# GREY WORLDS
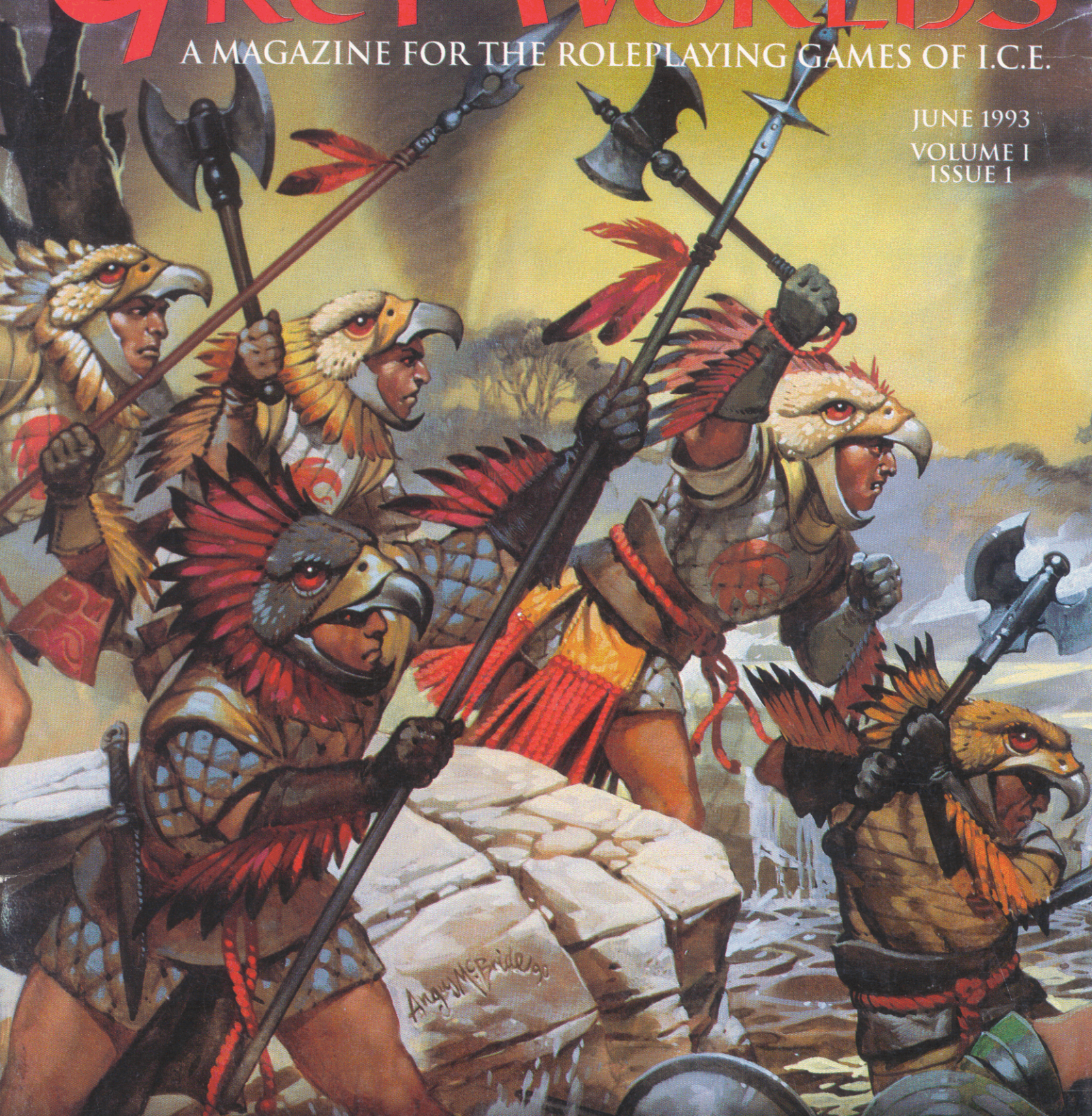
## A MAGAZINE FOR THE ROLEPLAYING GAMES OF I.C.E.

THE POWER OF
PRIMAL ESSENCE

SNEAK A PEEK OF
ARMS COMPANION

THE
SHADOWMAGE

## VOLUME I, ISSUE I

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*A glimpse of the upcoming Arms Companion*

# VERBAGE LAWS

## PROPER CHANNELS

Well, we're here.

Make no mistake: it took a while. And we're glad, because we've made a lot of good friends and interesting acquaintances along the way. A lot of good games have gone by (both here in Texas and at GenCon), vast amounts of pizza and other questionable foodstuffs have been consumed. Arguments have reigned (both large and small)... and amazingly enough, some good came out of them.

But some moments really stand out. We still remember the morning Pete Fenlon called us to say he liked the first copy of *Grey Worlds*, and we could go ahead and publish (*IT'S FENLON!*). The celebratory dinner at Royal Tokyo in Dallas when **RMCV** finally arrived. The constructive, adult discussions about gaming we've had ("Every time I suggest something, you guys go 'Mi, mi, mi, mi, mi... *BOOM*.'").

So what's next? *Channeling Companion, Rolemaster Companion VII* (both of which are in the works), and after that, who knows? But we promise you this: *Grey Worlds* is, has been, and will continue to be, "your forum, your ideas, and will continue to enrich the enjoyment of your gaming through the coming months".

The management and staff of *GW* would like to thank the following people (among others) for their contributions: Adam Hughes, Andrew C. Durston, Andrew Morgan, Bill Bradford, Chris Michalski, Dan Smith, Daniel A. Whiteside, Darrell Ford, Dave LaLond, David J. Nett, David L. Weinhoff, David Martin, Derek Garrison, Don Douglas, Edward R. Cassidy, Ellisa Martin, Gary Anastasio, J. D. Peterson, Jeanette Roth, Joe Gubbini, Joe Kushner, John W. Curtis, Joseph B. Daugherty, Kenneth Benson, Kevin Barrett, Kevin Callaghan, Laura Heilman, Laura Pierson, Laura Reutter, Leslie Roth, Logan Brandon, Loren Bagby, Mandy Merts, Mark Mclean, Matt Forbeck, Michael Mullin, Monte Cook, Myra Henton, Patrick Connolly, Paul Stafford, Randy Kuipers, Rebecca Randolph, Richard A. Grove, Rob Haycock, Rob Smith, Ron Merts, Scott Stansfield, Sean Beard, Sean Holland, Shawn Devlin, Stephen Giger, T. T. Wyrostek, Thomas Arnold, Tim Taylor, Todd Whitmore, Val Parsons, Ward Miller, and William R. Bornander. And special thanks for their ongoing support to Bruce, Coleman, Monte, Terry, Pete, Deane, and all the rest of the crew at I.C.E.

Four years. Fifteen issues. And much blood, toil, tears, sweat, and more arguments, panicked moments, and late nights than any of us care to remember.

Damn, but it's been fun. ●

Ross Henton
Lem Richards
David Blank
Ellen Pederson

# IN OTHER WOR<sup>L</sup>DS

Well, as Hunter S. Thompson once said, *"When the going gets weird, the Weird turn Pro."* This sentiment seems entirely appropriate now, considering that *Grey Worlds* is now a professional publication. Since greater distribution means increased exposure, this may be the first *Grey Worlds* you've ever seen. In that case, allow me to reminisce about what has gone on before within its dog–eared pages. This is a fantastic magazine and the only one catering exclusively to the *RM/MERP/SM/CyberSpace* games of ICE, so my fond remembrances will give you an idea of what's in store. Those who've been along for the whole ride will no doubt share my rosy memories of these early (prehistoric) *Grey Worlds*.

Each of the entries contains four numbers in parentheses. They mean: (number of authors contributing to this issue, number of artists, number of pages contained in the issue, and the number of Spell lists included). When I say "Spell lists" I also mean Deity–granted, Psion, and Technomancy lists as well. These vital statistics are followed by a listing of the issue's highlights. The whole entry is capped off by one or more "quotations of note" from the *Grey Worlds* in question.

## A GREY WORLDS RETROSPECTIVE

• <u>Volume I, Issue 1 December 20, 1989</u> [3, 0, 31, *1*] This very first issue of *Grey Worlds* could also be called "the all Ross & Lem" book. Here we see the first appearance of the Wave–Time Theory; three new professions—Time Sovereigns, Travellers, and Forcemages; an initial look at one of Ross' worlds called Anturiaeth Nodeguide; and mention of an upcoming column where you can criticize other author's work called "Critical Strikes." Some great quotes come from this issue.

*"I hope that this magazine will bring more players into the* Rolemaster *clan. It is an elegant system, that has, and will, further the future of fantasy roleplaying, and must be played, at least once, by any one who fancies himself a fantasy role-player."* —Lem Richards. In a moment of contrition he later admitted to me that when he'd originally written the last sentence, he didn't believe a word of it!

*"My honorable (read: pig–headed) colleague, Mr. Richards, all too often sadly fails to accept the inescapable logic in my rules interpretations and insists in making hopelessly arbitrary judgment calls simply because he values his own opinions above mine."* —Ross Henton.

*"The name Grey Worlds comes from a description that my players gave to my gaming style some years ago. My gaming philosophy is simple; there is no such thing as good or evil; just different points of view. I rarely presented them with a "good" Hero or a "Evil" Villain. Because of this lack of black or white they called it a grey campaign. Then, over the years, my campaigns were called grey worlds."* —Lem Richards (with Ross Henton and David Blank in effigy).

• <u>Volume I, Issue 2 February 25, 1990</u> [7, 2, 45, *9*] Adam Hughes' pin–up art graces a hot pink cover; ICE–guy Kevin Barrett reveals his deep–seated RoCo–loathing in the first of several columns entitled "The Ordainer Squeaks;" David Blank joins the scene with the first "Moremaster;" lots of Earthblood lists; and "The Star of Vishtaar," the first of a six part maxi-adventure planned for the next five issues (this was the only installment ever published); plus, the Essence Critical Strike Table.

*"...my complaints about these hoards of optional rules, spells and classes comes down to one thing —the philosophy of RM gaming. Do you want to wade into an ocean of options and opportunities...constructing wholly unique gaming universes each time you try, or do you prefer a structured environment?"* —Kevin Barrett. We know which way the wind was blowing on that one.

*"The keys to the RM system are the Maneuver Table and the Static Action rule."* —Kevin Barrett.

• <u>Volume I, Issue 3 April 25, 1990</u> [7, 2, 47, *11*] Derek Garrison's art first appears; Deity–granted lists for those special clerical needs; the Maleficent class and three new lists; a pantheon of good gods for Anturiaeth; Attack Theme Weapon Skills; more Creatures & Treasures; and Lem writes an article detailing how to toughen up dragons!

*"*Rolemaster *is the most option–filled, realistic game that I know. More RM Gamemasters create their own material than any other game I know of."* —Monte Cook.

*"...for every military advance, there soon comes a counter advance."* —David Blank.

• <u>Volume I, Issue 4 June 30, 1990</u> [6, 4, 68, *16*] Kevin Barrett shares his vision of what *RM* should be in "The Ordainer Squeaks;" David Blank tells us why he hates level bonuses; more Creatures & Treasures; a huge section on the Arcane realm which includes many, many new spell lists; Mentalism also gets a going over in Andrew Morgan's "Reach Out and Touch Someone;" five new magical skills; special grenades for *Space Master*; and an adventure titled "The Reluctant Lich."

*"The way that the power point system is set up in* Spell Law*, it seems that a PP multiplier device is almost a mandatory requirement in order for a pure spell user to have enough PPs to get by."* —Andrew Morgan.

*"...the adventure really begins when something goes wrong."* —Lem Richards.

• <u>Volume I, Issue 5 August 30, 1990</u> [11, 6, 62, *7*] This is the first issue in which my work appears; also the first of Joseph B. Daugherty's "Pandora's Box" opens; "Unique Character Options" allows for more specialized classes; many new Druid and Arcane lists; more Creatures & Treasures; Andrew Durston shows us his "Ethereal Visions;" lots of new *Space Master* weapons, skills and two new professions —the Communications Tech and Commando; "The Wandering Demon" is an adventure set in the *Shadow World* module *Journey to the Magic Isle*; "Psifire" presents a unique system for representing psychic powers in *RM/SM*; plus, the Starvation/Dehydration and Neuro(logical) Critical Strike Tables.

*"If you ever hear a GM lambasting a player for running his character the way he honestly sees him, slap that GM into the*

Reluctant Lich" is continued in an adventure named "Last Dawn: Evil's Shadow."

*"Certain areas of the rules were left purposely vague, in order to make the use of them easier."* —Daniel A. Whiteside & Joseph B. Daugherty.

*"When one first gazes at all of the charts & tables pertinent to combat, I'm sure they make depression critical rolls."* —Joe Gubbini.

• <u>Volume II, Issue 7 December 31, 1990</u> [14, 3, 66, *11*] My first "In Other Wor{l}ds" slithers into position; a great number of combat options; "Fate Points" wipes out killer critical results (or the "I'm OK, you're OK" syndrome); several pre-release sections of *SUC* are published; an "Essence Phenomena Encounter System" illustrates why people steer clear of Essence Flows; the *GW* staff designs a "Character–specific Skill Cost System;" Training time rules; several new magical skills; three new classes —Sensist, The NPC (joke), and Wizard which included seven new spell lists; more Deity–granted lists; more Arcane lists; A random magic effect table includes a roster of every spell list in *Rolemaster* (existent as of Hallowe'en '90); a short combat scenario based on the cover illustration by Laura Reutter; two combat tables —Brawling and Dart attacks; plus, the Disintegration Critical Strikes Table.

*"I'd fit right in at Gomez Adams' mansion. They'd call me Cousin Glib."* —Tim Taylor (misquoted as usual).

*"GW is your forum, your ideas, and will continue to enrich the enjoyment of your gaming through the coming months."* — Ross Henton.

• <u>Volume II, Issue 8 March 30, 1991</u> [15, 5, 57, *16*] This issue includes "The Broken Lands," the first appearance of Sean Holland's campaign setting; Time Tracking and Subconscious spells are examined; Ross and Lem display their "Material Integrity;" many spell lists are previewed from *SUC*; Shawn Devlin and David La Lond dream up several new Dream Lord lists; a Time Task Table; many character development options; and an extended and specially illustrated scenario for *Journey to the Magic Isle* called, "The Day of Reckoning."

*"Wouldn't it be nice to have "luck" at your beck and call?"* —Lem Richards.

*"What remains is a bewildering patchwork of petty kingdoms, city states, colonies, and other, stranger governments."* —Sean Holland.

• <u>Volume II, Issue 9 June 30, 1991</u> [10, 4, 56, *21*] Contains two excellent professions by Edward Cassidy which have yet to see print in other products (shame!) —Arms Master and Elementalist, including five and seven new lists (respectively); An evil "teleport," Dragon Magic, Faerie Magic, and lots more Arcane lists (including Will Breaker —Will–vs.–Will spells for the non–shaman); lots and lots of *Space Master* stuff, including oodles of new weapons, the Gravitic Lance attack table (Yow!), and a "Vehicular Maneuver Encounter" system (which took me 4 months to craft, then I wasn't credited *SOB*); "Last Dawn: Endgame at Endwar" finishes this trilogy adventure with a really cool tower and mass combat; plus, the Microwave Critical Strikes Table.

next county, and throw his books into the toilet." —Lem Richards.

• <u>Volume I, Issue 6 October 30, 1990</u> [11, 7, 84, *15*] The cover had the words "Making fantasy real" instead of the grey–credo (there was a general outcry, so next issue had the "Because life is not always black & white..." footer again); In the last "The Ordainer Squeaks" Paladins are ditched in favor of Holy Warriors (and their antithesis Unholy Warriors), including five new lists; many Shaman and Druid lists; The Wave–Time Theory raises its ugly head once again, complete with revised lists; "*RM* Advantages & Disadvantages" is Logan Brandon's option for assigning special abilities; more Creatures & truckloads more Treasures; "Shadow Notes," a section on the planes by Daniel A. Whiteside & Joseph B. Daugherty caused almost as much controversy as the cover blurb; lots of *SM* stuff, featuring Cyberware and two new classes —Netjunkies and Modern Mages; and #4's "The

*"You probably don't want to worry about pistol–packing Pixies running around..."* —Tim Taylor.

*"Fantasy art is much more than sexual innuendo."* —Laura Reutter.

*"Target is permanently cut off from all magic energy."* Edward Cassidy.

• <u>Volume II, Issue 10 September 30, 1991</u> [13, 8, 48, *12*] Non–random character generation; many new spell options; an extensive article on "Spirits and the Spirit Realms" adds greater depth and a new spell list to this nebulous subject; two new professions, the Torturer and Warrior–priest, each comes complete with three new lists; even more Essence & Arcane spell lists; the missing Combat Equipment section of *Space Master Companion I* is provided courtesy of Kevin Barrett; plus, the Mangling Critical Strikes Table.

*"A GM must carefully consider what lists and professions to make available in his campaigns if he desires a more authentic game."* —Lem Richards.

*"The core–rules are the groundwork upon which all future RM material must be based..."* —Ross Henton.

*"Even twisted psychopathic killers have reasons ("A small black dog told me to do it")."* —Edward Cassidy.

*"They are not chained up, acting sexually submissive to some "dominant male" figure, or engaged in any of the cliched poses..."* —Andrew Morgan on Adam Hughes' art.

• <u>Volume II, Issue 11 December 31, 1991</u> [11, 7, 44, *8*] This issue has magic item destruction options; several Static Action Tables covering the liberal arts; a discussion of the manner in which *RM* combat should be described; some notes on gods; The Geomancer profession with six new lists; a look at witch-craft from a highly biased (i.e. Christian) point of view; "Cathedral," a neat little adventure for *CyberSpace;* plus, the Magic Item Interaction Critical Strikes Table.

*"...burn that sucker."* —Lem Richards describing his culinary technique.

*"I submit that people will always write in to complain, while very few ever write in to praise."* —Daniel A. Whiteside.

*"The initiate sometimes must give up her chastity to the coven as a whole, usually by means of an instrument passed around among the established members..."* —Ross Henton.

• <u>Volume III, Issue 12 March 31, 1992</u> [10, 5, 45, *10*] An option for determining how much weight a character can lift; Initiative and Time Tracking are Revisited; two new professions —the Witch Hunter and Exorcist have eight new lists between them; an article on possession and exorcism; new monsters called Possessor Demons; another installment of Spirits in *Rolemaster* contains a revised Will Contest Table and a detailed Spirit Realm Encounter Table; "Holy Fortresses" describes clerics' inner sanctums; two CyberGangs; another adventure for *Journey to the Magic Isle*, called "Slaughter of Innocents;" plus, the Explosion Critical Strikes Table.

*"Most possessions were of young women...and cropped up most often in the ascetic cloister of the convent. Today, diagnosticians would attribute much of the activities to sexual hysteria..."* —Ross Henton.

*"Formed as an offshoot of the homosexual rights movement, the Guardians of the Other Way was formed to protect itself and the homosexual community from violence...they acquired the name "Pink Paladins" from the prominently displayed pink triangle on their clothes."* —Sean Holland.

• <u>Volume III, Issue 13 June 30, 1992</u> [17, 5, 46, *10*] The first issue of the third year contains many, many short articles covering myriad topics such as terrain awareness, fate, relatively deterministic criticals, development options, grace (fate by any other name...), parrying, aiming, rank–vs.–rank RRs, Magic Ritual Options, Martial Arts options, and so on; Lem lets us know "How to Drown Efficiently;" Vampyre Magic; more Deity–granted lists; Monte Cook provides the coolest new concept in gaming I've seen in a long time, "Technomancy," the blending of magic and high tech; more *SM* weapons; more Creatures & Treasures; plus the Drowning and Steam Critical Strikes Tables.

*"'Make a perception roll? I duck!'"* —Lem Richards (attributed to David Blank while gaming).

*"'A whole fleet of ships drops out of hyperspace and terraforms your entire world before you can act.'"* —Ross Henton (attributed to Lem Richards as GM).

