

NEW KNIGHTS OF THE

All Mind

ADDITIONAL

Rules for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures

Written and Edited by
Matrox Lusch

Playable With Advanced Labyrinth Lord™
And Other OSR Rule Sets

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New Knights of the All Mind tables are inspired in part by similar principles from the following: *Down & Dirty Carousing* by Jeff Rients of "Jeff's Gameblog" <https://jrients.blogspot.com/>; *Barbarian Class* is Open Game Content from *BX Advanced: First Edition Through a B/X Lense Gold Edition* ©2018 by Randall S Stucky <https://retroroleplaying.com/>; *Techno Class* is inspired from *The Arduin Trilogy* by David Hargrave ©2008 Emperors Choice Games; *Binding Wounds* and *Initiative Priority* are inspired by *Shock Recovery* and *Weapon Priority* in *Ready Ref Sheets Volume I, Second Edition* ©1978 by Judges Guild and with additional details from *The Dragon Crown* by Michael Mayeau; *Divine Intervention* table inspired by *Deity Reaction* by Gary Reilly originally published in *The Book of Tables, Volume 1* ©1988 Gamescience; Mark Schynert on Godly Grants; *Death and Dismember Table* derived and adapted to Labyrinth Lord™ from *Death and Dismemberment* in *The Zak Hak* by Zak Smith at <http://dndwithpornstars.blogspot.com/>; *Weapon Speed* inspired by *Dungeons and Dragons Basic Rules* by Eric Holmes ©1974, 1977 Tactical Studies Rules and *Dungeon Masters Guide* by Gary Gygax ©1979 TSR Games; *Amorality* from *The Arduin Trilogy* by David Hargrave ©2008 Emperors Choice Games; *Whimsey Table* from *Critical Fumble Chart* by Patrick R. Joyce (JoAT) at Edmonton Gamers Association, <http://www.ega.d6d20.com>; and *Psionic System* adapted to Labyrinth Lord™ from *The New Psionic System* by "Silverblade the Enchanter" (I have looked for Steve James to no avail) at: <http://www.silverblades-suitcase.com/adnd/psionics.doc>.

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It's been 15 years, 1/4 my life ... since I came home one night to find Owl-man running 3rd edition D&D, eventually stumbling on a way to get the band back together (Borders coupons & strategically-mailed Player's Handbooks). Within a year we had full-fledged v.3.5 *High Fantasy* campaign running and it was on.

There were stumbles getting used to d20, so when Postman Bob passed on in 2011 our game paused for a good 6 months. Out of some kind of melancholy we wanted to start a new adventuring party – but what to play? We were about half divided between the modern system v.3.5 and old 1e AD&D. Since I had DMed the entire time I knew what most folks weren't tracking in d20 (skill points, feats, prestige classes), and we didn't want to drive out anyone. So I put together a little supplement to sub-in the AD&D rules we used to use for the d20 rules many of us missed. That supplement was the first *Knights of the All Mind* in 2012.

All during these years from around 2009 through 2012 the *Old School Renaissance* was gaining steam for retroclones and the simpler systems of yore. I couldn't expect all our folks to afford purchasing new books, so I kept building more and more convoluted Frankenstein monsters of rules with v.3.5 and printing them myself whilst still looking longingly at these OSR gems. That 3rd edition had pretty much died came a little over 2 years into 5th edition D&D, when at DunDraCon #42 in February 2018 *every single time* there was an option for any edition PC at all, players were choosing 5th. So I did my final garage band D&D cover for 5th edition, *Knights of the All Mind 9th Edition* (numbered by adding all the editions we played – 1st, 3rd, 5th), and we rolled our existing campaign and player characters into a 5e ruleset.

So the problem was in all this time not one other person had felt comfortable to DM a game for our group. Even though 5th edition was much more streamlined, 3rd ed. had everyone skittish they couldn't manage all the rules. June 2019 I had a chance to run a PC in Jeff Rient's online "Lost Tombs" game using B/X and I ... Dionysed.

That was the first PC I had run in friggin' a decade and a half, and using an old system like what we had ran with for two and a half decades. Can you say ride a fucking bike.

So back to our group, I am done with new editions. We are putting the band back together, again, but this time with new old parts. Money was still an issue (when is it not?) so I boiled down to free Basic Fantasy or free Advanced Labyrinth Lord. Ha, so Labyrinth Lord wins out because of infravision (yes!), cleric spells at 1st level, and actual level drains from undead and such. Our group is coming home. (sniffle...)

Now almost a year in we've rolled on to second DM, things is going smooth. EXCEPT... because Labyrinth Lord is root B/X (even Advanced Edition), there are still a few nibs missing we needed from AD&D. Hence this "New" *Knights*. We had to have extended strength, thief's reading, and certain magic items. All else is bonus. Enjoy!

~Matrox Lusch, Direbane Publishing Editor, June 27, 2020
Pleasanton, California

Still Dedicated to Postman Bob (1961-2011), Creator of Rip Sly.

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Note: These rules herein are intended for use with Advanced Labyrinth Lord™ and other OSR rule sets.

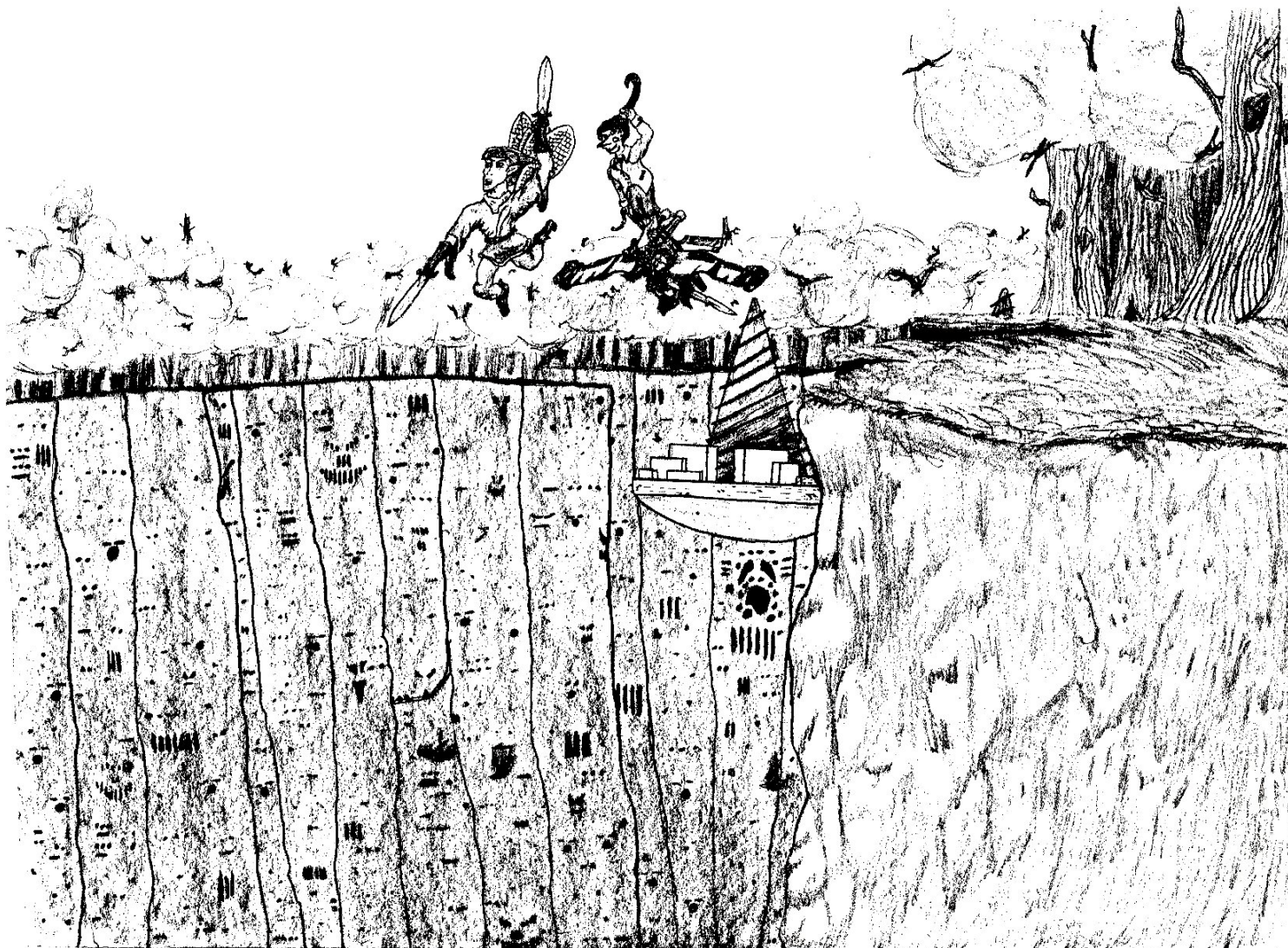
DESCENT TO THE

CHASM

OF THE

DRON

(BEWARE OF MAG-TECH)



DOWN & DIRTY CAROUSING

At the end of an expedition you may carouse, spending 1d6x100gp (rolled randomly) to earn a like amount of experience points.

You must save versus poison to avoid Referee adjudicated drunken or other shenanigans that result in a negative circumstance lasting 1 game session.

EXTENDED STRENGTH TABLE

WITH EXCEPTIONAL STRENGTH FOR FIGHTER TYPES

Strength	Hit	Dam	Door	Magic	Unencumbered	Max	Major	
1	-4	-4	1 in 6	0	8 lbs	32 lbs	0%	
2	-3	-3	1 in 6	0	16 lbs	64 lbs	0%	
3	-3	-3	1 in 6	0	16 lbs	64 lbs	0%	
4	-2	-2	1 in 6	0	24 lbs	96 lbs	0%	
5	-2	-2	1 in 6	0	24 lbs	96 lbs	0%	
6	-1	-1	1 in 6	0	32 lbs	128 lbs	0%	
7	-1	-1	1 in 6	0	32 lbs	128 lbs	0%	
8	-1	-1	1 in 6	0	32 lbs	128 lbs	1%	
9	0	0	2 in 6	0	40 lbs	160 lbs	1%	
10	0	0	2 in 6	0	40 lbs	160 lbs	2%	
11	0	0	2 in 6	0	40 lbs	160 lbs	2%	
12	0	0	2 in 6	0	40 lbs	160 lbs	4%	
13	+1	+1	3 in 6	0	50 lbs	200 lbs	7%	
14	+1	+1	3 in 6	0	50 lbs	200 lbs	10%	
15	+1	+1	3 in 6	0	50 lbs	200 lbs	13%	
16	+2	+2	4 in 6	0	60 lbs	240 lbs	16%	
17	+2	+2	4 in 6	0	60 lbs	240 lbs	20%	
18	+3	+3	5 in 6	0	75 lbs	300 lbs	25%	
18(01-50)*	+3	+3	5 in 6	0	75 lbs	300 lbs	25%	
18(51-75)*	+3	+4	5 in 6	0	88 lbs	350 lbs	30%	
18(76-90)*	+4	+4	6 in 8	1 in 6	100 lbs	400 lbs	35%	
18(91-99)*	+4	+5	6 in 8	2 in 6	131 lbs	450 lbs	40%	
18(00)	+4	+6	6 in 8	3 in 6	125 lbs	500 lbs	45%	Max Human
19	+4	+7	7 in 8	3 in 6	125 lbs	500 lbs	50%	Hill Giant
20	+4	+8	7 in 8	3 in 6	138 lbs	550 lbs	60%	Stone Giant
21	+4	+9	9 in 10	4 in 6	188 lbs	650 lbs	70%	Frost Giant
22	+4	+10	11 in 12	4 in 6	200 lbs	800 lbs	80%	Fire Giant
23	+5	+11	11 in 12	5 in 6	238 lbs	950 lbs	90%	Cloud Giant
24	+6	+12	19 in 20	7 in 8	313 lbs	1250 lbs	100%	Storm Giant
25	+7	+14	23 in 24	9 in 10	388 lbs	1550 lbs	100%	
26	+7	+15	23 in 24	9 in 10	490 lbs	1960 lbs	100%	Titan
27	+7	+16	23 in 24	9 in 10	540 lbs	2160 lbs	100%	
28	+7	+17	23 in 24	9 in 10	640 lbs	2560 lbs	100%	
29	+7	+18	23 in 24	9 in 10	790 lbs	3160 lbs	100%	

* = Exceptional Strength for Fighter Types

Magic: Possibility to open door held by minor magic rather than a lock. (OSRIC™)

Major: Major Tests chance on d%, e.g. bending bars and lifting portcullis. (OSRIC™)

Weight Calc: Base 40 lbs unencumbered/160 lbs max. Under 40 lbs unencumbered -20% per each neg bonus. Greater than 40 lbs/Advanced Labyrinth Lord™ 4x for max.

