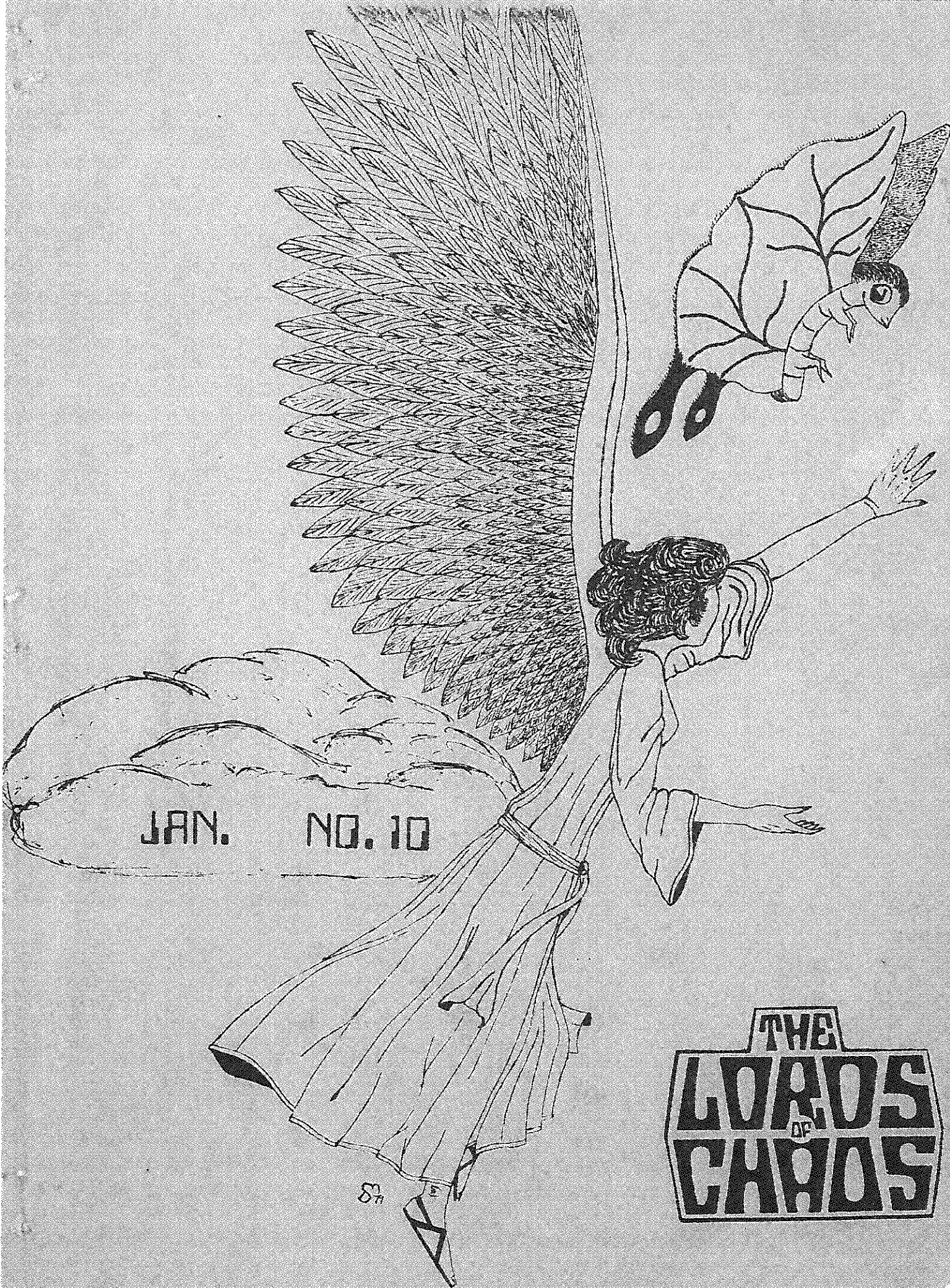




JAN.

NO. 10

THE
LOADS
OF
CHAOS

Deadline for Issue Number 11: 1 April 1980 for zines needing to be typed, 8 April for all other zines.

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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 schedual, minimum of three issues per year. Single issues are \$1.50, five issue subscription available for \$6. An excellent zine and, now that Runequest seems to have really caught on, an invaluable zine.

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

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Different Worlds..Offset prozine published bimonthly-quarterly by the Chaosium. See Wyrm's Footnotes above for address. Write for details on subscription rates. A must for the dedicated Runequest fanatic.

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91803

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 OPERATION: CHAOS #26
 A personalzine by Nicolai Shapero
 728 South Atlantic Blvd
 Alhambra, Calif. 91803
 phone: 213-BUCK-JR-1 (do not call before 0900 hrs
 or after 2200 hours during weekdays).

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 Nicolai Shapero

The Altani, adapted for use in Runequest
 (by the creator of the species)

Characteristics		Expected	Max Value
STR	4D6	14	28
INT	2D6+9	15	24
POW	3D6	10-11	21
CON	3D6	10-11	21
DEX	4D6	14	28
CHA	3D6	10-11	21
SIZ	2D6+1	8	16

Expected values for various bonuses:

Attack	+10%	Knowledge	+5%
Parry	+5%	Manipulation	+10%
Defence	+10%	Perception	+5%

hit points expected = 9-10

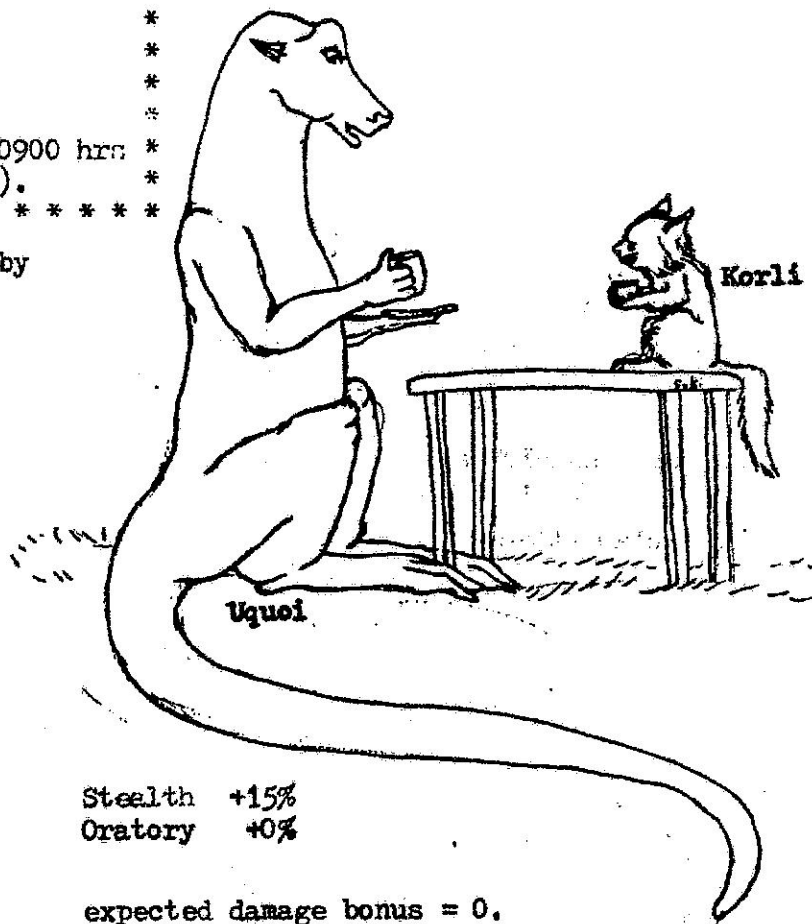
Stealth +15%
 Oratory +0%

expected damage bonus = 0.

In RQ I, it is stated that certain weapons and skills can be used with a base chance higher than 5% due to simplicity of handling and shared common knowledge within the culture. As the cultural background of the Altani is assumed to be quite different from that of the native human and humanoid societies of Glorantha, a somewhat different set of basic skill probabilities is necessary.

The following chart shows the basic chance to attack and parry with the weapons listed, the basic chance to parry with the shields listed, and the basic chance to use the skills listed in an effective manner.

<u>10% chance:</u>	<u>Weapon</u>	<u>Shield</u>	<u>Skill</u>
	Axe, small(thrown)	Small	Camouflage
	Poleax		Hide Item
	1 hd spear		
<u>15% chance:</u>	Axe, heavy		
	thrown knife		
	shortsword		
<u>20% chance:</u>	Small Axe		Jumping
	2 hd spear		



Skills chart (continued)25% chanceWeaponSkill

greatsword

climbing

katana

listening

dagger

skiing

fist/claw/bite

kick

New weapons and skills:

Katana damage=2D6, equivalent to an impale capability allowed for this weapon. hit points = 12, cost = 300 lunars, training cost is 1.5 x greatsword cost. 2 handed cutting weapon. Strike rank as per greatsword.

Skiing handled as per horsemanship for humans and humanoids of Glorantha. NOTE: for the Altani, riding is a 0% base skill.

Fist/claw attacks: do 1D4 damage base. Training cost is as per human/humanoid but is ONLY available from Altani masters for Altani trainees.

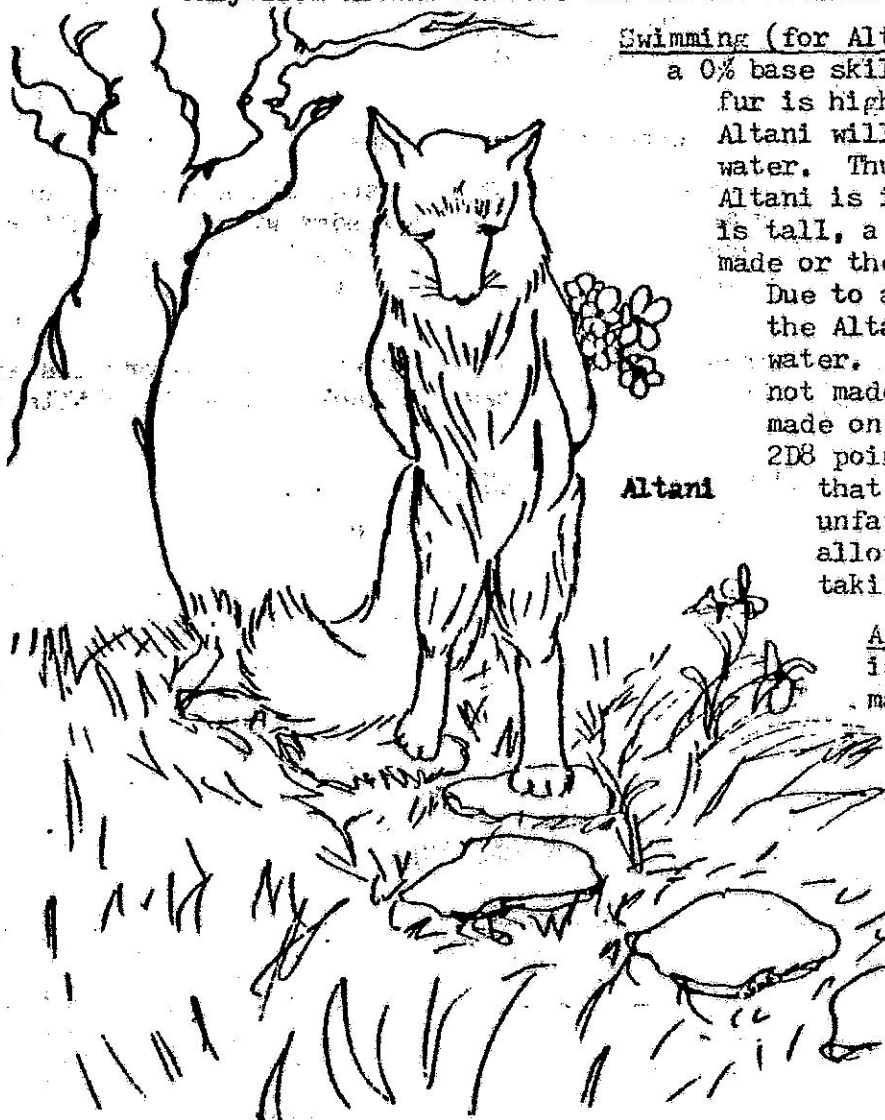
Bite attacks: do 1D6 damage base. Training cost is 200/1000/1750 and is available only from Altani masters for Altani trainees.

Kick attacks: do 1D8 damage base. Training cost is 300/2000/3500 and is available only from Altani masters for Altani trainees.

Swimming (for Altani): For Altani, swimming is a 0% base skill. Further, their long thick fur is highly water absorbant, so that an Altani will quickly drown if left in deep water. Thus, for each melee round that an Altani is in water that is deeper than he is tall, a successful swimming roll must be made or the character will begin to drown. Due to a natural inborn fear of water, the Altani tend to panic when in deep water. Thus, if the swimming roll is not made, a die roll of INT x 2 must be made on D100 or the character will take 2D8 points of damage from inhaling water that melee round. (This compares unfavorably with humans/humanoids, allowed an INT x 5 roll to avoid taking damage under similar circumstances.)

Armor (for Altani): Altani fur is treated as 2 point armor. Altani may wear ring mail or chain on arms, legs, chest, and abdomen, may only wear leather on the tail, and may wear no armor no more encumbering or protective than open helm on the head.

Hit points per location: As per human, save that a new location is added--the tail (with same number of hit points as the arms). NB: If the Altani ever has his tail severed, he must make a roll of DEX x 5 each melee round or fall.



For determination of hit location, use the hit location chart published in TLOC #9.

Determination of Social Class:

<u>Decimal Die Roll</u>	<u>Background</u>	<u>Available Funds</u>
01-25	Merchant	35D100 + 500 Lunars
26-60	Peasant	2D100 Lunars
61-85	Townsmen/Freeman	3D100 Lunars
86-95	Poor Noble	5D100 Lunars/game year
96-00	Rich Noble	20D100 Lunars/game month

PREVIOUS EXPERIENCE FOR ALTANI

MERCHANTS--Can buy skills and equipment with their initial funds.

PEASANTS AND TOWNSMEN--May attempt to join the Mountain Assault Forces (Altani mountain mercenary ski troops). If they fail to join, they may join the Mountaineers (though peasants again chance rejection). Failure to join the Mercenary ski troops and the Mountaineers means the character must join the militia.

POOR NOBLES--Can attempt to join the Mountain Assault Forces or, failing that, with their yearly stipend attempt to live and buy training.

RICH NOBLES--Can buy skills and equipment with their monthly incomes. (Remember to divide stipend by 10 to determine spendable income as per human rich nobles.)

To join the Mountain Assault Forces: Roll the average of all characteristics times 5 on D100.

Increase in characteristics: As per humans during this five year "growth period."

Results of Military training during growth period:

Militia

Weapon Training	Personal Armor	Magic Use
Halberd 2 hd spear learned at 10% above natural ability	Leather body & limbs & tail cap	None

Mountain Assault Forces

Weapon Training	Other Skills	* Roll D10 for each
Greatsword*	Skiing ⁺	1-4: Natural Ability + 5%
Katana*	Sense Ambush**	5-7: Natural Ability + 10%
+ Roll D6	Tracking**	8-9: Natural Ability + 15%
1: 80%	Hide in cover**	10: Natural Ability + 20%
2-3: 70%	Camouflage**	
4-6: 50%	Move silently**	** Roll D10
# Roll D6		1-4: 50%
1: +2 points	Magic Use	5-7: 60%
2-3: +1 point	Xenohexing 2#	8-9: 70%
4-5: +0 points	Bladesharp 1#	10: 75%
6: -1 point	Countermagic 1#	
	Parsee	
	Mobility	

Mountain Assault Forces (continued)

Other Spells: Roll D6

- 1 2 Extra points
2-3 1 Extra point
4-6 no Extra points

Armor:

Ring mail chest and abdomen
cuirbolli limbs
composite helm

Those who fail to enter the mercenaries may attempt to enter the Mountaineers earning 1 skill at 60%, and 3 skills at 40% from the following list:

- | | | |
|--------------|-------------------|--------------|
| (1) Climbing | (3) Move silently | (5) Tracking |
| (2) Skiing | (4) Hide in cover | (6) Jumping |

Nobles

Poor nobles who cannot join the Mountain Assault Forces and who decide not to join the Mountaineers, should total their stipend for the five year growth period and attempt to buy skills and magic as they wish.

Rich noble stipends should be divided by 10 (as per RQ I human Rich Nobles).

In addition, as part of their station, the nobles have the following skills:

Weapon Training

* Roll D10

- | | | |
|----------------------|-----|-----------------------|
| Katana (PN)(PN)* | 1-4 | Natural Ability + 20% |
| Greatsword (RN)(PN)* | 5-7 | Natural Ability + 25% |
| Composite Bow (RN)* | 8-9 | Natural Ability + 30% |
| Claw (PN)* | 10 | Natural Ability + 35% |

Armor

Chainmail body, legs, and arms. Leather on tail, and open helm.

Magic Use

- | | | |
|----------------------|---------------------|---------------------------|
| Padding (PN) (RN) | Bladesharp 1 (PN) | Xenohealing 2 (PN) (RN) # |
| Protection (RN) | Bladesharp 2 (RN) # | Countermagic 1 (PN) # |
| Disruption (PN) (RN) | Ironclaw 2 (PN) # | Countermagic 2 (RN) # |

Roll D6

- 1 +2 points
2-3 +1 point
4-6 +0 points

Other Skills

- Oratory (RN) -- 2D10 * 5%
Skiing (PN) (RN) -- (2D8 + 4) * 5%
Evaluate Treasure -- (1D4 + 2) * 10%

Languages:

All Altani speak their own language (L'Doran Universal) at 80% + knowledge bonus. In addition, all merchants speak tradetalk at Intelligence * 4 in percentage score (round to nearest 5% mark). All mercenaries with intelligence of 11+ speak 1D4+1 additional languages (levels as follows):

Roll 1D10

- | | |
|-----|-----|
| 1-4 | 30% |
| 5-7 | 40% |
| 8-9 | 50% |
| 10 | 60% |

Altani nobles speak 1D4 additional languages as per mercenaries if intelligence is 11+. In addition to reading their own language at 70% + knowledge bonus, if the nobles' intelligences are above 12, then they read 1D4 languages at skill levels derived by rolling on above table. Roll 1D10 to determine writing skill in each language that the noble reads (n.b.: writing skill cannot exceed reading skill).

What follows is a cult from my Darkhold Campaign, a variant Gloranthan world...hopefully Greg Stafford will not be too displeased with my manglings of his world/universe. This cult is, needless to say, intended to be included only in a campaign using the Altani as PCs as per description given earlier in this edition of Operation: Chaos.

CULT OF THE BURNING EARTH / CULT OF EARTH AND SKY *An Altani Cult*

Mythos and History

A. Before Time

Legend says that the Altani are the sons and daughters of Yelmalioc by his mate, the Earth, and favored by him above all others. The Altani legends tell of a time when they fought at Yelmalioc's right hand in the time of the Gods War, smiting his enemies with a power of fire second only to Yelmalioc's own.

But their pride in their position was their own downfall. In their vanity and their hubris they came to regard themselves as equals to the Son of the Sun and for this they were cast down. Legend tells of their fall to Earth on pillars of fire (the last remnants of their own flame power) and of the fires with which Yelmalioc, in his anger, smote their new mountain homes.

And these once favored sons and daughters of Yelmalioc hid beneath the Earth as the Son of the Sun smote their great sky chariots and took back the fire powers he had once granted them. But Yelmalioc stayed his hand in the end, and let the Altani live on--even granting them the use of his favored weapons, the sword and the bow (though he allowed only the highest born of the Altani nobles the use of this latter weapon).

To this day, the Altani bear the flame marks of Yelmalioc's power in Fireseason, and the protective coloration of the snow-covered mountains of Earth in dark season.

B. After Time began

The Earth-Sky Cult has worshipped both Yelmalioc and Ernalda--he who fathered them, and she who bore them and protected them in their time of trial.

When they have been able, the Earth-Sky cultists, and in fact all the Altani, have kept themselves apart from most of the struggles of the world. They prefer to spend their lives in peace and worship in their mountain homes. But their overwhelming pride, and their undying hatred for the forces of Darkness and Chaos, have forced them time and time again to strike out into the world in full battle array.

C. Life after Death

As per Sun Domers, though their pride does not permit them to be resurrected for they must accomplish all needful in order that they gain final contentment in a single attempt.

D. Runic Associations

The cult is connected with the Runes of Fire and Earth

Nature of the Cult

A. Reasons for continued existence

The cult has continued its existence by serving as the closest thing to a central religion/cult that the Altani have--and it provides a ready source for soldiers that the race needs so desperately to survive.

B. Social/Political position and power

The influence of this cult upon all Altani-Gloranthan society is considerable. Its Runelords and Runepriests form the core of the Army's General Staff and Planning sections. And higher level members of the cult tend to have rather inflated egos as a result. (This is viewed as an entirely acceptable mode of behavior by the rest of the Altani, many of whom look to the cult to bolster their already considerable race pride.)

A rich cult, with many weapons masters, the Burning Earth Cultists provide many mercenaries for the incessant wars with the trolls, creatures of the dark, and with the spawn of chaos that still threaten the world.

C. Particular Likes and Dislikes

Trolls and all Kygor Idior cultists are detested by Burning Earth cultists, who will attack them without warning and invariably to the death.

Sun Dome cultists are looked upon, somewhat condescendingly as "mere human/humanoid worshipers of Yelmaliu, the great father of the Altani." Sun Domers, needless to say, do not particularly appreciate this attitude. In consequence, relations between members of the two cults can become somewhat strained at times (often to the point of blows) even though the cults are theoretically friendly (both being elemental cults with a similar worship).

Organization

A. InterCult Organization

As per Sun Dome Cult

B. IntraCult Organization

As per Sun Dome Cult

C. Center of Power, Holy Places

The Hill of Gold is considered sacred (for the same reason that the Sun Dome Cult considers it sacred). In addition, the Blasted Place near the town of Landing near the center of the Altani territory is also a holy place. For it was there that their god's fire power struck most strongly when the Altani were cast down from their former favored place in the sky.

D. Holy Days and High Holy Days

High Holy days: Fire Season, Movement Week, Fireday
Earth Season, Movement Week, Clayday

Holy Days: Each Fireday in Fireseason (a total of 16 days)
Each Clayday in Earthseason (a total of 16 days)

Lay Membership

A. Requirements to Join

Lay membership is open to elves and humans as well as Altani, though humans risk rejection (and have a -10 charisma adjustment on attempting to enter the cult). Elves and Altani must pay 50 lunars to join, humans must pay 500 lunars to join. (Note: these payments are above and beyond any bribes to the cult.)

All creatures of the dark and underground are barred from membership. Other races not mentioned may join on payment of 1000 lunars (and, like humans, risk rejection by the cult).

B. Requirements to belong

As per Sun Dome, but cult lay members may attend services on Clayday in place of the services on Fireday. Further, cult members need NOT support Truth in all they do.

C. Mundane benefits

As per Sun Dome

D. Skills

The cult teaches the following skills to Lay members at three quarters of normal cost:

- (1) Small shield
- (2) Skiing
- (3) climbing
- (4) katana

E. Battle Magic

Reduced cost ($\frac{1}{2}$ normal cost): Coordination, light, repair, farsee

Prohibited: Bludgeon, Darkwall

Initiate Membership

A. Requirements for initiation

Altani (or non-Altani who have been lay members for at least one year) may become Initiates after they have served with the temple mercenaries for a period of at least two years. Altani who have served in the temple mercenaries for five years must become Initiates or leave the cult. Humans and elves who have served the temple for a total of six years must become Initiates or leave the cult.

B. Requirements to remain initiated

Initiates must sacrifice four points of POW (temporarily, of course) on each holy day, and must sacrifice half their power (again, temporarily) on high holy days. Further, Initiates must work for the cult at least ten weeks each year. This work period may not be spent in training.

Further, in order to retain their Initiate status, Initiates MUST immediately challenge all members of any darkness cult (though the challenge may be only to first blood, and need not necessarily be to the death).

As per Sun Dome, Initiates must accept a gift and geas of Yelmario's. Gifts and geases as per Sun Dome, save that in place of 16...Never eat meat, and 32-33...Speak only Truth to everyone, use "Favored by Yelmario; no geas" in Yelmario's geases.

C. Mundane Benefits

As per Sun Dome

D. Skills

Training in Firespeech, Skiing, and katana is free up to 40%.
Training in Move Silently and Hide in cover is free up to 30%.

E. Spells

Reduced cost ($\frac{1}{2}$ cost): Lightwall, coordination, repair, farsee.

Prohibited: Bludgeon, Darkwall.

Special: They may learn the special cult battlemagic spell Thermal Lance.
It costs 1500 lunars to learn. Duration: instantaneous, Range 80m,
2 point spell, effect--as per disruption, save that instead of 1D3 damage
done, 1D6 damage is done.

Initiates may also sacrifice POW for one time use of Rune Magic spells. They
may obtain any of the standard spells available to the Cult save one time only
use Rune spells of the Cult.

RuneLord membership (Warriors of Fire)

A. General Statement

Rune Lords of the Cult of the Burning Earth are fighters (as per Sun Dome),
but fighters well versed in the use of the mind as well as the ever present
sword.

B. Requirements for Acceptance

Acceptance as a Warrior of Fire requires that the person have proved a
loyal Initiate for a period of at least five years. Further, they must have
at least 90% proficiency in the following skills:

choice of katana or greatsword
claw/fist
climbing

Plus three skills from the following list:

Skiing	Tracking
Spot Hidden	Camouflage
Move Silently	Hide in Cover
Sense Ambush	Set Ambush

An Initiate must also know the battle magic spell Farsee, or have the power as
a Yelmalió gift before he may apply for admission to Rune Lord status.

C. Restrictions of the Status

As per Sun Dome, with the following exceptions:

- (1) There is no prohibition against the use of the color red, or of red
objects by Warriors of Fire, as they are still sufficiently favored
by Yelmalió that they need not worry about disturbing him by their
use of the color of the lost power.
- (2) There is no restriction on torture -- of captives. Warriors of Fire
may NOT allow themselves to be captured (suicide is preferable to
capture -- which will result in loss of all cult status).

D. Benefits of the Status

Apart from the usual benefits of Rune Lord status, they are granted certain additional benefits. They may chose up to five Initiates of the cult as their personal guards, and these Initiates will attend the Warrior of Fire at all times and pay loyalty to him before all others. This loyalty ends only upon the death of the Warrior of Fire, NOT upon attainment of Rune Lord status by the Initiate (who would, then, acquire followers of his own).

Rune Priesthood

A. General Statement

As per Sun Dome, save that older priests will attempt to seek a oneness with BOTH the sun and the Earth. During the day, the priest will remain in a roofless tower, gazing at the sun, much as do the older Sun Dome Light Priests. However, when night falls they will proceed to bury themselves in the earth, leaving only the tip of their noses exposed for air.

B. Requirements for acceptance

Only Altani and Elves may become Rune Priests of this cult. The usual Power and Literacy requirements as per RQ I must be met. In addition, the candidate must have been an initiate for a period of at least four years, and must have an unblemished record during that time. The candidate must either know the spell Farsee (or have it as a gift from Yelmallo) and know the spell Lightwall.

Further, the candidate must forever forswear the eating of any meat save that of fish (which may never be cooked over a fire, but may be smoked). And the candidate must do so at least one year before he wishes to be considered for the priesthood.

C. Restrictions

Rune Priests of this cult may not eat beef or any other meat, save fish (which may be either smoked or raw).

Unlike Sun Dome Light Priests, Rune Priests of the Cult of the Burning Earth need not divorce a mate after becoming a Rune Priest. In fact, if they are single, they MUST find a mate within five years of taking their priestly vows.

Priests of this cult have heavy responsibilities and, like so many other Rune Priests in other cults, all their Dexterity based skills will be reduced to DEX times 5.

D. Benefits

Priests of the cult may take three pilgrimages to the Blasted Place in each twenty year period of their priesthood. They may NOT return from such a pilgrimage until they can bring back one of the Stones-of-the-Fire-that-burns-without-heat. When they return from such a pilgrimage, they will receive a four-point D.I. for each Stone that they bring back to the cult. The hazards of the Blasted Place being what they are, approximately 40% of those going on pilgrimages there will return.

