 3)

EXAMPLE: An individual with rank 131 would have rank:

Prefix = Mil (add 8 steps)
 Stem = Pentar (add 120 steps)
 Suffix 1 = (none) (add 0 steps)
 Suffix 2 = teron (add 2 steps)
 Suffix 3 = ir (add 1 step)

or MilPentarteronir (rank 8 + 120 + 3 + 1 = 131).

There are 5 branches of service available:

Paratemporal Arm (time traveler types)
 Star Arm (most of the characters will be in this group - the military and scientific starfleet)
 Air Arm (Airforce equivalent)
 Ground Arm (the infantry)
 Support Arm (everybody else)

Pay scales are as follows:

To determine pay rate, add base level pay for the Arm in question to the rank pay increment for the appropriate rank and Arm.

Base Pay:

Paratemporal Arm	9212 smu/Han year
Star Arm	8160 smu/Han year
Air Arm	7680 smu/Han year
Ground Arm	7450 smu/Han year
Support Arm	7228 smu/Han year

Increment:

For each step in rank above zero, pay is increased by the following amounts:

Paratemporal Arm	165 smu/Han year per step above zero
Star Arm	145 smu/Han year per step above zero
Air Arm	136 smu/Han year per step above zero
Ground Arm	132 smu/Han year per step above zero
Support Arm	128 smu/Han year per step above zero

For individuals on Combat or High Risk assignments, total pay determined

above is multiplied by 17/16.

In addition, certain officers in Ground, Air, Star and Paratemporal Arms receive higher pay rates: their above computed pay is multiplied by a factor depending upon rank - rank 192+, multiply by 15/8, rank 160-191, multiply by 13/8, rank 128-159, multiply by 11/8, rank 96-127 multiply by 9/8. This is above and beyond combat or high risk pay. This pay increment is limited to line officers on active duty, and specialists in certain scientific and medical specialties (with a 90+ skill in specialty).

Enlisted personnel with skill levels above 90% receive proficiency pay bonuses:

97%+ in specialty - add 683 smu/Han year
94%+ in specialty - add 512 smu/Han year
90%+ in specialty - add 384 smu/Han year

It is to be noted that 1 Han year is approximately 1.842026 terrestrial years.

Species Characteristics: Bjora

Strength	10D6	Effective Strength = $2/3 \times$ Strength roll
Intelligence	3D6+2	Effective Intell. = Intelligence roll
Basic Health	10D10	Constitution = $0.35 \times$ (Basic Health+End.)
Endurance	10D10	
Reaction Speed	3D6-1	Effective dex.=Reaction Speed roll
Marksmanship	4D10	
Leadership	4D10	Charisma = $2/3 \times$ leadership roll
Size	(16D6)/2	
Physical size	32"+3" per point of size (Expected=116"=9'8")	
Telepathic Strike	Roll D6 - on a roll of 1-5, TSC=0, on a roll of 6, TSC=1	
Telepathic Resistance	2D6	

The Bjora are, for all intents and purposes, intelligent kodiak bears with starflight capability. They are omnivorous, relatively easy going sorts, and by far the most understandable (from the human viewpoint) of the non-human hegemonic races. Their home world is an earth type world (superterrestrial type, actually) with a surface acceleration of 1.37 g orbiting an F5 primary. The Bjora are fully bipedal and plantigrade. As with the Altani, there is no particular sexual dimorphism. Adzel (the Wodenite) in Poul Anderson's TRADER TEAM and SATAN'S WORLD may be taken as an archtypal Bjoran personality type.

Sex determination of Bjoran characters: 01-48 female, 49-00 male. note: males have a +1 social modifier in rank determination rolls.

Home world determination for Bjora

Homeworld	01-25
First generation colony	26-55
Frontier worlds	56-00

Bjoran rank determination (deduct 1 from roll if male)

	Officer	Senior Enlisted	Junior Enlisted
Homeworld	01-21	22-69	70+
First generation colony	01-27	28-79	80+
Frontier worlds	01-35	36-89	90+

Now to determine the actual rank: Roll D100 (adding 1 if male), add twice the leadership roll, deduct 40 and divide the result by 100. Call this result P, and determine actual rank as per Inner Ring Colony Altani from this point.

Species Characteristics: Humans

Strength	3D6+4	Effective Strength = Strength roll
Intelligence	3D6+2	Effective Intelligence = Intell. roll
Basic Health	4D10	Constitution = $0.35 \times (\text{Basic H.} + \text{End.})$
Endurance	4D10	
Reaction Speed	3D6	Effective dex = reaction speed roll
Marksmanship	4D10	
Leadership	4D10	Charisma = $\frac{2}{3} \times \text{leadership roll}$
Size	3D6+4 for men, 3D6+2 for women	
Physical size	32" + 3" per point of size (Expected: 6'3 $\frac{1}{2}$ " men, 5'9 $\frac{1}{2}$ " women)	
Telepathic Strike	As per Bjora	
Telepathic Resistance	1D4+1	

The humans in RUNES IN SPACE are, for the most part, descendants of Israeli space colonists. However, all human races are represented. Social variation is still as great as currently exists in humans on Earth.

Sex determination of Human characters: 50/50 male/female

Home world determination for Humans:

New Jerusalem Colony	001-800
Other Human colony	801-999
Earth born	000

Note: in this era, Earth is a radioactive wasteland, and it is assumed that any native terrans are from subsurface city/shelter structures.

Human Rank determination (Scientific branch)

01-02	Lt. Cmdr.
03-05	Cmdr.
06-45	Lt.
46-92	Lt. jg
93-00	Ensign

Human Rank determination (Non-Science branch)

Roll as per Altani female Inner Colony born of pack KinPo.

Species Characteristics: H'Reli

Strength	4D8	Effective Strength = $\frac{2}{3} \times \text{str. roll}$
Intelligence	3D6+2	Effective Intel. = Intelligence roll
Basic Health	4D10	Constitution = $0.35 \times (\text{Basic H.} + \text{End.})$
Endurance	4D10	
Reaction Speed	4D8	Eff. dex = $\frac{2}{3} \times \text{reaction speed roll}$
Marksmanship	4D10	
Leadership	4D10	Charisma = $\frac{2}{3} \times \text{Leadership roll}$
Size	3D6	
Physical size	32" + 3" per point of size (expected size = 63 $\frac{1}{2}$ " = 5'3 $\frac{1}{2}$ ")	
Telepathic Strike	As per Bjora	
Telepathic Resistance	1D4+1	

The H'Reli are for all intents and purposes, starhopping kittens. They look like 5'3" bipedal grey and white striped tabbies, and have personalities characteristic of 12 week old kittens in many respects.

The H'Reli Outlook

- (1) There is a passion for physical pleasure and relaxation (they are hedonists - and, by the by, polygamous.)

The H'Rel Outlook (cont.)

- (2) Five cardinal virtues are: humor (a sense of), wit (as in a quick wit), courage, honor, and curiosity.
- (3) Strength of will and character, and tenacity, are also considered important.
- (4) No virtue justifies power over another being. Government is not reason, nor eloquence. It is blind, unreasoning force.
(H'Reli are somewhat anarchistic by nature, being evolved from creatures resembling the terrestrial great cats)
- (5) Virtue is a means to an end (not an end in itself) - the end being enjoyment of ones self and ones environment.
- (6) There is a basic natural law governing all sophonts.
- (7) And under this law, all sophonts are basically equal (but some are more equal than others...)

Attitudes of the H'Reli upper/middle class (contrasted with current American middle class attitudes)

Characteristic	H'Rel upper/middle class	American middle class
"human" equality	Fallacy	Axiomatic
World view	Optimistic (Hedonistic)	Optimistic
Dignity	"asking to be deflated"	"putting on airs"
Poverty	unpleasant	vice
National memory	Virtually non-existent	Extremely short
"World" Domination	Psychologically unprepared to accept	Still unwilling to accept

Attitudes of the H'Reli Elite

Characteristic	Attitude
Power evokes	ridicule
Most great individuals receive	pity
Hero image	the jester (or the Harlequin)
Individualism	exalted
Primitive masses are	suckers
Sophisticated, educated aliens	
to evoke	wariness
Amdition in others	If strong enough, will regard with the same whimsical humorous attitude usually reserved for the "dignified"

The areas of greatest proficiency are: Art, and the physical and mathematical sciences.

The greatest weakness is in the area of unity.

Sex determination of H'Reli: 50/50 male/female

Homeworld determination for H'Reli characters

Syind (homeworld)	01-60	(add 10 to rank roll)
Inner Colonies	61-93	(add 3 to rank roll)
Frontier Worlds	94-00	(add 0 to rank roll)

H'Reli Rank determination

D100 roll+modifiers

01-05	Command Grade 3	(rank 112 equivalent)
06-12	Command Grade 2	(rank 100 equivalent)
13-21	Command Grade 3	(rank 89 equivalent)
22-40	Service Grade 6	(rank 80 equivalent)
41-60	Service Grade 5	(rank 64 equivalent)
61-80	Service Grade 4	(rank 48 equivalent)
81-95	Service Grade 3	(rank 32 equivalent)
96-105	Service Grade 2	(rank 16 equivalent)
106+	Service Grade 1	(rank 0 equivalent)

note: All scientific branch H'Reli add 15 to D100 roll.

Naming H'Reli characters:

common names: Yealurowluro
 Sriluraalilura
 Yealurasa

Other names should be in the same general pattern: polysyllabic, heavy on vowels.

Species Characteristics: Korli

Strength	3D6	Effective Strength = Strength roll
Intelligence	3D6+4	Effective Intel. = Intelligence roll
Basic Health	4D8	Constitution = $0.35 \times (\text{B.H.} + \text{Endurance})$
Endurance	4D8	
Reaction Speed	4D6	Effective dex. = Reaction Speed roll
Marksmanship	4D10	
Leadership	4D10	Charisma = $\frac{2}{3} \times \text{Leadership}$
Size	(3D6)/6	
Physical Size	32" + 3" per point of size	(Expected = 37.25" = 3'1.25")
Telepathic Strike	D4-1	
Telepathic Resistance	D12+2	

The Korli resemble ground squirrels, outwardly (apart from their size, of course). They are bipedal, omnivorous, bisexual mammals native to an Earthlike world (surface acceleration 1.01g, mean day temp about 71°F, oxygen-nitrogen atmosphere, 78:21 N₂:O₂, 780mmHg atmospheric pressure at sea level, etc., etc.) - Earth to a close approximation.) orbiting a G1 star.

They are extremely intelligent, and thoroughly ill-tempered. Those readers familiar with Poul Anderson's TRADER TEAM or SATAN'S WORLD might take Chee Lan as an archetype for the Korli personality.

Sex determination for Korli: 50/50 male/female

(note: unlike the Cynthians in Poul Anderson's polesotechnic league stories, Korli societies are not matriarchal.)

Rank determination for Korli:

Roll D6 to determine which of the following rolls to make to determine rank:

- If 1 on D6, roll D100 to determine rank.
- If 2 on D6, roll D100 and add 10 to determine rank.
- If 3 on D6, roll D100 and add 20 to determine rank.
- If 4 on D6, roll D100, divide by 2 and add 50 to determine rank.
- If 5 on D6, roll D100, divide by 2 and add 60 to determine rank.
- If 6 on D6, roll D100, divide by 2 and add 70 to determine rank.

Species Characteristics: Uquoi

Strength	4D6	Effective Strength=Strength roll
Intelligence	(12D6)/4	Effective Intelligence=Intelligence roll
Basic Health	4D12	Constitution=0.35x(Basic Health+End.)
Endurance	4D12	
Reaction Speed	3D6+2	Effective dexterity=Reaction Speed roll
Marksmanship	4D10	
Leadership	4D10	Charisma=2/3 x Leadership
Size	(12D6/4)+3	
Physical Size	32"+3" per point of size (Expected=72.5"=6'½")	
Telepathic Strike	As per Bjora	
Telepathic Resistance	D4+1	

The Uquoi resemble bipedal Komodo dragons. They are, however, intelligent mammalian omnivores.

Their homeworld is an Earthlike world (0.98 terrestrial g's surface acceleration) orbiting a G2 star (orbital distance & period virtually identical to those of Earth).

Sex determination for Uquoi: 50/50 male/female

Rank determination: Treat as Han born female of pack Tiaou

Species Characteristics: Ata'a

Strength	5D6	Effective Strength=Strength roll
Intelligence	3D6+2 males, D6+3 females	Effect. Intell.=Intell. roll
Basic Health	4D10	Constitution=0.35x(Basic Health+End.)
Endurance	4D10	
Reaction Speed	3D6+3	Effective dexterity= Reaction Speed roll
Marksmanship	4D10	
Leadership	4D10	Charisma=2/3 x Leadership
Size	((16D6)/4)+12	
Physical size	32"+3" per point of size (Expected=110"=9'2")	
Telepathic Strike	As per Bjora	
Telepathic Resistance	D6+1	

The Ata'a resemble centaurs with cocker spaniel heads (and long floppy ears). Their society is strongly patriarchal. Needless to say, females are not often in positions of scientific or military leadership (the intelligence difference is genetic in origin, not a result of societal pressure of some kind).

The Ata'a homeworld is an Earthlike world orbiting a G3 primary.

Sex determination for Ata'a: 01-99 male 00 Female

Rank determination

Males: As per Altani female, Han born, of Pack Tiaou

Females: Roll D6 and subtract 1. This is the rank level.

Note: Female Ata'a may NOT possess a scientific or command specialty unless their intelligence is 9.

Species Characteristics: Silithii

Strength	4D8	Effective Strength=0.7x strength roll
Intelligence	4D10(m), 0(fm)	Effective Intell.=0.6xIntell. roll
Basic Health	4D10+2	Constitution=0.35x(Basic Health + End.)
Endurance	4D10+2	
Reaction Speed	3D6+2	Effective dexterity=reaction speed roll
Marksmanship	4D10	
Leadership	4D10	Charisma=2/3 x Leadership
Size	6D4+1	

Species Characteristics: Silithii (cont.)

Physical Size	32"+3" per point of size (Expected=80"=6'8")
Telepathic Strike	As per Bjora
Telepathic Resistance	D10/2

Female Silithii are non-sentient; Male Silithii personalities are somewhat similar to Kzinti (out of T. J. Niven's Known Space series).

Silithii resemble bipedal weasels. They are mammalian, carnivorous, and native of a planet (Earthlike - surface acceleration 0.986 terrestrial g's) orbiting an F9 primary.

Rank determination among the Silithii

(for males only - females have no rank)

01-05	Command grade 3	(rank 115 equivalent)
06-15	Command grade 2	(rank 100 equivalent)
16-30	Command grade 1	(rank 85 equivalent)
31-40	Service grade 6	(rank 70 equivalent)
41-50	Service grade 5	(rank 57 equivalent)
51-65	Service grade 4	(rank 44 equivalent)
66-80	Service grade 3	(rank 31 equivalent)
81-95	Service grade 2	(rank 28 equivalent)
96-00	Service grade 1	(rank 5 equivalent)

Species Characteristics: L'Drey

Physically, the L'Drey are the same species as the Altani. However, as there are considerable sociological differences between the two groups, they might be considered separate species (much as dogs and wolves are considered separate species - and as it turns out, for similar reasons).

L'Drey Naming system:

- (p1)=Name of current ship
- (p2)=Ship rank
- (p3)=Category of work aboard ship
- (p4)=Gender indicator (Ir/Ira for Male/Female)
- (p5)=Pack name of female parent, followed by a dash, followed by birth ship name of male parent
- (p6)=Name of Birth ship
- (p7)=Indicator of "marital" status (Li/Ya for Mated/Unmated)
- (p8)=Indicator of number of living offspring (present in female names only)
- (p9)=Given name

Example:

Tsi Lao do Komdar az Kima Ira Tyel-Ashata kel Kagai li syem Shoi

-p1 p2 p3 p4 p5 p6 p7 p8 p9

Ship commander of the Tsi Lao, a female born on the Kagai of a female of the pack Tyel and a male of the Ashata, currently mated, with one living offspring. Normal form of address would be Komdar Kima Tyel-Ashata Shoi. In the familiar form, the appropriate address would be Komdar Kima T'A'Shoi (single appostrophes indicate glottal stops).

Ship Ranks for L'Drey

OR611	Rank	Approx. USN equivalent
001	Komdar	Captain
002	Dihad	Commander
003-010	Pentar	Lt. Commander
011-110	ComRichtor	Lieutenant
111-255	MilRichtor	Lieutenant (j.g.)
256-399	Richtor	Ensign
400-495	Koran	CFO
496-589	Comteron	PO 1
590-639	Milteron	PO 2
640-699	Teron	PO 3
700-799	Trinor	E 3 (Seaman)
800-899	Binar	E 2 (Seaman App.)
900-000	Inor	E 1

The descendants of telepaths escaping from Han during the pogroms of the first and second centuries BSFH, the L'Drey developed ftl starflight independantly of their star born brothers in roughly 110 PSFH. They developed a nomadic culture, mercantile based, and they also developed a free and loose attitude towards lawful authority (except, of course, for their own ship/clan councils--toward which they retain some reverence, even to this more enlightened day).

Like their planet bound brothers, the L'Drey are sexually active throughout the year, the females undergoing periodic peaks in sexual excitement approximately every sixty terrestrial days. (During this "heat" period--duration between three and fifteen days--the female will produce and release considerable quantities of airborne hormones--a distinct problem in a closed environment, like a spaceship).

But in one very important fashion, the L'Drey differ from the Altani. They are no longer monogamous by nature. Unlike the Altani, who mate for life, the L'Drey never do settle down to a single mate. Descent lines are traced through the female line, the male line being, in general, a matter open to considerable question.

After a considerable pre-marital fling, the L'Drey do settle down with lifelong "partners". But even after that settling down, both partners will continue to play around, though to a somewhat lesser extent as time passes.

Apart from these behavioural changes, though, there is no obvious difference between Vulpes Sapiens L'Dorai and Vulpes Sapiens L'Drey. And much to the dismay of the Hainites, the first contact many species had with Vulpes Sapiens was with the L'Drey. And many were the times when the first Altan contact vessels sent to a newly starfaring culture had to fight their way out--much to the sorrow of all concerned.

Needless to say, L'Dreyan ships are not to be found on Altan controlled worlds--nor on the worlds of those races in close alliance with the Altani. Not with all the trouble the L'Drey have caused their rather conservative brethren.

Their numbers and range are unknown. At the C'ai Tyen (the great meeting) in 1380 PSFH, over 30,000 ships were present. And L'Dreyan ships have been detected in all parts of this galaxy, as in Asawo and Ichuru galaxies.

Standing orders to the Star Arm: Capture any L'Dreyan vessel detected. Failing this, order is to destroy L'Dreyan vessel. Considering the difference in weapon's technology, a reasonably easy task--destruction, that is. And where

the L'Dreyan ship of a given size will have a reasonable cargo space, the Altan warship will divert that cargo space to engines, offensive batteries, and shielding gear.

But those orders aren't always followed. At least on the smaller ships. And there will, every now and then, be contacts between individual Altani and L'Drey. Not that word of this ever reaches ComFleet. Not, at any rate, if the Altan is in his right mind.

And there have even been a few broken hearts resulting from these meetings. On both sides of the fence. But word of this has yet to receive official ears. Or, at any rate, no official notice has been taken as of this date.

SKILLS

All Runequest skills are given, at Runequest base percentages. However, skill bonuses are calculated based on effective strength, effective intelligence, effective dexterity and charisma and no power modifiers are allowed. Further, certain skills are omitted, to wit: horsemanship (0% for all characters).

Certain skills have been added. All characters possess the following skills at the indicated percentages:

Computer programming: 25%
 Vehicular operations: 25%
 Speak, write and read language (own and L'Doran Universal): 95%
 Handgun: Marksmanship + 25%
 Rifle: Marksmanship

All species save Altani and Ata'a possess swimming at 25% (These two have the skill at 0%). All Altani possess skiing at 25%, and all male Ata'a possess mathematics skill at 55%.

No of Skills

In addition to skills listed above, all characters possess a specialization field (usually scientific) and one or more additional skills. The precise number of additional skills that the character possesses at the start is based upon die roll and effective intelligence as follows:

Effective Intelligence									
D6 roll	1-4	5-8	9-12	13-16	17-20	21-23	24-26	27-29	30+
1	0	0	1	1	2	2	3	3	4
2	0	0	1	2	2	3	3	4	4
3	0	1	2	2	3	3	4	4	5
4	0	1	2	3	3	4	4	5	5
5	0	2	3	3	4	4	5	5	6
6	1	2	3	4	4	5	5	6	6
Expected	1 2/3	1	2	2.5	3	3.5	4	4.5	5

Table II Scientific skills list

(initial skill if chosen as specialization = Intelligence + 25% + knowledge bonus, otherwise consult table (A))

Agronomist	Archeologist
Astronomer	Astrophysicist
Biochemist	Biologist
Biophysicist	Botanist
Cartographer	Chemist

Computer Scientist : choose 1 subspecialty from following

- 1) Data base systems
- 2) Applications
- 3) Real time systems
- 4) Operating systems
- 5) Security systems

Contact Xenologist (Archtypal first contact type)

Cultural Anthropologist Ecologist

Economist

Engineer: choose 1 subspecialty from following

- 1) Communications systems
- 2) Computer systems
- 3) Contragravity systems
- 4) Jump drive systems
- 5) Life support systems
- 6) Power systems
- 7) Sensor systems

Geneticist	Geochemist
Geologist/Planetologist	Geophysicist
Historian	Linguist (known languages)

Mathematician: choose one subspecialty from following

- 1) Analysis
- 2) Algebra
- 3) Geometry
- 4) Topology
- 5) Metamathematics

Medical sciences (species specific - specify species)

Meteorologist	Molecular biologist
Oceanographer	Pathologist
Pharmacologist	Sociodynamicist (a Hari Seldon type)
Sociologist	
Xenobiologist	Xenolinguist (expert at "cracking" new and unusual languages)

It is to be noted that specialists in a given field will invariably solve run of the mill, standard problems, and will solve unusual problems at the skill percentages acquired (with the exception of engineers, whose repair problems are always assumed to be unusual). Individuals with a skill in a scientific area not their prime specialization must make a skill roll to solve a stand-ard problem and two skill rolls at their skill percentage (or a $\frac{1}{2}$ skill percentage for truly difficult problems) in order to successfully solve the given problem. Engineers, Computer Scientists and Mathematicians are assumed to have skill percentages equal to $\frac{1}{6}$, $\frac{1}{5}$, and $\frac{1}{4}$ th of their subspecialty skill percentages in the other categories of their broad specialty (these subsidiary skill values do not increase when the primary subspecialty rating increases-- after initial determination, they increase independantly as per other technical skills).

Skill level in specialization = Intelligence+25%+knowledge bonus
 Skill level in non-specialty: Roll D8 and consult following table:
 table:

TABLE A

1	50%
2-3	40%
4-5	35%
6-7	30%
8	25%

Additional skills in initial roll up may be used to add to percentages for a skill. Applicable only once to specialization as per following table: (roll D6)

TABLE B

1	add 25% to skill level
2-3	add 15% to skill level
4-6	add 5% to skill level

Service Skills (treated as specialization - may NOT be taken initially as an additional skill, with the exception of survival expert)

Command training (given all line officers): initial skill level is Intelligence+25%+knowledge bonus+oratory bonus+(leadership/2)

Security training: choose one subspecialty from the following

- 1) Counter-insurgency
- 2) Counter-intelligence
- 3) Intelligence
- 4) Criminal apprehensions

(1/3 initial skill level in other subspecialties from one chosen)

Communications (includes ability to perform repairs on communications gear as per Engineer of that skill level)

Weapons systems (includes repair capabilities as per Engineer of the same skill level)

First contact (as per Contact Xenologist)

Armorer: Int.+25%+knowledge bonus+Manipulation bonus is initial skill level. Repair and maintain space suits & combat armor, and hand weapons.

survival expert

Taken as specialization, skill level is:

Intelligence +(Stealth/2)+knowledge+(perception/3)+25%

Taken as

as skill, skill level is Intelligence +25%

Skills included are: sense ambush, set ambush, climp, ski, swim, vehicular operations, move silently, and hide in shadows.

Service specializations may be augmented via applying additional skills and rolling on TABLE B (once per skill applied).

Other Skills

Art Critic (Perception skill)

Legal semanticist (knowledge skill)

Astrogation (normal space)(knowledge skill)

Astrogation (Jump space) (knowledge skill)
 Piloting (normal space) (knowledge skill)
 Piloting (Jump space) (knowledge skill)
 Calligraphy (manipulation skill)
 Poetry (special)
 Acting skill (special)
 Hawking (special)
 sculpture (manipulation skill)
 Musical instrument (by instrument) (manipulation skill)

NOTE: 25% in skill with musical instrument is necessary for others to listen without pain to any given performance.

Gambling A: noting cheating in others (perception skill)
 Gambling B: cheating (manipulation skill)
 Gambling C: Rapid odds calculations
 and judgement of probabilities (knowledge skill)
 Bribery (special) Forgery (manipulation)
 Tactics (knowledge) "Streetwise" (special)

Administration: understanding the ins and outs
 of a bureaucracy (knowledge skill)

Initial skill level: roll D6 For non-artistic skills

1	55%
2-3	45%
4-6	40%

Initial skills for artistic skills: roll on TABLE B

These skills may be augmented as per service skills.

Improvement of Skills and Characteristics

In order to improve one's skill in a given area one must either take training or use the skill.

If the skill is used successfully during an expedition, the probability that the skill will increase is:

$100 - (\text{current skill level}) + (\text{Intelligence}/4) + 1$ per successful use of skill.

NOTE: Minimum improvement probability is always $\text{Intelligence}/4$. Roll this number or less on D100, and the skill level is increased by D6.

EXAMPLE: A human biochemist successfully solved three puzzles in his specialty--with an initial skill level of 43. His intelligence is 18 (reasonably high for a human) so his improvement roll to roll at or under is $100 - 43 + 18/4 + 3 = 57 + 4.5 + 3 = 64.5$ (so he must roll 64 or less on D100). Supposing that he does - then his skill level improves by 1D6 - say by 3 - to 46, for example.

To improve a skill by training:

requires four months and a successful roll as per improvement roll with one successful use of the skill. If roll is not made, skill does not improve. If the roll is made, the skill level improves by D6.

All characteristics save Intelligence, Size and Leadership may be improved by training. Training requires 3 months and a successful roll on the following system (EXCEPTION: Telepathic Strike may not be trained from 0 to 1):

On D100, roll less than or equal to Species max for characteristic (use same system as Runequest for this - i.e. 3D6 has max of 18+3=21) - Characteristic of character + (Intelligence/2).

The minimum success probability is always Intelligence/2.

Note also: Telepathic Strike and Telepathic Resistance have no species maxima. Thus, roll must be made at or under Intelligence/2.

Telepathic Strike and Telepathic Resistance improve if used successfully on an expedition and D100 roll at or under Intelligence/2 made.