Movement: Up to 25% Max move normal rate; 26% to 50% Max move 3/4 normal; 51% to 75% Max move 1/2 normal; 76% to 100% Max move 1/4 normal. (OSRIC™)

BARBARIAN CLASS

Requirements: Str 12, Con 12

Prime Requisites: STR and CON

Hit Dice: 1d10

Maximum Level: None

Born in the wild and raised among savage nomads, Barbarians are warriors hardened by nature and able to survive in the wild with little more than a weapon and their own willpower. Their skill in battle comes not from training or discipline, but from sheer brutality and tenacity. Their unwillingness to fall in combat and rather to drive a foe into the ground makes them fearsome opponents to even the hardest of foes.

Though they are not often found in civilized lands, some find their way onto the path of adventure. Whether they are the last remnant of a dying tribe, cast out for an act of dishonor, or secretly scouting the civilized worlds for invasion, the occasional barbarian can be found adventuring in more civilized lands.

Barbarians are proficient in all melee weapons and may wear padded armor, leather armor, studded leather as well as use shields. Because of their savage nature Barbarians may only be Neutral or Chaotic alignment. Barbarians use the attack and save rolls for a fighter, with +3 save vs Fear. Barbarians roll 1d8 to determine surprise/initiative.

Sense Danger: Barbarians have an almost supernatural ability to detect danger giving them a chance to avoid surprises and traps. If a Barbarian is with a party that is surprised and successfully Sense Danger, they are not surprised. They may take their actions as normal during the surprise round even though the rest of their party may not act. If a trap which would affect the is activated and they successfully Sense Danger, they may avoid the trap effects completely (leaping out of the way, etc.) so long as there is any physical way to avoid the trap. A successful Sense Danger roll will also negate any bonuses for attacking a Barbarian from behind, ambush, invisibility, etc.

Battle Rage: Barbarians can fly into a rage at the beginning their action in a combat round. There is also a 60% chance for a 1st level Barbarian (decreasing 5% per level) to fly into a rage uncontrollably, rolled every combat round. Battle Rage grants the Barbarian a bonus to attack and damage rolls equal to the Barbarian's level divided by 4, rounded up (e.g. +1 at levels 1 to 4, +2 at levels 5-8, etc.). The Barbarian gains temporary hit points equal to his level that go away at the end of Battle Rage – damage suffered during battle rage is taken first from these temporary hit points. Damage dice explode - that is, if the natural die roll is the maximum possible for the die type (e.g. a 6 of a D6, an 8 on a D8), the die is rolled again and the damage added together. If the second natural die roll is also the maximum possible for the die type, a third roll is made (etc.). Damage bonuses are added to the final. Barbarians using a ranged weapon when going into a rage will toss it aside, drawing a melee weapon with no penalty.

Battle Rage lasts for 1d6 plus 1 per level combat rounds. Once in a rage, the Barbarian will blindly fight until the duration is up, even if all enemies are dead. When Battle Rage ends, the Barbarian immediately loses all Battle Rage modifiers.

Abilities: Barbarians from a standing position leap 10 feet forward, 3 feet backward, or 3 feet up. With running start they leap 16-21 feet forward or 4 1/2-6 feet upward.

Barbarians *Move Silently*, *Climb Walls*, *Hide in Natural Surroundings* (same as *Hide in Shadows*), and *Hear Noise* as does a Thief of the Barbarian's same level.

Superstitious: Barbarians are notoriously suspicious of magic from outside their experience (Barbarian clans will tolerate Clerics and Druids but Magic-Users and Illusionists will be driven out). If any Magic User or Illusionist casts a spell on a Barbarian and he successfully saves, he will fly into a frenzy and attack the spell-caster.

While superstitious, the Barbarian is still a pragmatist; his primitive nature just sometimes gets the better of him. With regard to magic items, this means that a Barbarian can use most magic weapons and armor, since they are just better versions of standard items. The Barbarian would not use a weapon if he knew it could throw a spell though.

The Barbarian is also pragmatic enough to suffer the use of such items or the presence of a Magic-User among his allies, unless a spell is cast upon *him*. In such a case the Barbarian will fly into a frenzy as discussed above and attack the source of the spell.

Horde Leadership: As a Barbarian advances in levels he may attempt to raise a barbarian horde for revenge against a traditional enemy or substantial loot described below:

Clan Leader: A Barbarian of 8th level and above has the respect of his clan, usually his family and some traditionally allied families who hail from the same area. The Barbarian can gather a small force of 1d6 1st level Barbarians times the Barbarian's level (so 8d6 at 8th level, 9d6 at 9th level and so on), along with a war leader (a 3rd level Barbarian) and a clan Shaman (a 3rd level Druid). This force will stay together for the Barbarian as long as the goal he promised them remains within their reach (this is at the discretion of the Referee).

War Chief: At 13th level the Barbarian has an even greater reputation among his people and can gather a larger force, equal to 1d8 1st level Barbarians per level. This force is accompanied by two war leaders (3rd level Barbarians), two clan shamans (3rd level Druids) and one clan leader (8th level Barbarian).

Warlord: At 18th level and above the Barbarian can summon a great number (often the majority) of his people to aid him in revenge or for the prospect of gaining treasure. This force numbers 2d10 1st level Barbarians per level, along with one war leader and clan shaman per 10 Barbarians and one clan leader for every 30 Barbarians.

Barbarian Level Progression

Exp.	Lvl	HD	Sense	Danger	Exp.	Lvl	HD	Sense	Danger
0	1	1		14%	640,000	11	9+6*		68%
2,500	2	2		20%	800,000	12	9+9*		72%
5,000	3	3		26%	960,000	13	9+12*		76%
10,000	4	4		32%	1,120,000	14	9+15*		80%
20,000	5	5		38%	1,280,000	15	9+18*		84%
40,000	6	6		44%	1,440,000	16	9+21*		88%
80,000	7	7		50%	1,600,000	17	9+24*		92%
160,000	8	8		55%	1,760,000	18	9+27*		94%
320,000	9	9		60%	1,920,000	19	9+30*		96%
480,000	10	9+3*		64%	2,080,000	20	9+33*		97%

* Hit point modifiers from Constitution are ignored.

TECHNO CLASS

Requirements: Int 12, Dex 12, Cha 12

Prime Requisites: INT, DEX, and CHA

Hit Dice: 1d6

Maximum Level: None

Typical officer of an advanced interstellar culture possessing superior scientific knowledge and disbelief in magic, divinity. A Techno also has an innate ability to sense presence of non-magic “fields” such electronic and radiation. They can use any weapon and typically do not wear any armor other than a flak jacket, although she may use techno armor such as powered armor. Technos use the attack and save rolls for a thief.

Techno Abilities Table:

	1	2	3	4	5	6	7	8	9	10
computer use	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%
drive on land	80%	82%	84%	86%	88%	90%	91%	92%	93%	94%
find traps	25%	29%	33%	37%	41%	45%	49%	53%	57%	61%
open locks	30%	34%	38%	42%	46%	50%	54%	58%	62%	66%
pilot through air/sea/space	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%
repair device	10%	13%	16%	19%	22%	25%	28%	31%	34%	37%
research	1%	5%	10%	15%	20%	25%	30%	35%	40%	45%
use or disable device	35%	39%	43%	47%	51%	55%	59%	63%	67%	71%

Bonus: Find traps +5% each DEX point above 16; Open locks +5% each DEX above 15; Use or disable device +5% per DEX above 17.

NOTE: Technology that is more advanced than that of the techno, or alien in nature, will result in a negative to the base chance of success. A techno is trained in devices common to the Federated interstellar era with a +20% for such devices and vehicles.

Level 3: Can salvage new devices from destroyed/scrap devices at **repair device** -5%.

Level 6: Chemical combinations for various uses at 20% + 5% per level thereafter.

Level 9: Can use alien tech at **use device** %.

Techno Level Progression

Exp.	Lvl	HD	Sense “Fields”	Exp.	Lvl	HD	Sense “Fields”
0	1	1	14%	24,000	6	6	44%
1,500	2	2	20%	48,000	7	7	50%
3,000	3	3	26%	90,000	8	8	55%
6,000	4	4	32%	180,000	9	9	60%
12,000	5	5	38%	270,000	10	9+1*	64%

* Hit point modifiers from Constitution are ignored.

THIEF READ LANGUAGES

The thief may attempt to read languages and ciphers of a non-magical nature only. Only one attempt per each thief level may be made of any particular writing.

1	1%	22	96%
2	5%	23	98%
3	10%	24	99%
4	15%		
5	20%		
6	25%		
7	30%		
8	35%		
9	40%		
10	45%		
11	50%		
12	55%		
13	60%		
14	65%		
15	70%		
16	75%		
17	80%		
18	85%		
19	90%		
20	92%		
21	94%		

ADJUSTMENTS (do not apply Dex adjustment):

Dwarf	-5%
Elf	+10%
Gnome	~
Half-elf	~
Halfling	-5%
Half-Orc	-10%
Human	~

Note: The ability assumes the thief has encountered the language sometime in the past. Ancient and alien languages are always unreadable. Also, the thief, if successful, only understands that percentage of the writing as the thief's percentage chance ability. However, languages similar to languages the thief is familiar with will not suffer such a limitation.

INITIATIVE PRIORITY

Note: When you need exact initiative order rather than a general "party" initiative.

- 1 - Read Scroll
- 2 - Spell (level 7-9)
- 3 - Short Weapon (e.g. dagger, mace)
- 4 - Medium Weapon (sword, battle axe) or Touch
- 5 - Long Weapon (flail, morning star, spear, two-handed sword)
- 6 - Very Long Weapon (lance)
- 7 - Spell (level 4-6)
- 8 - Extreme Weapon (pike)
- 9 - Missile Fire
- 10 - Spell (level 1-3)
- 11 - Breath Weapon
- 12 - Glance

HIGHEST TOTAL ACTS FIRST:

Add d6 (or d8) initiative score, add or subtract dexterity modifier (factor in any max Dex modifier from armor), then compare adjusted totals. If initiative priorities tie, compare actual dexterity.

DIVINE INTERVENTION

A character in a moment of severe (life-threatening) crisis may call for the direct aid of their deity. **There is only a straight 2% chance on a % roll to attract a deity's attention, NO MODIFIERS.** However, a deity may react poorly to being summoned in this manner.

If the 2% roll is successful, the Referee rolls % dice a 2nd time to determine the deity's reaction after factoring in the following modifiers (**all modifications are cumulative**): +1% per level; -5% for each previous intervention; -5% if behavior according to the teachings of that faith are merely average; -10% where behavior has been borderline; +1% when character is battling forces of deity's diametrically opposite precepts or "sphere;" +25% for a character serving deity through direct instructions from the deity or deity's intermediary.

Note: Intervention typically occurs *only on the Prime Material Plane*, and only very occasionally on the Astral and Ethereal Planes. A deity will *never* intervene on the plane domains of other deities.