E. Rune Spell Compatibility

Earth-Sky cultists have access to all standard Rune Magic spells, including use of small, medium, and large fire and earth elementals.

F. Cult Special Rune Spells

Rune Priests of the Burning Earth Cult have one cult special spell, to wit:
FIREBOLT: 2 point spell. Duration, instantaneous. Range, line-of sight. Reuseable. Does 3D6 fire damage to target (armor helps--but the armor and weaponry enveloped in the fireball will take damage). Damage is directly against CON. Single target spell only.

QUAKE: 2 point spell. Duration, 15 minutes. Range, 160m. Area of effect is 160m radius circle centered on target point. All individuals (friend and foe alike) must make DEX x 5 roll each melee round that they are in the effected region or they will fall down. Regaining footing once lost requires a DEX x 2 roll on D100 while the effect lasts.

Subservient Cults

None

Associated CultsAldrya, Sun Dome, and Vrimak (see Cults of Prax).Miscellaneous Notes

Altani are natural telepaths (Mind Speech is automatic) that could go far with formal training (of which none is available). Telepathy (80m range) and ESP detection (locates minds to within 6m radius out to a range of 100m) are also natural capabilities of the species.

Some Preliminary notes on the adaptation
of other Runes in Space Species to RQ.

Characteristic Bjoran Characteristic

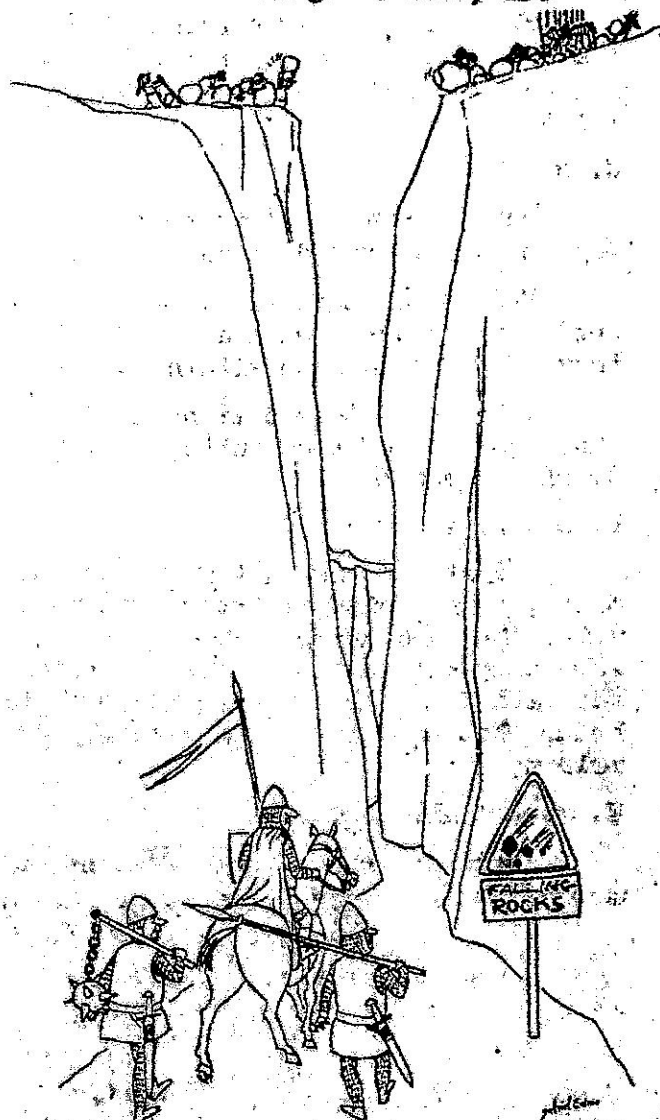
Strength 6D6+3
 Intelligence 3D6
 Power 3D6
 Constitution 3D6
 Dexterity 3D6+1
 Charisma 3D6
 Size 8D6

Characteristic H'Reli Characteristic

Strength 3D6+2
 Intelligence 3D6
 Power 3D6
 Constitution 3D6
 Dexterity 3D6+2
 Charisma 3D6
 Size 2D6+2

Characteristic Korli Characteristic

Strength 3D6
 Intelligence 3D6+2
 Power 3D6
 Constitution 3D6
 Dexterity 3D6+6
 Charisma 3D6
 Size 1D6



The Ships of Runes In Space

Warships -- Crew sizes

Ship Type	Crew Range	Standard Crew complement
Fighter	1-3	2
Scattership	1-8	4
Armored Scout	6-20	14
Frigate	20-50	35
Destroyer	40-80	60
Light Cruiser	120-250	180
Attack Cruiser	200-350	260
Heavy Cruiser	500-1000	700
Carrier	4500-5500	5000
Battlecruiser	1200-1500	1400
Battleship	2500-3500	3000
Pocket Battleship	2800-3200	3000
Super Dreadnaught	5000-7000	6000

Warships -- new types listed above (characteristics)

Frigate Attack = 15 Screen = 15 Normal Space Firing range = 3 light seconds. Jump Space Firing range = 6 pseudo-light years. Maximum acceleration is 1100 gs (counteracted to 11 gs), with a speed in jump space of 25 psly/hr.

Corrections to ship characteristics given in part I

Fighters -- maximum acceleration should be 2500 gs instead of 20,000gs, counteracted to 15gs (instead of 10).

Scatterships -- maximum acceleration should be 1500g instead of 10,000 g, and the counteraction is to 12.5 gs internal instead of 10.

Heavy Cruiser -- normal space firing range should be 4 light seconds, not 3.5 light seconds.

Carrier -- normal space firing range should be 3 light seconds, not 4 light seconds.

Battlecruiser -- normal space firing range should be 5 light seconds rather than 4.5 light seconds.

Battleship -- normal space firing range should be 6 light seconds rather than 5 light seconds.

Super Dreadnaught -- normal space firing range should be 7 light seconds, rather than 6 light seconds.

Some Notes Concerning Ships of Immediate Importance to Players

The Armored Scout is the ship most commonly used for exploratory missions of the type of interest to the players. Preliminary System Surveys are generally performed by the smaller, faster Scatterships. The Scatterships determine which systems have planets which might be of interest but, lacking sufficient crew for any form of detailed survey, leave this job for the larger Armored Scout.

An Armored Scout will usually have a commanding officer whose rank is in the 108-120 range, and an executive officer whose rank is in the 100-110 range. Its mission is to perform initial planetological and biological surveys in those systems discovered to have planets by Scattership first surveys.

Notes on Ships (continued)

In addition, Armored Scouts are frequently called upon for courier duty and, as a result of their primary survey mission are often involved in first contact situations.

The Frigates of the Fleet are usually commanded by officers in the 120-135 rank range (with XO's in the 112-119 rank range). Their duties are often more of a military than scientific nature (screening larger warships or serving as commerce raiders in time of war). However, they have sufficient room on board for larger scientific teams than Armored Scouts and, as a result, are often used for more in depth studies of worlds that have already undergone preliminary survey (usually by Armored Scouts).

Major Ship Systems

1. Primary Weapons System (TC battery). For each salvo fired from a battery, there is a 1% chance of system degradation. If such occurs, roll D100, divide this roll by 100, and multiply the previous system reliability by this amount to determine current reliability. If the reliability level is below its starting value of 100%, each further salvo fired results in system degradation if reliability level is not rolled as a per centage roll on D100. System reliability below 10% results in catastrophic system failure if roll not made when battery is fired (treat as battery knocked out--beyond all hope of repair).

Where R is the range in pseudo-light years divided by 4 (normal space range being 1 light second per 2 psly range in jump space) and A is attack factor,

Cost of Battery is $R^2 \cdot A^2$ million SMU (system monetary units), the mass of the battery is $400 \cdot A$ metric tons, and the battery requires a power plant capable of generating $R^2 \cdot A^2 \cdot 1000$ Energy Units per Hour.

A trained weapons officer is able to direct the fire of 1 battery per 25% in skill (dropping fractions) with ship weapons systems (his specialization).

2. Shields Mean time to failure for this system is 5000 hours plus or minus 10% when the shields are set to screen at 1/10 their theoretical maximum. At n% of maximum, multiply mttf by 10/n. Where D is the maximum screen value of the shields,

Cost of the shields is D^2 million SMU, mass of the generating equipment is $D \cdot 400$ metric tons, and the shielding gear will require a power plant capable of generating $D^2 \cdot 1000$ Energy Units per hour to run at full screening power. No more than one shield generation unit may be in operation on board a ship at one time, and shield effectiveness is cut to zero in any atmosphere thicker than a reasonably hard vacuum.

To determine MTTF, roll 1D1000 and add 4500 for the number of hours to failure at 1/10 max shielding level.

3. Contragravity Mean time to failure at 1 g loading (acceleration of 9.8 m/sec^2) is ten thousand hours (plus or minus 50%). Under n*g loading, divide mttf by n.

A CG-1 unit masses 2 metric tons, costs 6000 SMU, and will accelerate 1000 metric tons at 9.8 meters/sec^2 ($\approx 1 \text{ g}$). Further, a CG-1 unit is able to neutralize 90% of this acceleration internally (so that 100 metric tons could be accelerated at 10 gs but would "feel" only 1 g). Energy cost of a CG-1 unit is 1 Energy Unit per hour. Where differing neutralization factors are desired, the cost of the unit is multiplied by $10/(100-\text{neutralization})$. Thus, a 90% neutralization results in a cost multiplier of $10/(100-90)=1$, and a 99% neutralization results in a cost multiplier of $10/(100-99)=10$.

A CG-n unit costs n times as much as a CG-1 unit with corresponding

Major Ship Systems (continued)

3. Contragravity (continued)

neutralization factor, and requires n times the power of the CG-1 unit.

To determine MPTF at 1 g loading, roll 1D1000, multiply by 10, and add 5000.

4. Power Systems Mean time to failure is 20,000 hours (plus or minus 10%).
To determine precise mttf, roll 1D1000, multiply by 4, and add 18000.

A PW-1 unit costs 1 million SMU, masses 1 metric ton, and generates 750 Energy Units per hour. A PW-N unit costs N million SMU, generates $750 \cdot N$ Energy Units per hour, and masses $(N)^{1/3}$ metric tons (round up to nearest 0.1 metric tons).

5. Jump Engines The mean time to failure for the standard Jump Engine is 5000 hours (plus or minus 20%). To determine precise mttf, roll 1D1000, multiply by 2, and add 4000. (This assumes no overload of engines.) For each 10% increment of speed added above safe cruising speed, divide mttf by 2. Thus, at twice the safe cruising speed, mttf is reduced by a factor of 1024.

A J-1 engine costs 250,000 SMU, masses 100 metric tons, and will handle 100 Energy Units per hour safely. A J-N engine costs $(N^{3/2}) \cdot 250,000$ SMU, masses $(N^{1/2}) \cdot 100$ metric tons, and can handle $N \cdot 100$ Energy Units per hour safely.

Where M is the mass of the ship in metric tons, and V is the pseudo-velocity of the ship, then the number of Energy Units that must be handled per hour is $= (M/1000) \cdot (V^{1/2})$.

6. Life Support Systems The mean time to failure of the life support system is 8000 hours (roll 1D1000, multiply by 8, and add 4000).

An LS-1 unit costs 20,000 SMU, masses 2 tons, and requires 0.001 Energy Units per hour to operate (and will provide all life support and food production capabilities necessary to support one individual). An LS-N unit will provide for the needs of N people, and will cost $N \cdot 20,000$ SMU, will require $N \cdot 0.001$ Energy Units per hour to operate, and will mass $2 \cdot (N^{1/3})$ metric tons (round up to the nearest 0.1 metric tons).

7. Computer Systems Mean time to failure is 10,000 hours (plus or minus 10%).
(To determine precise mttf, roll 1D1000, multiply by 2, and add 9000).

Where A is the maximum acceleration, and V is the MAXIMUM POSSIBLE pseudo velocity, and R is the range factor of the ship's weapons system, the minimum allowable grade computer is given by $G = (A^{1/2}) + (V^{1/2}) + R$ (round fractions up to the nearest integer). Cost of unit is $G \cdot 10,000$ SMU, mass is 0.1 metric tons, and .001 Energy Units per Hour is required for operation.

Other items of interest in determining ship cost:

Staterooms/Cabins: will hold 2 passengers (or four crewmen--very crowded)
mass = 2 metric tons, cost is 2000 SMU

Hull of Ship: 10% of ship total mass capability must be in hull material as a minimum. Starship hulls cost 100 SMU/ton of ship (thus a 15000 metric ton ship--equivalent to an Armored Scout--would cost 1.5 million SMU for the hull which would take up 1500 metric tons of the ship's total mass).

ZERO GRAVITY TOILET

PASSENGERS ARE ADVISED TO READ INSTRUCTIONS BEFORE USE

1

The toilet is of the standard zero-gravity type. Depending on requirements, system A and/or system B can be used, details of which are clearly marked in the toilet compartment. When operating system A, depress lever and a plastic dalkron eliminator will be dispensed through the slot immediately underneath. When you have fastened the adhesive lip, attach connection marked by the large "X" outlet hose. Twist the silver coloured ring one inch below the connection point until you feel it lock.

2

The toilet is now ready for use. The Sonovac cleanser is activated by the small switch on the lip. When securing, twist the ring back to its initial condition, so that the two orange lines meet. Disconnect. Place the dalkron eliminator in the vacuum receptacle to the rear. Activate by pressing the blue button.

3

The controls for system B are located on the opposite wall. The red release switch places the uroliminator into position; it can be adjusted manually up or down by pressing the blue manual release button. The opening is self adjusting. To secure after use, press the green button which simultaneously activates the evaporator and returns the uroliminator to its storage position.

4

You may leave the lavatory if the green exit light is on over the door. If the red light is illuminated, one of the lavatory facilities is not properly secured. Press the "Stewardess" call button to the right of the door. She will secure all facilities from her control panel outside. When green exit light goes on you may open the door and leave. Please close door behind you.

5

To use the Sonowasher, first undress and place all your clothes in the clothes rack. Put on the velcro slippers located in the cabinet immediately below. Enter the shower. On the control panel to your upper right upon entering you will see a "Shower seal" button. Press to activate. A green light will then be illuminated immediately below. On the intensity knob select the desired setting. Now depress the Sonovac activation lever. Bathe normally.

6

The Sonovac will automatically go off after three minutes unless you activate the "Manual off" over-ride switch by flipping it up. When you are ready to leave, press the blue "Shower seal" release button. The door will open and you may leave. Please remove the velcro slippers and place them in their container.

7

If the red light above this panel is on, the toilet is in use. When the green light is illuminated you may enter. However, you must carefully follow all instructions when using the facilities during coasting (Zero G) flight. Inside there are three facilities: (1) the Sonowasher, (2) the Sonowasher, (3) the toilet. All three are designed to be used under weightless conditions. Please observe the sequence of operations for each individual facility.

8

Two modes for Sonowashing your face and hands are available, the "moist-towel" mode and the "Sonovac" ultrasonic cleanser mode. You may select either mode by moving the appropriate lever to the "Activate" position.

9

If you choose the "moist-towel" mode, depress the indicated yellow button and withdraw item. When you have finished, discard the towel in the vacuum dispenser, holding the indicated lever in an "activate" position until the green light goes on . . . showing that the rollers have passed the towel completely into the dispenser. If you desire an additional towel, press the yellow button and repeat the cycle.

10

If you prefer the "Sonovac" ultrasonic cleansing mode, press the indicated blue button. When the twin panels open, pull forward by rings A and B. For cleaning the hands, use in this position. Set the timer to positions 10, 20, 30 or 40 . . . indicative of the number of seconds required. The knob to the left, just below the blue light, has three settings, low, medium, or high. For normal use, the medium setting is suggested.

After these settings have been made, you can activate the device by switching to the "ON" position the clearly marked red switch. If, during the washing operation, you wish to change the settings, place the "manual off" over-ride switch in the "OFF" position. You may now make the change and repeat the cycle.

D&DQUEST-44 WITH WARLOCK INCLUSION -AKA- TSIMITS & TSURIS -- S. LINKER

This being a special edition of ANYONE WANNA BUY A COAT OF MITHRIL? Published every now-&-thenly by Sheldon Linker of 264 S. Lapeer Dr., Beverly Hills, CA 90211 ((213) 6523576) and 179 Highview, Stamford, CT ((203)3297820). Don't ask.

The following constitutes a variant game, and may contain copyrighted materials. It is distributed in the belief that all recipients own a copy of the derived games.

FULL RULES:

1) Character creation: Roll the following, depending on preference:

Type	STR	INT	CON	DEX	POW	SI Z	NW	DMG	AC
Human	3D6	3D6	3D6	3D6	3D6+1	3D6	-	-	-
Elf	2D6+2	4D6	3D6	3D6+3	2D6+6	2D4+4	-	-	-
Dryad	2D6	4D6	3D6	2D6+6	2D8+8	2D6	-	-	-
Pixie	2D4	3D6	3D6	4D6	2D6+6	D6	-	-	-
Runner	2D6	3D6	2D6+6	2D6+6	3D6	2D6	-	-	-
Baboons	3D6+6	3D6	3D6	2D6+6	2D6+6	3D6	Claw	D6	1
-	-	-	-	-	-	-	Teeth	D8	-
Broos	2D6+6	3D6	D6+12	3D6	3D6	2D6+6	Butt	D6	-
Newts	2D6	3D6	3D6	2D6+6	2D6	2D6	-	-	1
Giant	20D6+18	3D6	D6+12	3D6	3D6	20D6+18	-	-	-
Jackobears	3D6+6	2D6	2D6+6	3D6	4D6	3D6+6	Claw	D6	3
Werebear	4D6+12	2D6	3D6	3D6	3D6	D6+12	Claw	D6	3
Weretiger	3D15	3D3	3D6	2D6+6	3D6	2D6+6	Claw	D6	1
-	-	-	-	-	-	-	Teeth	D8	-
Werewolf	6D6	3D3	3D6	3D6	3D6	3D6	Teeth	D6	1
Morokanth	3D6+6	3D6	3D6	D6+6	3D6	3D6+6	Claw	D6	5
Dwarf	4D6	3D6	2D6+6	3D6	3D6	2D6	-	-	-
Newtling	3D6	3D6	3D6	2D6+6	3D6	2D6	-	-	-
Ogre	2D6+12	3D6	2D6+6	3D6	2D6+6	3D6	-	-	-
Cavetroll	3D6+12	2D6	2D6+6	2D6+3	2D6	4D6+12	Claw	D6	3
Trollkin	2D6+3	2D6+3	3D6	3D6+3	2D6	D6+6	-	-	1
Greattroll	4D6+12	2D6+2	D4+14	3D6	3D6	4D6+12	-	-	5
Darktroll	3D6+3	3D6	3D6	3D6	3D6	3D6+6	-	-	1
Tuskriders	2D6+6	3D6	2D6+6	3D6	3D6	3D6	-	-	-
Centaur	3D6+6	3D6	3D6	3D6+3	3D6	4D6+12	Hoof	D8+2D6	-
Manticore	4D6+12	2D6	2D6+6	2D6+3	3D6	4D6+12	Claw	D6	4
-	-	-	-	-	-	-	Sting	D6+CON	-
Minotaur	3D6+12	2D6	2D6+6	3D6	3D6	3D6+12	-	-	-
Dragon	(3D6)D6	4D6	3D6	3D6	4D6	(3D6)D6	Claw	D6	3+D7
-	-	-	-	-	-	-	Breath	POW	-
Wyrm	10D6	3D6	3D6	3D6	3D6+6	10D6	Bite	D10	8
Wyvern	4D6+12	2D6	2D6+6	2D6+6	3D6	2D6+24	Bite	D8	6
-	-	-	-	-	-	-	Sting	D6+CON	-
Griffin	8D6	2D6+6	2D6+6	3D6	2D6+6	8D6	Claw	D6	4
-	-	-	-	-	-	-	Peck	D8	-
Scorpionmen	2D6+12	2D6	3D6	3D6+3	2D6	2D6+12	Sting	D6+CON	3
Windchild	2D6	3D6	3D6	2D6+6	2D6+6	2D6	-	-	-
Basilisk	2D6	D4	3D6	2D6	D6+12	2D6	Claw	D3	2
Clifftoad	(2D6)D6	D4	3D6	3D6	3D6	(2D6)D6	Tongue	D(SI Z)	-
-	-	-	-	-	-	-	Swallow	D(SI Z)	-
Cockatrix	2D6	D4	3D6	2D6+6	D6+12	2D6	Peck	D10+Stone	2
Dragonsnail	4D6+12	D4	3D6	2D6	3D6	4D6+12	Bite	D6	8\4
Gargoyle	(D5)D6	D6	3D6	3D6	3D6	(D5)D6	2xClaw	D6	6
-	-	-	-	-	-	-	Bite	D8	-
-	-	-	-	-	-	-	Sting	D4	-

Type	STR	INT	CON	DEX	POW	SI Z	NW	DMG	AC
Gorp	-	-	3D6	-	3D6	6D6	Glob	8	-
Rocklizard	2D6+6	D4	2D6+6	D6+6	2D6+3	4D6	Claw	D6	3
-	-	-	-	-	-	-	Bite	D10	-
Rubblerrunner	D6	D4	3D6	2D6+6	D6+6	D4	Bite	D6	2
Shadowcats	2D6	D4	2D6+6	2D6+12	2D6+12	D6	Bite	D6	-
-	-	-	-	-	-	-	Rip	2D6	-
Skybulls	4D6+12	D4	2D6+6	2D6	3D6	8D6+12	Butt	2D10	3
-	-	-	-	-	-	-	Stomp	2D6	-
Snakes	D6	D4	2D6+6	3D6	D6+6	D6	Bite	(D2)D4	-
Walktapi	2D6+18	D4	2D6+6	3D6	3D6	2D6+18	4×Tentacle	2D6	4
-	-	-	-	-	-	-	Constrict	4D6	-
Ghoul	4D6	2D6	3D6	3D6	2D6+6	3D6	Claw	D6	-
-	-	-	-	-	-	-	Bite	D6	-
-	-	-	-	-	-	-	Howl	1 subdual	-
Skeleton	D4+8	D6	1	3D6	1	3D6	-	-	-
Oomarian	2D4	5D6-1	3D6	3D7	3D6	3D4	-	-	-
Dog	2D6	D6	3D6	3D4	3D6	2D4-1	Bite	D6	-
Vampire	6D6	3D6	2D6+6	3D6	2D6+6	3D6	Bite	D6+lock	-
Zombie	3D9	2D6	3D9	2D6	1	3D6	-	-	-
Unicorn	2D6+24	3D6	2D6+6	2D6+6	2D6+12	2D6+18	Gore	D10	-
-	-	-	-	-	-	-	Kick	D10	-
-	-	-	-	-	-	-	Rear-&-plunge	2D10	-
-	-	-	-	-	-	-	Bite	D8	-
-	-	-	-	-	-	-	Trample	3D6	-
Demibird	3D6+18	D4	2D6+6	2D6+6	3D6	3D6+12	Peck	D8	2
-	-	-	-	-	-	-	Kick	D12	-
Tuskers	3D6+12	D6	D6+12	D6	3D6	4D6+12	Gore	2D6	4
-	-	-	-	-	-	-	Trample	4D6	-
Bololizards	2D6+12	D4	3D6	D6+12	3D6	3D6+12	Bite	D6	1
-	-	-	-	-	-	-	Kick	D8	-
Rhino	2D6+30	1	3D6	2D6	3D6	2D6+30	Butt	D10	5
-	-	-	-	-	-	-	Bite	D10	-
-	-	-	-	-	-	-	Trample	8D6	-
Goblin	3D6	3D5	3D6	3D6	3D6	2D6+D4	-	-	-
Kobold	3D6	2D6	3D4	3D4	2D6	3D4	-	-	-
Orc	3D6-1	3D4	3D6	3D6	3D6	3D6	-	-	-
Hobgoblin	3D6	3D6	3D6	3D6	3D6	3D6+1	-	-	-
Wight	3D6	3D6	3D6	3D6	3D6	3D6	Touch	Level 3	3
Wraith	3D6+1	3D6	3D6+1	3D6	3D6	3D6	Touch	Level 5	5
Mummy	5D6	2D4	3D8	2D6	3D6	3D6	Claw	D4+disease	5
Spectre	4D6	3D6	3D6	3D6	3D6	3D6	Touch	2×Level 6	6
Medusa	3D6	3D6	3D6	3D6	3D6	3D6	Glance	Stone	-
Gorgon	3D6	D4	3D6	3D6	3D6	3D6	Breath	Stone	6
Hydras	7D6	D4	3D6	3D6	3D6	7D6	Bite	D6	3
Purpleworms	20D6	D3	3D6	2D6	3D6	20D10	Bite	D20	2
-	-	-	-	-	-	-	Swallow	3D20	-
-	-	-	-	-	-	-	Sting	D10+CON	-
Pegasi	10D6	D6	4D6	2D6+6	3D6	10D6	Kick	D10	2
-	-	-	-	-	-	-	Bite	D8	-
-	-	-	-	-	-	-	Rear-&-plunge	2D10	-
-	-	-	-	-	-	-	Tramle	3D6	-
Hippogrif	8D6	D4	3D6	3D4+6	3D6	8D6	Hooves	D8	3
-	-	-	-	-	-	-	Beack	D6+1	-
Stalkers.	12D6	3D6	4D6	4D6	3D6	4D6	2×Strike	D8	-
Roc	4D8	D4	3D6	2D6+6	3D6	4D8	2×Claw	2D6-1	4
-	-	-	-	-	-	-	Bite	3D6-2	-

Type	STR	INT	CON	DEX	POW	SI Z	NW	DMG	AC
Elemental	12D8	3D6	4D6	4D4+3	3D6	4D6-2	Element	POW	-
Greenslime	-	-	1	-	3D6	2D6	Ooze	D3	-
Triton	5D6	3D6	3D6	3D6	4D6	3D6	-	-	-
Bugbear	5D6	D4	4D6	2D6	3D6	5D6	Strike	2D4	3
Shadow	-	3D6	3D6	3D6	3D6	3D6	Touch	STR	-
Willowisp	5D6	3D6	3D6	8D8	3D8	3D6	Lightning	D12	-
Harpy	3D6	3D6	3D6	3D6	3D6	3D6	-	-	-
Lammasu	5D6	3D6	3D6	3D6-1	3D8	5D6	2xClaw	D6	2
Beholder	1	3D6	3D6	-	10D10	D6	Gaze	Antimagic	4
-	-	-	-	-	-	-	Bite	D6	-
-	-	-	-	-	-	-	Gaze	Death	-
-	-	-	-	-	-	-	Gaze	2D6+2	-
-	-	-	-	-	-	-	Gaze	Slow	-
-	-	-	-	-	-	-	Gaze	Fear	-
-	-	-	-	-	-	-	Gaze	Disintegrate	-
-	-	-	-	-	-	-	Gaze	Stone	-
-	-	-	-	-	-	-	Gaze	TK	-
-	-	-	-	-	-	-	Gaze	Sleep	-
-	-	-	-	-	-	-	Gaze	Ch. Monst.	-
-	-	-	-	-	-	-	Gaze	Charm	-
Umberhulk	5D6	3D4	3D6	2D6	2D6	5D6	2xClaw	2D6	6
-	-	-	-	-	-	-	Bite	2D4	-
Displacer	3D6	D6	3D6	6D6	3D6	3D6	2xTentacle	D5	1
Blinkdog	2D6	D6	3D6	3D4	3D6	2D4-1	Bite	D4	-
Hellhound	2D6	D6	3D6	3D4	D4	2D4-1	Bite	D4	-
-	-	-	-	-	-	-	Breath	D5	-
Phasespider	D10	1	3D6	3D6	3D6	2D6	Bite	D4	6
Ruster	2D6	D6	3D6	3D6	3D6	2D6	Touch	Rust	2
Stirge	D8	D4	3D6-1	3D6	3D6	D10	Suck	D6	1
Tick	D10	1	3D6	3D4	3D6	D20	Bite	D3	9
Owlbear	4D8	D4	3D6	2D6	3D6	4D8	2xSwipe	D6	3
-	-	-	-	-	-	-	Hug	+2D6	-
-	-	-	-	-	-	-	Bite	D12	-
Crawler	D6	D4	3D6	3D8	3D6	2D8	Bite	1	4
-	-	-	-	-	-	-	8xTouch	Paralysis	-

- 2) The following table gives further comments on the monsters, natural weapons (NW), damage (DMG) done by the weapons, natural skin thickness (AC), and other special abilities.