N.B.: Training may not be taken to improve more than one skill or characteristic at a time. Characteristic increases are by 1 point, with the exception of Telepathic Strike and Telepathic Resistance (which improve as per POW in Runequest) and Leadership which improves as specified following:

In any expedition in which the individual exhibits leadership talents (or as a result of which the High Command is very pleased with a character), and a D100 roll less than or equal to Leadership + (Intelligence/2) is made, add 1D4 to Leadership.

NOTE: At any time when a character has had Leadership improve, the character may stand for promotion. If a D100 roll less than or equal to Leadership is made, rank is increased by 1D4 (and reduce Leadership by twice the amount that rank is improved). If the roll is NOT made, deduct 1D4 from Leadership.

N.B.: Altani characters MUST stand for promotion at every opportunity, and in order to gain promotion from any rank above 120, an Altani must possess musical/literary/artistic skills as follows:

rank	
121-130	1 skill at 30%
131-150	1 skill at 50%
151-170	1 skill at 70%
171-190	1 skill at 90%
191-210	1 skill at 90%, 1 at 25%
211-230	1 skill at 90%, 1 at 50%
321-250	1 skill at 90%, 1 at 75%
251+	2 skills at 90%

COMBAT

Hit points by body part and location of weapon strike
Humans and non-tailed humanoid beings--Use Runequest hit point by body part and hit location tables.

Altani, H'Reli, Uquoi, Korli and other tailed creatures use following:

Location	Hit Points						Each additional +3
	1-6	7-9	10-12	13-15	16-17	18-20	
Tail	1	2	3	4	5	6	+1
Each Leg	2	3	4	5	6	7	=1
Abdomen	2	3	4	5	6	7	+1
Chest	3	4	5	6	7	8	+1
Each Arm	1	2	3	4	5	6	+1
Head	2	3	4	5	6	7	+1

Hit Location table for tailed beings:

Die Roll on D20	Specific Area	Description
01	Tail	Base of spine to tail tip
02-05	Right Leg	Right leg from hip joint to foot
06-09	Left Leg	Left leg from hip joint to foot
10-11	Abdomen	Hip joint to just under the floating ribs
12	Chest	Floating ribs to neck and shoulders
13-15	Right arm	Entire right arm
16-18	Left Arm	Entire left arm
19-20	Head	Neck and head

Ata'a and similar centauroid types use the following tables:

Location	Hit Points						Each additional +3
	1-6	7-9	10-12	13-15	16-17	18-20	
Right Hind Leg	1	2	3	4	5	6	+1
Left Hind Leg	1	2	3	4	5	6	+1
Hind-quarters	3	4	5	6	7	8	+1
Fore-quarters	3	4	5	6	7	8	+1
Right Foreleg	1	2	3	4	5	6	+1
Left Foreleg	1	2	3	4	5	6	+1
Chest	3	4	5	6	7	8	+1
Right Arm	1	2	3	4	5	6	+1
Left Arm	1	2	3	4	5	6	+1
Head	2	3	4	5	6	7	+1

Hit Location

Die Roll on D20	Location	Die Roll	Location
01-02	Right Hind Leg	12-13	Left Foreleg
03-04	Left Hind Leg	14-15	Chest
05-06	Hindquarters	16-17	Right Arm
07-09	Forequarters	18-19	Left Arm
10-11	Right Foreleg	20	Head

Attacks with Handguns and Rifles: (hit probabilities)

Basic skill percentage is adjusted as follows based on situation

<u>Range</u>		<u>Weapon Type and firing pattern</u>
Point blank	+30%	Projectile weapon (as opposed to an
Short Range	+15%	energy weapon) -8%
Medium Range	100%	Fan beam (wide angled) +25%
Long Range	-10%	(Cut damage by factor of 2)
Extreme Range	-25%	Gyrosteadied or suit mounted +10%

Firer is: Target is:

Braced	+ 8%	Moving	- 4%
Moving	-16%	Evading	- 8%
Evading	-16%	Immobilized	+16%
Blinded	-30%	A Vehicle	+20%

Effect of Handguns and Rifles

Heavy projectile weapon (large calibre pistol)	3D6 damage/round
Light projectile weapon (small calibre pistol)	2D6 damage/round
Point blank range	= 0 - 5 feet
Short range	= 5+ - 20 feet
Medium range	= 20+ - 80 feet
Long range	= 80+ - 100 feet
Extreme range	= 100+ - 150 feet
Rifle (projectile type)	3D6 damage/round
Point blank range	= 0 - 15 feet
Short range	= 15+ - 80 feet
Medium range	= 80+ - 300 feet
Long range	= 300+ - 600 feet
Extreme range	= 600+ - 900 feet
Hand blaster	4D6 damage/bolt 2D6 damage on fan setting
Ranges as per pistol (heavy & light calibre pistols)	
Rifle blaster (Type I)	4D8 damage/bolt 2D8 damage on fan setting
Range as per Rifle (projectile type)	
Rifle blaster (Type II)	6D6 damage/bolt 3D6 damage on fan setting
2D6 damage to BACKBLAST done to firer and all within one meter unless wearing TYPE III armor or better (projectile type)	
Range as per Rifle (projectile type)	
Rifle blaster (Type III)	8D6 damage/bolt 4D6 damage on fan setting
4D6 damage in BACKBLAST done to firer and all within one meter unless wearing TYPE V armor or better.	
Range as per Rifle (projectile type)	
Rifle blaster (Type IV)	10D6 damage/bolt 5D6 damage on fan setting
4D8 damage in BACKBLAST done to firer and all within one meter unless wearing TYPE VI armor or better.	
Range as per Rifle (projectile type)	
Blaster, Tripod mounted, Heavy.	8D6 damage/bolt 4D6 damage on fan
Too heavy to be hand carried--must be mounted on vehicle or emplaced in fixed ground position. May not be brought to bear on any target at below 10 foot range.	
Point blank range	= 10 - 100 feet
Short range	= 100+ - 300 feet
Medium range	= 300+ - 900 feet

(Blaster, Tripod mounted, Heavy, cont.)

Long range = 900+ - 1500
 Extreme range = 1500+ - 2100 feet
 Stunner pistol 6D6 Endurance damage 2D6 Endurance damage
 on fan setting

Range as per pistol.

Effect on individuals hit by blaster, projectile or stunner fire

After deducting armor effects from such weapon hits, remaining damage is taken to the appropriate (as rolled) location. Damage limits per limb/body part are as per Runequest.

However, when D is the amount of damage actually done to the individual,

D/Basic Health of individual hit = probability that the individual hit will go into shock (disregard this probability for stunner hits).

D/Endurance before hit = probability that the individual will lose consciousness (even if he does not go into shock).

Endurance after hit = Endurance before hit - D

When Endurance loss is due to blaster or projectile fire, RECOMPUTE hit points based on normal endurance - D, and adjust hit points by body part accordingly.

Stunner hits to Head, or Chest resulting in Endurance drains greater than the number of hit points in these locations result in the individual becoming unconscious.

Individuals whose Endurance is lowered to zero by stunner fire will lose consciousness.

Rate of Fire for handguns and rifles: 2 shots/MR as Strike rank permits.

ARMOR

<u>ARMOR TYPE</u>	<u>DESCRIPTION</u>
0	Bare skin
I	Light Environmental Suit (May or may not be suitable for vacuum operation. 50 POINTS PROTECTION)
II	Full EVA vacuum suit. 10 POINTS PROTECTION
III	
III	Light Combat Space Armor. 15 POINTS PROTECTION
IV	Scout Armor 20 POINTS PROTECTION. STRENGTH x 1.5, SIZE x 1.2
V	Command Armor 30 POINTS PROTECTION. STRENGTH x 1.5, SIZE x 1.2
VI	Marauder Mark I Armor. 40 POINTS PROTECTION. STRENGTH x 3, SIZE x 1.3. Two Type II Rifle blasters mounted in arms.
VII	Marauder Mark II Armor. 75 POINTS PROTECTION. STRENGTH x 6, SIZE x 1.5. Two Type III Rifle blasters are mounted in arms.

All Space going personnel are trained in the use of armor of types I, II, and III. Types IV and above require special training (treat as manipulation skill, base = 0%). Training to the 25%

level is available on a need-to-know basis.

Effect of Melee on Armor

For Armor types I and II, armor is non-regenerating with respect to damage done by weapons. That is, armor deducts its protection value from the damage done the wearer, but for each point of damage absorbed by the armor in a given location, the armor protection in that location is reduced by one point. This does not include endurance damage done by stunner fire. When armor protection in a given location has been reduced to zero, it is assumed that the suit has been destroyed in that section.

Combat Armor (Armor types III thru V) is assumed to be somewhat more resistant to damage. Thus, for each point of damage absorbed by the armor, only $\frac{1}{2}$ point is deducted from the armor protection in the indicated location.

Marauder Armor (Types VI and VII) is assumed to be extremely resistant to damage. Take damage done and divide by the armor protection in the area hit. This is the probability that serious damage will be done to the suit--i.e. the probability that $\frac{1}{2}$ point damage will be done per point of damage absorbed. If this probability roll is NOT made, no damage is done to the armor.

NOTE: Any individual in type I, II, III or IV takes reduced effect from any stunner hit BEFORE ARMOR PROTECTION IS TAKEN INTO ACCOUNT (i.e., divide stunner blast power by 2 before subtracting armor value). Stunners have NO EFFECT on any individual wearing Armor type V or better.

Hand to Hand Combat

Run as per Runequest.

Telepathy and Telepathic Combat

Telepathic Strike Capacity (TSC) values correspond as follows to telepathic capabilities:

<u>TSC</u>	<u>Meaning</u>
0	Character is non-telepathic, and completely untrainable.
1-3	Character can be trained as a telepath, but is untrained and unable to either send or receive thoughts.
4-7	Character is able to transmit telepathically to members of his own species.
8-11	As 4-7, save that Character is able to receive telepathic transmissions from other members of his own species (i.e., he can read minds that are not actively transmitting).
12-15	Character has all capabilities as per 8-11, and in addition can transmit to members of other species.
16-22	Character can transmit thoughts to members of other species, read their minds (even when they are not actively transmitting) and do likewise with members of own species.
23+	Capable of engaging in telepathic combat.

Telepathic Combat:

To launch an attack requires the expenditure of 2 endurance points.

To maintain an active defense requires the expenditure of 1 endurance point.

The probability of a successful attack is $50\% + \text{TSC of Attacker} - \text{TR of Defender}$ (in the case of an active defense) or $50\% + \text{TSC of Attacker}$ in the case of no active defense.

If the attack succeeds, the defender loses endurance points equal to $1+2D6+0.1 \times (\text{TSC of attacker} - \text{TR of defender})$.

A character may maintain an active defense and attack (either physically or mentally, but not both).

When Endurance has been dropped to 4 or less, divide TSC and TR by 2 for the purpose of determining odds in further telepathic combats.

Endurance and Hit Point Recovery after Combat

For each hour of sleep (up to a maximum of 8) restore Basic Health/20 endurance points. (For individuals sent into minus Endurance via stunners, weapon damage, or telepathic combat or some combination thereof, assume 1 hour of unconsciousness per negative endurance point before resetting Endurance to zero).

For each day of bed rest, restore Basic Health/22 hit points.

SHIP TO SHIP COMBAT

In Runes In Space, a spacecraft has four basic options in combat. They are:

- (1) All out attack (assumes attacker attempting to close to minimum distance).
- (2) Dodge and close (assumes attacker is proceeding with just a bit more caution).
- (3) Dodge and attempt to maintain current range.
- (4) Dodge and attempt to break contact (basically, RUN AWAY!).

Beam fire: The acceleration of the defending ship (in g's) is subtracted from the acceleration of the attacking ship, the result is divided by 20 and the result is rounded to the nearest integer. The resulting number is the drive difference and this, together with the combat tactics chosen by the attacker and defender will determine if a hit is scored.

Combat Results Table:

Firing Ship Tactics	Drive Difference	Target Ship Tactics			
		All out attack	Dodge & close	Dodge & hold	Dodge & attempt to break contact
All out attack	-5 or less	Miss	Miss	Miss	Target Ship Escapes
	-4	Miss	Miss	Miss	Target Ship Escapes

Combat Results Table (cont)

Firing Ship Tactics	Target Ship Tactics				
	Drive Difference	All out attack	Dodge & close	Dodge & hold	Dodge & attempt to break contact
All out attack	-3	Miss	Miss	Miss	Target Ship Escapes
	-2	Hit	Miss	Miss	Miss
	-1	Hit+10%	Hit-20%	Miss	Miss
	0	Hit+20%	Hit-10%	Miss	Miss
	+1	Hit+10%	Hit	Hit-10%	Miss
	+2	Hit	Hit	Hit	Miss
	+3	Miss	Miss	Hit+10%	Hit/4
	+4	Miss	Miss	Hit+15%	Hit/3
	+5	Miss	Miss	Hit+15%	Hit/2
	+6 or more	Miss	Miss	Hit+20%	Hit
Dodge & Close	-5 or less	Miss	Miss	Miss	Target Ship Escapes
	-4	Hit-50%	Miss	Miss	Target Ship Escapes
	-3	Hit-25%	Miss	Miss	Target Ship Escapes
	-2	Hit	Miss	Miss	Target Ship Escapes
	-1	Hit+5%	Hit/2	Miss	Target Ship Escapes
	0	Hit+10%	Hit	Miss	Miss
	+1	Hit+5%	Hit/2	Hit/4	Miss
	+2	Hit	Hit/4	Hit/2	Miss
	+3	Hit/4	Miss	Hit	Miss
	+4 or more	Miss	Miss	Hit+10%	Hit/4
Dodge & Hold	-4 or less	Miss	Miss	Miss	Target Ship Escapes
	-3	Hit-25%	Miss	Miss	Target Ship Escapes
	-2	Hit-5%	Miss	Miss	Target Ship Escapes
	-1	Hit	Hit/2	Hit/4	Target Ship Escapes
	0	Hit+5%	Hit	Hit/2	Target Ship Escapes
	+1	Hit+5%	Hit	Hit/4	Target Ship Escapes
	+2	Hit	Hit/2	Miss	Target Ship Escapes

Combat Results Table (cont.)

<u>Firing Ship Tactics</u>	<u>Target Ship Tactics</u>				
	<u>Drive Difference</u>	<u>All out attack</u>	<u>Dodge & close</u>	<u>Dodge & hold</u>	<u>Dodge & attempt to break contact</u>
Dodge & Hold	+3 or more	Miss	Miss	Miss	Miss
Dodge & attempt to break contact	-1 or less 0 +1 or more	Miss Hit/3-20% Miss	Miss Miss Miss	Miss Miss Miss	Target Ship Escapes Target Ship Escapes Target Ship Escapes

Explanation of Combat Results:

Miss: Means the weapon fired missed the target ship and no damage was done.

Target Ship Escapes: The ship that selected the Break Contact option has successfully withdrawn from its enemy and escaped. In order to escape from more than one ship, an Escape result must be made against EACH AND EVERY enemy ship attacking.

Hit ± n%: Determines power of beams directed at target and then increase or decrease the power of the beam by n% before determining odds.

Hit/m: Determines power of beams directed at target and divide by m before determining odds.

(Hit/m)-n%: Divide power by m then decrease by n% before determining odds.

Once ship damage has been determined (as percentage) on the table below, casualties among the crew are determined as follows:

Crewmen not wearing armor - double percentage damage taken - this is the probability of an instant kill.

Crewmen wearing armor - deduct ½ the protection of the armor from the percentage ship damage taken. If the result is negative, or zero, chance of death is 1%. Otherwise, the result is the chance of instant death.

Percentage ship damage is cumulative. After ship damage is at the 25% level, the ship is considered to be open to space, and all personnel not in pressure/space suits will die within 30-60 seconds. After ship damage is at the 50% level, major ship systems may begin to fail (damage level - 50%)x2 being the probability of system failure (ro-1 for each system) (this failure assumes all backup systems for the indicated function have failed also).

As ship percentage damage accumulates, overall ship performance suffers accordingly--at n% damage, maximum weapon power output drops by n%, shielding power drops n%, maximum acceleration drops

n%, maximum counter-acceleration effect drops n% and so on. When ship damage is at or above 100%, it is assumed that the ship has been turned to junk (repairable). At the 200%+ level of destruction, crew survival is 0% and the ship is totally destroyed (not repairable).

Hit Power ratios of greater than 3:1 are treated as multiple hits--taking as many 3:1 strikes as are necessary to reduce the ratio to below 3:1, then rolling these hits and for the remainder hit, and summing the percentage damages. Ratios of less than 1:3 are treated as no effect.

Hit Damage Result table:

D100 roll	1:3	2:5	1:2	2:3	1:1	3:2	2:1	5:2	3:1
1	5%	10%	10%	15%	20%	30%	40%	50%	75%
2	0%	10%	10%	10%	15%	25%	30%	40%	60%
3	0%	5%	10%	10%	15%	20%	30%	35%	50%
4	0%	0%	10%	10%	15%	20%	30%	30%	40%
5	0%	0%	5%	10%	15%	15%	25%	30%	35%
6	0%	0%	0%	10%	15%	15%	25%	30%	35%
7	0%	0%	0%	5%	10%	15%	20%	25%	30%
8	0%	0%	0%	5%	10%	10%	15%	20%	25%
9	0%	0%	0%	0%	5%	10%	10%	15%	25%
10	0%	0%	0%	0%	0%	5%	10%	15%	25%

Now if the result of the comparison of attack modes and drive settings results in a MISS result, it is still possible (if there is a trained weapons system officer on board) to try for a second shot. In this case the hit probability is

(Skill of Attacking WS Officer)-(1/5)*(Skill of defending WS Officer)+(Attack ship mode modifier)+(Defender ship mode modifier)

Mode	Attack Ship Modifier	Defender Ship Modifier
All Out Attack	+10%	+10%
Dodge&Close	+5%	0
Dodge&Hold	0	-5%
Dodge&Attempt to break contact	-15%	-25%

SHIP CHARACTERISTICS

<u>Ship Type</u>	<u>Attack</u>	<u>Screen</u>	<u>Normal Space Firing range</u>	<u>Jump Space Firing Range</u>
Fighter	3	3	1.5 light sec	-----
Scattership	5	5	2 light sec	4 psly
Armored Scout	10	10	2.5 light sec	5 psly
Destroyer	20	20	3 light sec	6 psly
Freighter	0	8	-----	-----
Fast Transport	0	8	-----	-----
Corvette				
Transport	1	8	2 light sec	4 psly
Light				
Cruiser	60	40	3 light sec	6 psly
Attack				
Cruiser	120	40	3 light sec	6 psly
Heavy				
Cruiser	100	60	3.5 light sec	8 psly
Carrier	20	100	4.0 light sec	6 psly
Battlecruiser	140	80	4.5 light sec	8 psly
Battleship	180	100	5 light sec	12 psly
Pocket				
Battleship	180	140	8 light sec	16 psly
Super				
Dreadnaught	240	120	6 light sec	14 psly

1 PSLY = 1 Pseudo Light Year = the distance in Jump space equivalent to one light year in normal space.

<u>Ship Type</u>	<u>Maximum Acceleration</u>	<u>Counteracted Speed in to</u>	<u>Jump Space</u>
Fighter	20,000 g	10 g	none
Scattership	10,000 g	10 g	60 psly/hr
Armored Scout	1200 g	12 g	30 psly/hr
Destroyer	1000 g	10 g	20 psly/hr
Freighter	30g	7.5 g	10 psly/hr
Fast Transport	60 g	12 g	15 psly/hr
Corvette Transport	150 g	15 g	13 psly/hr
Light Cruiser	700 g	7 g	14 psly/hr
Attack Cruiser	600 g	6 g	14 psly/hr
Heavy Cruiser	600 g	6 g	12 psly/hr
Carrier	800 g	8 g	16 psly/hr

(½ hour required to grapple or release large ship preparatory to or following release from Jump space).

Ship Type	Max Accel	Countered to	Speed in Jump
Battlecruiser	500g	5g	10 psly/hr
Battleship	400g	4g	8 psly/hr
Pocket Battleship	700g	7g	14 psly/hr
Super Dreadnaught	300g	3g	6 psly/hr

Notes on the Jump Drive:

The FTL jump drive can only be used safely when the gravitational field of the corresponding normal space location is below 0.01 g equivalent. When the potential is higher than this, treat the field strength (relative to one g) as the probability of total ship destruction if FTL maneuvers attempted (ie, ship in jump).

Minimum jump distance is approximately one astronomical unit (93 million miles, or 8 light minutes). For Short jumps, roll D10 to determine distance jumped (n being determined by the mission commander).

On entering or leaving jump space, all characters are subject to jump shock. Roll UNDER BASIC HEALTH (using same dice as character used to generate BASIC HEALTH originally) or be incapacitated for one minute plus one minute per point over characters basic health roll. This roll is done for each character individually each time jump is entered or left. (Melee rounds in ship to ship actions are, it is to be noted, only six seconds long). Charging up the Jump field for entrance into FTL flight mode takes 1D6 minutes.

Engineering repairs of Damaged Systems:

Where a system has been damaged in combat (or otherwise) it is possible by making repeated rolls on engineering skill to repair the system. Assuming a complete system failure, the system will be at 0% reliability. If only partial damage has been done (as when a 5% ship hit reduces shields by 5%, beams by 5% and max acceleration by 5%) the system reliability is assumed reduced by that same percentage. If a damaged system is run without repair, check every hour for further degradation as follows: roll D100, and if result is at or below system reliability, no further degradation occurs--otherwise roll D100, divide by 100, multiply by the old reliability, and this becomes the new system reliability. If repairs are successfully carried out (one attempt per engineer per hour), add 1D10 to the reliability of the given system. There is no provision made for the repair of live (ie operating) systems. Thus, important systems such as power and life support and the like are triple or quintuple fail safed (ie there are ~~xxx~~ multiple back up systems each capable of carrying the full ship load while the primary system is pulled off line for repairs).

NEWS FROM MANTIA

The fourth of an unknown number
of contributions to The Lords Of Chaos
($X = \text{total number}$; $3 \leq x \leq x+1$)

Conjured at VERY odd intervals by Jordan Brown
don't try to reach me. I don't know where
I'll be.

(I don't have any corflu...wish me luck...)

Oh dear...I seem to have missed a few issues...COMMENTS:

TLOC 6:

Peggy: ??? You made 3 statements which didn't have anything to do with one another. You say I use Save vs Death too much. Well, I use it for Poison, Death Rays, and Life Blasts. Then you say that 1-2 levels doesn't kill high-levels. True. But it sure annoys them! Then you say no one likes high risk for low pay. I agree, but what ~~x~~ does that have to do with anything? My universe, if anything, gives out too much treasure.

I refuse to comment to myself!!

Mike: Demon PCs??? You're crazier than I thought... ('sokay, someone got sent to hell in my universe and promptly went down to the recruiting office, and ... // Turn the bottomless cup of coffee up-side-down...// Trade ring could be useful, could be dangerous.

Charlie: true.// Curses: 1) allergic to magical items. 2) reincarnate instantly on death.

Lee: Are you sure you add 1 per dex point over 12? looks to me like the higher your DEX is, the worse fumble you get...

Mike again: ARGH!

Duncan: Most of the stuff seems fairly reasonable...Do you dislike Psionics or something? That spear of mental disruption is a little mean.// I'm not too sure about anti-magic users.

Kay: Whew.

NCS: But if you can't tell the difference between illusion and reality, what IS the difference???

TLOC 7:

Diana: Interesting. Those Cure/Uncure spells are Powerful,

Kay: Nice Table. I think I'll use it. Someone finally wrote up all those random little beasties on the encounter tables. Good for you..

Peggy: Certainly I remember. I repeat, what story? That was history.

Mike: You're welcome. // Keep copies of the DTL for me...I'll give you some money next time I see you.

Gary: But I don't speak SpaceQuestish...

TLOC 8:

George:X Reasonable.

NCS: I prefer my Reincarnate table.//SHEEM DRAGONS???????
AAARRRGCGHHH!!! // And I still ~~xx~~ prefer my experience system.
What about monsters that have more than 9 HD at maturity?

T'Isan: Hi there! Hopefully I can get a transfer back from the other end of the universe and join you people in the not-to-distant future... A'Shain

NCS: You're INSANE!!!

Diana: I am going to have to run in your universe sometime.

Enough comments.

Well, I left the place I used to work without running all the tables, so those will have to wait. I'm moving down to LA next week so that's why I don't know what my address or phone number will be. If necessary, give letters to Nicolai and I can get them ~~fx~~ from him. Anyhow, I'll rewrite the experience program for another computer and publish it, assuming I don't flush that experience ~~xxxx~~ system entirely... I've become unsure that balanced is the right way to go as far as experience tables are concerned. Why can't there be a beast that gets meaner than a human being faster than a human ~~making~~ being? Hmm...I think I'll publish the algorithm in this issue. maybe the program nextish. (Maybe thisish, but i dunno.)

(I'll put the algorithm on the next page)

Does anyone have any leads on cheap computer terminals?

What would people pay for a belt of turning 100% of all spells, magic devices, psionics and such? It's a two-way mirror, tho. (meaning it reflects spells going in AND out.) A fighter of mine picked it up in StormGate, and I'm curious how much I could get for it. (I'd also be interested in estimates of how much it's worth. Also: How much would someone pay for a mark III Sheem Fox with an X Hour of power and no instructions? Magic X items should be ones usable by rangers.

As Kay said lastish, I am now an Altani. I am a Pack Au male Database Management Specialist. (read overglorified computerized librarian). I've been transfered to some obscure outpost on the other edge of the universe pending my move to LA so I can get involved in the Runes in Space campaign. Oh, by the way, my name is Au Ir Shain, A'Shain for short. MilComRichtorobteronir Au Ir Shain for long. Or, MCROTE Au Ir Shain. But enough of this. it should be interesting.

How I figure EXPERIENCE TABLES for exotics:

Note: This system is only practical if you have access to a computer... I wouldn't advise trying it by hand.

Warning: This method results in rather high figures for high-level mean monsters...

1) Monsters progress from 1 HD to a total of TWICE their stated ("mature") hit dice. (1 HD per level)

2) Their armor class, movement, and damage done all progress evenly starting at an arbitrary lower limit up to their stated levels. From maturity to 2*maturity the rates are halved. after 2*maturity, there is no progress.

3) after 2*maturity, their hit points go up 2 per level.

4) For working purposes, armor class is rounded to the nearest integer, damage done to the nearest $\frac{1}{2}$ point, and movement to the nearest 3". (Or if movement is less than 3", to the nearest 1").

5) (The Biggie) The experience required is that of a fighter that is the monster's equal in combat, modified by movement and the Fudge Factor.

5a) The way their equal is determined is to find the level at which a fighting man with a greatsword takes almost ~~xx~~ exactly as long to kill the monster as the monster takes to kill the man. (within .05 melee rounds)

5b) I use a binary search to find the level; Almost any search is valid. Preferably, fractional levels should be handled by ~~xxxxxx~~ considering the man's hit prob, saving throw, and hit points to rise evenly between levels.

5c) The man's hit prob is considered to go up evenly with level. I find that 12% plus 4% per level works nicely.