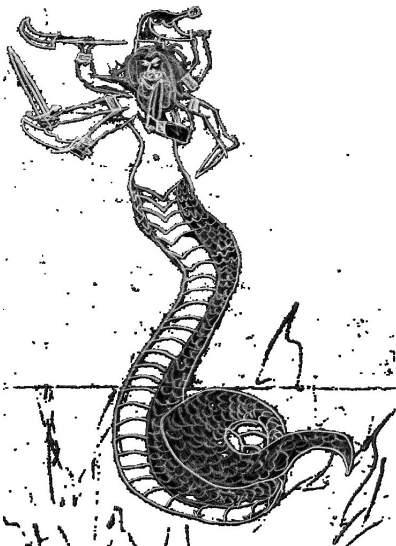
%Roll	Result
01-04	Angered by being summoned; destroys player character by disintegration
05-07	Extreme anger, destroys all living creatures within 15d10 feet
08	Opens ground swallowing everything within 1d100+50 feet
09	Multiplies the number of opponents x1d3+1
10-11	Destroys all PC's magic items
12	Inflicts 6d6 hit points damage on PC
13	Blinds PC
14	Inflicts 6d6 hit points damage on all living creatures within 5d10 feet
15-16	Arrives in an ice storm (fire if appropriate) that inflicts 3d6 hit points damage on everything within 3d6x100 feet, roll 2nd % for reaction (ignore this result)
17-19	Chastises PC for having the gall to call deity, leaves without helping
20-22	Laughs crazily, then disappears without taking any action
23-24	Ignores PC, watching disinterestedly adjacent to battleground
25-26	If PC dies, grants one curse for party to be placed upon opponents
27-28	Unleashes a swarm of locusts
29-30	Summons a rain of toads pouring from the sky
31-33	Casts inky blackness over the land for 1d4 hours – no infravision
34-37	Creates severe earthquake in region
38-39	Conjures severe lightning storm
40	Open large crevasse in the area between PC and opponents
41-44	PC must answer a riddle in order for deity to provide help
45	Will appear if PC dies and fully resurrect PC
46-48	Scoops up PC and carries away to safety
49-50	Inflicts opponents' with oozing sores causing 1 hit point damage per round
51-52	Heats opponents' metallic items to searing red-hot

53-55	Conjures 2d6 skeletons of commensurate power to aid PC
56-58	Inflicts 6d6 hit points damage on any one opponent
59-60	Causes temporary insanity (3d6 minutes) in opponents; will saving throw allowed (against deity!)
61-62	Creates gale-force winds causing opponents to tumble across a wide area
63-64	Delivers magical weapon (+5) to PC for use in this battle
65-66	Bestows triple normal hit points to PC for the duration of battle
67-68	Forms magical shell around PC acting as +16 to armor class
69-71	Blinds all opponents for 2d6x10 minutes
72-73	Creates ultrasonic sound that shatters opponents weapons
74-75	Destroys all magic items belonging to opponents
76	Teleports opponents 1d6 miles away
77-78	Enlarges PC's body and possessions by a factor of 1d4+1 for 2d10 minutes
79-80	Sends 1d4 arch-angels/arch-demons to fight alongside PC
81-82	Grants PC "immortality" for 3d6 minutes; nothing can injure PC
83-84	Giant hand crushes opponent into pulp
85-88	Causes any one opponent to explode
89-90	Withers the bodies of 1d4 opponents
91-92	Transforms opponents into small harmless animals
93-94	Turns opponents to rock
95-98	Deity fights alongside PC
99-00	Bestows upon PC a Godly Grant

GODLY GRANT

Godly Grants are tied to specific gods and do not work outside the parent universe.

The Godly Grant is confined to what is consistent with that god. Within those limits, the Godly Grant should be able to do almost anything to restore a specific aspect of a bygone reality (like complete perfect regeneration of a disintegration victim), to gain, create or destroy a specific material object, or to gain access to knowledge which is hidden but otherwise knowable.



The power of a Godly Grant is variable (e.g. to get someone to fall in love with another may be subject to save, or perhaps not possible, depending on the god). Use of a Godly Grant to ask for kingdom to fall is too much, but asking for the despot to fall into a coma is not.



DEATH AND DISMEMBER TABLE

Each time a PC (and potentially a powerful NPC) falls below 1 hit point, roll d20 with the following modifiers (maximum total net negative modifier -18):

- 1 for every hit point under zero,
- +/- 1 for each Con ability bonus/penalty,
- +1 every 2 class levels.

Note: Re-roll if you lose a body part you don't have.

1 or lower: You suffer instant and demoralizing death. All allies who witness your death must save vs Death or be stunned (unable to act, no Dex bonus to AC, no use of a shield, attackers gain +4 to hit) for one round.

2 You suffer internal injuries and are unconscious. You die in 1+1d4 rounds unless magic brings you above zero and even then you're stunned (unable to act but limited defense, no Dex bonus to AC, no use of a shield, attackers gain +4 to hit). 1 month to recover unless 4th level Cure or better.

3 You suffer internal injuries and are unconscious. You die in 10+1d20 minutes unless magic brings you above zero but stunned (unable to act but limited defense, no Dex bonus to AC, no use of a shield, attackers gain +4 to hit). 1 month to recover without 4th level Cure or better.

4 You suffer internal injuries and are unconscious. You die in 10+1d20 minutes unless bind wounds before your next turn or magic brings you above zero. Bind wounds puts you at 1 hit point with a save vs Death each round to keep conscious but stunned (unable to act but limited defense, no Dex bonus to AC, no use of a shield, attackers gain +4 to hit). 1 month to recover without magic.

5 You lose a limb (roll which), die in 1d4 minutes unless magic brings you above zero or bind wounds which puts you at 1 hit point with a save vs Death each round to keep conscious (-5 Dex for lost limb). 2 weeks to recover without magic but even then you are still missing a limb.

6 You lose a hand or foot (roll which and % remaining up from the joint), save vs Death each round to keep conscious until bind wounds (puts you at 1 hit point) or magically healed above 0 (-2 Dex for missing appendage). 1d4 days to recover without magic but even then you are still maimed.

7 You lose 1d6 fingers, an ear, an eye, your tongue, or your nose (roll which), then at 1 hit point. Even after healing you are still maimed.

8 You break a bone in an arm or leg (roll which), save vs Death or go unconscious for 1d4 rounds (or until magically healed), then at 1 hit point. Recovery in 2d4 weeks +/- Con ability modifier unless 4th level Cure or better.

9 You break a hand or foot (roll which), save vs Death or go unconscious for 1d4 rounds or until magically healed, then at 1 hit point. Recovery in 2d4 weeks +/- Con ability modifier unless 4th level Cure or better.

10 Your break ribs, pelvis, skull, or collarbone (roll which), save vs Death or go unconscious for 1d4 rounds or until magically healed, then at 1 hit point. Recovery in 2d4 weeks +/- Con ability modifier unless 4th level Cure or better.

11 You must bind wounds or be magically healed next round or lose 1d6 fingers, an ear, an eye, your tongue, or your nose (roll which), gain a scar regardless, then at 1 hit point.

12 You are knocked unconscious until magically healed or bind wounds, then at 1 hit point.

13-14 You are knocked unconscious 1+1d4 rounds, or until magically healed or bind wounds, then at 1 hit point.

15-16 You must save vs Death or you are knocked unconscious for 1+1d4 rounds or until magically healed, then at 1 hit point.

17 You must save vs Death or you are knocked stunned (unable to act but limited defense, no Dex bonus to AC, no use of a shield, attackers gain +4 to hit) for 1+1d4 rounds or until magically healed, then at 1 hit point.

18 You must save vs Death or be knocked down, losing 1d4 +/1 Con ability modifier number of teeth (Referee's choice), then at 1 hit point.

19 You gain a scar (Referee's choice), then at 1 hit point.

20 or Above You gain an adrenaline surge, at 1d4+1 hit points then collapse for 1d6 rounds after combat encounter ends. Plus you gain an awesome scar (player's choice) and +1 Cha. (Can only get the added point of charisma one time, ONCE ONLY.)

Random Hit Location (roll odd/even for left/right):

1 Forearm	6 Abdomen
2 Foot	7 Chest
3 Bicep	8 Shoulder
4 Neck	9 Groin
5 Thigh	0 Head

* Use common sense relative to particular attacks and defences.

WEAPON SPEED

During combat using a melee weapon an attacker receives additional attack(s): *With initiative at the first melee round or when initiative rolls are TIED for that melee round or when wielder of heavier weapon cannot retreat, and if the opponent with initiative is not closing in or charging* (i.e. 1 step within reach):

Opponent with initiative Light vs Regular = 1 extra attack

Opponent with initiative Light vs Heavy = 3 extra attacks`

Opponent with initiative Regular vs Heavy = 1 extra attack

Light = Light Weapon (e.g. dagger); **Regular** = Regular Hand Weapon and Monster Strike (bite, claw, jab, etc.); **Heavy** = Heavy Weapon (e.g. battle axe, flail, morning star, pole arm, two-handed sword).

Note: Changing weapons takes 1 round, or 1/2 round if 1st weapon merely dropped.

WEAPON VS ARMOR TYPE

Note: Adjustment to hit is based on worn armor only, regardless whether the opponent uses a shield.

Axe, battle:	None/Leather/Padded +1, Chain/Banded -1, Plate -2
Axe, hand:	None/Leather/Padded +1, Chain -1, Banded/Plate -2
Club:	Studded/Scale -1, Chain -2, Banded -3, Plate -4
Club, thrown:	Leather/Padded/Studded/Scale -1, Chain -2, Banded -3, Plate -5
Crossbow, heavy:	None/Leather/Padded +4, Studded/Scale +3, Chain +2, Banded +1
Crossbow, light:	None/Leather +3, Padded/Studded +2, Scale +1, Plate -1
Dagger:	None/Leather +1, Chain/Banded -2, Plate -3
Dagger, thrown:	Studded/Scale -1, Chain -2, Banded -3, Plate -4
Dart:	Leather/Padded +1, Scale -1, Chain -2, Banded -3, Plate -4
Fist or Open Hand:	Leather/Padded +2, Chain -1, Banded -3, Plate -5
Flail (mounted):	None/Leather/Padded/Studded +1
Flail, heavy:	None/Leather/Padded/Studded/Scale +1, Chain +2, Banded +1, Plate +2
Hammer, light:	Chain/Plate +1
Hammer, war:	Chain/Plate +1
Hammer, thrown:	Plate -1
Javelin:	Leather/Padded +1, Scale -1, Chain -2, Banded -3, Plate -4
Lance:	Scale/Chain/Banded/Plate +1
Longbow:	None +3, Leather/Padded/Studded +2, Scale +1, Plate -1
Mace:	None +1, Plate +1
Morningstar:	None +2, Leather/Padded/Studded/Scale/Chain/Banded/Plate +1
Pick, heavy:	None/Leather/Padded/Studded -1, Chain/Banded +1, Plate +2
Pick, light:	None/Leather/Padded -1, Chain/Banded/Plate +1
Pole Arm:	None/Leather/Padded +1, Studded/Scale/Chain +2, Banded/Plate +1
Quarterstaff:	None/Leather/Padded +1, Chain -1, Banded -3, Plate -5
Scimitar:	None/Leather/Padded +1, Chain -1, Banded/Plate -2
Shortbow:	None/Leather/Padded +2, Studded +1, Banded -1, Plate -4
Sling:	None +1, Leather/Padded +2, Banded -1, Plate -2
Spear:	Chain/Banded/Plate -1
Spear, thrown:	Scale -1, Chain/Banded -2, Plate -3
Sword, long:	None +1, Plate -1
Sword, bastard:	None/Leather/Padded/Studded/Scale/Chain/Banded +1
Sword, short:	Leather/Padded +1, Banded -1, Plate -2
Sword, 2-handed:	None +1, Leather/Padded/Studded/Scale +3, Chain/Banded/Plate +2
Trident:	Leather/Padded +1, Banded -1, Plate -2

CHARGING

Charging into combat allows the attacker to move and then attack in the same round. Characters may only perform 1 charge per minute (6 melee rounds) and characters who are at the maximum encumbrance may not charge.