Type	Notes
Dryads	Female; bound to a tree
Pixies	Invisible; H'Reli-like in nature
Runners	Can use whipstick, D6+bind, 10% chance of choke; foresters
Broos	Human bodies, deer heads
Jackobears	Pumpkinheads
Weres	Full damage from silver, fire, and magic, subdual otherwise
Morokanth	Tapir-like
Trolls	Regenerate 1 DMG/melee round (MR) (6 sec)
Manticore	Lion bodies, scorpion tail, humanlike head
Dragons	Can use breath weapon 3 times/day
Wyrms	Winged serpent
Wyvern	Two legged, dragonish
Scorpionmen	Scorpion tail on centaur
Basilisk	Stone gaze POW times
Clifftoad	Tongue range is SI Z m
Dragonsnail	10% change of two heads

Type	Notes
Gorp	Cube; half DMG from melee & missile
Rubblerrunner	Whomprat
Shadowcat	Shimmer for 20% Defence
Walktapi	Octopus heads; constriction requires 2 hits
Oomarian	20Kg of chocolate sludge; POW TKs/week
Vampire	Gaseous form, animal form, usual vampire stuff
Unicorn	Touch of horn cures 2 pts, once/day/person; Evils attack on sight
Demibirds	Mindlink with dragonewt riders; flightless
Tuskers	Ridden by tuskriders
Bololizard	Little rideable dragon
Wight	Requires silver to hit; wight's victim is a wight
Wraith	Requires silver to do half DMG, magic full; wraith's victim is a wraith
Mummies	Only magic weapons affect, at half bonus
Spectres	Only magic weapons affect; noncorporeal; spectre's victim is a spectre
Medusa	Glance weapon only if seen, even if self
Gorgons	Bull-like
Hydras	D10+2 heads
Purpleworm	Swallows on crit
Stalkers	Invisible; free dimension travel; faultless trackers
Elemental	Has power over its element
Greenslime	Turns victim to same
Tritons	Mermen
Elves	Elven thieves may use bows, superceeding the following
Bugbears	Giant goblins; +16% stealth
Shadows	Not undead; noncorporeal; victim reduced to 0 STR becomes shadow
Willowisp	Fast changeing of shape; 25% defence bonus
Harpy	Hold song & Charm touch
Lammasu	Sphinxlike; clerics only, superceeding the following
Beholders	Can use INT powers at a time; each use of a power costs 1 POW
Displacers	Appear 1m from true location as (but not) 10% defence
Blinkdogs	POW line-of-sight (LOS) teleports/day
Hellhounds	Can use breath weapon 3 times/day
Phasespider	Can go to & from the other reality phase
Rusters	Look like pigs
Stirges	Sucker locks in place
Owlbears	Kill anything

3) Choose a character class.

Type	Available
Humans	Fighter (f), Mage (W), Cleric (C), or Thief (T)
Humanoids	F, W, or T
Others	Exotics (X)

4) Special considerations by character class:

F	W	C	T	X	Attribute
-	1	1	1	-	Special abilities
-	INT	POW	DEX	-	Prime requisite (req)
D10	D4	D8	D6	D7	Roll weapons increase on
10	4	8	6	7	Maximum bonus dice (BD)
All	Dag&staff	Unedged	Dag&sword	builtin	Weapons available
-	100m	LOS	-	LOS	Magic range
D5	D6	D4	D10	D4	Roll theifish abilities increase on

5) Superman rule: You may add some number of BD to any attribute or attributes. For each such D6 additional roll, count 1 BD point. True advancements are advancements -BD points, minimum of zero.

6) Compute bonuses:

Attack: $STR+2+INT+POW+2+DEX-31$

Parry: $STR+2+POW+2+DEX+SIZE+2-26$

Defence: $INT+POW+2+DEX-SIZE+2-21$

Hit points (HP): $SIZE+4+POW+8-4$

Perception: $INT+POW+2-16$

Stealth: $INT+DEX-SIZE-POW+2-5$

Manipulation: $STR+2+INT+POW+2-31$

Added DMG: if $(SIZE+STR)+2 < 5$: -D6, minimum 1

$5 \leq (SIZE+STR)+2 < 9$: -D2, minimum 1

$13 \leq (SIZE+STR)+2 < 17$: +D2

$17 \leq (SIZE+STR)+2$: +D6 + $[(SIZE+STR)+8-4]D4$

- 7) In combat, defence is subtracted from the attacker's to-hit percentage. The defence may be split about opponents.
- 8) If an opponent misses purely because of defence, the defence stands a chance of increasing, as does any successfully used ability.
- 9) Combat abilities advance by True weapons advancements.
- 10) Initial gold pieces: $10D6+120$.
- 11) Choose an alignment: Lawful (L/), Neutral (N/), or Chaotic (C/).
- 12) Choose an inclination: Good (G), Amoral (A), or Evil (E).
- 13) Characters start at first level.
- 14) Initial abilities as shown in rule 1 are 25%.
- 15) Item prices are as follows:

Item	GP	rental	DMG	AC	Initial %
Dagger	3	-	D6	-	15
Hand axe	3	-	D8	-	10
Mace	5	-	D7	-	20
Sword	10	-	D8+1	-	10
Two handed sword	15	-	2D8	-	20
Battleaxe	7	-	D8+2	-	15
Morningstar	6	-	D10	-	15
Flail	8	-	D8	-	15
Spear	1	-	D6+1	-	10
Pole arm	7	-	D12	-	10
Halberd	7	-	3D6	-	20
Lance	4	-	D8+1	-	15
Pike	5	-	D12	-	10
Shortbow	25	-	D6+1	-	15
Longbow	40	-	D9	-	20
Compbow	50	-	D10	-	20
Crossbow	15	-	D9	-	15
Heavy crossbow	25	-	D12	-	20
20 arrows	10	-	-	-	-
30 quarrels	10	-	-	-	-
Silver arrow	5	-	-	-	-
Mule	400	20	-	-	-
Draft horse	600	30	-	-	-
Light horse	800	40	-	-	-
Warhorse	2000	100	-	-	-
Heavy warhorse	4000	200	-	-	-
Saddle	50	3	-	-	-
Saddlebag	10	1	-	-	-
Cart	1000	50	-	-	-
Wagon	2000	100	-	-	-

<u>Item</u>	<u>GP</u>	<u>rental</u>	<u>DMG</u>	<u>AC</u>	<u>Initial %</u>
Raft	400	20	-	-	-
Small boat	1000	50	-	-	-
Small merchant ship	50000	2500	-	-	-
Merchant ship	200000	10000	-	-	-
Small galley	100000	5000	-	-	-
Galley	300000	15000	-	-	-
Armor	35	-	-	1	-
Armor	65	-	-	2	-
Armor	135	-	-	3	-
Armor	250	165	-	4	-
Armor	495	185	-	5	-
Armor	985	210	-	6	-
Small shield	10	-	-	-	5
Shield	20	-	-	-	10
Large shield	35	-	-	-	20
15m rope	1	-	-	-	-
3m pole	1	-	-	-	-
12 iron spikes	1	-	-	-	-
Small sack	1	-	-	-	-
Sack	2	-	-	-	-
Leather backpack	5	-	-	-	-
Skin	1	-	-	-	-
6 torches	1	-	-	-	-
Lantern	10	-	-	-	-
Flask of oil	2	-	-	-	-
3 stakes & mallet	3	-	-	-	-
Iron mirror	5	-	-	-	-
Silver mirror	15	-	-	-	-
Holywater	25	-	-	-	-
1 ltr wine	1	-	-	-	-
1 week iron rations	15	-	-	-	-
1 week rations	5	-	-	-	-
Staff	4	-	D6	-	20

- 16) Your HP=CON+HP bonus.
- 17) You cannot be cured to more than your hits.
- 18) At 0, you are unconscious.
- 19) At the point of over double maximum damage, the character is dead and unrecoverable.
- 20) At the point of over maximum damage, the character is dead.
- 21) Characters translated in may be stripped of abilities, but not memories.
- 22) The initial percentage for special abilities is $\text{req} \times 5\%$.
- 23) If the character makes his roll in an ability, he stands a chance of going up $D(\text{req}) - \text{BD}\%$.
- 24) Characters surviving an expedition stand an $\text{INT} - \text{BD}\%$ chance of going up a level.
- 25) Characters going up a level or successfully using a special ability stand a $\text{req} - \text{BD}\%$ chance of gaining a new special ability slot.
- 26) A character gaining a special ability slot rolls again for another slot.
- 27) Nth level abilities take N slots.
- 28) Nth level spells take N POW.

- 29) Permanent spells use 1 POW while active.
- 30) Spells take 1 MR.
- 31) Strikes take 1 MR.
- 32) It takes 1 MR to cock a crossbow and 2 MR to cock a heavy crossbow.
- 33) A strike is true if the $\text{percentage} + \text{bonus} - \text{defence} \geq D100$.
- 34) A strike must have a true chance of being true of at least 5% and at most 95%, as do all other abilities.
- 35) A true strike may be parried at the parry percentage with the shield and/or weapon.
- 36) An unparried true strike does DMG-AC HP.
- 37) If the roll to strike was 10% or less of the required to-hit number, minimum 2%, the damage done is DMG HP.
- 38) If the roll to strike was 2% or less of the required to-hit number, minimum of 1%, the hit scores a critical, with a base damage (BASE) of DMG HP.

39) Edged critical hits are as follows:

<u>Roll</u>	<u>Effect</u>
1-10	Hand severed; 1-5: sword hand, 6: shield hand; D3 HP/MR
11-16	Impalement; add BASE; attacker loses weapon on a miss roll
17-22	Lung hit; add BASE; 10% chance STR, CON, & DEX halved
23-34	Artery hit; D3 HP/MR
35-39	Hamstrung or kneecapped; falls over; half speed
40-45	Fingers lost; 1-4: 1-4 fingers, 5-6: thumb; 1-5: sword hand, 6: shield hand
46-50	Eye hit; incapacitated D6 MR
51-56	Forehead hit; incapacitated D3 MR
57-62	MR 1: add D6; MR 2: D4 HP; MR 3: D2 HP
63-68	Bleeding at 1 HP/MR
69-73	Throat hit; D12 HP/MR
74-79	Ear hit; cosmetic damage
80-85	Arm off or badly damaged; 10 HP/MR; 1-5: sword arm, 6: shield arm
86-88	Heart hit; 2D20 HP/MR
89-91	Leg off or badly damaged; D12 HP/MR
92-94	Add 2
95	Head hit; stunned D4 MR; 10% chance of 1 INT loss
96	Head hit; out 2D6 MR; 25% chance of 1 INT loss
97	Backbone broken; 1-2: waist down, 3: left side, 4: right side, 5: neck down, 6: coma; D8 HP/MR
98	Head hit; halve INT
99	Lung hit; halve STR, CON, & DEX
100	Decapitated; dead and unrecoverable; 1 POW lost

40) Arrow criticals:

<u>Roll</u>	<u>Effect</u>
1-10	Hand hit; add 1; incapacitated D4 MR
11-16	Add BASE
17-26	Add BASE; 10% chance to halve STR, CON, & DEX
27	Artery hit; D3 HP/MR
28-29	Eye hit; incapacitated D6 MR; 50% chance of D12 HP/MR
30-35	Forehead hit; half damage, incapacitated D5 MR
36-38	Add D2
39-45	1 HP/MR
46-47	Throat hit; D12 HP/MR
48-50	Heart hit; 2D20 HP/MR
51-100	Add 1

41) Catapults vs. ships criticals:

<u>Roll</u>	<u>Effect</u>
1-4	Catapult hit, 10% chance to hit each of the catapult crew
5-12	Large catapult hit; 9% chance to hit each of the catapult crew
13-17	Add BASE
18-23	Add BASE; 10% chance mast or sail lost
24-29	Extra crew hit; each crewmember stands a 2% chance
30-34	Crowsnest destroyed; occupants hit
35-40	Bridge hit; 10% chance to hit each of the bridge crew
41-46	Pandemonium strikes for D6 MR
47-51	Structural damage; 1 HP/MR for 20 MR; 1 unit water for 20 MR
52-57	Oars hit; D2 oars lost; 2D3 rowers hit
58-60	Ship takes D20 units water; bailers bail 0.1 units water/MR; ship sinks with 1,000 units; leak continues until fixed
61-63	Rudder and/or steering lost
64-66	Add 2
67	Bridge hit; steering lost; 9% chance to hit each of the bridge crew
68	Bridge hit; steering lost; 25% chance to hit each of bridge crew
69	Keel damage; 1 unit water
70	Bow broken; 5 units water; ram will destroy ship
71	D100 units water/MR
72	D1000 units water/MR
73-100	Add 1

42) When a spell is cast, characters get a saving throw. If D20>20-level, the spell has only half effect. If an all-or-nothing spell, it fails.

43) Special abilities:

<u>Class</u>	<u>Slots</u>	<u>Duration</u>	<u>Name & effect</u>
W&C	1	1 MR	Detect magic: caster spots magic by aura, one object only.
W	1	2D6 min	Hold portal: Doorway is sealed, but may be sundered.
W	1	1 MR	Read magic: Caster may read without invoking noncursed magical items.
W	1	1 MR	Read languages: Caster reads any nonmagic text.
W	1	6 min	Protection (P/) Evil: Evil types attacking caster are at a 5% penalty.
W	1	6+L min	(L=level) Light: Light of full moon is cast 10m around.
W	1	-	Charm: Affects casteroids only. Victim behaves as if hypnotised, getting additional saving throws as follows: <u>INT</u> <u>Save every</u> 1-6 month 7-9 3 weeks 10-11 2 weeks 12-15 week 16-17 2 days 18+ day
W	1	8 hrs	Sleep: 2D6 levels of characters fall asleep, but nobody over 4th level.
W	1	1 min	Shield: Provides a 35% bonus against missiles and a 25% bonus against melee.
W	1	Flash (*)	Magic missile: A bolt of magical energy, fired at a 25% chance base; armor helps. DMG is D6+1. No criticals.
W	1	2 min	Ventriloquism: True ventriloquism.
C	1	*	Cure light wounds: Cures D6+1 HP.
C	1	*	Purify air, food, and water: Enough for 12 people for 1 day.
C	1	6 min	Detect Evil: Evil is spotted by aura.
C	1	12 min	P/Evil: Evil types attacking caster are at a 5% penalty.
C	1	12 min	Light: Light of the full moon is cast 25m around.
T	1	-	Detect evil: 90% chance of determining whether an object is of evil purpose. By vision only.

Class	Slots	Duration	Name & Effect
T	1	-	Detect good: See above.
T	1	-	Detect enchantment: 90% chance of determining whether an object is enchanted. Requires touch.
T	1	-	Evaluate treasure: 90% chance of determining value of normal treasure.
T	1	-	Jimmy portals: Silently open a portal.
T	1	-	Pick normal lock.
T	1	-	Hide in shadows: 50%.
T	1	-	Jam portals: STR will open, amount dependant on portal.
T	1	-	Cheating at 90% at a single game.
T	1	-	Pilfer from such things as saddles and backpacks at 90%.
T	1	-	Reading knowledge of an additional language.
W	2	6 min	Detect invisible: caster sees the location of an invisible object to an accuracy of 1m.
W	2	6+L min	Levitate: Caster may vary his weight to +w along ^A g.
W	2	1 min	Fantasmal forces: A very vivid image, which does real damage if it hits and is believed.
W	2	*	Locate object: Locates the exact position of an object, Then object must be well known.
W	2	dispel	Invisibility: Any character or object under 100Kg is made invisible. A strike will dispel.
W	2	dispel	Lock: as Hold portal.
W	2	2 min	Detect evil: as cleric's spell.
W	2	12 min	Esp: Light mindreading powers. Stopped by lead.
W	2	dispel	Continual light: Full daylight 25m around.
W	2	*	Open portal: really.
W	2	6 min	Darkness 2m around. Dispelled by Light.
W	2	8 hours	STR: 2D4 STR add on target.
W	2	*	Web: On hit (base 35%) victim is tied up by sticky gunk for 2L+STR. 2m ³ .
W	2	use	Magic mouth: A spell which targets on some obvious event, uttering up to 25 preset words.
W	2	1 min	Smokescreen: Lots of dense smoke.
C	2	*	Find trap: Find 1 trap the same way.
C	2	as Charm	Hold: Charm D4 people.
C	2	6 hours	Bless: Add 5% to the party's everything.
C	2	conversation	Speak with animals.
C	2	12 min	Silence in 5m radius.
C	2	1 month	Snake charm: D6 snakes charmed.
T	2	-	Note poisonous objects at 90%.
T	2	-	Pick all mechanically openable locks at 90%.
T	2	-	Throw sword at 10%.
T	2	-	Know North at 50%.
T	2	-	Basic stage-type disguises.
T	2	-	Tracking: 50%. Creature must have left tracks which endure until tracking time.
T	2	-	Set up mechanical traps.
T	2	-	Design secret panels.
T	2	-	Ventriloquism at 80%.
T	2	-	Escape from ropes in D6 min.
T	2	-	Speaking knowledge of an additional language.
W	3	L+D6 min	Fly: Caster flies at the speed of a bird.
W	3	as charm	Hold: as above.
W	3	*	Dispel magic: This spell dispels another. The chance of success is Caster's LxPOW+Speller's LxPOW.

Class	Slots	Duration	Name & effect
W	3	12 min.	Clairvoyance: Caster can see, regardless of nonlead intervening objects, to a range of POW m.
W	3	12 min	Clairaudience: as above.
W	3	*	A ball of fire erupts, radius exactly 6m, unless stopped by such substances as walls. A bolt leaves the caster's finger, travels at 200m/s, exploding at some preset distance, unless it hits something. The DMG is D(POW), regardless of AC.
W	3	*	Lightning: A bolt of lightning erupts, any distance chosen from the caster's finger, travelling away from the caster. It will travel 20m, bouncing towards the caster if given the opportunity. DMG is D(POW) regardless of AC.
W&C	3	12 min	P/Evil, as above. 3m radius.
W	3	dispel	Invisibility as above. 3m radius.
W	3	1 day	Infravision: Caster sees infrared as a distinct color.
W	3	3 min	Slow: D24 Ls affected. Affected creatures lose 1 action every 2 MR. Maximum area of effect is 8m ² .
W	3	3 min	Haste: opposite of above.
W	3	12 min	P/normal missiles: Recipient is immune to all nonmagical missiles projected by nonmagical means or items.
W	3	12 min	Water breathing: caster breathes in air or water.
W	3	dispel	Explosive runes: any unauthorized reader of this writing causes it to explode; DMG is 2D6, or D(POW of caster), whichever is lower. Chance of removing these runes is Remover's L×POW÷(3×Caster's L×POW).
W	3	1+6 min	Indian rope trick.
W	3	*	Monster summoning: Summons a group of nearby monsters (NPCs only) to help in one nonsuicidal task. Maximum of STR+INT+CON+DEX+POW+SIZ is 18 dice. Higher level summoning spells summon monsters of 15+3n dice totals.
C	3	*	Remove curse: unconditional.
C	3	*	Cure any disease, 1/casting.
C	3	*	Locate object, as above.
C	3	dispel	Continual light, as above.
C	3	12 min	Prayer: all abilities of opponents lowered 5%.
C	3	conversation	Speak with dead. A conversation with 1 recoverable body.
T	3	-	Circumvent nonmagical traps at 50%.
T	3	-	Note secret chest panels at 90%.
T	3	-	Note traps in chest at 90%.
T	3	-	Note traps in doors at 90%.
T	3	-	Hide in shadows at 90%.
T	3	-	Spot hidden items at 67%.
T	3	-	Cheating at some game at +10%.
T	3	-	Jump & run: Ability to jump down 6m and land running.
T	3	-	Set poisonous traps.
T	3	-	Use of sleep drugs & poisons.
T	3	-	Ventriloquism at 90%.
T	3	-	Climb rope very well.
T	3	-	Detect nonobvious slopes at 50%.
T	3	-	Pilfering as above at 90%.
W	4	-	Polymorph: changes the form of the recipient/victim to any animal form.
W	4	*	Remove curse as above.
W	4	3 min	Wall of fire: Maximum of 60m ² . Passing through causes firball DMG-1.
W	4	6 min	Wall of ice: Maximum of 60m ² . Passage requires a combined STR of D100.
W	4	as Charm	Charm monster: As charm, but no type restrictions.

Class	Slots	Duration	Name & effect
W	4	*	Plant growth: Adds POW yeas to the growth of a plant.
W	4	1 min	Dimension door: Colocates 2 places over one side of a pair of plane segments up to 3m on a side, one of which is next to the caster.
W	4	6 min	Wizard eye: A semicorporeal invisible flying eye is created, linked to the caster.
W	4	1 day	Massmorph: D100 troops are made to look as trees while motionless.
W	4	dispel	Hallucinatory terrain: An area of illusionary landscape is created, and exists until touched, or disbelieved.
C	4	*	Neutralize poison: Stops any effect if cast in the MR of the effect.
C	4	*	Cure serious wounds: Cures 2D6+2 HP and the continuing effects of one critical wound. Does not restore limbs.
C	4	6 min	Change 2D8 sticks into snakes, maximum 10Kg each. Nonpoisonous.
C	4	conversation	Speak with plants.
C	4	*	Create water: POW×4 liters created.
W	4	3 MR	Ice storm: Outdoors only. Hail falls over a 10 ² m area, doing 3D8 DMG. Armor helps.
W	4	6 min	Fear: 2D8 creatures are sent fleeing in fear. All creatures with POW over that of the caster count double.
W	4	*	Monster poofing: As monster summoning, but the monsters "poof".
W	4	-	Extension 50: Extends spell range and duration by 50%.
W	5	*	Teleport: The caster and all he is carrying (up to one person) are teleported in a concentrated-on direction. Contact with any solid object means unrecoverable loss of that part. Accuracy:
			<u>Hit %</u> <u>Familiarity</u>
			99 knows the area very well, lives there
			90 has been there many times
			60 has been there recently
			40 has been there
			10 has a good description
			1 no idea
			If a miss is indicated, roll to see the effect:
			<u>Roll</u> <u>Lands</u>
			1-900 Near target, D(D1000)m, random solid angle
			901-990 Somewhere on planet
			991-999 Gone
			1000 Other planet
W	5	as Charm	Hold monster: As hold, but useful against any type.
W	5	6 min	TK: Caster can direct a force which will provide up to 10+POW m/s ² acceleration to an object of up to 10POW Kg.
W	5	3D6 days	Transmute rock to mud: A volume of up to 30m ³ of rock or mud is turned into the other. Granularity of aim is 1m.
W	5	dispel	Wall of stone: A wall 0.5m thick, up to 100m ² is created.
W	5	12 min	Wall of iron: 50mm thick, 50m ² .
W	5	dispel	Animate dead: This spell animates dead, or creates zombies. D6 creatures are animated, so long as they are recoverable, they remain zombies. A zombie cannot be cured.
W	5	conversation	Contact higher plane: This spell allows the caster to contact the Nth plane of existence, where 3≤N≤13. N yes/no questions may be asked. There is a 5N+35% chance that the answer will be known, and a like chance of losing a random attribute point.
W	5	3 min+	Passwall: This spell will make a passible sized section of rock noncorporeal for 3 min, or as long as someone is within the rock, whichever is more.

Class	Slots	Duration	Name & effect																																																				
W	5	dissipate	Cloudkill: as smokescreen, but the cloud is poisonous. DMG is (6-breather's L)D6.																																																				
W	5	dispel	Feeblemind: brings the victim to senselessness. Victim saves at -20%.																																																				
W	5	-	Extension 100: Extends spell range & duration 100%.																																																				
C	5	*	Raise dead: Works on recoverable bodies. If 3D4≤CON, the spell works, otherwise the body is unrecoverable. The raisee loses D3 CON and must rest 2 weeks.																																																				
C	5	conversation	Commune: Cleric communes for at least a week and gets 3 questions answered.																																																				
C	5	dispel	Quest: Cleric assigns a quest to the victim, as well as a curse. If the victim gives up his quest, the curse takes effect.																																																				
C	5	1 day	Insect plague: As in the movies, but no more than 1 HP will be sustained by any one character as a direct result.																																																				
C	5	*	Create enough food for 36 meals.																																																				
T	5	-	Circumvent traps as above at 90%.																																																				
T	5	-	Note any traps at 90%.																																																				
T	5	-	Bump of direction as above at 90%.																																																				
T	5	-	Camouflage.																																																				
T	5	-	Spot hidden items at 67%.																																																				
T	5	-	Cheating as above at +15%.																																																				
T	5	-	Read lips.																																																				
T	5	-	Ventriloquism as above at 99%, supercedes preceeding.																																																				
T	5	-	Forgery at 80%.																																																				
W	6	dispel	Stone to flesh: This spell can be used to stone or unstone a character.																																																				
W	6	*	Reincarnate: A known character is returned to life in a new body. Body type depends on alignment & a D1000: <table><tr><th>G</th><th>A</th><th>E</th><th>Type</th></tr><tr><td>1</td><td>1-2</td><td>1-4</td><td>Rock</td></tr><tr><td>2</td><td>3-4</td><td>5-8</td><td>Plant</td></tr><tr><td>3-52</td><td>5-104</td><td>9-208</td><td>Animal</td></tr><tr><td>53-152</td><td>105-304</td><td>209-608</td><td>Monster</td></tr><tr><td>153-252</td><td>305-404</td><td>609-698</td><td>Dwarf</td></tr><tr><td>253-352</td><td>405-503</td><td>699-808</td><td>Hobbit</td></tr><tr><td>353-674</td><td>504-749</td><td>809-991</td><td>Human</td></tr><tr><td>675-724</td><td>750-899</td><td>992-999</td><td>Halfelf</td></tr><tr><td>725-998</td><td>900-999</td><td>1000</td><td>Elf</td></tr><tr><td>999-1000</td><td>1000</td><td>-</td><td>Nirvana</td></tr></table> Percent of each ability retained by type: (roll separately) <table><tr><th>%</th><th>Type</th></tr><tr><td>D80</td><td>Rock, plant, animal</td></tr><tr><td>D100</td><td>Monster</td></tr><tr><td>20+D80</td><td>Humanoid</td></tr></table> INT & POW are retained. STR, CON, DEX, & SIZ are rerolled. New L is D(old L). No memory loss.	G	A	E	Type	1	1-2	1-4	Rock	2	3-4	5-8	Plant	3-52	5-104	9-208	Animal	53-152	105-304	209-608	Monster	153-252	305-404	609-698	Dwarf	253-352	405-503	699-808	Hobbit	353-674	504-749	809-991	Human	675-724	750-899	992-999	Halfelf	725-998	900-999	1000	Elf	999-1000	1000	-	Nirvana	%	Type	D80	Rock, plant, animal	D100	Monster	20+D80	Humanoid
G	A	E	Type																																																				
1	1-2	1-4	Rock																																																				
2	3-4	5-8	Plant																																																				
3-52	5-104	9-208	Animal																																																				
53-152	105-304	209-608	Monster																																																				
153-252	305-404	609-698	Dwarf																																																				
253-352	405-503	699-808	Hobbit																																																				
353-674	504-749	809-991	Human																																																				
675-724	750-899	992-999	Halfelf																																																				
725-998	900-999	1000	Elf																																																				
999-1000	1000	-	Nirvana																																																				
%	Type																																																						
D80	Rock, plant, animal																																																						
D100	Monster																																																						
20+D80	Humanoid																																																						
W	6	*	Summon invisible stalker: The stalker will obey the word of the mage, first acceptingly, then reluctantly, finally with malice of intent.																																																				
W	6	10 min	Lower water: Causes a natural body of water to halve its level or lower its level 10m, whichever requires less effort.																																																				
W	6	6 min	Part water: Maximum depth of 3m.																																																				
W	6	12 min	Antimagic shell: A skin-tight shell impervious both ways to magic is conjured.																																																				
W	6	*	Death: 2D8 creatures of L≤7 are killed.																																																				
W	6	1 task	Geas: The victim must perform some task. Deviation will casue weakness. Ignoring causes death.																																																				

Class	Slots	Duration	Name & effect
W	6	*	Disintegrate one object, less than 1 ton, leaving some ash.
W	6	6 min	Move earth: As TK, 10 times as powerful, but only to earth.
W	6	1 day	Control weather: Mage sets local weather for one day at casting.
W	6	D100 days	Legend lore: Mage asks a question about some legendary thing. The cryptic answer is gained at completion.
W	6	6 min	Repulsion: All designated things have the force of a TK along ^A r from the mage.
C	6	6 min	Animate any object.
C	6	*	Find the path: The cleric learns some desired path from his location to some other location.
C	6	12 min	Blade barrier: A barrier of whirling blades up to 10m in diameter around the cleric's casting position. Passage does 7 strikes (parryable) per MR.
C	6	*	Word of recall: The cleric is accurately teleported to his sanctuary.
C	6	3D4 questions	Speak with animals: Both parties use their native language.
C	6	10 min	Conjure animal. Animal obeys cleric.
T	6	-	Bypass normal traps.
T	6	-	Pick all locks at 99%.
T	6	-	Tracking at 95%.
T	6	-	Duplicate alchemical substance, taking 3 times as long for the thief to make the potion as it would for an alchemist.
T	6	-	Create antidote: Takes twice as long as poison.
T	6	-	Mimic voices at 90%.
T	6	-	Mimic movements at 90%.
T	6	-	Theif trap setting: Starting percentage is 50%. True chance of success is setter's chance-victim's chance.
T	6	-	Detect counterfeit at 50%.
T	6	-	Detect slopes at 90%.
T	6	-	Set rube goldberg traps.
T	6	-	Grappling hook use at (100-m)%.
T	6	-	Spot theivish abilities at 90%-theifs ability.
W	7	1 min	Delayed fireball. Fireball is placed on an object and goes off at completion.
W	7	1 MR	Reverse gravity in a 10 ³ m volume.
W	7	*	Power word (PW) Stun: Victim is stunned for 2D6 min.
W	7	7 uses	Phase door: As passwall, but visible to the caster only. Useful to get at phase spiders with toc.
W	7	7 dispel	Mass invisiblility: Up to 40 tons made invisible, up to 100 objects.
W	7	dispel	Simulacrum: An automaton simulacrum is made of some known person, from snow. An animate object spell must be used. the simulacrum has (20+10D4)% of the original's abilities, nonimproving.
W	7	-	Extension 150: as above.
C	7	*	Earthquake: A small quake causing some structural damage over the area of a villiage.
C	7	1 day	Aerial servant: As invisible stalker summoning. All attributes are doubled. The servant will only fetch for the cleric, with a weight limit of 200Kg. If the mission cannot be completed before the spell expires, the stalker returns to hurt the cleric severely
C	7	1 day	Wind walk: The cleric and one other traveller noncorporeally travel at the speed of the wind, or 20Km/hour, whichever is more.
C	7	*	Holy word: This spe-1 affects all designated parties within 10m. If the victims' power is less than the cleric's, he is killed. If equal, he is stunned for 2D10 min; otherwise, he is deafened D6 min.