• <u>Volume III, Issue 14 September 30, 1992</u> [17, 6, 46, *16*] Extended list development; New *RM* skills; the Relative Initiative system allows for a more fluid round; an excellent Random Events Table provides general regional trends; an article on Druidism places them in historical context; quite a few new classes —Nomad, Ninja, Samurai, Realm Molder, Monastic (3 new lists), and one of the most unique professions
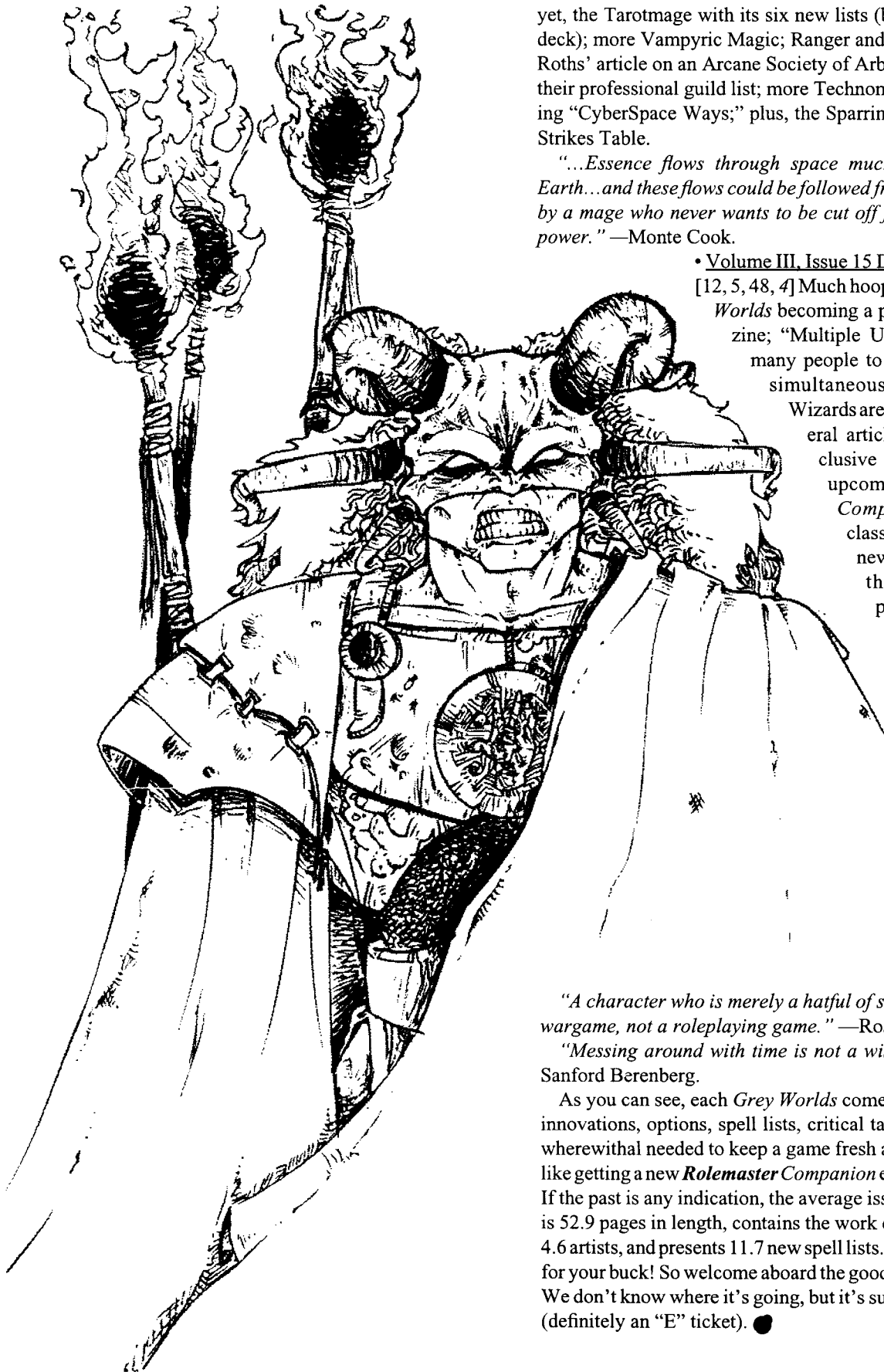
yet, the Tarotmage with its six new lists (based on the Tarot deck); more Vampyric Magic; Ranger and Warlock lists; the Roths' article on an Arcane Society of Arbiters also provides their professional guild list; more Technomancy stuff including "CyberSpace Ways;" plus, the Sparring/Practice Critical Strikes Table.

*"...Essence flows through space much like it does on Earth...and these flows could be followed from world to world by a mage who never wants to be cut off from his source of power."* —Monte Cook.

• Volume III, Issue 15 December 31, 1992 [12, 5, 48, 4] Much hoopla is made of *Grey Worlds* becoming a professional magazine; "Multiple User Items" allows many people to use a magic item simultaneously; Witches and Wizards are re–examined; several articles present an exclusive premiere of ICE's upcoming *Arms Users' Companion*; two new classes, the Spy and a new profession called the Chronomancer provides three new spell lists; an intangible spell list; a lengthy section describes the multitudinous effects of that awesome artifact, "the Tarot of Many Teachings;" and a discussion of the methods whereby *Rolemaster* can accommodate an authentic medieval environment.

*"A character who is merely a hatful of skills should be in a wargame, not a roleplaying game."* —Ross Henton.

*"Messing around with time is not a wise practice..."* — Sanford Berenberg.

As you can see, each *Grey Worlds* comes packed with new innovations, options, spell lists, critical tables, and the other wherewithal needed to keep a game fresh and interesting. It's like getting a new *Rolemaster Companion* every three months! If the past is any indication, the average issue of *Grey Worlds* is 52.9 pages in length, contains the work of 10.9 authors and 4.6 artists, and presents 11.7 new spell lists. That's a lot of bang for your buck! So welcome aboard the good ship *Grey Worlds*. We don't know where it's going, but it's sure to be a great ride (definitely an "E" ticket). ●

Tim Taylor

# RULEMASTER

*Rolemaster*, despite its reputation, is actually not very rules intensive.

No, really.

There is not a different set of rules for every situation. There are only general rules that can be applied to a number of situations. For example, the Maneuver Chart can be used to handle just about any situation, except spellcasting and combat (and actually, it can handle those too with a little modification, but that's another article...). All the different types of spellcasting and combat follow the same general rules, too. There are not different rules for creature attacks, weapon attacks, and martial arts. It's all basically the same. This, I believe, is a good thing.

However, because of these generalities, specific game mechanics and situations are sometimes unclear. In this article, and ones like it in the future, I hope to shed some light upon some of these areas.

As *Rolemaster* Series Editor, I have the opportunity to hear from *Rolemaster* players from all over, who play in all different sorts of campaigns. From these players, I have learned of areas that seem to be causing problems. The solutions that I offer may help solve these problems—but remember, these are just my opinions. Run your game any way you please.

First of all, I want to address a lack of explanation and detail regarding runes, symbols, glyphs, wards and similar magical representations. Some non–game definitions are a good place to start.

Runes, in their most basic sense, are written representations of spells. Think of them as written words of power. Using this definition, the term 'rune' actually encompasses symbols, glyphs, bladerunes, etc. However, for the purpose of the spell list Rune Mastery, runes are symbolic representations on paper. Symbols, from the Symbolic Ways list are runes that are permanently inscribed onto huge chunks of stone. Glyphs are runes that are written "in the air" although it would be more accurate to say that they are inscribed on a place. Wards are different from all the rest in that they do not involve a symbolic representation of a spell, but they are rather a magical field that fills an area and that will activate a stored spell if triggered. Hmmm. Speaking of triggers, there are also something called triggers from the arcane list Spell Triggers. Loosely interpreted, these are contingencies upon which a certain event will release a stored spell.

Runes, as interpreted from the Rune Mastery list, are extremely useful to a mage, since they will store a spell for him so that he can cast it later without using his own power. The only limit is the amount of Rune Paper that a mage can get his hands on. That's scary. I've seen Magicians with this list carrying around hundreds of runes. Who needs PPs? A GM allowing this to go on shudders when he hears the words, " I spend the next three weeks making Runes." Ugh. There are some logical ways to limit this. First, make Rune Paper rare. It's not just paper, or even vellum. Its made from a certain rare

wood and soaked in some rare herb's juices. Make it fit your campaign, and make it as rare as you like.

Second, establish a much longer "preparation time" for runes. This makes sense, the caster has to actually take out his drawing supplies and sketch the rune. Obviously, runes should be difficult and complicated to draw, or everyone would be doing it. This should take anywhere from 1 minute/level of the rune to 1 hour/level, depending on how the GM wants to run it (be consistent, though—although you could throw a variable into it, such as 10 minutes/level of spell – 1 minute/level of caster + 1–10 minutes).

If you really want to limit casters, in addition to the above, don't allow Rune Paper to be reused. Also, don't forget that Rune Paper has levels—i.e., to inscribe a 10th level rune, you need to have 10th level Rune Paper.

Symbols are not as handy as runes since you can't carry them around with you—they are permanently inscribed on 1 ton blocks of immovable stone. Oops, the "P" word is in there. GMs need to always beware the "P" word. Permanent spells can quickly unbalance a game. I suggest that a spell "permanently" inscribed with a symbol isn't actually permanent, but rather can "permanently" be used once per day. So if a caster creates a symbol of Heal 1–*50*, once per day, he can touch the symbol and be healed 1-50. If a *Light* spell is placed within, then once per day, a *Light* spell can be activated that will last as long as if the caster who originally created the symbol had cast it. The *Light* spell is not made permanent.

Likewise, nasty traps can be created with symbols, storing attack spells that can be used once per day *against* the person touching the stone that the symbol is inscribed upon. I suggest limiting the triggering event to be a touch. It should also be clarified that the effects of the symbol always affect the person touching. Touching a symbol with a *Shock Bolt* stored will never allow the person touching the symbol to cast a *Shock Bolt*—it will immediately be triggered upon the "toucher." The only exception to this is if the spell creates or summons something, like a wall of stone, a radius of light, or some food. In this case, the object(s) should appear atop the symbol (if possible). Therefore, these types of symbols should be placed accordingly. If the symbol summons a creature, the command given to the creature should be considered set into the symbol at the time of casting, such as "kill the one standing nearest you" or "fetch the one nearest you a mug of ale."

If a Channeling user has a base of operations of some sort, it is likely that he will have it filled with symbols. I would suggest lots of *Light* symbols (i.e., light switches), some create food symbols (who needs a kitchen?), and then some of a protective nature, like *Bless*. A good escape route can be an underground tunnel that doesn't quite reach the surface but is accessible when a *Barrier Pit* symbol is activated. A particularly holy place could be protected by *Calm* symbols so that no one hostile in mood could enter.

Since symbols are non–mobile (do *not* let player get around this through creative interpretations), there probably is no need to extend the preparation time for their casting to make them
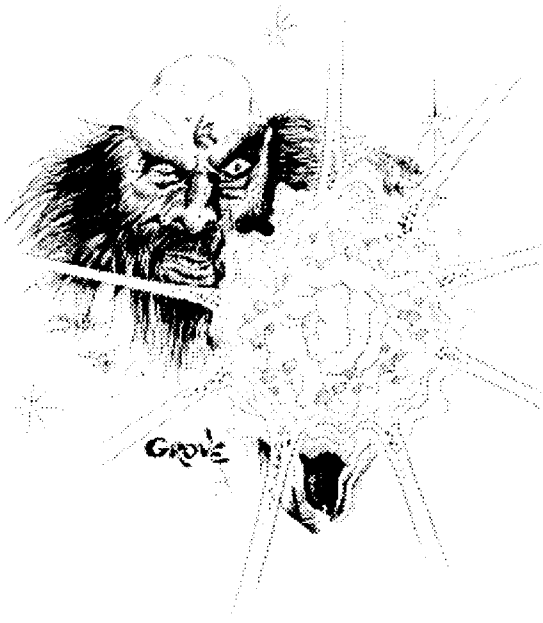
more balanced. However, for consistency's sake, the GM may rule that they also require extra time to actually inscribe. Since they are set in stone, this time should be very long—at least 1 hour/level of the spell within the symbol. Obviously, a chisel or similar item will be needed, not to mention a hammer. A Druid's stone molding spells might work, however.

Signs, (also called sigils) which are described on the Rune Mastery list, are very similar to symbols, but their effects are very specific, and they can be placed upon any non–mobile surface.

Glyphs are detailed on the Glyph Law list (Runemaster base) and are basically symbols that are engraved in the air or on water. The nice thing about them is that they are not permanent. This makes them easier to keep in balance. Treat these as symbols, however, so that the spell stored is always cast upon the person who activates the glyph (coming within 10'). If something is created or summoned, it appears where the glyph was traced. Remember that after one use, the glyph disappears. *Waiting Glyphs* (see the spell list) actually operate as wards with small radii.

Glyphs, since they are just magical tracings in the air or on water, probably do not take much time to "inscribe." Maybe one extra round per level of the stored spell would be sufficient.

Runes on the Sigil/Runes Imbedding Runemaster base list are unlike other runes and symbols. This list should be treated as if it were similar to an Alchemist base list since it can make runes which can have multiple or daily uses. More interesting is that this list allows runes to be inscribed on any "fragile organic material." This is pretty easy to loosely interpret to mean anything made of wood or an animal's hide, so a Runemaster could potentially have clothing a staff and even a wooden shield covered with runes. For the "rune capacity" of items, refer to the *Spell User's Companion*. As to casting time, these spells should take at least 1 hour per level of the stored spell, modified perhaps by the level of the sigil/rune spell, making daily use items longer to make than double use runes.

Lastly, we need to mention wards and triggers. Wards are easily used. They are a magical force that fills an area. When a specified condition in that area is met (i.e., spellcasting, sneezing, an orc enters) a stored spell is released in the same manner as described with symbols. Triggers are more vague, and require a little GM scrutiny. Although it is an Arcane list, this list taken at face value can get out of hand. The option that is mentioned with the list about the triggers being set upon an object and being mobile is really dangerous. A character with this list could have all sorts of triggers cast upon himself or his equipment that would allow him to be "casting" spells without doing anything. Imagine all of the following spells set to go off around the caster when he says "Boo" (with a *Sound Trigger*): *Bladeturn III, Summons X, Shield, Blur,* and *Armor* (AT/20). Now, the caster is incredibly protected, and has a Level 10 creature at his side and *he hasn't even cast a spell that round.* Yikes. (Technically, though, a GM could rule that the *Bladeturns* would be cast upon the caster's attacks and not his opponents, since he was the one that set off the trigger) Or what about a caster who spends a lot of prep time and PP setting up 10 *Lightning Bolts* with a *Feel Trigger* so that they go off upon anyone striking him. Youch! If (and that should be a big "if") the GM allows triggers to be mobile, there should be a limit to the number (like one per three levels of the caster) of active triggers at any one time. The actual triggers should be closely monitored and should be very specific.

The GM may wish to make spell failures for runes, symbols, etc. very specific. For example, if the Rune spell fails when creating a rune on a piece of paper, the GM should rule that the spell is stored within the rune, but it is faulty. The potential effects of this could be: the rune goes off at a random time, when cast, the target is random, the spell effects are changed or even reversed, etc. This idea, obviously, could apply to any of the runes, sigils, symbols, glyphs, wards or triggers, as they all operate on the same principal of a spell stored within another spell.

Detecting and dispelling these spells should be a special case, since they hover somewhere between active and inactive in status. I would rule that only runes are visible to the naked, untrained eye. Symbols, glyphs, sigils, wards and triggers (especially the last two) are invisible. This, however, can vary from campaign to campaign. De*tect Essence, Channeling*, or *Mentalism* (if appropriate) and the skill power perception should have a chance to detect these spells (give the spells an RR based on caster's level and give them a +10 bonus, giving wards and triggers a +20 bonus). *Detect Traps* spell should have about a 35% chance to detect them. *Detect Spell* should always detect them. I would allow the *Analyze Symbol* (on Symbolic Ways) and the 1st level *Research* spells on the Glyph and Warding lists to detect the presence of the spells appropriate to each list (treat as *Detect Essence* for range, duration, and area of effect). *Detect Waiting* will detect any of these spells as well as spells like *Waiting Firestorm* (which are really just very specific wards). ●

Monte Cook

# GREY ANALYSIS

I would very much like to thank you and the others who introduced me to your magazine. Primarily, I thank you for displaying material from the A*rms Companion*. It's too bad that not all of it can be previewed, but hopefully, there is enough to wet some lips. Mind you, this companion is very arms–realm oriented (i.e., it bears vast entries of optional rules and skills for combat, melee, and other facets of the arms realm). Oh, by the way, Manual Dexterity had been created and written by William Bornander (though the form in which it was presented in has since been changed, and may not even appear in the tome).

I wish to thank Ross, Dave, Lem, and the others for letting me expound my various ponderings in their magazine. I would also appreciate any and all feedback (I actually prefer the negative as well as positive, as it allows me to hone my work to near perfection(?). So please, make those comments!). And as a side note, from what I have read from several issues of *GW*, has inspired me to greater creativity, thus starting me on my next proposed project for ICE.

I foresee a successful future for *GW* as it makes its professional debut, visiting game, book, and hobby stores alike.

Sanford Berenberg

A couple of comments in issue XV got us to thinking. The first was Mr. Mullin's lamentations regarding the *Rolemaster* alchemical system; the second was Mr. Miller's observations about the playability of the "Witch" and "Wizard" classes. While both critiques are, in their way, understandable, we'd like to propose an alternative view that addresses these criticisms.

We've been using the *Rolemaster* system since the first edition releases. *Rolemaster* was and is a dynamic system, growing and changing as the ranks of its players have swelled. In observing these changes over several editions, we would hazard a guess that the way the magic system was initially envisioned and the way the system has evolved contribute to some conflicting guidelines. For example, it appears as though the original alchemical rules were developed to accommodate

a low– to mid–power magic campaign. However, with all the nifty spells and optional magic rules, it's difficult to resist the temptation to run a high–powered magic campaign within the system. If you opt to take advantage of substantial portions of the magical materials available within *Rolemaster* (which we do), then the original alchemical guidelines can seem unduly restrictive. The pricing issues noted by Mr. Mullin are points well–taken, but the problems regarding multiplier availability do seem to be addressed by the changes in the base Alchemist lists included in the *Alchemy Companion*. According to these newer guidelines, an Alchemist can use the "Enchanting Ways" list to build a 2x multiplier at 10th level, and a 3x multiplier at 15th. Even in a very high–powered magic campaign, these guidelines do not strike us as unreasonable. It is, in any case, always up to the GM to accept or reject the rules as stated. If the rules are rejected, then the GM must, as Mr. Mullin has done, rewrite them to suit his or her own world system. Remember: I.C.E.'s stated position on the system has always been that the rules, as presented, represent a starting point *only*.

With this in mind, we would continue along these lines by noting that there is nothing wrong with Mr. Miller's revision of the Witch and Wizard classes to suit his world view. However, we are more disposed to be critical of his editorial comments, such as (regarding the Witch class): "I knew that none of the gamers I knew would ever want to play a magical housewife." We're not sure we agree that the Witch class, as presented in *RMCII,* is merely a "magical housewife." But we would concede that perhaps the class is not well–suited to a high–powered magic campaign *as a PC*. However, in campaigns where the emphasis is not solely on hack–and–slash, kill–the–monsters–and–grab–the–gold type adventuring, inclusion of such materials may help the GM to build interesting NPCs with which PCs can interact. Essentially, it all comes down to how you look at it. You can complain that it's pointless to waste paper detailing a "Farmer" class (as in *RMCIII)*, or you can appreciate the aid to the development of well–rounded NPCs, or you can delight in the challenge of taking an ordinary character and placing it in extraordinary circumstances (after all, you could easily classify the protagonist of the movie *Willow* as a farmer). Let's keep the alternative views coming — but let us also appreciate that a variety of playing styles exist, and thus support the eclectic *Rolemaster* approach to gaming.

Corrections (all references are to *GW* #XV, page 24):

Die roll ranges for TOMT Option 1 should read: 1 – 33 = Positive, 34 – 66 = Neutral, *67 – 99* = Negative, 00 = GM's Option.

Based on roll results described, TOMT Option 5 should read: Use *d100* to determine category.

In step 4 of the TOMT drawing sequence, the clause "…including any footnotes" should be eliminated, since there were no footnotes in the final article. ●

<div align="right">Leslie & Jeanette Roth</div>

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# PANĐORA'S BOX

*"Ahoy there!" shouts a portly little man in a dinghy "Captain! Ahoy there!" Puffing and cursing foul oaths, the ample, dwarfish man in the rowboat pulls alongside as you wave off the few archers about to pincushion the little fellow.*

*"Mornin' C'pn, permission to come aboard?" he queries wiping the sweat from his beet–red face.*

*A deckhand lowers a rope ladder and the gnome climbs nimbly aboard.*

*"Glad I caught ye afore ye pulled anchor and sailed off!", he exclaims extending his hand "Mayk, Mayk Eyetum. Proprietor of "The Box", sailing supplies. Pleased to make yer acquaintance." The words come out in a rush, his hand pumping yours up and down vigorously. Thinking about throwing the lubber back over the port rail you hesitate as he opens the bag and you notice it's a seabag...*

**Sea Bag** – Medium sized, water resistant, duffel with drawstring or leather loops for a lock. Holds 6–9 cubic feet of gear. – Cost 3 sp – Weight 5–7 lbs.