The attacker:

- ◆ Moves 2x normal movement rate, must end charge within 10 feet of the target
- ◆ Gains +2 to-hit
- ◆ Riding a warhorse or other combat-trained mount and equipped with a lance inflicts double weapon damage (do not double strength bonus, magic, etc.).

The defender:

- ◆ Attacks first if has a longer weapon than the attacker, unless the defender has already acted this round
- ◆ Ignores the attacker's dexterity bonus to armor class, if any, or gains a +1 to-hit if the attacker has no dexterity bonus
- ◆ A weapon set against the charge inflicts 2x damage with a successful hit against the attacker (set weapons include spears, lances, most pole arms, and tridents)

PARRY

A **parry** disallows a character's return attack that round, but 2 plus the parrying character's to-hit bonus (from strength, magic, etc.) is then subtracted from the opponent's to-hit dice roll. Or, a character can elect to use an attack to-hit roll from a weapon (or a shield at +2) and a hit indicates the opponent's next attack is parried.

BIND WOUNDS

Once per day immediately after combat losing at least 5 hit points (or at least 50% hit points if started with 9 or less), a character may regain 1d4 hit points **binding wounds**, so long as the character takes no other action first and has not already received healing spells or potions. Anyone binding other's wounds may be attacked at +4 to hit.

FALLING DAMAGE

The basic falling rule is 1d6 damage per 10 feet, *cumulative*. Damage is 3d6 from 20 feet fallen (1d6+2d6), 6d6 from 30 feet (3d6+3d6), 10d6 from 40 feet (6d6+4d6), 15d6 from 50 feet (10d6+5d6), and more than 50 feet deals 20d6 damage. Deliberately jumping and a successful Dex ability check avoids 1d6 damage. Yielding surfaces (e.g. mud) or hard surfaces (e.g. ice) will subtract or add damage accordingly. Also, mass has an effect, so small creatures use d4 damage, large d8, huge d10, gargantuan d12, and so on. Falling creatures who take damage will land prone.

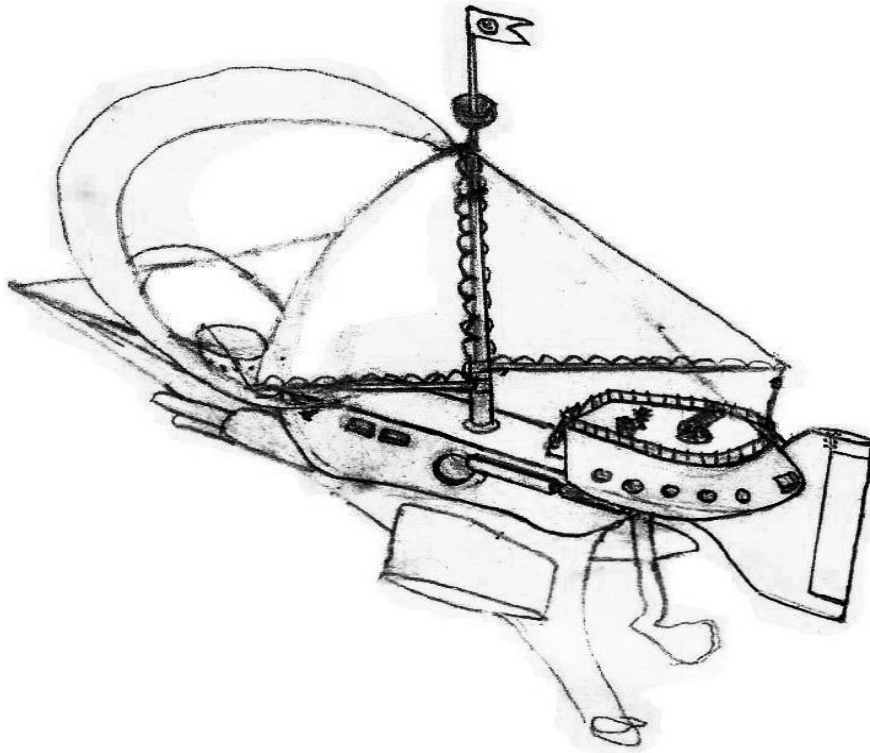
OUTDOOR VISION

When traveling outdoors, for open plains or deserts, **maximum visibility at sea level is approximately 3 miles** (about 2 miles for small races) or until a point where trees, hills, or other obstructions block the view (light at night can be seen from virtually any distance). This is the same range to begin seeing landmarks low to the ground or ships at sea. Rain, sandstorm, snow, etc. normally cuts maximum visibility down to 1 mile or less. Fog can cut maximum visibility down to between 100 to 300 feet (or even less).

Depending on the height of mountains, it's feasible to see them from 25-50 miles away. This range is also good for spotting large landmasses from sea.

On a clear day, characters atop a mountain or tall hill, or otherwise able to look down on the area around them from a height, can see 25-50 miles.

Maximum visibility airborne at 100 feet is approximately 12 miles. This is handy for knowing when characters will spot towns or tree-lines and also spotting land from a crow's nest.



AMORALITY

Outside standard alignment spectra lies the ***Amoral***: Totally emotionless, completely unempathetic, and generally outside the scope of what is considered ordinary, sentient morality. Among demi-humans and humanoid peoples amorality is a form of insanity, a norm only for completely alien species or perhaps intelligent insectoid creatures. ***Amoral Evil*** creatures have emotionless/unempathetic characteristics and a proclivity for cruel torture. May arise in alien species or among foul, aberrant realm demons.

RANDOM MUTATIONS

Wish or *restoration* spell to repair. Roll d%.
(Referee's discretion, results appear over 1d24 hrs).

Note: Add or subtract appropriate modifiers per nature of mutating force.

d%	MUTATION
1	Become puddle of sentient ooze, requires bucket transport
2	Body withers to nothing, head expands several times original size; limbs shift position becoming head's legs
3	Become indescribably terrifying horror, vile beyond all moral comprehension; view must make Death save or be driven insane
4	Savage genitalia (only evident during sexual contact); Male: excessive length and thorns; Female: teeth/meat grinder
5	Face vanishes except mouth, miniature body sprouts from forehead, miniature head does all the talking
6	Lower legs fuse together into a slug-like lower body; move 1/2 leaving trail of slime, but can stick to surfaces.
7	Body part shriveled and atrophied; roll d10, 1-2 head (1/2 Int), 3-5 arm, 6-10 leg
8	Deforms into a lumpy, misshapen semi-humanoid - 1/2 movement
9	Grow gaunt, lose 10 hit points permanently
10	Cannibal, has a craving for and can only digest own people's flesh
11	Gestate parasitic worms in stomach, must vomit every 3 hours suffer 2d6 damage
12	Emit vile odor constantly, anyone within 30 feet takes a -2 penalty to all actions, cannot sneak up on anyone
13	Divide into 10 smaller identical units; 1/10th size, Str, & hp; must act in unison
14	1-8 independent mouths (will of their own) open up in random locations
15	1-10 independent eyes (will of their own) open up in random locations
16	Open the Monster Manual up to a random page, that is what character becomes
17	Body parts switch location; # parts, 1-3 = 2, 4-5 = 4, 6 = 6; 1 head, 2-3 arm, 3-6 leg
18	1-4 of limbs turn into tentacles
19	Head has disappeared; face appears on chest
20	Face is gone, doppelgangers take perverse liking to you, absorb food through skin
21	Skin becomes transparent reducing Cha to 3
22	Facial features are rearranged, eyes and mouth swapped, face turned upside down, or any other combination
23	Skin now appears to be perpetually necrotic and rotting
24	Eyes merge into single cyclops eye; -2 to missile attacks
25	Skin excretes snot-like mucus, cannot be grappled
26	Head becomes like a frog-head
27	Head becomes like a fish-head
28	Head becomes like an insect-head
29	Spider-headed, the dark elves will prostrate themselves before the character

- 30 Brain eating; +2 to Int; -1 point Int per day unless brain of creature 6+ Int is consumed (restores Int)
- 31 Covered in grotesque cysts, if damaged cysts burst causing 2d6 acid damage to others within 5 feet
- 32 Skin now appears to be perpetually crawling with insects
- 33 Sweat potent acid; cannot wear armor, normal weapons destroyed on successful hit; unarmed attack 1d6 dam.
- 34 All hands turn into ornate weapons; roll d10, 1-5 sword, 6-10 mace
- 35 Random hand becomes lobster claw, 1d6 damage, can't use to manipulate objects
- 36 Violent rage in combat (2d6 rounds, +2 attack/damage); if no enemies left, Death save or attack an ally
- 37 Animals are now drawn to character's pheromones
- 38 Animals are now repulsed by character's pheromones and will flee from character
- 39 Mutate into albino with red eyes, direct sunlight causes 1d4 damage per round
- 40 Bleed tiny worms
- 41 Grossly hunch and twisted back
- 42 Glow in the dark
- 43 Lose all hair
- 44 Now have a forked tongue; oddly, character is now unable to tell lies
- 45 Strange coloration on surface of skin, sometimes moving
- 46 Grows small set of horns in forehead
- 47 Eyes bulge out and never blink
- 48 Neck becomes elongated, like a giraffe
- 49 Eyes are on foot-long tendrils, cannot be surprised or sneaked up on
- 50 Extra set of eyes in neck
- 51 50% shorter
- 52 50% taller
- 53 Eyes become glossy white, lose sight become blind, but gain 20-foot Blindvision
- 54 Suckers form on hands and feet which allow to flawlessly scale walls
- 55 Body is now covered in thorns or small horns; anyone grappling takes 1d4 points of damage
- 56 Vomit all food covered in acid, 15-foot range, 1d4 dam, target must Death save stunned 1 round, 2 vomits after each meal
- 57 Blood turns to acid, anyone wounding in melee suffers 1d4 points of damage
- 58 Body has become unstable, may change form into a Green Slime once per day
- 59 Fingernails grow into filthy talons, hit for 1d6 damage and cause random disease
- 60 Float 1 foot above ground at all times
- 61 Extra limb with clawed hand, attack each round 1d4 claw or by weapon
- 62 Grow set of bull horns, charge deals 1d8 damage
- 63 Grow a 2nd heart, any death-effect save can roll twice and take the better result
- 64 Grow a 2nd head, 1 additional action, including casting two spells per round; prone to argue with self
- 65 Flesh is sticky like fly-paper, any weapon that strikes you has a 50% chance of adhering your body
- 66 Front of torso is now covered in eyes, can read all languages

- 67 Cloven-foot goat legs, add 30' to movement
- 68 Grow acid gland, gain ability to spit acid as a standard action, 2d4 acid damage on a ranged touch attack
- 69 Grow gas gland, gain ability to spit fire as a standard action, 1d8 fire dam. in a 10 ft cone, reflex save for 1/2
- 70 Hard, leathery skin, natural AC 6
- 71 Membrane forms between fingers and toes, gain 120-foot swim speed
- 72 Frog tongue, snatch at 10-100 ft and pull to mouth for bite
- 73 Enormous ears, +20% to hearing checks
- 74 Develops gills, can breathe under water
- 75 Develops gills and membrane between fingers and toes, can breathe under water and gain 120-foot swim speed
- 76 Body becomes covered in rune tattoos, anyone who hits body must make Death save or stricken with random curse.
- 77 Hard reptilian scales, natural AC 4
- 78 Body constantly emits steam and feverish to touch, immune to fire-based attacks
- 79 Body constantly covered in frost and cold to touch, immune to cold-based attacks
- 80 Wreathed in hellish flames and unnatural light; cause 1d8 damage in melee or even simply touch
- 81 Arcs of electricity dance across skin, immune to all electricity-based attacks; any hit with a metal weapon, opponant takes 1d8 damage
- 82 Heal with unnatural speed, regenerate 1 hit point per round
- 83 Grow a 2nd brain; misshapen head and +2 to Int
- 84 Monkey-like agility, +2 to Dex
- 85 Body grows to more hulking proportions, +2 to Str
- 86 Third eye in middle of forehead, can uncannily discern whether someone is lying to character
- 87 Skin a mirror-like reflecting surface, any spell cast on character has a 50% chance of rebounding on the caster
- 88 Third eye on forehead, detects magic and invisibility at will
- 89 Chaos magic-infused, can cast 1d3 Mage spells 3rd level or lower once per day - caster level equals hit dice
- 90 Develop two small antenna on top of head, ability to sense ground movement 60 feet
- 91 Eyes glow with eerie light, perfect infravision
- 92 Regeneration; rapid healing, destroyed body parts grow back
- 93 Split into 2 identical beings operating in unison
- 94 Psychic powers have no direct effect, totally immune
- 95 Teleportation, can move 100-2000 feet instantaneously
- 96 Granted an arcane and mysterious weapon from dark age of technology, bonded to flesh in place of a hand
- 97 Unbreakable, cannot be harmed by physical damage
- 98 Normal appearance, roll again for mutation which only manifests during combat
- 99 Roll 2x, re-roll if this result comes up again
- 00 Roll 3x, re-roll if this result comes up again

MAGIC ITEMS

The Pearl and Permanent Floating Disc

A small white pearl controls 10-foot diameter permanent floating disc, a circular plane of force that follows the bearer of the pearl about and carries loads. The disc is 1 inch deep and can hold up to 5,000 pounds.