Class	Slots	Duration	Name & effect
C	7	dispel	Symbol: same as mage's below, except no permanent harm symbols.
C	7	18 min	Part water: as mage, 10m depth.
C	7	1 day	Control weather: as mage.
C	7	*	Raise dead fully: Victim loses 1 CON and is fine.
C	7	*	Restoration: A limb is restored, or damage from undead is restored, one each.
W	8	as charm	Mass charm: 50 levels affected.
W	8	9 months	Clone: A clone of the original is grown from a piece of live flesh. There is a 10% chance that 1 point is lost from a random attribute. If two of the same person exist, they share POW.
W	8	*	PW blind: Victim is blinded.
W	8	dispel	Symbol: In 1 day a symbol is constructed which affects W levels. The symbol can be set for some trigger criterion.

N	Effect
200	Fear
175	Discord
150	Sleep
125	Stun
100	Berzerk
75	Death

W	8	-	Extension unlimited: see above.
W	8	1 day	Blank: Detection of the mage by any magical means becomes impossible.
W	8	varies	Poly object: Some object is turned into another. Duration is 1 MR to 1 day, depending on similarity.
W	9	*	Meteor swarm: 8 D6 fireballs.
W	9	1 hour	Shapechange: Character becomes creature of his choice. INT & POW retained. Up to 1 change/MR.
W	9	1+D4 MR	Timestop: All creatures in a 10m cube about the caster's casting position are time-frozen. The caster is unaffected.
W	9	*	PW kill: as PW stun, but kills.
W	9	8 hours	Astral spell: Mage sends his astral form (on the astral plane) to a distance of 25 POW Km. The astral form may cast spells, but there is a 25% chance that it will end this spell. If the mage is killed during this spell, his soul is destroyed.
W	9	1 hour	Prismatic wall: A semisphere appears around the caster's party. The following must be dispelled in order. The mage may pass freely.

Color	To negate	Use & effect
Red	Ice storm	Stops magic missiles. D12 DMG passage.
Orange	Lightning	Stops normal missiles. 2D12 DMG passage.
Yellow	Magic missile	Stops gases. 4D12 DMG passage.
Green	Passwall	Stops detects. Poisoning in passage.
Blue	Disintegrate	Stops miracles. Stoning in passage.
Indigo	Dispel	Stops everything not mentioned elsewhere. Passer is crystallized.
Violet	Continual light	Stops magic. Passage causes insanity.

W	10	1 hour	Wormhole: Colocates any two places, even cross universes. It targets on a known conscious entity. All 4 sides active. 10 ² m.
W	10	-	Enchant sword: Cannot be dispelled by anyone. Sword or other object becomes magical (+0(% offensive)/+0(DMG)). Swords gain D4 POW and D2-1 INT. If D4 is 4, repeat the process. The following abilities may be gained, each costing 1 POW to use for 1 hour. This spell takes 1 month to cast.

Cost	Power
5	Note shifting walls & passages at 50%
5	Detect sloping passages at 50%
5	Locate secret doors at 50%

Cost	Power
5	Detect traps at 50%
5	See invisible at 50%
4	Detect evil at 50%
4	Detect Gold at 50%
5	Detect magic
5	Detect gems
10	Clairvoyance
10	Clairaudience
10	Esp
20	Full telepathy
10	TK
10	Teleportation
10	X-ray vision
10	Fantasmal
10	Levitation
10	Flight
12	Healing 1 HP in 4 hours
20n	other n slot abilities

- 44) Characters may learn INT-11 additional languages.
- 45) A mage may research an N slot spell in N weeks. The product of this research is a scroll. The mage must know a spell of order N-1.
- 46) A cleric may scribe to scroll an N slot spell in 2N weeks if he knows the spell.
- 47) The saving throw of a magical item is 20-DMG bonus-tohit bonus*10%-number of special abilities.

48) Ship statistics:

Type	Oar speed	Sail speed	Rowers	Marines	Sailors	Cats
Galley	10 15 25	20 15 10	100	50	20	2
Sm galley	15 20 30	25 20 15	50	20	10	1
Longship	12 18 25	30 25 20	64	-	11	-
Lg Merchant	-	20 18 15	-	-	20	-
Merchant	-	25 22 20	-	-	15	-
Warship	-	25 22 20	-	50	20	2
Boat	10 15 20	15 12 10	-	-	3	-
Raft	5 10 12	10 6 2	1	-	-	-
Number	Meaning	Fatigue factors/min				
First	Light oar speed	2				
Second	Oar speed	3				
Third	Fast Oar speed	10				
Fourth	Sail speed	-				
Fifth	half	-				
Sixth	quarter	-				
-	Rest	-1				

- 49) A crewman starts with 15(CON+STR) fatigue endurance points.

50) Running NPCs:

Depth	Decay dice	Average gold	% average gems & magic
0	D4	40	4
1	D2	10	1
2	D3	23	2
3	D4	37	3
4	D5	53	4
5	D6	69	5
6	D7	86	7

Depth	Decay dice	Average gold	% average gems and magic
7	D9	103	8
8	D10	121	9
9	D11	140	10
10	D13	158	11
11-12	D14	178	12
13-15	D17	217	15
16-19	D21	274	21
20-24	D27	364	27
25-29	D34	476	34
30-35	D42	592	42
36-42	D52	737	52
43-50	D63	912	63
51-100	D76	1,120	76
100+	D160	2,542	95

Decay dice: roll Dn. On a 1, stop; on any other roll, take an ability roll and roll again on the current line.

Average gems & magic: If the roll is made, take one gem or magic item (whichever was being rolled for) and roll again on the next higher line.

51)	<u>D160165</u>	<u>Gem value</u>
	1	500,000
	2-6	100,000
	7-31	50,000
	32-156	25,000
	157-781	10,000
	782-3,906	5,000
	3,907-19,531	1,000
	19,532-42,969	500
	42,970-121,094	100
	121,095-144,531	50
	144,532-160,165	10

52)	<u>D100s<</u>	<u>Magic item</u> (stop reading at first applicable item)
	21,31	Sword, +5%
	21,36	Sword, +5%, +10% vs. lycanthropes
	21,41	Sword, +5%, +10% vs. mages & enchanted creatures
	21,46	Sword, +5%, +1 DMG
	21,51	Flaming sword, +5%, +10% vs. trolls, pegasai, hippogriffs, & rocs, +15% vs. undead & ents
	21,56	Sword, +5%, 2D4 wishes
	21,61	Sword, +5%, +15% vs. trolls & clerics
	21,66	Sword, +5%, +15% vs. dragons
	21,69	Sword, +10%
	21,71	Sword, +10%, +1 DMG
	21,73	Sword, +15%
	21,74	Sword, lowers magic resistance 5% until Restoration spell
	21,75	Sword, drains level
	21,76	Sword, +20%
	21,77	Sword, +25%, holy sword: in the hands of a true lawful fighter, this renders him immune to magic
	21,79	Freezing sword, +15%, +25% vs. fire creatures
	21,83	Sword, +10%, double damage to some class of dragons
	21,84	Sword, +5%, curse of berzerkergang
	21,98	Sword, -10%, curse: will use no other weapon
	21,99	Holy sword, no bonus %, increases critical chance to 20%
	21	Holy sword, +10%, increases critical chance to 30%
	36,21	Shield, +5%
	36,41	Armor, +1 AC

D100s<	Magic item
36,51	Armor, +1 AC, shield +1%
36,58	Shield +10%
36,65	Armor +2 AC
36,71	Armor +2 AC & shield +2%
36,74	Shield +15%
36,77	Armor +3 AC
36,79	Armor +3 AC & shield +3%
36,81	Shield +20%
36,83	Armor +4 AC
36,84	Armor +4 AC & shield +4%
36,86	Shield +25%
36,87	Armor +5 AC
36,88	Armor +5 AC & shield +5%
36,94	Shield -5% to missiles, curse: will use no other shield
36,100	Armor -D4 AC (fixed), noncursed
36	Armor, wearer becomes etherial at will
41,16	10 arrows, +5%
41,26	3D10 arrows, +5%
41,30	2D6 arrows, +10%
41,31	D8 arrows, +15%
41,32	A-row, kills target on hit to body
41,35	2D8 bolts, +10%
41,46	Dagger, +5% vs. mansized creatures, +10% vs. goblins & kobolds
41,51	Dagger, +10% vs. mansized creatures, +15% vs. goblins & kobolds
41,56	Bow +5%
41,58	Crossbow +15%
41,60	Autococking crossbow, +3 sec on first shot
41,62	Double range crossbow
41,67	Axe +5%
41,68	Axe +10%
41,69	Axe +15%
41,81	Mace +10%
41,82	Mace +5%, disintegrates undead
41,87	Hammer +5%
41,90	Hammer +10%
41,91	Hammer +15%, Dwarves throw 20m with return
41,96	Spear +5%
41,97	Spear +10%
41,98	Spear +15%
41	Spear +15%, curse: when used in battle, a miss hits self, noncritical
66,4	Potion, user doubles size for 1 hour
66,7	Potion, user halves size for 1 hour
66,11	Potion, user doubles STR for 1 hour
66,14	Potion, user becomes invisible.
66,17	Potion, user takes gaseous form for 1 hour
66,20	Potion, user is polymorphed to next thought-of creature for 1 hour from dose
66,24	Potion, user doubles speed in all things for 1 subjective hour
66,27	Potion, user gains levitation ability for 1 hour
66,30	Potion, user gains flying ability for 1 flight of up to 1 hour
66,33	Potion, user becomes telepathic for 1 hour
66,36	Potion, user will believe anything for 1 hour, even with 1 sip
66,40	D6 HP healing potion
66,43	Potion, 2D6 +1 critical healed
66,46	Potion, removes D10 years physical age
66,49	Potion, user is clairvoyant 1 hour
66,53	Infinitely slippery oil
66,56	Potion, user is clairaudient 1 hour

D100s< Magic item

- 66,59 Potion, equivalent to charm animals spell
- 66,64 Potion, equivalent to charm spell on undead
- 66,67 Potion, cheshire invisibility
- 66,70 Potion, as charm spell
- 66,73 Potion, as charm spell on giants
- 66,76 Potion, as charms spell on dragons
- 66,80 Poison
- 66,84 Potion, +20% defence for 1 hour
- 66,88 Potion, $\frac{1}{2}$ DMG from fire for 1 hour
- 66,91 Potion, as locate object spell
- 66,95 Potion, adds 2 rolls to 1 ability for 1 hour without affecting BD
- 66,98 Potion, adds 4 rolls to 1 ability for 1 hour without affecting BD
- 66 Oil, makes stuff ethereal for 1 hour
- 86 Scroll with D10 slots worth of spells
- 91,6 Ring, gives invisibility
- 91,11 Ring, as charm mammal, once/mammal, intelligent only
- 91,16 Ring, as charm, once/person
- 91,31 Ring, cursed to wear, STR halved
- 91,36 Ring, +5% defence, 5% better resistance to magic (saving throw)
- 91,37 Ring, +15% defence, 15% better resistance to magic (saving throw)
- 91,41 Ring, 3 wishes
- 91,61 Ring, cursed to wear, wearer believes anything
- 91,66 Ring, wearer walks on water
- 91,71 Ring, $\frac{1}{2}$ DMG from heat
- 91,73 Ring, +10% defence, 10% better resistance to magic (saving throw)
- 91,75 Ring, wearer regenerates 1 HP/MR
- 91,79 Ring, once/night casts continual light, 12 DMG fireball, or 12 arrows
- 91,81 Ring, as clairvoyance
- 91,83 Ring, as TK
- 91,96 Ring, cursed to wear, severe paranoia
- 91,98 Ring, reflects to caster D100% of all spells. For all or nothing spells, 50% chance of reflection.
- 91,100 Ring which will store D10 slots of magical spells for later use
- 91 Ring, 2D6 partial wishes
- 96,11 Staff, detects metal, D100 charges, Magi only (MO)
- 96,16 Staff, detects enemies, D100 charges, MO
- 96,21 Staff, as detect magic, D100 charges, MO
- 96,26 Staff, detects secreted objects, D100 charges, MO
- 96,36 Staff, as fantasmal, D100 charges, MO
- 96,40 Staff, projects 4m cone of 2D6 DMG cold, D100 charges, MO
- 96,44 Staff, victim paralysed 1 day, from strike
- 96,48 Staff, as fireball, D33 charges, MO
- 96,51 Staff, as lightning, D25 charges, MO
- 96,56 Staff, as polymorph, D25 charges, MO
- 96,70 Staff, destroys a magic item on touch, 1 charge, MO
- 96,74 Staff, as healing, D100 charges, clerics only
- 96,78 Staff, as hold spell, D50 charges, clerics & magi only; mages burn 2 charges/shot
- 96,82 Staff, turns to/from snake, clerics only
- 96,86 Staff, does triple DMG, D100 charges
- 96,88 Staff, causes D6 years physical ageing, clerics & magi only
- 96,90 Staff, all spells, D100 charges, 1 charge/slot
- 96,94 Staff, negates spells, D100 charges
- 96,100 Staff, multiple simultaneous charms, D1000 charges, MO
- 96 Staff, any clerical spell, D100 charges, 1 charge/slot, clerics only, can make a body recoverable for 10 charges
- ,5 Crystal ball, clairvoyance range 2Km or 2m stone
- ,7 Crystal ball with sound
- ,8 Crystal ball with Esp

D100s< Magic item

- ,13 Medallion, Esp power, 10m range
- ,16 Medallion, Esp power, 30m range
- ,19 Amulet affording nondetection
- ,25 Amulet giving an added 10% magic resistance to clerics (saving throw)
- ,30 Bag with unlimited internal volume, will hold up to 200Kg at 1:10 weight
- ,31 Censor which summons, and while concentration is maintained, controls, an air elemental, 1/day, MO
- ,32 Stone, earth elemental as above
- ,33 Brasier, fire elemental as above
- ,34 Bowl, water elemental as above
- ,39 Cloak giving displacer power
- ,48 Shoes which make wearer move silently
- ,53 Shoes which double speed
- ,68 Flying broom
- ,73 Hat which allows reading of anything
- ,76 Hat, as Esp
- ,77 Hat, as teleport
- ,88 Hat, cursed: wearer must not remove the hat; wearer is terminally gonzo
- ,89 Flying carpet
- ,91 Horn, crumbles rock and splinters wood in 30°, 5m cone, 3 times/day
- ,100 Gloves, as strength spell
- , Mirror, has 10 slots; someone looking into face of mirror is sucked in with all equipment, all slots can be emptied simultaneously by shaking the mirror

53) Swords may take someone over if its POW+3>POW of victim+magic resistance÷5%.

54) A wish may not raise more than D6 points of any attribute.

55) STR restrictions:

AC4 requires a STR of 6

AC6 requires a STR of 13

D8 swords require a STR of 7

D10 swords require a STR of 14

3Dn weapons require a STR of 15

56) DMs are free to add rules.

It has long been a belief of mine that the novice player should not be forced to read through mounds of rules. The following rules are given to this end. These rules will do for a novice player's first run, or a simple list of what is needed for a character's first adventure.

SUBSET RULES

1) Character creation: roll the following on 3D6: STR, INT, CON, DEX, POW, & SIZ.

2) Things you may come across:

Type Description/notes:

Dryads Female types, bound to a tree

Pixies Invisible, H'Reli-like in nature

Broos Human bodies, Deer heads

Newts As big as Shaltuans

Jackobears Pumpkinheads

Weres Full damage from silver & fire, subdual otherwise

Morokanth Tapir-like

Trolls Regenerate damage quickly

Manticores Lion bodies, scorpion tail, humanlike head, poisonous sting

Dragon Use breath weapons 3 times/day

Wyrms Winged serpents

Wyverns 2 legged, dragonlike, sting

Basilisk Gaze turns character to stone

Clifftoads Huge

- 6) In combat, defence is subtracted from the attacker's to-hit percentage. The defence can be split about opponents.
- 7) Initial gold pieces (GP) is 10D6+120.
- 8) Choose an alignment: Lawful, Neutral, or Chaotic.
- 9) Choose an inclination: Good, Amoral, or Evil.
- 10) Characters start at first level.

11) Item prices are as follows:

<u>Item</u>	<u>GP</u>	<u>Rental</u>	<u>DMG</u>	<u>AC</u>	<u>Initial %</u>
Dagger	3	-	D6	-	15%
Hand axe	3	-	D8	-	10%
Mace	5	-	D7	-	20%
Sword	10	-	D8+1	-	10%
2 handed sword	15	-	2D8	-	20%
Battleaxe	7	-	D8+2	-	15%
Morningstar	6	-	D10	-	15%
Flail	8	-	D8	-	15%
Spear	1	-	D6+1	-	10%
Pole arm	7	-	D12	-	10%
Halberd	7	-	3D6	-	20%
Lance	4	-	D8+1	-	15%
Pike	5	-	D12	-	15%
Shortbow	25	-	D6+1	-	15%
Longbow	40	-	D9	-	20%
Compbow	50	-	D10	-	20%
Crossbow	15	-	D9	-	15%
Heavy crossbow	25	-	D12	-	20%
20 arrows	10	-	-	-	-
30 quarrels	10	-	-	-	-
Silver arrow	5	-	-	-	-
Mule	-	20	-	-	-
Draft horse	-	30	-	-	-
Light horse	-	40	-	-	-
Warhorse	-	100	-	-	-
Saddle	50	3	-	-	-
Saddlebag	10	1	-	-	-
Cart	-	50	-	-	-
Wagon	-	100	-	-	-
Raft	-	20	-	-	-
Small boat	-	50	-	-	-
Armor	35	-	-	1	-
Armor	65	-	-	2	-
Armor	135	-	-	3	-
Armor	-	165	-	4	-
Small shield	10	-	-	-	5%
Shield	20	-	-	-	10%
Large shield	35	30	-	-	20%
15m rope	1	-	-	-	-
3m pole	1	-	-	-	-
12 iron spikes	1	-	-	-	-
Small sack	1	-	-	-	-
Large sack	2	-	-	-	-
Leather backpack	5	-	-	-	-
Skin	1	-	-	-	-
6 torches	1	-	-	-	-
Lantern	10	-	-	-	-

<u>Item</u>	<u>GP</u>
Flask of oil	2
3 stakes & mallet	3
Iron mirror	5
Silver mirror	15
Holywater	25
1 liter wine	1
Iron rations	15
Rations	5

- 12) Your HP=CON+HP bonus.
- 13) You cannot be cured to more than your HP.
- 14) At 0 HP, you're unconscious.
- 15) At negative HP, you're dead.
- 16) The initial percentage chance of success at a spell is $\text{req} \times 5\%$.
- 17) A spell costs 1 POW point to use.
- 18) A melee round (MR) is 6 seconds.
- 19) Strikes & spells take 1 MR.
- 20) A strike is true if the $\text{percentage} + \text{bonus} - \text{defence} \geq 100$.
- 21) A strike must have a true chance of being true of at least 5%, as do other abilities.
- 22) A true strike may be parried, at the parry percentage, with shield, weapon, or both.
- 23) An unparried true strike does DMG-AC HP.
- 24) If the roll to strike was 10% or less of the required to-hit number, minimum of 2%, the damage done is DMG HP.
- 25) If the roll to strike was 2% or less of the required to-hit number, minimum of 1%, the hit scores critical (see below).

26) Critical hits from swords:

<u>Roll</u>	<u>Effect</u>
1-10	Hand severed; bleed to death (BTD)
11-16	Impalement; possible weapon loss
17-22	Lung hit
23-34	Artery hit; BTD
35-39	Hamstrung or kneecapped; fall over
40-45	Fingers lost
46-50	Eye hit & incapacitation
51-56	Forehead hit & incapacitation
57-62	Extra DMG
63-68	BTD
69-73	Throat hit; BTD
74-79	Ear hit
80-85	Arm off or badly damaged; BTD
86-88	Heart hit; BTD
89-91	Leg off or badly damaged; BTD
92-94	Added DMG
95	Stunned, possible INT loss
96	Unconscious, possible INT loss
97	Backbone broken, BTD
98	Head hit, brain damage
99	Lung hit, severe damage
100	Decapitated

27) Critical hits from maces:

<u>Roll</u>	<u>Effect</u>
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<u>Roll</u>	<u>Effect</u>
1-10	Hand hit, incapacitated
11-26	Extra damage
27	Artery hit; BTB
28-29	Eye hit, incapacitated, possible BTB
30-35	Forehead hit, incapacitated
36-38	Added damage
39-45	BTB
46-47	Throat hit, BTB
48-50	Heart hit, BTB
51-100	Slight added damage

28) When a spell is cast, characters get a saving throw: 5% chance that the spell has only $\frac{1}{2}$ effect. If an all-or-nothing spell, no effect.

29) Special abilities:

<u>Class</u>	<u>Duration</u>	<u>Effect & name</u>
W,C	1 MR	Detect magic: Caster spots magic by aura, one item only.
W	2D6 min	Hold portal: Doorway is sealed, but may be sundered.
W	1 MR	Read magic: Caster may read, without invoking, noncurled magic items.
W	1 MR	Read languages: Caster reads any nonmagic text.
W	6 min	Protection from evil: Evil types attacking caster are at a 5% penalty.
W	7 min	Light: Light of full moon is cast 10m around.
W	-	Charm person: affects casteroids only. Victim behaves as if hypnotised, getting additional saving throws as follows:
		<u>INT</u> <u>Saves every</u>
		3-6 month
		7-9 3 weeks
		10-11 2 weeks
		12-15 week
		16-17 2 days
		18 day
W	8 hours	Sleep: 2D6 fall asleep.
W	1 min	Shield: Provides a 35% bonus vs. missiles & 25% vs. melee.
W	flash	Magic missile: A bolt of magical energy. Fired at 25% base, armor helps. DMG is D6+1.
W	2 min	True ventriloquism.
C	flash	Cure: Cures D6+1 HP.
C	flash	Purify air, food, & water: Enough for 12 people for 1 day.
C	6 min	Detect evil: Caster spots evil by aura.
C	12 min	Protection from evil: Evil types attacking caster are at a 5% penalty.
C	12 min	Light: Light of full moon is cast 25m around.

30) A sword, if magical, may gain control of a character.

31) Strength restrictions:

- A STR of 6 is required for AC4.
- A STR of 7 is required for D8 swords.
- A STR of 14 is required for D10 swords.
- A STR of 15 is required for 3Dn weapons.

And now, a little reminder to Nicolai: INSERT FILLER BELOW+

THE WARP WORLD WIZARD'S DRINKING SONG

by Charlie Luce and Jason Ray

Tune: McNamara's Band

I come from a gross wilderness where Wayne Shaw's word is law,
I love to fight my enemies and chop them into slaw;
I have a magic Bastard Sword, I think it's rather great,
and all those who get in my way are soon known as "the late".

CHORUS: The melee's begun, make saves, ~~make saves~~;
the melee's begun, make saves, make saves;
the melee's begun, make saves, ~~make saves~~;
shout it loudly, clearly, you all have to make your saves!

I have a magic Wizard's Staff, I think it's really swell,
whatever tries to slow me down, I blow it straight to Hell;
I have a ring, an Artifact, its power is immense,
when folks show up in Adamant it makes amazing dents.

CHORUS

I have some funny gauntlets, they ~~really are~~ obscene,
they fire off Soulfire Bolts when I am feeling mean;
I have some mighty Armor, it is my joy and pride,
it's got a plus of twenty 'cause it's made of Demon hide.

CHORUS

I ride a mighty Great Horse, as a mount it's swift and true,
it throws spells like a Patriarch and like a Wizard too;
upon my brow there rests a gem, its power never yields,
it throws me up ten thousand points in Esper PK Shields.

CHORUS

I own a belt of Giant Strength, a breed that's very rare,
it multiplies by ninety, so I'm really hard to scare;
I have a great gross Magic Shield, a Fortress one by brand,
and Mighty Thor can't take it down with Mjollnir in hand.

CHORUS

I have a shining Talisman, it really is a must,
it takes obnoxious Paladins and turns them into dust;
the cloak I clasp about my neck is really quite profound,
it turns me into Orcus when I feel like toning down.

CHORUS

I have some other minor things, a rather paltry few,
a Wizard's Robe, a Rod of Might, a Dancing Sword or two;
but now I've gotten so grotesque it makes me want to cry,
I'm going off to Stormgate now, to lay me down and die.

CHORUS

BEYOND THE CURTAIN OF VAPOURS #3

Transcribed from the incoherent mumblings of Cary Martin (10527 Palms Bl., LA, CA., 90034) and brought to you by the Lord and Lady of Law.

CULTS OF NEBULOUS

TIRNAL

Cl. III

Man-Movement-Conflict

Rune Lord: War-Gloves (or) Improved Hands (Florentine), 2 weapons, Sense Ambush, one manipulation skill.

Rune Spells: FRENZY - Accelerates the priest to full double speed, allowing two S/R actions in one. 10 melee rounds. 2 pts.