**Pitch** – Cask of black, tarry substance used to water proof or patch seams or seals. Each cask contains enough pitch to seal 25 linear feet of seam, or a 5 square foot area. Obviously the pitch only patches, it doesn't perform miracles. Pitch is difficult to get burning, but once ignited burns very well. If a cask is ignited and burst on a surface (or target) it will have the effect of a +0 Fireball. – Cost 5 bp – Weight 18 lbs.

**Boarding Pike** – Long (6 to 8 feet) polearm used primarily for the boarding or prevention of boarding at sea. The boarding pike has a long, straight, double–edged blade with a second curved–hooked blade set perpendicular to the first. The pike may be used as a –10 halberd in a non–boarding situation, and be used as a +25 halberd while boarding (offense or defense). The pike is used to grab ship's railing, cut rigging, snag enemies, sever grappling hooks, and to kill boarders. – Cost 9 sp – Weight 5 to 7 lbs.

**Sail Cloth** – Heavy duty cloth (often waterproofed) used for repairing sails. Cloth comes in a 10' x 10' section, but may be purchased in any size. – Cost 3 bp (per 10' x 10' section) – Weight 15–20 lbs.

**Greek Fire (Also termed Chemical Fire)** – Fragile glass globe containing a chemical which, when exposed to water, explodes into flame and burns very fiercely. Practical effects of Greek fire can be likened to a +0 *Fireball* (quality can raise this bonus). Truly a dangerous weapon around the wooden sailing fortresses of the high seas. – Cost 17+ gp – Weight 3 lbs.

**Sea Chest** – A large (2 x 3 ft) wooden chest which is airtight when closed and floats when carrying loads of less than 85 lbs. (and sealed). Simple locking mechanism provided. Holds up to 4.5 cubic feet of material. – Cost 15 sp – Weight 26 lbs.

**Nautamicus** – Ancient, common herb which, when chewed on a daily basis, prevents scurvy. Tastes noticeably sour and tart. Comes in packets of 20 doses. No addiction factor. – Cost 4 bp – Weight .25 lbs.

**Corvus** – A heavy wooden board with blades/knives/hooks attached to one end and a hinge attached to the other end, which, when dropped forcefully onto another wooden object/ area embeds itself in the wood. This has the effect of securely fastening the two ships together, until either the corvus is destroyed or a +100 bonus of Strength is used to lift it free. The Corvus is a combination gangplank and grappling iron that is very effective at locking two ships together. Once attached, the Corvus may be used as an easy means of boarding the enemy ship. – Cost 16 sp – Weight 100 to 300 lbs. Note: A heavier Corvus will hold more securely, even to the point of damaging a smaller vessel.

**Cat** – A member of the Feline family used to kill the vermin infesting ships. This has the effect of lowering the incidence of ship–board disease by –100% and preventing food spoilage. – Cost 1 bp – Weight .25 to 30 lbs.

**Sounding Weight** – A solid weight on a strong length of cord (usually 30' or so in length) that is used to 'sound' the depth of a sailing vessel. This has the effect of preventing the vessel from running aground. If the vessel is moving at more than a knot though the sounding weight is useless. – Cost 1 bp – Weight 2 lbs.

**Net** – A large fishing net, weighted at the edges and with a drawstring for snare closure, useful for catching aquatic life. Usually about three times as effective as a fishing pole. Adds +50 to user's foraging skill when used to catch fish. – Cost 6 bp –Weight 4 to 8 lbs.

**Fishing Pole** – A variable length pole with a length of string attached with a hook tied to the line. Adds +20 to user's foraging skill when used to catch fish. –Cost 3 bp –Weight .25 to 5 lbs.

**Lodestone** – Commonly used as a compass when floated on a cork in a bowl of liquid. Adds +75 to maneuver rolls involving direction sense. – Cost 1 sp – Weight .25 lbs. ●

Joseph B. Daugherty & Daniel A. Whiteside

# OPTIONAL LAWS

## Orientation Based Initiative System

**Orientation Roll (In, Ranks in Perception) (SP)** – When required, a combatant must make an Orientation Roll to determine his degree of self–awareness. The GM must determine the difficulty of the orientation. The combatant then makes the orientation roll in the same manner as a static maneuver. Failure means disorientation and no further action that round and a modification to the combatants Initiative value based on that failure the following round. Success means that the combatant is under control and aware of his surroundings and situation and may proceed normally.

**Example 1:** *Frek leaps from behind a bush in an effort to surprise his victim. Frek cannot see his prey; only hear him. The GM decides that he must make an orientation roll to take in the surroundings and the posture of his intended target. The GM decides to give Frek a bonus of +20 because he has practiced this attack here previously. Frek rolls a 45, resulting in a total of 130 (45 (roll) + 5 (Intuition mod) + 60 (perception rank bonus) +20 (GM bonus)). He is fully aware of the situation and initiates the attack smoothly.*

**Example 2:** *Frek finds himself in the unfortunate position of bathing in a Fireball for the first time in his career. The sudden blinding light, the searing of his nostrils, and the force of the blast disorient him. He must make an orientation roll. He rolls a 10, resulting in a total of 75. He loses any further action this round and his Initiative will be modified by –25 (100–75) next round.*

**Note:** *Experience with a given attack (i.e., Fireball) entitles a character to a bonus to his orientation roll, and in some cases, could negate the need for an orientation roll altogether (i.e., attack was expected, same foe, etc.).*

### INITIATIVE VALUE

The Base Initiative Value (IV) is equal to the character's Quickness stat modifier and his level. The IV is further adjusted by any additional statistic(s) that may be involved in the maneuver. In the case of a developed skill (such as a weapon skill), the skill's stat modification is used.

**Example 1:** *Isendul decides to attack with his sword this round. His Initiative Value is 35 (10 (quickness mod) + 20 (stat mod for skill with sword) + 5 (level)).*

**Example 2:** *Corun is casting a Firebolt at a charging Troll. His Initiative Value is 25 (5 (quickness mod) + 15 (Empathy mod) + 5 (level))*

There are some instances when two combatants begin combat at a distance and one must close the distance between the two in order to attack. In these cases, the difference between the characters' Initiative values is then used as a general purpose percentage value to determine the distance that the closing combatant can travel before the other opponent can attack.

**Example 1:** *Frek successfully leapt from behind the bushes and knocked the Rich Man cold. However, the Rich Wife, 20' away, is a very famous magician and begins an incantation of vengeance.*

Frek and Rich Wife compare Initiative values. Frek's is 30, Rich Wife's is 25. Frek has no ranged attacks, so he must close on Rich Wife to attack (hopefully before she can release her spell). Subtracting Rich Wife's Initiative value from Frek's yields 5. Frek has 5% of his movement available before Rich Wife crisps him.

Frek has a movement rate of 40' per round. 5% of 40' is 2'. Frek can choose any pace modifier he wishes because he is not wearing any encumbering armor and the terrain is flat and dry. Frek chooses to make a dash at Rich Wife (which is a X5 pace modifier but also a Hard maneuver). This increases the distance he can move to 10' (5x2). However, Rich Wife is 20' away and Frek is unable to get to her before he is fried.

**Note:** *The GM should not tell the characters their opponents' Initiative values; they wouldn't know anyway. The GM would tell the player of Frek that just as he thought he was about to get her before she could release the spell, he felt the hot–crisping flame sear his face. Using this method adds an element of risk and uncertainty.*

This system is fully compatible with the spell class system (*Spell Law*, Sec. 6.2). A spell–caster using a Class I or Instantaneous spell would determine Initiative at the beginning of each round just as non–spellcasters. Spellcasters beginning Class II or III spells do not determine Initiative during their rounds of preparation; only on the round of casting.

**Note:** *This system generally ignores the percentage of action indicated in **Arms Law** and **Spell Law**. However, it does utilize the modifications for attempting to compress a normally lengthy process into fewer rounds.*

**Example 1:** *A spellcaster could decide to squeeze a Class II or III spell into one round in order to gain an early Initiative value. The modification for this is found on page 32 of **Spell Law** and would apply directly to the Initiative value as well as modify his attack roll.*

**Example 2:** *An archer could decide to load and fire a longbow in one round in order to gain a chance for Initiative each round. The modification for this is found on Page 16 of **Arms Law** and would apply directly to the Initiative value as well as modify his attack roll.*

**Example 3:** *Modifications due to accrued concussion hits, critical modifications resulting from bleeding, limb/organ damage, etc. also apply directly to the Initiative value.*

## REVISED COMBAT SEQUENCE

**I.** Before combat begins, the GM must resolve any situation(s) of surprise. This is resolved with Orientation Rolls.

**II.** Combatants initiate action in order of their Initiative Values (IVs). Combatants with equivalent IVs begin their actions simultaneously.

**III.** Combat (swordplay, hand–to–hand, missile), in which combatants attempt no unusual maneuvers other than attack rolls, requires no Orientation Roll.

**IV.** Orientation Rolls are made immediately after any event that the GM deems as sufficiently disorienting. These are made by each character at the end of the maneuver or event in question.

Spell–casting & unusual creatures will produce the majority of events that will require orientation rolls. The following list categorizes some possible situations.

> **Note:** *A target can even be the spellcaster when he "attacks" himself with a spell.*

• Targets of violent area effect spells
   (Elemental Balls, S*udden Dark/Light*, etc.)
• Targets of violent bolt spells
• Targets of Control Spells
   (Mind Control, *Calm, Possession, Sleep*, etc.)
• Targets of Displacement spells
   (*Teleport, Long Door*, Dimensional Gates/Portals, etc.)
• Targets of Transformation spells
   (*Shapechange*, etc.)
• Weapon or Spell Fumbles
• Complicated/Risky Moving Maneuvers
   (Ambush, Acrobatics, Stalk/Hide, etc.) ●

Lem Richards
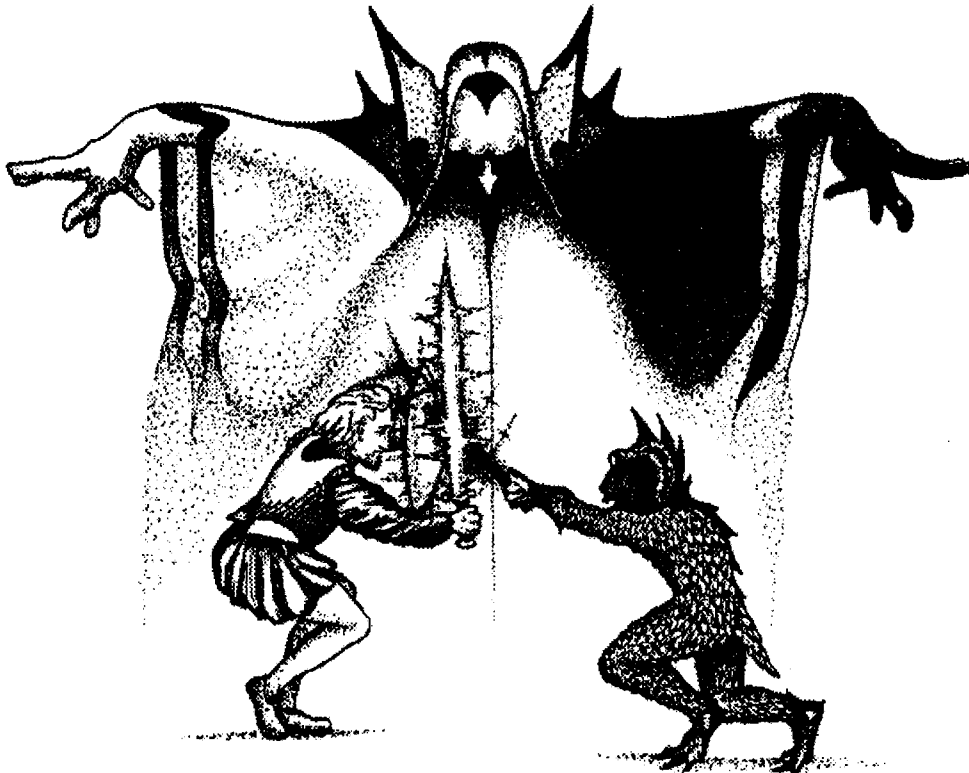
# Resolving Skill Vs. Skill Situations

A successful skill roll, and the accorded completion of the given skill, does not mean that the skill's *result* will be successful. The skill may be countered with another skill, and someone has to come out ahead. The abilities and rolls of the wielders should be reflected in the skill vs. skill confrontation. Also, if the skill is successful, but very well done (i.e., a Static Maneuver roll of 112, an opposing skill roll (the countering roll), should reflect that).

On this chart, both the *SM* difficulty ranks (routine through insane) and the standard MM modifiers (+30 to –100) will be used. The "average" accomplishment of a skill corresponds with the minimum chance for "success" as used in the *RMCII* "Extension to the Alternate Static Action Table" (the '111' result). Regarding moving maneuvers, use both the MM chart to resolve percentage of action completed, and the skill chart to determine how the success, or lack thereof, affects the use of an opposing skill.

The attacker/defender positions *must* be defined, with the defender applying an additional –20 to his/her roll. This mod serves two purposes: to better represent a defensive stance, and to avoid the "my roll was just as good as his roll" complaint by an attacker when his 124 "hide" was discovered by someone's 124 "perception". As the defender has to overcome a built–in negative modifier, the tie goes to the defender. A given situation, however, may have its own additional modifiers.

Note: *This is to be used with appropriate* **SM** *and* **MM** *and* **SP** *skills only—not to be used with OB or DB skills.*

The roll, plus skill bonus, is applied to the chart below. Cross–reference the roll and apply the resulting modifier to the defender's roll.

This chart can be used in two ways. One is the skill vs. skill challenge:

**Option 1:** Acting vs. Lie Perception (apparently no one is to be trusted, as the players in some campaigns use Lie Perception on everyone they meet).

Acting is the Defender: roll (56) + skill (49) = 105. Lie Perception is the Attacker: roll (14) + skill (94) = 108.

The 108 Lie Perception gives the defender a +10 bonus to his roll (due to a mediocre result), but the –20 defender mod changes that to a –10, making the defender's total roll a 95, which is not greater than 111, and consequently fails in this situation. The guy could be lying. Even though the defender's skill roll failed (didn't completely succeed), he fooled the attacker, who also failed. There is no "my result was higher than his result" if neither party breaks 111. Remember that the skill penalty is only decided by the attacker and applied to the
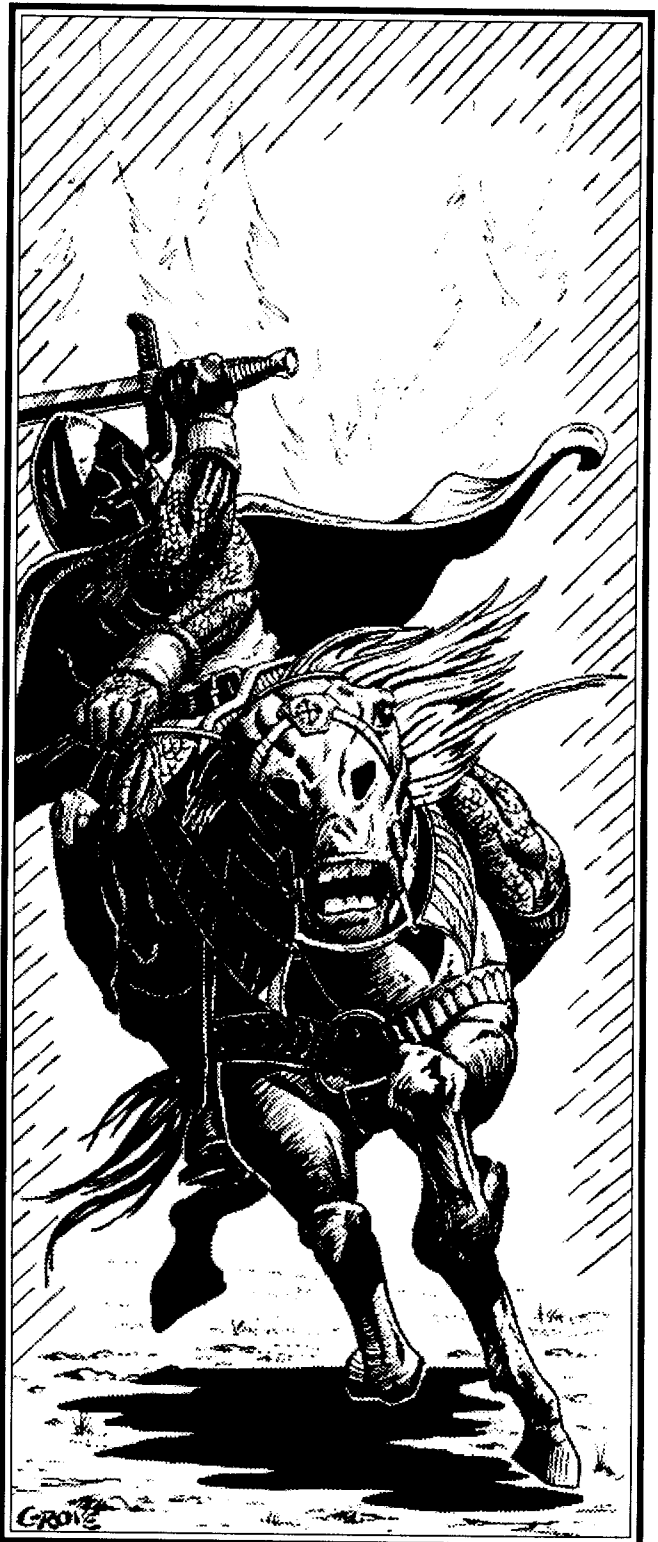
| | ROUTINE | EASY | LIGHT | MEDIUM | HARD | VERY HARD | EXTR. HARD | SHEER FOLLY | ABSURD | INSANE |
|---|---|---|---|---|---|---|---|---|---|---|
| **Skill Roll:** | <–74 | 75–99 | 100–110 | 111–125 | 126–140 | 141–155 | 156–170 | 171–200 | 201–275 | 276+ |
| **Bonus:** | +30 | +20 | +10 | +0 | –10 | –20 | –30 | –50 | –70 | –100 |

defender. If the PC states that they are going to try and lie, then the Acting would be the Attacker and Lie Perception would be the Defender. It all depends on the situation as defined by the characters and the GM.

A variation of skill #1 vs. skill #2 is to use the same skill to attack as well as defend. This is for skills the GM feels impart a familiarity. The duper knows when someone is trying to dupe him—they're using the same tricks he does. The actor (read: liar) can also pick out acting techniques.

**Option 2:** Some skills have no natural counterpart (unless the ever looking–for–the–edge PC has persuaded the GM to let him devise one—which is recommended), and do not work well in reverse. An example of this type is interrogation. An ability to execute the skill does not mean you can tolerate it. In cases like these, the chart can be used in a skill vs. level/level manner:

**Example:** *7th level duper vs. 10th level non-skilled Duper. 7th level is the Attacker: roll (78) + skill (73) = 151. Non–duper (10th level) is Defending. He has to apply a –20 (because he is the defender), and a –10 (due to his absolute unfamiliarity with this skill), to his Resistance Roll. Also, due to the attacker's good total, another –20, from the chart is applied. Total = –50.*

The defender in a this match–up would normally need to beat a 41 (10th level resisting a 7th level attack) to resist the attack, but due to the modifiers and a good attack total, he now has to beat 91 (open ended roll, of course) to resist.

Even high level characters can be beaten if they have no skill in an area. The level/level challenge is supposed to be very difficult to beat, because it allows even a character with a +10 skill a better chance of winning in skill/skill than he would have in level/level. Level/level should be used as a last resort. Most skills in *RM* (and some that aren't) allow for normal skill/skill combat. ◖

Randall G. Kuipers

# The Complete Warrior

## AN INTRODUCTION TO BACKGROUND PACKAGES

Background Packages are pre–developed templates for character generation, to be used as an aid to introducing players to the *Rolemaster* system. The *RM* character, combat, and magic systems are sometimes not suited for the new player, especially when introducing a novice into a gaming group already proficient in them. Beginners may feel lost, and sometimes give up long before they have a chance to really enjoy roleplaying in *RM*.

One way to assist new players, whether they are experienced role–players who have formerly played in a less–complex system, "accountant"–style gamers with very little roleplaying ability, or those who've never experienced roleplaying in any form, is to not overwhelm them with information from the start. Allowing them to gradually assimilate the game mechanics is preferable than dumping three basic rule books, seven optional rule books, and two *Creatures and Treasures* books into their laps, and expecting them to enjoy the game.

Background packages are a partial solution to the problem. These are basic character frameworks created by the GM to easily equip a new player's character with basic skills, a character history, and an understanding of the nuances of the game world. They may be simple skeletons or quite detailed, depending on the ability and needs of the player.