5d) Ditto for the Man's save versus Poison and Dragon's breath. These are the probabilities I have calculated:

Poison: 38.333% plus 3.3333% per level
Breath: 21.666% plus 4.1666% per level

5e) If the movement speed (move or fly, whichever is ~~xxxxxx~~ higher) is greater than ~~xxx~~ that of an unarmored man (12"), the following percentages are added to the required experience:

Move	%
15 to 24	5
27 to 48	10
51 up	15

5f) If the movement speed is less than that of men (6"), 10% is deducted.

5g) Finally, to account (hopefully) for magical ~~x~~ combat,

(Fireball, Sleep, etc) and such like, the required experience is averaged with the experience required for a fighter to reach a level where his expected hit points are equal to the monster's expected hit points. (This is the fudge factor mentioned above)

5h) Then, for convenience, the experience ~~fixxxxx~~ required is ~~xxx~~ rounded to the nearest 3 significant figures, or to the nearest 100 experience points.

6) If the monster in question has an intelligence of 15 or higher, he may opt to be a magic user/split character class. Add MU experience to the numbers from 5h above. He is a magic user of a level equal to his hit dice.

~~6a~~ 6a) Ditto for other classes.

6b) This one depends on your DM, but please in my campaign, no more than 2 character classes per character (FTR and ???). Elves I will allow to be more, but they are on an entirely different system.

Note: Right now I have no way of dealing with immunities and some types of attacks. For example, Lycanthropes (immune to non-magic, non-silver weapons); Hargrave creatures (usually immune or resistant to several things); Brass Dragons (Breathe Sleep and Fear); Carrion Crawlers (paralyzation) and so on... Anyone who comes up with a reasonable system, get in touch and if i ~~xxx~~ like it, I'll print it here in TLOC (with appropriate credits)

another note: In case anyone is at all interested I compared my system to Charlie Luce's and Nicolai's. At the low levels, mine was typically easier on the monster. At the high levels, mine was almost always harder on the monsters. Of course, Charlie's numbers were basically different from mine; he uses 300K/level for MU's and 240K for fighters (Right, Charlie?); I use 100K and 120K respectively. This means taht his numbers are even further off than I thought. Sigh. (No offense, Charlie, I just don't agree with your methods.) (I don't agree with yours, either, Nicolai, only Charlies are further off.)

Comments are solicited. The program is currently written in BASIC, but I may rewrite it in PASCAL for compatibility. One of these days, I'll publish one version or another. (Or maybe FORTRAN?) (LISP!) (TECO!!!)

THE REST OF THIS PAGE IS NOT TO BE USED IN ANY WAY, SHAPE, OR FORM OTHER THAN DOODLING.

IMAGES FROM THE SHADOWLANDS: ramblings by Bill Bryg, PO 9311, Stanford, CA 94305, Phone (415) 322-8964

I am a student at Stanford University about to graduate in Electrical Engineering/Computer Design. Come October, I will help in the CPU design of the HP3000 business computer for Hewlett-Packard. In between, I will take a vacation in Europe.

My campaign style has changed over the years, influenced by the GM's and players with whom I had contact. Rich Schwall was my first GM, in his early days at Northwestern. That got me interested enough to draw up my first dungeon just before going off to Stanford. There I met George "Snark" Cole and inadvertently made minor incursions into Monty-Hallism; the characters went up too fast and there was no real danger. This not being our intent, we scrapped our first tries and rearranged mechanics several times trying to fix the problem.

I then met Nicolai Shapero, who has had the greatest single influence on my campaign. With his example I started a workable high-magic, high mortality campaign. Characters went up faster, but the roller-coaster effect on levels balanced things out. Variety was greatly increased, and an ever present danger made things interesting.

The second most important influence on my campaign was from two of my roommates who started primarily political campaigns. In these, rather than being adventurers banding together to raid the gilded hole, the characters have been: a mercenary who joins the duke's army, a paladin who rides out to try to rescue his kidnapped sister about to be used as a virgin sacrifice, an elven envoy to the steward of the old kingdom, a traitor who joined the Warriors of the Red Dagger, etc. The PC's are in 'real life' situations that are still adventuresome.

Based on these examples, I am trying to develop a high-magic, high mortality political campaign. There will be no dungeon, only wilderness and cities. The basis for my universe comes from both Roger Zelazny's Amber series, and Nicolai Shapero's RAINBOW dungeon. (IE you haven't read the entire Amber series, some of the following won't make sense.)

After all of the worlds end and reform when Corwin reworks the pattern, one of the new shadows (far from Amber) is made from pieces of earlier shadows thrown together. The laws of the universe are not constant, in that magic and technology do not work the same in different places. With everybody more than a little crazy from the end and restart of the world (mostly paranoid), and xenophobic to boot, the Shadow Wars started. These lasted about 50 years and made the 30 Years War look like Camp Fire Girls having a pillow fight. The population crashed from 10 million over 60,000 square miles to about two million.

At this point the campaign starts. The Shadow Wars have died down, and there is full scale fighting in only two areas, plus many areas with minor incursions and frequent border raids. Ruling NPC's are settled in areas that augment their power, e.g. the dwarves have taken over a low magic area, and the priests of Angmar are in control of a high magic, anti-clerical area.

The various rules that apply in different areas are mapped (topographically) according to four characteristics: magic use-- how easy it is to use regular or clerical magic; fire use-- which works better, fire or cold, and to what extent; clerical bias-- whether good or evil clerics have an advantage; and technology-- if it works, to what extent. In each case, area I means the named quality works poorly, if at all, and the inverse, in the case of cold and anti-clericalism, works quite well. Also, there are no abrupt changes in the characteristic; there is no place where an area III magical is adjacent to an area IX magical, etc.

IMAGES FROM THE SHADOWLANDS, p. 2

The mapping of the Shadowlands

Magic Area I: This area is a magic sink; anything magical tends to lose its magical properties should it ever return to a location where it might otherwise work. In any case, no magic works while in area I, and all spells are dispelled. Anything magical must save every hour or lose its magical properties as follows:

Pure magic-using types (MU's and Illusionists) lose d20% experience, half of that if save.

Mixed magic-using types (clerics and rangers) lose d10% experience, half of that if save.

Staves lose 2d20 charges, d20 if save.

Wands lose 2d12 charges, d12 if save.

Rods lose 2d4 charges, d4 if save.

Other charged devices, as GM sees fit.

Weapons lose +1 to hit, damage, -2 on Ego, Int; no change if save.

Armor, shields, rings of protection, etc. lose +1, no change if save.

Artifacts lose about 20% of original power, no change if save.

Anything else loses all power, ok if save, or as GM sees fit.

Magic Area II: No magic of any kind will work, and all spells are dispelled.

Magic Area III: No spells will work, nor will staves, wands, rods, or ~~xxx~~ any device that would cast a spell. Permanent spells are negated while in area III, but reactivate when returned to a higher magic area. Only devices and permanent potions of enhancement (e.g. strength, flying, protection, true sight, etc.), regen devices (at 1/10 rate), armor and shields operate normally. All magic weapons have only the attack bonus-- no damage bonus or other capability.

MAGIC AREA	SAVE vs MAGIC/WANDS	SAVE vs		SPELL POINT COST	WAND/STAFF DAMAGE	WAND/STAFF CHARGES
		CLERICAL	XXXXXXX			
		MAGIC/DEATH				
Four	+6	+3		3xNORM	-3/die	3/cast
Five	+4	+2		2xNORM	-2/die	2/cast
Six	+2	+1		1.5xNORM	-1/die	2/cast
Seven	normal	normal		normal	normal	normal
Eight	-2	-1		.75xNORM	+1/die	1/cast
Nine	-4	-2		.66xNORM	+2/die	1/cast
Ten	-6	-3		.50xNORM	+3/die	1/cast

In magic areas IV through X, all magics work as defined, with the alterations listed above. There is a minimum of one charge being used whenever a wand or staff is fired because they are not designed to hold fractional charges.

FIRE AREA	SAVE vs FIRE	SAVE vs		COLD DAMAGE
		FIRE DAMAGE	COLD	
One	+4	-2/die	-4	+2/die
Two	+2	-1/die	-2	+1/die
Three	norm	normal	norm	normal
Four	-2	+1/die	+2	-1/die
Five	-4	+2/die	+4	-2/die

The mapping of the Shadowlands

CLERICAL AREA	SAVE vs GOOD CLERICAL MAGIC	SAVE vs ANTI- CLERICAL MAGIC	CURE DAMAGE MODIFIER	CAUSE DAMAGE MODIFIER
One	+4	-4	-2/die	+2/die
Two	+2	-2	-1/die	+1/die
Three	normal	normal	normal	normal
Four	-2	+2	+1/die	-1/die
Five	-4	+4	+2/die	-2/die

TECHNO AREA I: No techno items will work at all (gunpowder, electronics, lasers, anti-matter, etc.). Mechanical items work as normal (crossbows, etc.). For purposes of this rule, GM's have discretion to define techno.

TECHNO AREA II: Techno ~~mm~~ items work at half capability. For weapons, half range, half damage, -4 on accuracy.

TECHNO AREA III-- Techno items work normally.

The effects of the various areas are cumulative with each other, and with other rules. For instance, if a meteor swarm were thrown in Magic X Area Ten, Fire area Five, all involved in the target area would have to save at -6(9th level spell) -6 (Magic X) -4 (Fire V) = -16 (Yuck!) That means an unprotected MU 16th would have to roll a 19 or better. Similarly, an EHP throwing a Finger of Death in Magic VI, Clerical II, causes his victim to save at +1-2 = -1. These rules are not sacred, so modify them to best suit your own campaign. One thing I've done is most of my campaign is in Techno II, which restricts guns considerably. I've seen what auto-rifles, for instance, can do to a campaign. Right, Jordan?

There has been a noticeable bias so far in this magazine; there have been at least half a dozen articles on demons of various types, including as a character class (great work!). But what is a lawful cleric or MU supposed to do when he has gotten in over his head? He can't summon a FITB demon, and divine intervention strikes me too much of GM's coddling players, (did I hear mention of Monty Hall?). So, to rectify this situation, I present my stats on angels. Ta da!

ANGEL TYPE	AC	HITS	MOVE	DEX	SWORD DAMAGE HAND SIZE/LARGER	STRENGTH DAMAGE BONUS	WACE LEVEL	REGEN
I	4	6d12	9/15	10+d8	d10/3d6	+3d6	8	2/rnd
II	2	9d12	9/24	12+d6	d12/2d12	+5d6	10	4/rnd
III	2+2	12d12	12/30	14+d6	2d8/3d12	+7d6	12	6/rnd
IV	2+4	14d12	12/36	16+d6	3d8/4d12*	+5d12	14	8/rnd
V	2+7	17d12	15/42	18+d6	4d8/5d12*	+8d12	16	10/rnd
VI	2+10	20d12	18/48	20+d6	4d12/10d8*	+10d12	18	12/rnd

*--Vorpal. Automatically does a critical hit.

All angels are immune to mental magic, clerical death, life drains, and cause damage spells. In addition, angels are 100% immune to magic at the 2N level, where N is the Angel Type; thus, a class V angel is 85% immune to magic from a 13th level MU. (Oops, I forgot to mention, -5% immunity for each level above 2N.) Angels can only be hit by magical weapons with a plus of N/2 or greater, (+2 or more for class III or IV angel). Angels have All Sight (better than True Sight) and Leaning, so cannot be knocked down.

If angels are reduced to OHP, they will return to heaven, unless someone really antagonized them, in which they will continue when regenerated.

There has been a lot of discussion about what makes a D&D campaign a good one. It matters little if the campaign is high powered or not. Many argue for play balance or reality. The first thing to remember is that is a game. Also, has anybody considered D&D a legal alternative to drugs/alcohol? From a physiological viewpoint, D&D is a great way to get your adrenalin flowing, which is a natural high, and legal. The main problem that I see in campaigns that are overloaded with game mechanics or with Monty Hallism is that you are rarely, if ever, in a dangerous situation that would cause your adrenalin to flow. One expedition I remember very clearly had my prize cleric being interrogated by the paratemporal ~~xx~~ police on Nan; I don't think I ever had more juice flowing through me. I lost the cleric, but it was great.

Of course, for this to happen, the GM must have credibility; his players must believe that he would waste them without batting an eye if it came to it. All of the big name GM's I've come across have that, plus other GM's I've played under--Nicolai, Wayne Shaw, Clint Bigglestone (if a wandering party of his defeats a party, they use the captured equipment next time), George Cole has it, and others. This presents the danger that makes the game fun; the rest of the system is just steak sauce to the meat of that danger.

One minor problem I have with a dungeonless universe is getting low levelers started. Ideas that I have had include mercenary service, border skirmisher, guard for caravan, and bounty hunter (usually on orcs). Any suggestions?

NICOLAI: re cat-eye gems, what happens if a character with a cat-eye life is killed by being crushed under 100 tons of rock, so that if he reappeared, he would occupy the same volume as the rock? What if he's killed when lifedraind?

MIKE GUNDERLOY: I run Restoration at 7th level, but the inverse, Life Blast at 5th, with ~~X~~ D4 Life Blast at 6th, and D8 Life Blast at 7th. I figure it is easier to take it away than to replace it. Also, it is easier to raise an untainted (by undead) body than to restore a tainted one. But Soul Fire is still GROSS.

Did you ever consider storing scrolls while on expedition in a pipe in water inside another pipe? The pipe has a clay plug that ejects to relieve the pressure of over-heated water, say from fireballs. You'll never get to them in the middle of combat, but scrolls usually take a long time to read anyhow.

For Sale: HARDENING I -- (IU 7th): Reduces by 5 damage points all attacks on the recipient that do physical damage to the character, e.g. weapon attacks, fireballs, etc. Attacks by poison or finger of death are as normal. Duration: 2 hours. Range: 30 feet. Single target. Cost: 160 K GP payable to Andrienne the Persuasive.

HARDENING II -- (IU 8th): Same as hardening I, but reduces damage done by 10 points. Cost: 320 k GP to Andrienne the Persuasive.

COCA-COLA PROCESSOR-- This funnel shaped device can be used to turn water into Coca-Cola. Daily capacity is 10,000 gallons. Caffeine is great stuff for pulling an all-nighter on watch.

Cost: 50 K GP to Ignatius Demonslayer, Jesuit Cleric. These take a short while to build, so if I get too many orders, I will get backlogged.

My current address should be good until June 17, then I will be in Europe and traveling for about three months. Hopefully, I'll be able to make my next submission before I leave. Until then, may all your nightmares be in your sleep.

RUNES IN SPACE
A DIFFERENT PERSPECTIVE

Chris Pettus, PO Box 611, Malibu, Calif, 90265. (213) 457-4115.

In the last issue of TLOC, Nicolai published the first part of the Runes in Space rules, a science fiction role playing game based on Runequest. As it turns out, I had been working on something similar for a while, and Nicolai's game gave me the needed impetus and ideas to finish it.

So, two rewrites and playtests later, here are the rules, at least the first part. As with Runes in Space, this game relies very heavily on Runequest, so knowledge of it is needed to use this writeup.

Characteristics

Early in development, I decided I needed a wider characteristic distribution than the Runequest 3D6. So, I defined the "human average" to be 4D10, and changed the Runequest bonus tables somewhat to reflect this. At the end of this 'zine, you will find the revised bonus tables and racial characteristics.

The characteristics are:

Strength (STR) - As in Runequest and Runes in Space, this measures sheer physical power.

Intelligence (INT) - This measures the ability to problem-solve, and the ability to learn and memorize information.

Endurance (END) - The ability to perform sustained physical labor.

Constitution (CON) - The ability to resist damage and disease, and other forms of physical abuse.

Telepathic Potential (TPP) - The degree to which someone is trainable in telepathic abilities. It is usually very low.

Dexterity (DEX) - Manual Dexterity.

Reaction Speed (REA) - The speed someone can react to actions and similar.

Sensory Acuteness (SEN) - The person's ability to detect and differentiate using senses, especially sight.

Leadership (LDR) - The ability to lead, and command. Charisma.

Size (SIZ) - Actual size. Remember, a normal human is the average of 4D10, or 22.

I also added two new bonus catagories to the basic Runequest set: Accuracy, to measure a person's accuracy with nonmuscle missile weapons, such as Handguns, and Agility, a measure of a person's ability to leap,

swim, fly (if the species has wings), etc.

The Campaign

The Campaign is set in the Concordance, an interstellar government similar to Nicolai's Hegemony. It is quite a bit smaller (it claims a region 50 light-years in diameter), and at not quite the level of technological advancement (the most common craft moves at 15 light-years per day, as opposed to 30 light-years per hour).

There are three races in the Concordance: Veth, 5' 4" (on the average) bipedal cats, with usually brownish fur. They are tailless. They are the "oldest" race of the Concordance, the first to discover faster-than-light travel. They are hermaphrodites, with all members being able to bear and fertilize.

The second are the Ralac, which resemble 4' tall bald eagles, with small forelimbs which fold into the chest. They are rather humorless as a species, and have a rather rigid caste structure. They make reasonable Survival Experts and Security Officers.

The last are Andorians, which somewhat resemble the Star Trek race. They are a quite humanoid species, with blue skin, and short antennae on the head. They are somewhat shorter and more gaunt than humans. They have a bushido-like honor code, and sexual habits that are somewhat (*uh*) loose by modern standards.

Racial Characteristics

The following are the rolled characteristics for the three Concordance races. Note that the "human" column is provided for comparison only; they aren't a Concordance race.

	Veth	Ralac	Andorian	Human
Strength	4D8	4D8+2	4D10	4D10
Intellegence	4D8+8	4D10	4D10	4D10
Endurance	4D10	4D10	3D10+10	4D10
Constitution	4D10	4D10	4D10	4D10
Telepathic Potential	2D6-2*	D10-9	4D10-30	4D10-30
				Note: Minimum of zero
Dexterity	4D8	4D8+4	4D10	4D10
Reaction Speed	4D10	6D6+4	4D10	4D10
Sensory Acute.	4D10	4D10	4D12	4D10
Leadership	4D10	4D10	4D10	4D10
Size	4D4+4	4D4+2	4D6+4	4D10

* Veth's Telepathic Potential is only with the individual's current Mate. They cannot be trained in Combat Telepathy unless they have a TPP of 10, while other races can be trained with any nonzero TPP. More on Telepathic Combat in a future installment.

Bonus Charts

The next page has the Bonus Charts. Note that Hit Points are based on one-fourth of the sum of Endurance and Constitution, and that SEN has been added as a characteristic that matters in Perception.

<u>Attack</u>	01-09	10-17	18-25	26-33	34-40	Each	+8	
STR	-5%				+5%		+5%	
INT	-10%	-5%		+5%	+10%		+5%	
REA	-10%	-5%		+5%	+10%		+5%	
<u>Accuracy</u>	01-09	10-17	18-25	26-33	34-40	Each	+8	
INT	-10%	-5%		+5%	+10%		+5%	
REA	-5%				+5%		+5%	
DEX	-10%	-5%		+5%	+10%		+5%	
<u>Parry</u>	01-09	10-17	18-25	26-33	34-40	Each	+8	
STR	-5%				+5%		+5%	
SIZ	+5%				-5%		-5%	
REA	-10%	-5%		+5%	+10%		+5%	
<u>Defense</u>	01-09	10-17	18-25	26-33	34-40	Each	+8	
SIZ	+5%				-5%		-5%	
INT	-10%	-5%		+5%	+10%		+5%	
REA	-10%	-5%		+5%	+10%		+5%	
<u>Knowledge</u>	01-09	10-17	18-25	26-33	34-40	Each	+8	
INT	-10%	-5%		+5%	+10%		+5%	
<u>Perception</u>	01-09	10-17	18-25	26-33	34-40	Each	+8	
INT	-10%	-5%		+5%	+10%		+5%	
SEN	-5%				+5%		+5%	
<u>Stealth</u>	01-09	10-17	18-25	26-33	34-40	Each	+8	
SIZ	+10%	+5%		-5%	-10%		+5%	
INT	-10%	-5%		+5%	+10%		+5%	
REA	-10%	-5%		+5%	+10%		+5%	
<u>Agility</u>	01-09	10-17	18-25	26-33	34-40	Each	+8	
STR	-5%				+5%		+5%	
INT	-10%	-5%		+5%	+10%		+5%	
REA	-10%	-5%		+5%	+10%		+5%	
SIZ	+10%	+5%		-5%	-10%		+5%	
<u>Oratory</u>	01-09	10-17	18-25	26-33	34-40	Each	+8	
INT	-5%				+5%		+5%	
LDR	-10%	-5%		+5%	+10%		+5%	
<u>Hit Points</u>	01-09	10-17	18-25	26-33	34-40	Each	+8	
SIZ	-2	-1		+1	+2	+1		+ (CON+END)/4
<u>Locn Hit pts.</u>	01-06	07-09	10-12	13-15	16-17	18-20	Each	+3
Hit Points	1	2	3	4	5	6	+1	
<u>Damage</u>	01-12	13-24	25-32	33-40	Each		+16	
Average of	-D4		+D4	+D6	+D6			
STR & SIZ								

THE SNARK SPEAKS: Egoboojum by George Cole. Send mail to 330 Peavey Rd., Wayzata, Minnesota, 55391, for summer communications.

It is going to be an interesting summer. I will be working and researching for the U.S. State Department on a contract basis, which means I get paid rarely but in big lumps. I believe I am the first first-year student to be so honored. In short, I struck a big career break here and am overjoyed. (Finals, now five days off at this writing, dampen that quite a bit.) However, since I will know my address only when I get it, which means after I get there, I can't include it. And I will not be living here again; so as of Aug. 30, 1979 I will be at: 551 S. State Street, Ann Arbor MI 48104. (This is the Lawyers Club.)

The source of this material is rather odd--we have a very dry and often iterative Property Professor. I have found myself thinking on other subjects, scribbling down notes, which are turning into these typed pages. Most unusual--confuses hell out of the guy next to me, who has snuck a peek at these from time to time. They aren't the Law as he sees it.

D&D is definitely a fantasy game. This runs us up against the demand for both rule-breaking and rule-making behaviour. The DM can either (1) run it out of his head or (2) set up rules and enforce them. The first alternative can be the best if it works; which is the rub. You get all the benefits of imagination, but are totally dependent on the DM's personal control, brain power and memory capacity. If he forgets what he just said two hours ago real-time, twenty minutes ago game time, then the rules of the universe just shifted on you. ("Whaddaya mean, Fireballs are 5' wide from inception? You just said..." And so on.) I am rather firm on one thing: the need to remember that most PCs grew up in some reality, somewhere/when. They know those universal laws from experience. True, the Player doesn't, but the PC should. Ergo, the DM should, since he represents the reality function in the game. There may be times when a PC will break a staff for a final strike--but if this is a world where he gets 8D6x charges damage, he'll know not to do it just to watch it go off! Regulation means occasionally stepping in and saying to the Player, "Justify why you're doing that." It is a lot easier if the rules of the world are written down. (Most DMs don't have the capacity to remember every ruling that they have ever made.)(Those that do I applaud.)

"Aha!" I have heard cried out more than once. "But some PCs won't know the rules of the universe, since they came in from another one!" Granted, fine, sure. How? That is what this whole zine will be about. I got interested in rules to make rules. This is a beginning suggestion as to how PCs may be able to shift about and move from reality to reality--which also means DM to DM, too. I have no idea how often we/they may see each other, but here are some rule-suggestions on how to tie together different PCs and different campaigns.

(With apologies to all those who use the word originally.)

A reality-transfer point is a nexus. It's impingement upon a given reality is a nexial focus. I have come up with two major axis (axii?) along which realities might be considered to spread: Paratime, and Shadow. I begin with the conception that there is but one multiverse, but beg the question by defining the multiverse as everything that is, was, isn't, wasn't, will be, won't be, might have been, etc. Paratime is essentially the line of distinction that will be found by considering the world from a causal theory--the "What if Lee had won the Civil War" type of questions. H. Beam Piper, Andre Norton, Poul Anderson, A.E. Van Vogt, Asimov, and many others formed my ideas here. Essentially, though, it is a scientific-technological concept. Shadow, on the other hand, is the line of distinction that will be found by considering the world from a "Will" theory--the "Suppose God had wished that uranium split off but one neutron" type of questions. (All right, I hear you all shouting "Zelazny!" He dominates--but what of Stephen Donaldson? A plug for the Lord

Foul's Bane trilogy. Anderson's Three Hearts and Three Lions?) It is a fantastic-magical concept.

Paratime, therefore, will usually if not always have the same physical laws; it will have highly similar historical bases (splitting off earlier or later), usually the same races--and be explorable by technos.

Shadow will have incredibly varying physical laws; completely alien historical bases (which may resemble on the outside known ones)--and races will vary absolutely. It would be explored primarily by magical creatures.

The advantage of being a God would be access to either. Where the definition of a God begins I decline to argue. A sufficiently higher technology may be indistinguishable from magic, as Clarke said; but this works in reverse. (Comment, Nicolai?) [I don't know what Nicolai'll say, but from what the characters have been going through lately I'd say the barrier between Paratime & Shadow is plenty leaky around here, cf my zine TLOCs 6 & 8. KS / Psionics lies on the borderline between the two.

If you are going to have your PCs wandering through realities, however, it is more convenient over the long run to have them only doing so in a limited way--as long as you have to hand-craft each reality they may hit ahead of time. Unless you are excellent at running things out of your head, and can script down what you make up as you go along so if they return to it they can hit the same things (so to speak), I hereby offer the beginning of some ideas for "crafting Shadows". Paratime I feel is easier--the basic rules have changed far less; all you need is an excellent grasp for politics, history, sociology, the impact of individuals, technological development and gaps, etc. At the least, you rarely will find a Paratime where the geology is drastically different!

Variables in Reality Construction: a) Physical laws b) Magical laws c) Miraculous interventions and when they occur d) Prime and Competing species e) Evolutionary history f) Prime, etc. species history g) Political structure h) Political flows i) extraordinary individuals, present and past j) social patterns and customs k) specific absolute taboos l) Technology level m) Interactions of a-l above.

I don't have much yet. As far as (l) goes, I believe that TRAVELLER does that quite well.

A suggested format: 1) Roll DD or whatever to determine the number of physical and magical shifts. 2) Roll DD on the Sentient Races table. 3) Roll 3D10 (001-000) for distance from civilization's center. I define civilization's center as NYC for 1979--that is where the UN is, don't forget. (I am not a fan of the Big Apple.)

Sentient Races Table #1

1st roll: (DD)

01-20 = one sentient race
21-40 = two s.r.s
41-60 = three s.r.s
61-80 = four s.r.s
81-90 = roll again and add
91-95 = one extra-worldly s.r.
96-99 = one extra-reality s.r.
00 = Extra-worldly s.r. only.
(Careful thought will show there can never be one extra-reality s.r. as the only race.) [what if you roll 96-99 the first time? KS /

2nd roll: D12 for each s.r.