No elements. No symbol.

TANKASH/THE PLACID (Grey Lord)

Cl. III

Fire-Harmony-Spirit

Rune Lord: Spear, 1 weapon, Oratory, 2 skills.

Rune Spell: MIND BAR - One point gives +05% defense for power-combat (incl. spirits). This spell is not noticable till attacked. Stackable to four.

Sm salamanders. No symbol.

MOEBIUS KNIGHT/HIM FROM BEYOND

Cl. I

Lunar-Movement-Chaos

Rune Lord: Broadsword, Lance, 1 missile, Horsemanship, 1 Sage or Alchemist skill.

Rune Spells: WORD OF RECALL - Teleport to a pre-set Moebius Knight temple or shrine. Priest and personal spirits only. One point, one use.

TELEPORT - Teleport to a visualized location. 05% misjump. No range limit. Self, one companion, and personal spirits only. Three point, reusable.

PORTAL - Conjures a circular opening (7' diameter) that opens to a location within 250 m. Spells will not pass. Lasts one minute. Two point, reusable.

SHIFT:- Teleport 100 m (no error) caster and personal spirits only. One point, reusable.

No elementals. Symbol: Silver Moebius strip on a black pentagon.

DAHAUN/LADY OF THE GREEN SILENCES

Cl. II

Earth-Plant-Harmony

Rune Lord: 1 weapon, Force Lash, Hide, Move Silent, Camouflage.

Rune Spells: HEALALL - Heals all the damage sustained on an organism (hp only, not disease or poison). Two point, reusable.

RAISE RIVER - Causes a 50 m section of river to rush downstream violently. Those caught in the 50 m section must make a swimming roll at -15%. Two point, reusable.

FORCE LASH - The first three point sacrifice constructs the basic force lash (r:10m/D8+1/hits one location/armor protects/min. 13 pwr to use/functions as a one pt. battle magic matrix). The second two point sacrifice tunes the lash to the priest, doubles the damage, and adds 5m range.

No elementals. No symbol.

People of the Green Silences may join this cult at any time after reaching a power of 18 without having to pass the cult acceptance roll.

NEW RQ RACE

THE PEOPLE OF THE GREEN SILENCES

(from Andre Norton's Three Against the Witchworld)

	Average	
STR 2D6+2	9	They generally speak and read Aldryami at 80% plus bonuses.
INT 2D6+6	13	
PWR 2D6+8	15	
CON 3D6	10-11	Lifespan: 10,000 $\pm$ years
DEX 2D6+6	13	
CHA 3D6	10-11	Armor: leather body and legs, 1 pt padding body and legs.
SIZ 3D6	10-11	

Spells	S/R	Skills	%
Healing 2	3	Hide	35
Mindspeech 1	2	Move Silent	35
Befuddle (1)	2	Camouflage	30
Detect Spirit (1)	2	Tracking	30
1 pt. (herbal) healing potion.			

	S/R	ATTACK	PARRY	DMG.	PTS.
Force Lash	2	35	-	D8+1	- (10 m range)
Rapier	6	30	25	D6+1	15

As they do not get along well with technology they must stay within 'natural' surroundings or they sicken in 2-24 hours and die 1-8 hours later, nor may they wear metal armor.

NEW RQ COMBAT SKILLS AND ACCESSORIES

IMPROVED HANDS /05% base/D6 damage/always taught Florentine (incl. parries)/
Training cost: 500-1000-2000.

IMPROVED KICK /05% base/D8 damage/Training cost: 300-800-1500.

WAR GLOVES /10% base/D6 damage/5 pts/Training cost: 300-600-1200/2.5 x cost
for Florentine/War Gloves are spiked gauntlets that act as Chain Armor for the hands (no padding).

Don't forget -

A man without a god
is like a fish without a bicycle.

(19 Jul 79)

ADDITIONAL RUNES (from Nebulous)

ELEMENTS:



Mana: The Life-force of mythos.

FORMS:

Serpent: as in R.E. Howard's Worms of the Earth

Law: Authority, Imperialism



Chaos: Variant, more refined than the standard Gloranthan version.

CONDITIONS:



Conflict

POWERS:



Disorder: Variant



Power inflow



Power outflow



Power exchange



Perception



Communication

OTHERS:



:Ialyth/Devourer of All



:Hoorth/The Pestering One

The Dread Ones



:Trylik/The Life Scourge



:The Balance

-RUNE CULTS-

ATHOS (OF THE DANCING BLADE)

Cl. III

Conflict-Fate

Rune Lord: Epee, Crossbow, write own language, Horsemanship & one other weapon.

Rune Spells: DANCING SWORD - Causes a sword to fly through the air and attack (at half caster's proficiency). The sword adds full damage bonus (or penalty) of caster. 10 melee rounds. 1 point.

Rune Lords usually hold an inactive reserve officer commission in their nation's armed forces.

No elementals. Symbol: Gold Cross on a Purple Field.

WHITE FEATHER/THE ARCHER PRIME

Cl. III

Sky-Mastery-Conflict

Rune Lord: Self, Composite & Cross Bows; Sling; Sense Ambush.

Rune Spells: LONGSHOT - 5x missile range for 3 missiles. 1 point.

Small Air Elementals. Symbol: Crossed white feather & arrow. Cult followers normally use white-fletched arrows.

ARN/THE MERCENARY

Cl. II

Conflict-Mastery-Death

Rune Lord: 4 weapons, Horsemanship.

Rune Spells: SURE-STRIKE - 2x Critical & Impale. 10 melee rounds. 2 points.

FURY - Caster grows, as well as all gear & mount if need be.
2x size, + 50% strength. Wounds suffered heal one pt.
when the character reverts to normal. 2 points.

No Elementals. Symbol: Rune Lord - their 4 weapons, Rune Priests etc. -
Sword, Spear, Mace, Arrow.

THE IRON RAT/THE THIEF WITHIN THE WALLS

Cl. III

Disorder-Movement

Rune Lord: 1 missile, 1 melee weapon, Oratory, 2 thief skills.

Rune Spells: WALL CLING - Allows the caster to orient himself on any angle
so as to walk, fight, eat, etc. on walls, ceilings
etc. 2 points.

STUN - Power vs Power to K.O. for 5 melee phases. 50H. 1 pt.

No Elementals. No symbol.

XUN/THE LAUGHING WOLF

Cl. III

Conflict-Disorder

Rune Lord: 1 pole-arm, 1 missile (not thrown), Hide, Camouflage, 1 other.

Rune Spells: FALSE TRAIL - This allows the caster to create a set of tracks
(that can be followed with skill) that can run
up to 1 km in length. This trail may go anywhere
the caster could. 2 points.

VANISH - silence/ invisibility. 1 point.

No Elementals. No Symbol.

MAKARESH/STEEL-WALL

Cl. II

Stasis-Death

Rune Lord: Spear, 1 missile (not thrown), 1 melee weapon, Ambush, 1 shield

Rune Spells: BRACING - Allows recipient of spell to stand & fight until
death, regardless of where hit (includes legs, but
not head). 2 points. 10 melee rounds.

SHIELD OF STEEL - Causes a shield to stop an additional 4 pts.,
as well as require 2.5x HP to shatter. 2 pt.

No Elementals. Symbol: Upright spear over a shield.

KALERA/THE WIND-MAIDEN

Cl. III

Air-Harmony

Rune Lord: Javelin, Self-Bow, 2 perception skills, 1 other.

Rune Spells: SKY-GUARD - Shimmer/Protection. May be used with Counter-Magic
but not with Protection or Shimmer. 2 pt.

All Sylphs. Symbol: None.

(Wind-child cult)

KARZ/THE CONSUMING ONE

Cl. II

Death-Fire-Chaos

Rune Lord: Military Flail, 1 single hand weapon, 1 missile, 2 skills.

Rune Spells: CONSUME - Power vs Power attack for a recurring disruption effect on one location on a victim. The attack continues until unsuccessful in a Power attack. 2 pts.

AREA IGNITE - As the Ignite spell but covering a 05M cube.
Range: 40 M. 1 point.

Small Fire Elementals. Symbol: White fire.

DASLOR/THE SKY KING

Cl. I

Air-Movement

Rune Lord: Bow, 1 sword, 1 other weapon, Climbing, 1 other skill.

Rune Spells: WORD OF FLIGHT - This spell will cause a carpet or suchlike object to fly at a speed of 10. 3 points.

FLIGHT - This spell allows the recipient to fly at 12. 1 pt.

WHIRLWIND - causes a whirlwind to spring up around one target (one man, man & mount, etc.) that whirls the victim around (Str 30) for 2 D8 non-lethal damage (contributes toward a K.O.). Range: 40M. 1 point.

All Air Elementals. No symbol.

SHERESH/THE SILENT THUNDERER

Cl. III

Chaos-Mastery-Fate

Rune Lord: Hand, Foot, 1 other weapon, Missile deflect or dodge, & 1 thief skill.

Rune Spells: FEED - Power vs Power, drains 1-3 points of Power into caster (not over max.) Range: Touch; 1 point.

DEFEND - +10% to defense & dodge/Pt. to max. 3. 10 melee rounds.

No Elementals. Symbol: Hand (open) sheathed in blue flame.

STAR LORD/THE SEEKER

Cl. III

Perception-Truth-Stasis

Rune Lord: Non-mech Bow, Sh. Flail, Hide, 1 Sage skill, 1 other.

Rune Spells: SUSTAIN - Allows recipient to live & function w/o food & water for 1 week. 1 point.

RANGE - +50% Battle Magic spell range/pt to max 2.

Small Shades. Symbol: Eye within pyramid.

THE DEAD GOD

Cl. III

Death

Rune Lord: 1 weapon, shield, Oratory, 2 Sage or Alchemist skills.

Rune Spells: PENTACOST - Enhances the caster's Oratory score by 10% and translates it into whatever language the listeners will understand it best. Language is at 80%. 1 point. (+10% to Oratory for +1 Power) stackable to 3.

No Elementals. Symbol: Wooden cross

SARL/THE UNDISTURBED

Cl. II

Harmony-Movement-Lunar

Rune Lord: 1 weapon, 1 shield, Sense Ambush, Spot Traps, Oratory.

Rune Spells: COUNTERSPELL - Functions as a Countermagic 3. 1 pointSHIFT - 100M teleport for caster & spirits only. 1 pt.

All Lunar Elementals. Symbol: Sky blue disc.

DERO

Cl. III

Earth-Perception-Truth

Rune Lord: Axe, 1 missile, Oratory, Tracking & Camouflage or Hide.

Rune Spells: TRUESIGHT - Sees through illusions (Power vs Power of illusionist) or Battle Magic light/dark spells (walls included). 1 point.SEE INVISIBLE - Sees those under a Battle Magic Invisibility & those under runic invisibility with a Power attack.REVEAL INVISIBLE - 1 point will act as Dispel Magic 3 for the purpose of dispelling Invisibility (or similar) spells. Stackable.

Small Gnomes. Symbol: White disc.

KAYLEHN/STAR-BORN

Cl. II

Fire-Movement

Rune Lord: 1 spear, 1 (non-thrown) missile, 1 other weapon, 2 Manipulation skills.

Rune Spells: FIRE LANCE - 3D6/aimed/hits vs armor. 1 point.T.K. - Manipulation with a Str. of 10. Range: 40M, 1 point. Stackable.

Small Salamanders. Symbol: Gold pentagram

TRALGAR

Cl. III

Darkness-Conflict-Perception

Rune Lord: Mace, Maul, Spot Hidden, 2 skills or weapons.

Rune Spells: DARKSEE - 1 point. (Kygor Lytor)SHADOWCLOAK - Either conjures a black cloak or lines an existing cloak with black. While this spell is operating the wearer may reach into the shadowed lining and draw forth any melee weapon desired. 1 point.BRAN

Cl. III

Earth-Conflict-Death

Rune Lord: 4 weapons & Ambush.

Rune Spells: PIT - As an Elemental Pit attack (1 pt - small, 2 pt - medium, 3 pt - large).DELAY-REPAIR - Cast on a weapon before a fight (only one casting per weapon) it will repair immediately any sundered weapon (as long as it is broken by less than 2x points). 1 point.

Small Gnomes.

Symbol: All 4 weapons displayed

Rune Priest - Great Sword, Spear, Axe, Arrow.

SARELLA/WINDSTRIDER

Cl. III Movement-Death

Rune Lord: Lance, 1 handed weapon, Horsemanship, 2 skills (not Sage or Alchemist).

Rune Spells: WINDSPEED - Allows a horse to move as if under double mobility. 1 point. Non-stackable. 10 melee rounds.

No elementals. Symbol: Horse silhouette.

HALLECK/STRONGBLADE

Cl. III Conflict-Truth

Rune Lord: Broadsword, Spear or Lance, Horsemanship, 2 skills.

Rune Spell: SEE INVISIBLE - Allows caster to see anything invisible within range of his sight. 1 point.

No Elementals. Symbol: Burning torch.

DEATH'S HAND

Cl. II Death-Man

Rune Lord: Halberd, Sword, 1 missile, 2 skills (not Sage or Alchemist).

Rune Spells: DEATH - Power vs. Power to kill one entity. Takes 1D10 if unsuccessful. 3 points.

UNDEATH (A) - Causes a slain entity to rise up as a vampire 3 nights after his/her/its death. 3 pt. sacrifice.

UNDEATH (B) - Causes an entity to rise up as a liche 3-18 hours after death. 2 point sacrifice (Both Undeath spells must be thrown before death occurs.)

No Elementals. Symbol: Skeletal hand.

DORILYS/THE STORM QUEEN

Cl. I Air-Disorder

Rune Lord: Non-Mech. Bow, 2 perception skills, Sword, 1 other.

Rune Spells: CALL WEATHER - Creates the desired condition (one turn delay). 2 points.

THUNDER BLAST - Explosion with 10 M diameter for 3D6, stopped by Avg. Armor; Damage to HP. 3 points.

WIND HORSE - Conjures a winged horse (Warhorse: Siz & Str Min, Dex 12+D6) that flies at 12. 1 week. 3 points.

All Sylphs. Symbol: Drawn Bow with nocked lightning bolt.

ZAD/STONE-LORD

Cl. I Earth-Stasis-Death

Rune Lord: Military Pick, Small Hammer, Crossbow, 2 skills.

Rune Spells: PETRIFICATION - Power vs Power, turn victim to granite. 3 pt. Can be used in reverse.

PARALYSIS - Per one Power will paralyze 1 victim (voluntary muscles) for 10 minutes. Power vs Power, Vari-point to 3.

STONE WARD - Grants immunity to cockatrice stoning powers. 1 pt.

All Gnomes. Symbol: Nailed fist holding a pick.

DYRETH/THE DECIMATOR

Cl. III

Death-Conflict-Earth

Rune Lord: Great Sword, Great Axe, Maul, Lance, Heavy Crossbow.

Rune Spell: WEAKNESS - Cast on a weapon. Power vs Power on anyone that takes at least 1 point of damage from the weapon.
Drains 1-3 points of Str (recover 1 pt/hr) 1 point.

Small Gnomes. Symbol: None

TAIOU IRA CHAI/STAR-STORI

Cl. II

Law

Rune Lord: Great Sword or Katana, Thrown missile, Tracking, Skiing, 1 other.

Rune Spells: SKI GLIDE - Allows 3x skiing speed with full control. 1 pt.

LONG EAR - Allows the caster to listen through any point within 100 M. 1 point.

No Elementals. Symbol: Modified Law rune : 
(Altani cult)

VELEANE/THE LAST EMPEROR/DOOMRIDER

Cl. III

Chaos-Spirit-Fire

Rune Lord: Bastard Sword, 1 missile, Hide, Move Silent, 1 other.

Rune Spells: THUNDERBOLT - Conjures a magical warhorse that is tied to the small thunderstorm overhead of it. The horse has Str & Siz max and a Power of 6+2D6. It moves at 12 through the air, touching down every 10 km & leaving a seared hoofprint on the (any) contacted surface (not necessarily solid). 3 pts. 1 week. Caster only may control.

Sm. Elementals. Symbol: Arrows of Chaos over upright Bastard Sword.

WALKYR/THE SWORD MAIDEN

Cl. II

Air-Death-Conflict

Rune Lord: Great Sword, Spear, 1 missile, Horsemanship, 1 other skill

Rune Spells: AIR PATH - Conjures a 1 m x (up to) 50 m 'bridge' of solid air. 1 pt. Stackable.

STRIKING - Adds 10% to all sword attack scores/pt of spell (max. 2).

Sm & Md Air Elementals Symbol: Horse's Skull with flaming eyes.

DU-PONT

Cl. II

Earth-Plant

Rune Lord: One-handed weapon, 1 missile weapon, one antidote/Str 18, Taste Analysis, Healing Potion (9) or Pwr Pill (9).

Rune Spells: MEGADOSE - Allows the recipient to increase alchemical output by one factor/1 Pwr pt. Stackable to 3.
Duration: 1 project.

PRESERVE - Keeps a potion, raw materials, or similar (including bodies) fresh for 3 mos. per 1 Pwr pt. Stackable.

INJECTOR - A Power vs Power to do 1-4 pts of damage (1 location) and introduce a dose of whatever the caster has at hand. 3 pts. [Range? KS]

Sm. Gnomes. Symbol: Grey oval on its side.

TARA/LADY OF THE BRIGHT BLADE

Cl. II

Law-Fire-Spirit

Rune Lord: Greatsword, Rapier, Javelin, 2 skills (not sage).

Rune Spells: ACCURACY - (Caster may place this on his/her own weapons only.) Allows user to pick hit location. 3 pt.

BLADESTRENGTH - Makes any bladed weapon immune to damage by parries, etc., although the weapon will stop only its normal pts then be knocked from the wielder's hand. This spell is not evective against Rune spelled weapons, or permanently 'weapons improved' weapons. 2 pt.

Sm & Md Fire Elementals Symbol: Flaming Greatsword

TASS/CHAOS-LORD

Cl. I

Chaos-Mastery-Death

Rune Lord: Morning-Star, Mace (any), Spear (any), Ambush, Sense Ambush.

Rune Spells: CHAOS TOUCH - Bestows upon recipient a random feature from the Chaos chart for the standard duration. 3 pt.

DISRUPT - Affects all materials, D8 damage as Disruption spell. Automatic vs non magical, matrices defend as Pwr 18 +1/Pwr pt. voer 1; other magic not affected. 1 pt.

DEFACE - Lowers target's Charisma by 50% by seemingly marring its appearance. 1 pt.

All Fire Elementals. Symbol: Arrows of Chaos

FADER/THE UNSEEN ONE (Thieves God)

Cl II

Mastery-Luck-Air

Rune Lord: One hand Sword, thrown missile, 3 thievish skills.

Rune Spells: LEVITATE - Vertical movement at a speed of 12/no charge move. 1 pt.

SILENT MIST - Allows caster to turn self and all equipment to fine mist and flow about at a speed of 12. May only be attacked by magic/takes no physical damage. 3 pt.

IMPELL - Triples the range of thrown projectiles and adds 1D6 damage. 1 pt.

Sm. Air Elementals. No symbol.

DANN/STORM-LORD

Cl. I

Air-Mastery-Disorder

Rune Lord: Javelin, Hammer (any), (non-mech) bow, 2 perception skills.

Rune Spells: STORMCALL - Calls a thundershower to a 2 km radius area. 1 turn delay. 3 pt.

CALL LIGHTNING - Calls a lightning bolt from the sky. Open ground only. 3 D6 total (5m dia.) body damage. Power vs Power; no help from armor. 2 pt.

LIGHTNING BOLT - Aimed: Dex times 5%. Does 2D10 damage; stopped by armor. Range: 300m. 1 pt.

DISMISS STORM - Affects a 3 km radius. Power vs Power if necessary. 2 pt.

All Air Elementals

Symbol: Lightning bolt.

HYR N'AHTECH/ THE DEATH WARRIOR

Cl. II

Earth-Death-Chaos

Rune Lord: Great Sword, Lt. Crossbow, Long Spear, Lance, 1 skill (not sage or alchemist).

Rune Spells: NAMEDART - This spell will add 4D6 damage vs one indicated individual (specific name not necessary) 1 only, arrow or bolt. 1 pt.

HELL BLADE - Spell is cast upon an edged weapon. It will blast 1-3 Pwr (as if cast for spells) from anyone/thing hit by it. Power vs Power by caster. 1 pt. 10 M.R.

Sm & Md Earth Elementals. Symbol: Greatsword thrust up through a blazing skull.

TRAK/THE MURDERER IN THE NIGHT

Cl. III

Darkness-Fate-Man

Rune Lord: Heavy Mace, one missile weapon, Move Silent, Hide In Shadows, one other weapon (not more than 1.2 m long).

Rune Spells: DIVINATION BLOCK - See Runequest, p. 72. 1 pt.

MIST SHADOW - Allows the caster to turn self & gear into insubstantial mist (move 12). The character can only be fought magically (not Disruption) and cannot be harmed by physical attack. The caster may not attack physically. 3 pts.

Sm Darkness Elementals. Symbol: Black Mace.

DEL-KOTH/THE ROTTING CODE

Cl. II

Death-Chaos-Water

Rune Lord: Spear, Flail, 3 skills or weapons.

Rune Spells: ROT - Power vs Power to cause 1-3 pts of decay to the victim. This damage must heal naturally and cannot be healed by Battle Magic. 1 pt.

CAUSE DISEASE - Causes the spontaneous contraction of one of the five diseases (rolled randomly). The rest follows standard procedure. 2 pt.

DISEASE IMMUNITY - Immunity to all disease for 12 hours. 1 pt. Range: touch. 2 pts of this can be sacrificed to gain this permanently. Priests of D-K only.

Sm Undines. Symbol: Skull covered in gore and rime.

ES-PREX/THE TRAVELLER

Rune Lord: 1 hand sword, Spear, 1 missile, Map Making, Stellar Navigation.

Rune Spells: SPELL ROAD - Creates a magic road that allows up to full cavalry movement in any terrain (not usable in mountains). The road is only in existence under the caster and his party. 1 day/1 pt.

TRANSFER PORTAL - Special matrix - transport from one portal to another (closed circuit). No known range. 2 pt. Power sacrificed permanently. Requires 2 pts./person to use (as a Battle Magic spell matrix).

Sm & Md Gnomes. Symbol: Silver wagon wheel.

MANTRI GODHEAD CULT/PAST POWER CULT Cl. II Fate-Mastery-Fire

Rune Lord: Comp. Bow, Bastard Sword, 1 other weapon, Oratory, Sense Ambush.

Rune Spells: IMMOLATE - 3m Fire flash around caster doing 2-16 pts total body damage (avg. armor protects) - caster is not harmed nor is his gear. 1 pt.

LIGHTNING - Rante: standard (1m beam) - 1D20 to one hit location (armor protects) - 1 pt. Non stackable.

SCREEN - 3 pt armor value. 1 pt. Non stackable.

Sm Fire Elementals. Symbol: Inverted silver pentagram on a black field.

TAL-NAR/LADY OF THE WAVES Cl. I Water-Movement-Disorder

Rune Lord: Trident, Lt. Crossbow, One-hand Sword, Swimming, either Rowing or Sailing.

Rune Spells: AQUALUNG - Allows recipient to breathe under water. 1 pt.

WAVECREST - Propells a swimmer forward at 3x speed. 1 pt.

CALM SEA - Affects a 50m x 50m/ 1 pt of Power, calming the seas and holding 1 ship/1 Pwr pt safe from a storm. No max. 12 hours.

DRY SHIP - Keeps 1 ship from taking on water for 24 hrs/ 2 pts.

All Water Elementals. Symbol: Gold Trident downthrust on a green field.
(above sea version)

TAL-NAR/LADY OF THE WAVES (2) Cl. I Water-Movement-Disorder

Rune Lord: All natural weapons & the balance in skills (only one language).

Rune Spells: AIR GILLS - Allows water creatures to breathe in the open air. 1 pt.

AQUA-LUNG - See other writeup. 1 pt.

WAVECREST - See other writeup. 1 pt.

AIR SWIM - Allows a creature to swim in open air at normal swimming speeds (also provides a layer of refreshed water around the swimmer). 2 pt.

All Water Elementals. Symbol: Gold Trident downthrust on blue field.
(under-water version)

KOL-TOR/THE SUN-BINDER Mastery-Stasis-Fire

Rune Lord: Trident & Net (Fl), One hand Sword, Climbing, 1 other.

Rune Spells: POWER NET - Conjures an energy bolt that explodes into a flaming net that entangles a target. The net defends with a Str = 15/1 Pwr. Range: 50m. Stacking up to 4 pts.

Sm Salamanders. Symbol: Chane-link infinity rune.

JADIS/THE WHITE WITCH

Stasis-Master-Water

Rune Lord: Whip, 1 missile, Dagger, Skiing, 1 other skill.

Rune Spells: POWER WORD - Can be directed against either animate or inanimate material. Does 2D6 to total hp or 4D10 to inanimate. Power vs Power attack if necessary. Range: 15m. 2 pts.

Sm Water Elementals

No symbol

TURESS/THE STALKER

Cl. III

Lunar-Death-Perception

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, up one damage bonus column, and +20% tracking. This spell is only usable at night. 2 pts.

Sm Lunar Elementals.

No symbol

LUNA/THE MOON MAID

Cl. III

Lunar-Chaos-Man

Rune Lord: Sickle, 1 cutting weapon, Oratory, 2 skills.

Rune Spells: MOONCLIDE - Flight at speed 12, w/a charge move. Night only. 1 pt.

LUNACY - Power vs Power attack that causes the victim to act randomly as follows; D6:

1-2 Attack nearest target

3-4 Stand and watch

5-6 Flee the scene, laughing madly.

1 pt. 10 melee turn duration. Roll every 2 phases. Will defend if attacked.

Sm Lunar Elementals.

Symbol: Crescent Moon (silver on red)

DARKSIDE/THE HIDDEN FACE

Cl. III

Lunar-Death-Movement

Rune Lord: 1 sickle, 1 perception, 1 stealth, 2 others.

Rune Spells: MASKING - Masks the voice and appearance of the caster such that his/her i.d. is totally concealed. This condition is noticable. 1 pt. 6 hours duration.

MOONSHADOW - Combines an Invisibility, Silence, and a 3 pt. Detection Blank. Night only. 2 pt. 1 hour.

Sm. Lunar Elementals

Symbol: Silver eye on red pyramid.

M'A BEL/THE FARSPEAKER

Rune Lord: Morningstar, 1 missile, Listen, Oratory, 1 other.

Rune Spells: WITCHSPEAK - For each 2 points the caster can open a line of telepathic communication in an open comm net. Voluntary participation. Name must be known. Only conscious interlock, unlike Mindlink. Range: 1000 km. Stackable.

No Elementals.

Symbol: Communication rune (white) on a blue field.

KORL/THE WARRIOR/DOOMRIDER

Cl. II

Earth-Disorder-Perception

Rune Lord: Axe, Sword & Sword (Florentine), 3 perception skills.

Rune Spells: FAR EYE - Non-material remote-eye viewer. Range: 500m. 2 pt.

TRUTH TELL - Detects truth or falsehood in statements directed at the caster. 1 pt.

CODSEYE - (Trance required for duration). Allows caster to know a 10 km radius section of terrain (sight, sound, past history, mythology, etc. 3 pt. sacrifice.

Sm Earth Elementals.

Symbol: Heavy Axe or Crossed Swords (preferred).

TARACA/STONE FIST

Cl. III

Earth-Harmony

Rune Lord: Hand, Foot, 1 sword, 2 stealth or perception skills.

Rune Spells: FOCUS - Recipient uses Power +2 to calculate damage bonus instead of $\frac{1}{2}(\text{Str} + \text{Siz})$. 1 pt.

LANDING - Allows recipient a dex roll ($4\% \times \text{dex}$) to safe-land or suffer full consequence when falling from any height. 1 pt.

Sm Earth Elementals.

No symbol.

DAAGOBHR/THE THIEF-WIZARD

Cl. III

Earth-Plant-Mastery-Magic

Rune Lord: Short Spear, One Handed Sword, Oratory, 2 others.

Rune Spells: None standard.

All 1 and 2 pt. Rune spells (cult specialty)

All Sm Elementals.