## CREATING BACKGROUND PACKAGES

Most novices will be far more comfortable starting with a profession from the realm of Arms. This allows them to bypass entirely the confusion of having to learn *Spell Law* mechanics, over a dozen magically–related and complex skills, many optional rules, and, of course, having to examine several thousand spells.

The realm of Arms may be broken down into four distinct groups: variants of the Fighter, variants of the Rogue, variants of the Warrior Monk, and variants of the "layman" (the professions built around one or two skills, i.e., the Farmer, Craftsman, etc.). This assists in determining what profession the player would like to have his character be. The player can then be shown the professions from the pertinent grouping, and be assisted in a choice.

The next step is to determine the player's roleplaying ability. This usually makes itself known when asked a few simple questions about background. Experienced role–players quickly begin to fill in the blanks, and start to develop a character persona immediately. A novice quickly becomes confused, or might not understand the necessity of a good character background. There will, of course, be those who fall between the two extremes.

It falls to the GM to decide upon how much latitude to give an experienced player in designing a background. If left to themselves, a player may create a background that conflicts with the campaign world. The GM should always work with his players before the game actually starts, to avoid confusion and strife during actual game sessions, and to avoid hard feelings.

A Background Package should always cover the basic skills of the profession. These are basic weapon skills, and any skill the designers of the profession have assigned a very low DP cost to. Skills may be added from there to round out the character to fit the player's ideal.

When designing a package, it should be kept in mind that novices will often be less effective than their peers if starting at the same level. Therefore, Background Packages are designed to be of a slightly higher level than the level they claim to be. Thus, a first–level package should actually be the equivalent of a second or third–level character. This is to allow the novice to "keep up with" the players that can effectively use their skills creatively to achieve a greater performance yield. A development freeze on the character effectively allows the player time to get to know the game mechanics and learn what his skills can do, without having to worry about level advancement. At the same time, the other players will "catch up" to the character, until all players are advancing at about the same rate.

Packages should always contain the profession's basic skills; combat skills for the fighter–variants, subterfuge skills for the rogues, etc.

If the character is part of a guild or a society, the player should be provided with current and historical information about the group, so as to avoid confusion. The player should understand how he and his group fit into the campaign world.

The character should be created with enough language ranks to avoid being constantly left out of conversations, yet not so many that he is totally involved in all. This provides a fair middle ground, and provides for some challenge.

A package should not be created to be too powerful; when the player moves on to a character of his own creation, he is likely to find that his new character won't be as powerful as his old one. This also spares hard feelings on the part of the other players, who might feel as if the new player is favored by the GM.

Allowing characters to over–develop academic skills that provide information about their characters and how they fit into the campaign world (Racial History, Philosophical/Religious Doctrine, etc.) is never a bad thing. This can assist the players in feeling free to question the GM about how they should react in various situations.

Always inform the gaming group that a new player is using a package (but not the details), and that he may have OBs and skill bonuses slightly higher than theirs. This will avoid them having a rude awakening in the middle of play. Asking them to help with of explanations, to make them a part of the novice's learning process, may also help smooth out a difficult situation.

# CUSTOM BACKGROUND PACKAGE BLUEPRINT

When constructing a Background Package, a GM should follow these guidelines to keep game balance. Both Background Options and character levels can be spent to buy skills and statistic bonuses.

First take a fantasy milieu to be created. That is, a historical or fantasy background setting. (e.g., a Knight of the Round Table or a royal guard from a fictional kingdom.) Then decide what skills and statistic bonuses these give a character.
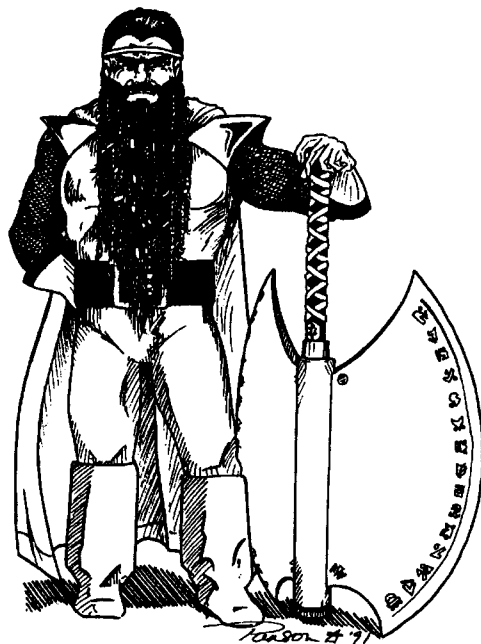
## BACKGROUND OPTIONS

Each option spent buys one of the following:

• 5 Ranks of one skill (including primary skills).

• +20 Statistic bonus.

• 10 Skill ranks divided among four skills.

• Character Levels (Includes adolescence):

• 35 Skill ranks divided among fifteen skills.

• +75 Statistic bonuses divided among five statistics.

• 15 Skill ranks in three skills.

• +50 Statistic bonuses divided among three statistics and 15 skill ranks divided among five skills.

**Option 1:** When spending character levels, allow each pick only once.

**Option 2:** Allow the player to set up the framework of the Background Package (GM's discretion). ●

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## MERCENARY GROUPS

| Freelance: | Cost: 2 Options |
|---|---|
| **Skills:** | **Ranks:** |
| Gambling | 2 |
| Seduction | 1 |
| Primary Weapon | 3 |
| Secondary weapon | 2 |
| Drug Tolerance, Alcohol | 3 |
| Brawling | 4 |
| Body Development | 2 |

**Equipment:**
The clothes on their backs.

| Free Company: | Cost: 2 Options |
|---|---|
| **Skills:** | **Ranks:** |
| Gambling | 2 |
| Primary Weapon | 3 |
| Secondary Weapon | 2 |
| Maneuver in Rigid Leather | 5 |
| Brawling | 1 |
| Drug Tolerance, Alcohol | 2 |
| Body Development | 2 |

**Equipment:**
Primary weapon, no bonuses.

| Mercenary Army: | Cost: 3 Options |
|---|---|
| **Skills:** | **Ranks:** |
| Primary Weapon | 3 |
| Secondary Weapon | 3 |
| Maneuver RL or Chain | 10 |
| Heraldry | 2 |
| Gambling | 3 |
| Tactics | 2 |
| Drug Tolerance, Alcohol | 2 |
| Body Development | 3 |

**Equipment:**
Primary and secondary weapons, armor and shield. Quality of equipment is –5.

| Military Organizations | Cost: * |
|---|---|
| **Skills:** | **Ranks:** |
| Weapon Category #1 | 3 Ranks |
| Weapon Category #2 | 2 Ranks |
| Maneuver in Leather | 10 Ranks |
| Gambling | 2 Ranks |
| Tactics | 3 Ranks |
| Heraldry | 2 Ranks |
| Drug Tolerance, Alcohol | 3 Ranks |
| Body Development | 3 Ranks |

* Not normally available to starting characters.

**Background Options cost:**

| | |
|---|---|
| Skills | 3 Background Options |
| Skills and equipment | 4 Background Options |

# MILITARY AND MERCENARY SPOILS CHART

This background table is only used by characters who started either as a mercenary or in a military organization. Each roll costs 1 Background Option.

**Option 1:** For every 2 Background Options spent, a free roll is made.
**Option 2:** Allow one free roll.
**Option 3:** Allow both Options 1 and 2.

**Roll: Spoils Gained:**
01–10 — 50 gold coins from a raid.
11–15 — 75 gold from a town.
16–20 — A superior weapon (+10 non–magical).
21–25 — Jewelry, valued at 100 gold.
26–30 — Superior armor (+10 non–magical).
31–35 — A spouse from a ransacked town, plus a 100 gold dowry.
36–40 — A faithful first level fighter as a follower.
41–45 — A marble statue, valued at 125 gold.
46–50 — A magic weapon (+5).
51–55 — Magic armor (+5).
56–60 — Gems, valued at 200 gold.
61–65 — Livestock worth 50 gold. Includes 10 animals.
  66 — Weapon and full suit of mithril armor (+20).
67–70 — Alchemist's supplies valued at 75 gold.
71–74 — Regal clothes worth 25 gold.
75–78 — A nobleman hostage, can be ransomed. GM determines worth.
79–82 — Rare spices worth 250 gold.
83–85 — A bag of silverware valued at 50 gold.
86–89 — Magic weapon (+10).
90–92 — Magic armor (+10).
93–95 — A trained animal as a pet.
96–97 — Original art work valued at 500 gold.
98–99 — A noble family's standard and shield (+15).
  100 — A king's crown, worth 1000 gold, or ransomed at GM's determined value.

# DISCHARGE MILITIA AND MERCENARY WOUNDS CHART

This table shows the blood and guts aspect of military life. Spending time in either a militia or mercenary lifestyle tends to leave a scar or two. Roll once for every 2 options spent on military backgrounds.

**Option:** The amount of rolls increases one for one for each Background Option spent on military or mercenary Background Packages.

**Roll: Spoils Gained:**
01 — Character loses limb (01–49 leg, 50–100 arm) -20 to temp. and pot. Ag., Co and Qu.
02 — Character loses half of limb, –10 as above.
03 — Character loses hand, –05 as above.
04 — Character is maimed, has limp, –10 as above to Agility, –30 Quickness.
05 — Character is maimed, has limp, –05 Ag., –15 Qu.
06 — Character has war wound, –20 to temporary Strength, Quickness, Agility and Constitution.
07 — War wound, –10 as above.
08 — Battle Fear, –40 to temporary SD.
09 — Shell Shock, –20 to temporary SD.
10 — Nasty visible scar, –50 Appearance.
11–15 — Visible scars, –20 Ap., +5 temporary Pr.
16–20 — Insulting tattoo, –20 Appearance.
21–25 — Run–in with Orcs. Reduce hits by 15.
26–80 — Nothing of any consequence.
81–90 — Alcoholic, must drink at least once every 2 hours. Failure means –30 to all actions. Once drinking, RR vs. SD to stop.
91 — Lost a finger, –05 temporary and pot. Agility.
92 — Broken nose, –10 to all olfactory perceptions.
93 — Dislocated knee cap, –10 to all maneuvers.
94 — Diseased, lower all temp. physical stats by 20.
95 — Poisoned, roll random Class I Reduction Poison.
96 — Weak Back, encumbrance reduced by half.
97 — Lose an eye, –30 to all sight perceptions.
98 — Bum leg, all maneuvers at –50.
99 — Arrowhead lodged in stomach, any movement at 5X has 50% chance to induce coughing up blood.
100 — Mentally unstable. GM decides on phobia or mental condition. Mental stats reduced by 5.

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# Strategic Targeting: Damage By Location

A character can strike many different areas of a body. The rules on how each of these areas take damage are unclear. This article introduces an optional method for resolving this.

First, the humanoid body is broken into twenty suggested body locations. Then each area is given a structural rating (SR). This rating is the amount of damage the body area can take before becoming inactive. SR does not replace concussion hits. All hits are handled normally.

**Example:** *A character hit in his upper arm would take structural damage to his upper arm. The concussion hits delivered by the blow are resolved normally.*

The amount of structural damage delivered is listed on the Strategic Targeting critical table. When a strike results in a critical, a Strategic Targeting critical of equal severity is also rolled. The damage listed is that given to the body area.

The SR of each area is: (Co/10) x BAM (Base Area Mod).

| | BODY AREA | BAM |
|---|---|---|
| 1 | Head | 4 |
| 2 | Neck | 1 |
| 3 | Torso | 15 |
| 4 | Abdomen | 12 |
| 5,6 | Upper right and left arms | 6 Each |
| 7,8 | Elbow, right and left | 2 Each |
| 9,10 | Lower right and left arms | 4 Each |
| 11,12 | Hand, wrist, right and left | 2 Each |
| 13,14 | Upper right and left leg | 8 Each |
| 15,16 | Knee, right and left | 2 Each |
| 17,18 | Lower right and left leg | 5 Each |
| 19,20 | Foot , ankle, right and left | 2 Each |

**Option 1:** A 21st body location is used: the groin. Reduce the BAM of the abdomen to 11 and make the groin 1.

**Option 2:** If this system is too vicious, double the BAM for each body area.

## STRATEGIC TARGETING

Strategic Targeting is the art of placing a strike to a specific location on an opponent's body. This results in the concentration of damage into a more vulnerable or vital area, and increases the effectiveness of an attack. Thus, a well placed strike can defeat a powerful creature or neutralize a skilled swordsman.

However, Strategic Targeting is a difficult proposition at best, and even the most skilled warrior will strike at limbs sparingly. The skill carries a –20 basic modifier that is not removed by skill ranks. Each of the twenty suggested locations has a special defensive modifier in relation to this skill.

| BODY AREA MODIFIERS BY RACE | | | | | | |
|---|---|---|---|---|---|---|
| AREA | HUMAN | ELF | DWARF | HALFLING | ORC | TROLL |
| Head | –75 | –75 | –70 | –70 | –65 | –50 |
| Neck | –100 | –90 | –150 | –120 | –90 | –75 |
| Torso | –20 | –20 | –20 | –30 | –20 | –15 |
| Abdomen | –30 | –20 | –40 | –40 | –20 | –15 |
| Upper Arm | –40 | –50 | –35 | –45 | –45 | –30 |
| Elbow | –120 | –150 | –110 | –130 | –125 | –100 |
| Lower Arm | –60 | –70 | –50 | –65 | –65 | –45 |
| Hand | –120 | –150 | –110 | –130 | –125 | –100 |
| Upper Leg | –30 | –35 | –35 | –40 | –35 | –20 |
| Knee | –90 | –110 | –95 | –100 | –95 | –75 |
| Lower Leg | –40 | –50 | –45 | –50 | –40 | –25 |
| Foot | –80 | –100 | –80 | –90 | –85 | –65 |
| Groin | –100 | –110 | –120 | –125 | –90 | –75 |

**Note:** *All DBs for specific body areas are added to the above penalties. (e.g., a human wearing a gorget gains +20 DB to his neck. The modifier to Strategic Strike his neck is –120.)*

The Strategic Targeting skill bonus is only used to offset the modifier of the area attacked. Thus, there will always be the –20 modifier for the strike.

A successful strike carries several benefits. The strike attacks the specific area (see Damage by Location, above).

Strategic Targeting is only usable in single combat. In the midst of several foes, a character using Strategic Targeting can only engage one of these opponents. The foe uses his normal DB, unless ambushed or otherwise caught off guard. Strategic Targeting is not compatible with Tumbling Attack, Reverse Stroke, or Frenzy.

Strategic Targeting does not work with Adrenal Moves or any other concentration skill. When using Two–Weapon Combo, *only* one weapon may attack, the other may parry.

| NONHUMAN AREA MODIFIERS | |
|---|---|
| BODY AREA | MODIFIER |
| Pseudopods | –150 |
| Eye Stalks | –90 |
| Quadrupedal Legs | –80 |
| Fins | –60 |
| Tentacles | –50 |
| Wings | –80 |
| Antennae | –110 |
| Snout | –90 |
| Ear | –100 |
| Tail | –70 |

**Note:** *Due to size differences in creatures' bodies, these modifiers are only bases amounts, subject to change to match individual creatures. (e.g., a bat and a dragon both have webbed wings. The chart above shows a –80 modifier for wings. Since bats and dragons are so vastly different in size, this base must be altered for both, say –150 for the bat and –40 for the dragon.)*

**Option 1:** An individual trained in Strategic Targeting may apply some or all of their skill bonus toward defense against a called shot. However, if Strategic Targeting is not used against a character, this does not benefit him in any way.

# RANDOM BODY HIT LOCATION CHART

This optional chart randomly determines the part of a body struck in combat. Before the target is hit, roll for the location of the strike and determine its DB. If the strike is successful, resolve hits normally and roll any criticals on the Strategic Targeting critical table with all structural damage going to the body area hit.

| ROLL | HUMANOID | CREATURE |
|---|---|---|
| 01–02 | Head | Head |
| 03–06 | Neck | Head |
| 07–11 | Torso | Torso |
| 12–16 | Abdomen | Abdomen |
| 17–19 | R. hand | Front R. appendage |
| 20–22 | L. hand | Front L. appendage |
| 23–29 | Upper R. leg | Front R. upper leg(1*) |
| 30–36 | Upper L. leg | Front L. upper leg(2*) |
| 37–38 | R. knee | Rear R. appendage |
| 39–40 | L. knee | Rear L. appendage |
| 41–45 | Torso | Torso |
| 46–49 | Abdomen | Tail |
| 50–51 | R. elbow | Rear R. lower leg(3*) |
| 52–53 | L. elbow | Rear L. lower leg(4*) |
| 54–58 | R. upper arm | Front R. upper leg(5*) |
| 59–63 | L. upper arm | Front L. upper leg(6*) |
| 64–65 | R. foot | Rear R. knee |
| 66–67 | L. foot | Rear L. knee |
| 68–74 | Torso | Torso |
| 75–78 | Abdomen (Groin) | Neck |
| 79–82 | Lower R. arm | Rear R. upper leg(7*) |
| 83–86 | Lower L. arm | Rear L. upper leg(8*) |
| 87–92 | Torso | Torso |
| 93–95 | Lower R. leg | Front R. knee |
| 96–98 | Lower L. leg | Front L. knee |
| 99–100 | Head | Beak/Snout |

*Numbers next to body areas are for creatures with tentacles. Each number indicates which one is hit.

# STRATEGIC TARGETING CRITICAL STRIKE TABLE

| | A | B | C | D | E |
|---|---|---|---|---|---|
| 01-05 | Nil. | Zip | 1 SP | 2 SPs | 2 SPs |
| 06-10 | Sorry. | 1 SP | 2 SPs | 4 SPs | 5 SPs |
| 11-15 | 1 SP | 2 SPs | 4 SPs | 6 SPs | 7 SPs |
| 16-20 | 2 SPs | 4 SPs | 6 SPs | 8 SPs | 10 SPs |
| 21-35 | 5 SPs | 7 SPs | 9 SPs | 12 SPs | 15 SPs |
| 36-45 | 8 SPs | 10 SPs | 12 SPs | 16 SPs | 20 SPs |
| 46-50 | 11 SPs | 13 SPs | 15 SPs | 20 SPs | 25 SPs |
| 51-55 | 4 SPs | 16 SPs | 18 SPs | 24 SPs | 30 SPs |
| 56-60 | 18 SPs | 21 SPs | 21 SPs, stunned 1 Rd. | 30 SPs, stunned 1 rd. | 40 SPs stunned 2 rds. |
| 61-65 | 21 SPs | 18 SPs, stunned 1 rd. | 24 SPs, stunned 1 rd. | 34 SPs, stunned 2 rds. | 47 SPs, stunned 2 rds. |
| 66 | 40 SPs, stunned 4 rds. Bleeding 2 hits/rd. | 55 SPs, stunned 5 rds. Bleeding 3 hits/rd. | 65 SPs, stunned 6 rds. Bleeding 4 hits/rd. | 80 SPs, stunned 8 rds. Bleeding 6 hits/rd. | 95 SPs, stunned 9 rds. Bleeding 9 hits/rd |
| 67-70 | 17 SPs, stunned 1 rd. | 23 SPs, stunned 1 rd. | 31 SPs, stunned 2 rds. | 42 SPs, stunned 2 rds. | 55 SPs, stunned 3 rds. |
| 71-75 | 22 SPs, stunned 1 rd. | 29 SPs, stunned 1 rd. | 30 SPs, stunned 2 rds. | 36 SPs, stunned 3 rds. | 50 SPs, stunned 4 rds. |
| 76-80 | 25 SPs, stunned 2 rds. | 35 SPs, stunned 2 rds. | 35 SPs, stunned 3 rds. | 42 SPs, stunned 3 rds. | 55 SPs, stunned 4 rds. Bleeding 1 hit/rd |
| 81-85 | 29 SPs, stunned 2 rds. | 40 SPs, stunned 2 rds. | 40 SPs, stunned 3 rds. | 45 SPs, stunned 3 rds. Bleeding 1 hit/rd. | 60 SPs, stunned 5 rds. Bleeding 2 hits/rd |
| 86-90 | 32 SPs, stunned 2 rds. | 45 SPs, stunned 3 rds. | 50 SPs, stunned 4 rds. Bleeding 1 hit/rd. | 55 SPs, stunned 4 rds. Bleeding 2 hits/rd. | 70 SPs, stunned 6 rds. Bleeding 4 hits/rd |
| 91-95 | 35 SPs, stunned 3 rds. | 49 SPs, stunned 3 rds. Bleeding 1 hit/rd. | 56 SPs, stunned 4 rds. Bleeding 2 hits/rd. | 62 SPs, stunned 6 rds. Bleeding 3 hits/rd. | 80 SPs, stunned 7 rds. Bleeding 6 hits/rd |
| 96-99 | 38 SPs, stunned 3 rds. Bleeding 1 hit/rd. | 53 SPs, stunned 4 rds. Bleeding 2 hits/rd. | 61 SPs, stunned 5 rds. Bleeding 3 hits/rd. | 73 SPs, stunned 7 rds. Bleeding 4 hits/rd. | 89 SPs, stunned 8 rds. Bleeding 7 hits/rd |
| 100 | 48 SPs, stunned 4 rds. Bleeding 2 hits/rd. | 60 SPs, stunned 6 rds. Bleeding 3 hits/rd. | 70 SPs, stunned 7 rds. Bleeding 5 hits/rd. | 85 SPs, stunned 9 rds. Bleeding 6 hits/rd. | 105 SPs, Bleeding 10 hits/rd. Unconscious. |

## ARMOR PICK AND CHOOSE

It is possible to mix and match parts of different armors. The protective value of the new armor scheme does not affect the AT of the wearer, rather their DB.