1 Very developed civilization--Peak
2 Highly developed civilization
3 Developed civ. (our level)
4 Somewhat developed civilization
5 Under-developed civilization
6 Limited civ. (barbarian)
7 Pre-civilization
8 Dying civilization
9 Recently fallen from -- roll again (D8)
10 Memories of " " "
11 Unremembered, but prior " " "
12 Falling from " " "

3rd roll: D12 Population Density Max

- 1 World-city
- 2 Megalopolis (Boswash)
- 3 NYC, 1965 (approx 12 million)
- 4 London, 1910
- 5 500,000
- 6 100,000 (Paris, 1300?)
- 7 50,000
- 8 10,000
- 9 5,000
- 10 1,000
- 11 500
- 12 100

4th roll: DD Racial Variations

- 01-50 D4 basic stocks
- 51-80 Minor variant, such as psi or were
- 81-90 Sub-species variant
- 91-98 D4 Major variants
- 99-00 Biologically engineered

Limited list of Sentient Races:

Human, Elven, Dwarven, Vulcan, Chieri, Ennis, Sauroid (tailed) Zaphathan (tail-less) Feline, Phraint, Deodanth, Crystalline, Hoka, Brownie, Altani, Octopoid, Invertebrate, Ursoid/Bjora, Canoid, Lupine, Hive-insectal, Omegan (energy being), Mechanical, Cyborg (reroll), Parasitical (re-roll for host), Protean, Avian, Porpoise, Fish, Snake.

Potential list of Variants:

- 1 Group Mind
- 2 Psionic
- 3 Were
- 4 Emotionless
- 5 Neurotic
- 6 Psi-proof
- 7 Magic-proof
- 8 Regenerative
- 9 Magic-null
- 10 Empath
- 11 Collective
- 12 Immortal

Let's take an example: I roll 25 on table #1 to get two sentient races. The first is 12/1/4/99, or Falling From, A Highly Developed Civilization, present max density is NYC 1965, and they are (O God!) Biologically engineered. I listed 31 s.r.s rolled DD until I got under that--27 = Avian.

The second s.r. is 1/11/d8/1 or Very Developed Civilization, Peak, present max density is 500, minor variant is group-mind, Crystalline.

Hmm. He says. Howzabout (a) a decadent, dying, soft & spoiled avian race who are undergoing transformation as their society degenerates because they made a few self-aware, self-developing computers who are now changing the world to fit them?, or (b) a race of avian creatures whose civilization was non-techno but is being destroyed by the impact of discovering means to communicate and exploit the knowledge of the crystalline beings who have been there for aeons--and their civilization is under war to control access to the crystallines, and it's basic premises crumbling under the new knowledge?

I mean, this takes a short stumbling step forward. At least, it makes it easier than having to imagine either of those up instantly from ground zero--give my imagination quite a bit to work with. If I just had handy the technological level tables from TRAVELLER, I'd have more to go on.

All else that I can offer is a prospective list of questions to be asked when determining the magical rules and laws.

- 1) Does magic exist? 2) Is it psionic-based? 3) Is it limited to certain individuals? 4) Is it known that it exists? (Might be our world a 1, yes, 2, yes, 3, yes, 4, no?) 5) Is it an energy transfer? 6) Is it energy-draining? 7) Is it cause-effect at all? 8) Totally psychosomatic? (Voodoo?) 9) Is it a science or an art? 10) Is it limited to certain areas? 11) Is it limited to this reality? (Wishes not allowed) 12) Is it inherent in some source? 13) Is it inherent to some creatures? 14) Do you limit it to certain spells?

Not much use until I work on it--or you work on it and answer me how to go about crafting realities. I'd like to hear from someone who has more science than I (which is easy) about some possible rules for changing the physical laws, and what effects that will have on the world and the PCs interacting with it.

N*E*X*I*A*L F*O*C*I

The Impingement of Realities

All nexial foci are located on the map of the DM. They indicate points where contact has been made with different realities (as opposed to different planes of the same reality). Any contact or transfer to a different reality must be done through a nexial focus. The constant flux of strange beings, artifacts, and deities (or ultra-powerful entities) is the evidence that such a transfer possibility exists. However, no PC will ever know of such until the time when s/he figures it out for himself/herself. The rules covering nexial foci are not to be discovered in any means other than PC exploration. Not Player's; Player-character's exploration.

Creation of Nexial Foci:

Any hex where a God or other Nexial Creature arrives from another reality may become a nexial focus if and only if that creature so wills at the moment of exit from their reality. Otherwise, it remains a focus only for as long as the God or creature is in this reality.

Any hex where a full "Wish" is cast, without proper preparations, has a 1/3 chance of becoming a nexial focus that melee round when the "Wish" is uttered. The proper precautions can limit the possibility to 5%; a first "Wish" that the chance be minimal lowers the odds to 1% for the following "Wishes".

Preparation requires and consumes :1 lb each of gold, copper, silver, lead, tin, sulphur, pitchblende, pure iron, coal, and mercury. It requires and consumes either 30 days fasting/meditation previous, or a sacrifice of an intelligent, reasoning life.

Preparation also requires: A further 10 lbs. each of gold, lead, silver, iron; fresh human blood (this may come from the sacrifice); two unintelligent living creatures' presence.

The preparations include the drawing of an inner pentacle, outside that a hexagon, no parts touching; then a circle around the whole, cut in three places by lines to the outer three triangles-within-circles, with the caster in one and the creatures in the other two; the outer circles linked half-way with the middle circle. Surrounding the whole must be a last circle. Equidistant outside that, 4 bowls of gold, silver, lead, and iron, filled with flame, boiling water, salt water, and mercury. Between them must be (again equidistant) the four candles burning--one beeswax, one tallow, one pitch, and one coal-dust. The casting of the preparation takes 24 uninterrupted hours, straight. (You can see this will tend to be limited to permanent castles.)

Perception of Nexial Foci:

Any PC might perceive (probably not understanding) a nexial focus. To do so he must move into that hex in either astral/material/etherial form. Clairvoyance, ESP, Scrying do not work. If he is in the hex, he will get one roll every 24 hours (if he is staying there, the roll for the first day will be followed by rolls for every additional day being made at dawn, whether he is awake or asleep). On religious holy days of the PC's religion, and on every equinox, he gets an additional roll at noon.

If the roll, made on decimal dice, is less than or equal to (His prime requisite plus his Wisdom, halved) plus his level expressed as %age points, then the PC has perceived the focus. ((Example: Axis, a 17th-level mage, Int=17, Wis=11. $17+11=28$, $\frac{1}{2}28 = 14$, $14+17(\text{his level}) = 31$. 31% or less means Axis has seen the focus)). (Halves get lost) Then he rolls a die to see what he perceives on the following chart:

Perception

- 1) A long tunnel of dark light, going off in an undescribable direction.
- 2) A swirling cloud akin to a whirlpool of heliotrope and ochre, shot through erratically with jagged shards of canary.
- 3) An imposing monolith of non-reflective black, keening up and down the octaves.
- 4) A varicolored klein bottle blown by a drunken glassblower.
- 5) Everything seems to be overlaid with an image of a different form, with shadowy flickers of moving figures visible only peripherally.
- 6) Blank, grey, distanceless limbo bounded by a huge similarly-colored wall with a gate of pure jet outlined in red in the wall.
- 7) Flickering patterns of swirling opalescent skeins, flashing neon rhomboids, brilliantly colored tuneful geometric forms, rebounding endlessly.
- 8) An endless double-helix ladder wrapping around himself with one strand red, the other gold, each step being of a different shade from all the rest.

Understanding the Perception:

The PC will find it in himself, or through his capacities, or through what he can command, or not at all. A "Limited Wish" will give him only the statement that "he is seeing the meeting-points of two or more realities"; a full "Wish" will give him "You are seeing the meeting-points of two or more realities. This is a nexial focus, and is the only means of such contact. In the future, you will always be able to see the foci about which you have asked." "Gate" only brings over the summoned entity, who may or may not answer, and who may or may not answer correctly, too. "Legend Lore" has only a 5% chance of answering as a "Limited Wish"; a 10% chance of answering wrongly, and an 85% chance of giving no answer, per month of research. "Contact Higher Plane" begins the Cosmic Twenty Questions Game. //"Commune" will answer "I cannot tell you at this time", unless the PC rolls less than or equal to his Wisdom plus his level on decimal dice, in which case the Entity will offer an answer equivalent to that given by a "Wish", if the OC agrees to a "Quest", or no answer if he does not agree.// No summoned entity will answer such questions and they are Mind-Blanked to that extent necessary.

Interaction with other PCs, NPCs capable of knowing and answering, and the Nexial Creatures themselves may give answers or clues.

Passage through a Nexial Focus:

No passage is made by chance, although it may appear that way to the PCs. Any passage requires an intent. A Nexial Creature may "pull" the PCs through (some without accompanying them, some without entrance into the PCs reality). PCs may follow artifacts which have been empowered to such purpose. Or a PC may attempt to traverse the focus on his own power.

If the PC is being "pulled" through a focus against his will, there is a 99% certainty of arrival where desired if the passage is unopposed. If he perceives the focus, there is a 90% chance of such arrival. If he attempts passage under his own power, counter to that "pulling" him, there is only a 10% chance of arrival at the intended point/time. (A person cannot oppose a "pull" if he did not perceive the focus.)

All such passages which do not succeed above are "marred" passages.

If the PC is attempting to traverse the focus under his own power, there is a $\frac{1}{2}\%$ chance per level that he will succeed in passing the threshold. (Such passage is automatically marred, unless 00 is rolled on DD.) A "Limited Wish" can empower the passage, as can casting a "Gate" on oneself--but neither gives direction to the passage. Such passages have a 50% chance of being marred. "Find the Path" can give direction to a passage once begun, if cast within the turn following the entrance into the passage. Items of location, "Locate Objects", compasses--all spin, or muddle, or confuse. A full "Wish" gives both direction and power to traverse the focus, with 100% certainty.

(No Druid will willingly pass from his reality, and will take any chance to return)

The passage takes 24 hours. One hour after beginning, the passage is automatic, and walking, moving, etc. will have no effect. The PCs who can perceive the focus continue to feel "as if we were in the middle of a giant kaliedescope". The rest see blankness and aside from seeing themselves and the other characters, feel blind and floating in limbo. Approximately 10 minutes before the end of the passage, the PCs will undergo a rapid convulsion of nausea which is controllable only if they are prepared for it. It lasts for one minute. Then there will be a blaze of light at the 5 minute-mark, which will blind for 3 minutes anyone who had their eyes open. (Anyone.) At the 1 minute mark, a voice murmurs "Exit, please." in the native tongue of each PC, in that PC's head. (An ESP-link will hear only the host's murmur.) Then the PCs will be standing/lying.vomiting ---

Exit from the Passage:

The PCs will be at "rest" in relation to their new universe, with orientation towards the nearest gravity source. They will in no circumstances impinge upon other material objects, nor will they be above the "ground" level of the focus. (Unless specified such leave people standing on the ground.) A D10 must be rolled, however; a 1 indicates a deviation even for an unmarred passage. There is a 50% chance that such a deviation is negligible (within the same hex), and then a 1 in 6 chance that it is in one of the surrounding hexes. (Roll D12. 1-6 = same hex; 7-12 are the 6 surrounding.) If the planned hex was a land hex, then the landing hex will be likewise; if the planned hex was a water hex, then the landing hex will be likewise. Also, DD must be rolled, to indicate the number of hours off from the planned impingement the PCs are. (1-3 = plus hours; 4-6 = minus hours, early.)

If the passage was marred:

Only if the PC was capable of movement through this nexus under his own power, which meant that he could perceive it--he has a 50% chance of coming out near his destination. (Assume he rolled a 1 on the D10 above, and 50+ on the DD).

But if the PC was not able to "block" the passage successfully, but instead has merely offset the direction, he rolls on the following table:

MARRED PASSAGES:

- 1) 001-1000 hours off; 1-3=+ hours; 4-6 = - hours.
- 2) 001-1000 miles off; roll D6 for direction.
- 3) Random PC characteristic shift (swap two).
- 4) As a draw from a deck of Many Things.
- 5) 0001-10000 days off.
- 6) Nexial Creature appears.
- 7) Rebound to original point of focus, then roll #1 or #2 (50% either)
- 8) (1) Roll Again, and (2) Random PC rolls his nexial perception roll. If he makes it, he may now pass through that nexus freely. If he gets half of the number needed, he doubles his perceptive roll afterwards. If he fails:

roll D6: 1) Insane, as Curse IV 2) Lose 1-6 points of 1-6 characteristics
 --random point loss 3) Re-assign every point for every characteri-
 stic 4) Lose permanently nexial capacity 5) Die 6) Lose PC-UNREC-
 OVERABLE.

Once inside the focus a "Gate" or "Limited Wish" will immediately create an exit--under the marred passage rules. A full "Wish" avoids this. That exit is as permanent as the focus itself.

Spell Use in Foci:

All personal-defensive-uopposed spells work fine. No clerical spell can function, unless that Cleric's God created this focus. (No cleric will try it, otherwise.) (They're wise enough.) Once 9 levels of "offensive" or "opposed" spells are cast, a new exit erupts, with a chance the PCs are summarily exited in a marred passage (PC's DD roll must be under DM's 5D roll.)

Magical and Techno weapons are useless unless striking or shooting with the "muzzle" jammed against the other person, when it has full effect. A broken staff or whatever will not explode until you exit the focus...but remember, it follows the PC.

Dead:

Dead bodies float off at 90 degrees to everything; if you hold on to them, you float off with them, to arrive in 1 hr. at the "Holding Zone". Exit by casting a Wish, Limited Wish, Reincarnate, Resurrect, to arrive at the target's home reality. After 4 mo. in the holding zone, the PC is lost and unrecoverable.

GENERAL RULES OF PLAY FOR D&D

DEATH AND THE DANGERS TO ONE'S POSSESSIONS

Upon taking 100% damage +1 point (dying), a player-character or NPC may lose some, or all of his magic. Every magical item must be rolled for on the chart below; At 200% damage, he must roll again--and at this time all normal items must be rolled for, needing 16 or better to save. At every 100% thereafter, they must roll again.

No rolls need be made if the damage was done by melee weapons, claws, or similar body-powered damage. (This includes damage done by Giant's blows, but not damage done by thrown stones.)

<u>Fire</u>		<u>Acid</u>		<u>Lightning</u>	
Rings	6	Rings	12	Rings	8
Staves	8/8	Staves	8	Staves	6
Wands	10	Wands	10	Wands	10
Rods	12	Rods	14	Rods	12
Scrolls	14	Scrolls	10	Scrolls	8
Armor	8	Armor	10	Armor	12
Weapons	6	Weapons	10	Weapons	10
Potions	14	Potions	12	Potions	10
Explosives	12	*Explosives	10	Explosives	12
*Energy		*Energy		Energy	
Ammo	8	Ammo	8	Ammo	16
Techno		(3)Techno		Techno	
Weapons	8	Weapons	14	Weapons	6
(2)Misc.Magic	12/8	Misc.Magic	14	Misc.Magic	12/8

<u>High Explosive</u>		<u>Steam</u>		<u>Crush</u>	
Staves	12			Staves	12
Wands	10			Wands	10
Rods	6			Rods	8
Scrolls	8	Scrolls	8		
Armor	10			Armor	14
				Weapons	8
Potions	12	Potions	10	Potions	12
*Explosives	14			Explosives	4
*Energy		Energy		Energy	
Ammo	10	Ammo	6	Ammo	4
Techno		(1)Techno		Techno	
Weapons	10	Weapons	12	Weapons	8
Misc.Magic	12/8	(2)Misc.Magic	10/4	Misc.Magic	6/10
		# # #			
<u>Energy Techno</u>		<u>Cold</u>		<u>Disintegrate</u>	
+Rings	8			Rings	12
				Staves	10
+Wands	12	Wands	10	Wands	12
+Rods	14	Rods	12	Rods	14
Scrolls	14			Scrolls	16
Armor	8			Armor	10
+Weapons	6			Weapons	10
+Potions	12	Potions	10	Potions	8
+Explosives	10			Explosives	12
Energy		Energy		Energy	
Ammo	16	Ammo	8	Ammo	12
+Techno		(1)Techno		Techno	
Weapons	10	Weapons	12	Weapons	12
+Misc.Magic	14/10	Misc.Magic	10/10	Misc. Magic	14/10

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Magic items capable of certain types of damage-causing effects add 2 to the die roll if that is the damage "attacking" them.

Footnotes:

(1) = Will only last for a short period. Cleaning/warming the weapons negates this.

(2) = First number applies to "soft" items, like cloaks, boots, robes; second to "hard" items, like amulets, figurines, etc.

(3) = 50% chance that the damage is non-detected until the next use, when the weapon, being damaged, explodes in the user's face.

* = Item need not save until the weapon it is in, or container, fails.

+ = This applies to direct hits or in field-effect energy weapons only, i.e. a wide-dispersion blaster (but not autofire lasers.)

"Explosives" includes gunpowder, dynamite, blasting caps, TNT, and other chemical burners. This means inside the ammunition, too---what happens when the grenade fails?

A veritable chain reaction of explosions is quite a possibility, in which case all rolls must be made again, for the new damage. Since the body is passed, however, only one roll must be made.

An absolute maximum is never reached.

Armor is either armor or shields, and is presumed to be +1. or every additional

plus, it's save is 2 better.

Protection adds 2 to the die roll, for each+. Mithril adds 6, adamantite, 8.
(for non-armor items made of these metals.)

Staves: All staves with damage-causing powers have a "final strike" ability. When broken, they will do $8D6 \times \#$ of charges remaining in damage as follows:

20' radius for Fireball.

30' radius, with one full shot in a random direction (full distance, too) for Lightning Bolt.

60' radius for Cold or Paralysis or Polymorph.

Wizardry, Power, Doomfire, etc. are presumed fireball-producing.

Wands & Rods: As above, only the damage is limited to $6D6 \times \#$ of charges, in a 20' radius.

Non-damage causing wands, rods or staves: The magic is absorbed into the highest of the below categories:

- (1) Nearest item of similar capacity or power within 60'
- (2) Nearest magical item within 60'
- (3) Nearest person within 60'
- (4) Dissipates at random, with varying effects, all temporary.

If the power goes into other magical items, clerics, or mages, it becomes a permanent power inherent in that thing/person. If it was absorbed by a fighter, ranger, thief, or druid, there is a 50% chance it only lasts the number of 'charges' absorbed, a 20% chance that it grants them a randomly chosen spell from 1-3rd levels as a permanent ability, used as a wand, and a 10% chance they have just become a 0th level magic-user, in addition to their other category.

USE OF DETECT ABILITIES:

In all items, the lowest power of the detect spell is presumed, unless otherwise provided for.

Detect Metal, Enemies, Magic, Secret Doors, Traps, Invisible, Harmful Energy Levels, Undead, Good, Etc. operate as follows, when from a wand or artifact: (all magical items)

The person may use them on a "trigger" basis while walking calmly or riding at a walk--when 80% of his concentration may be on the wand, artifact, whatever. Whenever 'x' gets within range, the Detect is triggered, informing the holder that "x" is around. The user may then stop and totally concentrate on the item, and thus pick out the direction, range, mass, or details allowed by the spell of the triggering object. The details will flow back immediately.

Being disturbed from the concentration does not end the detect; it merely is no longer paid attention to...the information goes to the subconscious. If a time-limit is on the ability (as in Detect Magic, the spell), then the spell runs for that amount of subjective time, whether concentration is paid or not.

Example: A NPC has a sword with "Detect Evil" in hand, and sits in his room. When the party stands outside the door, and decides to enter and fight him (if they do not know of him their evil intent is absent if they are good), the detect is triggered. He now knows there are enemies about. Concentration tells him where as the door breaks open. (Note: this is one way to catch paranoid swords!)

Example #2: An NPC walks along with a "Detect Traps". He gets within 60' of the pit, and the detect is triggered. He stops to concentrate, and locates the 10' x 10' area in question. Getting next to it, he can find exactly what the outlines are, and the triggering stone. (Hint to DMs: since it has a 60' range, put the trap 70' from the trigger. They'll detect each as it comes, but not the connection.)

LOCKS, WALLS, AND DOORS:

Locks come in four types, three non-magical, the fourth magical. The first three can be picked; all four can be forced.

Most ordinary locks are just that--ordinary. They open as per "Greyhawk" chances, and take 25 points of damage to break.

'Yale' locks are unopenable to less than 7th level thieves, who start with a 10% chance (plus any race benefit), and add 5%/level afterwards. 100 pts. damage.

'Wizard' or 'Zeiss' locks are unopenable to less than 10th level thieves (Master Thief), who start with a 5% base chance (plus any race benefits) and add 5%/level afterwards. These are usually two-man locks, time locks, etc. 250 pts. damage.

A thief gets two chances per lock to open it, then must go up a level before he may try again.

Doors & Walls must have the damage done to them by the items listed below in order to break through (or quite simply, using any other item, a 50% chance each blow of breaking it)(that includes shoulders).

<u>Wood</u>	Takes 30 points to	<u>Stone</u>	Takes 40 points
Battleaxe	make a man-sized	Military Pick	of damage for a
Handaxe	hole in a 2' thick	Pick	3' diameter hole
Military Pick	door. Double cost	Ram	in a 2' thick
Pick	if plyed wood.	Mattock	wall.
Ram		Hammer/Mace/& Chisel	
Mattock		(do $\frac{1}{2}$ damage/blow)	
Spade			

Iron-bound or reinforced? Then the wood/stone must be removed, the rod removed, and the wood/stone removed, each layer. They are supposed to be tough!

Usually, doors are considered unlocked.

Bars across a door add to the thickness, unless the hole is made above/around and the bar(or bolt) slid back.

A portcullis is iron-bound wood, most times; it takes damage as a wooden door, but requires 60 pts. to break down a man-sized hole.

ENTRY THROUGH DOORS:

A party must stipulate for each rank the mode of entry, before it goes through. This is also before it knows what is going to happen---a charging party can all pile up on a tough door; or the second rank might force it open (dumping all in a heap in either event).

Charge: The rank must move 10' straight ahead, and may continue on for another 20' that round without having to stop for 'interaction' with creatures.

Through: The rank forces the door and must move 5' in, with the option of moving another 10'; but must halt by creature's fronts or weapon's side(s).

Open: The party stays on this side of the threshold. They may move back 5' or try to close the door.

The following price charts were created by Russell Stambaugh.

[Presumably this is an indication of what one can sell the items for, not a sign of common availability on the open market...KS]

PRICE LIST

Swords	+1	+1	10K	Special Abilities	15K each	
		+1, +1	15K	Extra Special Abilities		
		+1, +2, +2	15K	1 =	60,000	
		+1, +3, +3	20K	2 =	200,000	
		+1, +4, +4	25K	3 =	350,000	
		+1, +5, +5	35K	4 =	500,000	
		+2	25K			
		+2, +1	30K	Slaying =	60,000	
		+2, +2	40K	Special Purpose =	300,000	
		+2, +3, +3	30K	Defeat Law/Chaos =	750,000	
		+2, +4, +4	50K			
		+3	50K	Crystal	.5M	
		+3, +2	70K	Vorpal	2.5M	
		+3, +3	110K	Dancing	1.5M	
		+4	125K	Sharpness	1.5M	
		+4, +3	250K	Mars	2.5M	
		+4, +4	350K	Infinite Blades	1 M	
		+5, +	450K	Energy Absorption	2M	
		+5, +4	650K			
		+5, +5	750K			
Armor	+1		20K	Shield	+1	7K
	+2		60K		+2	20K
	+3		125K		+3	40K
	+4		750K		+4	250K
	+5		1000K		+5	300K
		Etherialness	2M			
Misc.						
Weapons						
	Arrows			Bows & Crossbows		Daggers
	+1	250		Distance	75K	as swords x .75 base
	+1, +1	500		Accuracy +3	175K	
	+2	1000		Speed	150K	
	+2, +2	3000		+1	20K	
	+3	4000		+2	80K	
	+3, +3	8000				
Mace, Morningstar, Flail, Spear, Axe, Hammer = 1.5 x sword cost						
Lance, 2-Handed swords = 2.5 x sword cost						
Mace of Disruption = 150K Dwarven Hammer = 250K						
Potions: 5,000 - 30,000						
Scrolls 5 x research cost						
Rings	Invisibility		100K	Ring of Experience 5%		50K
	Mammal Control		50K	Ring of Experience 10%		125K
	Human Control		200K	Super Experience		400K
	Magic User Contr.		100K	Prime Requisite Bonus		450K
	Fighting Man Con.		100K	Ring of Strength		300K
	Cleric Control		100K	" " Intelligence		300K
	Thief Control		100K	" " Wisdom		300K
	Monster Control		150K	" " Bodily Integrity		500K
	Protection +1		75K	" " Dexterity		300K
	Protection +2, 5'r		125K	" " Bargaining		200K
	Protection +3		350K	Charm Resistance		250K
	Fire Resistance		75K	+1 Saving Throws		50K
	Cold Resistance		75K	+2 Saving Throws		100K

Rings (cont)	+3 Saving Throws	250K	Regeneration	750K
(...at)	Djinn Summoning	750K (+:5 - 1.5M/Wish)		
	Shooting Stars	500K	Elementals	400K
	Time	1M	Manipulation	200K
	x-ray Vision	150K	Telekenesis	350K
	Initiative	1M	Random Spells	750K
	Spell Storing	1.75M	Strong Spells	1M
	Spell Doubling	2M	Protection:Undead	750K
	Spell Trebling	6M	Power	10M
	Spell Turning	1M	Ring Control	4M
	Freedom	50K	Ring of Movement	50K
	Many Wishes	.5 - 1.5/wish, 3M/Unlimited Wish		
Hands	Detection	20K	Staves Healing	2.5M
	Illusion	2k/chg	Commanding	7K/charge
	Fear	2k/chg	Snake	.75 M
	Cold	5K/chg	Striking 2 dice	75K
	Paralyzation	4K/chg	3 dice	200K
	Fireballs	3K/chg	4 dice	500K
	Lightning	5K/chg	Withering	500K
	Polymorph	6K/chg	Power	7M
	Negation	1.5K/chg	Wizardry	15M
Rods	Cancellation	50K	Beguiling	25K/charge
	Absorption	100K/chg	Lordly Might	1M
	Rulership	3M	Resurrection	1.5M
Misc..Magic	Crystal Ball	150K		
	Crystal Ball w/ Clairaudience	300K		
	Crystal Ball w/ ESP	500K		
	Medallion of ESP, 3" range	75K		
	Medallion of ESP, 9" range	125K		
	Amulet vs. Crystal Balls & ESP	500K		
	Scarab of Protection vs EHPs	350K		
	Scarab of Enraging Enemies	100K		
	Bag of Holding	50K		
	Bag of Tricks	50K		
	Bean Bag	50K		
	Censor of summon. Air Elementals	350K		
	Stoner of Summon. Earth Elementals	700K		
	Brazier of Sum. Fire Elementals	350K		
	Bowl of Summoning Water Elementals	350K		
	Luckstone	1M		
	Elven Boots	10K		
	Boots of Speed	50K		
	Boots of Levitation	75K		
	Boots of Travelling & Leaping	100K		
	Efrete Bottle	1M		
	Jug of Alchemy	350K		
	Decanter of Endless Water	75K		
	Beaker of Plentiful Potions	350K		
	Broom of flying	500K		
	Helm of Reading	75K		
	Helm of Telepathy	500K		
	Helm of Brilliance	2M		
	Helm of Teleportation	500K		
	Helm of Chaos/Law	250K		
	Flying Carpet	750K		
	Drums of Panic	250K		

Misc. Magic	Horn of Blasting	750K
(cont.)	Horn of Valhalla, Silver	150K
	Horn of Valhalla, Bronze	250K
	Horn of Valhalla, Iron	350K
	Gauntlets of Ogre Power	350K
	Gauntlets of Swimming and Climbing	100K
	Gauntlets of Dexterity	350K
	Girdle of Hill Giant Strength	300K
	" " Stone Giant Strength	400K
	" " Frost Giant Strength	600K
	" " Fire Giant Strength	1M
	" " Storm Giant Strength	1.5M
	" " Cloud Giant Strength	2M
	Girdle of Sex Change	100K
	Necklace of missiles 5	250K
	" " " 7	600K
	" " " 9	1M
	Cloak of Protection +1	50K
	" " " +2	150K
	" " " +3	250K
	Displacer Cloak	250K
	Elven Cloak	50K
	Mirror of Mental Prowess	300K
	Mirror of Life Trapping	2.5M
	Trident of Warning	75K
	Trident of Submission	500K
	Trident of Commanding Water Creatures	400K
	Eyes of Charming	300K
	Gem of Brightness	150K
	Gem of Seeing	750K
	Bracers of Defense AC:6	50K
	" " " AC:4	75K
	" " " AC:2	125K
	" " " AC:0	250K
	Displacer Bracers (AC:2)	300K
	Rope of Entanglement	150K
	Rope of Climbing	150K
	Dust of Appearance	300K

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CAPSULE PBM REVIEWS - James B. Thomas

STARWEB (Flying Buffalo): Prices are going up; response time, so far, has not improved--about twice the time advertised. Other than that, it's an exciting and challenging game--beats Nuclear Destruction all to hell--with very accurate GMing, considering its complexity in terms of the size of their computer.