Symbol: Sword over wand within a silver star.

LLYALI/THE ETERNAL COURTESAN

Cl. II

Mastery-Mari-Lunar

Rune Lord: Dagger or Needle-knife, Oratory, 1 musical skill, 1 other sage, 1 otherwise.

Rune Spells: CHARISMA - +100% Oratory bonuses per 1 pt. Stackable to 4.

SEEMING - Alters the appearance of the recipient to anything within racial limits. 2 pt.

MOONSCREEN - This spell acts as a combination Shimmer spell & Countermagic 4 (non-stacking with Battle Magic) 2 pt.

Sm & Md Lunar Elementals.

Symbol: Dagger with a crescent hilt.

K'RAR/THE GRIFFIN JUDGE

Cl. III

Movement-Beast-Perception

Rune Lord: Large Axe, Self Bow, Spear, 2 perception.

(non-humanoid): All natural weapons, balance in perception skills.

Rune Spells: TRUTH-TELL - Discerns the veracity of statements directed to the caster. 1 pt.

INQUIRE - Power vs Power that compels the victim to answer five questions (of a yes/no nature) truthfully. 1 pt.

ARMORING - Shields an entity with protection equal to chainmail. (Does not stack with any but natural armor & magic). 1pt.

Sm Sylphs.

Symbol: Winged Eye.

THOMBLIN/LORD OF THE FORCES

Cl. II

Earth-Stasis-Mastery

Rune Lord: Heavy Axe or Warhammer, Crossbow, Weapon-, Armor-, and Shield- Making.

Rune Spells: ANVIL - Conjures a magic anvil that allows a smith to work at +10%. Non-stackable. 1 pt./1 project.

BARRIER - Conjures a stone wall that must take 50 pts to breach. It is 15m x 3m and must be on the ground. It is rooted securely and vanishes in 15 minutes. Stackable. 1 pt.

Secret Battle Magic Spell: WEAPONFLIGHT - 100m throwing range with return. 3 pt.

Sm & Hd Gnomes.

Symbol: Hammer over an anvil.

K'TAN/THE PEACEBRINGER

Harmony-Spirit-Air

Rune Lord: Sword, Oratory, Sense Ambush, 2 other skills.

Rune Spells: ENTRANCE - Places victim under the control of the caster (no suicide orders) for 10 melee rounds. range: 80m. 2 pts.

SLEEP - Places the victim in a heavy sleep for 8 hours. Cannot be awoken without Dispel Magic. Range: 80m. 2 pts.

Sm Sylphs.

Symbol: White laurel wreath around white circle on blue field.

KEM/THE POWER-MASTER

Cl. III

Magic-Mastery-Power
Exchange

Rune Lord: 1 sword, 1 other weapon, 2 skills, 1 other.

Rune Spells: ENERGIZE - Per 1 pt. will restore 1 pt of expended power. Stackable.

DRAIN - Per 1 pt will steal from the victim 2 pts of Power (temporarily) that will replace expended power of the reciever. Stackable to 3.

A.. Sm Elementals.

Symbol: Silver tower.

XELAR/THE HIDDEN HAND

Cl. III

Illusion-Mastery-Man

Rune Lord: Blowgun, Shortsword, Spot Hidden, Spot Traps, 1 other.

Rune Spells: ILLUSION - A perfect hologram. Has no physical presense. 1 pt.

SEEKING - As the Llyali cult spell.

SHADOWBEAST - Conjures a hideous beast that resembles a wingless dragon. It is visible and can affect/be affected only by the victim it is sent after. If a Power attack is successful, then it does 2D8 on a bite, if not then only a D4 (roll each melee round). It attacks at 50%, has 6 pt. skin, & 13 hp. Moves at 9. Use Rock Lizard hit location. 3 pt.

No Elementals.

No Symbol.

KNIMEL/THE CAPTOR

Cl. III

Earth-Stasis-Fate

Rune Lord: Hammer, Whip, Trap Set/Disarm, Pick Lock, Spot Traps.

Rune Spells: ENGLOBE - Forms a stone spherical shell (2m diameter) around the victim. This shell will take 20 pts. of damage before shattering. 1 pt.

Sm. Gnomes.

Symbol: Black circle on a silver triangle.

CNARONG/THE VOID BAT

Cl. II

Darkness-Movement-Death

Rune Lord: 1 mace, Climbint, Jumping, Hide, 1 other.

Rune Spells: VOID BLAST - Power attack to blast 1-6 pts. of Power from the victim. 3 pts.

Sm Shades.

Symbol: White bat silhouette on a black oval.

TIRNAL

Cl. III

Man-Movement-Disorder

Rune Lord: War-Cloves or Imp. Hands (Florentine), 2 weapons, Sense Ambush, 1 Manipulatory skill.

Rune Spells: FRENZY - Accelerates caster to full double speed, allowing 2 s/r action in 1. Duration: 5 melee rounds. 1 pt.

No Elementals.

No Symbol.

KYOV/THE SHATTERER

Cl. III

Mastery-Harmony

Rune Lord: Fist or Kick, Move Silent, Hide, Sense Ambush, 1 other.

Rune Spells: Priests may only use 1 & 2 pt. standard spells, as well as stackable spells. They may sacrifice Power to gain and/or increase natural armor at 2 Power/1 pt. armor to a maximum add of 3. Priests may also sacrifice to gain extra unarmed combat damage at a cost of 1 Power/1 pt. added damage to a maximum of 4.

Secret Battle Magic Spell: FIREHAND - 4 pt. Acts as a "Fireblade" spell for natural weapons. Does not harm user's equipment.

No Elementals.

Symbol: Upraised fist.

ERIS (The Erisian Liberation Cult.)

Cl. III

Lunar-Disorder

Rune Lord: 2 weapons, 1 missile, Oratory, Evaluate Treasure.

Rune Spells: APPLE OF DISCORD - Conjures a beautiful golden apple that is seen by all as their foremost desire, and they will fight to get (If a Power vs Power attack on them is successful). 35m throwing range for the apple. 1 pt. sacrifice.

Sm Lunar Elementals

Symbol: Golden apple.

KONN-OF-THE-AXE

Cl. II

Conflict-Earth-Man

Rune Lord: Pole Axe, Large Axe, Thrown Axe, Weapon-smith & 1 other skill (not sage or alchemist.)

Rune Spells: GIANT STRENGTH - 2x caster's str & (effective) size (Does not increase actual size) per 1 pt Pwr. Stackable to 4.

KONN-OF-THE-AXE (cont.)

Secret Battle Magic Spell: WEAPON FLIGHT - 100m throwing range with return. 3 pt.

Sm Earth Elementals. Symbol: Hand axe

KARRATH-THAN/THE FIRE LORD Cl. I Chaos-Fire-Mastery

Rune Lord: Bastard Sword, Long Spear, Comp. Bow, Short Spear, Md. Shield.

Rune Spells: FIREBALL - Up to a 15m radius. 3D6 to total hp (avg. armor protects). 40m range. 3pt.

FIRELANCE - 3D6 beam (hits against armor in one location. 80m range. 1 pt.

FLARE - Illuminates 50m radius/1 pt. Stackable. Standard duration.

FIRE RESISTANCE - A priest of a fire-element cult is totally immune to fire damage, as is her/his equipment. Any other recipient is immune to normal fire, and takes half damage (after armor) from dragon and magic fire.

All Fire Elementals. Symbol: Star

KAIN/THE TRANQUIL GOD Cl. II Harmony-Fertility-Man

Rune Lord: Staff Parry, Sling, Oratory, Sense Ambush, 1 other skill.

Rune Spells: HEALALL - Heals all hp damage sustained on a living entity (including elementals). 1 pt.

CUREALL - As Healall, but also cures disease and neutralizes poison (it cures what ails you). 2 pt.

CURE DISEASE - 1 pt.

NEUTRALIZE POISON - 1 pt.

EASE BIRTH - Cast on an expecting mother just before labor. Allows a pain and complication free delivery. 1 pt.

No Elementals. No Symbol.

ASLAN/THE CREATOR Cl. I Beast-Fertility-Mastery

Rune Lord: 1 or 2 natural weapons, the balance in sage skills (beasts).

: Rapier, Staff, 3 sage skills (humanoid).

Rune Spells: CUREALL - 2 pt. See Kain cult.

HEALALL - 1 pt. See Kain cult.

LIONSGIFT - Bestows "human" IQ on a natural, non-intelligent beast. Roll 3D6 for new IQ. The beast speaks the local lingua franca at native ability, 3 pt. sacrifice.

All Sm Elementals. Symbol: Golden lion.

METHVEN/THE CHAMPION OF KINGS

Cl. III Fate-Law

Rune Lord: Rapier & Main-Cauché, (non-mech) bow, 2 skills (must display a specialty).

Rune Spells: BAAN - Creates an energy sword (1m) that material armor cannot protect against (it slices right through), although magic has its normal effectiveness. The sword is used as a rapier (with impale and critical chances) and does 1D6 +1. It cannot be 'bladesharped'. 10 melee round duration. 1 pt.

No Elementals.

No Symbol.

ZEROTH/THE CRYSTAL GOD

Cl. II Stasis-Darkness-Spirit

Rune Lord: Heavy Mace, Maul, Map Making, Camouflage, 1 other.

Rune Spells: COLD BLAST - 2m wide, 40m long blast of cold that does 2D8 to total hp (half if a Power vs Power is unsuccessful). 3 pts.

STASIS:- Power attack to lock one entity into a personal stasis field for 24 hours. 2 pts.

Sm Darkness Elementals.

Symbol: Red crystal.

DEATH

Cl. II Mastery-Death-Spirit

Rune Lord: Pole Axe, 1 weapon, Dagger, Evaluate Treasure, Spot Hidden.

Rune Spells: SPEAK WITH DEAD - Caster may ask 3 questions of a dead entity. 1 pt.

PROTECTION/UNDEAD - Priests of Death only. Power attack to keep undead at 4m distance. 3 pts.

CREATE UNDEAD - Animates a corpse (zombie:2 pts, skeleton:1 pt.) The power must be sacrificed for each undead, though if the creature is destroyed the power may be reinvested into new undead one week later. Range: touch.

No Elementals.

Symbol: Skull.

THE ANCIENT ONE

Cl. II Spirit-Harmony

Rune Lord: One Handed Sword, Dagger, 3 skills (knowledge or perception).

Rune Spells: CRIMSON BANDS - Confines and immobilizes a target in Str vs. Str attack (Str 21). Range:40m. 1 pt.

FLAME BLAST - Single target blast for 2D10 (hits against armor). Range 40m. 1 pt.

LEVITATION - Flight at speed 12 with no charge move. Caster only. 1 pt.

No Elementals.

No Symbol.

EARTH, AIR, FIRE, AND SO FORTH

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

First, a few comments on TLOC 9

JORDAN BROWN: EP table algorithm looks interesting. When I finish fumigating my Joust program, I'll try it. (Frustration is getting the computer to generate a host of NPCs - but only having access to a CRT...) // Re specific immunities (like weres and normal weapons) - maybe toss in another Fudge Factor of a given percent (10%?) for each immunity? // ALGOL?

A'Shain: That's nice. Only...er...I just got transferred... T'Isan

BILL BRYG: Well, if your cleric hadn't died, been reported as dead (with reasonable proof), regenerated back to life and promptly called up the bank (which had been informed of his death) to report a lost credit card...

GEORGE COLE: Now that's what I call thinking big... One slight quibble - your table for number of sentient races present makes it as likely that there will be 4 SRs NATIVE to one world as that there will be 1. Judging by the history of our own world, at least, if two sentient races evolve simultaneously unless they occupy widely separate niches one will tend to out-compete the other out of existence (there's evidence that several primate species tried the intelligence route, while, unless someone (Bigfoot?) is hiding awfully well, only one seems to have survived). And a highly competitive species may eventually make things hot for a species using a different environment, witness the problems the cetatians have had with Man. Not that multiple SRs are impossible, but I would suggest probabilities on the order of:

01-45 = one sentient race

46-65 = two sentient races

66-75 = three sentient races

76-80 = four sentient races

Alternately, simply remove the origin requirement and let the GM figure it out after rolling up the number and type of SRs. I rolled up several places using your system and came up with some really intertaining situations, including several species (one the decadent remainder of the builders) existing in a decrepid, disintegrating world-city. I like. // Hmm...I like that saving throw by type of damage chart. Thank you.

David Nalle was so kind as to send me a copy of his new fanzine, ABYSS Quarterly, available from RAGNAROK ENTERPRISES, 1402 21st st., N.W. Washington DC 20036 for \$1 per copy (4 copies for \$3).

Quite a reasonable first effort. Things I personally found of interest included a table for calculating the probability of missile hits on inanimate objects by diameter of object and range (although I would probably modify it by character experience and marksmanship) contributed by Lew Bryson; a wind conditions determination chart; poison effects, duration and time delay rules plus a weight adjustment to poison saving throws; some medieval building cost tables and a nasty dragon generator, all of the last by Dave Nalle. There is also a Vampire player character type which should be useful in tailoring NPC vampires, although anyone not in the campaign for which it was designed would probably want to raise the ep requirements considerably. Also, there is a table for determining the probability of a deity answering the prayer of a follower depending on how much gold said follower has sacrificed to the deity in question, a lot of new spells and monsters, an expedition writeup and other miscellaneous items. I've gotten much less useful data from far larger publications.

And now, what you've all ~~waited~~ been waiting for...

VATCH STATS:

For those who may not have been aware, the vatch is a tricky little (or not-so -little) energy creature created by James Schmitz in his novel, The Mitches Of Karres. Vatches are creatures composed of pure magical power (mana - called "klatha" in the book) and are firmly convinced that they are dreaming the "real" (or game) universe - thus, there is no real brake on their propensity for practical jokes - after all, if someone gets hurt or killed, so what; they were only imaginary anyhow... The net result is something with the general outlook of a H'Rel (see my writeup lastish) added to considerable power.

The only important Vatch characteristic is Power Rating: PR = D100. This is applied to vatch capabilities as follows (%s are minimum PR required to produce the effect listed)

TREATMENT	TOTAL MASS OF OBJECT			
	less than man sized	man sized	mountain sized	world sized
move about	1	2	30	80
teleport elsewhere on same planet	5	10	40	85
teleport elsewhere in same "universe"	10	20	50	90
teleport elsewhere in time	20	30	60	95
teleport elsewhere in the "multiverse"	30	40	70	98
change appearance of object (illusion only)	10	20	40	80
hold object in place (see also Subdivide)	1	1	3	8

Note that this last assumes a minimum of other forces operating on the object to be held in place.

Subdivide: Any vatch with a PR greater than 2 can split off parts of itself of PR 1 or greater to perform certain tasks, such as holding an object in place while the vatch is elsewhere. Note that if the object is a life form which is attempting to go elsewhere, it gets +2 to its save if the rest of the vatch is not present.

Teleport self accurately: All vatches have this. They can be excluded by anti-magic shell or the equivalent.

Telepathy: All vatches have this and use it to communicate. They can be blocked out by Mind Blank or Vatch Lock, however they have an 80% chance of understanding whatever language may be in use between the characters...

Resist Magic: There is a limited list of spells effective against them at all. these include:

- All specialized anti-vatch spells
- Wish (if you're careful)
- Time Stop (if vatch has less than 5 PR)
- Gate

Resist Magic (cont.)

Monster Summoning VII (but it may not go away...)
 Mind Blank (see Telepathy)
 Limited Wish (again, careful)
 Anti-Magic Shell
 Feeblemind (but would you really want to?)
 Confusion (see Feeblemind)
 Dispel Magic (see below)
 Detect Magic (but you'll probably know it's there anyhow
 Telepathy, ESP etc.

There is a 5% chance any given vatch will be 100% magic resistant, in which case it is likely to become sufficiently angry to destroy any mage who tries to throw a spell on it (note that the subdivisions of a resistant vatch are also resistant, although if someone tries a spell on one, the vatch will not know about it.)

Otherwise, vatch saves are as follows:

Vs specifically tailored vatch spells ST is 20 - PR/10

Vs other spells ST is 20 - PR/5

Vs Dispel Magic - subtract vatch's PR from Mage's level. Vatch must roll this number or higher on D100 to save (note that if mage level is less than or equal to vatch PR, save is automatic). If the vatch fails to save, ALL mana in an area of 2xPR feet is dispelled, to regenerate in PR days, if mana regenerates, if not, then PERMANENTLY. During this time no magic or magical weapon will work within this area. Magical devices caught in the initial dispel must make saves as per table on page 38 of Monsters & Treasure (or whatever table the GM cares to use), and the mage must save as vs magic or lose all his spell points, spell ability for the day, or whatever, as must any other spell users caught inside. (Note that while objects and beings brought in later cannot use magic, there is no such penalty once they are removed again.)

NOTE: Spells cast on people dealing with the vatch, such as Mind Blank or Anti-Magic Shell, do NOT allow the vatch a saving throw.

ALSO NOTE: Treat vatch subdivisions as vatches of the given PR of the subdivision for purposes of ST, etc.

Vatches are generally invisible. However, spell users (or beings with a psi of 13+ in systems using a psi characteristic) will have a 10% per level chance of knowing one is about by "rolling" it (a sensation described as like "smelling a grumble", or "glimpsing a scent"). Beings capable of rolling a vatch also have a 2% chance of seeing one, in which case it will look like a cloud of darkness containing two cat-like eyes. Seeing a vatch gives the IU in question a +1 chance with vatch handling spells used against it. (To be faithful to the book, this last chance should probably be only rolled once per character, however once per level the IU goes up is not unreasonable.)

Still a rather gross beastie to run into; but I think the above is reasonably faithful to the book from which they were adapted.

And now we come to the explanation of the title...

Several years ago I considered creating an entirely new campaign, revising, or replacing such things about my then-current D&D campaign which I did not really care for but were already well entrenched. I got as far as a couple of legends and a combat system, then temporarily abandoned the project for lack of time. About a half year later, Runequest came out and I discovered that Steve Perrin among others had been thinking along similar lines. In fact, I decided I liked his combat system a lot better than the one I had created. Not only that, while I had taken an entirely different approach to magic, some of the Runequest combat rules suggested a way I might better organize the magic system. Being, at the time, busy enough with Lee's C&S game, Nicolai's Hellsgate and space campaigns, various other games, learning Speak With Computer, general fanac and so on, I then shelved the project again. Well, in a weak moment, I happened to mention said magic system (still in the conceptual stage) to a couple of people and...OK Nicolai, Diane, etc - here it is, you can stop bugging me! Suggestions and comments (particularly of magical effects) are welcome; this is still in the design stages - in fact I haven't even gotten to playtest it yet.

CHARACTER STATS: Each character rolls statistics as per Runequest, with the addition of Spell Order Competancy. This last is rolled on a D6 as follows:

- 1 Earth
- 2 Air
- 3 Fire
- 4 Water
- 5 Mind
- 6 Healing

Along with the percentages given in Runequest, the character has two magical ones, computed as follows:

MAGIC ABILITY

stat	1-4	5-8	9-12	13-16	17-20	ea. addit. 4
Power	-5%	-	+5%	+10%	+15%	+5%
Intelligence	-10%	-5%	-	+5%	+10%	+5%

Power affects how strongly a character attracts mana, Intelligence his ability to learn how to use it.

MAGICAL PARRY

Power	-10%	-5%	-	+5%	+10%	+5%
Intelligence	-5%	-	-	-	+5%	+5%
Charisma	-5%	-	-	-	+5%	+5%

Power is used to deflect the spell, Intelligence affects ability to recognize where to use it, while Charisma reflects the character's strength of will. (My thanks to Diane Myers for suggesting the last characteristic's involvement.)

SPELL ABILITY: Each individual has a base of 20%, modified by Magical Ability (see above) in their Spell Order Competancy. His ability with all of the others is 5% each (also modified as above), with one exception. This is Healing, which is ONLY possessed by those who have it as a Competancy, in which case the base probability is as any other Competancy.

Thus, an individual with a Power of 12, an Intelligence of 15 and a Competancy in Water has 5% (base) + 5% (Power) + 5% (intelligence) = 15% in Air, Fire, and Earth, plus a 20% (base) +

5% (Power) + 5% (Intelligence = 30% with Water.

These percentages are used in two ways.

First, they determine the complexity of magical effects the individual may attempt to create (see Spell Order Effects List below).

Second, they determine the %age chance of successfully producing a magical effect as follows:

An individual's %age in a given Spell Order * is their probability of doing 5% difficulty effects. Subtract 5% probability for each 5% higher spell difficulty. Note that there is an upper limit of 95% on all levels - 96% or higher always fails.

Thus, an individual with 75% in Air can do 75% complexity effects at 5%, 70% at 10%, 65% at 15%, and 5% at 75%.

*Healing is an exception. There is always at least a 50% chance of creating any effect the individual is capable of according to the first rule, otherwise modified as above.

MAGICAL PARRY: Individuals attacked/affected by magical effects may attempt a parry roll, %age as given above. If this is successful, the magic does not affect them.

MAGIC COSTS: Successful use of magic costs 1 power point per 20% of complexity, **EVEN IF TARGET PARRYS SUCCESSFULLY.** Power points regenerate as per Runequest.

INCREASES: Successful use of a spell in a stress situation (in the case of an attack, spell must not have been parried successfully) gives the individual the chance of making a roll in that Order to increase their ability in that Order as per Runequest Experience with weapons, with the addition that there is **ALWAYS** at least a 5% chance of improvement.

Successful use of a spell in attacking another sentient being also allows a Power increase roll. This is as per Runequest, with the exception that there is **ALWAYS** at least a 5% chance of improvement. There is no maximum Power limit.

Successful use of Magical Parry in a stress situation gives the individual a roll in Magical Parry. Treat as per Runequest shield parry.

NOTE: As with Runequest, no matter how many times a specific Spell Order use, Parry, or Spell attack is used, an individual may only make **ONE** roll in each category per expedition.

EXAMPLE: Martin the Mercenary, in Guirboli armor while helping to guard a small caravan is confronted by a large bandit in chain. Being Earth competent, and currently at 50% in that Order, and not liking the odds, he decides to try and slow up his opponent by giving him about 10 grams of sand in the face. This being a 10% difficulty skill, he has a 45% chance of success. He rolls 30%, making it. The bandit, not caring to get his eyes full of sand tries a parry, at 25%. He rolls 60%, blowing it. After the fight, Martin gets a roll in Earth magic and in Power. He needs $(100 - 50)\% = 50\%$ to go up in Earth magic, and, since his current Power is 14, $(20 - 14) \times 5\% = 30\%$ to increase his Power. If the bandit had made his parry roll, he would have had a $(100 - 25)\% = 75\%$ chance of improvement.

SPELL ORDERS: While there are no discrete "spells" as such, the magnitude and thus the percentage difficulty of an effect may be found either in the following lists, or figured by comparison to the various effects mentioned.

EARTH: The distance at which an individual may create the following effects is assumed to be touch to one meter. Past that, add 5% per extra meter.

For every 5% up to 40% may tk earth-derived object up to a mass of 10N, where N= the amount allowed at 5% less, with 1 gram tkable at 5%. From 45% to 105% add 10 Mg per 10%, and double thereafter for every 15%.

For every 10% increase between 15% to 65% may accelerate as per sling any solid object of mass 10N as above, where 10N at 15% = 1 gm. Thereafter add 10 Mg per 10%. Note that individual must be able to tk the object to be slung.

For every 5% increase between 25% to 55% may tk any solid object of 10N mass, where 10N at 25% = 1 gm. Thereafter, add 10 Mg per 10%.

For every 5% from 50% to 80% may create/remove 10N mass of dirt, where 10N at 50% = 1 gm. Thereafter add 10 Mg per 10%.

For every 5% from 75% to 105% may create/remove 10N mass of rock of porous consistency (ex. Sandstone) or less, where 10N at 75% = 1 gm. Thereafter add 10 Mg per 10%. May not choose type of rock to be created.

For every 5% from 90% to 120% may create/remove 10N mass of hard rock (ex. granite) where 10N at 90% = 1 gm. Thereafter add 10 Mg per 10%. Will not affect worked metal or materials of corundum (ruby) or higher hardness.

For every 5% from 120% to 150% may create/remove 10N mass of any rock (even diamond) or solid earth-derived substance (ex. metals), where 10N at 120% = 1 gm. Thereafter add 10 Mg per 10%. Will not produce unflawed gems or metals but substances of the average quality and in the state one would find them in the ground. Add 10% to choose class of material, 20% to specify exact type.

At 150% + may summon Earth Elemental.

AIR: direct winds - Starting at 5% with 5 mph winds, increase ability to direct winds to a specific direction by 10 mph per 10% added. Increase difficulty by 10% for every 30° over 60° that the wind is to be changed from its original direction.

cause winds - starting at 10% with 5mph winds, increase ability to create winds in any direction desired by 10° per 10% added.

create breathable air - enough for one person for 1 hr - 80% . Add 10% for every additional hour or person.

alter molecular content of existing air - base is 100% for 1 2 foot cubical area. Increase 5% per additional 2 cubic feet.

fly - (by directing winds) Must be able to direct a 45 mph wind (45% if wind already present - will fall if wind drops, plus can only fly in direction of or within 60° of wind. 50% if wind must be created. To avoid affecting everything else in the area must have sufficiently tight control to handle 95 mph winds. (95%))

AIR (cont): concentrate winds - to create winds of given speed in a 4 meter radius must be able to handle winds of double the desired speed. For every decrease in radius of 1 meter, double again.

For 150% + may produce Air Elemental.

FIRE: For every 20% past 5% to 140% may create/extinguish 10N (where N= the amount allowed at 20% less), where 10N = 1mm. Thereafter, add 2N per 20%. Something must be present for the fire to burn (assuming one is to be created) which is reasonably flammable (coal, wood, leaves etc.).

For every 10% may warm/cool an area equivalent to the amount of flame that may be created by 1°. Must have reasonable wind control to prevent air so treated from departing.

intensify fire - created fires burn at the temperature normal for fires burning the indicated material (as per Ignite). For every increase in temperature of 50% above normal, the spell must be recast (for additional roll, and Power points). Not that this also increases the rate of burning a proportional amount.

ignite marginally flammable objects - If no more readily inflammable than green wood or the like is available, it costs an extra Power point to start the blaze, and the size is 1/10 normal.

For 150% + may produce Fire Elemental.

WATER: For every 10% past 5% to 75% may control 10N (where N=amount allowed at 5% less) volume, where 10N at 5% = 1 liter. Thereafter add 2N per 5%.

For every 20% past 5% to 140% may create/destroy 10N volume where N= the amount allowed at 20% less. Thereafter, add 2N per 20%.

rain - Assuming clouds are present (see Wind control), may cause rain at 70%. This gives no control over the amount, which depends on the type of cloud available. Clouds may be created as per create/destroy water and will produce the amount given. If it's cold enough, the results will be sleet, ice or snow.

For 150%+ may produce Water Elemental.

NOTE: Range for all Element Spell Orders is as per Earth.

HEALING: Effects are as per the Runequest spells for Healings I - VI

%age	effect
20%	Healing I
30%	Healing II
40%	Healing III
50%	Healing IV
60%	Healing V
70%	Healing VI
150%	Raise Dead (Costs the raised individual's total hit points in Power Points, 3 of which are not regained. Power storing devices may be used to supply up to $\frac{1}{2}$ the needed power.

HEALING (cont): Range of all Healing spells is touch.

MIND: Range is 1 meter plus 1 meter per 5% over normal value.