## HOW ARMOR PICK AND CHOOSE (APAC) WORKS:

First, find the armor that covers most of the body, or is complete. This is the base AT. The rest of the armor determines additional DB.



**Example 1:** *A chain shirt with greaves, even if they are leather, is AT/14.*

**Example 2:** *A suit of half hide armor with a metal breast plate is base AT/11.*

There are five stages of armor: plate, chain, rigid leather, soft leather and no armor; plate being the most protective and no armor the least. If the additional armor is superior to the base armor, there is a bonus to the DB. If the additional armor is inferior to the base AT, there is a penalty.

The modifications to DB are cumulative with each stage shifted by the additional armor. (Plate <Chain <Rigid Leather <Soft Leather <No Armor)

**Example 1:** *Wearing a leather breast plate with plate greaves is a 2 stage shift upward. (Rigid L. >(1) Chain >(2) Plate).*

**Example 2:** *Wearing full plate with no gauntlets is a 4 stage shift down. (Plate>(–1) Chain>(–2) Rigid L.>(–3) Soft L.>(–4) No Armor.)* ●

| ARMOR DB MODIFICATION | | |
|---|---|---|
| | **Body Area** | **Full Body** |
| Arm greaves | +15 | +03 (Per set) |
| Leg greaves | +10 | +02 (Per set) |
| Torso cover | +25 | +10 |
| Neck cover | +05 | +01 |
| Gauntlets | +10 | +02 (Per set) |
| Boots | +10 | +01 (Per set) |
| Helm | +15 | +03 |

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# Primal Essence Flows

## THE NATURE OF PRIMAL ESSENCE FLOWS

Although the nature of Earthnodes is clearly understood, the fact that Earthnodes (both greater and lesser) are all interconnected is not so well known. Assume each world has six Greater Earthnodes, one on each pole and the other four equi–spaced along the equator. Magnetic, geographic or other earthly factors have no effect on Earthnodes. In fact, they are just as likely to be located in the center of an ocean as on top of a mountain.

Energy shoots out from these greater Earthnodes in the form of *Primal Essence Flows*. Each flow is created by excess magical energy generated by the Earthnode. The buildup overwhelms the Earthnode's natural tendency to hold its form. In actuality, the emission is a minute Earthnode, which tends to keep its integrity just as the greater Earthnode does. Therefore there is a definite diameter to the emission. From the point of departure, the greater Earthnode will continually spew forth energy and create a steady flow of micro–Earthnodes, resembling a line.

These flows radiate around the planet and connect with the nearest greater Earthnode in their direction of travel. Most flows will arc outward from their origin and swing back toward their target Earthnode. Those flows that go directly toward another Earthnode are special, and are known as *Greater Primal Essence Flows*.

Greater PEFs have the most power and flow of any of the energy–carrying flows. The source Earthnode acts as a cannon, and the flow as a projectile. The target Earthnode behaves like a magnet and pulls the flow in. Even though it is a magnet for flows moving towards it, it does not attract the flows it emits.

Since most flows will intersect others before reaching their target, a grid of flows is created. At each of these convergences, all of which remain fixed in location, a Lesser Earthnode is created. Each is formed by two or more criss–crossing PEFs.

Therefore the relative power of each lesser Earthnode is variable, being dependent both on the number of flows entering it and their strengths.

Primal Essence Flows are of the same disposition as Earthnodes. Standing within a PEF will fuel a character as if he were within the area of a Earthnode. The benefits gained are lesser in degree and scope, around one tenth that of a Lesser Earthnode. (Greater Primal Essence Flows give one tenth the benefits of a Greater Earthnode).

Primal Essence Flows have motion. Within the flow's diameter, the magical energy swirls around the focal point (center) of the flow (treated as cylindrical in shape). Therefore, two types of motion occur: the movement of the flow between the Earthnodes, and rotational motion around the axis of the flow.

# THE EFFECTS OF MAGIC ON PRIMAL ESSENCE FLOWS

When the area of effect of a spell or other magical influence interferes with a flow, there is usually some alteration to one or the other. To handle this situation, simply pit the level of the magical effect against the level of the PEF using the RR table. The spell is the attacker and the flow the defender. The level of a PEF is simply its diameter measured in feet. When dealing with a Greater PEF, the level is twice its diameter.

**Example 1:** *A ten foot wide Greater PEF is treated as twentieth level.*

**Example 2:** *A PEF with a radius of five feet (thus a ten foot diameter) is treated as tenth level.*

**Note:** *There is no BAR or other spell roll, just level versus level.*

If the PEF resists the spell or magical effect, the spell is canceled, as if it had failed (there is no ESF roll). The PEF has 'eaten' the spell, taking it within itself.

If the spell or magical effect overcomes the PEF by 01–15, the spell works, but at half power (i.e., radius, damage, etc.). The magic is partially absorbed by the Primal Essence Flow.

If the spell or magical effect overcomes the PEF by 16–75, it works normally. The magic is not effected by the PEF and visa versa.

If the spell or magical effect overcomes the PEF by 76–120, it works and the effect is increased by one half the levels of the PEF (rounded down). Thus if a spell overcomes a ten foot wide PEF's resistance by 95, the spell's effect is increased as if it were cast from five (10/2) levels higher. Part of the PEF has been pulled into the spell or magical effect. For the duration of the spell, the PEF is at half power.

If the spell or magical effect overcomes the PEF by 121 or more, it works and the effect is increased by the level of the PEF. If the above spell overcame the above PEF's resistance by 130, it would be cast as if ten levels higher. The PEF has been fully pulled into the spell or magical effect. For the duration of the spell, the PEF stops there.

**Option 1:** For each round the PEF is partially blocked, there is a 01% cumulative chance of PP burnout. Each round of total blockage, there is a 02% cumulative chance. Double these in the case of Greater PEFs.

**Note:** *In any case, unless the source Greater Earthnode is utterly destroyed, the Primal Essence Flow will continue to persist. Thus when the spell or magic effect that interrupts a PEF ends, the flow resumes its course (even if this period of disruption lasts for eons).*

**Option 2:** As above, but the spell or magical effect makes RRs each round it weakens or totally block a PEF. Failure indicates an ESF roll (this ESF roll is on the attack section).

**Option 3:** As above, but Greater PEFs, having more force behind them, increase their RR value by +5 per round. When the spell is finally overcome (this does not include when a character willingly cancels a spell or stops using an item) the ESF roll is modified by the amount used to increase the flow's RR the last round (this ESF roll is on the attack section).

**Example:** *A character uses a spell that blocks a Greater PEF. He holds it for ten rounds before the flow breaks the spell. The bonus to the flow's RR is +50 (10x 5) and this is added to the character's ESF roll.*

# TRAVELING IN PRIMAL ESSENCE FLOWS

Spellcasters can use Primal Essence Flows as a means of transportation. There are two methods of voyaging within a PEF.

1. Casting a movement spell (e.g., *Teleport*, *Leaving*, *Jump*, etc.) from inside a PEF. The character can enhance the range of his spell in this manner. The increase is +10% per foot radius of the PEF (e.g., a four foot thick PEF improves the range of a *Leaving* spell by 20%, or +20 feet. A ten foot thick flow increases a *Long Door 500'* by 50%, or +250 feet.).

2. Casting a *Magic Sail* spell while levitating, or otherwise in the air, but not under your own power (i.e., on a flying disk, on a flying animal, under the effect of a *Levitate* or *Fly* spell, etc.). In this case, the character is drawn along the path of the PEF for the duration of the spell (either the *Magic Sail* or other spell).

Primal Essence Flows travel relatively fast. Treat the size of the flow as being directly proportional to its velocity. PEFs move at 150' per round per foot of diameter. Thus a fifteen foot wide flow travels at 2,250 feet per round. Greater PEFs travel at twice that speed (i.e., the velocity is 300' per round per foot of diameter).

**Note:** *Although the magic moves at that speed, no wind or other obvious physical effects are generated (i.e., the flows do not effect the physical universe directly).*

**Note:** *If these spells are cast from outside the PEF, treat them as an attack on the flow (above).*

**Note:** *A character must make a skill check each round to maintain control of his motion within a PEF. This only applies to those who actively move within the flow from round to round (not casting a Leaving or like spell). This takes into account the rotational velocity of the flow, which is one complete turn per round per foot radius of the flow.*

| PEF MANEUVERING | |
| --- | --- |
| **Velocity of PEF** | **Maneuver Difficulty** |
| up to 300' per round | Light |
| 301'–600' per round | Medium |
| 601'–900' per round | Hard |
| 901'–1200' per round | Very Hard |
| 1201'–1800' per round | Extremely Hard |
| 1801'–2100' per round | Sheer Folly |
| 2101'–2700' per round | Absurd |
| 2701'–3600' per round | Insane |
| 3601'–4800' per round | Preternatural |
| 4801+ per round | Virtually Impossible |

Characters may decrease the maneuver difficulty by developing any of several appropriate skills, including Flying/Gliding, Surfing, Skiing, and Sailing. A successful skill roll over 100 allows a downward shift of one degree of difficulty. A successful skill roll over 200 allows a downward shift of two degrees, etc.

Failing a skill check prompts an orientation roll modified by the degree of failure of the primary skill check. Thus if a character fails his first skill check by 50, then a −50 is added to the orientation roll. If this second roll yields a result less than zero, the character is hurled from the flow. Success allows a second skill check to regain control. If the second skill check fails, make another orientation roll. Continue this sequence as needed.

**Option 1:** GM may allow characters to make skill rolls less frequently (e.g., every five or ten rounds).

**Option 2:** As above, but the character makes one skill roll per trip within a PEF. ◖

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# PRIMAL ESSENCE FLOWS

## ARCANE

| | Area of Effect | Duration | Range |
|---|---|---|---|
| 1—Detect Primal | | | |
|     Essence Flow | 100'R | C | 10' |
| 2— | | | |
| 3—Detect Primal | | | |
|     Essence Flow II | 100'R | C | 10' |
| 4— | | | |
| 5—Plot Primal | | | |
|     Essence Flow | Special | – | 100' |
| 6—Color Primal | | | |
|     Essence Flow | 25'R | 1 min/lvl | 100' |
| 7— | | | |
| 8—Detect Primal | | | |
|     Essence Flow III | 100'R | C | 10' |
| 9—Plot Primal | | | |
|     Essence Flow II | Special | – | 100' |
| 10—Magic Sail | 10'R | 10 min/Lvl | 10' |
| 11— | | | |
| 12—Color Primal | | | |
|     Essence Flow II | 100'/Lvl R | 10 min/Lvl | 100' |
| 13— | | | |
| 14—Tap Primal | | | |
|     Essence Flow | 10'R | 1 hr/Lvl | self |
| 15— | | | |
| 16— | | | |
| 17—Move Primal | | | |
|     Essence Flow | V | 1 min/lvl | 10' |
| 18—Color Primal | | | |
|     Essence Flow III | 1000'/lvl R | 1 hr/lvl | 1000' |
| 19— | | | |
| 20—Magic Barge | 10'R | 10 min/lvl | 10' |
| 25—Primal Essence | | | |
|     Flow Sight | Special | C | 10' |
| 30—Magic Sphere | 10'R | 10 min/lvl | 10' |
| 50—Magic Sphere II | 10'R | 10 min/lvl | 10' |

**1—Detect Primal Essence Flow (I)** The caster becomes aware of any Primal Essence Flows within the area of effect of the spell.

**3—Detect Primal Essence Flow II (I)** As *Detect Essence Flow*, except the caster is aware of the size of the Primal Essence Flows found within the spell's area of effect.

**5—Plot Primal Essence Flow (I)** The caster is aware of where the Primal Essence Flow will end up (i.e., which Greater Earthnode it is heading toward).

**6—Color Primal Essence Flow (P)** Caster makes the Primal Essence Flow visible by showering it with a form of magic paint. Any being may now view the Primal Essence Flow. Due to the nature of this spell, it is not considered to attack the Primal Essence Flow.

**8—Detect Primal Essence Flow III (I)** As *Detect Primal Essence Flow*, except caster can tell whether the Primal Essence Flow is a Greater or Lesser Essence Flow. The caster is also aware if the flow is being altered (magically or otherwise).

**9—Plot Primal Essence Flow II (I)** As P*lot Primal Essence Flow*, except the caster is aware of the number of Lesser Earthnodes are created by this Primal Essence Flow (due to intersections with other flow).

**10—Magic Sail (F)** The caster creates a sail of magical energy that can be used to travel within a Primal Essence Flow. The sail is not substantial and will travel through other solid objects (though the character will not). Where a Primal Essence Flow has been weakened or interrupted the sail will slow or stop, respectively.

> **Note:** *If a character uses spell mastery with this spell, he can either increase or decrease his velocity when traveling within a Primal Essence Flow. For each rank, allow the character to alter his speed by (+/–)25%.*

> **Note:** *This spell must be cast in conjunction with a* Fly, Levitate *or similar spell that allows the character to be off the ground.*

**12—Color Primal Essence Flow II (P)** As *Color Primal Essence Flow*, except for the duration and area of effect.

**14—Tap Primal Essence Flow (F)** The caster doubles the benefits he can get from a Primal Essence Flow.

**17—Move Primal Essence Flow (F)** The caster has the ability to push a Primal Essence Flow up to one foot per level off its course. The flows receive RRs (greater flows get +50 to RR).

**18—Color Primal Essence Flow III (P)** As *Color Primal Essence Flow*, except the duration and area of effect is larger.

**20—Magic Barge (F)** As *Magic Sail*, except the caster creates a barge that can carry one additional passenger per five levels of the caster. The barge will pass through solid objects, though the caster and his passengers will not.

**25—Primal Essence Flow Sight (P)** Caster can see along the entire length of the Primal Essence Flow. He cannot see out of the flow, save where it reaches the Greater Earthnode. At that point, the caster may see only as far as he normally could. To change his vantage point along the flow, the caster must concentrate.

**30—Magic Sphere (F)** As *Magic Sail,* except the caster creates a closed sphere that holds him and up to one additional passenger per level. This sphere and its passengers pass through solid objects. The passengers still may not pass through magical materials (e.g., mithril, magic walls, etc.).

**50—Magic Sphere II (F)** As *Magic Sphere*, except the caster and his passengers can pass through any object, enchanted or otherwise. Magical objects receive a RR. ●

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# spell laws

## MIRROR MAGIC

### CLOSED ESSENCE

| | Area of Effect | Duration | Range |
|---|---|---|---|
| 1—Create Mirror | 1 glass object | P | touch |
| 2—Steal Reflection | 1 target | 1 day/10% f. | 10' |
| 3—Floating Mirror | 1 mirror | 1 min/lvl (C) | 100' |
| 4—Reflection Scry | 1 mirror | C | self |
| 5—Mirror Rune | 1 mirror | V | touch |
| 6—Mirror Wall | – | 1 min/lvl | 10' |
| 7—Mirror Door I | – | – | 100'/lvl |
| 8—Reflect Invisible | 1 mirror | 10 min./lvl | 10' |
| 9—Mirror Illusion | 1 mirror | 10 min/lvl | 100' |
| 10—Mirror Question I | 1 mirror | 1 question | 10' |
| 11—Mirror Trance | 1 target | V | 10' |
| 12—Reflection Double | 1 target | 1 min/lvl (C) | 10' |
| 13—Shatter Mirrors | V | – | 100' |
| 14—Reflect Inner Truth | 1 target | 1 min/lvl | 10' |
| 15—Mirror Question II | 1 mirror | 1 question | 10' |
| 16—Mirror Door II | – | – | 1 mi/lvl |
| 17—Mirror Trap | 1 target | V | 10' |
| 18—Spell Reflection* | 1 spell | – | 100' |
| 19—Steal Reflection True | 1 target | P | 10' |
| 20—Mirror Door True | – | – | 100 mi/lvl |
| 25—Mirror Maze | 50'x50' | 1 min/lvl | 100' |
| 30—Mirror Slave | 1 target | P | 10' |
| 50—Mirror Reality | – | 1 day/lvl | self |

**1—Create Mirror (F)** Allows caster to magically create a mirror (of up to 6' x 6') from any appropriate glass object. Caster must concentrate for 3 rounds after this spell is cast for the mirror to completely form.

**2—Steal Reflection (F)** Target has no reflection in mirrors and other reflective objects. This can affect other spells on this list; see spells 12, 14, and 30.

**3—Floating Mirror (F)** Allows caster to levitate a flat mirror (no larger than 2' x 2'). The mirror must remain in sight of the caster at all times. While the caster concentrates, the mirror can be maneuvered around a 100'R area; if angled properly, the mirror can be used to allow caster to view around corners, behind objects, etc.

**4—Reflection Scry (I)** Allows caster to gaze into a reflective surface and gain knowledge regarding one very specific topic (cf. Dream I, Cleric Base list: Communal Ways). Caster is in a trance–like state while this spell is active.

**5—Mirror Rune (F)** Allows caster to imbed a spell into a mirror. The spell is then triggered by looking into the mirror (if the spell has one target, the first person to look in the mirror becomes the target). The spell then fades and disappears. The enruned spell may be placed by the caster of the *Mirror Rune*, or by another caster. The PP expenditure is equal to this spell plus the level of the spell imbedded (note that if another caster casts the enruned spell, *that caster* expends the PP for the imbedded spell).

**6—Mirror Wall (F)** Causes a 10' x 10' x 1' mirrored wall to appear. If one edge of the mirror is against a wall, the *Mirror Wall* cannot easily be toppled, but it may be broken through in approximately 10 man–rounds (modified by St bonus).
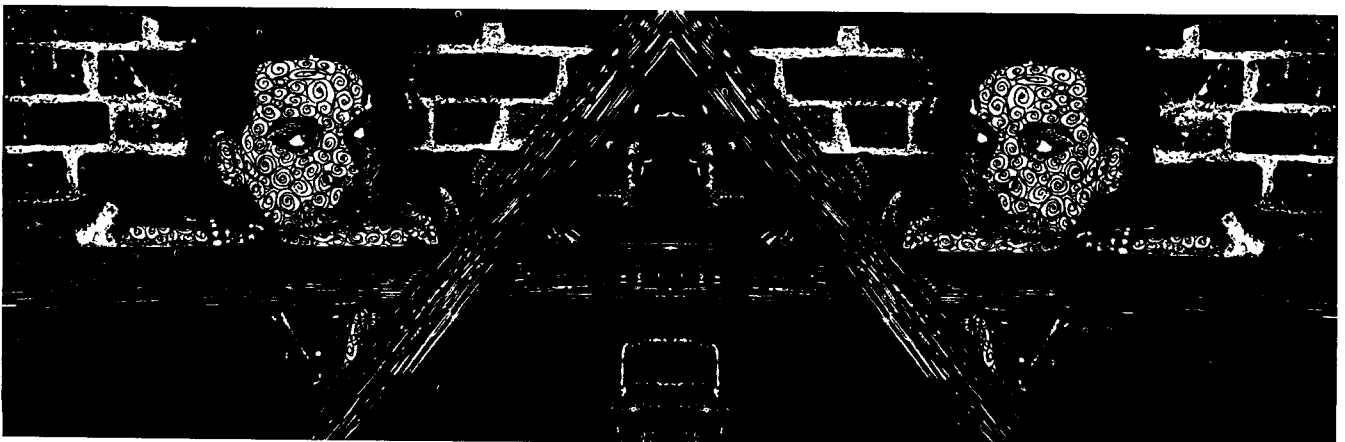
**7—Mirror Door I (F)** Allows caster to step through a mirror and exit from another mirror within range. The mirror must be large enough for the caster to fit through, and he must have previously visited the location of the exit mirror, or had its location described in detail. If the exit mirror is no longer in the exact location observed or described, the caster is thrown back through the entry mirror, which then shatters, and the caster has a 50% chance of taking a 'C' Impact critical.

**8—Reflect Invisible (F)** When cast on an appropriate reflective surface, this spell enables viewers to see invisible objects in the area by looking into the mirror. This does not confer the power to see the objects when the viewer looks away from the mirror.