TREACHEROUS TRAJAN'S TRAP (Flying Buffalo): I've only received my first turn of their solo T&T dungeon--from extremely limited evidence, my hunches are (a) that the context will show unmistakable signs of Ken St. Andre's fine Spenserian hand throughout, (b) that pure dumb luck will play a major part (the feathers-or-lead multiple-choice thing), and (c) T&T, D&D, FRP expertise won't mean much at all, beyond a gut feeling of what strength and intelligence mean.

BEYOND THE CURTAIN O VAPOURS #2

Scrawled by the shaking hand of Cary Martin of 10527 Palms Bl., LA, CA, 90034; and inscribed into immortality by the Lord of Law himself. [Well, the Lady, actually...KS/

Note about my contribution last issue:

My neglected co-conspirator for the Space Quest races was D. Daniel Wagner, a reasonable man if ever there was one.

RUNEQUEST-----

The Cults of Nebulous

Turess/The Stalker

Class III

Rune Lord: Sling, Javelin, Tracking, Sense Ambush, 1 other.

Rune Spells: Nightstalker - Allows the priest to assume the aspect of the nightstalker. This allows a footmove of 12, plus one damage column, +20% tracking & +20% move silent. Usable only at night. 2 pt. re-usable.

Sm. Lunar Elementals. No symbol Runes: Lunar

Death

Class II

Rune Lord: Halberd, 1 Single-hand Melee Weapon, Dagger, Evaluate Treasure, Spot Hidden.

Rune Spells: Speak w/ Dead - 3 questions of a dead entity's body. 1 pt. re-usable.

Create Zombie - Animates a still-fleshed corpse into a zombie. 3 pt. re-usable. Range: Touch.

Create Skeleton - As "Create Zombie" for a skeleton. 2pt. re-usable.

Protection Undead - Priest only, keeps all undead at a range of 3 M. 3 pts. re-usable.

No Elementals. Symbol: Skull Runes: Mastery-Death-Spirit

The Dead God

Class III

Rune Lord: 1 Weapon, 1 Shield, Oratory, (2) Sage or Alchemist (both)

Rune Spell: Pentacost - Enhances the oratory score by 10% and translates the language into whatever each listener will understand it best in (translation is at 80%) + 10% per extra 1 pwr. stackable to 3. re-usable

No Elementals. Symbol: Wooden Cross Rune: Death

Karz/The Consuming One

Class II

Rune Lord: Military Flail, 1 Single-handed Melee Weapon, 1 Missile Weapon, 2 skills.

Rune Spells: Consume - This spell causes a recurring disruption attack on a single location. Attacks once per melee round until it fails an attack (as "Pyrotics"). 2pt. Re-usable.

Area Ignite - As the Ignite spell, but affecting a 05M³ area.. 1 pt. Re-usable.

Sm. Fire Elementals. Symbol: White Fire Runes: Death-Fire-Chaos

Taraga/Stone Fist

Class III

Rune Lord: Hand, Foot, 1 Sword, 2 Skills (stealth or perception)

Rune Spells: Focus - This spell allows the priest to use Power + 2 as the score to determine his damage bonus instead of (str + siz)/2. 1 pt. re-usable.

Landing - This spell allows the recipient to land safely from any fall if he/she makes a dex x 04% roll. If the dex roll is failed, the individual suffers full consequences.

Sm. Earth Elementals. No symbol. Runes: Earth-Truth-Harmony

Additional RQ Weapons and Skills

Tonfa / 05% Base / .7 - .9M / Dmg: D6 / Pts:20 / St:07 / Dx:09 / Cost: 20L.
(Baton with a perpendicular 6" grip near one end).

(Welsh) Longbow / 05% Base / Dmg: D8+2 / Range:100M / Pts:12 / St:13 / Dx:11
Rate of fire:s/r / Cannot be used from horseback, sitting or prone / Cost: 75L. / Training:400/1000/1500.

Missile Deflect / Allows the user to attempt to be able to attempt a parry against a missile with a melee weapon. (ex: if Thorwald has a 30% Missile Deflect & a 50% Broadsword parry, he would roll for the 30% and if successful roll for the parry) / One deflect per melee round (split attempts as in splitting attacks and parries) / If used, user loses all normal weapon parries that melee round. / Training: 1000/2000/Max 50% by training. / 00% base / Shafter missiles are deflected (doing no damage) / Use "parry" modifier.

Dodge / Allows the character to sacrifice all attacks (and one parry) and attempt to dodge one blow entirely / use defense modifier as a base (or 05%) / No modifiers / Training: 1000/2000/Max 50% by training.

Stiletto (needle knife) / 05% base / D4 (melee or thrown) damage, with an impale / .3M / 6 pts. / Dx:08 / Training:200/400/800/ Cost:20L.

(Heavy) Trident / 05% base / 15 pts. / 2M / One-hand: Dmg:D8+1 (ST:12, Dx:09) / Two hand:D10+1 (St:09, Dx:08) / Training:300/600/1200/Cost:40L.

Monsters

Harpies / Chaos Creature / Carniverous

Str	3D6+12	22-23	Move	12/3	Spells	S/R	Head
Int	2D6	7	Armor	3 pt. skin	Ironclaw (1)	2	R.Wing
Pwr	3D6	10-11	HP:	11-12	Protection(4)	5	L. Wing
Con	3D6	10-11	Type	S/R Att Dmg	Farsee(1)	2	Chest
Dex	2D6+6	13	Talon	6 45 D6+D6	Skills	%	Abd.
Cha	2D6	7	Bite	7 30 D2+D6	Flight	90	R.Wing
Siz	2D6+8	15			Listen	50	L.Wing

Altani / Bipedal - Vulpine /

Str	4D6	14	<u>Skills</u>	%	<u>Spells</u>	<u>S/R</u>
Int	2D6+8	15	Skiing	50	Xenoheal 2	3
Pwr	2D6+6	13	Sense Ambush	35	Farsee (1)	2
Con	3D6	10-11	Tracking	35	Mobility (1)	2
Dex	2D6+8	15	Hide	35	Armor: 2 pt. fur	
Cha	3D6	10-11	Camouflage	35	(no metal armor worn)	
Siz	2D6+1	08	Move Silently	35	Move: 12	

<u>Type</u>	<u>S/R</u>	<u>Att</u>	<u>Par</u>	<u>Dmg</u>	<u>Pts</u>	HP: 10
Claws (2)	7	40	35	D6	-	Defense: 10%
Bite	8	35	-	D4	-	
Rapier	6	40	35	D6+1	15	
Thrown Axe	2	35	-	D6	-	

Altani are natural telepaths (Mind Speech) that could go far with formal training, of which there is none to be had.

ESP detection (locates minds 6M radius, range 100M)

Telepathy (80M)

Fur shifts from red in summer to white in winter.

Altani speak and read both Altan (85%) and Kole(lunar)(70%)

Plainsbrothers (Were-horses)

Str	2D6+6 (x2)	13 (26)	Warhorse attacks at 30% or
Int	3D6 (x.5)	10-11 (05-06)	attack bonuses (the higher)
Pwr	3D6	10-11	
Con	3D6+3	13-14	Armor: 1 pt skin
Dex	2D6+6	13	
Cha	3D6	10-11	
Siz	3D6+3 (x2)	13-14 (26-28)	Move: 9 (12)

Skills (all at +10%)

Sense Ambush Listen Jumping

Spot Hidden Camouflage

And I looked in a direction I had never looked before and saw that it most certainly was the end of civilization as we knew it.

(09-May 1979)

CAPSULE PBM REVIEW - James B. Thomas, 1145 Oakheath Drive, Harbor City, CA
90710

TRIBES OF CRANE (Schubel & Son, Sacramento): Amazingly, the most professionally-run thing I can think of in the game hobby. Avalon Hill and SPI and a few Diplomacy 'zines (maybe) are in the second rank--everything else (with due respect to you, A&E and TWH as declared amateurs) trails, including Flying Buffalo. They run a timely game--I can count on 7-9 day turnaround, except when they were moving, of which they notified everyone in a timely fashion. It's also a clean, playable and reasonably exciting game. The player start out with a well-written set of basic rules and find out the "advanced" rules gradually and as needed (on well over half my turns, I've found out something new and significant but I haven't felt cheated by not knowing them earlier). Not cheap--each turn costs more than two gallons of gas--but a real pleasure.

ALL THE MYRIAD UNIVERSES of Margaret Gemignani
3200 NE 36th St. #907
Ft. Lauderdale, FL 33308

Typoes blamed on
Charlie Luce.

A quick word about random permanent death. This type of thing has an Indian name; it is "No Fair". Permanent Death is a challenge in the game, a way to get to greater profit through greater risk, true? It is not a punishment to deal out to the other players because one player was an ass and let the DM's special out. Then the DM rolls random dice, the number who comes up gets hit, no parry, no duck, no save, tear up the character sheet. Doesn't seem fair, does it?

I feel a player who behaves himself deserves an extra pat on the back to make his tribe increase, not a kick in the butt. Why should he be fair with you if you are not fair with him?

A word about coupled spells, very well and good except for what happens when you have a limited amount of spells and can't carry enough to couple them. Can a low-level party afford to give up sleep or magic missiles in favor of carrying hold portal and knock?

At this point you encourage players to play splits, since the non-human thief enjoys extra adjustments at low level that the human thief does not get. He or She can also carry one magic spell, so if you have one human magic-user at low levels, and know you can't carry a certain spell you might need without carrying its mate, then the next character must be a split magic user-thief or fighter to carry the spells properly. The split suffers because he or she takes 1D4 dice rolls in many cases, rises more slowly, and is harder to keep alive.

Many times a DM's No Fair extends to other things besides Permanent Death. That means that if you play a human, he gets killed off by the DM's special ghost on the Etherial plane. Think that's pretty bad on the first level and wonder what it is doing there? Ask the DM who probably does not know any better or does not care. After that you play splits a lot more than you used to.

Another No Fair DM is the one who refuses to use hex paper or miniatures and makes every melee a guessing game. You never know when the monster will close, the DM tells you that. You lose your missile attacks and magic nine times out of ten and you get to run in a stand up, knock down melee about as deadly a permanent death any time. You can't see if you can get to the back of the monster or at its side. The DM can't see it either so all he understands is straight fighting. Lots of fun with D4 hit dice and lots of deaths too.

Kay, I agree with you about the para-cleric. If a player cleric buys a spell from Patriarch Duncan and just pays his money, then he gets the spell only, none of the benefits of the para-cleric. The only way he can get the benefits of the para-cleric is to get his butt down to the Clinic and work out his time. Then he is a full para-cleric. Breveting is up to the DM, but if a character brevet in any way, he must pay for it in time, money, or work, and he only gets one level of it at a time. If he gets more than one level in an expedition, he must wait the time to adjust to the new raise unless he does something extraordinary to pay for his additional level. This means really risk his butt off.

Deanna nad Kay, excellent stories.

Rest of you, good ideas, do you realize that your material is only usable on the West Coast? I doubt it would make some of the old conservatives of the East Coast stand up and take notice.

Continuing the story of Mirrorlight.

And Pax followed the ways of his destiny, he went to the land of Nod and took Zoe to wife, and he traveled about having many wives, among those White Moon, daughter of Sun God and Pottery Woman the old Earth Goddess whom the Sun God took to wife in payment for his giving the earth god to Nova so she might have Pax after the Clay

People were killed by her brothers, the lords of Fire and Water.

Now Pax gave his daughters by Zoe, Alean and Elona, to the sons of men and more than men. He gave Alean to the lord of the Fair people in payment for his heart and Elona to the lord of the strong folk born of the Star Born races.

Now there were two sons of these people to choose from, Inze who was gentle and kind, and Sico who was cruel and coarse. Pax chose Inze and made an enemy of Sico.

So Sico betrayed Pax and his brother Inze and led to the Gathering of the Peoples so that many fled to the stars and others behind the Great Gates when the Great Flood came. Mondo, Pax' son, took the sons of Inze and Elona to the stars and closed the Gates behind the children of Alean and her Fair lord.

When he returned, some of the Gates had opened by themselves and many things had changed. The Hound of Naldar the Hospitale had two sons descended from Kronthri, who were godlike folk from Midgard world (some of this material is from Midgard Ltd., and credited to the work of Scott Rich and Glenn Blacow), Haldar and Eskwell called the Mighty.

Now Eskwell ravished the daughter of Haldar because he could not have her, being close to his blood as she was. Haldar sent Bianca, the White Wolf child, after Eskwell, after he had taken his daughter and her two children Albo and Ferro into the wilderness to escape him. With her went Serno, a son of Pax adopted by Haldar, who later became mate to Bianca and out of their union was born Darco.

Eskwell chased the Star Maidens, daughters of Nova, into the sky and was outlawed for his behavior. He went mad and died fighting his own kind, and became leader of the Lawless ones who ravage the sky and make war among the Stars. It is the Star Maidens who dance between the sides as Eskwell and his ancestor Hound of Naldar fight, and keep them from injuring others as they fight across the sky.

Then with grief did Mando gather up his folks and migrate to distant Mirrorlight. He took with him Albo and Ferro and Darco, and all of his race. When he reached Mirrorlight he found that the world could open its Gates into many worlds, and his sons settled there, and the sons of Bianca and Serno. Ferro went to Midgard Ltd., there he founded Lycthapeo and later the Grey Lords whom he sired migrated as far as Edwyr (MIT world founded by Glenn Blacow). Darco's folk and Albo's folk went to Midgard (the Midgard of Tom Drake) and there founded the were race and dragon folk. The weres were Albo's children and because of their good behavior they had pleasing form from Naldar of House of younger Uncles, sons of The Ancient Ones of Creation.

Darco founded the Guild Masters of Dragerkriel and later his people migrated back to Mirrorlight and there sired the Bronze Dragon King who founded his city of Bronze and the Palace of the Dancing Doll for Ninzjo's daughter.

See you next time,

Peggy

MISCELLANY

being the 9th contribution to TL0C by Kay Shapero, 8886 Earhart Ave., Los Angeles, CA 90045 (213) 641-3899 (never phone before 9 AM or after 10 PM)

COMMENT - issue 8

WAYNE SHAW: Could you explain the Variable Powers ability a bit further? Assuming there are 2 powers, does each get $(50 - 20) = 30$ points of power or 50? Also, in the case of Multi-Application powers, if used separately, does each power use up to 50 points?

The following algorithm for determining the characteristics of individual offspring of two FRP characters was devised by Sheldon Linker:

First - roll a totally new set of characteristics.

Second - for each characteristic, do the following:

- 1) Roll percentile dice and multiply one parent's score in that characteristic by the result.
- 2) Subtract the percentage rolled in (1) from 100% and multiply the other parent's score by the result.
- 3) Sum the results from steps (1) and (2)
- 4) Roll percentile dice and multiply the sum from step (3) by the result.
- 5) Subtract the percentage rolled in (4) from 100% and multiply the newly-rolled characteristic by the result.
- 6) Sum the results of steps (4) and (5). This is the new characteristic.

EXAMPLE: two characters with strengths of 17 and 15, respectively, produce a third. The new characteristic rolled is 14.

- 1) $43\% \times 17 = 7.31$
- 2) $100\% - 43\% = 57\%$; $57\% \times 15 = 8.55$
- 3) $7.31 + 8.55 = 15.86$
- 4) $14\% \times 15.86 = 2.22$
- 5) $100\% - 14\% = 86\%$; $86\% \times 14 = 12.04$
- 6) $2.22 + 12.04 = 14.26$

Rounded off, this gives the child a strength of 14.

Now suppose the parental intelligences were 12 and 17, while the new characteristic rolled is 10.

- 1) $20\% \times 12 = 2.40$
- 2) $100\% - 20\% = 80\%$; $80\% \times 17 = 13.6$
- 3) $2.4 + 13.6 = 16$
- 4) $90\% \times 16 = 14.4$
- 5) $100\% - 90\% = 10\%$; $10\% \times 10 = 1$
- 6) $14.4 + 1 = 15.40$

Rounded off, this gives the child an intelligence of 15.

The tendency is for the child to have characteristics within the range of the parental ones, but it is not impossible to get scores considerably above or below.

Incidentally, for those without access to computers, or the patience needed for the above, my old system for finding characteristics was to roll a D8 as follows for each characteristic - 1-3 = higher of the parental scores for the characteristic; 4 - 6 = lower of parental scores; 7 = average of parental characteristics; 8 = roll new characteristic according to scores for species (3D6 for humans, for instance.) I make no claim for statistical accuracy of this, but it is a quick determination.

As you all may know by now, (at least if you read A&E) Lee Gold is currently working on a C&S supplement for a Japanese culture. The following is an account of one playtest of the system. Interestingly enough, only one of the beings in the story was a non-player-character...

THE STRANGE HISTORY OF A KEG OF SAKE

Once, a young dance-chant magician went up into the hills to meditate, in search of a Kami. In the midst of his dancing and singing, a badger saw him, thought him the most hilarious sight he had seen in a long time, and decided to have a bit of fun. Transforming himself into a beautiful young woman, the badger approached the lad. "I am the Kami of this lake," "she" said, "And I have come to give you all knowledge. But first, to show your sincerity, you must bring me 13 silver coins." Thinking further, "she" added, "And a keg of sake. Indeed, the sake alone will be enough."

"Oh yes, most beauteous Kami", said the awestruck lad, completely fooled by the deception. "I will return with it as soon as I can." He gathered up his drums and equipment, and made haste to descend to the nearest town where he might acquire a keg of sake.

The lad safely out of sight, the amused badger was engaged in a small laughing fit, when he was interrupted by a serpent who had watched the exchange from behind a nearby bush. "Do you really believe that he will return alone with that sake?" asked the serpent.

"You saw how fooled he was. Of course." replied the badger.

"Indeed", said the serpent "Suppose he returns with many men, to expose you? Why don't we make an alliance. If other people return with him, I can take care of them, and then, if he brings it, we can split the sake."

The badger was not at all pleased with this idea, but as the serpent was far more powerful than he, he agreed.

Shortly after he reached the road leading into town, the lad fell in with another traveller, and could not resist bragging about his encounter with the "Kami". When he uncautiously worried aloud that the 6 silver coins he had with him might not be enough to buy the sake, the other drew his weapon, and observed that he also had use for 6 silver coins, being a bandit by trade.

At this point, both heard the sounds of people approaching, and, with a muttered curse, the bandit lowered his weapon and vanished into the underbrush, leaving the lad who promptly started wailing "Oh woe is me, for I have lost my 6 silver coins and cannot buy sake for my Kami!"

As may be imagined, this attracted the notice of all within earshot. These included a budding master of the I Ching and his bodyguard, two wandering street-fighters, an extremely tall Buddhist priestess, and lastly, a samurai, to whom all present immediately bowed. The samurai approached the nearly prone lad and inquired "Peasant, what disturbs you?"

Slightly muffled by having his face practically in the dirt, the lad replied. "I was attacked by a road bandit who robbed me of the 6 silver coins which were all I had, so that I now cannot buy sake for my Kami! Oh woe is me!"

The samurai looked thoughtful. "Which way did this bandit go?"

The lad pointed off into the bushes. The samurai (who had been looking for a chance to try out his new katana anyway) followed the bandit's tracks into the underbrush, one hand on his sword and a gleam in his eye. He, too, promptly vanished from sight.

Back on the road, the I Ching student addressed the lad. "Sake for your Kami?"

The lad left off his wailing and told him and the others of his experience. Unobtrusively, the student consulted the I Ching, finding that the lad was probably telling the truth as he saw it about the experience, but that things might not be quite as they seemed, for the lad showed signs of gullibility. Yet things would come out right in the end.

The others were understandably curious, and finally offered to help pay for the saké if they might come along and see this beautiful girl (Kami or no). So, their numbers augmented by a pretty young female drum singer who had joined the group during the telling of the story, they went off to town to buy the keg of sake.

Eventually, the group arrived at the place where the lad had met the spurious Kami. Aided by the drum singer, the lad began his chanting while the others stood back, building a fire to warm the saké when the Kami arrived. They continued this for some time, as the badger dithered in the bushes until he noticed that the serpent was beginning to work some magic. This was too much for the badger, who raced around to the other side of the party, just as a tall, and very old man with a long white beard, dressed in fine white robes and carrying a fan stepped out of the bushes to address the singers. "That is very nice, but I believe you may stop now," he said.

"Are you my Kami? But...you were a beautiful girl-- began the startled dancer, when the badger burst out of the bushes in the form of a Buddhist priest.

"A serpent is attacking you!" puffed the out of breath badger, as a ball of magic fire arced into view from the direction of the (invisible) serpent. Those with weapons drew them and searched about for a possible target.

The robed man merely waved his fan at the serpent. Immediately, dark clouds formed, and it began to rain violently on the serpent and the magic fire, which latter drifted upwards and out of sight, presumably to be extinguished by the rain. The drenched, and thoroughly discomfited serpent became visible. "I'm sorry," said the REAL Kami. "But the saké is mine. You may not kill them this time."

"What about next time?" asked the serpent.

"Maybe."

The Kami then spoke to the confused lad. "Yes, I am the Kami of Calligraphy, and I shall teach you many things. Including, perhaps, some honesty. That bandit was interrupted before he could take your money. As you still have those 6 silver coins, I would suggest you give them to the serpent, as compensation for his getting so wet."

The lad reluctantly did so, and continued in conversation with the Kami out of earshot of the rest of the group. Who were anyway diverted by the spectacle of the badger who, completely forgetting to maintain his guise as a Buddhist priest was rolling about in the bushes laughing hysterically. At least until one of the street-fighters took his staff, and began beating the badger soundly about the head and shoulders, voicing his opinion of such trickery.

When, at length, the badger made his way painfully back to his burrow, he found a large flask of saké, compliments of the Kami. Who had, after all, found the whole thing rather diverting himself...

Meanwhile--

Once upon a time there was (still is, for that matter) a disorganization known as Fandom, and a member thereof named Dian, who thought that it might be fun to have a board game resembling Careers in which one would move tokens about the board, frequently becoming sidetracked into loops of track involving such things as "Slam Shack", "Convention", "Feud", "Cafia" and "Imaginary Worlds" and drawing little cards with the events that were supposedly happening to one at that point in the game. So she created one and it was a great success with such fans as learned about it, especially since the events on the little cards were all based on real occurrences. Years later, with the advent of FRP games, it occurred to a number of fen, notably myself and Lee Gold that the Game of Fandom cards dealing with "Imaginary Worlds" were woefully out of date. So I proceeded to write, and collect some new ones... Any more?

From Kay Shapero -

Your D&D character becomes a Runequest character. Lose 1 turn recalculating most of his/her characteristics.

Your D&D character becomes a Space Quest character. Lose 1 turn recalculating ALL of his/her characteristics.

Your old Coventry character becomes a D&D character. Sneaky, aren't you? Go back 2 before anyone notices.

YOU become a D&D character. Go to Hell! (suggested by Charlie Luce)

Your D&D character decides to invade another's world. Unfortunately, they found out about it. Ain't magic wonderful? Follow 400 Akadi to Hell.

Your D&D apa actually makes MONEY! Not only that, it inspires others which also do. A new fannish breakthrough..Go ahead 2 and beam with delight.

You phoned Israel so your character could ask a Legend Lore question of a vacationing GM. Face it, you're doomed. Go back to the first square of "Imaginary Worlds" and start all over again...

Some of your spacefaring non-player characters decide to drop an asteroid on your campaign. Haven't we seen this someplace before? Roll again, and hope someone stops it before you have to remap.

A stray idea of one of your characters causes a war across several para-years. You can be proud of yourself - now lose 1 turn patching it up again.

You become, in rapid succession, a male D&D character, a female D&D character, a male D&D griffin, and a male vulpanoid Space Quest character. Lose 1 turn resting.

You spent part of the live D&D simulation lecturing orcs on tactics. And you weren't even part of the game! Roll again, and exit hurriedly.

Your elves are snooty, but bounce beautifully! Go ahead 3.

You are noted for running very long, complicated melees lasting several hours, and for consuming gallons of Dr. Pepper. Isn't this slightly contradictory? Lose 1 turn figuring it out.

In the course of an expedition, your characters transfer Dumarest to Earth, attend a LASFS meeting, clobber Tortha Karf, pick up three more people (and grow wings on one of them), meet Steve Matuchek, and kidnap Joe McCarthy. A full day. Lose 1 turn sorting it out and try and leave the funny doors alone.

Your flying cat may be TOO curious - lose 1 turn learning about spaceships and pacifying the captain.

Between FRP, APAs, and LASFS, your fanac is getting in the way of your fanac. Go to "Gafia" for 1 turn, then give up and go to "Convention" when "it all" comes after you.

You've just read Niven's & Pournelle's INFERNO and thought of a Great place to run an FRP expedition. Go to Hell for 2 turns, then come back and try again. (fate suggested by Lee Gold)

From Ken Pick -

You become captain of a Free Trader armed with one small laser. You are intercepted by two full battlestars which have already launched fighters. You decide to charge and fight. Go to Hell!

Your machismo male Cynthian character gets sent up for murder. Lose 2 turns and your Traveller's Aid membership.

Your Bunnies and Burrows character encounters Efrafans in powered armor. Lose 1 turn while defenestrating the GM.

(this one probably belongs in "Convention") You leave a message to any and all underpeople on the Westercon Grafitti board. You get a reply. Score a kilo of stroon for 15¢ in stamps.