The disc will follow the pearl-bearer at constant interval of 6 feet without prompting. When the pearl-bearer walks upon the ground the disk floats approximately 3 feet above ground-level, and otherwise at about waist high relative to the pearl-bearer. It remains level, floating along horizontally, and accompanies the pearl-bearer with an equal movement rate, and being malleable to fit passages of less than 10 feet.

The Throne

A large-sized amethyst throne (a king's throne, roughly 5-foot deep by 5-foot width by 8-foot high back) with images of lightning bolts embedded within the crystal. The throne is equivalent to 20th level power. If the throne were non-magical it would weight more than 6 and a half tons. Magicked, throne weight is 1/10th: 1,300 pounds.

At will (or continuously) a person sitting on the throne can dispel magic in a 15-foot radius as follows: It will destroy magic potions, remove spells cast upon persons or objects, or counter the casting of spells in the area of effect. The base chance for success for this dispel magic is 50%. For every level of experience of the creature whose magic is to be dispelled (or the level of the object from which the magic is issuing) is below 20, the base chance increases by 5%. If there are 10 levels of difference, there is a 100% chance. For every level above 20 of the level of the creature/object, the base chance is reduced by 2%.

This dispel magic will not affect a specially enchanted item such as a scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield, or magic armor. (Spells cast from items may be treated as 12th level for purposes of dispel.)

The throne is automatic to negate the magic of the person sitting in the throne.

The Decanter Room & Realm

The Magical Decanter is always full yet never a drop will spill unless quaffed. Upon a creature quaffing a swig, the creature appears in a 40-by-40-by-40-foot inter-dimensional room (along with the decanter, if held). Once appearing in the room a creature formerly would magically heal 4d6 hit points (this ability no longer functions). Also, creatures within the room were shielded from psionics inside versus outside.

However, a creature may only quaff from the decanter 2 times per week without penalty. After the 3rd quaff, that creature must wait 7 days to use the decanter again.

Departing from the inter-dimensional room is obtained by crossing through a 15-foot-high, 20-foot long, 10-foot wide passage to 15-foot high double doors that open outward to deposit creatures back in the vicinity of the decanter (or, if the decanter is in the room, deposited in the vicinity of the decanter's last location).

At some time a wall in the magical decanter room was breached from a dimension/world of perpetual darkness and shadow.

At present a creature can quaff the decanter as normal, with all the same usage requirements, but inside the inter-dimensional room a wall is missing. Taint from this unknown dimension has canceled the room's former healing.

Also, while time does pass normally between inside and outside the room, inside the room nothing physiologically happens to creatures – blood does not pump, food does not digest, poison or disease does not advance, and spell effects such as charm, pause. (However all of these things resume once a creature exits through the doors.)

Mage-types may study for spells in the room, but **NO ONE MAY SLEEP OR MEDITATE** to rest, spells cannot be cast, nor may cleric-types pray for spells here.

The area beyond the missing wall are the **Lands of Perpetual Darkness**, revealing only darkness, desiccated soil, and a pile of bones – some with bits of flesh and muscle that still twitch and move.

If creatures venture into the Lands of Perpetual Darkness:

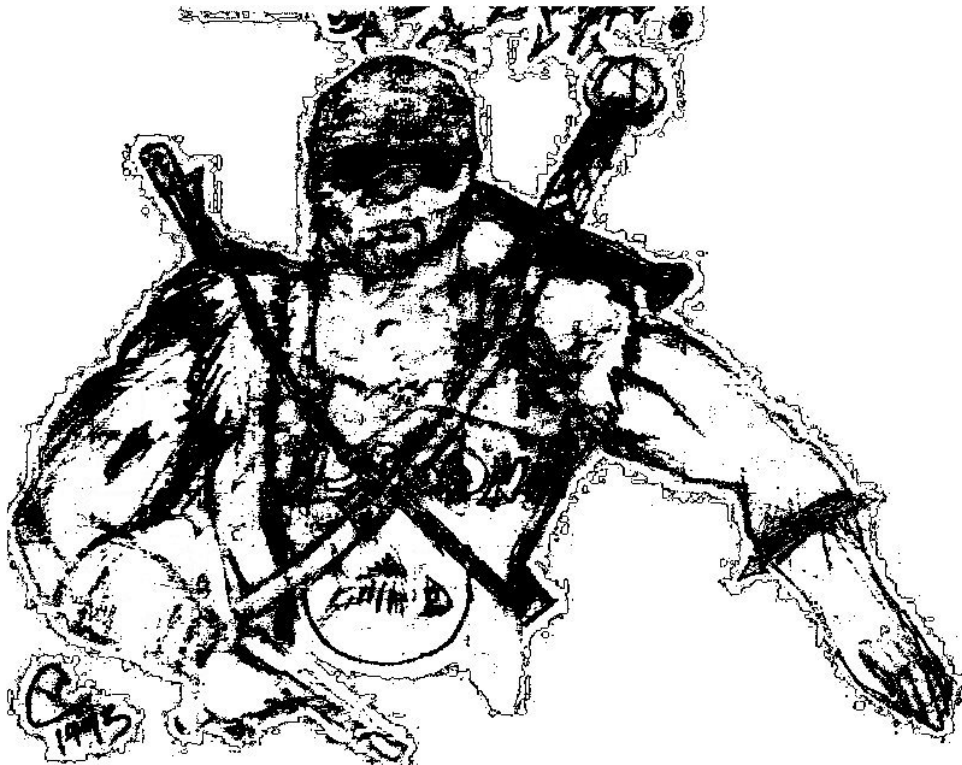
- Magic, at least as it is known, **DOES NOT WORK** there.
- No form of technical energy will work in the Lands. None.
- Death **DOES NOT OCCUR** in the Lands. Those who received "death blows" and then are returned to their own world or another plane immediately succumb to their wounds.
- There is no hunger, tiredness, fatigue or sleep. Those who stay several days become increasingly irritable as the total lack of sleep saps their mental ability. Some will suffer from intense paranoia.
- Elven-kind, without fail, suffer some form of temporary insanity after just a few minutes in the Lands.
- Visibility in the Lands is always 13 feet, regardless of light sources or vision type.

ROGUES GALLERY

Grady

(‘cos is a hard Hittin’ MAN!)

RACE: Human
SEX: Male
ALIGN: Chaotic
CLASS: Barb/Tech
LEVEL: 9/9
HP: 97
AC: -2
STR: 21
INT: 17
WIS: 12
DEX: 19
CON: 19
CHA: 15
+HIT: +4
+DAM: +9
DEX BONUS: +3/-4
WIS BONUS: 0
#ATTACKS: 3/2 rounds



Grady is obviously a strong man, gruff but hearty. In spite of his alignment he can be trusted, though caution should be exercised. A bald, 6-foot African American from the San Francisco Bay Area, Grady practices Rastafari and speaks Tritsai. No matter how improbable his adventures sound, Grady traveled through time and the Planes clad in jeans, belt, boots, his Fishbone t-shirt, and black sunglasses. Grady is an *Arduin*TM Barbarian who gains *Arduin*TM Techno abilities (not hit points, etc.) at his Barbarian level and carries items of magical and technological nature. Typically armed with a Beretta 9mm and silencer (15 rnd clips, 2d6 dam, 120'), he wears Klingon armor (light, AC 6), ring of fire resistance, +3 steel shield, and a knife (poison, 10 chrgs) in his boot. Strapped to his back is a +1 Luckblade broadsword (+1 all saves), M-16 rifle (100 rnd clips, 2d8 dam, 270'), and +5 Full Plate Mail of Etherealness (16 chrgs). Also stocks a Phaser, +2 Mace of Disruption, Bracers of Defense +4, +1 dagger, Dragon Bracers, Armalite 44 Magnum, M60 machine gun, spare ammo clips, and sack of 27,546 gold. **Barbarian:** +1 hit point per HD; Save +3 versus fear; Superstitious of undead (60% orderly retreat, 30% fight at -1, 10% disarrayed retreat); Berserk up to 20 rounds, 20% can't control, +4 attack, -3 AC; Move silent 55%; Hear noise 3 in 6; Smell 50% better; Climb trees and cliffs 110%; Any combat, 50% to discard missile weapon and charge. **Techno Abilities:** Figure mechanical device 58%; Figure electronic device 26%; Figure rudimentary mechanisms automatic; Figure mechanical traps in d20 minutes; Pick locks as Thief 44%; Detect mechanical traps 40%; Detect electronic emanations 45%; Detect mechanical weak points 30%; Detect radioactivity 10%.

Knight of the All Mind

Frequency:	Very Rare
No. Enc.:	1 (2d4)
Alignment:	Lawful
Movement:	240' (80')
Armor Class:	-5 (as Adamanite)
Hit Dice:	20
Attacks:	2 (erosion touch, adamanite weapon) or 2 (weapon)
Damage:	20d6 (touch), 2d8+6 (Laser Sword), or as adamanite weapon (+2)
Save:	F20
Morale:	12
Hoard Class:	Special
XP:	15,000

A Knight of the All Mind is actually a nanotech construction that appears often as dark-robed humanoid with fluttering gray cape, tall tiered helm, and wielding a beam of light blade. The knight is surrounded by 12 small, wavering balls of pale light ✨ that within 5 miles Knight can act through (within 25 miles balls can use basic tracking & bio monitors; beyond 25 miles balls cease transmissions and become inert, their nano-particles drift down ✨ to rest on whatever surface until new contact).

A knight attacks with a Laser Sword or fashions adamanite melee weapons from their body. Their touch can cause objects to erode 20d6 damage. A knight can swarm as a cloud-like mass which also erodes objects upon touch. The knight's sensors have 90' infravision, can sense 60' even when blinded, and can see through up to 15' of metal as if it were transparent crystal. A knight is immune to all mind effects and can create a harmonic shield that provides 70% magic resistance for up to 24 rounds per day. The knight is able to heal/repair themselves 3d6 hit points 8 times per day and 1 per day may drain 10d6 from a living target within 30 feet and gain a like amount of hit points. A knight is also able to become incorporeal and invisible for 18 rounds twice per day which enables them to move and pass through solid objects, but can take no other actions. Knights can repair damaged objects 2d8 hit points 8 times per day.