**9—Mirror Illusion (F)** Allows caster to create an illusory image in any mirror. The illusion is purely visual, but the caster may control the movement of objects in the image, or change the image by concentrating.

**10—Mirror Question I (I)** Allows caster to ask a single yes/no question when gazing into a mirror, to which he will receive a correct answer.

**11—Mirror Trance (F)** When cast on a mirror, this spell traps the gaze of the next person who looks into it and fails his RR. If trapped, the victim will stand or sit immobile, and continue to look unwaveringly into the mirror, paying absolutely no attention to any activity around him (i.e., target can initiate no action). The mirror trance can be interrupted by breaking the victim's visual contact with the mirror.

**12—Reflection Double (F)** Pulls target's reflection from mirror, to become a doppleganger–like entity under the control of the caster as long as he concentrates. Reflection has same skill and combat abilities as the target. Caster may pull his own reflection, the reflection of an ally, or even the reflection of an enemy (which could then be made to attack its counterpart). Note that this spell is ineffective on anyone under the influence of a *Steal Reflection* spell.

**13—Shatter Mirrors (F)** All mirrors within range shatter explosively. Victims within range who are unable to make maneuver rolls to avoid the flying shards of glass take 1–6 'B' slash criticals.

**14—Reflect Inner Truth (F)** If target fails his RR, anyone within his presence will see a representation of his "true inner self" in mirrored surfaces. For example, if the target is a blowhard bully who is really a coward, his reflection may depict him as a sheep. Note that this spell is ineffective on anyone under the influence of a *Steal Reflection* spell.

**15—Mirror Question II (I)** As *Mirror Question I*, except answer may consist of a short phrase (up to 5 words).

**16—Mirror Door II (F)** As *Mirror Door I*, except range is 10 mi/lvl.

**17—Mirror Trap (F)** Traps target's soul in a mirror designated by caster, where it will remain until the mirror is shattered. If the mirror is broken, target takes a 'B' Impact and a 'B' Stun critical as his soul escapes.

**18—Spell Reflection (D*)** Allows caster to use a mirror to deflect a spell that has just been cast on him. If the caster is successful, the attacking spellcaster must make a RR or be affected by his own spell.

**19—Steal Reflection True (F)** As *Steal Reflection,* except duration is permanent.

**20—Mirror Door True (F)** As *Mirror Door I,* except range is 100 mi/lvl.

**25—Mirror Maze (F)** Caster causes a maze of mirrors to spring up and occupy an area of up to 50' x 50' (there can be no intervening objects such as walls within the designated area). Mirrors are 10' high. The "corridors" of the maze are 5' wide. Caster intuitively knows how to maneuver through his own maze.

**30—Mirror Slave (F)** As *Reflection Double,* except target's reflection becomes caster's personal slave, under his complete control (note that this implicitly encompasses a S*teal Reflection True* spell).

**50—Mirror Reality (F)** Allows caster to pass through a mirror, and enter the Mirror World. The Mirror World parallels the caster's "real world" only at the point of connection (the mirror). Beyond sight of the mirror, the world may be completely different (a lá *Through the Looking Glass*). Caster must return to his own world via the same point he left it. If he remains longer than the spell duration, there is a 1% cumulative chance per day that he will become permanently trapped in the Mirror World. ●

Leslie and Jeanette Roth

# BUBBLE MAGIC

## CLOSED CHANNELING

**Note:** *This list was designed for use by Channelers that worship deities of fun, revelry, mischief, and euphoric states of consciousness (e.g., Bacchus, Loki, Dionysus, etc.).*

| | Area of Effect | Duration | Range |
|---|---|---|---|
| 1—Create Bubbles | – | 1 min/lvl | self |
| 2—Control Bubbles | 10'R | C | 100' |
| 3—Magic Bubble | – | – | 50' |
| 4—Mold Bubbles | 10'R | C | 10' |
| 5—Bubble Surprise | – | – | 10' |
| 6—Aerate Liquid | 1cu'/lvl | 1 min/lvl | 10' |
| 7—Bubble Conveyance I | 5'R | 1 min/lvl | self |
| 8—Bubble Tongue | 1 target | 1 rnd/lvl | 50' |
| 9—Euphoria | 10'R | 1 rnd/lvl | 50' |
| 10—Protection Bubble | 5'R | 1 rnd/lvl | 10' |
| 11—Words Into Bubbles | 1 target | 1 min/10% f. | 10' |
| 12—Bubble Conveyance II | 5'R | 1 min/lvl | self |
| 13—Aerate Inorganic Solid | 1cu'/lvl | P | 10' |
| 14—Arrows Into Bubbles* | 1 projectile | – | 100' |
| 15—Bubble Cage | 5'R | 1 min/lvl | 50' |
| 16—Bubble Eyes | 1 target | 1 rnd/lvl | 50' |
| 17—Bubble Conveyance III | 5'R | 1 min/lvl | self |
| 18—Weapons Into Bubbles* | 1 weapon | 1 rnd/lvl | 10' |
| 19— | | | |
| 20—Mass Euphoria | 50'R | 1 rnd/lvl | 100' |
| 25—Aerate Organic Solid | 1cu'/lvl | 1 rnd/5 lvls (C) | 10' |
| 30—Bubble Form | — | 1 min/lvl | self |
| 50—Bubble Mastery | V | 1 rnd/lvl | V |

**1—Create Bubbles (F)** Allows caster to create bubbles, which will spring from his fingertips and float away on the breeze. Once generated, the bubbles are not in any way magical (unless otherwise affected by other spells on this list; see spells 2 and 4), and will pop normally. Using this spell alone, the caster cannot control the size or shape of the bubbles, nor can he control the direction of their drift, but he can control the "intensity"(number) of bubbles generated– from a very few to a thick cloud– by concentrating.

**2—Control Bubbles (F)** Caster can control the direction and speed of drift of bubbles within the area of effect (can be different in different parts of the radius).

**3—Magic Bubble (F)** Caster generates one or more bubbles (up to 1 bubble/3 levels of caster) near a target, which float up and burst violently one–half second after their creation (may be delayed if the caster concentrates). For each bubble that bursts, the target may take damage. Use the Water Bolt table with Stun criticals; directed spell bonus does apply. The target may try to

make a Very Hard maneuver roll for each bubble to avoid its effects.

**4—Mold Bubbles (F)** Allows caster to size and mold bubbles into simple shapes, or force bubbles to stick together in specific ways to create more complex shapes. Caster can simultaneously work on one bubble "sculpture" per level as long as he concentrates; after he ceases to concentrate on it, a sculpture will retain its form for 1 rnd/lvl (unless popped before the duration has ended).

**5—Bubble Surprise (F)** Allows caster to create 1 medium–sized (1"R) bubble, which then bursts and turns into a small, pleasant, harmless, and mostly valueless item (e.g., tin coin, confetti, muffin, etc.). The items generated by a "Bubble Surprise" spell can be random, or the caster may choose (the latter at the GM's discretion, but not recommended).

**6—Aerate Liquid (F)** Caster may aerate up to one cubic foot of liquid/lvl (i.e., cause small bubbles to spontaneously generate throughout the affected area and rise to the surface).

**7—Bubble Conveyance I (F)** Creates a 5'R bubble centered on the caster. The bubble can be used to transport items and people safely underwater Air inside the bubble is recirculated and remains breathable for the duration. The bubble moves at a speed of up to 5 mph (direction is controlled by caster), and can carry up to 1000 lbs. of weight.

**8—Bubble Tongue (F)** Target's tongue is transformed into a bubble for duration of the spell; he is unable to speak. If the target bites down hard on his "tongue" before the end of the spell duration, or if the caster concentrates for 5 rounds, the bubble may burst, leaving the target without a tongue permanently.

**9—Euphoria (F)** Caster creates a mist of small bubbles in a 10'R. All inside the radius must make a RR, or have the bubbles penetrate their systems (via absorption through skin, nasal passages, mouth, etc.). The bubbles cause targets to experience a very pleasant but dizzy lightheadedness for 1 rnd/10% failure, which subtracts 10 from their OB and maneuver rolls. Unaffected targets may attempt a maneuver roll (hard) each round to leave the radius; if unsuccessful, they must make a RR again during the next round.

**10—Protection Bubble (D)** Forms a bubble around objects within a 5'R of the spell's center point. The bubble is made of a pliant but sturdy film that will give way when struck, but not break. This has the effect of slowing and softening attacks made upon the protected objects. Objects inside the bubble gain +30 to their DBs, but lose –30 from their OBs.

**11—Words Into Bubbles (F)** Causes normal bubbles to issue forth from the target's mouth instead of words whenever he attempts to speak—one bubble for each word. When the bubbles burst, the words inside them are 'released' for all to hear.

**12—Bubble Conveyance II (F)** As Bubble *Conveyance I*, except that people/objects are transported through air instead of water.

**13—Aerate Inorganic Solid (F)** As *Aerate Liquid*, except bubbles can be formed inside a non–organic solid object, and the duration is permanent. This weakens the structure of the object, making it twice as likely to break under stress, or twice as easy to be broken by force. Enchanted objects receive a RR.

**14—Arrows Into Bubbles (F*)** Allows caster to instantly change a small projectile object (arrow or sling stone) into a bubble, which bursts harmlessly on the wind. Enchanted projectiles receive a RR.

**15—Bubble Cage (F)** Traps target and all other objects/people within a 5'R inside a stationary, magical bubble. Fresh air is naturally recirculated in the bubble, but the caster can prevent this by concentrating. The bubble is very difficult to break through (treat as AT/20 with 100 ch).

**16—Bubble Eyes (F)** As *Bubble Tongue*, except that target's eyes are affected.

**17—Bubble Conveyance III (F)** As *Bubble Conveyance I*, except that the caster may alternatively maneuver the bubble through air *or* water as needed.

**18—Weapons Into Bubbles (F*)** Changes the point or blade of a wielded weapon to a bubble–like material, causing the weapon to only deliver one–quarter normal damage. Enchanted weapons receive a RR.

**20—Mass Euphoria (F)** As *Euphoria*, except range is 100', radius is 50', and the OB and maneuver subtraction is –15.

**25—Aerate Organic Solid (F)** As *Aerate Liquid*, except duration is concentration (max. 1 rnd/5 lvls of caster), and caster may form bubbles inside an organic object. If the caster uses this spell to attack an animal, monster, or humanoid target, the following constraints apply: two rounds of concentration are required to begin forming bubbles in the target's system, after which the target begins to take Disruption criticals for each additional round the caster concentrates. If the caster concentrates the full two initial rounds, the target will take one Disruption critical, even if the caster then ceases concentrating. Once the bubbles form and begin to pop inside the target's body, he receives one 'A' critical for each of the first two rounds, one 'B' critical on rounds three and four, etc.

**30—Bubble Form (F)** Caster and all objects on his person change to a sturdy, moldable, bubble–like film; his body becomes transparent. Caster can reshape himself, pass through small crevices, etc. Because the magical bubble material is pliant but sturdy, the caster adds +30 to his DB when in this form, but he cannot attack with objects that have also been changed to bubble form.

**50—Bubble Mastery (F)** Caster may use any one lower level spell on this list each round. ●

Jeanette Roth

# ARROW OF MIGHT

## SPECIAL

*This spell list was created by the sages of Tervarian college for the order of the Red Hawk who guard both the college and keep. The order of the Red Hawk Archers are famous throughout the inner kingdoms for their skill with the short bow.*

*The spells on this list work only with specially made +10 arrows that have the feathers of a Red Hawk on the black shaft with silver arrowheads. The order will under no circumstances sell the arrows to any outsiders.*

**Note:** *All spells take effect the next round. Some of the spells on this list were designed with the* Elemental Companion *in mind. Only one spell may be cast per arrow (with the exception of the* Combine Arrow *and* Arrow Master *spells).*

| | Area of Effect | Duration | Range |
|---|---|---|---|
| 1— | | | |
| 2—Arrow of Light * | 10' radius | 1 rnd lvl | touch |
| 3—Aiming II* | 1 arrow | – | touch |
| 4—Flaming Arrow I * | 1 arrow | – | touch |
| 5—Power Arrow I * | 1 arrow | – | touch |
| 6—Ram's Head Arrow I * | 1 arrow | – | touch |
| 7—Aiming III * | 1 arrow | – | touch |
| 8—Flaming Arrow II * | 1 arrow | – | touch |
| 9—Illusion Arrow I * | 1 arrow | – | touch |
| 10—Power Arrow II * | 1 arrow | – | touch |
| 11—Arrow Flight * | 1 arrow | – | touch |
| 12—Ram's Head Arrow II * | 1 arrow | – | touch |
| 13—Aiming IV * | 1 arrow | – | touch |
| 14—Illusion Arrow II * | 1 arrow | – | touch |
| 15—Power Arrow III * | 1 arrow | – | touch |
| 16—Arrow Handling * | self | 1 rnd/lvl | touch |
| 17—Aiming True * | 1 arrow | – | touch |
| 13—Flaming Arrow III * | 1 arrow | – | touch |
| 19—Ram's Head Arrow III * | 1 arrow | – | touch |
| 20—Arrow Speed * | self | 2 rnds | touch |
| 25—Ram's Head True * | 1 arrow | – | touch |
| 30—Combine Arrow I * | 1 arrow | 3 rnds | touch |
| 35—Flaming Arrow True * | 1 arrow | – | touch |
| 40—Combine Arrow II * | 1 arrow | 3 rnds | touch |
| 45—Power Arrow True * | 1 arrow | – | touch |
| 50—Combine Arrow III * | 1 arrow | 3 rnds | touch |
| 60—Arrow Master I * | 1 arrow | 4 rnds | touch |
| 75—Arrow Master II * | 1 arrow | 4 rnds | touch |
| 100—Arrow Master True * | 1 arrow | 1 rnd | touch |

**2—Arrow Of Light (F*)** Caster causes one arrow to glow in a 10' rnd, thus lighting the area desired.



**3—Aiming II (F*)** This spell gives the caster a extra +10 to hit with his next arrow.

**4—Flaming Arrow I (F)** Caster's next arrow shot gets two attacks, one on the normal bow attack table, and the other on the Lesser Elemental Force Attack Table (*EC*, 9.3), with small as the maximum amount of damage (if *EC* is not available, use the *Firebolt* table, delivering one–half damage). One roll counts for the attack, and one roll determines both criticals.

**5—Power Arrow I (F*)** Caster's next arrow inflicts x1.5 damage.

**6—Ram's Head Arrow (F*)** Caster's next arrow will deliver an additional 'A' Unbalancing critical if a critical is indicated.

**7—Aiming III (F*)** As A*iming II,* except bonus is +15.

**8—Flaming Arrow II (F*)** As Flaming Arrow I, except the results are limited to medium (if *EC* is not available, use the *Firebolt* table, delivering normal damage).

**9—Illusion Arrow 1 (F*)** Caster's next arrow looks as if two arrows were shot in tandem. Target gains only half of his Quickness bonus to his DB. Also, there is a 25% chance that a *Deflections I s*pell will affect the illusion instead of the real arrow.

**10— Power Arrow II (F*)** As *Power Arrow I,* except inflicts x2 damage.

**11—Arrow Flight (F*)** This spell doubles the range of caster's next arrow.

**12—Ram's Head Arrow II (F*)** As R*am's Head Arrow I,* except inflicts a 'B' Unbalancing critical.

**13—Aiming IV (F*)** As A*iming I,* except bonus is +20.

**14—Illusion Arrow II (F*)** As *Illusion Arrow I,* except it appears that three arrows have been fired. Target gains no Quickness bonus to DB, and there is a 50% chance that a D*eflections I* spell will miss the correct arrow, and a 25% chance that a *Deflections II s*pell will miss the correct arrow.

**15—Power Arrow III (F)** As *Power Arrow I,* except inflicts x3 damage.

**16—Arrow Handling (F*)** When this spell is cast, an arrow will appear in the caster's hand from his quiver each round. This allows caster to fire each round with no penalties.

**17—Aiming True (F*)** As A*iming I,* except bonus is +25.

**18—Flaming Arrow III (F*)** As *Flaming Arrow I,* except the results are limited to large (if *EC* is not available, use the *Firebolt* table, delivering x1.5 damage).

**19—Ram's Head Arrow II (F*)** As *Ram's Head Arrow I,* except inflicts a 'C' Unbalancing critical.

**20—Arrow Speed (F*)** Allows caster to fire three arrows in two rounds (one in the first round, and first and last in the second).

**25—Ram's Head Arrow True (F*)** As Ram'*s Head Arrow I,* except inflicts an 'E' Unbalancing critical.

**30—Combine Arrow I (F*)** Allows caster to combine two spells from this list of 10th level or less on one arrow. Power points for all three spells must be expended, and spells of the same name (F*laming Arrow I, Flaming Arrow II,* etc.) cannot be combined.

**35—Flaming Arrow True (F*)** As *Flaming Arrow I,* except the results are limited to super–large (if*EC*is not available, use the *Firebolt* table, delivering x2 damage).

**40—Combine Arrow II (F*)** As *Combine Arrow I,* except spells of 15th level or less can be combined.

**45—Power Arrow True (F*)** As *Power Arrow I,* except inflicts x4 damage.

**50—Combine Arrow True (F*)** As *Combine Arrow I,* except spells of 20th level or less can be combined.

**60—Arrow Master I (F*)** As *Combine Arrow I,* except caster may now combine up to three spells of 10th level or less on one arrow.

**75—Arrow Master II (F*)** As *Arrow Master I,* except caster may now combine up to three spells of 20th level or less on one arrow.

**100—Arrow Master True (F*)** As *Arrow Master I,* except caster may now combine three spells of 45th level or less on one arrow

Bryan Jacquay

# pROfeSSIONaL LaWS

## SHADOW MAGE

The Shadow Mage is a hybrid spell user of the realms of Channeling and Essence. The Shadow Mage derives power from the dark side of the Fey. As such, the nature of the Shadow Mage's magic places it in direct opposition to such professions as the Moon Mage or other light–based professions.

The Shadow Mage is a variant of the *Necromancer* profession.

### SHADOW MAGE BASE SPELL LISTS

| | |
|---|---|
| *Shadow Law* | *Necromancy* (Evil Cleric Base, *SL*) |
| *Shadowport* | *Black Arts* (Adept base, *AC*) |
| | *Poison Mastery* (Evil Alchemist base, *AC*) |
| | *Soul Death* (Maleficant base, *RMCV*) |

**Weapon Skills: 9,20,20,20,20,20**

| Maneuvering in Armor: | | Magical Skills: | |
|---|---|---|---|
| Soft Leather | 9 | Spell Lists | 1/* |
| Rigid Leather | 9 | Runes | 2/5 |
| Chain | 10 | Staves & Wands | 2/5 |
| Plate | 11 | Channeling | 1/4 |
| | | Directed Spells | 2/5 |

| Special Skills: | | General Skills: | |
|---|---|---|---|
| Ambush | 8 | Climbing | 5 |
| Linguistics | 2/* | Swimming | 3 |
| Adrenal Moves | 5 | Riding | 3 |
| Adrenal Defense | 20 | Disarm Traps | 8 |
| Martial Arts | 8 | Pick Locks | 8 |
| Body Development | 6 | Stalk & Hide | 2 |
| | | Perception | 3 |

**Other Skills:** All other skills are identical to the Necromancer's DP cost.

**Prime Requisites:** Em/In

| Level Bonuses: | | | |
|---|---|---|---|
| Academic Skills | +2 | Magical Skills: | +3 |
| Base Spell Casting | +2 | Medical Skills: | +3 |

# SHADOW LAW

## SHADOW MAGE BASE

| | Area of Effect | Duration | Range |
|---|---|---|---|
| 1—Shadows | 1 target | 10 min/lvl | 10' |
| 2—Dark I | 10'R | 10 min/lvl | touch |
| 3—Shadowbolt I | 1 target | – | 100' |
| 4—Darkvision | 1 target | 10 min/lvl | 10' |
| 5—Control Dark | 10'R | C | self |
| 6—Suddendark | 10'R | – | 100' |
| 7—Dark II | 50'R | 10 min/lvl | touch |
| 8—Enshroud | 10'R | 1 rnd/lvl | 100' |
| 9—Shadowbolt II | 1 target | – | 200' |
| 10—Circle of Shadows | 10'R | 1 rnd/lvl | 100' |
| 11—Waiting Shadows | V | V | 100' |
| 12—Shadowfire Bolt I | 1 target | – | 100' |
| 13—Shadowbolt III | 1 target | – | 300' |
| 14—Shape Shadow | 1 shadow | 1 min/lvl | 100' |
| 15—Shadow Curse | 1 target | P | 100' |
| 16—Shadowfire Bolt II | 1 target | – | 200' |
| 17—Utterdark | 100' | 1 min/lvl | touch |
| 18—Area Shadow Curse | 10'R/lvl | P | 100' |
| 19—Triad of Shadow | V | – | 100' |
| 20—Shadowfire Bolt III | 1 target | – | 300' |
| 25—Corner Shadowfire Bolt | 1 target | – | 100' |
| 30—Following Shadowfire Bolt | 1 target | – | 100' |
| 50—Shadow Mastery | V | 1 rnd/lvl | V |

**1—Shadows (E)** Target and all objects on his person appear to be a shadow, and thus are almost invisible in dark areas.