From Charlie Luce -

You enter D&D and become a shapechanger. Turn into a fire lizard and blip ahead eight squares. Then lose 2 turns deciding what to be next.

Your mostly-Elf walks through a peculiar maze--advance four spaces through Shadow and seriously consider leaving the game.

From Lee Gold -

You and your friends spend the better part of an evening trying to decide whether to play D&D, Superhero 44, Runequest, C&S, Tunnels and Trolls, Bushido, or...EVERYONE in "Imaginary Worlds" loses 1 turn.

You started a small FRP apa, and suddenly got catapulted into being a BNF. Go ahead 3 and try to be humble.

You stopped publishing your rule revisions in fan magazines and sold them as a game. Gygax claims you've plagiarized D&D. Go to "Feud".

You've read The Dragon #16. Go to "Feud".

You move into a house with two other FRPERS, so as to have enough games. Go to "Slan Shack".

(this one may belong under "Fanac") A paper strike threatens your apa. Lose 1 turn buying up enough cases of paper to get you through.

You write FRP filksongs. They scan. Go ahead 2.

You write FRP poetry that "rhymns", but you don't know the meaning of the word "scansion". Go back 3.

You write fiction about your character identification. Go back to start of "Imaginary Worlds" track.

You're too busy with FRP to read SF. Go to "Gafia".

You can't find anybody in your small town to play FRP with. Go to "Convention".

From John Bradley -

(this one definately belongs in "Slan Shack") You want to buy an apt. building to form a slan shack. Go to you know where...

From Elayne Pelz -

Your D&D character gets lost in Zork. Lose Game - or 15 turns.

From Elizabeth Wolcott -

A kobold brandishes his dagger at your character. Spend 1 turn screaming that the DM is trying to kill your character.

From Nicolai Shapero -

You set fire to yourself not once, not twice, but three times. Third time's a charm - Go to Hell!

So much for that... (incidentally, the bouncing elves reference was to Jeff Marr's semi-Nazi variety...)

A couple of months ago, an expedition was run in the world holding Hellsgate, which was interesting, but not quite as entertaining as the characters' experiences the night before...

ONE RANDOM NIGHT IN HELLSGATE

I suppose things wouldn't have gone any different from the usual night before an expedition if David Brent hadn't run into an old friend shortly after arriving in Hellsgate. Most of the party were sufficiently tired from the past two weeks sailing in from the Crimson Gateway to have simply stuck together, checked into an inn, and gone to sleep, but when T'Lieaou and David went off to visit the local bars and compare notes (it had, after all, been 10 years, Hellsgate time, since they had last met), the group sort of disintegrated in all directions. As near as anyone can tell from the stories people had to tell the next day, what happened was as follows...

We'll start with David Brent and his old friend Tuu Ir Lieaou. Several bars into what had become a decidedly liquid evening, the Altan had finally given up and collapsed into a reddish fur-ball on the floor, when an obnoxious apparent drunk grabbed David's arm, called him a "pig fucking toad", and proceeded to elaborate on that theme, ignoring all inquiries from the victim. Apparently the orator disapproved of David's choice of companions (i.e. the now comatose T'Lieaou), while the fact that it was none of his business if David chose to hang around with Altani never seemed to have occurred to him. Disgusted, David finally drew his light-saber (souvineer of a previous expedition), and was startled to find that the other also had one, which HE drew... The bar fell silent, save for the humming of the blades and the departing feet of those still capable of motion. As the other guy didn't seem to be as drunk as he looked, while David was not quite as fast as usual (while an operation in a high-grade techno hospital had saved his life, it had left him with the mixed blessing of always being mentally stone sober, his reflexes could still be dulled by alcohol), it was by no means a one-sided fight. At length, however, David finally connected with the other's arm, severing an artery. His opponent still refused to give up, but lost so much blood that he collapsed, quite dead, shortly thereafter. But not without scoring one last hit on David which caused an almost identical wound on his arm. David, at least, having no foe to deal with was able to stop the blood flow by putting pressure on the artery. Thus it was that David, supporting a plastered T'Lieaou, supporting a badly wounded David set out for the local medical facilities.

Meanwhile, Hybaer, the android, decided to take a stroll before turning in. Somewhere in the middle of the entertainment district, he encountered a couple of street singers who looked like female Altani. They certainly didn't ACT like Altani, though, for one of the promptly propositioned him! A trifle

startled, Hybaer finally figured out what the female was suggesting and responded "I'm afraid you're under the mistaken impression that I'm alive."

"You're dead?" she inquired archly.

"Considering the accepted definitions, you could say that, although inorganic would be more appropriate."

"Oh, goodie!" she replied "Then you're a bot!"

She proceeded to splash the contents of a vial of metallophage onto him, and ran off laughing into the night. Standing there with his (metallic) clothing dissolving from around him, Hybaer made a mental note of gratitude that he personally was not made of metal, then set off for his apartment to get a fresh set of clothes.

He had not gone far, when he came upon 9 Hellsgate policemen, who proceeded to ask why he insisted on roaming the streets in the nude. When it became obvious that no matter what he said they intended escorting him to the local jail, he finally gave up and ran for it, figuring that he was probably faster than they were. One cop fired a fireball which fortunately missed, then he was around the corner and gone. Three streets later, he ran (literally) into 5 more of Hellsgate's finest, knocking one over, and proceeded on his way without pausing. Eventually he lost them and returned home.

Elsewhere, Xylinthia, cleric of the Sisterhood of Magdalen Unrepentant was quietly drinking in a pub when she was goosed by something resembling several asparagus spears stuck into a clay ball, which then inquired crudely if she was interested in sex. Informed that she did not indulge with those outside her own faith, he/she/it proceeded to use ventriloquism so that further crudities seemed to be coming from inside her gown. She considered emptying her drink over him (?) but instead quietly informed the pest that it was not funny, finished the drink, and walked away.

Syl, her familiar, and Ryllyn were meanwhile watching a play in one of the better theaters. They made an interesting looking theater party since Syl, as a Wind Child had large, white feathered wings, her familiar, a large eagle-like bird had blue and gold feathers, and Ryllyn, figuring an alicorn might have trouble fitting properly inside had shapeturned into a phoenix, with red-gold plumage. During an intermission, Ryllyn heard a soft voice behind him say "Hello." He turned, but saw nobody.

"Where are you?" he inquired.

"I'm right here." the voice replied, this time from in front of him. There didn't seem to be anyone within ventriloquism range who was paying attention to him, while, if the other were invisible, they must be rather small since there wasn't much room between Ryllyn and the wall. He shrugged, and continued the conversation. They chatted for a while, until the voice rather diffidently propositioned him.

Curious, Ryllyn replied "Actually, I don't see how it could be managed with a disembodied voice like yourself."

"From my viewpoint, you're the disembodied voice. Still, we could try."

"If you can't even see me", Ryllyn inquired, intrigued, "how do you know you would want to?"

"You have a nice voice..."

"You have a nice voice, too, but I really am afraid I have no interest in sex with anyone but my mate. Thank you for the compliment, though," he replied, and they continued to converse until the next act started.

Andrin Morai and Seer also decided to stay together. They were passing by a somewhat dark alley, when a sparkling multi-colored globe of light flashed into being, then disappeared, leaving a man dressed in dark form-fitting clothing with a laser symbol across his chest. Who asked where he was, muttered something about "That was a cute trick" on the part of some unidentified individual, and vanished into the night.

Of the rest of the group, Neko ("the cat") the ninja didn't want to talk about what, if anything, had happened to her, while Zarabeth, bard thief turned out to be the only member of the party who had been propositioned and reacted favorably. Alas, the propositioner had proven to be a lousy lover, and she had confiscated all of his money and departed. With his pants...

Starsinger, the winged cat simply vanished, and it was quite a while before anyone found out what had happened to her. She had been wandering about on the street when a Bjoran reached down and scratched her behind the ears, picking her up when she made no objections, petting her and offering her bits of food. Rather enjoying the situation, she purred and allowed him to carry her back to his spaceship, where they were met in the door by an entity resembling a three-foot tall ground squirrel who immediately grouched "Not ANOTHER Hell Bedamned specimen!?"

Speaking for the first time, Starsinger replied "I would prefer not to be referred to as a "specimen"".

"A sentient one, too!" said the 3' Korli.

"But it practically followed me here..."pleaded the 14' Bjoran.

"Get that creature out of here AT ONCE!" his shipmate raged.

Starsinger promptly became invisible, and stayed put. Assuming the cat to have departed, the Korli captain continued. "That does it. I've had it with this madhouse! WE'RE LEAVING!" And the ship lifted for the stars, with Starsinger still on board...

And so it was that, the next morning, a bleary-eyed party of adventurers, minus one assembled before the Axe and Dragon, compared notes, and started, rather anticlimactically, on their journey.

Actually, the trip wasn't all that dull - I just wish I remembered enough of the conversation that took place between the excessively logical-minded Hybaer and a wandering Zen master to repeat it here. Then there was the equally hilarious encounter the party had with an illusionist (who found out the hard way that Ryllyn is a shapeshifter...). And it still isn't clear whether or not somebody (probably Ryllyn) may go back to Jump-Off some day and release the entity bound there, who answers to both the name Prometheus, and Lucifer...

Last issue, Nicolai presented the stats and some other data on character types involved in his "Runes in Space" game, and this issue, I'm told that Chris Pettus intends to include his.. As long as it appears that I will be demothballing my own version of the basic Galactic Federation (called the Teklenan, if anyone's interested) and converting it into a game universe, I may as well present the stats for a few of the species therein, for use under both systems. Note that there are two sets of stats: one based on the stats given for humans under Nicolai's system, and the other based on those given in Chris' (4D10 for each characteristic except Telepathic ability).

Elysians

Nicolai's system		Chris' system	
Strength	=3D6+2	Strength	=4D8
Intelligence	=3D6+2	Intelligence	=4D10
Basic Health	=4D10	Endurance	=4D10
Endurance	=4D10	Constitution	=4D10
Reaction Speed	=3D6	Telepathic Potential	=1D10
Marksmanship	=4D10	Dexterity	=4D10
Telepathic Ability	=3D10	Reaction Speed	=4D10
Telepathic Resistance	=3D10	Sensory Acuity	=4D10
Leadership	=4D10	Leadership	=4D10
Size	=3D6-2	Size	=3D10

(note that the above were done more or less by ear - the percentages are probably not identical between the two sets of data, but they're close enough to use.)

Elysians are a panther-like species who exhibit seasonal color changes from the summer jet black to a sort of greenish grey in winter. Off the planet, color and thickness of fur is based almost entirely on temperature, and if they remain in the temperature range most humans consider "shirt sleeve" environment, they will retain the summer fur thickness and color. They prefer to wear nothing past a belt for carrying things on. Their homeworld has a gravity equal to .95 that of Earth which, combined with their small size and weight tends to make them slightly weaker than humans, but just as dexterous. They tend to be more independant than humans, and are much more likely to be found in the merchant fleet than the armed services (I generally use a 70% probability of the former), although they may be found in either capacity. And, or course, individuals vary as much as humans do. They have two sexes, and sexual habits range from casual encounters to mating for life. They are nearly pure carnivores, with the usual carnivore preference of individual combat over intergroup wars. The Elysians have a number of colonies besides the home world, the cultures on which vary about as much as human cultures on Earth, although population density rarely exceeds one billion per planet.

Shikkaii

Nicolai's system		Chris' system	
Strength	= 3D6	Strength =	= 3D8
Intelligence	= 3D6+2	Intelligence =	= 4D10
Basic Health	= 4D10	Endurance	= 4D10
Endurance	= 4D10	Constitution	= 4D10
Reaction Speed	= 3D6	Telepathic Defense	= 2D8
Marksmanship	= 4D10	Dexterity	= 4D8
Telepathic Ability	= *	Reaction Speed	= 4D10
Telepathic Resistance	= 10D12	Sensory Acuity	= 4D10+2
Leadership	= 3D10	Leadership	= 3D10
Size	= 2D4	Size	= 2D8

* roll 4D10. If all four are 10s, then 1; otherwise zero.

Shikkaii most closely resemble a cross between chipmunks and rats, and range from 3 to 4 feet in height. Their ancestors had so much trouble with predators which used telepathy to locate and kill their prey that they are extremely resistant to such things and almost never telepathic themselves. Those who could be generally do not find out about it unless tested by a telepathic species off-planet. They are highly gregarious, the basic unit being clan groups of up to several thousand individuals or more, which in turn group together into the planetary governments. They have no real concept of the term

"privacy" and are, in fact, extremely uncomfortable if there are not at least 3 or 4 of their kind present. As a result, the Shikkaii worlds tend to leave everyone else feeling highly claustrophobic, while most other worlds give the Shikkaii agoraphobia. They are almost never in the armed services, especially at high levels, due to the species tendency to rather low initiative in all but a few individuals who tend to be much too busy running the government. Of course, as in all species, individuals vary and, in fact, those found off-world are the more adventurous ones.

Lydans ****

Nicolai's system

Strength	= 3D6+4
Intelligence	= 3D6+2
Basic Health	= 4D10
Endurance	= 4D10
Reaction Speed	= 3D6
Marksmanship	= 4D10
Telepathic Ability	= 2D10 *
Telepathic Resistance	= 2D8 **
Teleport Range ***	= 2D10
Leadership	= 4D10
Size	= 3D6+4

Chris' system

Strength	= 4D10
Intelligence	= 4D10
Endurance	= 4D10
Constitution	= 4D10
Telepathic Potential	= $\frac{1}{2}$ D10 *,**
Dexterity	= 4D10
Reaction Speed	= 4D10
Sensory Acuity	= 4D10
Teleport Range***	= 2D10
Leadership	= 4D10
Size	= 4D10

* Treat as Telepathic Strike, except that they are almost never trained in telepathic combat. This is because, while they can only receive and transmit data from/to other telepaths, they have a strong empathic reception from almost anything capable of emotions. Thus, should one attempt telepathic attack on another being, he/she would feel 50 = 100% of the attack himself. Their telepathic range is as Teleport Range for communication, and about a mile for general scan for lifeforms.

** See also Telepathic Ability. They are fairly good at parrying mental attack, but are sufficiently sensitive to the emotions of those around them as to occasionally become enmeshed in them.

*** Teleport Range is the die roll times 1000 miles. Note that this is straight line distance - if one wanted to teleport to the far side of a planet, the distance is the planetary diameter, not half of the circumference. The individual must have seen the place s/he intends to go or get a complete visualization from another telepath who has been there, although there are a few highly trained individuals who can get enough data through the eyes of a being already present, telepathic or not (range being at most 10 miles in this case).

*** Roll 4 D10 - if all four are 10s, then the individual is as humans for Telepathic Ability and Resistance, and has no Teleportive ability. The actual percentage of such births is much lower, but the individuals affected almost invariably leave the home worlds. They also tend to be somewhat neurotic. (note that children of such types often have no such problem but revert to the norm.)

Lydans resemble humans, with a tendency toward medium tan skin and straight black hair. Their eyes are green, yellow, or (rarely) blue, and have vertical pupils. On their home worlds, they tend to exist in a partial group mind (although they are still individuals) and relatively few of them leave their worlds for long. Offworld, except when with others of their own species, they tend to mild neuroses (although this is by no means absolute, and is considerably reduced by the presence of other telepaths. I allow a 25% chance of it happening around non-telepaths, 10% around telepaths, checking every 6 months) which usually manifest themselves by the playing of harmless, but disconcerting

practical jokes. (note - they will NEVER do anything calculated to harm anything but the other entities' dignity.) They are rarely found in the armed services, and if so are scientific or survival personell, and almost NEVER line officers. There's too much chance that if one member of the crew is hurt and in pain in a combat situation that the Lydan will also be out of commission.

Treat the occasional non-teleport as per note **** as per humans.

Akaln

stats as per humans.

Akaln are humanoid; the major difference between them and humans in appearance is that they have prehensile tails about 2 feet in length. They form a major part of the Teklenan space force, being the species who started it in the first place, when it was an alliance between the Akaln home world and her 4 colonies. Coloration varies from brown to grey, with some races being covered with short fur and others being as hairless as the less hairy human races. Treat approximately as humans.

Rayenn

stats as humans

Rayenn have been described as "50 feet of rope stuffed into a jump-suit". Basically, there is a humanoid torso with the equivalent of two arms and two legs and an upper sensory cluster. The sensory cluster consists of a thick stalk with two eyes in the front of a thick somewhat stiff tentacle (reinforced inside with cartilage and containing part of the brain, the rest being slightly below it - fundamentally it looks like a narrow head, surrounded with other tentacles containing breathing apparatus and the other sensors. Speech is whistled through the breathing tentacles. Arms and legs are as humans down to the elbow and knee respectively, thereafter they branch out into 8 or so tentacles of one to two feet in length, varying with the individual. They live in swampy areas where the only solid objects are the roots of trees. Rayenn are unisexual, with reproduction taken care of usually by all members of a given "tribe" (20 - 50 individuals) getting together for one mass orgy. Offspring are basically wild animals for the first two years of life, the area in which they live being partially guarded by the adults, but with no interaction between adults and children until they reach a certain stage at which they are captured and trained. The result, interestingly enough, isn't that far psychologically from humans of the more independant sort. "Tribe" membership tends to vary with time and individuals of the same age tend to form their own - in fact the word might almost as well be translated "group marriage". At any rate, they prefer wetter climates than humans, but are otherwise found in similar places and occupations.

While the stats for several of the Hegemonic races were given in Nicolai's zine lastish, not much about psychology was given. Partly to allieviate this on the part of two of the named species, but mostly to indicate just how much difference there can be in the same sort of assignment, depending on who you're travelling with, I present the following which may be compared if you wish with T'Isan's report...

WE'RE ALL BOZOS ON THIS BUS

Well, it happened like this...

We were all sitting around the briefing room conversing and generally wondering what the fates and the high command were going to send us this time for

a captain, seeing as how our last one had reportedly vanished, screaming, into the night, when the door opened to admit a tall individual. A very tall individual. A 14 foot tall individual. A 14 foot tall Bjoran individual. With a vaguely sour look on his face. Lirarl, the biochemist, leaned over and whispered to me, "D'you suppose that's him?"

I whispered back, "If he is, I sure hope you brought enough dye..."

Sure enough, he introduced himself as Gregor Gohkra, our new commander and proceeded to explain the details of our next mission, namely taking a look at the planets if any of a couple of stars and checking them for anything of interest. I must say that there is one thing for which I occasionally envy those overserious vulpine hotheads the Altani, and that is their telepathy as it would have been interesting to see how much, if any of the annoyance the captain was trying to hide was due to something about the mission itself, and how much was due to being picked to command a ship crewed entirely by H'Reli. I wonder what he did to deserve US...

The ship went into Jump with no problems past the usual accompaniment of urping crewmembers. Including the captain - entertaining, that, considering the legendary cast-iron stomachs possessed by the Bjora. But then, nobody ever quite gets used to Jump nausea. Once the ship was safely underway, there were a few days before anything of interest happened, thus giving Lirarl and me plenty of time to coat part of the back inside section of the captain's spacesuit with a colorless substance guaranteed to dye that portion of his fur bright yellow. All for naught, alas, for when we did run into something and he ordered everyone into suits, he wore the one from his cabin locker instead. We hadn't gotten to that one, since the lock on his cabin had thus far proven impossible for me to pick. Anyway, the emergency in question involved the presense of 4 other ships, one large and the rest small. Upon contacting them, we found that they were Hegemonic, respectively a liner and three scatterships crewed largely by Altani. The positions of two of the scatterships as they approached our general area would have made things perfect for a slalom run, but the captain, the spoilsport, wouldn't let me try it. How am I going to maintain my reputation as a hot pilot if I never get to try anything interesting? Oh, well, I suppose the Altani might have decided to be obnoxious about it-- they do get upset at the strangest things.

I suppose I'd better introduce the rest of us. The commander, you already know about, and the biochemist. I'm Yealururow, the pilot (and part-time communications officer), and the others on this trip were as follows:

Srilurow	- power systems engineer
Aryialo	- electrical engineer
Ailururowlurr	- geologist and medical expert
Mailuro	- survival expert
Lawaro	- geologist
Rawlaow	- astrogator
Sawalaro	- weapons system expert

The ship itself was designated some long string of numbers and letters that I'm not going to bore you with, but we always called it "The Boomerang" because, as Lirarl put it "No matter how many times you throw it away, it always comes back and hits you in the back of the head...", which, judging from some of the assignments we've drawn is probably the opinion of the high command. Some people have no sense of humor.

Several days later, about 13 silvery ovoids, each somewhat smaller than our ship, turned up and arranged themselves about the Jump drive pilons. I slowed down a bit for a closer look at which point one of them moved forward and nudged the hull (I nudged the whatever it was back, eliciting an annoyed look from the captain), then dropped back again when we speeded up. So I

tried to contact it and it replied with something unintelligible that overloaded the communications gear and blew out part of the board (eliciting more annoyance from the captain). We finally guessed that they were a small version of space whales (space dolphins?) who merely wanted to ride our shock wave for a while. Eventually they left, too fast for me to try longer range communication. To the relief of Aryialo, who had just finished fixing the gear.

And Lirarl and I had a conference.

He - "figured out the lock on the captain's cabin yet?"

Me - "Nope. Looks like we can't get at his space suits, sigh."

He - "What'll we do, then?"

Me - "Lessee...what does he use, or where does he go that he can't lock up or guard?"

In unison - "The Head!"

Few crews can have watched their captain's every move quite as much as we did for the next few hours. But at last he was observed entering the aforementioned facility, we waited 10 seconds, and I hit the gravity switch. Immediately the 5 second warning sounded, after which the gravity cut off. And I waited another 10 seconds, then switched it on again, figuring that while the gravity on/off warning usually gives people time to brace themselves, in this case... Well, while none of us ever found out precisely what happened in there, he did take rather a long time to come out again.

And on to the next system, with the captain, who of course had no idea exactly who had pulled the deck out from under him, somewhat annoyed with all of us. Of course giving all those who weren't in on the gag with plenty of incentive to come up with their own.

Prime candidate for most interesting object in the system of the first star was a planet located in the habitable range, complete with plants, animals, water and so forth. Mapping from polar orbit showed a big magnetic anomaly which turned out to be about 9 miles worth of very wrecked spaceship, so we went down to look at it, landing about 5 miles away in a forest clearing, due to the usual captainly paranoia.

Speaking of captainly paranoia, it soon became obvious that, since I was the only decent pilot on the ship, I was not going to be allowed to go over to the wreck with any of the exploratory teams. After being stuck inside this undersized flying object for over a week, too. The party that did go included Sailuro, as survival type, and Lirarl in one grav sled, plus, I believe, Lawaro and Aryialo in another. At least they did carry remote cameras so that the rest of us could see what was going on. The wrecked ship appeared to have been designed for beings considerably taller than the captain (!), about 20 feet, to be precise, a judgement confirmed by the discovery of a humanoid skeleton in the remains of a rubberish outfit, while otherwise not much of interest turned up.

While all this was interesting, being stuck inside was irritating, so I pretended to be going off to the head, instead went back to the rear of the ship where nobody was likely to spot me, got out a light environmental suit and, in company with Sawalaro, who had somehow joined me en route, ducked out the aft airlock and spent about 15 minutes looking about, keepin' well out of view from the bridge. While it was hardly as nice as being outside on a planet where we didn't have to wear environmental suits and could breathe fresh air, it still helped ease the annoyance of being stuck inside for so long. Apparently 15 minutes was long enough for the captain to get suspicious, because we returned inside barely in time to respond to a roll-call. I dare say the captain may have found it suspicious that we answered from the place we did, but he could

hardly prove anything.

And the exploratory team found a still functioning artifact - i.e. a 20' tall, operational Security robot which took an immediate dislike to them. Deactivating it was an..interesting..experience, to say the least, but they did manage to, then asked if the captain would please send out a couple more grav sleds so they could bring the thing, and the skeleton, back to the ship.

"Captain?", I inquired hopefully.

"No!"

And he proceeded to send out Sawaloro and Srilurow (the latter in powered armor - scout grade), instead. (rrrrrr.

While they were headed out, I took advantage of a couple of free minutes and left the bridge, this time for the captain's cabin. As I never had managed to pick the lock, I poured epoxy into it instead. We'd see if he liked being locked out as little as I did being locked in.

They had loaded up the robot plus one skeleton, when another robot turned up, just as pugnacious as the last one... This time, the resulting fight munged one grav sled, Lirarl's left arm (sliced right off), and everyone's peace of mind. It also left the captain with a problem, namely who to send out with Ailurowlurr, who was the closest thing to a medical officer we had on board.

"Look", I said, "I'll wear powered armor. I'll wear MARAUDER armor, for crying out loud. If anything bothers me I'll personally sling it into orbit!"

"Oh, all right."

So I did finally get out to the ship after all. It was marginally more interesting seen close up. And the flight out and back was no trouble at all.

Several hours out from the planet, the captain decided to go to his cabin with results that were heard all over the ship. Marvelous stuff, epoxy. I think Ailurowlurr was about to go offer him a firmer to use as a cutting torch when the captain solved the problem by ripping the door off its hinges. Bjoran muscles are pretty good, too.

The next few hours were spent replacing the door at the captain's orders while he sat in his room so we wouldn't do anything to the contents.

Another conference.

He - "Well, he's learning."

Aryialo - "Maybe. But while he's in there, he can't watch us out here. As long as he's going to go ripping doors up, let's make this one as flimsy as possible."

He - "You do that while I make up about a dozen duplicate keys."

After all, he hadn't said NOT to...

The first planet of the next system was a rather scorched bit of rock entirely too close to the primary for my tastes. We took the usual mess of pictures and departed for planet number three taking three *urp* jumps.

Figuring that it was about time to branch out from physical practical jokes, I next acquired a bottle of beer from Srilurow when he wasn't looking (he was spending a lot of time bugging the captain's quarters when the latter was on the bridge), wrapped it up nicely, put a tag on it addressed to the captain, and left it on his acceleration couch. Where in due course he found it and unwrapped it with such caution that I was almost sorry I HADN'T used contact paper. Eyeing the enclosed bottle as though he half-way expected it to explode momentarily, thanked us all, patted Aryialo on the head, and removed the beer

carefully to his cabin. I hoped he would have great fun trying to figure out what was wrong with it, since nothing was. Mind games, anyone?

The planet looked like something one might actually care to live on. Certainly, someone had, for a temperature anomaly we noted from orbit proved to be a ruined city which was especially good at soaking up the sun's heat during the day and reradiating it at night. We landed, five miles away as usual. I glanced hopefully at the captain.

"Forget it."

Sigh.

The exploration team consisted of two grav sleds, one containing Wailuro, and Ailurowlurr, the other Sawalaro and a lot of equipment. All three were in scout armor (the lightest form of powered armor), while Srilurow, who wasn't even going along was ordered to stand by in marauder armor (two more steps along the scale between armor and ship) at the ship in case of trouble. Once again, they carried cameras so we could tell what was going on. There was little to see but buildings and indecipherable street signs (all duly recorded), until Wailuro spotted a car parked on one of the streets. He investigated, pulling at the door which promptly and enthusiastically came off in his hand.