APPENDIX A

WHIMSEY TABLE

This table is useful whenever that rare situation arises calling for an affect of whimsey on the game. The Referee rolls percentile dice on the following table:

- 1 Your weapon, bored of the routine, decides to stop existing.
- 1.5 Your weapon decides to exist again, claiming that non-existence is much more boring than existence.
- 2 Your personal gravity reverses. You now fall up, rather than down, for 1d8 minutes, or until gravity notices, turns it's big ugly head your way and asks "What the #\$%@ is going on over here?!?"
- 3 You hit normally. After the battle, a meteor strikes your character's head. If the character is not wearing a helmet, instant death. If your character is wearing a helmet, they are struck unconscious for 1d4 days. If they are indoors, they take 1 damage. If the character is underground, the meteor patiently waits until the character steps outside before striking.
- 4 A Succubus begins to follow your character around, under the impression that your character's first born male child will become a nexus of power so great, that he'll rule the world, and she wants to mother him for a seat of power. If the Succubus is successful, then exactly 1 year later, she tracks down the character. The child was born female, and the Succubus is mad as hell.
- 5 You cut yourself for 1 point of damage, and blood falls to the ground. A local cave of Land-sharks catch the scent on the wind.
- 6 Suddenly, every sentient creature within 200 miles of you is aware of who you are, what you look like, and what your surface thoughts are for the next 4d6 minutes.
- 7 The area around you changes itself to a zone of truth.
- 8 Your worst enemy gains a level.
- 9 Your nightmare manifests itself inside your home. It becomes bored of waiting for you. It becomes a master of all the board games you own.
- 10 A pirate ship crashes into your character. Regardless of where your character is.
- 11 You gain one level in Paladin, and the appropriate alignment. If you are already a Paladin, gain one level in Barbarian.
- 12 Your face melts off, but you don't notice or take damage.

- 13 Your weapon turns into a flower-shaped baton. Every time you strike an enemy, it grows a flower on it's head instantly, and takes 1 damage per round X the number of times it's been hit with the flower baton. The weapon changes back after the battle.
- 14 Your enemies pity your failure, and walk away. No one gets any experience, or any treasure. Wounds and used items, still remain however.
- 15 You hit the enemy so hard, it knocks him into the 4th dimension. He abuses the powers of time. (Cast time stop on the enemy, and remove the no damage rule)
- 16 Your character's hair catches fire. Your character doesn't notice why he's taking 1d6 damage.
- 17 Everyone in the battle is abducted by alien folk, probed, and set back down on Earth with their memories erased. An awkward silence falls over the field. . .
- 18 Commercial break. All real life players are required to stand up, and do something else for 2d4 minutes.
- 19 Everyone in the battle, including you and your party members, make an attack against you. No matter where they are. No matter what condition they are in.
- 20 Rocks rise up from the ground, everyone within the area takes damage.
- 21 You cut a hole in the space time continuum. Peering into the hole, you can see your character 20 years from now, and he can see you. However, as soon as he sees you, his features melt away until there's nothing left but skin and bone. The hole disappears, and your opponent strikes you with a critical hit.
- 22 The opponent smacks you. No damage, except for your pride.
- 23 The character slowly starts to realize a conspiracy involving the number 23. Any time anyone rolls a 23 after mods on anything ever, the character becomes insane (as if effected by the insanity spell), and constantly adds randoms numbers up to a total of 23.
- 24 The Referee smacks the player. No damage, except for your pride.
- 25 Your pride smacks the Referee. You are now the Referee.
- 26 Your character can no longer perceive any and all cake. He will not recognize the word, and he will not be able to sense the cake at all, even through touch.
- 27 You switch bodies with a woman halfway across the world.
- 28 Your character's heart grows three sizes. Your character's heart bursts out of his chest.
- 29 Your character's weapon turns into a beehive. A very angry beehive.
- 30 You cut yourself. "Funny, I don't remember coating this sword with pois. . ."
- 31 All librarians now hate you, and will attack you on site.
- 32 Your character shouts "I just lost the game." However, he doesn't know why, nor will he ever know.
- 33 Your character is now deathly allergic to fish.

- 34 Your weapon becomes sovereign-glued to your hand.
- 35 Wanted posters of your character are put up everywhere. Except your character is naked in every single poster.
- 36 You trip. Halfway across the world, a hurricane utterly destroys a town.
- 37 A third group of monsters who hate both your party and the current monsters ambushes the fight.
- 38 All your rations are turned into Lemon Custard Pies.
- 39 You are teleported to the nearest tavern. The bartender doesn't say anything and just hands you a drink. On the house.
- 40 Your weapon transforms into a dire bee. A very angry, dire bee.
- 41 Your character becomes addicted to opium.
- 42 Your opponent becomes mad with power, thinking that you missed because you were afraid of his grand presence. He immediately leaves the battle and attempts to take over the world.
- 43 The McGuffin suddenly teleports in the middle of the room. The battle comes to a halt as both sides suddenly realize what has come into their midst.
- 44 Your character suddenly realizes that he doesn't really exist. He is now ethereal until he thinks that he does exist. Then he becomes material again.
- 45 You, and your entire party suddenly realize that you guys aren't really the chosen ones fated to save destiny. You have no idea who they really are. You and your group were just in the right place at the right time. The party suddenly feels less confident.
- 46 You critical hit the planet you're standing on. Roll again. If you get a 20, the planet explodes.
- 47 A miniature gelatinous cube materializes inside your backpack. All Tiny objects inside are thus devoured.
- 48 Your shadow gains a life of its own. Finally free of your character, your shadow does what it's always wanted to do. Destroy the sun.
- 49 The legendary 5th dentist, the one that never agrees with the other 4 dentists, suddenly agrees with them. Chaos ensues.
- 50 Exactly 800 miles away, a merchant finds a gold piece on the ground. The gold piece is actually a phylactery of the Lich that is secretly targeting your party. The Lich reveals his cunning plan during the first encounter, but then suddenly becomes extremely paranoid as the sudden realization that someone may have melted that gold piece down dawns on him.
- 51 Your weapon turns into a Bear. A very angry bear.

- 50** Your character now has access to a +5 "Manliness" bonus. The manliness bonus can be used as an added bonus for any ability check that may be deemed "badass" or "manly". Or the character can use this bonus to instantaneously grow a beard or mustache of the Player's choosing. Note, that this bonus is still usable by female characters.
- 53** Your character is mistaken for an animal and placed inside of a zoo. Anyone who hears your pleas for help ignore you, but are very impressed that such a savage beast can speak.
- 54** Your character wakes up at his nine-to-five job, with his boss yelling at him. It was all just a strange dream.
- 55** Your character misses and mutters a curse word so foul a demon lord takes personal offense at it.
- 56** Your character now speaks a foreign language, but forgets how to speak his old one.
- 57** Your weapon turns into a Dire Bear. A very angry Dire Bear.
- 58** Your weapon turns into a can of spinach. If you eat the spinach, you gain +8 strength. Now if only you could open the can. . .
- 59** You become magnetized for 2d8 minutes. All metal objects within 15 fly at you and stick to your body and can not be removed.
- 60** You are now, by some inexplicable means, fully aware of whenever your character's best friend picks his nose. Even if you aren't in the same planet as he is, you know. Your character's best friend picks his nose once per every "charisma" hours. I.E., if he has 13 Charisma, than he picks his nose once every 13 hours.
- 61** A wizard in a place far from the battle field casts time stop. However, for an inexplicable reason, your character is aware of every painstaking second of it.
- 62** Your opponent becomes explosive to contact, but you don't know this.
- 63** Your opponent becomes explosive to contact, and you and he both know it.
- 64** Your opponent becomes explosive to contact, and you know it, but he doesn't.
- 65** 8 maids suddenly desire to milk you, in any way possible. Even if it means polymorphing you.
- 66** The enemy drives a cutting taunt into you that haunts you until your very death. "You fight like a dairy farmer."
- 67** Your character has a bard's curse placed onto him. The player using him must now speak in rhyme, or else anything he says is to be ignored by the Referee, until the curse is lifted.
- 68** Your weapon turns into a bear eating a beehive. He's very friendly and teaches you the "bear" necessities of life. Gain a level in Ranger.
- 69** Someone in a distant land curses your name for giving them bad directions to your house. You sneeze and provoke an attack.

- 70 The character suddenly realizes that he could have been in the FATAL universe rather than the one he is in now. The character is frightened of this thought and takes a second look at his current life.
- 71 Your character does the Tango de la Muerte with a dance partner. The female partner becomes pregnant. Because it is the mystery of the dance. . .
- 72 The McGuffin turns into a muffin. Save versus death once every 10 minutes to not eat the McGuffin muffin. Add +2 to the save for every 2 hours the character hasn't eaten.
- 73 A troll appears from nowhere and hands your character a handful of Sage. You sink slightly into the ground until your next turn.
- 74 Count every word you wrote down in your character sheet. Your character takes that much damage.
- 75 Your character now hates librarians, and will attack them on sight.
- 76 Your character becomes a loose-canon cop on the edge who doesn't play by the rules. Gain one level in Paladin, except this Paladin is Chaotic Good, and still retains his abilities.
- 77 Your new, personal arch-rival appears. He looks exactly like you, has all your abilities and items, except he is exactly 1/8th your size. And hates you.
- 78 Your character's alimony officer catches up with you.
- 79 ALL of your character's alimony officers catch up with you.
- 80 All of your character's alimony officers and wives catch up with you.
- 81 Your character is now an atheist. He will now actively deny and antagonize every and all God, Clerics, Paladins, Bards with divine spells, and polar bears. He's not quite sure why polar bears, but he doesn't believe in them.
- 82 The nearest Wizard PC now has the ability "Nerd Rage." If anyone offends or upsets them, they can now Rage like a Barbarian, and will immediately attack that target, friend or foe.
- 83 Your character is now deathly afraid of the color yellow.
- 83.5 Your weapon turns into a dire yellow jacket. A sentient, friendly, and very clingy, yellow jacket.
- 84 Your party, in embarrassment, walks away, wanting to do nothing with you anymore for the remainder of the battle.
- 85 Close your eyes, and open up a random page of the monster manual, and point somewhere within there. That species is now completely extinct because of your great incompetence, and every single Druid on Earth is aware of it.
- 86 You, and everyone around you, friend and foe, break out into a dance, complete with 50's jukebox music. However, you're still fighting. Think "Westside Story".
- 87 Eighty-eight men wearing bandit masks and suits, wielding Masterwork Bastard Swords, attacks your character.

- 88** Your target and you are both charmed as per the spell by the other one. You two become lifelong buddies.
- 89** Your hand starts glowing with an awesome power. The next thing you touch with your burning grip is destroyed.
- 90** The love of your life transforms into a cherry pie and a tall glass of water. Your Referee is now obligated to tell you that this is a "sweet surprise."
- 91** You sacrifice yourself to destroy the enemy. The world sheds a manly tear. Your character ascends to the halls of Val Halla.
- 92** The Legendary 5th dentist hunts you down. Apparently, you had an appointment for yesterday that you forgot about. The Legendary 5th dentist is not happy about being stood up.
- 93** Your weapon becomes sentient, and you, and only you, are able to detect it's thoughts. However, every time your weapon strikes something or blocks something, it screams in a chilling, high pitched, blood-curdling scream of agony. And after every battle, when you sheath the weapon, you can hear it softly crying and begging to be destroyed.
- 94** Your character trips so hard it flattens the world. Anyone above the equator doesn't notice, but anyone below it falls of the earth into space.
- 95** Your party member suddenly decides that now would be the best time to reveal to you that they've slept with your significant other. Twice. On your birthday.
- 96** The next door you come across and it's key both become sentient. However, the Key refuses to enter the door, under the context that they're divorced and he wants nothing to do with that bitch. God help you if you force them together.
- 97** Roll again. Your character is under the impression that a new critical failure just happened and is fully aware of it, but your character is just being delusional.
- 98** Pun-Pun, the mighty kobold, takes pity on you're plight. He suddenly appears at you're side and will fight beside you for the remainder of the battle. Any attempt to look Pun-Pun directly in the eye, speak with, or otherwise treat as an equal will immediately bring Pun-Pun's wrath on you and everyone you know.
- 99** You strike a passing butterfly. Immediately, a corpulent time traveler from the future appears before you and informs you that the death of that butterfly causes a chain reaction so in the future it will rain apple pies every day in the place where you currently stand. Your name is forever associated with fat, pudgy, overindulgent pie-eaters. 20% chance someone recognizes your name means 0% chance to intimidate.
- 100** All of the above. At the same time. No saves. Final Destination.