Age effect

- 5% detect presense of other life (unshielded)
- 10% detect presense of unshielded intelligent life (as distinct from life in general)
- 15% recognize unshielded emotions.
- 20% read surface thoughts of unshielded minds, detect shielded minds.
- 25% shield own thoughts, read deeper thoughts of unshielded and cooperative minds (must drop own shields to do this). recognize shielded emotions. (note - shield improves parry by 10% + 5% per extra Power point up to 10; if attack undetected, shield age is parry)
- 30% transmit thoughts to unshielded minds (may not shield while doing so), shield own emotions, transmit own emotions.
- 35% attempt to read deeper thoughts of shielded mind. May continue shield if doing 15% effects or less. read emotions of unshielded mind undetected if roll is 10% less than required (or 1% in any event). Parry is only allowed if attempt is noticed.
- 40% may read surface thoughts of unshielded mind without being detected if roll is 10% less than required (1% in any event). may transmit to shielded minds (roll shield age as though it were a parry, full parry if recipient objects.)
- 45% produce visual illusions.
- 50% any of the above undetected if 10% less than required rolled (1% in any case). Parry allowed only if detected.
- 55% produce auditory or olfactory illusions.
- 60% produce gustatory or tactile illusions.
- 65% combine any two of the above illusions.
- 70% combine any three of the above illusions.
- 75% combine any four of the above illusions.
- 80% combine all five of the above illusions, create single illusion undetected if roll 10% less than required (1% in any case).
- 85% produce mental illusion. Truth-read. create double illusion undetected if roll is 10% less than required (or 1% in any case).
- 90% improved shield (Mind Blank)(as per shield, may not create other effects while this is up), influence the actions of another being undetected if roll under 10% less than required (or 1% in any case)
- 95% create illusion involving 4 types undetected.
- 100% direct control of another being, if unshielded. create 5way illusion undetected if roll is 10% less than required (or 1% in any case).
- 105% direct control of unshielded being undetected (usual criterion). create 6-way illusion undetected (usual criterion)
- 110% direct control of shielded being. mind fog (dulls other's perceptions).
- 115% direct control of another being undetected (usual criterion) and, if undetected originally, unknown to victim. victim is mind-dulled and may only handle simple tasks.
- 120% direct control as 115% except that victim is reasonably alert.
- 125% direct control as 115% except that victim remains in control until specific order given.
- 130% influence 2 minds in anything less than 70%.
- 135% influence 2 minds in anything less than 80%, 3 in less than 70%
- 140% influence 2 minds in anything less than 90%, 3 in less than 80%
- 145% influence 2 minds in anything less than 100%.

* check again in stress situations for either victim or spellcaster.

COMBINING EFFECTS: Obviously, various types of magical effects can be combined for specific effects - i.e. fire + wind for firestorm; water + air for thunderstorms and so forth. To accomplish such things, the individual must make the required rolls for each component separately, and also pays the combined Power cost if successful. (Otherwise, neither effect occurs and there is no Power cost). It is possible for different individuals to combine efforts if they can form a mind-link (30% MIND spell). Each individual must be able to handle not only their own component, but understand all the others (although they need not have more than 5% chance of actually casting the spells the others are doing).

* * * * *

Well, that's it for now. Any suggestions, comments etc. are quite welcome (in fact encouraged. Actually, while typing this up I've thought of some things that may cause me to change the entire MIND sequence. *sigh* the problems with publishing material still in the works...)

* * * * *

Since the last report, T'Isan and company have been on a number of runs, of which the following was one of the more interesting. Here's T'Isan, then...

MULTIVERSAL MAYPOLE

Staying in the Hegemony did have unfortunate side effects, notably problems for the griffin pride which I had so drastically departed. One member, Jordan (who else) went so far as to come on in himself, becoming an Altan named Au Ir Shain (well, he'd wished to be a member of Tuu pack, but the dice seemed to have their own ideas), only to find himself shipped out to Asawo (Messier 31 - Andromeda if you like). So it got a bit lonely at times, even with T'Ko around to talk to. Still, I seemed to fit better here than anywhere else I've been, and I've had choice of plenty of places. At least as long as I'm given exploratory assignments and not stuck behind a desk, or involved (cringe) in politics. ("I do not tease Vatches, travel with H'Reli, or get involved in Altani politics...")

The planets we were assigned to investigate were interesting enough. I doubt any of the crew will forget one of them; a place where the carnivores had developed, along with claws and teeth, extremely powerful telepathic strikes as weaponry. So all exploration had to be done from within mind screens. The only real danger came when our Survival Expert, Kin-Po' Ira Alis, her attention perhaps a bit distracted by Ysan Ir Sind's driving (forests seem to bring out the slalom fan in him) failed to notice what we subsequently named a "zap-tiger" until it sprang into her lap. An interesting time was had by all (Y'Sind managed to stun K'P'Alis by mistake), but nobody was harmed, including the zap-tiger which was last seen snoozing away in a cryo tank. I think it wound up in the zoo when we got back. K'P'Alis, upon recovering from this nonsense spent the trip back carving wood models of various beasties including a 5" one of what we called a "wallawhatzit" as it looked vaguely like a wallaby, which she presented to me. It's currently occupying a space on my cabin desk, clipped next to the holograph of a space whale (with a scout ship near it for scale - obtained from a Han zoo), the holograph of a Jovian planet with several rings, all tipped with relation to each other, and the holograph of a space whale that makes the other one look like a scoutcraft, these last two from various trips, including one where we ran into a fleet of the larger space whales cruising obliquely through the galaxy. (Someday I'm going to find a way to communicate with those things.) At this rate, I may have too many souvineers to see the desk...

A couple of missions after the first one (and about 4 years or so), I was transferred off Han to one of the nearby systems. At about the time that my

mail (mostly from A'Shain) caught up with me, I was transferred again, to yet another system. For about a week, after which I found myself back on Han. Then out at a research station. I was seriously wondering if I'd offended the Star Arm equivalent of PFC Wintergreen when, about a month having passed since the beginning of these shenanigans, I found myself again on Han, this time on the southern continent south of the antarctic circle. Sirado Base - the most security-minded installation on Han. I was getting a bit paranoid (although surely if I was in trouble, they'd have told me by this time), when I ran into a number of old associates, also stationed here after being given the scenic tour and the pieces started to fit together.

Sure enough, they had this mission they didn't know about...

A scout, about a year ago, had located something truly wierd. A large, incredibly massive flared cylinder, floating in space, and rotating with great rapidity. The physicists took one look at the report and began making excited noises about the implications, and the Paratemporal Arm promptly sent a hundred or so (unmanned) probes about it in tight spirals to see if it did, indeed, have the predicted effect on local space-time. Of the few probes that actually returned, most were in somewhat battered condition, either from damage taken while going around the thing or from subsequently returning hundreds or thousands of years the hard way. Some showed signs of having been fired upon.

Having gotten about all the information they could reasonably expect to get from unmanned looker-peepers, they then decided on the next logical step. Us. We were to be given a Paratemporal ship the equivalent in most respects of the usual armored scout, except that the AVS Starstorm was considerably more heavily armed and armored, plus being able to travel paratemporally, along with the usual Jump and normal space drives. Our mission was to go loop around the cylinder as many times as I felt reasonably safe, note where we went...and get back with the information.

In order to help with that last, we were also assigned a Paratemporal officer, one Ysan Ira Ra, who was to operate the Paratemporal drive. I was also given some practice in running it, in case of emergencies, but would normally stick to operating the other two drives. And commanding the ship.

The rest of the crew was as follows:

Exec: Tuu Ir Larin. A good officer, and one I'd worked with before.

Security: Tal Ira Ko. Another old associate. [See TLOC 8]

Weapons: Tau Ira Tiaou

Medical: Selares Kavian Mikaras Deval. (aka S'E karas). A Healer.

Engineer: Sam Ir Picaou.

Weapons Tech: Akal Ir Ko.

Communications: Suu Ira Lim.

Scientists: Cultural Anthropologist: Kal Ira Shen.

Planetologist: Tuu Ir Sin.

Botanist: Bakal Markav.

Ecologist: Camerol Skal.

Survival Expert: Kin-Po Ira Alis.

A good group, judging by those I already knew. I remember reflecting that it was probably just as well Y'Sind wasn't along. I could just see him trying to take samples of the cylinder... Now as long as I could keep the Demon Biologists from making off with everything organic that wasn't nailed down, we should do all right.

The trip out to the cylinder was uneventful. The artifact was visually unimpressive until you looked at the instruments and realized a) just how far away the thing was, and thus how LARGE and b) what an epic gravity, etc., etc., flux it was generating. This could be a real rough ride. One more reason for going

through at full Battle Alert.

Considering the latitude of our orders, and in the hopes of not being too thoroughly battered, I decided to take one loop around in the spinward direction.

Despite everything I knew about the cylinder, I was half expecting to come around the other side and be back where we started from when (bip!) for about 12 nanoseconds (too fast for anything but the computer to notice) there was absolutely nothing. At all. And then, we were about a dozen AU out from an F7 primary with several planets, and about 5.7 AU from another cylinder, this one circled by unfamiliar beacons.

We spent about 91 hours surveying the stars and trying to figure out where/when we were. We were within 200,000 years of home, anyway, since S Doradus could still be found in the Magellanic. We were headed for the cylinder, intending to cautiously investigate the beacons (we'd found no signs of intelligent life on the planets) when another ship came out from around the cylinder at about .995 c and slowed to about zero, relative, in less than a second, and 12 AU. Now that was impressive...I put us back on Battle Alert just in case, and had S'Lin try to open communications.

The response was nearly as startling as the unknown's entry. Large amounts of data came flooding in in the system programming languages understood by the computer. This went on for a while, and was eventually replaced by a dual broadcast in computer language and L'Doran Universal. They introduced themselves, as did we, exchanging visuals. Their ship was of a type similar to ours, and they were humans, of a group who hadn't seen anyone like us before. They came from a world called Karres.

At this point I was suddenly very glad no one was looking over my mental shoulder. The Hegemony, and presumably T'Isan, had no way of knowing about Karres...but Kay had known all about it...and therefore so did I. All too aware of the final mission report I was going to have to make, I realized I'd have to be very careful not to let my knowledge show, or appear too reckless.

The conversation was friendly enough..

I recovered from the instant of mental confusion as S'Lin was saying "Do you know who built the beacons and the cylinder? Nothing we've seen in this system gives any indication."

"Well, we built the beacons, but we haven't any idea either who made the cylinder. We have mapped a few of the locations you can reach using it, but aren't even sure whether there are several cylinders, or one in different places at different times. Certainly, there's nothing much on the local worlds but planetaries."

"Planetaries?" S'Lin, both biologists, and T'Sin, the planetologist were interested.

"Hadn't you heard of them? They're energy beings which live on planets. Some are very defensive about their territory, but most tend not to manifest themselves. Much nicer than vatches."

"Vatches?"

"If you haven't run into THEM, consider yourselves lucky. They're like the planetaries, but not tied down to planets, and take considerable delight in wandering about universal sub-sets not their own causing trouble."

S'Lin countered with a description (?) of the Quori, a rather malicious group (or possibly single being) of somewhat similar construction, fortunately extinct. We think. And there was an exchange of mutual 'This I can do without's.

"I see. I must say I admire your speed at deciphering unfamiliar languages. What sort of algorithms do you use?" S'Lin asked.

"Let's just say it's a native talent..."

I'll say, I thought VERY privately. Klatha linguists. What next? I took the time to give T'Ko most of what I knew. Wouldn't hurt to have two of us with the information. And sincerely hoped we wouldn't top off the expedition by running into a vatch.

As they were about to depart, and we didn't have any real plans as to where to go next, I asked if we might drop a beacon of our own, and then tag along. They had no objection to the beacon, but told us they'd have to vote on our other request. This took a while (and caused a certain amount of bewilderment among our cres), but the result was favorable.

So we placed a Paratemporal beacon and, once again at Battle Alert, followed the Karres ship once around the cylinder, anti-spinward.

This direction proved rougher than the other had been. The ship was roughly battered about, and somehow K'Shen was knocked right out of her restraints and bashed her head against the edge of her desk. T'Larin, who had some medical training, was first to reach her. She was unconscious and in very bad shape, and it was as much by luck as by skill that he and the Healer between them got her back to Sick Bay, partly patched up and into the Life Support equipment in time to keep her alive. It took S'E karas 16 hours to recuperate from doing the Healing, and K'Shen several days before she could safely be removed from the life-support system.

The ship itself had taken some damage, and our first priority was to start repairs. That done, we had a look about and discovered that contrary to what one might expect we were not back at the original start, despite having gone once spinward and once anti-spinward, but were instead about 5 AU out from a G2 star. There was a planet located at about 1 AU; presumably our goal. There were also 8 ships present as a welcoming committee.

We made the usual star pattern survey, set another beacon (again with their permission), then followed the ships in to land on the planet. I just hoped the higher ups wouldn't think I was being too incautious; I could hardly tell THEM why I was reasonably certain we were in no danger. But then, hunches are permissible as long as they turn out all right. And if this one didn't, the odds were against my having to report back at all...

After carefully explaining to the locals that it wasn't fear of them, but rather of allergies to some of the local life forms which was responsible for our wearing light Environmental suits, I sent out a small party to talk to them. In fact, the situation being one of those where practical politics suggested the Captain put in an appearance, I left T'Larin in charge of the ship and went myself, along with S'Lin (as communications expert) and K'P'Alis. And a reasonable case of the nerves...

We were greeted by three individuals. I introduced myself by name, and one of them, a cheerful-looking woman of maybe 40 years of age turned to one of the men and held out her hand. "Pay up", she said.

He muttered something, and handed her a couple of bills.

I introduced S'Lin and K'P'Alis, which got a similar reaction, then, at the mention of the biologists' interest in samples of vegetation, the other man vanished.

By the time we'd figured out that he had, indeed gone and not merely (?) become invisible, he was back with a wicker basket full of plant samples. I told Bakal Markav she could come out and fetch them. She did, the man let go of the basket, and it floated over to her. She took it, and once inside gave the basket (minus the cuttings) to S'Pieau suggesting he try and find the concealed contra-grav unit. There wasn't one!...

back into Jump for a short hop (short range Jump drive being what it is, I had an even chance of coming out anywhere between 1 and 10 AU away), only to come back out of Jump directly in range of the other ship. The odds against this were extremely high; but there it was. And every bit as pugnacious as its fellow, too. Sigh. By this time, I had a fair suspicion of who we were dealing with, and suggested as much to S'Lin, at the computer. Anyhow, right or not it was going to be several minutes before the ship was charged up for another Jump.

There was the chance that we had the normal space legs on them. This wasn't our war, and I had no particular desire to get mixed up in it if it could be avoided. So I gave orders to T'Tiaou, who as Weapons officer currently had control of the ship, to accelerate away from the other ship at maximum speed short of piling on several extra gs, on an evasion course. Ignoring the hint, they charged after us at even higher speed, firing and scoring a hit which didn't get past the shielding. I gave T'Tiaou permission to fire back at them, which she did also scoring a hit, this one rather more serious. And so it continued, we trying to dodge and evade, in the hopes of fending off this pest until the Jump drive was operable; they charging in in an all out attack. Since we seemed to have much better shielding and armament than the other ship, I don't think any of us were taking this quite as seriously as we should have, until their next shot not only got through the shielding, but right through the hull, damaging T'Sin's cabin, and clipping his suit. Net result; one compartment opened to space, and one very dead planetologist.

Suddenly, this was not at all funny. I discovered my claws trying to extend past the gloves of my suit. "Weapons officer", I said very quietly, "I want that ship."

Continuing to evade, but no longer trying to widen the gap between the two ships, T'Tiaou tried just that. We hit again (in fact, thanks as much or more to T'Tiaou as to the battle computer, we never missed once), apparently doing more damage, and once again they hit us. This time their shot apparently hit just above the bulkhead between Sick Bay and the bridge, killing both the Healer, S'E karas; and T'Larin, the XO. And I began seriously considering use of that Wish I had brought with me from the fantasy game world to change the point at which we had come out of Jump by several AU, thus avoiding this character entirely. In fact I was about to do so when I realized that that expanding ball of gas on the screen was the other ship blowing up.

So the fight was over. I could still use that Wish. I could use it now. But...the fight was over, and we had taken comparatively minor casualties. Released from his battle station in Sick Bay, Adareth fluttered over and perched on my shoulder. And I considered. Suppose he had been killed; myself perhaps thus put out of action when the crew might need me the most? Or suppose the ship took such a pounding from a fight or one of those cylinder crossings that it became inoperable? Or what if I were wrong about our present location, and we got thoroughly lost? No, the situation was unpleasant, but it was not worth using the only Wish in this part of the Multiverse. I'm sorry T'Larin, S'E karas, T'Sin. And to you, too, unknown ship - but you started it.

S'Lin showed me the computer's identification of our late antagonist, to at least 98%. Sure enough; the Earth Empire, of a time 1200 years or so before our departure date, during the Second Empire-Hegemony war. Ironical, I thought, that I should give up first being a human, then a griffin, to wind up fighting humans operating under the Gryphon ensign.

Knowing where we were made it possible to go home. So this time we used the Paratemporal drive (operated by Y'Ra) to go forward, about 30 external years per internal hour, making ship repairs along the way. We arrived back at the base and were greeted with "What are you doing yere?"

Meanwhile, the conversation continued as local birds chirped and flapped around and the other signs of spring made themselves felt. It was most annoying having to remain in the Environmental suit, although it would have been a bit warm for Altani out, at that. A very restful place, Karres; I'd have to be careful not to forget our mission. This was, after all, a First Contact situation, albeit a decidedly unusual one. Somewhere in the distance, someone was singing.

"You really should learn not to bet with her", S'Lin observed to the man who'd lost the bet.

My own comment was "It must be entertaining to be a precog."

We spent about 24 days on the planet, learning a bit about the local life forms, rocks etc. but not much more about the Karres folk themselves than we had at the beginning. Nor, to be fair, did we tell them much more about us. Nothing about Paratemporal travel, for example. K'P'Alis picked up a few more samples of her own; carving-sized chunks of unusual woods. Well, it's one thing to do in between planetfalls, I suppose. I was barely learning to play the recorder at the time, a somewhat more earsplitting hobby if you aren't careful where you practice.

Once we had all the data we were likely to get on this visit, we lifted ship. Star maps indicated we were within plus or minus 10,000 years and plus or minus 5000 light years of Han.

We had been under way for a little over one third of the $147\frac{1}{2}$ hours estimated to reaching the cylinder under normal space drive, when we discovered just why they had been so unconcerned at our placing a beacon in this system. To the complete consternation of our planetologist (and everyone else, for that matter), Karres came sailing out of its orbit, passed us, and headed for the cylinder! A stunned S'Lin transmitted "Goodbye..."

"Be seeing you" came the reply.

"And you..." I answered that one myself. Someone out There is a Prisoner fan...

They took 6 laps antispinward and were gone.

Eventually, we reached the cylinder ourselves. Not caring to risk the pounding we'd have gotten trying to copy the planet's tactics (it would probably have shaken the ship apart), I decided to try the next stop on the route the Karres folk had told us of, and made $1\frac{1}{2}$ laps spinward, at Battle Alert as usual. There was no trouble.

While there was a star nearby, there were no planets this time, merely assorted space junk. Whoever had constructed these things presumably wasn't using them to commute between planetary systems. We'd spent about 11 hours taking star sightings and the like when two more ships arrived, this time dropping out of Jump instead of from around the omni-present cylinder. (I kept suppressing an urge to look for a "Monolith Enterprises" label on the things. 2001 space oddities?). Both arrivals immediately went back into Jump, one of them emerging less than one AU from us, thus giving us a good look at them. (Yes, light-speed being what it is, we actually saw the second emergence first, but I'd rather keep this in chronological order). It was apparently an armored scout, similar in nature to the ships we normally used for exploration although it was not of any familiar Hegemonic configuration, nor did it have an IFF beacon. Putting the ship on Battle Alert and feeding the data into the computer to see if it had any record of this type of ship, we attempted to contact the other vessel, receiving only a sequence of radar pulses in return. And the intent of those seemed to be ranging rather than communications, for the other ship promptly fired a couple of missiles at us.

There are limits. Feeling no need to hang around this unsociable type, and at the same time not wishing to get too far away from the cylinder, I took Starstorm

Visions of having come back to the wrong time line fogging my weary brain, I explained.

"Oh. You overshot. You arrived 2 years ago - go back then and report in."

I see...

We did so, and spent almost a year (in the crew's case) and a bit over two (in mine) in debriefing. T'Tiaou's proven excellence in performance of her duties earned her a promotion and transfer to the Paratemporal Arm. Fleet arranged for S'E karas' ashes to be sent to her family association (the R'Den tend to do everything differently from everyone else), and gave both T'Sin and T'Larin the equivalent of military funerals. T'Larin also received a postumous transfer to Paratemporal and promotion. I'll admit I can think of better ways to be promoted...

Well, there is the (rather florid) Fleet motto:

"We struggle, that others might live in ease,

We fight, that others might live in peace,

We die, that others might live.

We are the Arm."

(All the same, I'm sorry I didn't have two Wishes...)

--Comrichterobteron Tuu Ira Isan

As you can see by the signature, T'Isan's been promoted a couple of times since that particular run. I may be writing up some of the other trips as time progresses. Nicolai has been keeping notes on them. And there have been some interesting, exotic, or just plane ridiculous episodes, including the time one of the Survival Experts (not K'P'Alis) shot herself in the tail with a stunner (fortunately it wasn't a blaster)...

Bye.....

RAMBLING RUNEQUESTIONS - an intermittent magazine batted out as the mood and time allows by Steve Perrin, 372 Adams St., Oakland, CA94610. This is meant for both A&E and TWH and probably even LOC, because I'm lazy. Contents copyright ©1980 by Steve Perrin
BILL KEYES is an everconstant source of questions. Here are a couple he had on CULTS OF PRAX

1. What is the cost of Evaluate Trade Goods for Issaries Initiates?
This is actually the same skill as Evaluate Treasure, and costs the same as Evaluate Treasure does to Lankhor Mhy Initiates.
2. Can Chalana Arroy members attack Undead?
No, but they can defend themselves from them, since they cannot truly hurt them. Of course, they have problems doing so, since they are untrained with weapons...
Would they want to (attack undead) if they could?
No, but they will defend, as above.
3. Why doesn't the Eiritha Cult sell training in Find Water and Find Cattle Food, as a source of income? The skills are free to members and so there must be a lot of masters around, and the skills are fairly simple and harmless.
The Cult survives because it is the source of the ability to Find Water and Cattle Food (among other things). It is a cult secret. They earn more money by using the skill to find the substances for others, than selling the training. Besides, barbarian cultures have little use for money, ...

AND, from RUNEQUEST II, Bill goes on to ask...

4. On learning languages, alternate systems. Method #1; Learn by speaking to people who naturally speak it. "Learn a language by spending a week at 4 hours a day, with 20 Lunars expenses." Does the character have to know any of the language to start with?
Yes, he must be able to speak at the 31-50%, assured communication, level.
What's the limit on ability one can learn with this method? If there is none, it would only take 18 weeks and 360 Lunars to learn a language from scratch to 90% (with no knowledge bonus), if you stayed around diplomats and the like. This is much less than the cost of learning 5% from the Sages.
The limit is one's INT x5%. Also, a successful EXP roll has to be made each week for the increase to be made. Sorry we didn't bring this up in the rules, but no one questioned it from the previous edition, so we didn't think about it.
Method #2: This is much cheaper than the Sages, takes much less time, and can get you almost as far (few want to learn languages beyond 75%). Does anyone ever buy language training from the Sages?
Hmmm, definitely an "Ooops." The time taken by learning from a traveler should be twice as long as formal training. Also, the campaign referee is responsible for determining just how many traveling language teachers there are in any one area...

ON SPIRIT COMBAT

A convention of play which didn't make it into RQII is the ability to ignore Spirit Attack. This means that a character who is attacked by a Ghost or a Shaman's Fetch or controlled Spirit can refuse to fight the attack. This has two effects.

1. The Spirit will be able to take POW from the victim without danger to itself and the attack will keep the victim from using any POW to make spells

2. The victim can continue to move, attack the shaman perhaps, and otherwise operate physically as if he was not in Spirit Combat.

This technique is particularly useful when the only way to possibly survive a Spirit Attack is to kill the person who sicced the spirit onto you.

ON SUSCEPTIBILITY TO SPELLS THROUGH MIND LINK

Page 62 of RQ II states that someone in Mind Link with a character hit with a spell such as Demoralize is also susceptible if the attack roll would ordinarily affect him, too. There are a number of points which should be made here.

1. This also applies to spells like Befuddle and Fanaticism (which affect the mind) but not Harmonize (which affects the body).

2. Only those characters directly in Mind Link with the victim can be affected. Thus, A is hit with Befuddle, the Rune Priest B in Mind Link with him is a potential victim, but the Priest's Allied Spirit is not a potential victim. Likewise, character C, who is also in Mind Link with the Priest, is not a potential victim. However, if character A has allied or bound spirits, they are potential victims. Also, if character A has summoned an elemental, it is a potential victim.

3. The Mind Link goes around any Countermagic-type protection a character may have. If Rune Priest B, above, had a Shield 3 up, the Befuddle would go directly to his mind as if the Shield were not there. On the other hand, character C, trying to Dispel the Befuddle, would not have to get past the Shield spell, as he is already in Mind Link with B. However, if he wanted to Dispel A's Befuddlement, and A had a Shield up, he would have to get rid of the Shield first, since he is not in direct Mind Link with A.

MORE QUESTIONS

MARC JACOBS of Boulder, Colorado, said several nice things about RQII and had the following questions.

5. There is no full plate body protection (in the new rules). Yet, the fertility cultist on the cover has full plate on her body. How is this? Artistic license or game error?

- Neither. The plate armor on the fertility cultist does not cover the hips and pelvis, therefore the abdomen is not fully covered. She is wearing a cuirboilli skirt, however.

6. Two weapon rules are also very nice. Could a person with high strength use two battle axes? I think not. In addition to 1.5 DEX, 1.5 STR should be necessary. Twin battle axes would require STR 20, DEX 14. This isn't unreasonable, is it?

- Yes, it is unreasonable. A shield is going to be heavier than an axe. As long as the character can lift one axe, he can lift two, but his DEX has to be high to use both.

7. On previous Experience, where did the Noble section go?

- We decided it would be much easier if the Noble either became a Mercenary, which can be interpreted to mean service in a national army, or just bought whatever training he needed. Unfortunately, this was not made explicit.

ON THE SUBJECT OF PREVIOUS EXPERIENCE...

Greg Stafford rewrote my original draft. In the process, he dropped the necessary roll to become a mercenary. Add all seven characteristics together and try to make that number or less on D100. This is fairly easy for most characters (a totally average character would need to have 73.5 or less rolled on D100) but it can trip up the best characters around.

Oh yes, I managed to leave out dragoons (which are common in the Lunar Empire) in the list of possible mercenary companies. Those of you setting up your own charts should take this possibility into account. Riding Skills would be in the 30% range, I imagine, but the other skills would be like Infantry, not Cavalry.

CORRECTION FOR MULTIMISSILE

Does everyone realize that a multimiissile cannot impale, but can critical? We let this correction slip by us. Sorry.

WAYNE SHAW asks;

7. What happened to Sense Ambush and Set Ambush?

- We rapidly found that the ability to Sense Ambush negated any benefit at all from Set Ambush. Spotting Hidden and Traps covers the situation quite well, and Hiding and Camouflage serve for setting ambushes.

8. Except for cost, I see no reason why anyone would use a battle axe when a bastard sword is available under the new rules.

- Because the battle axe does a minimum of three points of damage, and has the same average damage.

Why use Great Axe with Military Flail around?

- Greataxe is cheaper to buy and learn, has less encumbrance, and is a lot more appropriate for an Earth cultist. In exchange, the Military Flail has a quicker strike rate. Take your pick.

Having been interested in crossbows for a long time, and having helped reconstruct and fire crossbows based on historical plans, I can state that the heavier a crossbow, the shorter its range, as in RQI, not longer as in RQ II. Add I might suggest that the arbalest had both greater encumbrance (the one we built was a manifest pain to carry) and slightly less hitting power than indicated -- 2D8+2 perhaps.

- At this point, my inclination is to lock Wayne and John Sapienza in a large hall, armed with crossbows, and see which one comes out. I have also been catching flack (from John and some of my co-authors) on the reload speeds, with the statement that an arbalest's winch mechanism is actually faster than the clawfoot of a heavy crossbow. You all can play crossbows anyway you like; unlike melee weaponry, missile weapons are not an area of my expertise, and every time I listen to an expert I get a different story.

9. The Power gain roll was set up in slightly confusing manner. ON page 34 it lists power gain as "20 - current power." Somewhere in the section on Rune Magic, it mentions it as "species max - current power."