**2—Dark I (F)** Darkens a 10' radius about the point touched.

**3—Shadowbolt I (E)** A bolt of concentrated shadow is shot from the palm of the caster. Results are determined on the Normal Elemental Force Attack Table (*EC* p. 106) using Cold (A–J), Æther (secondary on F–J), and Depression (tertiary on H–J) criticals.

**4—Darkvision (U)** Target can see in all darkness as if in broad daylight.

**5—Control Dark (F)** Caster can control the degree of darkness within the range from daylight to full dark; it can be different in different in different parts of the radius.

**6—Suddendark (F)** Causes a 10' radius burst of intense darkness; all those inside are stunned 1 rnd/5% failure.

**7—Dark II (F)** As *Dark I,* except radius is 50'.

**8—Enshroud (E)** Creates a fog of concentrated shadow in a 10'R which delivers an 'A' Depression critical to those who pass through it. It moves with the wind.

**9—Shadowbolt II (E)** As *Shadowbolt I,* except range is 200'.

**10—Circle of Shadows (E)** As *Enshroud,* except it is formed into a wall 10' high in a 10'R about the target, and does not move with the wind.

**11—Waiting Shadows (F)** When cast in conjunction with a *Dark* or *Light* spell, it delays the effects of the other spell until 24 hours or a specific time has passed, or someone passes or something happens, etc. at the caster's option.

**12—Shadowfire Bolt I (E)** A bolt of coruscating shadowfire is shot from the caster's palm. Results are determined on the Greater Elemental Force Attack Table (*EC* p. 107), using Cold (A–J), Electricity (secondary on F–J), and Depression (tertiary on H–J) criticals.

**13—Shadowbolt III (E)** As *Shadowbolt I,* except range is 300'.

**14—Shape Shadow (F)** Allows caster to form an existing shadow (up to 10 square feet per level) into any shape he desires. Caster may "animate" the shadow as long as he concentrates.

**15—Shadow Curse (F)** Target's shadow has a life of its own. Although the shadow remains with the target, it does not mimic the target movement;. Instead, its movements are grotesque and random.

**16—Shadowfire Bolt II (E)** As *Shadowfire Bolt I,* except range is 200'.

**17—Utterdark (F)** Darkens a 100' radius about the point touched. *Utterdark* nullifies all magically and naturally created light.

**18—Area Shadow Curse (F)** All shadows in the area of effect are constantly moving and shifting, and bear little if any relation to the actual physical situation.

**19—Triad of Shadow (E)** As *Shadowbolt I,* except three bolts are shot from caster's palm using normal Triad Bolt restrictions.

**20—Shadowfire Bolt III (E)** As *Shadowfire Bolt I,* except range is 300'.

**25—Corner Shadowfire Bolt (F)** As *Shadowfire Bolt I,* except range is 200', and operates under normal *Corner Bolt* restrictions.

**30—Following Shadowfire Bolt (F)** As *Shadowfire Bolt I,* except range is 200', and operates under normal *Following Bolt* restrictions.

**50—Shadow Mastery (F)** Caster can use one lower level spell on this list each round.

# SHADOWPORT

## SHADOW MAGE BASE

**Note:** *Before a* Shadowport *spell may be utilized, the caster must have stored the location of the target. If the shadow no longer exists, and* Shadow Recall *has not been cast, target must roll (adding any appropriate 'Luck' or 'Fate' modifiers) and apply the results on the Shadowport Failure Table (below).*

| | Area of Effect | Duration | Range |
|---|---|---|---|
| 1—Shadow Store* | self | P | self |
| 2—Time Store* | self | P | self |
| 3— | | | |
| 4—Shadowhop | self | 1 rnd/lvl | self |
| 5— | | | |
| 6—Shadowport I | 1 target | — | 20 mi/lvl |
| 7—Shadow Gauge | self | 3 rnds | 20 mi/lvl |
| 8—Shadowport II | 2 targets | — | 20 mi/lvl |
| 9— | | | |
| 10—Shadowport III | 3 targets | — | 20 mi/lvl |
| 11—Shadow Alert* | self | 1 rnd/lvl | 20 mi/lvl |
| 12— | | | |
| 13—Shadowport V | 5 targets | — | 20 mi/lvl |
| 14—Shadow Recall | self | 1 min | 20 mi/lvl |
| 15—Shadowport X | 10 targets | — | 20 mi/lvl |
| 20—Lord Shadowport | 20 targets | — | 20 mi/lvl |
| 30—Mass Shadowport | V | — | 20 mi/lvl |
| 50—Shadowport True | 1 target | — | V |
| 75—Mass Shadowport True | V | — | V |

**1—Shadow Store (P\*)** Stores the physical location of a shadow for use with higher level spells on this list.

**2—Time Store (P\*)** Stores the temporal location of a shadow for use with higher level spells on this list.

> **Note:** *The temporal locations of shadows are stored for the purpose of determining whether or not they still exist (through the use of the Shadow Gauge spell). This in no way implies that the caster can actually temporally travel to the location of the time–stored shadow; the travel accomplished by these spells is purely spatial in nature.*

**4—Shadowhop (F)** Allows caster to travel through a shadow with at least a 2' diameter to any other shadow with at least a 2' diameter within line of sight (up to 5'/lvl) once per round.

**6—Shadowport I (F)** Transports target to a previously stored shadow within range.

**7—Shadow Gauge (I\*)** Informs caster if a shadow *Time Stored* earlier is still present for purposes of utilizing a *Shadowport* spell.

**8—Shadowport II (F)** As *Shadowport I*, except transports two targets.

**10—Shadowport III (F)** As *Shadowport I*, except transports three targets.

**11—Shadow Alert (I•)** Informs caster if a previously stored shadow currently exists. Caster may concentrate on one stored shadow per round per level of caster.

**13—Shadowport V (F)** As *Shadowport I*, except transports five targets.

**14—Shadow Recall (F)** If a previously stored shadow does not currently exist, this spell will recreate it for one minute.

**15—Shadowport X (F)** As *Shadowport I*, except transports ten targets.

**20—Lord Shadowport (F)** As *Shadowport I*, except transports twenty targets.

**30—Mass Shadowport (F)** As *Shadowport I*, except transports one target per level of caster.

**50—Shadowport True (F)** As *Shadowport I*, except transports target to any previously stored shadow, regardless of range or to a random point on the Shadow plane.

**75—Mass Shadowport True (F)** As *Shadowport True*, except transports one target per level of caster.

| SHADOWPORT FAILURE TABLE |
|---|
| **(≤ (–25))** Target disappears in a shadowy explosion of smoke. All within a 5'R/lvl of spell must take an 'A' Depression critical as target teleports to the realm of Shades (target may die if unequipped to survive in the Shadow plane). Extremely Hard (–100) orientation roll. |
| **((–24) to 04)** Target begins to fade into the shadows, but suddenly rematerializes and fails to Shadowport. Target takes an 'A' Depression critical and a 'B' Stress critical/10 miles to destination. Extremely Hard (–90) orientation roll. |
| **(05 to 75)** Target begins to fade into the shadows, but suddenly rematerializes and fails to Shadowport. Target takes an 'A' Stress critical/20 miles to destination. Extremely Hard (–75) orientation roll. |
| **(76 to 90)** Target fails to Shadowport. Medium (–10) orientation roll. |
| **(91 to 110)** Target teleports to nearest shadow (most likely in the same area as caster). Medium (–5) orientation roll. |
| **(111 to 175)** Target teleports to nearest stored shadow to spell destination. Medium (–5) orientation roll. |
| **(≥ 176)** Target teleports to the nearest shadow to spell destination. No orientation roll required. |

Scott Suver

# shades of essence

## BLADES

**Armor Eating Sword:** This + 10 sword causes any armor that the user wears to disintegrate over a period of two hours. However, the sword, when used against armored opponents, reduces their AT at the rate of 1 per hit. This AT lasts for 1 minute per strike. These swords are rust–covered and are most often long swords with black hilts. *Modest.*

**Chaos Seeker:** This +40 long sword has the ability to detect invisibility, law, or chaos in a 10' radius. It may cast up to 10 PP/day from the Closed Essence list: Shield Mastery. Its purpose is to defeat chaos, and against such opponents, it inflicts 3 times the normal amount of damage. The entire hilt is carved from a solid piece of ivory. Closer inspection of the sword reveals a symbol of chaos being melted by an inferno. *Most Potent.*

**Chaos Stone:** + 35 short sword. This sword is a weapon of chaos. It can detect law or chaos in a 10' radius and has the special purpose of overthrowing law. When fighting against those of law, it allows the user a +20 to all RRs vs. spells cast by them, and a –1 level to all criticals received from such opponents. If the user does not fight at least one being of law per week, he suffers the opposite effects. –20 to all RR's, + 1 level to all criticals. The sword speaks the tongues of chaos, law, and the ancient tongue. It knows the world of old and all rumors and legends pertaining to it, and communicates its knowledge to its wielder. The blade is dull grey with silvery green edges. The pommel is solid stone. *Most Potent.*

**Doom:** +10 longsword which causes all wounds it inflicts to bleed at a rate of 2 hit points a round. It allows its user to cast *Haste V* on himself once a day and is able to detect good in a 50' radius. Against such creatures, it can cause paralyzation unless the person struck saves vs. a 10th level attack. Doom is a finely crafted blade, and would sell for two to three times it's normal price if it's wasn't magical. It is an alloy of silver and black steel, and has a single black rune carved on its side. *Most Potent.*

**Fire Tooth:** This sword is +50 and inflicts Holy Criticals in addition to any others. When wielded by a Paladin or Noble Warrior (or other classes such as the Cavalier or Leader at the GM's option) the blade will burst into flames, allowing its wielder to inflict additional Heat criticals of equal severity. Its minor powers allow it to detect lies, evil intent, and unlife in 30' radius. Fire Tooth is a longsword of dark reflective steel with red wisps of fire which dance around the blade. The crosspiece is slightly extended to allow the user a better chance of parrying (+5 to parry attempts) and is studded with black opals. The hilt is solid black marble with a symbol of law on the pommel which emits heat or cold when it detects evil or lies. *Most Potent.*

**Hell Raiser:** +50 longsword which inflicts x3 damage against those who use weapons against the wielder. Once per day, the sword may fire a Lightning Bolt at + 60. The sword makes the user paranoid of any within 60' of him, and he cannot leave the sword for any amount of time. Hell Raiser is a golden sword with black edges and red runes carved onto the heart of the blade on either side. The cross piece expands upwards on both sides, while the hilt shines with a dark bronze color. The pommel is a small red gem which seems to radiate darkness. *Most Potent.*

**Jade Sword:** This + 15 sword is +30 when used to ambush. In addition, any criticals inflicted may be modified by +/–5. The sword also acts as a x2 PP multiplier for any Nightblade–type class (spell–using rogues and thieves qualify). The Jade Sword appears to be cut from one solid piece of jade with a serrated outer edge. The blade is highly reflective and very light. *Most Potent.*

**Law Breaker:** + 60 long sword. Any spell cast against the user of this blade must RR vs. 20th level or the spell will be redirected back towards the caster at half bonuses. Against 'lawful' alignments, the sword will transfer half of all damage inflicted back to the wielder to heal him. Concussion hits gained in this fashion can never exceed the characters normal maximum. This powerful weapon of chaos is a plainly forged long sword. The crosspiece is made of black steel, and the grip is covered in leather. *Artifact.*

**Merle's Sword:** +30 broadsword. Those struck by the blade will lose 1d10 points of strength for 1 hour. The user gains 1 point of strength for every 3 points he drains in this fashion. Merull's sword is a demonic weapon whose appearance reflects its nature. The crosspiece resembles nothing so much as two taloned fingers, and the hilt and pommel seem like a demon's face and eyes. The hilt is black with yellow eyes, and the blade itself is bright silver in contrast with the hilt. *Most Potent.*

**Moon Sword:** In daylight, this sword is merely + 5. At night, the bonus rises to +10. When a full moon is out, the blade becomes +20. The Moon Sword is not a unique item, but rather one of dozens. Its appearance and type will depend upon its size and where it is found. *Potent.*

**Necromancer's Blade:** This long sword is +30. When used against undead, it becomes +40. It may cast 20 PP from any Necromancer Base lists (or other evil lists at the GM's option). It acts as a x3 PP multiplier for any Necromancer who wields the blade. At the death of the wielder, the blade will absorb his soul, and attempt to take over the next person who touches the blade. If the person touching the blade fails a RR vs. 20th level, that person slowly loses what morals and ethics he has, and becomes merely an extension of the blade. *Most Potent.*

**Onyx:** This bastard sword is +30 against non–living foes (undead, Golems, Constructs, Shards, etc.) but against living foes, it takes on special properties. It becomes.+ 50 and inflicts slaying criticals. Those slain by the sword are forever dead as the sword devours their souls. The sword is carved from one solid piece of onyx. Running through the blade are veins of light blue silver. The hilt is carved to resemble two facing skulls. The base of the blade is lined with spikes. *Most Potent.*

**Parrying Blade:** This blade is + 5 but allows the user to parry up to two attacks at full OB. In addition, the blade grants its user another +15 DB against any attacks parried. *Potent.*

**Piercer:** This longsword is +10 and inflicts x3 damage to foes wearing non–metallic armor. Against foes wearing metallic armor, the blade treats them as AT/1. *Most Potent.*

**Rainbow:** This two–handed sword is +20 and can cast 50 PP/week from the Magician Base list: Light Law. Rainbow appears as a blade of sparkling colors which swirl within the confines of the blade's shape. M*ost Potent.*

**Blades of Death:** These magic items appear as 10cm (4 inch) long shards of metal crudely engraved with runes. When thrown, they expand to 2 meter (6 foot+) long, whirling, multi–edged blades of metal. Once they have hit a target (or a solid object) they shatter and then turn to dust. They attack on the two–handed sword table with a +5 OB (they also have an additional +5 OB *only* to offset DB from Quickness; the huge blades are hard to dodge) with the range modifiers of a javelin, delivering an addition slash critical 2 degrees in severity less than the rolled critical. Poison cannot be effectively applied to these weapons. Each is good for only one use. *Modest.*

## OTHER WEAPONS

**Axe of Cleaving:** Only dwarves and their sub–races may use this hand axe. On a critical strike, it severs the limb that the critical indicates. This weapon has a +30 OB when used by a Dwarf, but is only + 5 when used by any other race, and loses its limb–severing ability. This axe is made from dark metal that seems to absorb light, and has runes carved along the sides of the blade. The haft is crafted from yew wood. *Most Potent.*

**Axe of Shielding:** In normal combat, this axe is +25, but when the user swings it in a circular motion, he is able to cast 10 PP/day from the Closed Essence list: *Shield Mastery.* This axe is made of a type of transparent crystal which resembles glass. The haft is made from dark wood which has been enchanted to resist damage. The blade has small engravings of discs on both sides. *Potent.*

**Bone Axe:** +20 battle axe which is +40 against undead. If any undead are within 20' of the user, the axe will begin to glow with a yellow hue. If an 'E' critical is rolled against an undead, that creature must save against 20th level or be banished to a negative plane. The bone axe is, as the name implies, made of solid bone. *Most Potent.*

**Bow of Energy:** +10 bow that allows the user to fire energy bolts (resolve on the *Lightning Bolt* table, at x2 damage). Up to 10 bolts may be fired per day. This bow is made of yew wood and has yellow runes carved along its sides. *Potent.*

**Crystal Daggers:** These daggers are +10 when used in hand to hand combat. When thrown, they become +20 and inflict x2 damage. In addition, all metal armor is treated as AT/4. The dagger returns to the user's hand the same round it is thrown. These daggers are all made from a type of crystal which sparkles brightly in sunlight. The entire dagger is crafted from one single piece of crystal. *Potent.*

**Daggers of Death:** These finely crafted daggers are +20, but when the user rolls an 'E' critical, the daggers are assumed to have struck the opponent in the heart and killed him (unliving foes are immune to this effect). These daggers are made of black steel, and have skulls for pommels. The grips are wrapped in black leather. *Most Potent.*

**Dragon Axe:** +20 battle axe which inflicts x2 damage against all evil dragons. It allows its user RRs at +20 to all breath weapons, Spells, or other attacks which allow a RR. This axe has a metallic head with a blood red hue. The haft is made of black alloy with worn leather surrounding it. *Potent.*

**Fist of Marn:** A +25 mace which allows its user to summon forth the eye of Marn. When this is done, the head of the mace opens, and a golden eye emerges. The eye is capable of firing a green beam which is 20' long and 5' wide. These attacks are rolled on the *Plasma Bolt* table (or use *Lightning Bolt*, x2 damage, delivering heat and cold criticals, if *RMCIII* is not available). The Fist of Marn is a mace with metal studs. The grip is wrapped in leather with a black pommel. On the top of the mace, the largest stud bears a resemblance to an eye. *Most Potent.*

**Mace of Pain:** This mace is +10, and inflicts a spell from the Evil Magician Base list: Physical Erosion upon any critical strike. On an 'A' critical, the spell is *Pain* (1st level), on a 'B' critical, *Fire Nerves* (4th level), on a 'C', *Agony* (9th level), on a 'D', *Torment* (14th level), and on an 'E', the target takes a Slaying critical. In addition, the wounds caused by the mace heal at 1/2 the normal rate. *Most Potent.*

**Skeletal Caltrops:** When thrown to the floor, these caltrops become skeletal hands which reach for those within their range (resolve as a +60 SGr). Each Caltrop can take 25 points of damage with an AT of 4 before it is destroyed. Skeletal Caltrops are ivory with red tips and are often found in groups of 5–10. *Modest.*

**Slarne, the Red Axe:** +35 battle axe, inflicts additional Heat criticals of equal severity. This axe gives its user a +20 bonus to all RRs made against fire based attacks. It absorbs fire from natural sources. This axe is carved from one solid gem, apparently a star rose quartz and is capped off at both ends with rubies. Flames dance within the axe itself. *Potent.*

**Sling Bullets of Stunning:** These silvery grey bullets are +15. On any critical, they will also stun the person struck one round for each level of severity of the critical. Large and Super Large creatures are unaffected by the stunning abilities of these weapons. *Modest.*
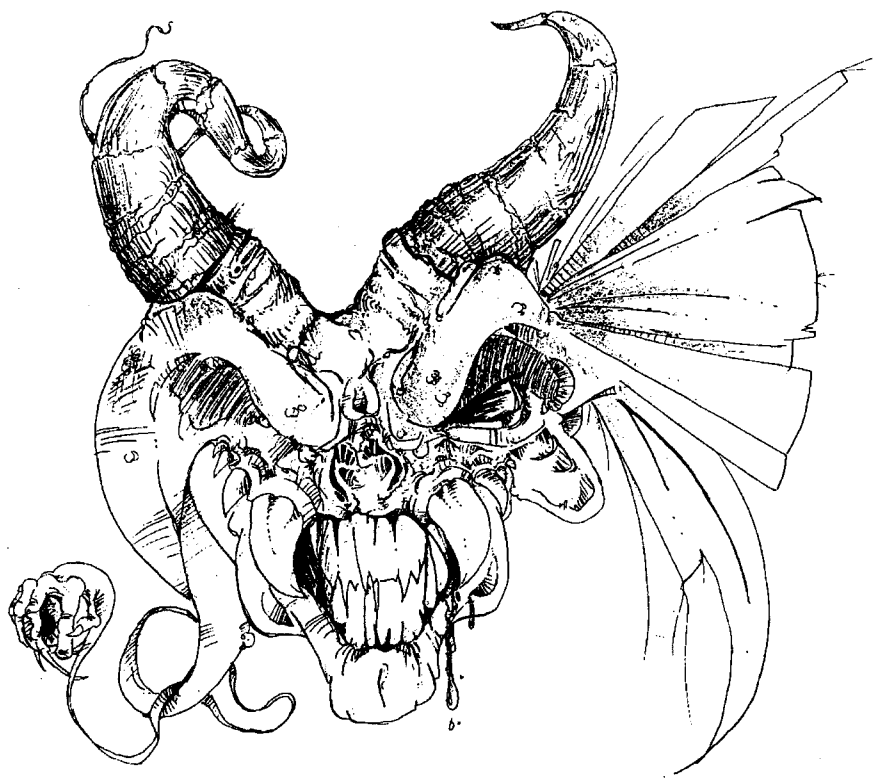
**Thunderfist:** This gauntlet radiates light in a 2' radius when commanded. It adds 30 to the user's attacks when used to punch, and can summon a special attack which inflicts x2 damage and inflicts Electrical criticals of equal severity as the original punch. When used to strike walls, doors, or other solid objects, the object struck must make a RR vs. a 20th level attack or be shattered. This attack may only be used up to 5 times per day. This gauntlet is forged from black eog, and has a golden thunder bolt carved onto the metal. It has diamond studs for knuckles. *Most Potent.*