APPENDIX B

PSIONIC SYSTEM

Psionics are different from magic. Many psionic powers duplicate those of magic, however, each power has a diminished effect upon the other. *Detect magic* and similar spells will not detect psionics. Truesight would show some strange force at work though. Psionics are not affected by dead magic areas, but anti-magic areas and spells have a 50% chance, and only for 1-4 rounds, to prevent psionics from working and Psionic Strength Points (PSP) being spent. Creatures protected from magical enchantments receive only half their bonus versus psionic enchantment and visa versa. Note that *globe of invulnerability* and similar spells have NO effect on psionics, they only stop magic.

Psionic use does come at a risk as these powers often attract encounters with psionic-using creatures. Any nearby psionic use within 30 yards per level or hit die of a psionic-using creature is detectable (though not the specific psionic power) as well as the general direction of the emanation.

There are three types of psionic users: **Creatures** who use psionics, **Wild Talents** who have a natural psionic ability, and the **Psionicist** class type.

A player character with an ability score of 10 or higher in at least one ability of Int, Wis, and Cha has a chance for psionic power equal to 1% plus a number of percentage points equal to the character's combined ability bonus/penalty modifiers for Int, Wis, and Cha. If the player rolls that percentage or less, their character may select the psionicist class if attributes are met, or, if not or otherwise, choose to be a wild talent.

PSIONIC CREATURES

The ability to use psionics, for most creatures, is rare. Creatures and peoples notable for psionic powers are the brain defilers (owing to their appetite for brain matter), aboleths, the duergar dwarves, half-giants, and members of the drow. The Referee will have to decide whether a creature has the mental strength of a psionicist (like brain defilers), or weaker powers equivalent to a wild talent, and give them appropriate powers, generally at the same level as their Hit Dice. Note that many creatures are rated as having a certain level equal to a psionicist, brain defilers, for example, should be treated as 10th level psionicist.

WILD TALENTS

Wild Talents have 1 PSP per level plus 1 per point of Wisdom and Intelligence over 14, do not get extra attacks at high level, and can only gain new abilities by Referee's discretion. Wild talents roll d20: 1-9 one initiate ability, 11-16 two initiate abilities, 17-19 three abilities (1 adept, 2 initiate), 20 four abilities (2 adept, 2 initiate).

PSIONICIST

A **psionicist** has the hit point and to-hit tables of a thief, but uses the saving throw, experience point/level, and proficiency tables of a magic user. Psionicists get a +2 save vs. Enchantment/Charm spell or anything that affects the mind, and a +4 save vs. psionics. To be a psionicist a character must have an Intelligence and Wisdom score of 14 or more. They may use any one handed weapon, and light crossbows and staves as well as bucklers and small shields. For armour they may wear up to studded leather, or elven chain mail, or a plate breast plate and back. Psionicists have three grades of power, which is based on their level, that allow access to more potent abilities as they increase in levels: Initiate Levels 1-6, Adept Levels 7-12, Master Level 13+.

PSIONIC STRENGTH POINTS

A psionicist has 3 PSP per level, plus 1 PSP per point of Wisdom and Intelligence over 14, so a 1st level psionicist with 18 Wisdom and 17 Intelligence would have 10 PSP, and a 10th-level psionicist with 16 Wisdom and Intelligence has 34 PSP. These PSP are used to create powers.

POWER LEVELS AND PSP COST

Powers are split into three levels: Initiate, Adept and Master.

Initiate powers cost 1 PSP, **Adept powers** cost 2 PSP, **Master powers** cost 3 PSP.

REGAINING PSP

PSP are regained by a night's sleep or by using Meditation (no activity at all and concentration). Less rest means less PSP restored.

USING PSIONIC POWERS

To use a psionic power, a psionicist must make either a Wisdom check or an Intelligence check, whichever is higher. Wild talents must make a successful Intelligence AND a Wisdom check. 20 is always a fail. If a power fails, the PSP are lost.

GAINING PSIONIC POWERS

When a psionicist is created, they know 1d4+4 Initiate powers and choose one of the 5 main disciplines (Clairsentience, Psychokinetic, Psychometabolism, Psychoportation and Telepathy) as a **primary discipline**. At each level the character rolls randomly for one new power the character is allowed to access (1st level PC can only get Initiate powers; 7th-12th from Initiate and Adept; and 13th+ from Initiate, Adept, and Master). However, they may roll for 2 powers instead of one if taking powers **ONLY** from their primary discipline.

A 9th level psionicist may also research new abilities just like a magic user researching spells (but a psionicist requires no money or ingredients, only time and solitude), but they may choose to research powers from the tables below.

Psionicists may 'swap' knowledge of their powers between one another, but one of the characters **MUST** have Message to allow communication. Note that few folk **WILLINGLY** let others into their minds (**EVEN FRIENDS!**), and it takes one month of study to do this and a Wisdom and Intelligence check must be made!

PSIONIC ATTACK MODES

Psionic attack modes are special powers, learned just like the others. However, these are the primary weapons of a psionist.

Just like a fighter, a psionist can make more attacks with these powers each round as they go up in level, as follows:

1st-6th level: 2/round; 7th-12th: 3/round, 13-18th: 4/round; 19-24th: 5/round.

Note that attack modes cost the listed PSP amount for EACH attack made with them per round. ONLY A PSIONICIST CAN MAKE MORE THAN ONE ATTACK PER ROUND! Wild talents only attack 1 per round.

Psionic attack modes are also special in that they can damage a psionic creature's number of PSP, if they fail appropriate saving throws. Psionic creatures that have any PSP remaining CANNOT be affected by most forms of Telepathic abilities, except the PSP damage inflicted by failed saves vs. attack modes. The exception to this are powers that affect the character himself, obviously. For example, a psionist attempts to use Charm Person on a wild talent with 5 PSP. The psionist first uses Id Insinuation that inflicts 8 PSP damage. The wild talent now has no PSP left, their mind is 'open' and can be attacked by Charm Person on the next and following rounds.

Subtle attacks: A psionic creature can attack try to attack victims without their knowing. If the victim fails a save vs. spells adjusted by Wisdom, they do not know they have been attacked. However, NO special damage, beyond reducing PSP, is inflicted, as the psionist is merely 'burrowing' into their mind.

EGO WHIP (Initiate) Cost: 1 PSP Range: 120 yards Victim must save vs. spell (adjusted by Wisdom) or have ALL rolls penalized by -5 for 1d4 rounds, victim can't use any spell above 3rd level or an Adept or Master psionic power. Against a psionic creature a failed save inflicts 2d4 PSP damage. The victim feels pathetic and worthless.

ID INSINUATION (Adept) Cost: 2 PSP Range: 180 yards Victim must save vs. Spell (adjusted by Wisdom) or be stunned for 1d4 rounds. Against a psionic creature it inflicts 3d4 PSP damage if the save is failed. This power causes the victim's baser self to emerge, overwhelmed with desires to eat, kill and breed, it takes a while for the victim to regain control.

MIND THRUST (Initiate) Cost: 1 PSP Range: 90 yards. Victim must save vs. spell (adjusted by Wisdom) or loses the use of 1 random ability (a language other than its native tongue, a specific psionic ability, weapon skill, a specific memorized spell, breath weapon, some proficiency, etc.) for 1d6 days, but not basic or movement abilities (a goblin could forget how to use a spear, but not how to speak or move). Against a psionic creature, a failed save inflicts 1d4 PSP damage. The power causes the victim to forget things.

PSIONIC BLAST (Master) Cost: 3 PSP Range: 60 yards. Victim must save vs. spell (adjusted by Wisdom) or lose half their current hit points, except for victims with only 20 or fewer hit point, if they fail they are automatically reduced to 0 hp. This loss is purely stun damage and will be recovered in one turn. However, a victim reduced to 0 hp or below will be rendered deeply unconscious for 1d100 hours (a save vs. spell will reduce this time by half). Against a psionic creature, a failed save inflicts 5d4 PSP damage. This power is a massive mental barrage of devastating power that tries to completely overwhelm the victim's mind.

PSYCHIC CRUSH (Master) Cost: 3 PSP Range: 50 yards Victim must save vs. paralyzation or take 2d8 hp and be paralysed for 1 round. Inflicts 4d4 PSP damage on a psionic creature that fails its save. Causes victim's nervous system to fire uncontrollably, causing vicious spasms, they also can't think.

5 MAIN DISCIPLINES OF PSIONIC ABILITIES

Clairsentience (dealing with knowledge and investigation), **Psychokinesis** (Manipulating the physical world), **Psychometabolism** (affecting creatures' bodies), **Psychoportation** (dealing with movement), and **Telepathy** (dealing with affecting creatures' minds).

When a character is created, they choose one of these as a primary discipline. If they decide to take powers from this primary discipline when they advance each level, they get two rolls (ie 2 powers) instead of the usual one.

Many psionic powers duplicate those of magic, however, detect magic and similar spells will not detect psionics. A true seeing would show some strange force at work though.

A psionist merely needs to look at a target and think, and needs no modifiers to win initiative. Time needed to act is effectively 0. However, psionics is generally weaker than magic. Magic relies on vast, external forces, while a psionist has only the power of their own mind. In a contest, psionics frequently loses against magic, except when dealing with the mind or manipulating matter on a small scale.

Psionics are not affected by dead magic areas, but anti-magic areas and spells will prevent psionics from working and spending PSP. Note that a lesser globe of invulnerability and similar spells have NO effect on psionics! They only stop magic!

Most psionic powers duplicate spells, to make it simpler for folk to use psionics, the following lists of psionic abilities are taken from the player's spell lists. A psionist uses them at the same level of effect etc. as an equivalent magic user or cleric. Note that spells and psionics work very differently. The numbers marked are for random rolls. Note that some powers are duplicated in different disciplines, this is because they achieve much the same thing, but through different means.

Typically, Initiate powers are like 1-3rd level spells, Adept 4-6th, and master 7-9th. There are exceptions as some things are easier for psionists, others more difficult.

Important note: many psionic powers are ended if the psionist is rendered unconscious or killed, as the powers are sustained by the mind. This mainly applies to Psychokinesis powers, not psychometabolic (since the effect has already occurred in the victim). Charms are weakened slightly when the psionist is unconscious, but not broken unless the psionist is dead.