- Another missed correction. It should be Species Max. You can account for confusion with exotics by simply adding 4 to whatever the species maximum may be for all Shamans' and Priests' power gain rolls.

As an aside, it might be interesting to alter the requirements for Priesthood to requiring the candidate to have a POW equal to his maximum dice roll. Thus, a creature with a POW of 4D6 would have to have a POW of 24 to become a Priest. This has not been playtested in any way...

10. Why were the skills increase potions eliminated?

- Because we could rationalize no basis for them. I fought for Characteristic Increase potions, but was voted down.

11. If Vampires no longer have any true power of their own, does this mean that Vampire Rune Mages can no longer sacrifice for Rune Magic? Or does it mean that as soon as they absorb enough points to put them over 18 that they can go out and sacrifice those points? If so, do these points then return to the victim? One version would seem to make the state somewhat useless to Rune Mages; the other makes them too powerful.

- They can sacrifice for Rune Magic. The POW does not return to the victim, who get his POW back in the normal fashion. Yes, this does lead to Vampire Rune Priests who hold stocks of prisoners ready for draining of POW when the Priest needs a spell. Fortunately, Vampires are rare...

12. The "Crush" makes Giants, Trolls and other strong buldgeon users totally unreasonable.

- I wouldn't know, I've never tried to reason with a Giant or Troll. Seriously, it was intended to make them unreasonable, as they should be.

13. In a fixed hit point system, is a geometric increase in falling damage really necessary?

- Probably not. This was a compromise between two of my co-authors. However, this is my column, and I say you can just add one D6 per 3 meters.

Secondly, the fall from a horse seems a bit extreme. Considering that under these rules an unarmored target falling from a horse almost always breaks something. Cary Martin, who has fallen from a horse many times, has his doubts.

- Having fallen from some horses myself, I have to agree with Cary. Just use the damage shown for a surprised rider who blows a "luck roll."

14. Why was the humanoid individualizer removed?

- We never used it and had more interesting things to fill up the space.

Back in June of '79, Carl Stevens asked some questions RQII didn't answer (and I didn't answer them either. Sorry, Carl)

15. George, benefitting from a Shimmer spell (increasing his DEF from 10% to 20%) is attacked by an orc with a 40% attack, misses his parry, but the orc also effectively misses with a 27. The Shimmer spell caused the miss - does George roll for DEF increase?

- He probably shouldn't, but it depends on how close a watch you are keeping on things. You could also say the Shimmer spell wouldn't have helped if it wasn't for his Defense. Go ahead and let him roll for it...

16. George later hits his only time with his dagger with Bladesharp 2 on it with a roll of 65. His normal attack is only 60%. Does George get a roll for experience with the dagger.

- Sure, but you might be picky and make him roll the EXP on the basis of his increased attack (70%) instead of his normal one...

17. George successfully rolls for moving silently and climbing in combination - does he get experience rolls in both areas?

- Absolutely

18. Which has precedence, abilities or magic? Example: George casts Dullblade 1 on his opponent's blade (George has a Defense of 10%, remember). His opponent, who has a normal attack of 70%, misses with a 66. To what is this miss attributed, magic or Defense?

- The Magic reduced the normal attack to 65% before the Defense even came into action, so there is no DEF roll.

19. Does a character roll for increased DEF at the end of each adventure, or immediately after each successful usage?

- After each adventure.

20. Do Rune Priests receive the same Divine Protection as Rune Lords do? It doesn't say so in the rules, but it would seem to follow.

- As written, Rune Priests do not receive that protection. It is certainly a legitimate variance, however.

Simon Thompson of England sent a mass of questions, many of which were answered in RQ II. However, I will take on a few of them...

21. Can two natural weapons (e.g., two claws) strike together, on the same strike rank?

- They can now. This is stated in RQII, but I bring it up here for those of you who haven't seen the new edition. This was done to compensate the creatures who cannot parry because they have only natural weapons. While the adventurer is cutting off one paw with his parry, the critter can take off his head with the other paw.

22. Is Set Traps a skill distinctly different from Disarm Traps, or are they the same skill?

- The same skill.

Bill Keyes also did a monumental "review" of RUNEQUEST which went into A&E. It included a series of statements and questions, and I shall attempt to answer those questions of general use to players everywhere.

23. (P.9) Maximum and Minimum Characteristics; can you drop your POW below 3 (to 2) while casting spells?

- yes, since the loss is only temporary.

If your POW were down to 3 from casting spells could you sacrifice 1 point permanently, leaving your POW at 2, to use a RUNE Spell Matrix?

- Yes, since again, the other POW loss is temporary. Besides, the Rune Spell Matrix is strictly a part of the Pavis Campaign, and isn't in the rules.

24. (P.16) Bill has a long question which basically points out that a long-hafted weapon may not have a cutting edge, but could conceivably break another weapon through sheer momentum. Also, the rules say nothing about whether a medium or short hafted axe/mace/whatever could break another weapon.

- I would give a chance for knocking a weapon out of the hand of the parrying person, perhaps by rolling the damage done, then comparing the total against the STR of the parrier and rolling on the Magic Resistance Table. Some sort of chance of the head of a medium or short hafted weapon hitting a parrying weapon is probably reasonable, though I prefer not to worry about it. Assume a 1/3 chance for short-hafted and a 1/6 chance for medium hafted.

25. (P.16) If a person fires an arrow at SR 12, and at declaration for the next round declares his intent to throw a disruption spell, does he add 5 SR to his usual spell SP, for having to shift from the bow?

- Yes, because he wasn't spell ready.

If he fires an arrow at SR 1 and then tries to cast a Disruption spell, does he have to add 5 SR.

- Yes, for the same reason.

26. (P.18) Bill has too long a question to answer here. For those of you who can look back to those questions, Bill is correct. A character can only take so many points to his arm or leg, but further damage will continue to add to the loss of Hit Points, eventually killing the character even though the limb was never Functionally Incapacitated nor severed.

27. (P.29) The book says that some forms of armor protect more than one hit location. "These types can, as a rule, be overlapped. Thus, one can wear both a chainmail hauberk and chainmail trews." If so, then how many points of armor does the abdomen have, 5 or 10?

- Basically, 10. This should not be allowed except in games where ENC is being played. In the case of chainmail, this would also increase the problems with moving quietly.

28. (P.36) Dullblade Spell. If you cast Dullblade on a foe's weapon do you have to overcome the foe's POW?

- No

If there is a Spirit in the blade, do you have to overcome the POW of the spirit alone or both the POWs of the spirit and the holder?

- Just the spirit

If you succeed in casting Dullblade 1 on a sword, the foe cannot put Fireblade on that sword because the two spells are incompatible. Can the foe cast Bladesharp on the sword?

- Yes

Does the Dullblade cancel 1 point of the Bladesharp?

- Yes, and (to answer another question) does not need to overcome resistance. And to answer some others, a Power Enhancing Crystal will not increase a Bladesharp to Bladesharp 5 to overcome a Dullblade. If a Dullblade causes a damage result of -1 (or less), the result is zero.

29. (P. 38) Firearrow Spell.

- The spell fires the arrow as it leaves the bow. It works on Javelins as they leave the hand, etc.

30. (P.38) Fireblade Spell.
- Fireblade works on edged or pointed weapons. It will not work on a flanged mace. Yes, the weapon is hot.
31. (P.38) Harmonize Spell.
- Yes, if the caster is other than humanoid, he can harmonize something else the same shape, so a dog-shaped Allied Spirit could Harmonize a horse, etc. A Spirit without shape or sealed in an item such as a sword cannot Harmonize anything because it has no shape to "slave" the target to. Yes, we intended to drop the D6 damage.
32. (P.39) Lightwall.
- Yes, Lightwall can be molded just like a Darkwall.
33. (P.40) Vigor.
- Yes; we intended to drop the D6 damage from Vigor, too. We compensated by making it incompatible with Strength.
34. (P.41) Bound Spirits.
- Bound Spirits no longer throw any spells, even to help themselves. A Spirit bound into an item, or even bound into an animal, cannot sense the POW of spirits around them. There is some evidence that Spirits like the Fetches and Controlled Spirits of a Shaman can actually be seen in a good light, and if they want to make themselves visible. It's part of the aura which makes a Shaman so distinctive. Ghosts who have been around for awhile tend to become visible in a shadowy fashion, too.
35. (P.42) Shaman Death.
- The bound spirits of a Shaman wait to see if he can resurrect himself, because he knows how to maintain contact with them in the Spirit World. Bound and Controlled Spirits, however, cannot be called upon to supply the POW to heal the body back to positive hit points, though they can be called upon once the body is alive again. If the Shaman has lost all his stored "control power" in the resurrection attempt, the Controlled Spirits go away.
36. (P. 59) Rune Priest Leave of Absence.
- A Rune Priest on leave can use spells he has sacrificed for and regain them as usual. He cannot gain any more spells, however.
37. (P. 80) Elves
- The Elf Bow has ten hit points.
38. (P. 83) Warhorses
- Warhorses have a natural fighting ability of 25% when fighting on their own. However, they start at 5% in using these abilities in coordination with a rider. Sorry, we didn't make this clear in the description.
38. (P. 77) Dragon Snails.
- A Dragon Snail has a number of Chaotic Features equal to the roll of a Power Increase Roll (01-10 = 3, 11-40 = 2, etc.) with 96-00 = 0

39. (P.36) Skeletons

- Like Zombies, a blow to the head destroys a skeleton's motivation, and other blows are treated the same as Zombies.

40. (P. 101 and 102) Encumbrance and Thrown Objects.

- Bill is engaging in number crunching. This is a fun exercise to pass the idle time in. If you ignore the Swenson variant, which I am doing except for movement rates, everything becomes more reasonable.

41. (P. 102) Dropped Objects

- It does make a difference whether a pebble hits you or a two-ton boulder. The pebble just hits one Hit Location, the boulder hits all of them, with the same damage to all. There are other considerations, but that is one way of handling the situation.

42. (P.106) Disease

- CON rolls for resistance to disease are based on Hit Points because a person's resistance is decreased due to wound trauma. I suppose if his Hit Points are not unaffected by wounds, you should use the CON instead.
For poison, always use the Hit Points, because body size can have a lot to do with ability to absorb poison damage, and the old wound damage trauma still pertains.

Eight pages is my limit, so I'll have to take on other questions some other time.

NOTE OF THANKS

There are a lot of you out there who have helped the second issue of RUNEQUEST, and the game in general, immeasurably. Thank you all, we could never have done it without you. In particular, John Sapienza, Mark Chilenskas, Mark Swanson, Dan Pierson, Rudy Kraft, Bill Keyes, and whole list of people whose names appear on the second page of RQII, and bunch we left out accidentally, have been invaluable, and we hope you've gained as much from the final results as you put into them.

FUTURE NOTES

- Look for -
- ELRIC roleplaying, based on RUNEQUEST
 - "Gateway" games into Gwynedd (Deryni novels) and Thieves World. Maybe even Darkover...
 - Boxed Runequest, with player aids.
 - And a slew of other projects, all in assorted states of preparation and approval. Anything may change, but these are the current possibilities.

HEROES OF MIDDLE EARTH

I am also doing a role-playing game for Heritage, based on the Bakshi Lord of the Rings. Some elements will seem familiar to RUNEQUESTers, others brand new. Watch for it this summer.

by

Wayne Shaw

In the printing of our modified S44 house rules two issues ago, there were some errors and omissions. This was largely the result of publication without being prettied up for the public eye, as those particular rules were primarily designed to be read by the people in our campaigns, who largely understood the general system, and just needed the ~~xxxx~~ specifics down in front of them. As a consequence, a few corrections and additions are necessary.

COMBAT RULES

Characteristic points for various types should read 205 for Ubermensch. Also, there are some minimum characteristics for each of the different types. Toolmasters must put at least 20 points in Mentality, as Uniques must in Ego, and Ubermensch must in Vigor, Stamina, Endurance and Dexterity.

There is also an optional type available called the Specialist. A Specialist receives 185 points and may choose abilities from either the Unique or Ubermensch lists. He must have at least 40% of his points in Ubermensch abilities. The Unique abilities must also be of a non-offensive or weak offensive sort. Examples of these are flying, super-swimming, telepathy, or damage augument. A Specialist receives 50 power points. They must put at least 10 points in Vigor, Stamina, Endurance, Ego, and Dexterity. They do not receive the Ubermensch melee or missile evasion bonuses.

In melee combat involving physical weapons (as compared to force blades, infradaggers, touch weapons, lightsabers etc.) stamina adds slightly to attack and defense. The formula for determining this is: $(STA-20)1/5$ Dexterity.

Transformation Modification Table (Addition): Humans with sufficient modification to make them normally impossible to disguise so as to be able to blend into a crowd will receive a modification of +1 vs. transformation attacks.

~~Speed~~ Air Walking: AirWalking allows the character to move at his ground speed in the air.
(Sorry about that. Slight fold in the stencil).

Energy Projection (Correction): Range as twice handgun.

Energy projection (Burst) (Addition): Each pulse in an energy burst does one fifth the total strength of the power, and 1D5 of pulses will hit the target.

Invulnerability (Limited) (Addition): For each ~~xxxx~~ two pluses over three, a ~~XXXX~~+1 transformation defense is received.

Built-In Life Support (Complete) (Addition): If this power is taken in conjunction with flight, the ability to fly faster than light outside atmosphere is also received.

Superswimming (Addition): If 20 or more points of this ability is purchased, the character receives the ability to breath water.

Variable Powers (Clarification): When a given variable power is in operation it contains all the points in the variable power (i.e. in normal circumstances, all 50). Also note that under special circumstances, this power can be combined with others.

Multi-Application Powers(Clarification): Each power may have as many points applied to it as is desireable.

~~XXXXXXXXXXXXXXXXXXXX~~Flight(Addition): If flight is accomplished by mode of actual wings, the possessor is considered to also have half the points in Aerobatics.

Vehicle Operation(Correction): Treat similar to Acrobatics.

The Ubermensch Leap(Addition): The leap may be done in addition to movement if an Acrobatics roll is made.

The Equipment Option(Uniques)(Correction); Points put into equipment are at 1.5 value.

Stamina Boost(Addition): A total Stamina of 65 will allow the equivalent of the Ubermensch Leap. Each additional 5 Stamina will add 2" of horizontal movement and 1" of vertical. It will take one move to cover the distance for each 20" horizontal or 10" vertical or part thereof. Note that unlike the trained leaper, this may not be done in addition to a move.

Toolmaster Standard Weapons(Correction): Double the ranges on the grenade launcher and missile projector.

NEW ABILITIES

Self-Multiplication: For each 10 points of power, the character may produce ~~xxx~~one additional self. Any equipment must be bought in sufficient quantity if it is desired to be carried. If one of the selves is killed in a permanent fashion, there is a one in N chance that all die, N equalling the number of bodies currently split off. Otherwise the Vigor/Endurance conditions are averaged when they remerge.

Fugue: The ability to shuttle back and forth in time producing temporary extra selves. The number produced is 1DN where N equals twice the number of 10 point units of the power. These forms may only stay active for a maximum of three melee turns, and then must not be recreated for three melee turns. Treat permanent destruction as for Self-Multiplication. Unlike Self-Multiplication, however, they need not carry duplicate equipment, and when remerged, they have the lowest damage in the set.

Sense of Perception: Allows the direct perception of matter and texture in a 360 degree arc. 5" radius per 5 points.

Damage Augment: Allows the augmentation of melee damage by 10/10 for 10 points.

Battery Option: Useable with any other Unique power. Makes a well of points equal to the points invested times ten available. After these are used, no more use of the power can be made until some of the points have regenerated. Any amount within the range, including the maximum in the well may be used at once. The well will regenerate 1% of its points per melee round.

Energy Manipulation: For each ten points, 10 points of energy may be controlled and moved. For example, an energy bolt may be "caught" and thrown back at the same or a different foe.

Regeneration: If the regeneration only up to the point of death, costs 10 points for each 5 points of Vigor and Endurance regenerated per melee round. If this will operate past the point of death, double the cost.

Conversion Beam: Requires a missile followed by transformation attack, standard range as handgun times two. Causes an explosion doing 10/10 and effecting 1" diameter per 10 points.

Precognition: An ability having various effects depending on the number of points invested:

10; -1 on surprise.

20; -1 on surprise, Danger Sense(Roll of 7 or better on 2D6 needed) know that danger is about and can effect you in some way.

30; Surprise -2, Danger Sense(as above), See immediate future(only what will happen--not the outcome.)

40; Surprise -2, Danger Sense(As above, but only a 6 is needed), See Immediate Future, Predict Attacks(Make a transformation against each attack or separate bullet or pulse. Against missile, evades completely, against melee, adds 20 to defense.

50; Surprise -3, Danger Sense(as above), see immediate future(As above), Predict Attacks(As above, but +30 on melee defense.)

60; Surprise -3, Danger Sense(As above but only five needed), See Immediate Future(as above), Predict Attacks(As above, but -1 on trans. versus missiles.)

UBERMENSCH

Difficult to Surprise: For each 10 points reduces chance of surprise by -1.

Wujutsu: For each 10 points, increases the chance of surprising an opponent by +1.

TOOLMASTERS

Autofire output increase: For each 10 points increases the die size rolled for bursts by one. For example, 10 points increases it to a D8, 20 points to a D10, etc.

Increased Penetration and/or accuracy: -1 per 10 points.

Also note that such things as Power Holsters(no drawing and firing penalty), and related equipment usually cost about 10 points.

NEW DISABILITIES

POWER SHUTDOWN from material: 30 points. Causes the powers not to operate in the immediate proximity or against a given substance.

Poisoning: 20 points. A particular material causes 5 points of Endurance and Stamina loss every melee round in the immediate vicinity of the character. After four melee rounds, it also starts doing 5 Vigor.

Note: both of the disabilities above are frequently combined into the so-called "Kryptonite Crock". The material should at least be of something accessible to the criminal populace, and theoretically something that can be encountered accidentally.

Time Limit: For those on the phase system, read the time limit as "each round less than 21." 4

Loss of Powers in Sunlight/Total Darkness: For 50% loss, 10 points, for total, 20.

berserker: 30 points. This gives a 5% cumulative chance of going berserk in a combat situation, dropping 5% per round when out of combat. If the character goes berserk, he will attack everyone in sight, friend or foe, until disabled, or until they are all dead.

Permanency of Condition: For certain inconvenient powers, such as size increase, or Density Increase, gives points for being a permanent condition rather than an ability that can be switched on and off. 5 points per 15 of power.

Immediate Effect from Drugs: Taking immediate effect from gases, mercy bullets, etc., instead of the one round delay. 10 points.

Epilepsy(or equivalent): 10 points per 5% chance per round of stress.

Direct transmission from characteristics points: 5 points per 5 points. Note that this disability may not be used by anyone with Vigor/Endurance Boost.

Arrrgh! Forgot one new Ubermensch ability:

Wealth Detection: For each 20 points requires one melee round of examination of the target. The next strike/misile on the target from the character will do double damage. 40 points requires two rounds and will do triple, etc.

Hmm. That seems to be it. As long as I've got half a page left, I may as well make a few comments...

NICOLAI: Re Runes in Space; which of those ships are usually used as explorers? What are the crew compliments? The minimum operating crews? Also, you might consider translating the G-accelerations into something a little more meaningful to those of us notably lacking in physics.

Also, though I realize you were trying to be complete, where some of the science variants really necessary? Just to give two examples, the line of demarcation between the biochemist and the molecular biologist, and the planetologist and geophysicist are hard enough to find in the real world, let alone in a game context. One also tends to wonder at the usefulness of some of the skills in a game context.

GEORGE COLE: I found your essay on reality construction extremely interesting. I had once thought about the design of a game called Crosstime Quest. I finally decided the variables were too complex to be systemized. Now I begin to wonder. ~~XXXX~~One thing you seem to ignore, however. Almost all the fiction on the subject seems to imply that in both Shadow and Paratime the temporally "nearer" world tend to resemble each other more than those farther away. Sometimes they're almost indistinguishable. So when making short side trips, there should be modifiers so that change tends to damp out. How to implement this, however, beats the hell out of me.

HAY: I hope I explained the powers passibly.

My compliments, by the way. I can never remember what happens to other people that well in an action report, even with notes. I must say, that was an interesting game. And it may be David's last action in this plenum to go back and free that individual at Jump Off...

UT I THOUGHT THIS WAS ALL A DREAM #3

Brought to you once again by Deanna Sue White who resides at 910 East Imperial Ave., Apt #2, El Segundo, CA., 90245. Home phone is (213) 322-3094 and work phone is (213) 322-0297.

Incidentally, if anyone is interested, the Skyfolk on the cover is not Adena. It is Shurinna and the cute beastie she is flying with is called a Flarma (or Mothsprite).

In the last few issues of TL0C, I have been presenting the history of some of the folks of Mistigar. This issue I will continue the past with the history of the Skyfolk. So tune the harp and piper play, let the bard sing of another day.

THE SKYFOLK

Encompassing all we know is the Universal Pattern. Just as a chain is composed of links; so, too, is the Universal Pattern made up of many smaller patterns. Massive and complex beyond all thought, it reflects the eternal dance of the galaxies, the birth and death of countless stars, the worlds that spin around them, the symphony of life on some of those worlds, the molecules that make up that life and where it goes from there, only the Mistress knows.

It was She who created Mistigar and brought the many Folk there to dwell in Her intended paradise.

The Skyfolk know that Mistigar is not their world of origin. Before Mistigar, they dwelled on a world with a dying sun called Tiltartinlas. The Mistress came and spoke to them and her words were life. They, and several species of the world, accepted her offer and followed the Pattern to its center.

From the beginning, the Skyfolk lived in the mountains north of Sharzen, dwelling in a large crater among towering peaks that touched the sky. It was called Til-Teilath, Skyhome, and it was the oldest and greatest of the skycities.

They were a passive folk in nature and their interaction with the Folk of Tëzin, the Mountain Folk and the Forest Folk was rare, but not unknown. Light-hearted children of the air and sunlight they were thought to be by those who did not know them. But soon stories filtered through the Three Peoples; stories that suggested the winged children were not as they seemed.

Tales were told around the campfire of some individuals wandering lost in the forest or sorely wounded through some accident and how they had received guidance or healing from the ones whose wings were the color of the sun. Many times the mageking tried to establish some closer communication between the Skyfolk and his folk to no avail. Either the Skyfolk did not understand or did not wish to form a closer alliance with the folk of the ground.

So the Three Peoples left the winged children alone and unhindered. They became objects of mystery and speculation, and many were the old wives' tales and children's fancies about the powers given the holder of one of their golden feathers.

The Skyfolk kept to themselves having little need for anything the Three Peoples had. They grew their food in the basin and lived in large, open caves set in tiers all along the steep sides of the crater. They were a simple folk who loved their freedom and cherished the openness of the sky. Here they did not need to migrate away from the devastating storms that scoured the surface of their old world. They

could fly for as long as the winds and their wings would hold them.

Yet in the distance, clouds gathered and the elders among the Skyfolk realized that the storm brewing on the horizon was one they could not turn alone. Lightning struck and the Forest Folk, with one voice, cried out in pain and died from some hell-spawned fever.

The Skyfolk sought to help, but even their powers were insignificant against the awesome Evil that had sent the plague.

Lightning lanced through the heavens again and this time hit Sharzen. Throughout the long night, the Skyfolk watched as Iptanarras laid waste to the enchanted city of gem-topped towers.

Heartsick and helpless, they saw the forest burn beneath the dragon's fiery breath and heard laughter in the thunder.

For many years the Skyfolk did not venture far from Skyhome. Fearing to meet with some mishap as their fellows had, they watched and guarded themselves as best they could.

Then, a strange thing occurred. The clouds which had, up until then, been growing ceased and began dwindling in the ethereal breezes.

High King Kavineth sent flyers to Artaa, the other continent, to see what had happened. They found the five cities of the Race of Magicians destroyed and surrounded by wide rings of desolation; the race scattered to the four winds and living in terror of some nameless Dark One. But of the Evil itself, they saw no sign.

The Skyfolk sighed and returned to Skyhome fervent in their desire to remain aloof and untouched by the world's evil. Like children they ignored the warnings until it was almost too late.

It was not until the reign of Mephtana that the signs became too harsh to ignore any longer. During the years before he became High King, the Skyfolk discovered a few of the Forest Folk that had made it to the Haven in Tual-Fey and survived. They were a folk deep in shock and barely existing among the blackened remains of their once magnificent city.

The Skyfolk watched over and aided them until the Forest Folk were able to leave the past behind and look with hope to the future.

The Folk of Tézin, those who escaped Sharzen, had fled to the plains below and become farmers. From a once noble people, they had fallen to the state of peasants; losing even the knowledge of their gift the Mistress had given them.

Like a fragile bubble, peace existed till it was shattered by the half-familiar cry of pain and anger. A new folk, the goblins, had risen and found the Children of Tézin easy prey. Even the Forest Folk were tried by this new threat, but the taste of arrows were not to the goblin's liking and they avoided the forest and its folk.

Meanwhile, on Artaa, the scattered remains of the Race of Magicians had gathered together and raised new cities. True to their nature, wars broke out between the cities and in disgust, the Skyfolk left the Race of Magicians alone.

Mephtana decided that if the Skyfolk were to remain alive, they could not stay passive any longer. That which the Race of Magicians had called had been dormant for a long time-- perhaps gaining power-- and in order to maintain the balance, the Skyfolk would have to actively oppose Him.

He called a gathering of all those with Power to be held in T-Leira ko Trisken, the Heart of Knowledge, deep within Skyhome. There, in a large cavern whose floor and walls were a tracery of grey basalt and black obsidian, the Skyfolk gathered around Mephtana.

He stood solemnly in the center. Beside him, a large emerald with golden filaments in its heart sat glowing within a golden pedestal. The filaments were swirling around and casting a green-gold light that danced among the Skyfolk, bathing them in alien hues as they waited for Mephtana to speak. It played with the grey and black pattern on the walls and, from the ceiling, green-gold stars winked in and out as crystals caught the light and cast it back to its source.

The gem was T•Tastar ul•Kateer, the Green-Gold Gem, and within it was all the knowledge and Power every elder had gathered before opting for Last Flight. It contained the history of the Skyfolk back to the first High Queen Ahlana. Old it was, older than Mistigar, for it had been a gift from the Mistress.

While the Skyfolk listened, Mephtana outlined his plan. First he spoke of starting two new skycities on Artaa. They were to be called Til•Leira, Skyheart, and Til•Dalma, Skyhaven.

Then, once the cities were established, Adena, firstborn among the Skyfolk with pure gold-colored wings, would go to Artaa and begin helping the Race of Magicians.

It seemed a simple enough plan at the time and the Skyfolk, already feeling the effects of being mentally overcrowded, were only too eager to build the two new cities. However, Adena, daughter to Mephtana, knew him well enough to guess that there were ulterior motives to his plan.

"Why?" She asked him after the gathering.

He smiled gently. "The Race of Magicians now know war, you shall teach them peace."

"I? How?"

"By being what you are."

So Adena went to Artaa and used her Power to help those in Need. She called herself Artatha and out of gratitude for her timely interventions, the Race of Magicians began raising temples in her name. The worship of Artatha, the Goddess of Healing, Life and Peace, spread like wildfire and soon she became the most revered god in the new pantheon.

Mephtana's ultimate plan was soon fully realized. The Skyfolk, now able to fly safely over the lands held by the Race of Magicians--for who would dare shoot down the children of a god--dwelt within the temples and, in addition to healing the populace, kept an eye on THAT's activities.

All was in equilibrium during Mephtana's reign. He served his fifty years and then stepped down to allow his daughter to take up her responsibility.

Thus it was under the leadership of Adena that the Mistress returned and called upon the Skyfolk for an aligning. They chose the side of Light and together with the Forest Folk and those from off-world, they continue to maintain the balance.

The bard's words faded off into the distance and I could have sworn I still heard the last notes of both harp and pipe echoing in the stillness of the room. Then I turned over in bed and discovered that it had been no mere dream. . . .

Well, I'll just put this feather along with my other souvenirs. By next issue I should have the history of the Forest Folk and the Race of Magicians done. Unfortunately, I've been holding back on the Forest Folk because its so sad. *sigh*

Farewell until next issue!