**Whip Rose:** This normal rose turns into a whip at the user's command. It adds 20 to the user's OB, and on an 'E' critical, the person struck must make a RR vs. 10th level or be slain due to a poisonous thorn piercing his flesh. *Potent.*

## MISCELLANEOUS ITEMS

**Biting Bracers:** These silver bracers are carved to resemble a snake's head. The eyes of the snake are black eog, while the fangs are ivory. The fangs of the snake can be commanded to elongate and stab an enemy (use the dagger table at +20). They can also drip poison three times a day which causes the damage to be tripled. *Potent.*

**Burning Gloves:** These crimson gloves are highly enchanted and give the user the ability to burst his hands into flame. The user may either punch with them, allowing him to inflict Heat criticals of one degree of severity less than the original critical, or he may use up to 20 PP/day from the Magician Base list: Fire Law. *Potent.*

**Darts of Numbing:** These darts are found in groups of 3–6. The darts inflict no physical damage, but unless the target makes a RR, he is paralyzed for 1d10 rounds. *Modest.*

**Demon Claw:** These demonic items allow the user a number of powers which vary according to the original source. Some examples are extra strength (either +30 OB, or x2 damage with all hand held weapons), x2 spell multiplier, or invulnerability to non–enchanted weapons. All Demon Claws are able to detect demons in a 30' radius, and add +20 to the user's RRs vs. demons. *Most Potent.*

**Map of Warning:** This blank piece of parchment will glow when something threatens its holder. Upon the map, an image of the user's party, and an image of the threatening being will appear with relative distance upon it. *Potent.*

**Rope Belt:** This normal looking leather belt may upon command turn into 50' silk rope that can support up to 1,000 lbs. of weight. The belt may only be used twice a day, and only for ten rounds each time. *Modest.*

**Saddle of Animal Affinity:** This tan– and gold–threaded saddle allows beast and rider to achieve a state of oneness. It allows the two to attack at +10 OB, and +5 DB. *Modest.*

**Skeleton Dust:** This potent powder turns those it is used on into skeletons unless they make a RR vs. 5th level. *Most Potent.*

**Web Egg:** This item is a small sphere which when thrown, opens up and imprisons all within a 10'x10'x10' web if they fail a RR vs. 15th level. Those trapped will remain so for 1 round for every 5% failure. *Modest.*

**Circlet of the Warrior Mage:** These magic items are constructed from precious or magical metal, unadorned except for a piece that snakes down to encircle one of the wearer's eyes. Occasionally, the eyepiece is set with a monocle of crystal. The circlet protects its wearer as if it were a full helm with no encumbrance/vision restrictions (in fact, it improves the vision of its wearer, granting a +5 bonus on appropriate rolls). The major power of the circlet is that it gives its wearer greater precision in targeting magical attacks (+10 to spell attack rolls when applicable). Some 10% of the circlets are enchanted with some useful combat spell usable daily, and a further 2% with a daily non–combat spell. *Potent.*

**Tridic Metal:** A magical metal that can take the form of any item the user knows the true name of (restricted to the available mass of the metal), remaining in that form until it is transformed by the use of another true name. To change its form, the metal must be held while the true name is spoken by its wielder. Each piece of Tridic metal has a magical bonus which applies to all of its forms. Units of Tridic metal may be divided or combined. If different types of Tridic metal are combined, average the bonuses by the mass to get the new bonus (rounding down), and grade of metal. Tridic metal only functions in areas of high magic (GM's discretion); in other areas it is locked into its current form, and only has half of its magical bonus.

Tridic Metal comes in 3 grades: *Mixed*, with a magical bonus of +5 or +10. Only essence users can change its form, requiring the true name of the item it is to be changed into, and the expenditure of 1pp per .5 kg (1 pound) of the metal transformed. *Dominant*, with a magical bonus of +15 to +20. Essence users may change its form with a true name, and the expenditure of 1pp; others may change its form with a true name and a successful empathy roll of 90+. *Potent to Most Potent. Pure*, with a magical bonus of +25 to +30, anyone may change its form with a true name. *Most Potent to Artifact.*

**Note:** *Tridic Metal is based on the metal of the same name from the Hawk and Dove comic book series by DC Comics, specifically issues 14–17.*

## POTIONS

**Potion of Basilisk Breath:** Imbibing this grey potion allows the user to breathe like a basilisk in a 20' radius. There is a 25% chance that the user himself will be caught in the cloud he breathes. The effects of this potion are at 10th level. *Potent.*

**Potion of Knowledge:** This potion allows the user great knowledge and allows him to ask the GM three yes/no questions with a 50% chance of a correct, but riddle–like answer. *Modest.*

**Potion of Paralyzation:** By drinking this potion, the user will be able to breathe out a foul mist which will freeze any who fail a RR vs. an 8th level attack. Those who fail are frozen for 1 round for every 10% they miss their RR. *Modest.*

**Potion of Regeneration:** This potion will allow the user to heal 1d10 hits/round for five rounds when taken. *Modest.*

**Potion of Stench:** This potion causes all within a 20' radius to make a RR vs. 5th level or move away at maximum speed (handy for man–eating monsters). *Modest.*

**Balite Potions of War:** Brewed in huge black iron caldrons, massive batches are made for use by the Empire of Bal. These potions are issued to the members of units that are going to lead assaults, or be in the thick of the fighting during a battle. The potion is a dark reddish brown color and rather thick, tasting much like overly spiced meat stew. The imbiber gains a +10 OB in melee combat, +3–30 concussion hits, –1 round from the length of stuns, and a +30 bonus for the purpose of morale checks and similar emotion based attacks. The imbiber becomes euphoric, feeling that he can take on the whole world single–handedly. To retreat or take any purely defensive action while under the effects of the potion require a Self Discipline roll at –75.

The effects of the potion last for 20+1–100 minutes. Afterwards, the imbiber is at –15 to all rolls for the next 12 hours (each hour of total rest counts as three towards this). Each additional dose taken before the potion entirely wears off adds an additional 1–100 minutes of effect, and doubles the needed recovery time. The effects of the Potion of War are mildly addictive (GM's discretion). *Most Potent.*

## ARMOR

**Acid Armor:** Twice/day, this +20 Armor secretes acid upon command for 1d10 rounds. This acid inflicts an 'A' critical upon creatures touching the wearer, and weapons must make a RR vs. 8th level or be destroyed. Only plate armor can be acid armor. *Potent.*

**Plate Mail of Kharsel:** Light grey–blue plate mail that will fit anyone who is human size. The armor is +30 (AT/20) and protects its user from elemental attacks by absorbing them. For every elemental spell cast at the wielder, he takes one point of damage. These hits fade in one hour. *Artifact.*

**Shield of the Righteous:** This +5 shield will allow its wielder to turn back the damage of any attack made against him in melee if his cause is just (defending his church, fighting demons, or something similar). This ability will only last for 1 minute of combat, at which time the user will only have a normal +5 shield. *Most Potent.*

**Shield of Disarming:** +10 shield which will disarm any opponent who strikes its user unless they make a RR vs. a 5th level attack. The shield can only affect one person per round. *Modest.*

**Shield of Shattering:** This +5 shield will attempt to shatter the weapon or limb of the first person of each round who attacks its wielder. Those striking the user must make a RR vs. 10th level or have that item or limb shattered. *Potent.*

## RINGS

**Boxer's Ring:** These rings typically have 3–30 charges when first found. Each charge increases the user's OB by +5. If 5 charges are used in one round, either the damage is either doubled or any critical delivered 1 level in severity. *Modest.*

**Ring of the Gryphon:** These rings always have 30 charges when found and have three different uses: *Gryphon Claws* (1 charge): LCl attack at +20. *Gryphon Wings*: (2 charges): Flight, 250'/rnd. *Shapechange* (3 Charges): Shape shift into Gryphon form for 10 minutes. *Potent.*

**Karr's Ring:** This ring is able to absorb spell energy by making a RR at the user's level vs. 20th level effect. Each spell absorbed may be used to attack with a Hellbolt. Use the *Firebolt* table with heat and cold criticals. *Most Potent.*

**Ring of Regeneration:** When worn, this ring allows it's user to regain 1 power point per hour that the ring is worn. There are different types of rings for each profession. *Potent.*

**Staff of Acid:** This dark brown staff allows its user to inflict acid criticals of equal severity as the original critical. Each use drains one charge. Typically, such a staff will have 5–50 charges. *Modest.*

**Battle Staff:** This steel staff has the ability to increase its bonuses. For 1 charge, either +10 OB, or +10 DB. For 2 charges, either +20 OB, or x2 damage. For 3 charges, +25 OB, or a Holy critical. Each staff has 2–20 charges when found. *Modest.*

**Staff of Hades:** This +20 staff renders its user immune to all death magic. In addition, he is able to cast a *Fear* spell so

powerful, that those who are subject to it, must make a RR vs. 15th level or run away from the user for 10–40 minutes with a 25% chance of dropping any items held. This thick black oak staff is ringed with a gold cap and a gold bottom. It has red runes carved along it's length, and the symbol of the Greek god Hades upon its center. *Most Potent.*

**Chill Wand:** These wands have 5–50 charges. For 1 charge, the user may attack with the wand on the Mace table, inflicting cold criticals of equal severity as the original. For 2 charges, the user may use up to 10 points of spells from the Magician Base list: Ice Law. For 3 charges, the user may freeze any target who fails a RR vs. 10th level. The victim dies in agony in 10 rounds. *Potent.*

**Wand of Darkness:** This black wand bestows the ability to see in to the infrared upon its wielder. For one charge, the wand can cast *Darkness (15' R)*. For 2 charges, it can fire *Black Lightning* (resolve on the *Lightning Bolt* table, x2 damage, delivering Cold and Electrical criticals). Typically, the wand has 4–40 charges. *Potent.*

Joe Kushner/Sean Holland

# CREY LAWS

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*on only one side of the paper.* Also include in this envelope a stiff piece of cardboard to keep the envelope rigid. Staple each article separately. The first page (or disk label) should include the author's name, address, and social security number, as well as the title of the article, and a word count. Each page should be numbered and contain the author's name. Fax and modem submissions are also possible to arrange.

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# SILENT DEATH ™

In a universe of brutality and wrath, justice is meted
out from the barrels of Pulse Lasers and Impulseguns.
Here, fighters and gunboats streak to their final,
cataclysmic rendevous. Torpedoes are fired, missiles
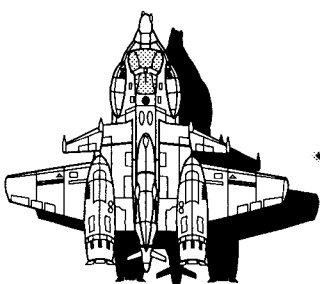launchers are primed, and battle is joined.
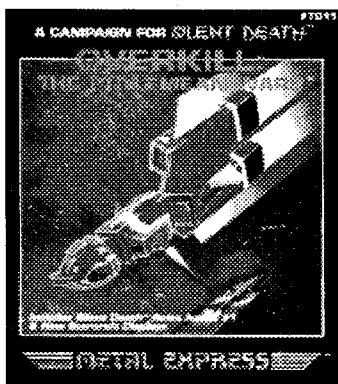
**OVERKILL¨:** The star-spanning Province
of Great House Ptolemus has been
invaded by the Colosian Deep Space
Fleet. Other warmongering hordes from
the Black Plague and Behemoth
warbands have staked their claim to
Ptolemean worlds. The first provincial
outposts have been overrun.
Desperate pleas for help crackly over
a far-flung net of Tachyon Bean Dictors.
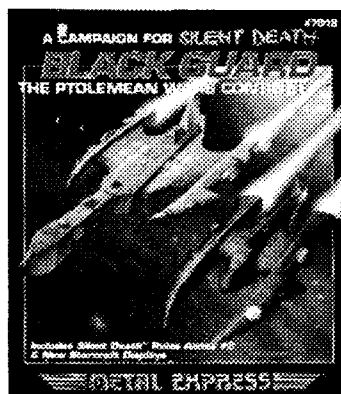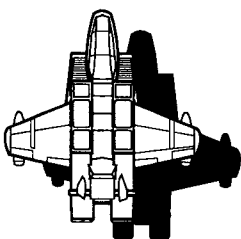
**BLACKGUARD¨:** "Let Operation Hurricane
Begin!" With these words, Marshal
Beznikov ushered in the final Colosian
assault on the Ptolemean Homeworld.
After nearly a year of desperate
fighting, the Colosian Fleet is ready to
take the capital of House Ptolemus in
one final, cataclysmic battle.
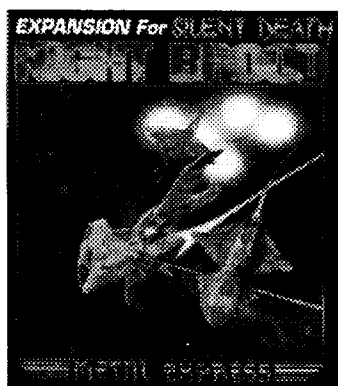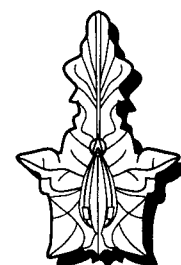
**NIGHTBROOD¨:** A gruesome new menace
stirs on the periphery of known space.
Armed with devastating technologies
and a thirst for mayhem, these
Hatchling aliens (known simply as Grubs),
burst forth from their hidden Clutch-
worlds. Millions of them, including
an overwhelming contingent of
bio-mechanical starfighters, embark on
a sector-wide rampage.

# Fly 'Til You Die!

## METAL EXPRESS

# ICE New Product Release

| Stock | Title/Release Month | Price |
|-------|---------------------|-------|

## MIDDLE-EARTH ROLE PLAYING™ - Second Edition

**2000     Middle-earth Role Playing™ 2nd Edition (Hardbound)/Sept. '93          $30.00**

ICE's best-selling fantasy role playing rules set in J.R.R. Tolkien's Middle-earth are back in this beautiful Hardbound Printing of the Second Edition. *Middle-earth Role Playing™ Second Edition* (MERP™ II) includes new material, but remains the same rules system and is fully compatible with the first edition MERP and it's dozens of sourcebooks & supplements. *MERP II* provides expanded Middle-earth culture/race descriptions with new culture/race specific backgrounds. There are now predesigned *Character Templates* that enable both novices and Lord of the Rings Adventure Game afficionados to start playing quickly! New artwork and layout make the presentation and organization of MERP II just what today's players want—an accessible, user-friendly rules system. This 200+ page book will bring the most popular fantasy trilogy , *The Lord of the Rings*, to life as never before.

**2002     MERP™ 2nd Edition Accessory Pack (Boxed)/Sept.'93          $14.00**

This boxed gaming aid for use with *Middle-earth Role Playing™ Second Edition* rulesbook gives players everything thay need for a deluxe set-up of their role playing events! An ideal accessory for newcomers and veterans alike! Contents are: one 16 page B&W book of displays & floorplans for adventure material in the *MERP™ 2nd Edition* rulesbook, one 32 page B&W book with an additional introductory adventure, one new 16 page color book of displays for use with the 32 page adventure, color cardboard characters (with some new characters added) & stands, dice and plastic hex sheet overlays. Bring your MERP campaign to life! (Note: some of these materials were previously published as contents of ST#8100, MERP Boxed Set). This is not a complete game—*MERP* rules required.

**2003     MERP™ 2nd Edition Campaign Guidebook (+ map)/Sept. '93          $20.00**

The must-have background sourcebook for *MERP ™ 2nd Edition* rules, the *Campaign Guidebook* gives you 144 packed pages + a full color map insert of Middle-earth. This sourcebook combines and revises the material originally published as two separate titles, *Middle-earth Campaign & Adventure Guidebook* (#2200) and *Guidebook II* (#2210). Contains descriptions of the principal inhabitants of Middle-earth, a language tree & linguistic data, cultural notes, and an in-depth time-line. Maps and notes on topography, climate, trade routes & population centers will help any Middle-earth campaign. There are also guidelines for incorporating the Middle-earth setting into other major role playing systems, such as ICE's advanced level *Rolemaster™*. Also included is a comprehensive glossary of prominent people, places and things; and of course an Elven language dictionary as well! A stellar publication for gamers and collectors!

**4001     Northwestern Middle-earth Map Set™ Campaign Atlas/Aug '93          $12.00**

"Is there any way I can get the Middle-earth maps from ICE's *MERP™* Campaigns all in one place?" Finally the answer is "YES" in a grand way. This product is destined to become the ultimate gaming resource for *MERP* and other fantasy RPG players. *Northwestern Middle-earth Map Set* provides the regional color maps from previous MERP campaigns and includes instructions for piecing them together for a large scale comprehensive detailed view of Northwest Middle-earth - breathtaking! This complete map presentation will even "fill in the holes" for the previously unmapped lands at the edges of Gondor, Rohan and Fangorn Forest. A must for GMs players and collectors. *Fully compatible with MERP™ Second Edition.*

## ROLEMASTER™

**1304     At Rapier's Point™ Genre Book/Sept '93          $14.00**

*Swashbuckling in a World of Intrigue and Dueling!* This exciting sourcebook details the world of duelists, codes of honor, and swashbuckling thrills. Includes character generation suggestions, new professions, rules for black powder firearms, guidelines for fencing and dueling, and much more. Also supplies historical details regarding 17th Century France (the age of the Musketeers) as source material to provide examples and portray the nature of the genre.

**1902     Rolemaster Companion VII™ Sourcebook/July '93          $14.00**

Expand your *Rolemaster™* gaming experience with this new offering of yet more optional rules, professions, spell lists and campaign additions. No other series provides such a wide variety of choice—with the *Rolemaster Companions* you can tailor your campaign to be exactly what you want it to be. *Rolemaster Companion VII (RMC VII)* contains material for both game masters and players. There are optional combat rules, new martial arts material, fate points, spell lists specifically for monsters like vampires and dragons, and new professions—such as the Armsmaster (a spell-using warrior mentalist). As a special feature in this 128 page book, you'll find completely unique guidelines for using the Tarot deck and spells & skills involved with it. *RMC VII* also provides new options for resistance rolls, initiative, spell development & exhaustion (whew)! *Rolemaster Companion VII—Rolemaster* just keeps getting better!

# ICE New Product Release

| Stock | Title/Release Month | Price |
|---|---|---|

**SHADOW WORLD™**

**6302**       **A Gathering Darkness™** (The Grand Campaign, Part I)/**August '93**          **$16.00**

Never has role playing come so close to the ideal of a living novel. Now you can join in the greatest FRP adventure ever! The events in *The Grand Campaign* for *Shadow World*™ will change the course of history for Kulthea forever. The journey spans Emer, Jaiman, and beyond, bringing the characters face-to-face with one of the most powerful dark cults in the history of the Shadow World. *A Gathering Darkness* is the first 112 page installment of *The Grand Campaign* trilogy. Adventurers are swept through magical Flow–storms, pursued by the evil Messengers of Syrkakang, and even draw the attention of the seemingly immortal scribe Andraax. The characters are supplied with a detailed history, personality profile, and unique equipment that make each an integral part of *The Grand Campaign* through either their heritage, abilities, or inheritance. *A Gathering Darkness* also includes:

- More than thirty different adventure sites, some with multiple "encounters" possible.
- Full color map of the continent of Jaiman.
- New background material on the evil *Iron Wind* and its minions, as well as other dark forces.
- Updated Timeline, with future and secret events for the Gamesmaster.

**SPACE MASTER™**

**9004**       **Space Master Companion II™** sourcebook/**August '93**          **$14.00**

*Space Master Companion II* expands the *Space Master* system in new directions with an offering of fresh optional rules, professions, equipment and campaign additions—material for both Game Masters and players! The section on weapons & equipment provides a huge list of equipment, including cybernetics, powered armor, and much more. Learn how to vary the technological & sophistication levels of items (range, durability, power source, etc.), tailor-making each to a specific planet, company or group. There are also more examples of aircraft & spacecraft, and vehicle construction ideas and rules. For your characters, there are new skills & development options as well as new races—including aliens—usable as player or non-player characters. The 128 pages of *Space Master Companion II* is just what your Space Master campaign needs!

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*at GenCon '93*

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# Middle-earth

## The Return of the King

# Middle-earth Role Playing

## Second Edition

# One Game to Rule Them All

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