INITIATE

Clairsentience: (1)Clairaudience (2)Clairvoyance (3)Comprehend Languages (4)Detect Evil (5)Detect Invisibility (6)Detect Poison (7) Detect Psionics (similar to Detect Magic) (8)Know Alignment (9)Locate Object (10)Misdirection (11)Nondetection (12) Speak with Animals

Psychokinesis: (ALL creatures with Psychokinesis powers have Telekinesis in addition to any others) (1)Auditory Illusion (2)Blur (not an illusion) (3)Burning Hands (4)Darkness 15' radius (4)Entangle (5)Feather Fall (6)Gust of Wind (7)Heat Material (as Heat Metal, but only 1 item affected) (8)Hold Portal (9)Knock (10)Levitate (11)Manipulate Fire (12)Mending (13)Phantasmal Force, Greater (14)Produce Fire (15)Protection from Normal Missiles (16)Pyrotechnics (causes a small, non-magic item to burn up) (17)Shatter (18)Shield (doesn't affect Magic Missile spells) (19)Shocking Grasp (20)Silence 15' radius (21)Slow (reverse of Haste, 1 victim only) (22)Stone Shape (23)Unseen Servant (24)Ventriloquism (25)Wall of Vapour

Psychometabolism: (1)Barkskin (2)Cause Disease (by touch) (3)Cure Blindness (4)Cure Deafness (5)Cure Disease (6)Cure Light wounds (7)Doppelgänger (8)Enlarge (self only) (9)Feign Death (10)Haste (self only, no ageing) (11)Hold Person (1 victim only, no save penalty) (12)Infravision (13)Jump (14)Payer (15)Remove Paralysis (by touch) (16)Resist Fire/Cold (17)Slow Poison (18)Spider Climb (19)Strength (20)Vampiric Touch (as Cure Light Wounds, but touch saps away same hit points from creature touched) (21)Water Breathing

Psychoportation: (1)Blink (2)Haste (self only, no ageing, may use second power on self only) (3)Insect Swarm (4)Levitate

Telepathy: (ALL creatures with Telepathy powers get Message and one free attack mode of Initiate level) (1)Auditory Illusion (2)Blindness (3)Charm Person (4)Command (5)Deafness (6)Doppelgänger (used on one victim with 0 PSP left to make psionist appear as he wishes) (7)ESP (8)Fear (9)Hold Person (10)Hypnotism (11)Invisibility (12)Invisibility 10' radius (13)Invisibility to Animals (14)Ray of Enfeeblement (15)Remove Fear (16)Scare (17)Sleep (18)Spectral Force (1 victim, save spells or see etc. what the psionist wishes) (19)Suggestion

ADEPT

Clairsentience: (1)Commune With Nature (2)Contact Other Plane (3)Detect Scrying (4)Find The Path (5)Legend Lore (6)Probe (see below) (7)True Seeing

Psychokinesis: (as noted above, ALL creatures with Psychokinesis powers have Telekinesis in addition to any others) (1)Animate Object (2)Cone of Cold (can be reversed to Cone of Heat, maximum damage of each is 7d4+7 hp) (3)Detinate (see below) (4)Disintegrate (5)Distort Distance (6)Fly (6)Forceful Hand (it's invisible force) (7)Fumble (8)Interposing Hand (it's invisible force) (9)Major Creation (10)Repulsion (11)Stone to Flesh (12)Transmute Rock to Sand (similar to rock to mud, but one 10' cube) (13)Wall of Force (14)Water Breathing

Psychometabolism: (1)Cure Critical Wounds (2)Cure Serious Wounds (3)Dweomer of Rage (4)Hold Monster (by touch, 1 target only, no save penalty) (5)Neutralize Poison (6)Polymorph Self (7)Stoneskin (self only, 1round/level)

Psychoportation: (1)Conjure Elemental (2)Dimension Door (3)Fly (4)Invisible Stalker (5)Monster Summoning I to V (monsters are permanently brought to psionist's area but are not controlled and are probably very angry but don't know who brought them here, have to learn them in ascending order I, then II etc) (6)Teleport

Telepathy: (As described above, any creature with telepathy powers has Message and one free attack mode) (1)Charm Monster (2)Confusion (3)Confusion, Greater (4)Contagion (victim thinks he's got disease) (5)Curse (reverse of Remove Curse) (6)Drain Energy (reversal of Restoration) (7)Fear (8)Feeblemind (9)Flame Charm (10)Fumble (1 victim) (11)Geas (12)Hold Monster (13)Implant Emotion (14)Improved Invisibility (15)Mass Suggestion (16)Phantasmal Killer (17)Phantasmal Monsters (affects 1 victim, he thinks they're real if he fails save Spells) (18)Probe (see below) (19)Spectral Force, Permanent (affects everyone in 20' diameter with no PSP, they think its real) (20)Spectral Force, Programmed (everyone in 20' radius with no PSP sees what the psionist wants)

MASTER

Clairsentience: (1)Vision

Psychokinesis: (as noted above, ALL creatures with Psychokinesis powers have Telekinesis in addition to any others) (1)Animate Mineral (2)Blade Barrier (from surrounding materials) (3)Clenched Fist (4)Crushing Hand (5)Earthquake (6)Fire Storm (7)Glass Like Steel (8)Grasping Hand (invisible force) (9)Magic Sword (10)Power word, Stun (stunning blow hits victim, but no damage) (11)Reverse Gravity

Psychometabolism: (1)Duo-Dimension (3)Drain Energy (reversal of Restoration but the attacker gets the hit points the victim loses as temporary boost and gets a "glimpse" of any powers etc lost, extra hp are lost after 1 day) (3)Finger of Death (4)Heal (5)Regenerate

Psychoportation: (1)Astral Spell (2)Banishment (3)Duo-Dimension (4)Gate (5)Maze (6)Monster Summoning VI (monsters are permanently brought to psionist's area but are not controlled and are probably very angry but don't know who brought them here) (7)Phase Door (8)Plane Shift (9)Teleport Without Error

Telepathy: (As described above, any creature with telepathy powers has Message and one free attack mode) (1)Charm Plants (2)Mass Charm (3)Mind Blank (4)Power Word Blind (5)Symbol (30 yard range, 20 foot diameter)

DETONATE (Adept) Psychokinesis Range: 60 yards Duration: Instantaneous Area of effect: 1 item, 8 cubic feet. This power causes an object to explode with shocking force, every creature in 10' radius will take 1d10 hp damage. It cannot be used on creatures (except skeletons and zombies) or permanent magic items. It can affect an object in a creature's hand, but there may be penalties on the psionist's power check if the object is moving fast.

PROBE (Adept) Telepathy Range: 2 yards Duration: 1 round/level Area of Effect: 1 creature Save: Negates. This psionic ability is used to burrow deep into a victim's mind, if they fail a save vs. spell, rolled each round, the psionist learns one important fact. Secrets, character class etc can all be learned. It is not infallible, a very wise character can give false information, but it is far from easy.



APPENDIX N

INSPIRATIONAL

Films:

- *Blade Runner* (1982) Warner Bros.
- *Alien* (1979) 20th Century Fox
- *Serenity* (2005) Universal Pictures
- *Heavy Metal* (1981) Columbia Pictures
- *Death Race 2000* (1975) New World Pictures
- *Conan the Barbarian* (1982) Universal Pictures
- *Krull* (1983) Columbia Pictures
- *Wizards* (1977) 20th Century Fox
- *Carnival of Souls* (1962) Herts-Lion International Corp.

Novels:

- *Fear and Loathing in Las Vegas* (1972) by Hunter S. Thompson
- *A Scanner Darkly* (1977) by Philip K. Dick
- *Elric of Melniboné* series by Michael Moorcock (individually, *Elric of Melniboné*, *The Sailor on the Seas of Fate*, *The Weird of the White Wolf*, *The Vanishing Tower*, *The Bane of the Black Sword*, *Stormbringer*)
- *The Door into Summer* (1957) by Robert A. Heinlein
- *The Chronicles of Thomas Covenant the Unbeliever* (1977-79), by Stephen R. Donaldson
- *Neuromancer* (1984) by William Gibson
- *No Country for Old Men* (2005) by Cormac McCarthy
- *The Three Stigmata of Palmer Eldritch* (1965) by Philip K. Dick

RPG Products:

- *The Arduin Grimoire Trilogy* (Emperor's Choice Games 2008 compilation version) by Dave Hargrave (individually, *The Arduin Grimoire*, *Welcome to Skull Tower*, and *Runes of Doom*)
- *City State of the Invincible Overlord* (1976 original edition, not revised) by Robert Bledsaw
- *Descent into the Depths of the Earth* (1978) by Gary Gygax
- *Death Frost Doom* (2010) by James Edward Raggi IV
- *Ready Ref Sheets, Volume 1* (1978 second edition) by Judges Guild
- Gamescience Dice by Gamescience

LEVEL TITLES

FIGHTER

- 1 (Veteran)
- 2 (Warrior)
- 3 (Swordslinger)
- 4 (Hero)
- 5 (Swashbuckler)
- 6 (Myrmidon)
- 7 (Champion)
- 8 (Super Hero)
- 9 (Lord*)

DRUID

- 1 (Aspirant)
- 2 (Ovate)
- 3 (Initiate of the 1st Circle)
- 4 (Initiate of the 2nd Circle)
- 5 (Initiate of the 3rd Circle)
- 6 (Initiate of the 4th Circle)
- 7 (Initiate of the 5th Circle)
- 8 (Initiate of the 6th Circle)
- 9 (Initiate of the 7th Circle)
- 10 (Initiate of the 8th Circle)
- 11 (Initiate of the 9th Circle)
- 11 (Senior Assassin)
- 12 (Druid)
- 13 (Archruid)
- 14 (Great Druid)

ASSASSIN

- 1 (Apprentice)
- 2 (Killer)
- 3 (Murderer)
- 4 (Slayer)
- 5 (Cutthroat)
- 6 (Dacoit)
- 7 (Thug)
- 8 (Executioner)
- 9 (Assassin)
- 10 (Expert Assassin)
- 12 (Chief Assassin)
- 13 (Prime Assassin)
- 14 (Guildmaster Assassin)
- 15 (Grandfather of Assassins)

MAGIC-USER

- 1 (Medium)
- 2 (Seer)
- 3 (Conjurer)
- 4 (Theurgist)
- 5 (Thaumaturgist)
- 6 (Magician)
- 7 (Enchanter)
- 8 (Warlock)
- 9 (Wizard*)

RANGER

- 1 (Runner)
- 2 (Strider)
- 3 (Scout)
- 4 (Courser)
- 5 (Tracker)
- 6 (Guide)
- 7 (Pathfinder)
- 8 (Ranger)
- 9 (Ranger Knight)
- 10 (Ranger Lord*)

ILLUSIONIST

- 1 (Prestidigitator)
- 2 (Minor Trickster)
- 3 (Trickster)
- 4 (Master Trickster)
- 5 (Cabalist)
- 6 (Visionist)
- 7 (Phantomist)
- 8 (Apparitionist)
- 9 (Spellbinder)
- 10 (Illusionist*)

CLERIC

- 1 (Acolyte)
- 2 (Adept)
- 3 (Priest)
- 4 (Vicar)
- 5 (Curate)
- 6 (Bishop)
- 7 (Lama)
- 8 (Patriarch/Matriarch)
- 9 (High Patriarch/Matriarch*)

PALADIN

- 1 (Gallant)
- 2 (Keeper)
- 3 (Protector)
- 4 (Defender)
- 5 (Warder)
- 6 (Guardian)
- 7 (Chevalier)
- 8 (Justiciar)
- 9 (Paladin*)

MONK

- 1 (Novice)
- 2 (Initiate)
- 3 (Disciple)
- 4 (Immaculate)
- 5 (Master)
- 6 (Grand Master)
- 7 (Grand Master of Dragons)
- 8 (Grand Master of North Wind)
- 9 (Grand Master of West Wind)
- 10 (Grand Master of the South Wind)
- 11 (Grand Master of the East Wind)
- 12 (Grand Master of Winter)
- 13 (Grand Master of Autumn)
- 14 (Grand Master of Summer)
- 15 (Grand Master of Spring)
- 16 (Master of Flowers)

THIEF

- 1 (Apprentice)
- 2 (Footpad)
- 3 (Robber)
- 4 (Burglar)
- 5 (Cutpurse)
- 6 (Sharper)
- 7 (Pilferer)
- 8 (Rogue)
- 9 (Master Thief*)

BARD

- 1 (Ryymer)
- 2 (Lyryst)
- 3 (Sonnateer)
- 4 (Skald)
- 5 (Racaraide)
- 6 (Joungleur)
- 7 (Troubador)
- 8 (Minstrel)
- 9 (Muse)
- 10 (Bard)
- 11 (Master Bard*)

* Named Level

DECANTER ROOM & REALM



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