I glanced over at Rowlaow. "Think the captain's been giving lessons?"

I was universally ignored as Wailuro reported a life form inside which closely resembled a 12 legged tarantula, and attempted to catch it in a specimen container. Skitter, skitter, skitter, HAP, skitter, skitter, skitter, HAP... it took him three tries to catch the thing by which time most of us were betting on the spider.

A couple of hours later, they reached the center of the city, to find a building in somewhat better shape than those they'd seen earlier. It was about 20 or 30 feet tall, with huge double doors which showed no interest in opening until someone poured penetrating oil on the frozen hinges. Inside, the building looked more like 300 feet tall, leading us eventually to the conclusion that power sufficient to operate holographic projections was still on.

Next morning, the exploration team went back out to the building, suited as before (with poor Srilurow standing by at the ship again, in marauder armor) and investigated, finding inside a central dais with a head-setted chair on it, in which latter Ailurowlurr had to be prevented from sitting. General poking around located a shaft beneath the dais leading down into a lot of gadgetry associated with a power plant, as well as a lot of little thingies closely resembling robotic versions of that spider (not that there's much difference, at that). So they closed it up and continued looking about.

Something of a lull having come up, I decided that this was a good time to slip the hygroscopic stuff Lirarl had given me (stuff starts as a powder, but absorbs enough water from the air to get really slimy in a few hours) into the captain's bed. Unfortunately, the captain proved to be ON it, when I opened the door with my copy of the key. Oops...

"Hi, there," I observed brightly, "You seem to have left your key in the hall and I thought I'd bring it back to you."

He silently fished out his key and showed it to me.

"Well, I found this in the corridor..."

This met with a notable lack of belief, and the captain promptly confiscated the key, and started in on a rather comprehensive lecture on the subject of my perfidious doings. I stood there admiring his oratory for a while, then handed him a dagger and exposed my throat. He broke off in mid-haranguer with the most beautiful double-take I'd seen in a long time, paused a second, then took the

dagger, grinned, said something about that not being necessary, and held up one hand. His claws, unlike the dagger not being rubber, I thoughtfully went elsewhere.

The captain turned up on the bridge shortly after I did and insisted on being given all of the duplicate keys. I think he got most of them, at that, but it was at this point that we were all distracted by what was going on out at the exploration site. Since the captain had carefully ordered that no one was to disturb, or especially to sit in the chair on the dais, Sawalaro, her curiosity finally getting the upper hand had sat ON it...

And quickly sprang back off it again, with a flazed expression. Seems that not only did the thing increase the psionic capacities of anyone using it for as long as they did so, it also increased them exponentially for every second of operation. With all the new data being piled on her each second, she'd been lucky to keep her sanity. The effect did not seem to last once she got off again, at least. The captain predictably ordered everyone out of the building.

Elsewhere the explorers found a skeleton. Sort of. A couple of bones, anyhow. Fortunately, they also found what appeared to be a library with 5 paintings of the locals, who were similar to 6 foot teddy bears (mini-Bjora?). And LOTS of books. 760 of the latter were removed very carefully so as not to let them fall apart, and brought back to the ship.

And, after debriefing, Sawalaro went straight to the brig... The captain ordered the rest of us not to smuggle anything in to her, which is probably why Ailurowlurr, having already sneaked her a handful of keys to the brig (don't ask me where she got them...*snicker*) promptly retired to the food preparation facilities out of sight of the captain, and cooked up an entire plateful of fancy hors d'oeuvres, then brought them down to the brig. She was about to hand them to her, when the captain, who'd been watching the whole thing, from the brig surveillance equipment remotes hit a switch, causing the door to the cell next to Sawalaro's to swing open. Ailurowlurr took the hint, gave half of the hors d'oeuvres to Sawalaro, and proceeded into the next cell with the rest of them. I do hope she didn't mind Sawalaro's flute practice.

We finished mapping the planet and departed, to spot something about 18 feet long and missileish, with a stylized bird figure painted on it, falling into the system on a hyperbolic curve. Tracing its path backwards, we figured it might have come from the first system we looked at. At any rate, while we didn't know for sure what it was, it did give off rather more radiation than the background, so we settled for nudging it into a stable orbit with the tractors and left it. Let someone else try to figure it out if Fleet was really that curious.

Shortly thereafter, it became apparent that Srilurow wasn't the only one who'd bugged the captain's quarters, for he returned to his cabin to find a large sample of Bjoran pornographic art on one wall of the corridor, speakers inside his room broadcasting bawdy Bjoran music, plus a small but active device squirting Bjoran pheromones into the air. The captain may or may not have been amused, but he DID promptly give his cabin a thorough going over removing all of the bugs, speakers, cameras, etc., etc. Sigh. He also found Srilurow's device for spreading the smell of burning insulation about, which promptly went off spreading a nice little cloud of harmless, but stenchful smoke which was promptly gobbed up by the air filters.

We didn't see much of interest on the way back with the exception of 6 smallships we didn't recognize - we left them alone; they left us alone, plus an Altani armored scout with whom we exchanged howdies. It can be fun to see the expression on an Altan's face when s/he realizes there's a H Rel on the

other end of the conversation.

A few hours out from our destination, the captain decided to hold suit drill, presumably with malice aforethought, for the suits smelled even worse than usual. Of course none of us said anything, with the exception of Srilurow, who promptly asked "Captain, have you been putting air freshener in these suits? Mine smells a lot better than that Marauder armor did."

When drill was over, it soon became obvious that the smell was going to linger in our fur for quite a while, even for Aryialo who'd noticed the stench and switched quickly into his cabin locker's suit. So we all took to hanging around the captain until he got sufficiently annoyed to order everyone to go wash up. Which we did, and noticed that, thanks to those suits, everyone but Aryialo, Lirarl (in sick bay), and the two in the brig now had brightly colored tails in various shades from photographic dyes (mine was cyan). Which gave me an idea, so I got hold of various dyes and, rather than try to dye my tail to match the rest of me, patterned the rest of my fur. This caught on beautifully, and the good ship Boomerang soon had the most Technicolor crew in space.

The rest of the trip was rather hectic, what with various members of the crew trying to pull something equally interesting on the captain, who wasn't venturing out of his cabin without his suit, but soon we were sufficiently busy with approach that nobody had time for anything sneaky. I did have hopes for the frictionless goop I'd spread on the captain's acceleration couch, but when he came out for final approach, he wasn't wearing his suit for a change, and thus noticed the stuff before he sat down. Oh well. It did cause him to go back to his cabin for the landing, so after we touched down, Aryialo and I sloshed the rest of the frictionless lubricant down the hall outside his door. From what I hear, it took him an hour to get out...

And that, my friend, is how this fad got started. Now, would you prefer your ears pink or international orange?

Interesting people, H'Reli. Incidentally, Aryialo and Ailurawlurr subsequently were assigned to a ship crewed by a number of species, including Altani. The pair of lunatics decided, among other parctical jokes (at one point, Aryialo teamed up with a vatch,,,) that it would be fun to reprogram part of the computer to give a false Alert. Which gained them a Board of Inquiry followed by a General Court Martial (thanks in large part to the individual who is usually T Isan's weapons officer, T'Tieaou who reported them to the Paratemporal people). "Far out...Shoot 'em." Sic transit crazy H'Reli...

See you all nextish... Kay, T Isan, Yealurawluro & co.

OPERATION CHAOS #25

A personalzine by Nicolai Shapero of 8886 Parhart Ave., Los Angeles, CA 90045
For TLOC #9 22 May 1979 phone: 213-MI-1-DUXY

The following is a record of the first expedition involving both D&D characters and the Hegemony, which was held in 1975...

Situation: Lady Susan of the City of Roads, Brother Gregory of HellsGate and their assorted followers, employees, and hangers-on have decided to brave the unknown world on the other side of one of the many gateways in the Hall of Planets in StormGate.

Having discovered gateways both to the world of foxes and to another part of their own world, the intrepid explorers decide to send all but a small force back to their homes, and with that small force brave the unknown of Han. Changing themselves with Polymorph others spells, the brave band became:

	St	In	Tsc	Tr	Bh	End	Mk	Rs	Id	
Miryn Ira Yyla	19	23	16	21	21	24	28	29	17	(Lady Susan)
Briyn Ir Ilyn	19	20	20	21	35	23	23	20	25	(Br. Gregory)
Dau-Xing Ir Chin	27	25	9	19	22	29	24	23	24	(Balen)
Yee-Lah Ir Yean	TRANSFORMED VIA POLYMORPH SELF**NON-TELEPATH (Kalen)									
Au Ir Jylan	22	16	16	26	21	28	11	20	19	(Alan L)
Ilanl Ir Lee	30	27	22	31	25	30	25	30	17	(Jason)

Passing through the gateway, they arrive at:

Time: 0200 hours

Location: T'Chin Yan field, 4th ring pedestrian mall, L'Dorai II (Han)

Date: 127 Winter 3039 PSFH

The group arrives, carrying 20,000 gold pieces in 7 bags of holding, in the middle of a district devoted to restaurants and food stores. They have, funny thing, enough iron rations to last them for a week. The ambient air temperature is 5°C., and all members of the group have winter pelts, mysteriously enough. Pedestrian traffic is light, and the group's sudden appearance goes unnoticed. At M'Yyla's suggestion, the group heads southeast, out away from the center of the landing field.

0220: In the clothing district, M'Yyla is attracted to a small store offering a wide selection of capes. Some 20 minutes are spent on the selection process. Final selection--a deep blue full length cape with thermal control unit. The price for this wondrous thing of plastic and spun metal fiber is 20 monetary units. Unfortunately, the party is totally without local funds. Gold is a monetary metal, however, and the owner of the store gives the group directions to the nearest banking complex. The cape is held at the store, pending payment.

0240: Heading southwest, the group passes through the Air Transport district. Numerous delta winged giant metal birds are seen to arrive and leave from the lands immediately to the south of the SpacePort.

0300: Heading west, and skirting a power station, the group enters a district filled with small buildings. Many youngsters are visible, as well as adults. Buildings are entered by the simple expedient of placing a paw against a small plate next to the doorway. No attempt is made by any member of the group to try this entry method out, however, as they suspect that the doors are, in some way, individually keyed to the tenants.

0320: To the NW, a large manufacturing complex discourages entry by the group. Heading to the SW, they find a kilometer wide building. Its doors are made of wood, in a city made almost exclusively of plastic and steel, and they tower 15 meters into the sky. Intimidated by these doors some ten times their own height, the group only ventures a peek inside. The building is far from

empty, but is deathly quiet. The many inhabitants of the building stand silently, their heads bowed, as in prayer. On the walls are great murals, stretching off into the distance. Though clearly only a kilometer across on the outside, the building appears at least ten times that large from inside. The group spends some twenty minutes walking around this monolithic structure, then continues towards the banking complex to the west, arriving at:

0400: Their first contact in the banking complex is a slightly stupid clerk, one Inon Lau Ira Chee. (Insignia at her collar: $\odot$, colored a deep gray). And so proceed;

L'Chee: (a surly expression on her face, and speaking with a barely disguised snarl at being disturbed by Unorganized Reservists) And just what in the Pit do you want?

M'Yyla: (in a voice that drips honey) Gentle madam, if it please you, we wish to exchange this gold for monetary units. (She then places 500 gold coins in front of L'Chee. L'Chee, whose annual salary might buy her 75 such coins, pales, and immediately calls a supervisor. The rest of the group is barely able to keep from laughing at her obvious discomfort).

SulTrinor Au Ira Lieu (insignia: $\triangle$; again, the color is deep gray) arrives within moments, surveys the coins for a second, tells L'Chee to start weighing and analyzing them, and then calls for a Director. Director SulComRichter Tuu Ir Chiang (insignia: $\angle$, again deep grey, but trimmed in light gold) quickly arrives and takes command.

T'Chiang: (to M'Yyla) My greetings, and welcome to our humble establishment. (Offers places on couches for the members of the group with a wave of his hand). (To L'Chee--telepathic) THE COUNT IF YOU PLEASE, INON L'CHEE.

L'Chee: (telepathic) 22 kilograms, 727.273 grams, pure unalloyed gold.

T'Chiang: (to M'Yyla) At the current exchange rate, the value of this gold is 47,500 monetary units. If you will come this way for handprint and retinal scan identification.

The group proceeds into a small room, guarded by two puguglies. Pug #1 stands some three meters tall, and resembles nothing so much as a giant black kodiak bear. If, that is, one could find a kodiak bear wearing a green and orange kilt and toting a 1.5 meter riot baton in addition to a particularly ugly looking rifle. Pug #2 is the same, save that in place of a riot baton, he carries a 4 meter long battleaxe. "This is all just a formality, I'm sure you understand," says T'Chiang.

When the Id scan is complete, and the criminal check negative, T'Chiang ushers the group into his office and launches into a long monolog, prodded only slightly along by M'Yyla and B'Ilyn, on the intricacies of the credit purchase system employed on Han and the HomeSuns worlds. Meanwhile, T'Chiang being very effectively distracted in this fashion, the rest of the group proceeds to slowly empty the other bags of holding. When all remaining coins, some 19,500 have been removed from their hiding places, M'Yyla interrupts T'Chiang's rolling phrases, and asks if, pretty please, these few remaining coins might also be exchanged. One look at the pile of coins that has suddenly appeared behind the couch is enough. T'Chiang, without appearing rude, of course, must even so set a speed record hitting the call button for the Comptroller. And damn near drives the button through the panel as well.

Pentar Au Ira Sien (ins.: $\blacktriangle$, inner triangle deep gray, pentagon light grey, bordered in light gold and light blue), District Comptroller, turns out to be an old female, well into her seventh octad (1 octad=64 Han years, 1 H-yr = 1.842 T-years) her muzzle completely gray, and her eyes a light, watery blue. With her assistance, and with a session with an encephalographic veridicator, the group is cleared to convert and use this fabulous treasure they have brought

with them. Their story of outworld trading works well enough on A'Sien, and she accepts that explanation of their wealth almost without question. Fortunately for the group, none are asked to repeat their story under veridicator scan. But the scan has shown that the money was gained honestly (or, at least, without any knowledge of legal violation) and that is good enough for A'Sien. Fortunately also, A'Sien is a stay-at home who has never been out beyond Lyen-Tyai, Han's outer moon, and who has never quite gotten to believing in her heart that there really is anything out there. Flat-Earthers you will always have, and A'Sien is one of them. She has never seriously studied anything about Han's off world possessions, and what little she had learned, she has long since forgotten. A'Sien would be hard pressed to point out any of the nearer stars about which inhabited worlds orbit. Pressed, she might name a dozen intelligent species, and perhaps four of their home systems. Out of over 1200 member races in the Hegemony, with more than twenty home systems within 50 H-lightyears of L'Dorai. Any stories of the outworlds would be accepted. She just doesn't know any better.

With A'Sien's aid, a ground car is rented (cost 10mu/day, 1mu/50 km) a driver is hired (cost 30mu/day) and the group is directed to a hotel, where they might rest their weary bods. It has been three hours since they entered the banking complex.

0700-0710: Driving to clothing store (3km)

0710-0730: Purchase cape (no military insignia on cape) cost = 20mu.

0730-0740: Drive to hotel. (6km) Rent suite on 9th subsurface level. 68mu/day cost, 3 bedrooms, common room, kitchen, storage room. Room 18. The hotel is called LiuaShen (silverwing) and all entranceways carry insignia reminiscent of falcons (in silvery metal).

Address: LiuaShen

3rd Ring Band 1 14NE

Level 9 Suite 18

T'Chin Yan Field Asalo

L'Dorai II

0740-1600: All are asleep.

1600-1620: Walking north to the complex of antique stores.

1620-1640: Holographic display units, from the First Expansion period, ancient pre-atomic era bladed weapons, and the like (all at truly incredible prices-- 1 megabuck and up) fill the Ancients collections. On asking for possibly more inexpensive replicals of some of the toys on display, they are directed to a Weapons Shop. (Group buys some K'Chen period cutlery for 1000mu)

1640-1700: Proceeding North to the Weapons Shops.

1700: The first of the shops that they come across is really more of a heavily armored low built bunker complex than anything else. Above the entrance is a large sign that reads "A'CHIN SIREL TYAOU" (military issue weaponry). With a devil-may-care grin on his face, Briyn Ir Ilyn strides in through the entryway. Following quickly after him, in a rather vain attempt to stop him, is the rest of the party. They are not, unfortunately, quite fast enough.

B'Ilyn manages to get all of one half meter beyond the entryway. The guards to either side of the doorway seize him, pick him up, and rather unceremoniously clobber him. "UNORGANIZED RESERVISTS!! YOU ARE IN A RESTRICTED AREA! YOU HAVE BEEN WARNED! YOU WILL NOT REPEAT THIS VIOLATION OR STERNER ACTION WILL BE TAKEN!!" So blare the loudspeakers in the entry corridor. B'Ilyn is rapidly ejected from the building, his departure somewhat hastened by a touch from an electrified riot prod. Ilanl Ir Lee is also unfortunate enough to receive the same treatment as B'Ilyn. M'Yyla and D'Chin grab the still twitching B'Ilyn and carry him off.

I'Lee is able to proceed under his own power. And all limp off towards a somewhat more hospitable shop.

1710: Inquiring into the availability of replicas of ancient weapons at another weapons shop they manage to acquire 4 repeater rifles (roughly .50 calibre, 4 shot magazine)(cost is 450 mu each, and training program required--2hrs/day for 10 days) along with 4 crossbows (self-cocking) and 400 quarrels of mixed type (250mu/bow and 1mu/quarrel). They also buy 400 rounds of ammo for the rifles at 0.5mu/round.

1720: In the next shop, the first thing that B'Ilyn does is to ask if it would be possible to acquire some form of body armor. The clerk, paling, his collar ruff flaring slightly, leans forward, his right hand slipping under the counter for a moment as he does so. The rest of the group, somewhat more paranoid than B'Ilyn, proceed to vacate the store with reasonable haste, and walk briskly away.

"Mobile 1-3, Port 21, Converge area Del Three stroke 21. Code 200. Detain and confine."

1723: 1 Port Police vehicle (#21) and an AVS ground patrol craft arrive at the Weapons shop. In Mobile 1-3 are two Ground Arm officers, armed with stun guns. Mounted on the cab--two repeating weapons with 30° traverse, fire rate 200 rounds/min with 2000 rounds of roughly .30 caliber ammunition. On the back of the cab, two wink bomb launchers, along with 30 rounds of same. In the cab, are two riot guns along with 60 rounds of ammo apiece. (shock effect--ammo is .60 calibre, 14,000 fps muzzle velocity--kill on impact and stun to 5 meters, as tips are explosive concussive type). The Port Police vehicle is a contragravity sled 8m major axis, 3m minor axis ellipse, 1m thick, with leaded glass control cab in front. From about three hundred meters away, M'Yyla and her cohorts watch B'Ilyn being unceremoniously dragged off by the burly AVS Ground Arm officers. And off to the slammer goes poor B'Ilyn. "Would you be so kind as to accompany us to the station?" so said as to make it more of an order than a request. Ah well, such is life.

1730: The next weapon shop has a simple sign--a pair of crossed swords. As M'Yyla and her group enter the store, the lone clerk is engaged in serving a young StarArm cadet, whose left ear is bandaged; part of it clearly missing.

"Yes, I am fully aware of the cost of Monomole blades. However, if you will check my credit, you will see that I'm quite capable of covering it," the young cadet is leaning on the counter, his face in a rather strained grin.

"And I'm sure you're right. But after all, youngster, surely you have no real need..." the clerk stops, his eyes widening. The cadet has drawn a small dagger and, in the same lightning movement, set its blade against the clerk's throat.

"I will forgive the insult of referring to me as 'youngster'. I will forget the insult implied to my intelligence. I will forget all of these insults from a lowly enlisted GROUNDLING!" At this point, the cadet reaches out with his left hand and slowly begins to throttle the clerk. "I will do all this, out of the goodness of my heart, PROVIDED YOU GET YOUR MISERABLE CARCASS MOVING AND GET THOSE PIT-DAMNED BLADES BEFORE I LOSE MY PATIENCE COMPLETELY!" This last bellow elicits a choked gurgling from the clerk. The cadet releases the clerk who, shakily massaging his neck, quickly disappears into the back of the shop.

The clerk returns a minute later with two meter long narrow cylinders. "Tha... that will be 1080 monetary units, SulComRichtor T'Lieaou."

"And I will need handles--one pack 'Tuu handle, and one pack 'Au handle'; the cadet is playing with his dagger as he speaks. The clerk, visibly shaken still, begins quaking anew.

"Surely...you don't mean..."the clerk stares fascinatedly at the dagger in T'Lieaou's hand, captivated as a small rodent by a snake.

"No, friend clerk, you need not worry. This is not a renewal of the old feud. This is just a private matter..."He reaches up and rubs his bandaged ear.

"Total bill, 1038 mu,"the clerk's eyes are now the size of a battlecruiser's landing lights. He sets up the credit exchange on the plate, and the cadet countersigns. T'Lieaou picks up his purchases, nods to M'Yyla and strides out the doorway. (At his collar, the following insignia: on left tab, < , on the right tab, / . Both are deep red, the color of recently spilled blood.)

"Please, honored sir, we wish to make a small purchase,"M'Yyla's head is bowed and her voice muted to a soft purr.

After some forty minutes of examining the various blades, a small sampling is selected for personal and export use. Five styles of non-pack handgrips, ten of each kind (at 4mu/each), pack handles for Au and Ilanl packs (2 only, at 6mu/each), 2 monomolecular blades (540 mu/each), 10 of each of 12 styles of cutting blades (out of 15 styles) at a cost of 12 mu/each, and 8 each of 2 styles of stabbing blades (12 mu & 13 mu/each respectively) out of 16 available styles. The clerk, still quite shaken by the incident with the previous customer, buys the story that the blades are for export without question. Anything to get these Yahoos out of his shop, so that he might slip into the back room for a quick belt. Their credit is good, and that is all that he is interested in at the time. Blades and other gear are to be shipped to Hotel Silverwing. Will arrive in 2½ hours.

1820: finished at weapons shop.

1740: B'Ilyn is dragged to the AVS ground car, and thrown into the back of the cab. One of the two officers reaches behind him, throws a switch, and B'Ilyn finds that he can no longer move. He can breathe, blink his eyelids, and move his eyes perhaps 20° in any direction, but beyond that, he is helpless. Unexperienced as he is with a standard police web, he continues to struggle against the web all the way to the station. In consequence, he is somewhat exhausted when the web is released.

Dragged unceremoniously into the station, tongue lolling out, his fur matted and mussed, B'Ilyn is hardly the picture of stylish man about town he was earlier. Not that it would make any difference to the GroundArm Com Richter he is brought to see at the PortAuthority building.

ComRichter Tau-Rien Ir Dobrin's office is on the fortieth floor, with one transparent wall facing inward towards the spaceport landing field. When B'Ilyn is ushered in, T'Dobrin is standing by the wall, looking out on the field below.

Silhouetted by the setting sun, the battleship T'Yen Fa is slowly, ponderously, lifting its kilometer long bulk from the field. The coronal discharge from its contragravity system filling the four square kilometer area of the main launching field, the T'Yen Fa moves to join the Fleet. The auroral cascade is long since a memory, the T'Yen Fa a barely visible speck in the sky, when T'Dobrin turns away from the view of the field. The sun has set, and, overhead, the firefly lights of the assembling fleet are visible. Outnumbering the visible stars, half a million firefly glimmers all moving in wonderously intricate formation.

"So this is the codii that wants to have body-armor,"T'Dobrin is grinning, but his eyes are cold.

"I didn't think..."B'Ilyn says, struggling slightly against the firm grip of the two GroundArm soldiers.

"That is precisely the problem--you didn't think,"interrupts T'Dobrin. Nor,

for that matter, did you bother to recall that little list of items codiis like you aren't allowed to own. But then, you do seem to like breaking rules." T'Dobrin reaches across his desk, presses a few buttons, and a holographic display appears in the air above the desk. "Does this, by any chance, remind you of someone?" The hologram shows B'Ilyn quite clearly, a rather silly grin on his face, as he entered the military issue weapons shop. A button pressed by T'Dobrin abruptly changes the scene--now B'Ilyn can be seen flying through the air, one of the guards applying an additional bit of delta-v with the end of a riot prod.

"But I didn't know..." B'Ilyn is getting worried now. What form of magic is this, anyway? That incident was only a half hour ago--how fast do these foxes work, anyway?

"Perhaps. You don't have a criminal record, codii, or I'd just burn you. But I'm going to make sure you do know in the future." The officer slips a pair of heavy gloves on and, as if on signal, the two GroundArm troopers grab B'Ilyn even more firmly..

The blows come evenly, timed, the full force from T'Dobrin's shoulders in each one. He works slowly and carefully, covering every centimeter of B'Ilyn's chest and upper torso. And it is some ten minutes before he is finished.

"Take this codii down and register him. And dye his fur." T'Dobrin is barely breathing hard, and B'Ilyn is barely able to stand unaided. "And you, codii," says T'Dobrin, pointing at B'Ilyn "if I ever see you here again, for even a minor infraction, I will open up your abdominal cavity and strangle you with your own intestines. Guards, see that this slime gets a list of proscribed goods."

T'Dobrin turns back to his view of the spaceport, and the guards lead B'Ilyn, stumbling, away. On the field below, a light cruiser is being readied for launch. (insignia on officer's collar; color is deep brown. His cape is silver, with one brown band trim.)

1830: The rest of the group arrives at ResearchOptical. And, after a minimum of fuss and bother, manages to acquire a good microscope. A binocular, 4 rotating lens arrangement, microscope with 5 additional lenses (variable magnification of 40 - 8,192). The cost for this little toy is 1250 mu and it weighs some 30 kilos in its travel pack. Delivery at Hotel by 1940.

1900-1920: Group drifts towards a strange collection of 2.5 meter tall kiosks. These turn out to be terminals for the data net. At a cost of .5 mu, M'Yyla is able to determine location of shops selling camping and field equipment.

1920-2020: The group drifts back towards the hotel.

2000: Off to the northwest, the horizon is lit up by a giant flare. Mounting a dome of rainbow fire eight kilometers across, a sphere of silvery metal two kilometers in diameter lifts off into the sky and disappears.

2005: Forty firefly traces lift off from the horizon and pass overhead. The sound from their passing deafens every member of the party for several minutes.

2030: I'Lee and D'Chin, tired from all of their walking call in to room service. This results in a small pot of steaming liquid being sent up, along with two small roasted birds, said birds dripping a sugary yellow translucent sauce. Cost of this little feed--10mu. While the rest of the group complains about B'Ilyn's stupidity, and wonders where the hell he is, I'Lee and D'Chin get quietly potted in the corner, as the steaming liquid seems to have a rather intoxicating effect.

2120: Considerably the worse for wear, B'Ilyn arrives at the 9th subsurface level, suite 18 of Silverling. His chest fur is now dyed a rather bright green, in a triangular pattern. His credit ID now bears a green triangle in the upper

left hand corner, along with the date and time of his infractions.

2125: The group calls for their car.

2140: Car arrives and group sets off for the camping equipment store, leaving B'Ilyn, meanwhile, to guard the room and lick his wounds.

2155: The group, minus one, arrives at the shopping complex desired. (4km covered) After a small amount of gawking, they decide on the following list of equipment to be purchased:

Item	Quantity	Cost
4 man tent (collapsible)	3	130mu/each
6 burner stove (parafin burning)	1	100mu
2 Glowpups (fuelless--cold light sources, 60 watt, 20 t-year lifetime)	2	110mu/each
Battery powered lamps (same light as 21bulb Coleman lantern, battery 100 hours)	3	60mu/each
Foam Pads (5'x3')	2	1mu/each
Plastic Canteens	2	1mu/each
4 man inflatable rafts	2	120mu/each
Light metal alloy collapsible oars	8	10mu/each

2230: Having completed their business at the camping store, M'Yyla and her group proceed Northward where, according to one of the clerks, they will be able to find a source of radio equipment.

2250: M'Yyla purchases two pairs of hand held radios. 3km range, 3 channel line of sight units, with batteries good for 200 hours continuous operation, the units cost 55 monetary units each. Also, 20 spare batteries at 12mu/each.

2300: As the hour strikes, chaos reigns. Noise and light, unending, at the very limit of tolerance. At ten second intervals, 150 meter landing ships begin taking off from the field to the North East. And, staggered by five seconds, and arriving at ten second intervals, are other 150 meter landing ships. Night is banished, and the noise level jumps to 95 db and holds. Only in the shops, the soundproofed buildings, is there any respite from the all pervading sound. But even that escape is not complete. The ground shakes, and the buildings quiver with the roar of the landing ships' engines.

The group continues walking. First, through what appears to be a factory complex, and then through a cluster of geodesic domes bearing the inscription: "AirCraft and SpaceCraft Flight Training Center".

Heading North, they are forced to detour a manufacturing complex guarded by a shimmering translucent barrier and armed guards. Passing by the local Air Traffic control, they are treated to the sight of a large number of very harried looking individuals with blue capes, and blued steel color insignia, rushing madly about.

Continuing North, the noise grows greater, and they are forced to turn Eastward. They pass by the ship equipment sales & manufacture district, and turn to the Northeast. The sound has now reached into their guts and is happily diddling their insides.

They pass through the Naval Engineering Buildings, another of the Air Traffic Control regions and, bypassing the Port Police Building, arrive at their intended destination--a computer sales and manufacturing district. The time is 0210, 128 Winter 3039 PSFH. Some 2300 landing craft have been and gone in the past three hours.

After an hour and twenty minutes of blessed silence in the well soundproofed House of the Glowing Pearl, the intrepid explorers had purchased their own

minicomputer. And a chemical analyzer-duplicator, as well as a nuclear-electric power source (lifespan = 25 Han years = 46 T-years). The cost--for the minicomputer, 15,000 mu, 5,000 mu for the power source, and 300,000 mu for the analyzer-duplicator.

With delivery date set 10 days in the future, and all necessary red-tape dealt with, the group proceeds back to the hotel. On foot. After two hours and twenty minutes of dealing with the noise again, the group gives up and calls for the ground car. Fifteen minutes later, the car picks them up, and fifteen minutes after that, all are once more back at the hotel (distance covered by car $\approx$ 8km). After a short meal on some of their iron rations, the group retires. (time=0650). Some 5600 landing ships have been and gone, and at 0700, the rumbling drone that reached even down to the 9th subsurface level ceases.

As the vibration ceases, all concerned are more than glad to go to sleep.

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1500: The group awakens to a lazy late afternoon. After spending 20 minutes, and 17 mu, on breakfast, the group proceeds North to the weapons shop (a 40 minute walk).

1600-1800: Lesson #1 in weapon handling.

1800-1840: A brisk 40 minute walk 2km to the Southeast of the Weapons shop complex and into the local Travelers' Aid facilities.

Their first request is easily granted--to wit, a look at a local star map. Their next request--detailed information on shipping schedules to the worlds shown, cost of transport, and details on the worlds listed--cannot be answered to their satisfaction without an excursion northward 2km, to the local equivalent of a travel agency. And so, Northward they wend their merry way--from basically 1840-1920 hours.

1920: "Centlesir, we wish..." begins D'Chin.

"I'm sorry," interrupts the clerk, "but with fleet maneuvers going on right now, all incoming and outgoing flights have been delayed. As Fleet does not see fit to inform poor groundlings like us as to the length of such disturbing activities, I'm afraid that all I can say is, 'watch the pretty fireworks.'"

"But certainly you can at least tell us the cost of passage to the nearer systems?" M'Yyla asks.

"Very well, step this way please," the clerk indicates a large centrifuge apparatus in the back of the shop. "If you would all step inside, please." It is a bit tight, but all six of the intrepid explorers, as well as M'Yyla's familiar, Miffle-fur, manage to fit into the cab. "339 kilos even," the clerk calls out, "and the distance to your destination?"

Somewhat green about the gills, M'Yyla replies, "About 10 or 20 lightyears..." "Whoops" (in the bag, slob--that's what it's there for!)

"Assuming the system on a regular run, that would be somewhere in the close neighborhood of 106.5 mu, give or take 3mu."

"And when will you know..." D'Chin begins.

"No idea, but if you leave some bit of information as to where you might be reached, we'll be glad to get in touch with you as soon as we do know something."

D'Chin hands the clerk a small notecard with the hotel address and their suite number and, helping the still retching M'Yyla along, the group goes on its way.

1940: Finished at the Travel Agency, the mad group proceeds 1km South to a data center. Question: "Where is the nearest Xeno-Zoological display and/or sales complex?" (cost of call--1mu). They summon the cab, which arrives 10 minutes later and, armed with the answer to their question, all proceed 17 km away (takes 50 min.) to same.

2100: PIRAI: FELINOID QUADRAPEDAL. NOCTURNAL PREDATOR. AVERAGE MASS (ADULT) MALES**58 KILOGRAMS, FEMALES**52 KILOGRAMS. RETROMICTURATE (DO NOT STAND NEAR CAGE, PLEASE). WHEN DISTURBED WILL SPRAY. NATIVE TO L'DYEN III RANGE RESTRICTED CURRENTLY TO SYAO K'IN WILDLIFE PRESERVE, L'DYEN III. SPECIMEN'S NAME**ISHAO*TE ("CUZZLEUTS"), MALE. PRICE**600 MU, SHIPPING CAGE**80 MU. BOARDING COST**10 MU/DAY TRANQUILIZING PISTOL (FIRES CRYSTALLINE DARTS, RANGE 25 METERS) 140 MU 10 ROUND MAGAZINE, 0.5 MU/DART

The group purchases all of the above, along with an additional 10 darts. Arrangements are made for later delivery, and the group proceeds on its way. Off to another madcap evening--to an entertainment complex, by car of course, some 21 km away--1hr 05min in transit.

2235: Attracted by lord knows what, the group bypasses some of the better dramatic productions of the complex and charges into a rather insane full sensory historical Feelie dealing with the so-called R'Den Rebellion. There is, I suppose, no accounting for taste. Running time: 5 hours. Cost: 26mu for the group (Wiffle-fur gets in at half price.)

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0335: A short (30 min, 10km) drive to the restaurant complex that houses the gateway home, and the group sets down (after a 10 minute wait) to dinner.

0405: A globe of light three kilometers in diameter comes roaring down on the spaceport central field. Once down on the landing field, the globe of light disappears, to be replaced by the dull gray 3km sphere of an Akadi class Transport. 100 meter wide gangways are let down, and from the twelve giant cargo bays comes a swarm of yelling cadets, fresh from the field.

0415-0710: Dinner, at one of the more exclusive restaurants on the hub world of a starlight culture some 6200 years past its first atomic tests. Needless to say, the dinner is both elegant and delicious. Not to mention expensive. (108 mu)

Then a 15 minute, 8 kilometer drive to the hotel, where, at 0725, everyone proceeds to crash for the day. Outside the hotel, the roiling crowds of cadets are getting more and more boisterous. And more and more drunk.

1525: All arise, call up the little car and, at

1540: the mad six plus one proceed to the local library and book store complex. After a ride of 3 km (which takes 5 minutes), the group arrives.

1545: There are books there, real books. Not just data filled amorphous crystals, but printed page books. The pages are plastic, rather than paper, but these are true bound books, not relying on computer analyzers for their reeding. And the shop is filled with them--shelf upon shelf, fading off into the kilometer distance.

The building itself is impressive enough, covering over a square kilometer, and rising some two hundred meters into the sky. and filled with nothing but books, computer readouts, and printer-binding units. And clerks by the thousands, to serve the many customers.

Only the sound absorbing barriers and the book shelves themselves serve as interior barriers. All the rest of the building is open space--vertically as

well as horizontally, for only meter wide walkways serve to block the vertical view.

A short female clerk with a green trimmed cape explains the use of the index computer to the group and, with her aid, and the aid of the complex's computer files, they make their selections.

The Wars of Expansion (240-670 PSFH), A Short History of the Suzrainty of Han during the Independance Period by Pentar (StarArm-Historical)
Tau-Rien Ira Luura registered 1846 PSFH price 25mu

A History of the Suzrainty of Han (240-3000 PSFH) ed. Komdar (StarArm-Historical) Kyen Ir Ting, registered 3030 PSFH 18 vol. 360mu

A Military Primer Ministry of Information
registered 3035 PSFH 15mu

On Humor by SulComRichtor Sii Ira Chen
registered 3039 PSFH 5mu

A Layman's Guide to Medicine by ComRichtor (GroundArm-Medical)
Ai-Lin Ira Suula, registered 3030 PSFH 2 vol., 50mu

Nutrition and Hygene by ComRichtorob (GroundArm-Medical)
Ai-Lin Ira Suula, registered 3038 PSFH 2 vol., 30mu

A Conflict of Obligations by MilCoran Au Ir Chien
registered 1040 PSFH, 25mu

The Hunter Author unknown, ca 2200 BSFH. Translation by Suu Ir Khan,
3030 PSFH, 25mu

House of Quiet Morning by ComRichtor Syel Ira Vyis (1954-2381)
registered 1997 PSFH, 25mu

In Quiet Desperation by SulPentar Syel Ira Vyis (1954-2381)
registered 2030 PSFH, 25mu

Soldier, Softly by Dihad Syel Ira Vyis (1954-2381)
registered 2377 PSFH, 25mu

Child Psychology, a Primer Ministry of Information
registered 3035 PSFH, 20mu

Basic Physical Chemistry by MilComRichtor Tuu Ir Shao
registered 3038 PSFH 2.vol., 60mu

A Short Encyclopedia of Non-Sentient Life Forms ed. Dihad Tuu Ir Chen
and Dihad Syel Ira Khan, registered 3030 PSFH 14 vol., 195mu

Galacticography and Stellar Ephemeris ed. Dihad (StarArm-Astrophysics)
Tuu Ir Liyen, registered 3019 PSFH, 4 volumes, with 3-D display
panels, deluxe edition, 450mu

With this rather incredible collection of books (most in amorphous crystal form) the group drives back the 3 km to their hotel, after their hour long jaunt through the stacks.

1645: Having returned to the hotel, the group begins pouring over their latest acquisitions. B'Ilyn quickly monopolizes S'Vyis' Mistfall trilogy (House of Quiet Morning, In Quiet Desperation, Soldier, Softly), D'Chin and I'Lee grab the Stellar Ephemeris, and A'Jylan and Y'Yean together are held captive by the unknown ancient story-teller author of The Hunter. M'Yyla, meanwhile, curls up in the corner with her humor book, and is soon on the verge of laughing herself to death.

But even the best of humor tires after a while. And at 2000 hrs, this point is reached. The rest of the group is still enthralled with their treasures

(B'Ilyn has finished House..., is halfway through In Quiet... and has hidden Soldier, Softly under his tail, in order to prevent its premature departure from his clutches). And M'Yyla heads off for the clothing district.

2040: Having reached the clothing district somewhat ahead of the roving bands of drunken cadets, M'Yyla proceeds on her business free from all cares. Six capes (costing 130mu) and many and varied materials fill out her purchases. ("silks" at 16mu/meter--20 meters, "satins" at 12 mu/meter--10 meters, "brocades" at 21 mu/meter--15 meters, thread at 200 meters/mu in 20 different colors--800 meters each, decorative trim-- 5 meters of each of three different designs at 10 mu/meter). And then, some 1,115 mu poorer, and much the richer in beautiful garments and materials, M'Yyla continues on her merry way, back towards the hotel complex.

2100: "And here we are, twelve hours past debriefing, and our happy group numbers yet only a mere five--even, whoops!" The young Altan officer tripped toppling two other members of the group, and spilling green liquid from the bottle he was carrying.

"S'Chin, you blithering idiot. Now look what you've done." Another of the Altans saved the precious bottle, now only half full. You've cost us the better part of a liter." T'Chan's lips pulled back into a snarl, his tail straight and bottled out behind him.

"Enough of this, small comrades. We have better things to do than fight among ourselves." The Bjoran ranger, towering some two meters above his Altan colleagues, quickly put an end to any possibility of a fight. He simply picked up the two combatants by their tails and held them, three meters off the ground, until they hollered "hold, enough". "And unless I miss my guess, and these poor eyes fail me," he continued, setting down the now somewhat restrained StarArm officers, "there is, not so far distant, a young female of your species foolish enough to walk about on this night of nights unescorted and alone." He finished his speech with a monumental burp.

"And what your alcohol numbed brain has missed, Ranger Yonas, is that lumbering brute of a female of your species, also unescorted, in that same locale. How you notice the Altan and miss the Bjoran is beyond me, but..." S'Chin's last comment went unheard, for the rest of the group had set off in fast (or lumbering) pursuit of the unsuspecting females. "Oh well, off to the hunt, I suppose," and S'Chin charged off after his friends.

M'Yyla noticed nothing until the group was almost on her. Then she heard the footfalls of the three quarter ton Bjoran soldier charging along. And the next instant, she was surrounded.

"Come, fair lady, and join our frolic." yelled T'Chan as he literally swept M'Yyla off her feet.

"Yes, oh sunfire and gold, join us on this, our last night of freedom, before we face the dark!" A'Liou spoiled the effect of his short speech somewhat by farting. In a somewhat exaggerated manner, S'Chin gasped, held his nose firmly shut with both hands, and fell backwards onto the ground.

"Gas warfare, UNFAIRrrrr..." he roared, his harsh growl deteriorating into first a purr, and then a giggle.

M'Yyla, who had at first managed only an inarticulate gurgle, now regained her voice. "Put me down; you ham handed grass eater!"

"But of course, my dear," replied her captor, dropping her onto her posterior end. M'Yyla said a very unladylike word, from the Common Tongue.

At this point, the Bjoran Ranger came rumbling back, accompanied by an only

slightly struggling member of his own species. As she was also diligently striving to consume the alcoholic contents of his leviathan canteen, she was not struggling overly much with her "captor".

"Surely we cannot allow this poor small creature to suffer the cold of the street," the Ranger rumbled, "Come, let us take her somewhere that she might warm her poor body." So saying, he gripped the Altan female firmly, and swiftly but gently placed her in his backpack. There, a bottle was quickly removed from the vast stores and handed to her by another Altan who was riding in the backpack.

"The view's really much better from up here, and the zinj is right at our fingertips. What more, dear sunfire and gold, could we ask for?" Her fellow passenger's eyes quietly crossed, then closed, and he slowly toppled over, to rest, snoring, against her shoulder.

"Oh well, when in Rome..." M'Yyla reached over, careful not to disturb her travelling mate, removed an opener from a pocket in his cape, opened the bottle she had been given, and took a deep draught of the green liquid stored therein.

The group continued Northward, growing slowly in size and not so slowly in boisterousness. By the end of the first hour, the Altans, now some twelve in number, were all baying at the two moons. By the end of the second hour, the Bjorans, now five in number, had joined in with their own bass roars. By the end of the third hour, amidst a pile of empty bottles in the knapsack, M'Yyla joined in with a version, most definitely proscribed, of "Sam Hall". By the end of the fourth hour, M'Yyla was teaching them all to sing a rather raunchy ballad called "The Riddle", suitably translated into L'Doran Universal, and adapted to Altan anatomy, of course. At the end of the fifth hour, the group, now some thirty strong, entered into a minor discussion with another similar group heading south.

It took twenty minutes effort by eighty ground security officers to resolve the dispute. And at 0200, 130 Winter, M'Yyla found herself in the drunk tank at the North end of the field, along with a dozen inebriated Bjorans, and four times that many Altans. Most of them snored.

No one really knew what had happened to M'Yyla, so they just waited at the hotel, resting, hoping for some word to reach them. And reach them it did, at 0200, in the form of a call from M'Yyla, courtesy of the local police. Her somewhat drunken account of the episode allayed their fears somewhat, but not enough. Their car was sent out to pick up her things and bring them back to the hotel (total distance covered--64 km). M'Yyla conveyed the joyous information that she would be detained for some fifteen hours. So the rest of the group decided to crash--from 0600 to 1400 hours.

M'Yyla was released at 1800 hours, and the car picked her up at the drunk tank and took her directly to the weapons shop. The ride was an hour and a half long (and added 60km to the mileage log). The rest of the group, after a meal of iron rations, proceeded to the weapons shop in time to meet M'Yyla.

1930-2130: Lesson #2 in weapons handling.

2130-2210: Group proceeded back South to the hotel complex.

2210-2215: Drove (5km) from hotel complex to restaurant complex.

2215-2220: Waiting to be seated at the Sai Chin

2220-0030: Dinner for six and a half. 48.75 mu (130 Winter 3039 PSFH)

As the group was leaving the restaurant, there followed something that might best be described as a repeat performance of M'Yyla's earlier mishap. Another roving band grabbed them (some twenty strong, this time), and an hour later, and some 5 kilometers North, the group collapsed. And it was off to the drunk tank

for everyone. It was four hours before they were released. They went by cab back to the hotel (6km added to mileage) to find, at 0615, both a message from the travel agency, and their computer-system chemical analyzer unit.

FLEET HAS MOVED OFF INTO DEEP SPACE. NEAR SPACE NO. SUFFICIENTLY CLEAR TO ALLOW PASSAGE OF COMMERCIAL VEHICLES. NEXT SCHEDULED FLIGHT TO AN INNTE RING SYSTEM LEAVES 0435. PLEASE CALL FOR FURTHER FLIGHT INFORMATION.

The next flight that they felt any desire to catch was a flight to L'Dyen system, some 15ly distant, leaving at 1000 hrs that day. So, a few hours remained yet to kill before departure.

0615-0620: 5 min, 3km drive to weapons shop, then a two hour lesson in weapon handling, followed by a trip by car (3km) to a shuttle station.

0830-0900: by shuttle to the ship (22mu), then,

0900-0930: loading. Passage cost 105.8mu for the entire group.

For some ninety minutes, the ATAWA boosted at one Han normal gee. Then, some two hundred thousand kilometers from Han, with the local gravitational influences low enough to allow a safe margin, the ATAWA went FTL. But though safe, the ftl snap was far from pleasant.

At 1130, Winter 130, 3039 PSFH, Commercial StarCraft ATAWA (registry out of L'Dyen) left the normal four dimensional space/time for the uncertainties of the ftl-jump space. And as that space ripping field built to hurtle the ATAWA into jump space, all the crew and passengers of the ATAWA suffered the torments of the damned. D'Chin and Miffle-fur spent the next fifteen minutes throwing up all over the place, a most nasty business in null-gee. And when the ATAWA broke out of jump-space fifteen minutes later, some two hundred and forty thousand miles out from L'Dyen III, the process was repeated, and A'Jylan joined his tow colleagues in treating one and all to a technicolor yawn.

1345: ATAWA in close orbit about L'Dyen III

1445: ATAWA landed at Port Shilde, L'Dyen III. Local time, 2245 Summer 156.

Cost of local transport to wildlife area and through it was:

Subsurface shuttle to wildlife area (round trip)

53mu

All terrain vehicle rental

40mu/day

Driver/Guide

500mu/day

Camera equipment rental, plus: processing & purchase of film 60mu for 1 day

1445-1545 Han, 2245-2345 Local: In transit via subsurface shuttle to wild life preserve.

Within an hour's drive of the shuttle-station, only a few kilometers into the SarChin mountains, the party was rewarded with the sight of six adult pirai. Three males, three females, and they managed to get clear holos of four of them--two males and two females.

1705 Han, 0105 local: This accomplished, the group of intrepid explorers proceeded to relax by lakeside picnicing.

1940 Han, 0340 local: After several brushes with the local wildlife (easily handled by the guide/driver) the mad six were confronted by two YaoLi (mass 125 kg, feline predators). 14 rounds of 0.50 calibre ammo later, one of the YaoLi was convinced to move on, and the other had little interest in anything--being somewhat the worse for wear.

2005 Han, 0405 local: With the picnic finished (along with a good deal of the local fauna) the group piled back into the ground car and went on their merry way.

2015 Han, 0415 local: At the base of the trail in the foothills, they ran into (quite literally) a pair of Kuyudu (beasties that resemble nothing so much as

oversized Komodo dragons.)

2015-2115 Han, 0415-0515 local: The group proceeded westward, at many kilometers per hour.

2115 Han, 0515 local: Streaking through the reeds, the group managed to disturb a Kagari. The Kagari, a ten-foot tall, 500 kg hunting reptile, was somewhat annoyed at being woken up at such an ungodly hour. It got up, roared mightily, and proceeded to charge the groundcar. Still moving along at some thirty kph, the guide spun the wheel; threw the car into a spin. Reversed, and moving twenty kph, the car crashed into the Kagari. The Kagari fell over, and the car roared off. With the Kagari charging in hot pursuit a moment later. Unfortunately, the Kagari could run slightly faster than the groundcar could move over rough terrain.

2132 Han, 0532 local: Twenty feet ahead of the maddened Kagari, the group arrived at one of the many shuttle stations in the preserve. A high power force screen generated by equipment in the station excluded the monster. And, faced with the alternative of sitting on their collective duffs for eight or so hours, the group chose to return to the spaceport and to Han. Cost for extra ammo expended--8mu.

2232 Han, 0632 local: And the group was back at the port, so 2240 saw them back on board, and 2340 saw them in orbit at ftl shift point.

0100 hours, 131 Winter, 3039 PSFH: And the commercial ship Tiu Rlen went ftl. And A'Jylan spent the entire fifteen minute ftl trip treating the group to a technicolor yawn.

0115: Shift to normal four dimensional space-time was completed. And M'Yyla, B'Ilyn, D'Chin, and Y'Chan promptly began to join their friend A'Jylan in the heaving routines.

0715: The Tiu Rlen landed at T'Chin Yan Field. Cost to the party was 105.8mu.

0715-0725: Again, they charge out to the pedestrian ring via shuttle (20mu).

0725-0735: 10 km ride via hired car to weapons shop complex, for

0735-0935: lesson number four in weapons handling.

0935-0945: By car back to the hotel complex (2km)

0945-2130: The group attempted to recover from its many and varied hurts. And spent nearly twelve hours sleeping it all off.

2130-2230: Were spent feeding their faces--cost 32 mu through roomservice.

2230-2240: By car to the weapons shop complex (2km).

2240-0040: Lesson number five in weapons handling.

0040 132 Winter 3039 PSFH: Lesson number five completed, the group wandered out of the shop, and was faced by a new, and rather unpleasant problem. Charging down the pedestrian mall were some seven open-top electric ground cars. On board were three Bjora, 2 H'Rel, and ten Altan cadets--all of whom were more than somewhat drunk. And the mad group found itself scooped into the groundcars and scattered in all directions, along with the rather insanely drunk cadet drivers. And so it went...

Hour one: Balen's car headed to the Northwest and, after ramming its way successfully through the protective barrier, proceeded, at the direction of its rather inebriated driver, to play tag with the ground security vehicles over the length and breadth of the landing field. Security was not amused. Neither were the commanders of the four military vehicles that had to divert to secondary landing fields. Nor were the pilots of the eight commercial transports that nearly ended up wrecked because of the cadets' little escapade. No one was particularly

She grabbed at his ankle, presumably to use it to aid her in regaining an upright position. Her paw dripped zinj. And a thread of green drool coursed its way from her reeking mouth down through the gold fur of her throat. He struck her once, behind the left ear. She collapsed, with a low sighing sound.

into the gutter, releasing her hold as she collapsed. And T'Lieaou proceeded on his way.

A security patrol found M'Yyla twenty minutes later. And they dragged her off to the tank. She spent the next eighteen hours drying out.

0340 132 Winter through 1600 135 Winter: were spent recovering. The vehicle was required for 240 kilometers of traipsing about to collect all of the drunken/dried-out members of the expedition. People did manage to complete lesson number six during this period.

1600: Of the original 6 million or so cadets that started out on their mad orgy, perhaps 13% were still going the rounds. The rest had collapsed, been hauled away, or just plain given up. The group expended 105 monetary units for food prior to

1610: Car arrived to transport group to the weapons shop complex.

1620: Arrived at the complex (.5km total - 3 to hotel, 2 to shop) and

1620-1820: had lesson number seven in weapons handling and safety.

1820-1830: were spent waiting for the car to arrive.

1830: The group had learned somewhat from experience. But, all too unfortunately, they had not learned enough. Or at least they hadn't learned enough to put to use. When they saw what looked like two kodiak bears wearing kilts, twelve oversized werewolves and a bipedal cat, all drunk out of their gourd's charging down on them, only Lady Susan/M'Yyla acted fast enough to escape capture. Only she managed to reach the car in time. or the others? Well, Tallyho!

But in some small way, they were learning. Of all their number, only B'Ilyn/Br. Gregory fell prey to the evil demon-zinjh. But then, it only takes one.

At the end of nearly two and a half hours of carousing through town (during which, surprisingly, the cadet band never got quite drunk enough to forget to watch their captives) the district's buildings seemed to undergo a slight change. The buildings were taller, somehow more substantial in their appearance. And older, oh so much older than the other buildings they had seen. Where could they find more perfect targets for disruption, the H'Rel cadet cried. Where indeed, but in OverGovernment buildings.

They pounded their way in in moments, and then proceeded to attempt to destroy any files, papers, stray workers, etc., not protected by unbreachable force-screens. Ground Arm security troops arrived in five minutes. Unfortunately, there were only thirty security men in the first wave. And the fifteen cadets rather quickly laid them out. The second wave, some forty five strong, arrived just as the cadets were completing their mopping up operations. This time, the cadets lost. Along with B'Ilyn, Y'Yean and associates. Everyone except Gregg and Balen drew 150 monetary unit fines. Balen was fined 1450 mu, and Gregg 2750 mu. Needless to say, ground security types worked Balen and Gregg over quite thoroughly. All concerned were confined for five hours.

2340% Allout of confinement.

0000 Winter 136, 3039 PSFH: And all were back, once more, safe and sound at the hotel.

0000-0800: Everyone was resting. or every 1,000 cadets who started the round, there were now 91 still moving about in the orgy.

0800-0900: Spent in the feeding of faces, for 180 mu.

0900-0910: Off to the weapons shop (via car - 5km)

0910-1120: Lesson number eight, plus waiting for the car.